



PLATIN GAMING
GAME DEVELOPMENT

[ROOT SEEKERS]

Game Info



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Document History

Version	Date	Author	Comment
1.0	{DATE}	{AUTHOR}	Initial Version




Contents

Document History	3
Version	3
Date.....	3
Author	3
Comment	3
GAME CARD	5
1 GAME DESCRIPTION	6
2 GAME OVERVIEW	9
2.1 Symbols.....	9
2.2 Scatter Symbol	10
2.3 Wild Symbol	11
2.4 Bonus Symbol.....	12
2.4 Denomination	13
2.5 Bet Options	13
2.4 Game Configuration.....	13
2.5 Paylines	13
2.6 Paytable	13
3 RANDOM MODEL	14
3.1 Freespins	14
3.2 Super Free Spin / Bonus.....	14
3.2 Gamble Feature	15
4 SCREEN OF ALL GAME PHASES.....	16
4.1 Base Game	16
4.2 Free Spins.....	17
4.3 Gamble.....	18
5 INFORMATION AND HELP SCREENS.....	20
5.1 Paytable	20
5.2 Bonus	21
5.3 Rules.....	21



GAME CARD

<i>GAME NAME</i>	Root Seekers
<i>RTP</i>	97.05%
<i>LINES</i>	10
<i>REELS & ROWS</i>	5x3
<i>GAMBLE</i>	Yes / Black - Red
<i>SUPPORTED PLATFORMS</i>	Android / iOS / Windows
<i>GAME RESOLUTION</i>	1920x1080, 1280 x 720 or 1024 x 576 Custom values can be used as long as the aspect ratio is kept at 16:9
<i>SUPPORTED BROWSERS</i>	



1 GAME DESCRIPTION






Root Seekers is a 5-reel, 3-rows, 10-payline game. The number of lines is fixed.

The different symbols on each reel pay (according to the paytable) if the same symbol appears in a line from left to right. For instance, if symbol KING appears on the first, second and third position of line 5, this is awarded as a 3-of-a-kind KING win. Only the highest win of each line is awarded, and all wins are added together.

The game has two mutually exclusive Bonus features:

- Freespin Bonus feature: triggered by 3, 4 or 5 SCAT symbols appearing anywhere on the reels, awards 5, 10 or 15 freespins respectively. Additional freespins cannot be won during bonus feature.
- Super Freespin Bonus feature: triggered by 3 BONUS symbols appearing only on reels 1, 3, 5, awards a random number of freespins (5, 8, 10, 20, 30) with a randomly chosen win multiplier (2x, 3x, 5x, 7x, 10x, 20x times the win on the line). Additional Super Freespins cannot be won during bonus feature.



Button	Image	Function
Main Controlbar Elements and Descriptions		
Autoplay Button		Opens autoplay settings.
Max Bet Button		Clicking this button starts a game round at the current coin value with the maximum bet level selected.
Gamble Button		Clicking this button start a gamble game
Spin Button		Starts a single spin using current bet settings.
Stop Button		Stops the spin quickly.
Collect Button		Clicking this button collect current earns, if has a win.














Button	Image	Function	
Main Controlbar Elements and Descriptions			
Quick Spin Button		Plays the game in quick spin mode.	
Line Stepper		Clicking one of the numbered buttons changes the line values. To increase or decrease faster, the player can click and drag the slider below.	
Coin Value Stepper		Clicking the left and right arrows increases and decreases the coin value. To increase or decrease faster, the player can click and drag the slider below.	
NavigationBar		Allows navigating the payable pages.	
Toolbar Elements and Descriptions			
Button Name	Button States		Description
Fullscreen Button			Gets the game to the maximize / minimize.
Mute Button			Turn the sound off / on
Paytable Button			Opens the payable
Help Button			Open game rules
Settings Button			Opens the game settings list.



2 GAME OVERVIEW

2.1 Symbols

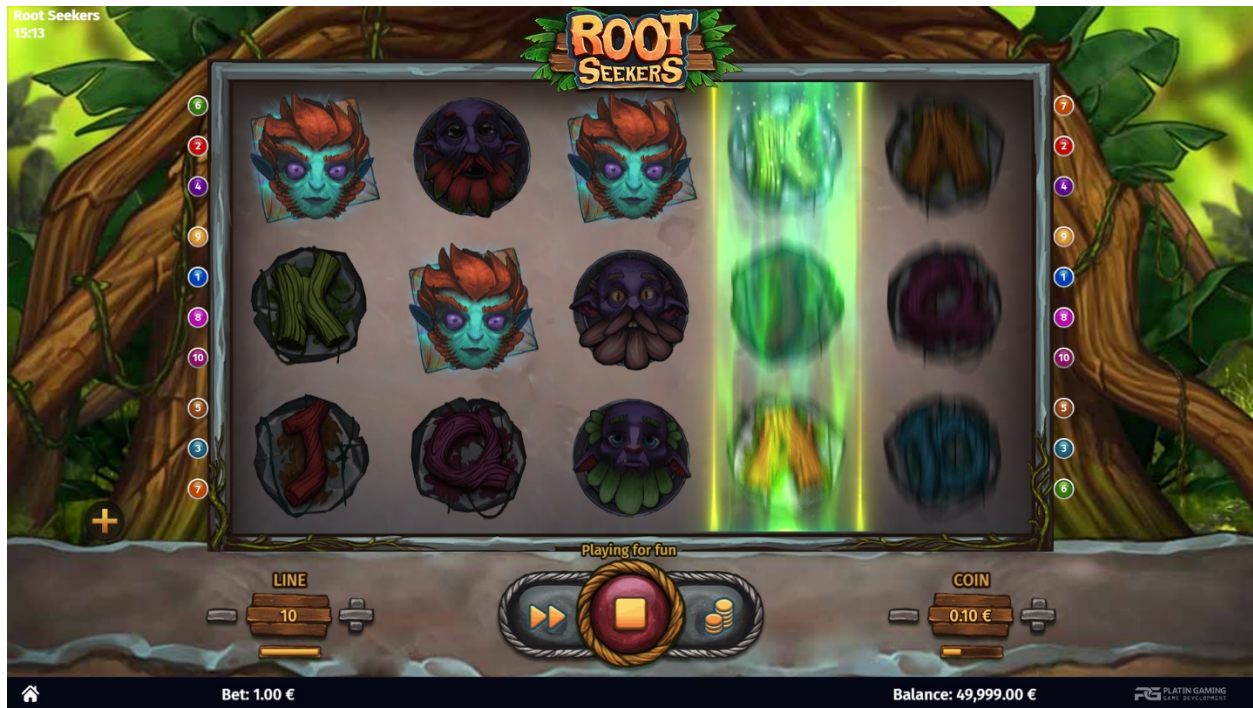
This game has the following graphical symbols:

	Book (WILD)		Ace (ACE)
	Young elf (SCATTER)		King (KING)
	Block (BONUS)		Queen (QUEEN)
	Old elf 1 (PIC1)		Jack (JACK)
	Old elf 2 (PIC2)		Ten (TEN)
	Old elf 3 (PIC3)		



2.2 Scatter Symbol

In the Base Game, 3 or more Scatter symbols trigger the free spins.





2.3 Wild Symbol

The Wild symbol substitutes for any other symbols in the Base Game and Super Freespin Game, except for the Scatter, Bonus symbol.





2.4 Bonus Symbol

In the Base Game, 3 or more Bonus symbols trigger the bonus game, Bonus symbols only appears 1th, 3th, 5th columns. After bonus game, Super Freespin will start.





2.4 Denomination

The denomination of the game (value of 1 credit) is set to 0.01 €.

All currency related values in the game are always displayed and formatted according to the denomination, using the dot “.” as separator for the cents (e.g. a win of one and a half euros will be displayed as 1.50).

2.5 Bet Options

The number of paylines on which the player can bet is variable between 1 and 10.

The total bet is defined as the number of paylines (1-10) multiplied by the bet-multiplier, which is the amount of credits bet on each payline.

Allowed values for the bet-multiplier are: 1, 2, 3, 5, 10, 15, 30, 50, 100, 200, 300, 500, 750, 1000

This corresponds to the following minimum and maximum bet:

Minimum bet: 0.01 €

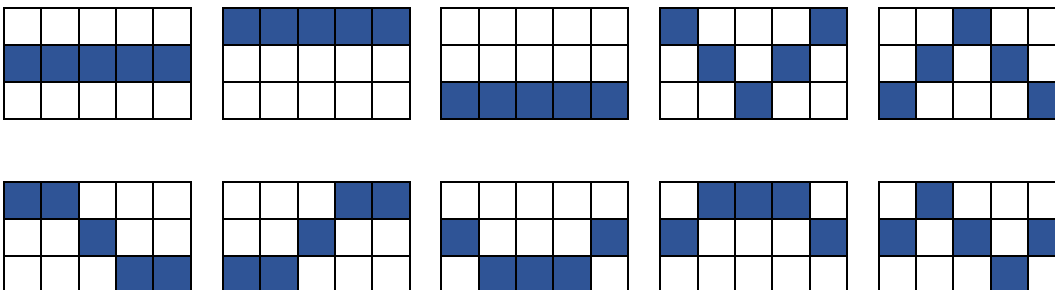
Maximum bet: 100.00 €

2.4 Game Configuration

RTP : 97.05%

2.5 Paylines

Game has 10 Predefined paylines



2.6 Paytable

The paytable shown in the game is dynamic: that is all values corresponds to the amount paid to the player for the selected bet.



3 RANDOM MODEL

In the base game the engine draws one random number in the [0-1) range to select a set of reels, then it uses 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the $[0, d-1]$ domain where d is the length of the reel.

3.1 Freespins

If Free Spins Bonus is triggered, 5 random numbers will be used on every spin to select the stop positions for all 5 reels, each one of these numbers is drawn in the $[0, d-1]$ domain where d is the length of the reel.

Example outcome with trigger: 0.3,6,3,4,1,1

3.2 Super Free Spin / Bonus

If the Super Free Spin Bonus is triggered, the engine draws one random number in the [0-1) range to select the number of freespins of the bonus according to the following table:

Prob. Ranges	N. Spins
[0 , 0.54]	5
(0.54 , 0.77]	8
(0.77 , 0.94]	10
(0.94 , 0.98]	20
(0.98 , 1]	30

Then the game will consume one random number in the [0-1) range to select the win line multiplier for the bonus game, according to the following table:

Prob. Ranges	Win Multiplier
[0 , 0.35]	2
(0.35 , 0.66]	3
(0.66 , 0.85]	5
(0.85 , 0.96]	7
(0.96 , 0.99]	10
(0.99 , 1]	20

On every spin the game engine will draw 5 random numbers to select the stop positions for all 5 reels, each one of these numbers is drawn in the $[0, d-1]$ domain where d is the length of the reel.

Example outcome with trigger: 0.3,13,5,9,2,6



3.2 Gamble Feature

To draw the outcome of the gamble feature one integer random number (0=gamble won, 1=gamble lost) is used.



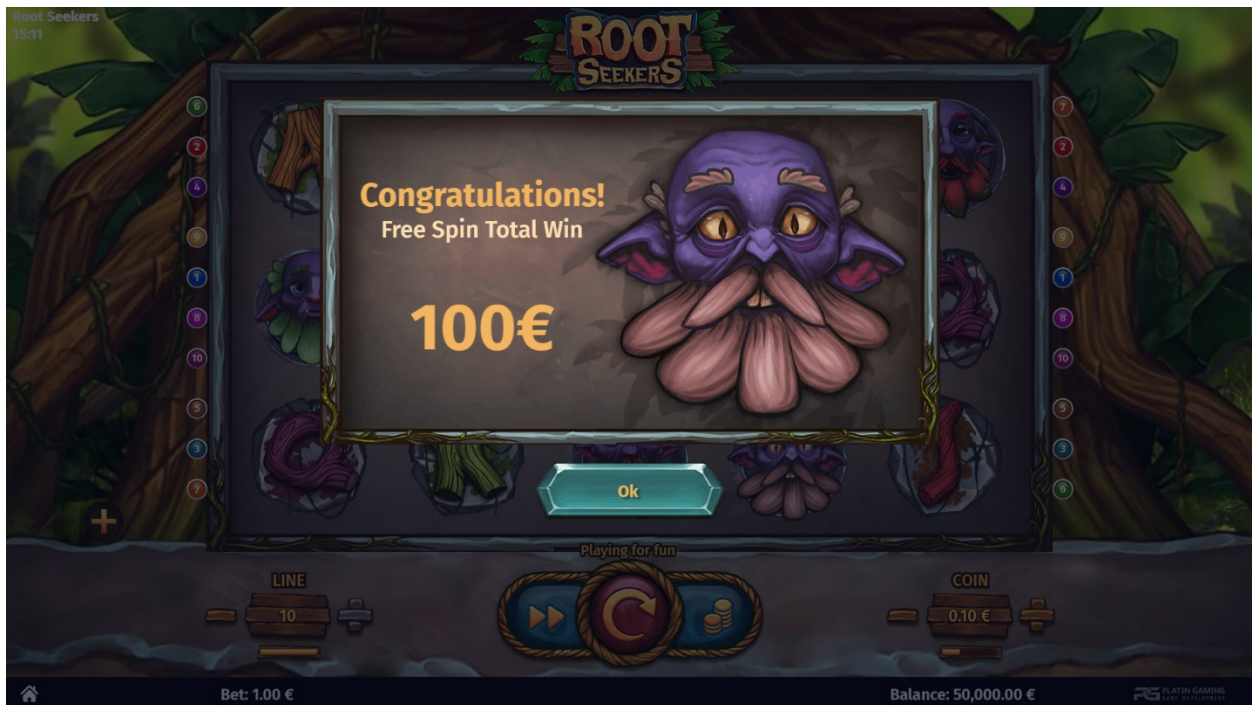
4 SCREEN OF ALL GAME PHASES

4.1 Base Game





4.2 Free Spins





4.3 Gamble





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5 INFORMATION AND HELP SCREENS

5.1 Paytable





5.2 Bonus



5.3 Rules

