Golden Lucky Fortune key points

- Theme: Asian, Luck, Modern, Wealthy, Shiny & Gold
- Example Game: 88 Fortunes
- Reel Grid: 3x5 with 243 win lines
- Free Spins Feature
- Temple Feature
- Wild Symbol
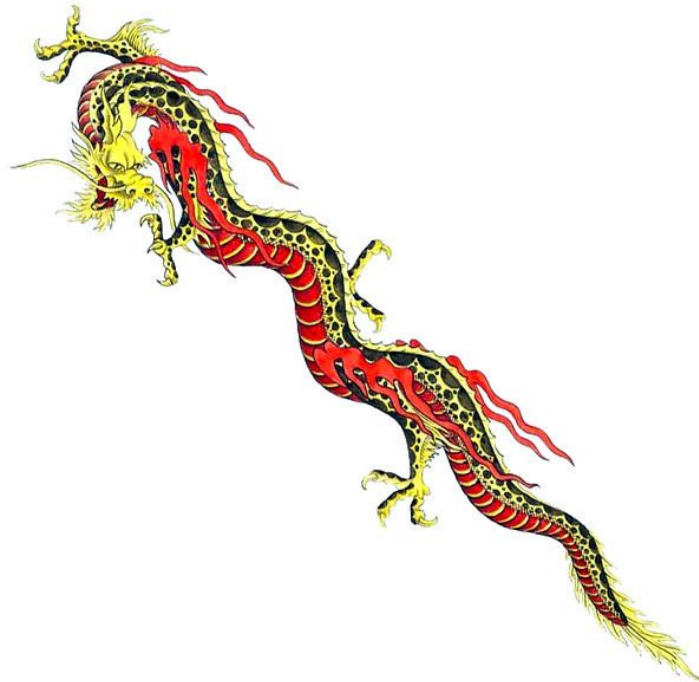- Lucky Pot Feature
- Symbol Swap
- Reel Swap
- Wild Selector

Free Spins Feature

Free Spins trigger symbols land on reels 1-2-3 only
Feature/Symbol theme – Long Dragon
10 free spins
Picture symbols only (5 symbols – not including wild)

Temple Feature

- Symbol/Feature theme – Laughing Buddha

- Pick me feature triggered by 3 Laughing Buddha symbols anywhere in view.

- On feature load the temple loads with all contents behind each 'box' hidden.

- Player starts with 5 picks, starting on the bottom row, each time Advance is selected an extra pick is awarded.

- When Advance is selected the next row becomes active and only that row can be selected from.

- Prizes are stake multipliers.

- Each time the feature is triggered the values within each row should be randomly placed so that no predictability is evident.

			x25	x100			
		x25	x20	Advance	x10		
	x15	Advance	x10	x10	Advance	x5	
x1	Advance	x5	x10	x2	x2	Advance	x10

Lucky Pot Feature

- Theme lucky coins

- 4 fixed Jackpots: Mini £50, Minor £150, Major £300 and Grand £500.

- Feature randomly triggered after a Wild Symbol lands in view.

- Player is presented with a grid of 12 spaces, each space contain an image reflective of the relevant pot. Match 3 of the same and awarded that pot.

- Top screen should clearly display these pot values in base game and during feature should take over the top screen.

Wild Symbol

- Themed – 3 gold coins tied with red ribbon.

- Wild symbol is visible on reels 2-3-4 only.

- When in view gold coins transition from the wild symbol to the Gold Pot on the top screen.

- Once wilds land within the pot the pot should either visibly fill or become shinnier, which happens it should be random.

- 3D pot and wild symbol (images and animation).

- Pot should default contain full visible coverage of coins, coins been added should be to over fiull the pot (think full to the rim of pot as default + extra coins added on top)

- Key visual / audio point of game.

Symbol Swap

- Base Game feature on random losing spins.
- Player is given the choice of swapping two symbols that are on the reels to create a winning spin.
- Symbols that can be chosen are highlighted; player can choose themselves or auto pick button is pressed (auto pick awards the highest paying possibility).
- Messaging above the reels is required (but still on first screen) that details 'Symbol Swap' and 'Select a Symbol to swap'
- The visual for which symbols are available to swap should be themed mystical Asian.

Spin				
J	K	J	Pic1	10
Pic1	Pic1	Q	Pic1	Q
A	Q	K	A	J

Swap				
J	K	J	Q	10
Pic1	Pic1	Pic1	Pic1	Q
A	Q	K	A	J

Swap				
J	K	J	Pic1	10
Pic1	Pic1	Q	Pic1	A
Q	Q	K	A	J

Swap				
J	J	J	Pic1	10
Pic1	Pic1	Q	Pic1	Q
A	Q	K	A	K

Reel Swap

- Base Game feature on random losing spins.
- Player is given the choice of swapping two reels to create a winning spin.
- Reels that can be chosen are highlighted; player can choose themselves or auto pick button is pressed (auto pick awards the highest paying possibility).
- Same journey as Symbol Swap feature.

Spin					Swap				
J	K	J	Pic1	J	J	K	Pic1	J	J
Pic1	Pic1	Q	Pic1	Q	Pic1	Pic1	Pic1	Q	Q
A	Q	K	A	Q	A	Q	A	K	Q
					Swap				
					J	J	J	Pic1	K
					Pic1	Q	Q	Pic1	Pic1
					A	Q	K	A	Q
					Swap				
					J	K	J	Pic1	J
					Q	Pic1	Q	Pic1	Pic1
					Q	Q	K	A	A

Wild Selector

- Base game feature on random losing spins.
- A dapple will occur around the reel positions, when player presses start/take win the dapple stops and that symbol turns wild. The dapple will only move to reel positions that will turn the losing spin into a winning spin.
- The dapple should move every 0.1 seconds between symbol positions on reels 2-3-4
- The dapple should be audio/animation themed gold and wealth.
- Once the dapple Is 'stopped' the animation/audio occurs as If the wild had landed In view from the reels and the subsequent feature can be activated.

Spin					Dapple				
J	K	J	Pic1	10	J	K	J	Pic1	10
Pic1	Pic1	Q	Pic1	Q	Pic1	Pic1	Q	Pic1	Q
A	Q	K	A	J	A	Q	K	A	J
					Result				
					J	WILD	J	Pic1	10
					Pic1	Pic1	Q	Pic1	Q
					A	Q	K	A	J