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Business Summary

Hot on the heels of the famous Joker's Luck comes Joker's Luck Deluxe TM . Now it's an exciting 3 reel game with single, double and triple symbols. Get golden symbols on all 3 reels and you'll fill up the 3 Cash Towers faster. Take the cashpot before you see the Red Joker, he resets it all back to zero.

The **Joker's Luck Deluxe™** game runs on HTML5 and supports all screen resolutions up to full HD.

Game Details

Game Code	sw_jolude		
Grid Size/Nº of Paylines	1x3 / 1 Line		
Combined Feature Frequency	-		
Volatility	5 of 5		
Minimal RTP (return to player)* Maximum RTP (return to player)**	94% 97%		
Hit Frequency per Max Lines	7.02%		
Maximum Paytable Prize	2,100 x Coin Bet		
Win Distribution	Low Wins Medium Wins High Wins The table shows the relative RTP paid out by low, medium, and high wins in the game.		

^{* -} when a player always collects the Cashpot immediately

Business Case

- Simple 3-reel slot game
- Double and triple symbols
- Wilds boost the cashpot
- Cashout at any time

^{** -} when a player doesn't collect the Cashpot





Symbol Details

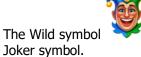
Wild Symbol



The Wild symbol



may appear on all reels.





substitutes for all symbols, except for the Red



upgrades the progress of all towers.

Red Joker Symbol



The Red Joker symbol



may appear on all reels.



The Red Joker symbol

may land partially or fully.

If the The Red Joker symbol affect the progress or Cashpot.

lands partially on reels, it doesn't

If the The Red Joker symbol progress and the Cashpot to zero. lands on all 3 reels, it resets the





Game Rules and Features



Joker's Luck Deluxe[™] is a 3-reel game with Wild, Red Joker and golden symbols. There are 3 types of golden symbols: bells, stars and lucky shoes. Each type has a corresponding Cash Tower above the reels.

Each golden symbol may consists of 1, 2 or 3 elements. When symbols land they increase the corresponding Cash Tower by 1, 2 or 3 levels accordingly, and this payout is added to the Cashpot.

After the Cash Tower is fully filled any additional matching symbol pays out the prize, that is shown above it. If the number of matching symbols is greater than the visible number of steps, the special indicator appears showing the number of exceeding steps. And the certain win amount per exceeding step is moved directly to the balance.

The Wild symbol updates all towers:

- 1 Wild symbol updates Cash Towers by 2 steps;
- 2 Wild symbols update Cash Towers by 4 steps;
- 3 Wild symbols update Cash Towers by 8 steps.

The win amount on towers changes with the bet amount. A player can change the bet only when the Cashpot is empty.

To get a win directly into the balance, a player needs to fill one or more towers completely. Other winnings are collected into the Cashpot, that displays the sum of the current cash amount of each tower. The player can transfer a win anytime, moving the full amount in the Cashpot into their balance by pressing the Collect button. The Collect button also resets all towers back to zero.

A game round begins when the player presses spin and continues until they collect the Cashpot or the Red Joker symbol lands on all reels, resetting the towers and the Cashpot to 0. One game round can contain several spins.

The game has a autoplay, where a player can choose the number of spins and the Cashpot limit.





Casino's Exposure

The casino's maximum exposure from a single game round is limited by the win capping mechanism. The win capping defines that the total win from a single game round cannot exceed 500,000 Euro. Should the total win from a game round exceed this number, the total win will be capped.

Top Win information per bet got during simulation of 1,000,000,000 bets:

Highest win	700 x Total Bet
10 th highest win	675 x Total Bet
100 th highest win	550 x Total Bet



It is highly unadvisable to exceed the pre-set win capping values and game limits.





Default Coin Bet Values at Upload

Skywind will upload the game with the below default Coin Bet values (the coin marked in **bold** is the default selected coin bet for all players as they enter the game for the very first time):

CURRENCY	COIN VALUES		
EUR, GBP, USD	0.01; 0.02; 0.03; 0.04; 0.05; 0.06; 0.08; 0.1 ; 0.2; 0.3; 0.4; 0.5; 0.6; 0.8; 1; 2; 3; 5; 8; 10; 20; 30		
MYR	0.05; 0.1; 0.2; 0.3; 0.4; 0.5 ; 1; 2; 3; 4; 5; 10; 20; 30; 40; 50; 100; 150		
CNY	0.01; 0.02; 0.03; 0.04; 0.05; 0.06; 0.1; 0.2; 0.3; 0.4; 0.5; 0.6; 0.8; 1 ; 2; 3; 4; 5; 6; 8; 10; 20; 30; 50; 80; 100; 200; 300		
ТНВ	0.5; 1; 2; 3; 4; 5 ; 10; 20; 30; 40; 50; 100; 150; 250; 400; 500; 1,000; 1,500		
JPY	1; 2; 3; 4; 5; 6; 8; 10 ; 20; 30; 40; 50; 60; 80; 100; 200; 300; 500; 800; 1,000; 2,000; 3,000		
CLP, HUF, KZT, XOF	5; 10; 20; 30; 40; 50 ; 100; 150; 200; 250; 300; 400; 500; 1,000; 1,500; 2,500; 4,000; 5,000; 10,000; 15,000		
KRW	10; 20; 30; 40; 50; 60; 80; 100 ; 200; 300; 400; 500; 600; 800; 1,000; 2,000; 3,000; 5,000; 8,000; 10,000; 20,000; 30,000		
PYG	50; 100; 150; 200; 250; 300; 400; 500 ; 1,000; 1,500; 2,000; 2,500; 3,000; 4,000; 5,000; 10,000; 15,000; 25,000; 40,000; 50,000; 100,000; 150,000		
IDR	100; 200; 300; 400; 500; 600; 800; 1,000 ; 2,000; 3,000; 4,000; 5,000; 6,000; 8,000; 10,000; 20,000; 30,000; 50,000; 80,000; 100,000; 200,000; 300,000		
VND	250; 500; 750; 1,000; 1,500; 2,000; 2,500 ; 5,000; 7,500; 10,000; 15,000; 20,000; 25,000; 50,000; 75,000; 125,000; 200,000; 250,000; 500,000; 750,000		
IDS	0.1; 0.2; 0.3; 0.4; 0.5; 0.6; 0.8; 1 ; 2; 3; 4; 5; 6; 8; 10; 20; 30; 50; 80; 100; 200; 300		
VNS	0.3; 0.5; 0.8; 1; 2; 3 ; 5; 8; 10; 20; 30; 50; 80; 150; 200; 250; 500; 750		
MXN	0.3; 0.6; 0.9; 1; 2; 3 ; 6; 9; 10; 20; 30; 60; 90; 150		

Please contact the Skywind support team if you want to make changes in the Coin values.

Game limits of all new games must ALWAYS be reviewed by the casino operator prior to the game's release to players. Failure to set the required maximum limit may result in the casino's exposure to large player wins.

As always, licensees are welcome to contact their Account Manager for further assistance in understanding and configuring game limits and updates of coin values.





Screenshots

1. Loading Screen

Welcome screen introduces top features of the game.

PLAY

2. Main Game Round

Round of the main game with main symbols on the reels.







3. Wild Win

Round of the game with the Wild symbol upgrading all towers.

4. Red Joker Win

Round of the game with the Red Joker resetting all towers.







5. Cashpot Win

Round of the game with the 8 golden symbols filling the Cash tower and the Cashpot.

6. Direct Win

Round of the game completing all towers. The player is awarded the cash win which goes directly to the balance.

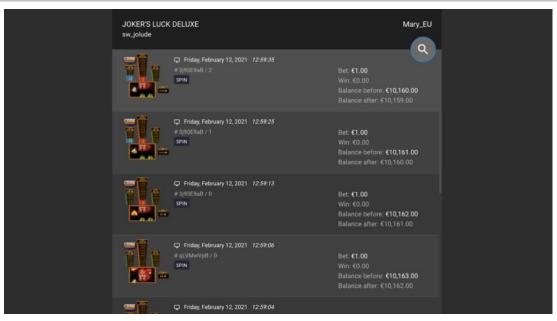








Game History Screenshots



1. Win Spin

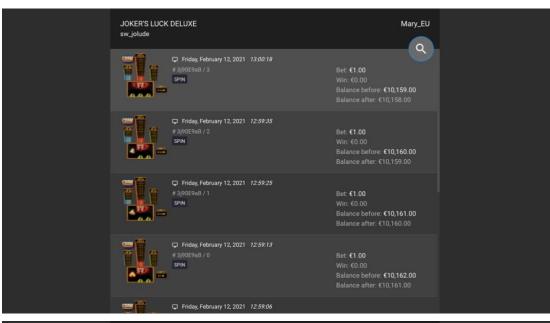
This set of screenshots shows the unfinished game round.

The player continues spinning and accumulating winnings into the Cashpot without transferring them into the balance.











2. No Win Spin

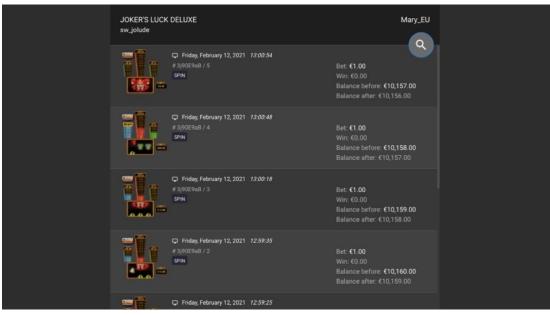
This set of screenshots shows the finished game round with no win symbol landing on the reels.

When no win symbol lands on the reels during the first spin, the round is finished.

If no win symbol lands on the reels during any spin other than the first, the round is not finished and continues.

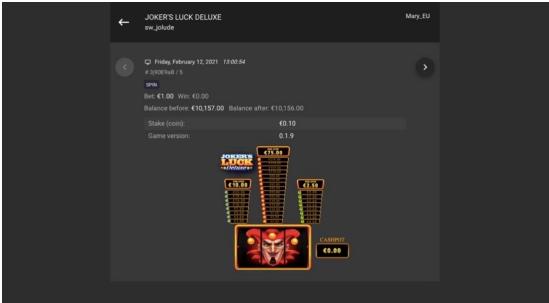






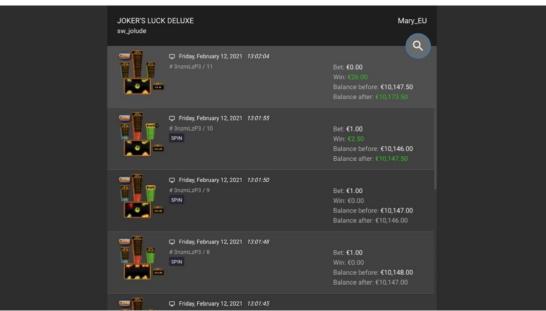
3. The Red Joker

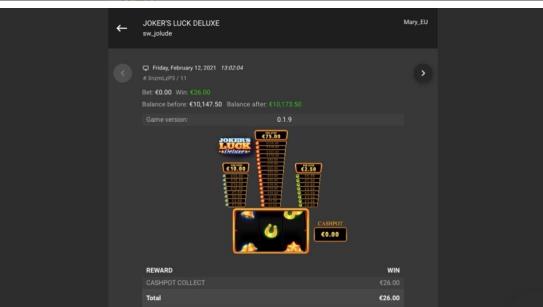
This set of screenshots shows the Red Joker symbol landing on the reels. All Cash Towers and the Cashpot reset to zero.











4. Collecting the Cashpot

This set of screenshots shows the finished game round.

Once the player presses the Collect button, the Cashpot win amount is transferred directly to the balance.





Document Version History

Version	Date	Author	Change Description
1.0	29.01.2021	Mariya Sergeeva	Initial Document created