



SPACE  
HUNTER™  
SHOOT FOR CASH

The graphic features the title 'SPACE HUNTER' in large, stylized, 3D block letters with a blue-to-magenta gradient and a thick blue outline. Below it, 'SHOOT FOR CASH' is written in yellow and orange block letters on a dark blue rectangular background. The background is a vibrant space scene with a starry galaxy, several colorful spaceships (purple, green, and white) with blue and orange engines, and bright orange and yellow light trails.

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Available on 

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## Business Summary

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Hunt for cash by blasting the spaceships soaring through space in this innovative, action-packed shoot 'em up casino game. The larger the ship, the higher the payout; take down the giant golden Jackpot Ship to win 5000 x your shot base cost. Supernovas incinerate multiple objects in their radius for explosive payouts, while the Free Shots vortex awards up to 100 free shots with upgraded Power bullets for stellar prizes!

This game can be played on the following devices and orientations:

- Desktop
- Tablet in both landscape and portrait modes.
- Mobile in both landscape and portrait modes.



This game supports Free Spins Bonus (FSB).



For information on supported mobile devices, see [GPAS Integration Options](#) document.

## Business Case

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- Destroying the Jackpot Ship awards a payout of 5000 x the shot base cost
- The player can win up to 100 free shots and a more powerful gun, providing the player with an exciting feature to chase
- Destroying a Supernova symbol triggers an explosion that destroys nearby objects without using additional bullets
- A recognizable and intuitive game design makes this game appeal to a wide audience

## Game Details

<b>Game Code</b>	shsfc
<b>Shot Base Cost</b>	0.01, 0.02, 0.05, 0.08, 0.10, 0.20, 0.25, 0.50, 1.00
<b>Magazine Size</b>	50, 100, 200, 500, 1000
<b>Combined Feature Frequency</b>	200.00
<b>Player Volatility</b>	Dynamic
<b>Min. Theoretical RTP</b>	96.50%.
<b>Max. Theoretical RTP</b>	96.50%.
<b>JP Contribution</b>	0.00%
<b>Maximum Paytable Prize</b>	5000 x Shot base cost
<b>Win Distribution</b>	Dynamic
<b>Maximum Overall Win</b>	10,000 x Magazine cost
<b>Maximum Win Description</b>	Win Capping
<b>Casino Exposure Probability</b>	1 in - 5.94E+200

## Base Cost

Magazine cost is the TOTAL BET and is equal to magazine size X Shot Base Cost. Size options are 50, 100, 200, 500, 1000. Maximum allowed total bet for this game is €250.00. This means that magazine size 500 and 1000 will be hidden from player in BUY menu when player selects shot base cost of €0.50 or €1.00.

Free Spins Bonus promotions can be configured. Default shot base cost is €0.02 and magazine size 50.

For example, on this game the Free Spins Bonus can be promoted at a cost of €1.00 (Shot Base Cost 2 cents), while still being able have the FSB available cost of €0.50 (at Shot Base Cost €0.01).

All betting options are visible in the table below.

Shot base cost	Total Bet (50 shots magazine)	Total Bet (100 shots magazine)	Total Bet (200 shots magazine)	Total Bet (500 shots magazine)	Total Bet (1000 shots magazine)
€ 0.01	€ 0.50	€ 1.00	€ 2.00	€ 5.00	€ 10.00
€ 0.02	€ 1.00	€ 2.00	€ 4.00	€ 10.00	€ 20.00
€ 0.03	€ 1.50	€ 3.00	€ 6.00	€ 15.00	€ 30.00
€ 0.04	€ 2.00	€ 4.00	€ 8.00	€ 20.00	€ 40.00
€ 0.05	€ 2.50	€ 5.00	€ 10.00	€ 25.00	€ 50.00
€ 0.06	€ 3.00	€ 6.00	€ 12.00	€ 30.00	€ 60.00
€ 0.08	€ 4.00	€ 8.00	€ 16.00	€ 40.00	€ 80.00
€ 0.10	€ 5.00	€ 10.00	€ 20.00	€ 50.00	€ 100.00
€ 0.20	€ 10.00	€ 20.00	€ 40.00	€ 100.00	€ 200.00
€ 0.25	€ 12.50	€ 25.00	€ 50.00	€ 125.00	€ 250.00
€ 0.50	€ 25.00	€ 50.00	€ 100.00	€ 250.00	
€ 1.00	€ 50.00	€ 100.00	€ 200.00		

Example maximum total bet settings to use based on Win Cap limit.

Win Cap	Recommended Highest Max Total Bet
€100,000	€100
€200,000	€200
€250,000	€250
€500,000	€250
€750,000	€250
€1,000,000	€250
€1,500,000	€250
€2,000,000	€250

## Symbol Details

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### **SUPERNOVA**

When the **SUPERNOVA** symbol is destroyed, a large blast is triggered, destroying multiple objects nearby.



### **FREE SHOTS**

When the special **FREE SHOTS** symbol is destroyed, the **Free Shots** feature is triggered.



### **JACKPOT SHIP**

When the **JACKPOT SHIP** is destroyed, it awards a payout worth 5000 x the shot base cost.



## Game Features

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### Supernova Feature

When the **SUPERNOVA** symbol is destroyed, it explodes and destroys all ships in its affected area. The **SUPERNOVA** symbol appears randomly.

### Free Shots Feature

The **Free Shots** feature is triggered when a special **FREE SHOTS** symbol is destroyed. 1 of 3 modes is awarded randomly:

- Power level 2 with 100 shots
- Power level 5 with 40 shots
- Power level 10 with 20 shots

When the **Free Shot** mode is awarded, the gun changes to the **Free Shot** gun, and bullets change to **Free Shot** bullets.

All bullets are upgraded according to the power level, with 10 being the most powerful. The mode ends when the player fires all of their **Free Shot** bullets.

## Screenshots

### Devices



#### 1. Desktop

The main game played on a desktop user interface.



#### 2. Mobile (Portrait View)

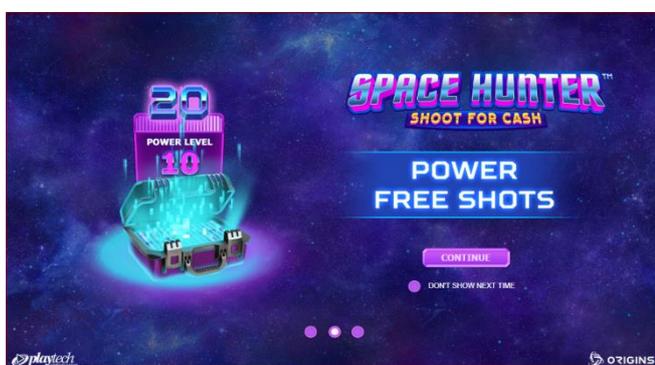
The main game played on a mobile user interface.

## Gameplay



### 1. Loading Screen

The loading screen.



### 2. Splash Screen

The splash screen displaying the game's features.



### 3. Paytable – Payouts

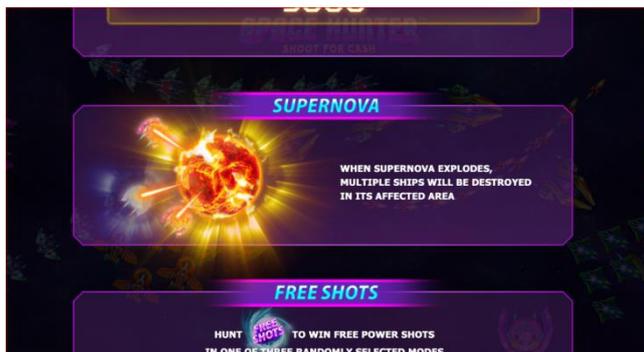
Section of the paytable listing the payouts awarded for each ship.

The paytable is scrollable.



### 4. Paytable – Jackpot

Section of the paytable illustrating the **JACKPOT SHIP**.



### 5. Paytable – Supernova

Section of the paytable explaining the behaviour of the **SUPERNOVA** symbol.



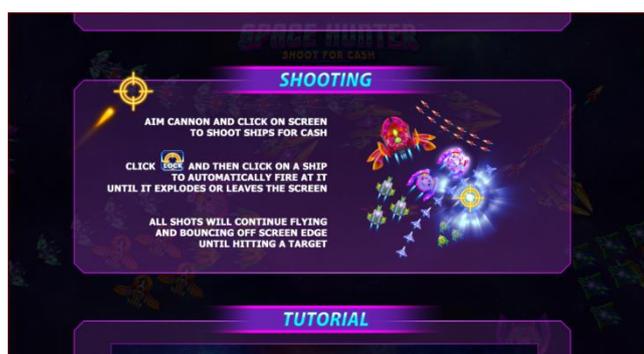
### 6. Paytable – Free Shots

Section of the paytable explaining the **Free Shots** feature.



### 7. Paytable – Buying

Section of the paytable explaining how to place a bet by purchasing a magazine, change the shot base cost, and how to reload by placing more bets.



### 8. Paytable – Shooting

Section of the paytable explaining how to aim, lock onto a spaceship and shoot.

Bullets ricochet off the edges of the screen until they hit something.



### 9. Paytable – Tutorial

Paytable page illustrating and explaining the UI.



### 10. Jackpot win

When a ship is destroyed, it pays the value shown in the paytable x the shot base cost.

Destroying a **JACKPOT SHIP** pays 5000 x the shot base cost.



### 11. Supernova

When the **SUPERNOVA** symbol is destroyed, it causes an explosion that destroys multiple spaceships caught in the blast.



### 12. Free Shots Feature

Destroying the **FREE SHOTS** symbol triggers the **Free Shots** feature.

1 of 3 sets of power levels and bullets that shoot for free are randomly awarded.



**13. Free Shots Power Level 10**

The higher the power level, the more damage each bullet causes.

Power level 10 with 20 free shots



**14. Free Shots Power Level 5**

Power level 5 with 40 free shots



**15. Free Shots Power Level 2**

Power level 2 with 1000 free shots.