



Epic Surf Adventure v2.5.0

MOTION GUIDE

CONFIDENTIAL

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Document Information

Title	Epic Surf Adventure
Document Type	Motion Guide
Division	Sands Digital Services
Department	Design
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Overview

All handoff designs and animation files are located in the appropriate project folder in **PRODUCTION**:

GameShow-SurfsUp > HandOff > Animation_Assets

Animation Checklist - Includes Links to Hand Off Folders.

Unique animations are elements tailored specific to this game, which include:

- Logo
- Betting UI Animations
- Surfing UI Animations
- Character Animations
- Surfboard Animations
- Ocean Environment Animations
- Animal Obstacle Animations
- Bonus Game - Background Animations
- Bonus Game - UI Animations

Dealer Timing Guide

The Timing Guide is a visual reference that outlines the game's overall flow and key event timings. All listed times are approximate and may change. These guides are maintained on the central Miro board, which houses timing references for all our games. For access, please contact the Motion Team.

Global Animation Elements

Description: Global animations include elements reused across all or some of our games. Examples include:

- *Timer bar*
- *Chip selectors*
- *Chips*
- *Buttons*

Asset location: Production > _Global > HandOff >

Standard animations include elements that are frequently included in our games but are customized for each game, such as:

- *Win screens*
- *Phase changes (Place Your Bets, Bets Closed, Pick Your Cards, etc.)*
- *Betting and chip FX*
- *Logo animations*

Asset location: Production > the specific game folder > HandOff > Animation_assets

Formats

Description: Most of the animations for our games are exported via Esoteric Spine 2D.

All Spine animations are exported at 30FPS.

For game logos on the loading screens, we use an Adobe After Effects plugin (Bodymovin or Lottie) to export vectorized animations as .json files.

Reference Videos – Motion Developer Guides

Description: Some of our more complicated animation sequences require a visual representation to effectively demonstrate the series of events in the sequences. We have created a library of videos that reference these sequences, and have included them in our Library and Design System.

Location: *Video references are located next to corresponding animation assets within the Global Handoff folder.*

\\Production-Files_Global\HandOff\

PixiJS Text Styling

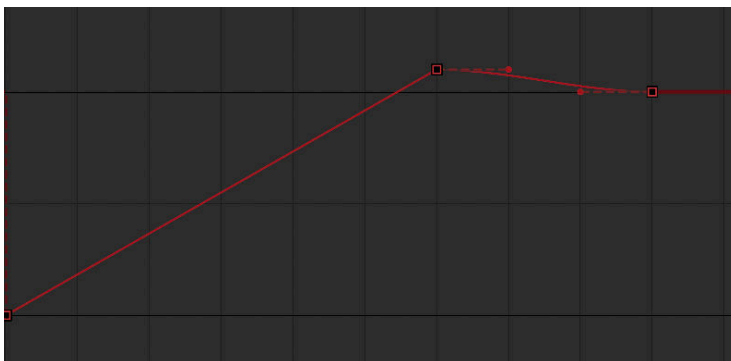
Description: For many of our animations we include stylized text that is dynamically generated via JSON file. The style information for the text is located within the Handoff folders.

Location: HandOff\Animation_Assets_Documentation

Common Animation Styles

Scale up/down – the preferred transition style for most situations in our games is a rapid scale up from 0% to 100% with a slight overshoot to around 110% before returning to 100% scale. The overshoot should ease in and out so that the element feels smooth as it comes to rest.

Durations for small elements should last approximately 300ms, with larger elements taking slightly longer depending on their size.



Wipe in/out – Sometimes a wipe transition is best, particularly for larger elements such as banners. These are done by animating a mask. The element should transition on from left to right and exit the screen in the opposite direction. Most durations should last approximately 300ms.

Fade in/out – Fades are used in some situations where too many other transition type are already being used. Too many of the same transition style at the same time can feel chaotic and disorderly. A simple quick fade can be used to have elements enter/leave the screen in a subtle way.

Fades are particularly useful for situations in which we do not know how long the element will remain on the screen and we want the developers to be in control of when the element leaves the screen. Most durations should last approximately 3sec/3000ms.

Avoiding “POPS”

Description: Whenever possible, elements should fade on/off quickly rather than suddenly appearing or disappearing.

When things pop on or off suddenly the eye will catch this, and it will feel like a mistake.

Logo Animation, Game Loading Screen

Description: The loading screens for our games are placed according to a standard format.

- Game logos are centered
- Loading bar is placed below the logo
- Background visual is usually a radial color gradient or a supplied image

While the game is loading, we show a quick animation of the game’s logo entering the screen. The logo has a looping element that continues to play until the game is successfully loaded.

The background of this screen fades out about 1000ms or so before loading finishes, revealing blurred footage of the game (the loading bar should be approx. ¾ full when this happens).

All elements (logo, loading bar, etc.) should fade out rather than instantly disappear.

Duration: The logo enter animation is typically 2sec long

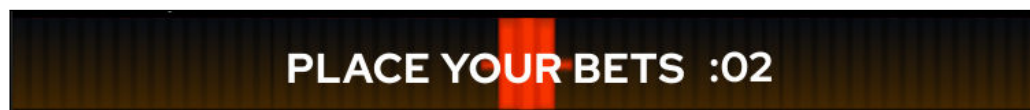
Asset location: Lottie/BodyMovin .json file

Element, Timer Bar

Description: The timer bar is a global element commonly found in our live dealer table games.

The timer is used during various phases of a game where there are strict time limits, such as placing bets.

Timer bar elements can be found in the global production folder at [Timer](#).



Messaging

The timer bar is used for various game-specific messaging even when the timer bar is inactive.

Timing Formula and Visual Logic

Description: At different durations, the timer bar should adjust the duration of each hash mark to maintain a certain visual standard. We want to avoid the appearance of too many or too little hash marks, which causes visual confusion and looks messy.

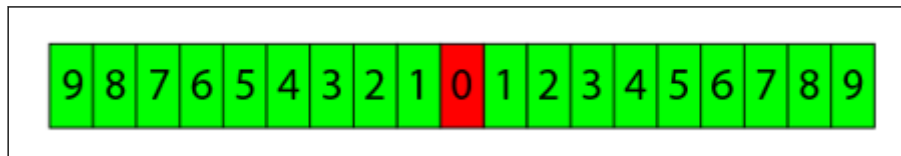
30 is the upper limit, and 10 is the lower limit of how many hash marks can be visible at a time.

For 1s – 9s timers: hash mark duration should be 0.5s

For 10s – 30s timers: hash mark duration should be 1s

For 31s – 60s timers: hash mark duration should be 2s

For 61s – 120s timers: hash mark duration should be 4s



Timer Code Snippet

let

segmentsQuantity: number = time * 2 - 1;

if

(time < 10) segmentsQuantity = time * 4 - 1;

if

(time > 30) segmentsQuantity = time - 1;

Animation Notes

- The timer bar seconds total should always be displayed with at least 2 digits and include a colon (:00).
- The timer segments will change color as the timer progresses down to 00. The colors typically start at green and then change to yellow and finally red. The background color is typically a blue/black gradient. These colors may be adjusted for specific games.
- When the timer bar starts, show the timer segments fading on quickly before they start to tick down (avoid a “pop” where the timer segments instantly appear.).
- As the seconds expire, each timer segment will animate off with a vertical gradient shift to the center.
- When the timer hits 00, there is a red/white flash as it expires.

Buttons

Description: Action buttons are used globally on live dealer games. These buttons are delivered via Spine. The button bevel color is dynamically changed to match the color style of the game via skins in Spine.

Button States

- Normal (static)
- Hover (animated - only on desktop)
- Press (animated)
- Disabled (static)

Action Buttons

Description: Action buttons are any button where the user is taking action to do something. These buttons include, but are not limited to:

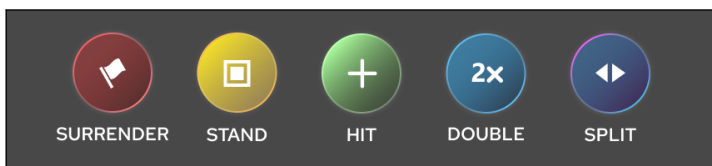


- Autoplay
- Cancel
- Cashier
- Chat
- Double bet
- Help
- Re-bet
- Switch table view
- Tip
- Undo
- Volume off/on

Decision Buttons

Description: Decision buttons are considered to be any button where the user must make a decision, usually while a clock is ticking. These buttons are used on games with cards like poker and blackjack.

Figure 1. An example of some decision buttons



- Accept
- Surrender / Quit
- 2X / Double Down
- Hit
- Stand
- Split

Pick 'Em Animations

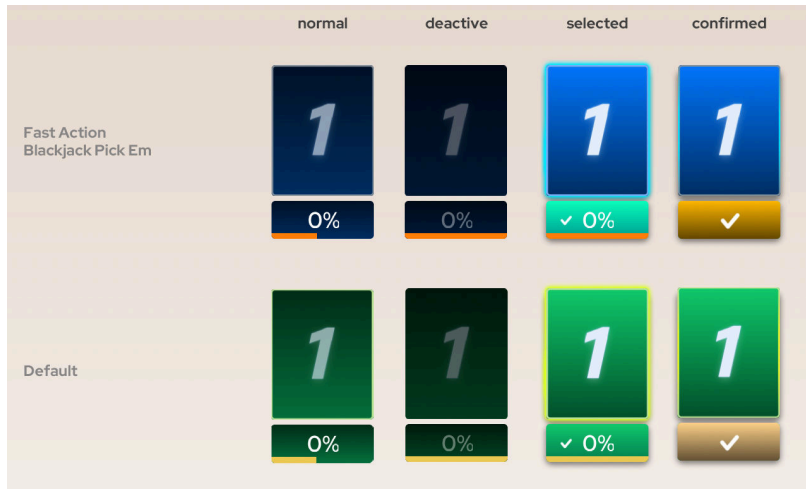
Description: The Pick 'Em feature allows players to select their own starting hand from a pool of face down cards. This sense of choice creates a more engaging experience. The Pick 'Em feature is composed of a set of global designs and animations that will be restyled (colors, fonts) for each Pick 'Em titled game.

The Pick 'Em interface consists of a series of incrementally numbered boxes with a smaller box below containing a percentage indicator. Both elements act as a button for the player to interact with.

The Pick 'Em feature is designed as a single Spine file.

The Spine file contains 2 separate skeletons.

1. A single Pick 'Em block that can be duplicated and arranged according to the game's design.
2. A banner animation that announces to the player that they need to make picks.



Common Animation States

- **Confirmed**
 - This state shows when the selected numbers have been confirmed via the confirm modal.
- **Confirmed (Card Flip)**
 - Same as the confirmed state, but the Pick Em number is replaced with the card flip animation, revealing the card.
- **Inactive**
 - This state shows after other choices have been confirmed and these have not been selected.
- **Enter**
 - Plays when the number block enters the game for the first time.
 - These should play slightly offset from one another – in order – left to right and top to bottom.
 - The % bar that is implemented via code can appear after the animation is complete. A quick fade on would be best.
- **Hover**
 - Desktop only – show this state when the mouse is hovered over the number block.
- **Normal**
 - Included, but may not be necessary.
- **Normal (Card Flip)**
 - Same as the Normal state, but the number is replaced with the card flip animation, revealing the card.
- **Normal-loop**

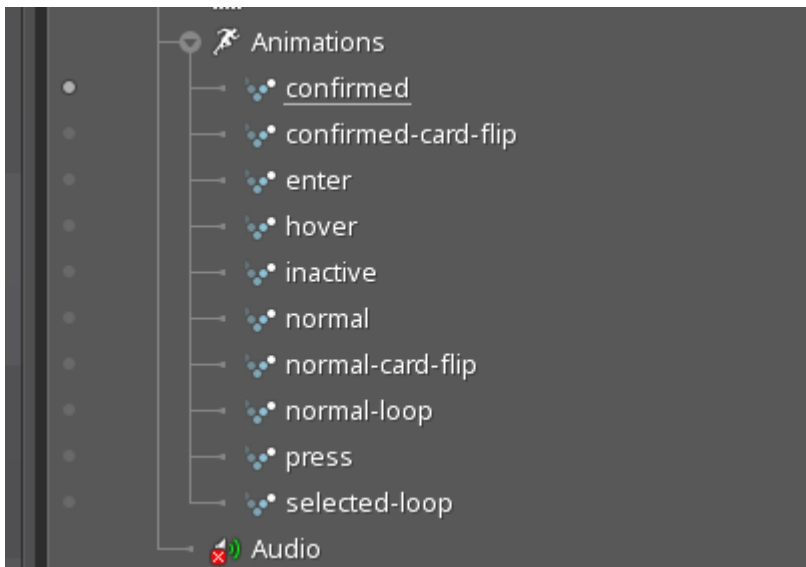
- This looping animation should be used for the default normal button state.
- The number blocks on the screen should not all play together – instead the looping animations should be offset from one another and play in sequence – left to right and top to bottom in the order that they first appeared on the screen.

- **Press**

- This state is meant to briefly appear on press/click, and before the “selected-loop” state plays. If this state is not deemed necessary, then it can be omitted.

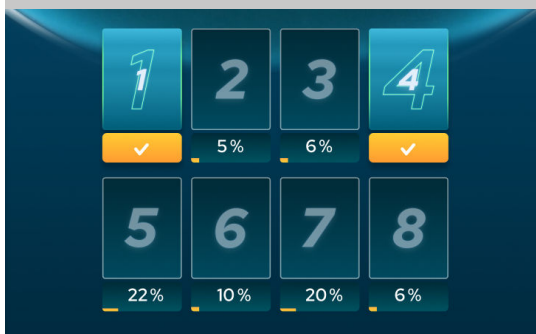
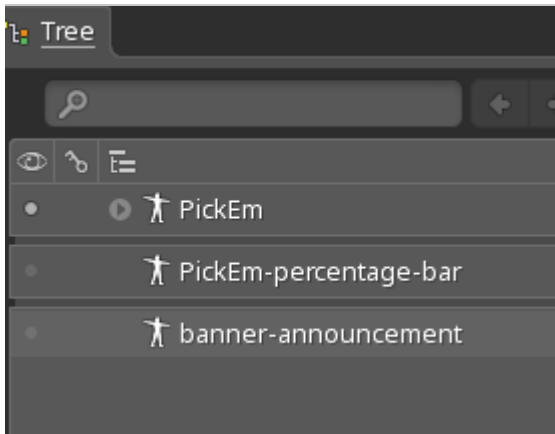
- **Selected-loop**

- This is the selected state once the user has made a choice but has NOT yet confirmed their choice.
- There is an empty slot “number-stroke” that should be used to load in the corresponding numbered stroke to the style of the game. These strokes are saved out as PNGs (one for each number) and can be found in the same handoff directory.
- This state should play until it becomes deselected, or the selections are confirmed.

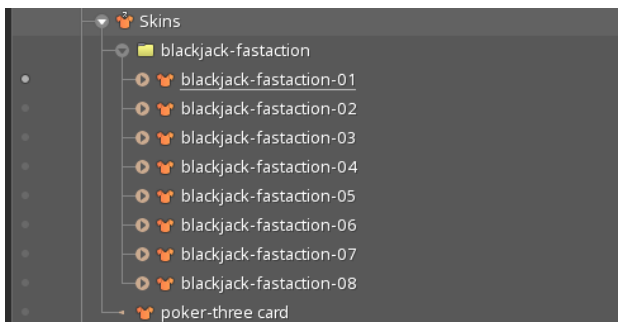


Structure / Skeletons

This Spine animation is broken into three skeletons: the Pick ‘Em number block, the progress (percentage) bar block, and the announcement banner. Each number block has an associated progress bar block below it. The progress bar block contains dynamic text implemented by code, and a progress bar which is implemented via Spine from the separate skeleton.



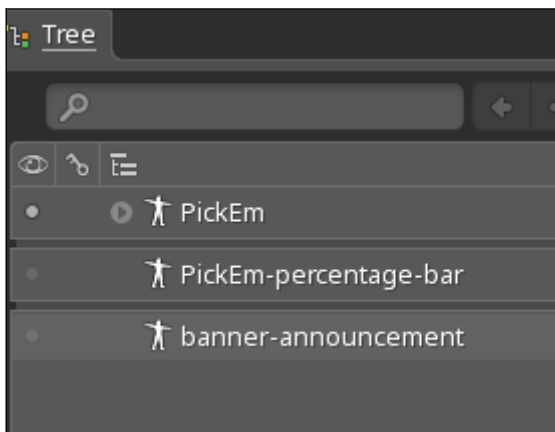
Skins for each game's color theme are also included. However, for new games additional skins will be required.



Banner Announcement Skeleton

Some games will have a separate phase animation for this Pick 'Em feature.

This spine animation is for the prompt that tells the players that it is time to make selections. This can play once – center screen and can fade off after an appropriate amount of time.



Pixijs Text Styling

The fonts will be changed for each game, but the color/effects will be constant unless otherwise noted. The JSON file for the font styling of the main numbers is also included in this directory.



Pixijs TextStyle Editor:

[Pixijs Viewer](#)

```
{  
  "dropShadow": true,  
  "dropShadowAlpha": 0.6,  
  "dropShadowAngle": 90,  
  "dropShadowBlur": 12,  
  "dropShadowColor": "#ffffff",  
  "dropShadowDistance": 2,  
  "fill": "#ffffff",  
  "fontFamily": "Impact, Charcoal, sans-serif",  
  "fontSize": 99,  
  "fontWeight": "bolder",  
  "letterSpacing": 2,  
  "stroke": "#ff29d1"  
}
```

Animations, Card Flip

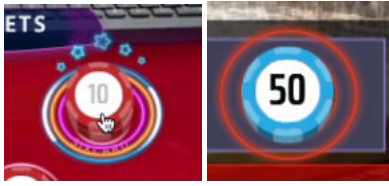
Description: This effect is triggered whenever a card is revealed.

Format: Spine



Animations, Chip Placement FX

Description: Chip placement effect animations occur when placing any chip(s) on a bet area.



Common Chip Placement FX Animations

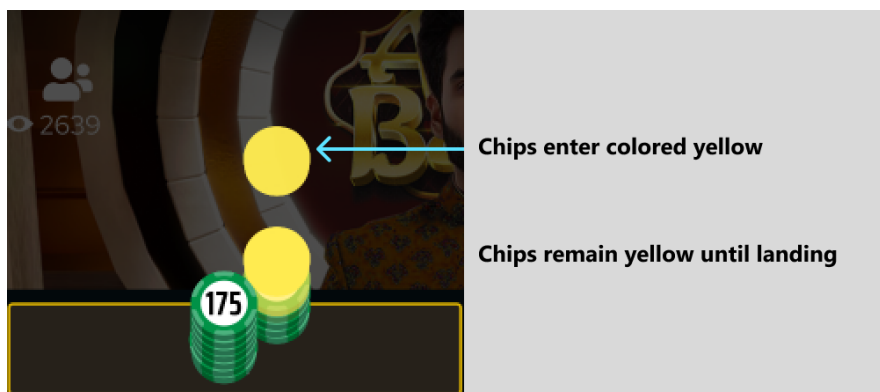
- Bet-placed (25 frames or 833ms): FX animation for basic placing of chips
- Bet-placed-double (25 frames or 833ms): This effect is a bit more exciting, and used in situations when chip totals double.

Animations, Winning and Losing Chips

Description: Once the game result is determined, players are accordingly awarded based on how much they bet and how the payable is structured. These winning chips stacks are meant to mimic the experience of real-world casinos where dealers will slide additional chip stacks next to the original winning bets on the table.

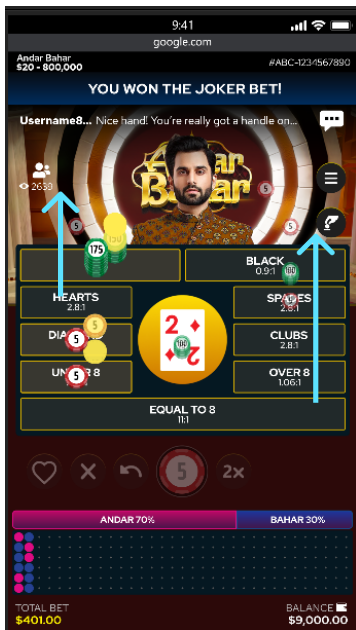
Our winning chip animations are very similar across our games. All card games should behave as described below.

Roulette games work differently as the winning chips are not stacked next to the original bet, but on top of the original bet.

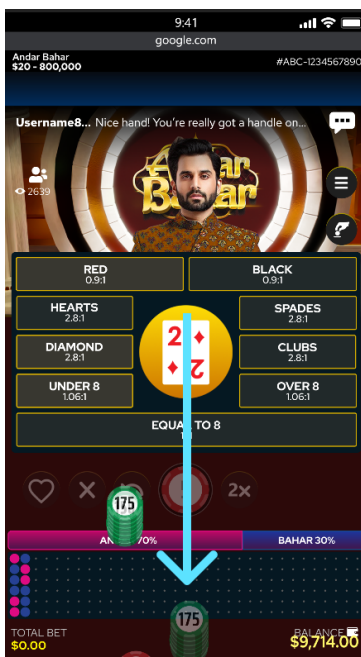


After the winning bet has been decided, the sequence is as follows:

- Each winning chip enters tinted opaque yellow, dropping downward just behind and to the right of the original bet, as illustrated above.
- As each chip lands, the yellow tint fades off quickly.
- About 300ms – 500ms ***after the first chip lands***, the losing chips should: exit away from the player (toward the dealer), slightly scaling down and fading out. See illustration below.

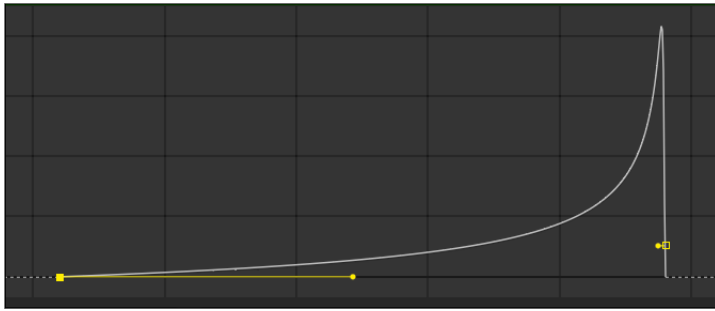


- Promptly, once all, or nearly all, chips have entered, the sparkle animation starts on the new and original winning chip stacks.
- The sparkles should continue to loop while the chips remain on the board.
- The winning chips will then exit, scaling up as they move closer to the player, then fading away quickly as they approach the bottom of the screen. See image below.



- The movement should start slowly with a strong ease-in so that they begin to speed up as they continue.

Figure 2.



- The motion should feel like a dealer sliding a stack of chips across a felt table.



- Once the chips have moved off the board the table should immediately transition back to the default state for the next round.

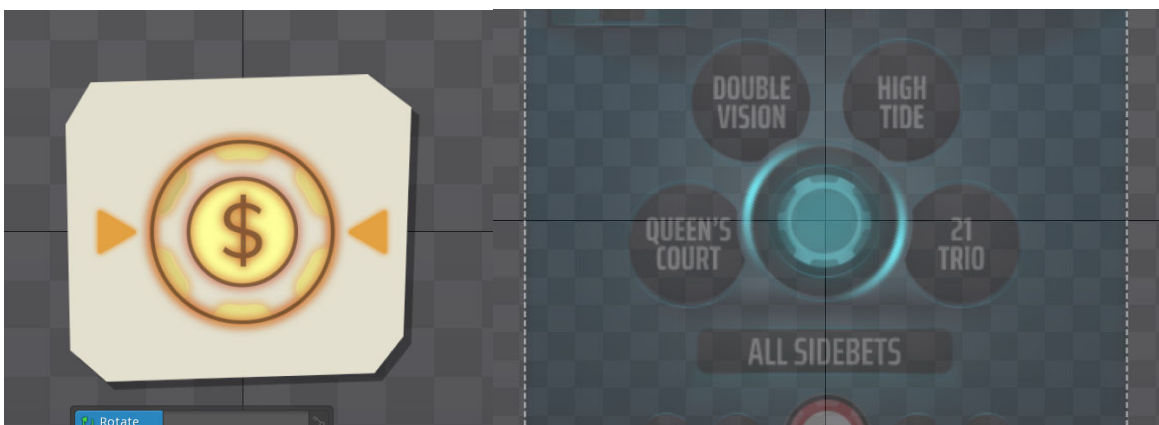
Betting Areas, Ante Wager Prompt

Description: Games that have an ante wager will sometimes have an accompanying prompt in the form of a subtle looping animation. The purpose of this is to remind the player to place an ante wager, especially in cases where an ante wager is **required** to participate further.

States:

active-loop – plays the looping animation

normal – normal static state



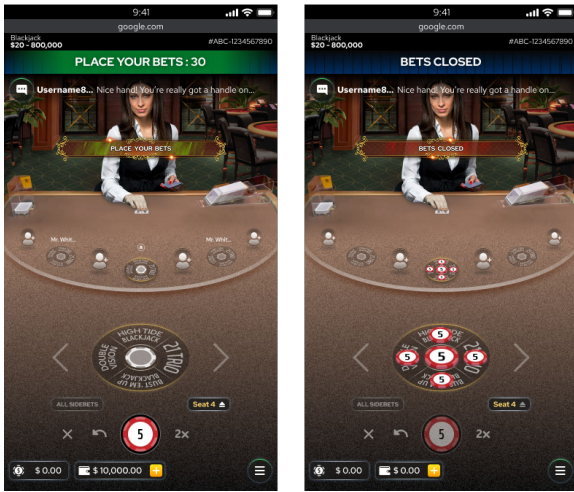
Animations, Phase

Description: Phase animations are used to announce major phases of the game like "Place Your Bets" and "Bets Closed". However, there are occasions when additional phases are necessary.

Common Phase Animations

- Place Your Bets (65 frames or 2165ms)

- Bets Closed (65 frames or 2165ms)



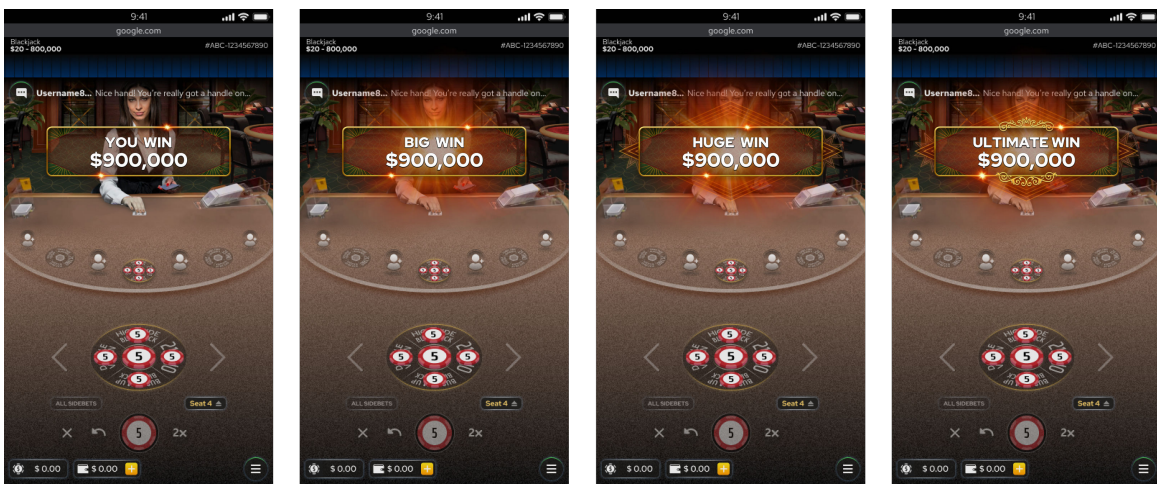
Animations, Win

Description: Win animations are shown when the player wins at the end of a round of play. There are five typical variations of these win animations (also referred to as “win rankings”). The animations for each is progressively more impressive and should be associated with a higher value win.

Currently, the placement of these animations is centered on the dealer video to keep the game object zone clear.

Common Win Animations

- **Level0** - “sub-win” where the user has won the same or less than their original bet (75 frames or 2498ms – same as level 1)
- **Level1** - You Win (75 frames or 2498ms)
- **Level2** -Big Win (90 frames or 2997ms)
- **Level3** -Huge Win (105 frames or 3497ms)
- **Level4** -Ultimate Win (120 frames or 3996ms)

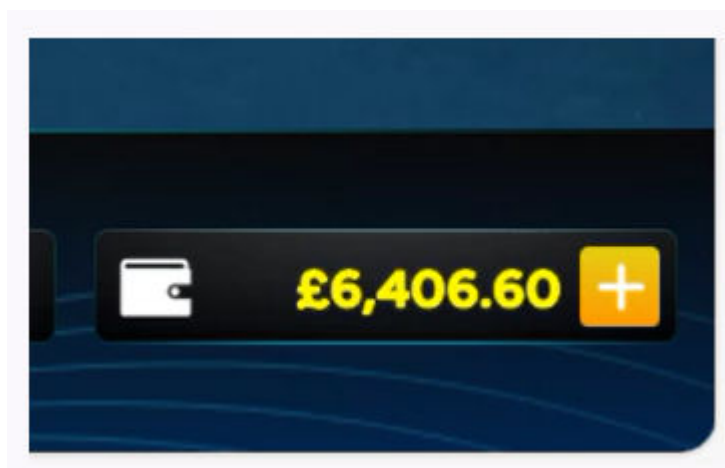


Animations, Wallet Balance Rollup

Description: Each time the player’s wallet total increases a special animation should play. This animation should ONLY play when the balance increases (not decreases).

This animation only plays on the wallet field.

The total will change to a bold/gold style while the number rolls up.



Further details can be found in the handoff folder for this feature.

Asset location: Production > _Global > HandOff > Balance_RollUp_Animation

Game Resolution Overview

After the result of a game is determined, the game resolution phase begins. This includes notifying the player of all outcomes related to their bet(s).

STEP 1: Any additional chips resulting from winning bets are neatly placed on the table next to the corresponding winning wagers.

STEP 2: Losing bets are removed from the table. This occurs just after the start of the winning chips animating in. Ideally, we'd have the winning chips enter, then a half second later start exiting the losing chips.

STEP 3: The win animations play which show the player's total winnings for this round (SPINE).



STEP 5: Winning chips are moved off the table as the win animation ends, just before.

STEP 6: The table transitions to accept new bets for the next round.

Unique Animations

Logo

Played when game is loading. Static is used during certain portions of the game.



Betting UI Animations

Pineapple Slider Button

Description: The pineapple button controls the slider that players use to set their auto-bail amount. This setting is optional and if the pineapple is unmoved, then no auto-bail will be set.

Animation States:

- Normal (looping animation)
- Hover
- Press
- Disabled



Betting Areas, Ante Wager Prompt

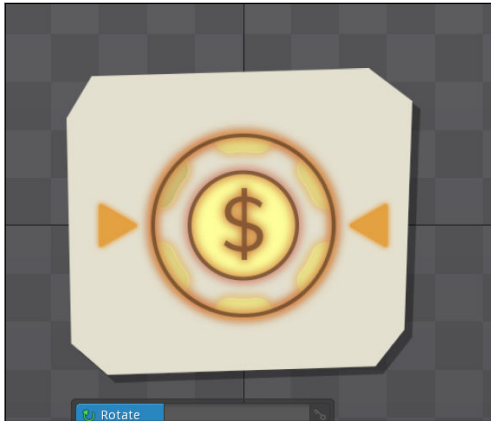
Description: Games that have an ante wager will sometimes have an accompanying prompt in the form of a subtle looping animation. The purpose of this is to remind the player to place an ante wager, especially in cases where an ante wager is required to participate further. We are using the same kind of prompt for this game to draw attention to the bet areas (even though technically there is not “ante bet” in this game like there is in blackjack).

The looping state should play continuously until a chip is placed. Once a chip is placed on the corresponding bet area, the normal state should be shown.

States:

active-loop – plays the looping animation

normal – normal static state



Character Picker

At the start of the new round of play, the three character for the new round are randomly selected. The animation is like a slot machine where the animal characters are randomly decided. This animation should play, and then transition to the betting screen.

Animation States:

- choosing-surfers (120 frames)



Bet Slot UI

The betting panel will animate in with a custom animation.

There is an empty slot where each surfer portrait should appear. The "Surfer Portrait Button" should appear in each of the empty slots.



Surfers Portrait Button

Each portrait next to the bet areas represents the corresponding animal that the user can wager on. These portraits should be clickable for placing bets (just like the bet area to the right).

The button states change when placing bets (states should activate no matter what area the player presses in placing the bet).

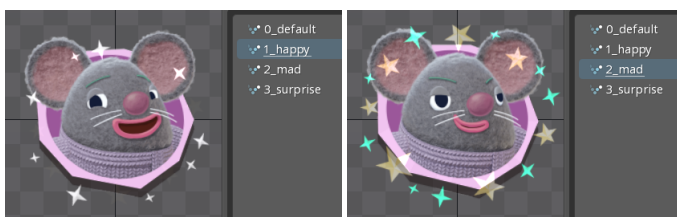
The duration of each animation/state is 10 frames.

For a static state, it is assumed that the last frame of each animation will be used.

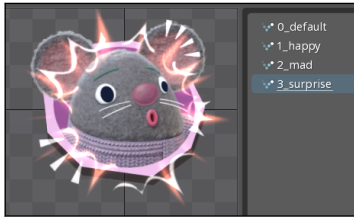
States:



0_default: This is the default state. Shows until a bet is placed on the corresponding surfer.



1_happy & 2_mad: Activates when a bet is placed on the corresponding surfer. Happy will activate with the first chip placed. Mad will activate with the second. Happy with the third, etc. These two animations should alternate.



3_surprise: This should play when a bet is removed from the bet area (either undo or clear).

Surfing UI Animations



Bail Out Buttons

The bail buttons serve as an option for the player to end their game and take a guaranteed payout before the game officially ends.

- At any point, a player can select the “BAIL!” button to lock in their winnings and enter spectator view.
- If a player occupies multiple lanes, each lane has an independent BAIL button including a “Bail All!” button that activates bailing out for all three lanes.
- Each bail button has one of the 3 active surfer character portraits showing (controlled by skins in Spine). The “BAIL ALL!” button uses a pineapple icon instead of a character portrait (on mobile this button is a bar like shown below).



Animation States:

Preview:	Button Text / State / Details:	Description:
 <ul style="list-style-type: none"> ✓ disabled ✓ disabled-winner-loop ✓ disabled-wipeout ✓ hover ✓ normal ✓ success ✓ success-still ✓ waiting 	BAIL! / BAIL ALL! <i>normal</i> 20 frames, 12+1 skins	<i>Normal state: the button is available for the player to press.</i>
 <ul style="list-style-type: none"> ✓ disabled ✓ disabled-winner-loop ✓ disabled-wipeout ✓ hover ✓ normal ✓ success ✓ success-still ✓ waiting 	BAIL! / BAIL ALL! <i>disabled</i> static, 12+1 skins	<i>Disabled state: the button is NOT available for the player to press.</i>

Preview:	Button Text / State / Details:	Description:
	<ul style="list-style-type: none"> ✔ disabled ✔ disabled-winner-loop ✔ disabled-wipeout ✔ hover ✔ normal ✔ success ✔ success-still ✔ waiting 	<p>BAIL! / BAIL ALL! hover 20 frames, loop, 12+1 skins</p> <p><i>Hover state: the cursor is over the button, but it is not pressed. The animation plays in a loop.</i></p>
	<ul style="list-style-type: none"> ✔ disabled ✔ disabled-winner-loop ✔ disabled-wipeout ✔ hover ✔ normal ✔ success ✔ success-still ✔ waiting 	<p>SUCCESS! success (pressed) 20 frames, 12+1 skins</p> <p><i>Success state: the button was pressed, and the surfer was able to avoid the obstacle.</i></p>
	<ul style="list-style-type: none"> ✔ disabled ✔ disabled-winner-loop ✔ disabled-wipeout ✔ hover ✔ normal ✔ success ✔ success-still ✔ waiting 	<p>SUCCESS! success-still (selected) static, 12+1 skins</p>
	<ul style="list-style-type: none"> ✔ disabled ✔ disabled-winner-loop ✔ disabled-wipeout ✔ hover ✔ normal ✔ success ✔ success-still ✔ waiting 	<p>WINNER! disabled-winner-loop 20 frames, loop, 12+1 skins</p> <p><i>Winner state: the surfer character has successfully reached the shore and is celebrating his victory. The animation plays in a loop.</i></p>
	<ul style="list-style-type: none"> ✔ disabled ✔ disabled-winner-loop ✔ disabled-wipeout ✔ hover ✔ normal ✔ success ✔ success-still ✔ waiting 	<p>WIPEOUT! disabled-wipeout 20 frames, 12+1 skins</p> <p>Wipeout state: user crashes and does NOT win anything</p>
	<ul style="list-style-type: none"> ✔ disabled ✔ disabled-winner-loop ✔ disabled-wipeout ✔ hover ✔ normal ✔ success ✔ success-still ✔ waiting 	<p>BAIL! / BAIL ALL! waiting 20 frames, loop, 12+1 skins</p> <p><i>Additional state in case the player's connection to the server temporarily disappears. The animation plays in a loop.</i></p>

Win Results Animations (Main Game)

The win results screen for the main game appears after all surfers have finished surfing for the round. There is a distinct tint state for each character based on the outcome of the race.

NOTE: All winnings for successfully bailed surfers will be paid out for the main game at this point. Any bonus round winnings will be paid out at the end of the bonus round.

- **“BAILED!”** User successfully bails (yellow tint on graphics).
- **“WIPEOUT”** User crashes and does NOT win anything (red tint on graphics).
- **“BONUS”** Surfer makes it successfully to the beach: no tint – graphics are FULL COLOR).
 - **NOTE:** A sea life badge will appear with this state if the surfer has avoided any number of sea creature obstacles this round.
- **“SPECTATING”** User has not bet on this surfer.



Sea Life Multipliers

There are three tiers of multipliers that a surfer can earn (3x, 9x, 27x). These “badges” are awarded to surfers who make it to the beach if they also successfully avoided a type of sea life obstacle on the way.

- 1 sea life: 3x (green)
- 2 sea life: 9x (blue)
- 3 sea life: 27x (orange)

Each sea life badge must use the correct icon with the corresponding type of sea life that the surfer avoided that round (turtle, dolphin, jellyfish).

These badges will first appear next to the corresponding surfer in the main game results screen (above).



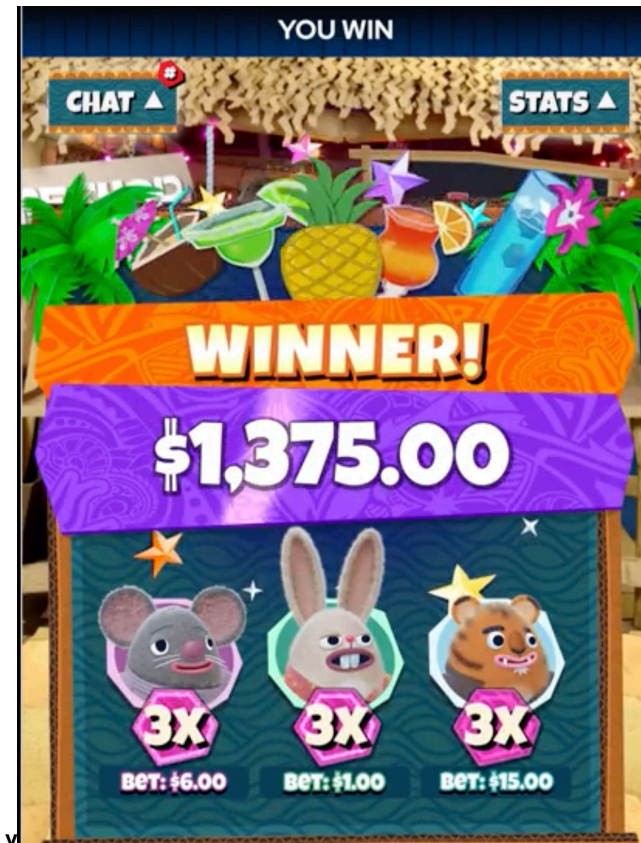
During the bonus game, any surfer who successfully made it to the beach will be displayed along the bottom of the screen along with the user’s original bet on that surfer. ONLY surfers who successfully made it the beach will be displayed during the bonus round.

The multiplier badges will animate with a pulse on a loop.

In the below example, ALL THREE surfers made it to the beach and so are displayed with their original bets and awarded multiplier badges. **Note: These are NOT buttons. They cannot be**

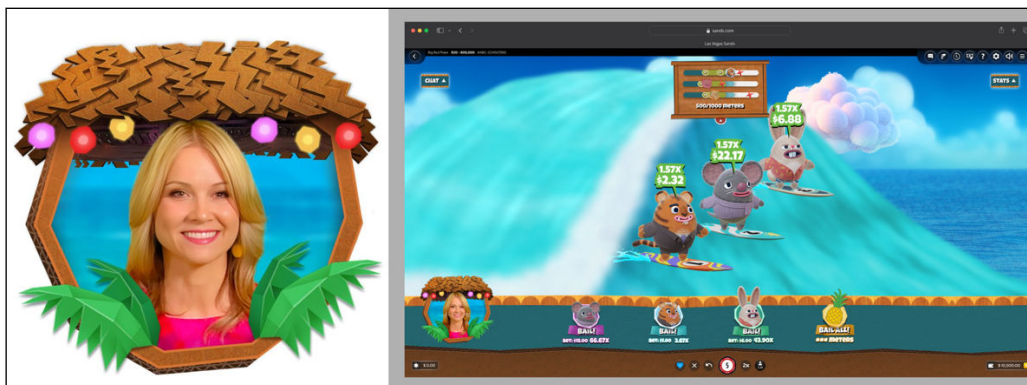


The same multipliers will be shown during the bonus results animation and will be applied to the overall win. See the bonus game section below.



Host Bubble

The host appears in a bubble after the betting phase is completed. This bubble is interactive. The player may drag the bubble to different areas of the screen depending on their preference (the UX/UI team can offer specifics on the interactive nature of this element).



Character Animations

Description: The Spine files include animations for the main surfing phase, the bonus game beach party background win animation.

The following animated sequences were designed to be linked together to complete a surfing flow. The character will jump to their board, surf, and either fall or (if successful) reach it to the beach for a victory dance.

Example surfing flow:

- IdleBoard – Surfers idle on their board. Leads into “JumptoBoard”
- JumptoBoard – After playing this sequence, any of the following sequences can play next in any order and as many times as needed:
 - IdleSurfing
 - Swerve01
 - Wobble_Long
 - Wobble_Medium
 - Wobble_Short
 - SurfDance
 - IdleSurfing
 - SurfWaveArms
 - Swerve02
 - Swerve03

Example of how a surf run can end (three sequences that can end a surfing run):

- Hit_Fall
- 1. Slip_Fall
- JumpOff_VD – This sequence should transition into the victory dance (VD), which can be looped as many times as needed.
- VD

Format: Spine

Asset location: Production > SurfsUp > HandOff > Animation >....

Surfer Sequences (Except Snake)

(Rat, Rabbit, Rooster, Tiger, Dragon, Goat, Cow, Horse, Dog, Monkey, Pig):

Hit_Fall:

- This sequence is triggered when an animal obstacle hits the surfer, and will end the surfing run.
- This sequence shows a character being knocked off their board and falling into the water.
- On impact- the water the “Fall Splash” FX plays once.
- On Impact- the “Impact_Burst” FX plays once.
- 64 frames

IdleBoard:

- This sequence is the first to be played when the game starts and shows surfers idling on their board.

- This sequence leads to "JumptoBoard".
- 68 frames

IdleSurfing:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the characters standing atop their board bobbing gently up and down.
- This is the default surfing animation, and is looped for a majority of the game.
- 80 frames

JumpOff_VD:

- This animation should trigger when a character makes it to the beach after a successful surfing run.
- This sequence is an instance of the character jumping from their board to dry land.
- This animation should transition into the "VD".
- 88 frames

JumptoBoard:

- This sequence is a transitional animation to be used between "IdleBoard" to "IdleSurfing".
- This animation shows a character jumping and standing on top of their board from a sitting position.
- 36 frames

Ramp:

- This sequence can trigger to dodge an animal obstacle.
- This can be used when a character avoids an animal obstacle.
- 80 frames

Slip_Fall:

- This sequence can trigger at any point, and will end the surfing run.
- This sequence is an instance that isn't triggered by any particular obstacle. It shows a character losing their balance and falling into the water.
- On impact with the water the "Fall Splash" FX plays once.
- 40 frames

SurfDance:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character dancing on their board.
- This can be used as an alternative to "IdleSurfing" to give variety during the surfing phase.
- 80 frames

SurfWaveArms:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character waving their arms and body on their board.
- This can be used as an alternative to "IdleSurfing" to give variety during the surfing phase.

- 80 frames

Swerve01:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character swerving deftly swerving their board.
- This can be used when a character avoid a turtle, or just as an alternate "IdleSurfing" loop.
- 80 frames

Swerve02:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character swerving deftly swerving their board.
- This sequence can be used when a character avoid a turtle, or as an alternate "IdleSurfing" loop.
- 80 frames

Swerve03:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop the character swerving deftly swerving their board.
- This sequence can be used when a character avoids a turtle, or just as an alternate "IdleSurfing" loop.
- 80 frames

VD:

- This sequence should only trigger after the "JumpOff_VD" sequence has played.
- This sequence is a loop of the character hopping from one leg to the other and waving their arms in a victory dance.
- 96 frames

Wobble_Long:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character about to lose their balance on the board.
- This can be used before a character is knocked off their board by an animal obstacle, or as a fake-out before recovering.
- 80 frames

Wobble_Medium:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character about to lose balance.
- This can be used before a character is knocked off their board by an animal obstacle, or as a fake-out before recovering.
- 64 frames

Wobble_Short:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character about to lose their balance on the board.

- This can be used before a character is knocked off their board by an animal obstacle, or as a fake-out before recovering.
- 32 frames

Snake

The Snake is a skin within Spine that has its own set of unique animations because this character does not have “arms” or “legs” and additionally has a complex tail. The animation sequences themselves match the same timing as all other characters and can be used in the same ways listed above.

Animated snake Spine sequences:

- Snake_Hit_Fall
- Snake_IdleBoard
- Snake_IdleSurfing
- Snake_JumpOff_VD
- Snake_JumptoBoard
- Snake_Ramp
- Snake_Slip_Fall
- Snake_SurfDance
- Snake_SurfWaveArms
- Snake_Swerve01
- Snake_Swerve02
- Snake_Swerve03
- Snake_VD
- Snake_Wobble_Long
- Snake_Wobble_Medium
- Snake_Wobble_Short

Surfboard Animations

Description: The surfboard animation contains the empty slot for the character, all effects (water splashes, ripples, etc), and all animations needed for each sequence.

NOTE: All surfboard animations line up with their surfer counterparts by name and in most cases the amount of frames.

[Character & Surfboard Animation Reference Video](#)

Format: Spine

Asset location: Production > SurfsUp > HandOff > Animation >....

Spine Animation Sequences

Hit_Fall:

- This sequence is triggered when an animal obstacle hits the surfer, and will end the surfing run.
- This sequence shows a character being knocked off their board and falling into the water.
- On impact- the water the “Fall Splash” FX plays once.
- On Impact- the “Impact_Burst” FX plays once.

- 80 frames

IdleBoard:

- This sequence is the first to be played when the game starts and shows surfers idling on their board.
- This sequence leads to "JumptoBoard".
- 68 frames

IdleSurfing:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the characters standing atop their board bobbing gently up and down.
- This is the default surfing animation, and is looped for a majority of the game.
- 80 frames

JumpOff_VD:

- This animation should trigger when a character makes it to the beach after a successful surfing run.
- This sequence is an instance of the character jumping from their board to dry land.
- This animation should transition into the "VD".
- 80 frames

JumptoBoard:

- This sequence is a transitional animation to be used between "IdleBoard" to "IdleSurfing".
- This animation shows a character jumping and standing on top of their board from a sitting position.
- 80 frames

Ramp:

- This sequence can trigger to dodge an animal obstacle.
- This can be used when a character avoids an animal obstacle.
- 80 frames

Slip_Fall:

- This sequence can trigger at any point, and will end the surfing run.
- This sequence is an instance that isn't triggered by any particular obstacle. It shows a character losing their balance and falling into the water.
- On impact with the water the "Fall Splash" FX plays once.
- 40 frames

Static:

- This sequence is a static still image of the surfboard without FXs.

SurfDance:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character dancing on their board.
- This can be used as an alternative to "IdleSurfing" to give variety during the surfing phase.

- 80 frames

SurfWaveArms:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character waving their arms and body on their board.
- This can be used as an alternative to "IdleSurfing" to give variety during the surfing phase.
- 80 frames

Swerve01:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character swerving deftly swerving their board.
- This can be used when a character avoid a turtle, or just as an alternate "IdleSurfing" loop.
- 80 frames

Swerve02:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character swerving deftly swerving their board.
- This sequence can be used when a character avoid a turtle, or as an alternate "IdleSurfing" loop.
- 80 frames

Swerve03:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop the character swerving deftly swerving their board.
- This sequence can be used when a character avoids a turtle, or just as an alternate "IdleSurfing" loop.
- 80 frames

VD:

- This sequence should only trigger after the "JumpOff_VD" sequence has played.
- This sequence is a loop of the character hopping from one leg to the other and waving their arms in a victory dance.
- 96 frames

Wobble_Long:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character about to lose their balance on the board.
- This can be used before a character is knocked off their board by an animal obstacle, or as a fake-out before recovering.
- 80 frames

Wobble_Medium:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character about to lose balance.
- This can be used before a character is knocked off their board by an animal obstacle, or as a fake-out before recovering.

- 64 frames

Wobble_Short:

- This sequence can trigger anytime during the surfing phase.
- This sequence is a loop of the character about to lose their balance on the board.
- This can be used before a character is knocked off their board by an animal obstacle, or as a fake-out before recovering.
- 32 frames

Example of Animation Sequences Order for Surfers and Surfboard:

Static:

- This is a still of the surfboard with no animation.

Idle on Board:

This is a 70 frame loop of the character sitting atop their board with a slight bob up/down.

- The "Idle_Board_Ripples" FX loops underneath the board.

Start Surfing:

This is the transitional animation from "IdleBoard" and "IdleSurfing".

- The character jumps on top of their board, the surfing water FX starts to loop, and the character/board animates up and onto the wave.
- Character sequence used for this animation:
- JumptoBoard

Surfing:

This is the default 80 frame loop of the character surfing, it can transition to any other loop sequence (Wobbles, Swerves, Slip_Fall, Hit_Fall, Ramp).

- The "Surfing_Water_Loop" FX loops continuously during this sequence.
- Character sequences that can be used for this animation:
- IdleSurfing
- Wobble_Long
- Wobble_Medium
- Wobble_Short
- SurfDance
- SurfWaveArms
- Swerve01
- Swerve02
- Swerve03

Ramp:

This animation is for when a character ramps over an oncoming animal obstacle, but recovers and does not fall off their board.

- The ramp animation starts on frame 60 of the 80 frame animated sequence.

- Character sequences used for this animaton:
- Ramp

Animal Obstacle Hit:

This animation is used when an animal obstacle hits a character's board, and they are knocked off into the water.

- On impact with the water the "Fall_Splash" FX plays once.
- On Impact- the "Impact_Burst" FX plays once.
- Character sequence used for this animation:
- Hit_Fall

Swerves:

This 80 frame loop can be used when a character is swerving to avoid an animal obstacle, or just as an alternate "IdleSurfing" loop.

- Character sequence used for this animation:
- Swerve01
- Swerve02
- Swerve03

Slip Fall:

This animation can play at any point and isn't triggered by any particular obstacle. It shows a character losing their balance and falling into the water.

- On impact with the water the "Fall_Splash" FX plays once.
- Character sequence used for this animation:
- Slip_Fall

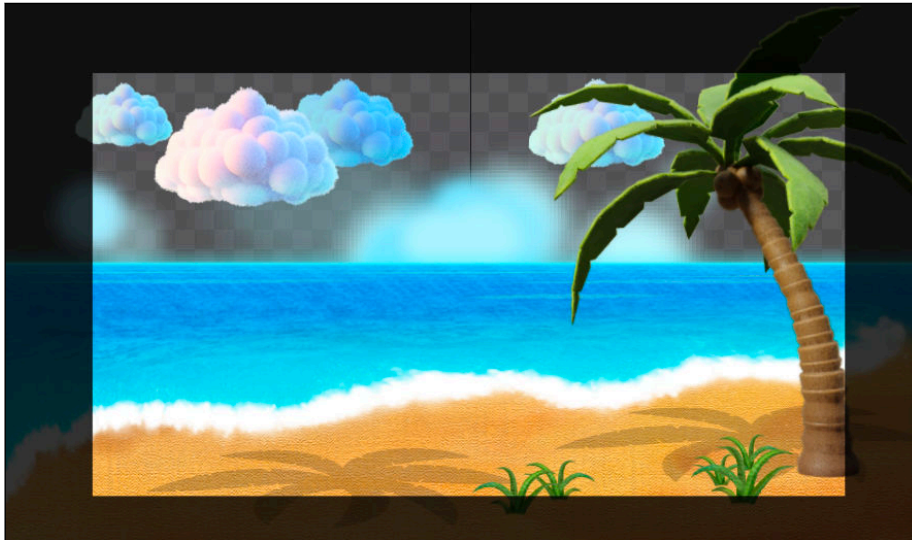
Ocean Environment Animations

Description: This file contains the ocean environment and the wave that surfers ride upon. This is the main spine file, and the surfboard and characters files are loaded here.

Ocean environment > surfboards > characters

This spine file is built as an animated scene and should be cropped to 16:9. There is a frame reference in the Spine file that is used to mark what areas of the stage should be shown in the final animation.

In the below image you can see that the palm tree and other assets extend into the dark tinted area. This dark tinted area should NOT be shown. The animations should be cropped to only show the inner 16:9 area.



Beginning of Round

Description: Once the game begins, we leave the surf hut on the beach and move to a view of the surfers out in the ocean.

Mobile Format: The ocean scene is 16:9 but can be cropped to square on mobile screens. It should not be cropped any narrower than a square or players will have difficulties viewing.

Sequence of Animations

DefaultOceanLoop:

This is a looping animation of the ocean and should be used whenever we see the ocean in the background without the surfers.

Establishing:

This is the first animation we see. It should start with the characters standing up on their surfboards and the big wave starting to sweep them up.

RidingWaveLoop

This is the main loop of the big wave and it should play continuously while the surfers are surfing on their boards.

If all surfers fall in the water then we should keep on this animation for around 3 seconds and then fade away back to the start of the next round's betting phase (cutting away from this too soon will create an awkward/jarring feeling).

WaveCrash

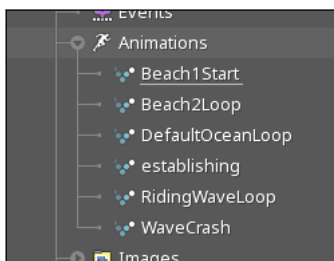
This animation is used for the wave crashing in the middle of the ocean after all surfers have fallen in.

Beach1Start

This animation should ONLY play if at least one of the surfers makes it through the entire surf stage. The animation should play at the END of the "RidingWaveLoop" animation. Please make sure you don't interrupt the "RidingWaveLoop" in the middle but only after the last frame.

Beach2Loop

This animation should play immediately following "Beach1Start" and it should continuously loop for as long as necessary.



Format: Spine

Asset location: Production > SurfsUp > HandOff > Animation >....

Animal Obstacles Animations

There are different “animal obstacles” that can be used with the “surfers” to knock them off balance or knock them off the boards.

NOTE: for now there are ONLY turtles. In the future we will have other animals and each round we will want to randomize which type of animal appears.

Sea Turtle

Turtle_Panic:

- This is the only sequence that the sea turtles has, and it should be played continuously anytime the turtle is seen.
- This sequence is a 19-frame loop animation of the sea turtle frantically paddling as it tries to escape the big wave.
- 20 frames



Dolphin (WIP)

ESA_Dolphin_Hit:

- This is the only sequence that the dolphin has, and it should be played continuously anytime the dolphin is seen.
- This sequence is a 44-frame loop animation of the dolphin jumping in and out of the water as it tries to knock the surfers off their boards.
- If the dolphin does knock the player off their board the ESA_Dolphin_Hit has a notation within spine to line up with the surfer’s board. The frame is 28.
- 44 frames



Jellyfish

jellyfish_obstacle:

- This is the only sequence that the jelly fish has, and it should be played continuously anytime the jellyfish is seen.
- This sequence is a 24-frame loop animation of the jellyfish frantically swimming towards the surfers.
- 24 frames

Obstacles Warning Animations / Messages

Alert Sign and Alert Ribbon animations should begin one second before the sea turtle obstacle appears.



Alert Sign

turtle-alert-sign



States (frames on timeline / duration with 60 fps):

- **show** (16 frames / 533 ms)
- **shown** (*loop*; 36 frames / 1200 ms)
- **hide** (16 frames / 533 ms)
- **hidden** (*idle*; 2 frames)

Skins:

- alert-turtle
- alert-dolphin
- alert-jellyfish

Format: Spine

Asset location:

Alert Ribbon

turtle-alert-ribbon



States (frames on timeline / duration with 60 fps):

- **start** (45 frames / 1500 ms)
- **loop** (*loop*; 30 frames / 1000 ms)
- **end** (45 frames / 1500 ms)

Skins:

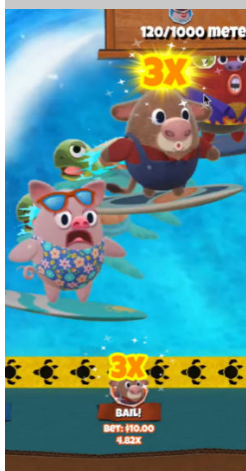
- ribbon-turtle
- ribbon-dolphin
- ribbon-jellyfish

Format: Spine

Asset location:

Turtle Multiplier

turtle-multiplier



States:

- turtle-multiplier (60 frames / 2000 ms)
- turtle-multiplier-button (60 frames / 2000 ms)

Format: Spine

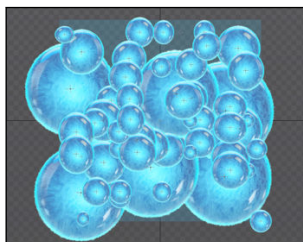
Asset location:

Transitions

Fades and Transitions

We have specific transitions between certain phases of the game.

Screen wipe (bubble transition): This is a Spine animation that should be layered on top of everything. Halfway through this animation the scenes should switch.



Cross dissolve (0.5sec): Used to transition between the beach party animation and the bonus game (host in the hut at night). This is an opacity shift happening between two different "scenes" at the same time. In this case, the beach party would fade away as the bonus game fades on.

Fade to black (0.5sec): Used from transitioning from the main game results to the beach party spine animation and bonus game introduction. The first scene gradually darkens to complete black before transitioning to the next scene.

Fade to white (0.5sec): Used when transitioning from the end-of-game results (in main game or bonus game) to the next round. The first scene gradually brightens to complete white before transitioning to the next scene.

Bonus Game – UI Animations

Description: The bonus game plays at the end of the race if a surfer makes it to the beach. There are 2 phases to the bonus game:

- *Choose a drink*
- *Choose cards*

Format: Spine

Asset location:

Production > Gameshow-SurfsUp> HandOff > Animation_Assets > BonusGame

Production > Gameshow-SurfsUp> HandOff > Animation_Assets > phase-win

Bonus Round Announcement

This announcement plays once as the bonus round begins.



- *Animation States:*
- Bonus Round (bonus-round, 65 frames)

Picking Drinks

In the first stage of the bonus game, players choose one drink (represented by a matching silhouette). They make their choice by tapping on the drink. The selected drink silhouette will reveal the drink briefly before it reveals the awarded multiplier or extra pick. The unpicked drink silhouettes will dim down their opacity before revealing the prizes the player did not pick.

- *Animation States:*
- **Intro:** Drink boxes “appear” on screen.
- **Wiggle:** Drink boxes’ idle animations play while players decide which drink to choose.
- **Hover:** A static image used to highlight the drink when hovered over.
- **Selection:** Once a drink is selected, it plays a pulsing animation.
- **Reveal Intro:** The animation reveals the picked drink.
- **Reveal Idle:** The selected drink box shows the reveal multiplier as it “wiggles”.
- **Unpicked Reveal:** A static image used to dim unselected drinks once a drink has been selected.
- **Unpicked Idle:** The dimmed down unpicked boxes reveal their multipliers.



Drink Multiplier

At the conclusion of the Pick'Em Phase timer, the host will press a button to initiate an RNG to match each drink with a multiplier or an Extra Pick. Of the four drinks, two drinks will contain an Extra Pick that allows end users an opportunity to select one extra pick in the secondary bonus game and two drinks contain multiplier values.

Note: When the drinks are presented on screen, they always need to be in this order: **Pina Colada, Sangria, Blue Hawaiian, Margarita**. This is to ensure they match up with the live dealer drinks on set.

The Star_FX file contains an empty slot for multipliers text.

EXP: 1x, 2x, 3x, 5x.

- Animation States:
- SparkleFX_SelectedTXT: Static of selected multiplier.
- SparkleFX_SelectedTXT_Appear_anim: Selected multiplier appears
- SparkleFX_SelectedTXT_Loop_anim: Selected multiplier loop animation.
- SparkleFX_TXT: Static of multiplier.
- SparkleFX_TXT_Appear_anim: Multiplier appears
- SparkleFX_TXT_Loop_anim: Multiplier loop animation.



Card Pick

The third and final phase of the bonus game is the card picking section. In this section players choose a number cards equal to their available picks. Players tap each of their chosen cards to reveal drinks and form matches. After the timer expires, all cards are revealed.

Animation State Flow:

- Selected Drink from the Drink Pick'Em Phase appears on the right side of the card pick game and plays idle animation.
- For Drinks: Drink_Idle_Glow
- Drinks move to the right side of the UI.
- For Drinks: Drink_Deactivate
- Cards appear one after the other in a row on a 4x4 grid.
- Card is selected and changes colors
- Cards reveal drinks
- For Drinks: Drink_W_Glow

Animation States:

- **Card:** Static image of the card.
- **Card_Selected:** Static Image of selected card.
- **Card_Appear:** Cards flip and are laid out at the start of the "Card Pick" game as it is being presented to the player.
- **Card_Flip_anim:** Card flips to reveal what is underneath it.
- **Card_Select_anim:** Card bounces and highlights upon player selection.
- **Hover:** Static image of the card when the player hovers over the card.
- **Selected_Card Flip_anim:** Selected Card flips to reveal what is underneath it.

PICK FOUR CARDS

MATCHES	PAYS
4	800X
3	100X
2	50X
1	30X
0	20X

PICK FOUR CARDS

1%	1%	1%	1%
1%	1%	1%	1%
1%	1%	1%	1%
1%	1%	1%	1%

MATCHES	PAYS
4	800X
3	100X
2	50X
1	30X
0	20X

REVEALING CARDS

1%	1%	1%	
1%	1%		1%
1%	1%		1%
	1%	1%	1%

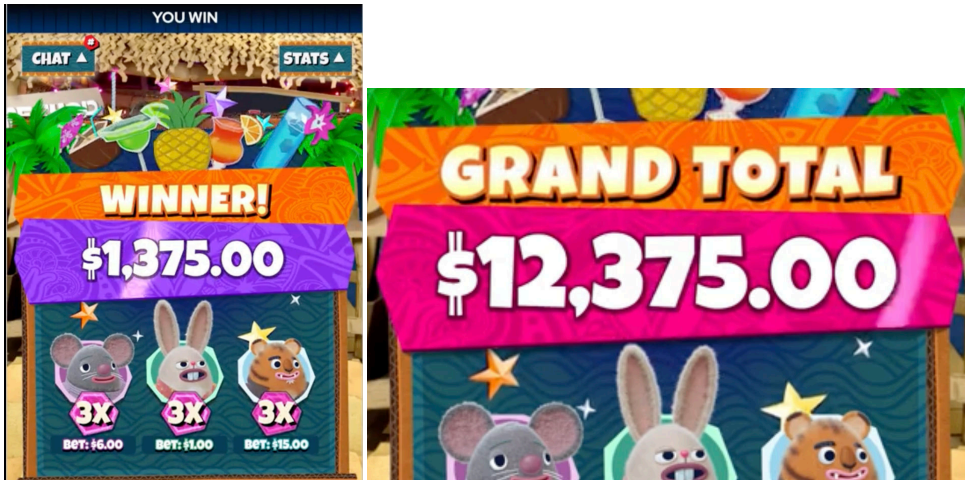
MATCHES	PAYS
4	800X
3	100X
2	50X
1	30X
0	20X

REVEALING CARDS

MATCHES	PAYS
4	800X
3	100X
2	50X
1	30X
0	20X

Bonus Game Results

At the end of the bonus round the bonus game results will play. First the user's winning total from the bonus game will be displayed. Secondly, any additional sea creature bonus multipliers will be applied to the previous total to reveal the grand total. This "grand total" only represents the winnings from the bonus round and not the main game.



Animation Flow (single 'bonus-win' state with all animation on one timeline):

Winner! Start (~0-50 frames)

Winner! Hold (~51-170 frames)
Winner-Grand Total. Transition (~171-220 frames)
Grand Total! Hold (~221-320 frames)

Exit (~321-360 frames)

Bonus Game – Transition Beach Party

Overview

The beach party Spine animation should be shown after the win results for the main game if the bonus game is triggered. This scene is used as a transition between the end of the main game and the start of the bonus round. The beach party scene should be shown for 5 seconds (including the transitions to and from it -half second each).

Device Specific Orientations

Landscape: The beach party animation is wide screen and can be shown in full on desktop and tablet landscape devices.



Portrait: The beach party scene should be cropped to a square on mobile and tablet portrait views. In this case we want to add a unique solid color to the background – one color below and one color above the beach animation.

Background color above animation – #090e2e

Background color below animation - #6e311a

Additionally, we want a slow pan (left to right) of the background on mobile (reference the playthrough animation) so that the user gets to see more of the background. The pan should continue through the entire time this scene is on screen.



During the beach party animation, all characters are shown with simple idle animations. There are three positions within the scene where the player characters should be positioned around the fire (Guitar, Log, and Kabob_02).

All other positions can be randomly populated by characters that were not chosen for the previous surfing game.

All animations are looping 80 frame (1333.33 ms) sequences that repeat continuously during the bonus game:

- *Grilling*
- *Kabob_01*
- *Van*
- *Drink Lounge*

- *Moonbathing* - This is just a still. There should be no animation for this position in the scene.
- *Drink*
- *No-Drink*

Winner Crowns

The “winner position” characters should be showing a golden crown on their heads if those characters made it to the beach.

“Guitar-1st place” position should ALWAYS have a crown because there always is at least one winner. The other two winner position characters have empty slots where the crowns should be turned on if applicable.

- Guitar – 1st place, winner position
- Log – winner position
- Kabob_02 – winner position

Version History

Date	Author	Changes
9.10.2025	Charles Reid	Numerous updates to animations and updated screenshots <ul style="list-style-type: none"> • Updated sea life multiplier badge information • Jellyfish details • Updated drink selection UI • Updated main game and bonus round results • New ocean environment animation states • Host bubble • General clean up
9.16.2025	Rafael Nazarro	Updated the drink picker section of the ESA motion guide
9.16.2025	Oleksii Chuprynin	NEW Section: Surfers Portrait Button . New Spine animation with surfer portraits: default/happy/mad/surprise states Sections: Alert Sign / Alert Ribbon . Additional information about skins for all 3 obstacles: turtle/dolphin/jellyfish. Section: Bonus Game Results . New information about new single 'bonus-win' state with all animations on one timeline. NEW Section: Turtle Multiplier . Spine animation. Main information about 2 states and screenshots.