



# Chateau Roulette v2.5.0

MOTION GUIDE

CONFIDENTIAL

# Table of Contents

Document Information .....	3
Dealer Timing Guide .....	3
<b>Global Animation Elements .....</b>	<b>3</b>
Formats .....	3
Reference Videos – Motion Developer Guides .....	3
Pixijs Text Styling .....	4
Common Animation Styles .....	4
Avoiding “POPS” .....	4
Logo Animation, Game Loading Screen .....	4
Element, Timer Bar .....	5
Buttons .....	6
Pick ‘Em Animations .....	7
Animations, Card Flip .....	11
Animations, Chip Placement FX .....	11
Animations, Winning and Losing Chips .....	11
Betting Areas, Ante Wager Prompt .....	13
Animations, Phase .....	14
Animations, Win .....	14
Animations, Wallet Balance Rollup .....	15
Game Resolution Overview .....	15
<b>Roulette Table Games .....</b>	<b>16</b>
Displaying Results and Win Messaging; “Wheel-stop” Banner .....	16
Chip Placement Effects .....	17
Dolly Animations .....	17
Winning Chip Stacks .....	18
Table effects .....	18
<b>Unique Animations .....</b>	<b>19</b>
Action buttons .....	19
Bonus Related Animations .....	20
Bet Zone / Table effects .....	22
Roulette Marker & Wheel-Stop-Banner (synchronized) .....	23
Chip effects .....	25
Chateau Cup Sidebet Animations .....	25
Lavish Luck Bonus Animation .....	27
<b>Version History .....</b>	<b>29</b>

## Document Information

Title	Chateau Roulette v2.5.0
Document Type	Motion Guide
Division	Sands Digital Services
Department	Design
Authors	Charles Reid George Van Der Volgen

## 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

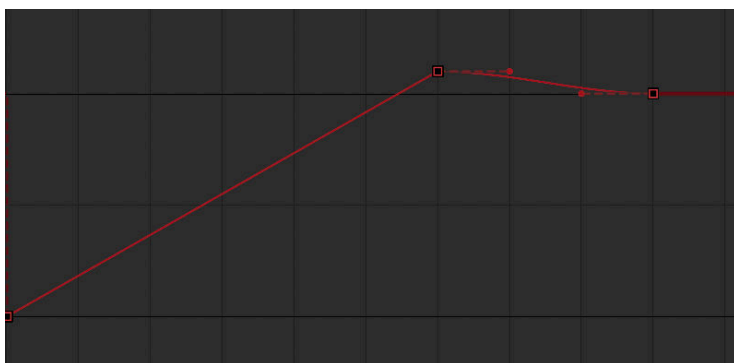
**Description:** For many of our animations we include stylized text that is dynamically generated via JSON file. The style information for the text is located within the Handoff folders.

**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.

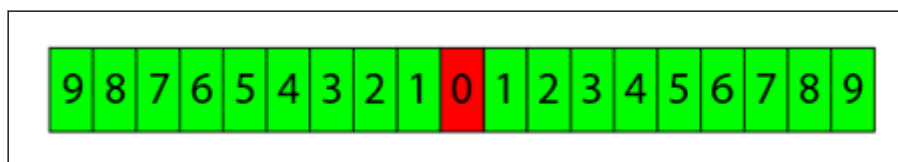
30 is the upper limit, and 10 is the lower limit of how many hash marks can be visible at a time.

**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

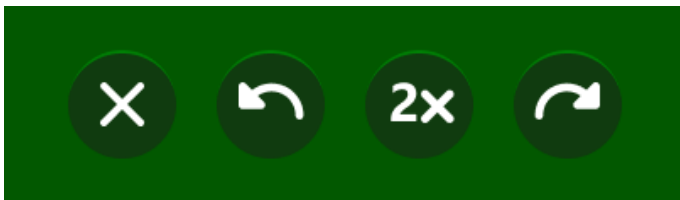
**Description:** Action buttons are used globally on live dealer games. These buttons are delivered via Spine. The button bevel color is dynamically changed to match the color style of the game via skins in Spine.

### 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:

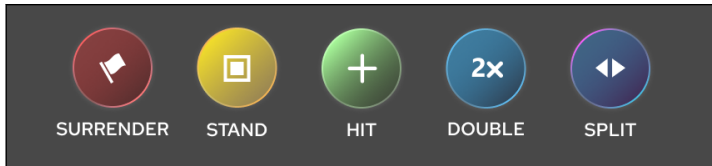


- Autoplay
- Cancel
- Cashier
- Chat
- Double bet
- Help
- Re-bet
- Switch table view
- Tip
- Undo
- Volume off/on

## 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

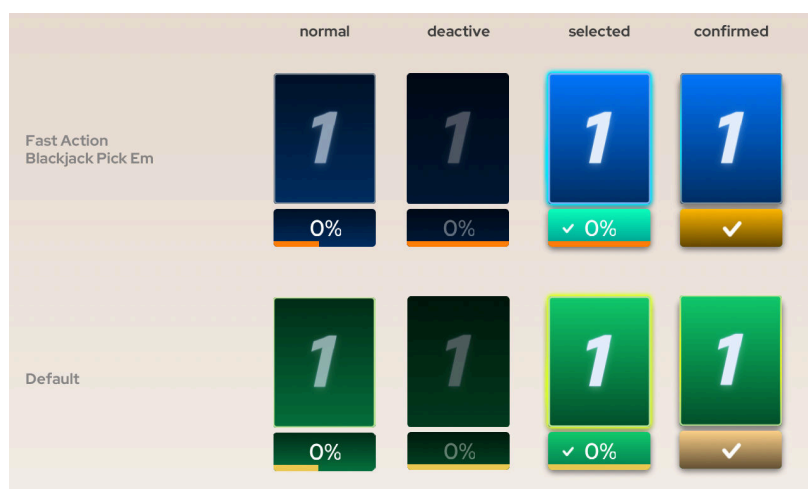
**Description:** The Pick 'Em feature allows players to select their own starting hand from a pool of face down cards. This sense of choice creates a more engaging experience. The Pick 'Em feature is composed of a set of global designs and animations that will be restyled (colors, fonts) for each Pick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

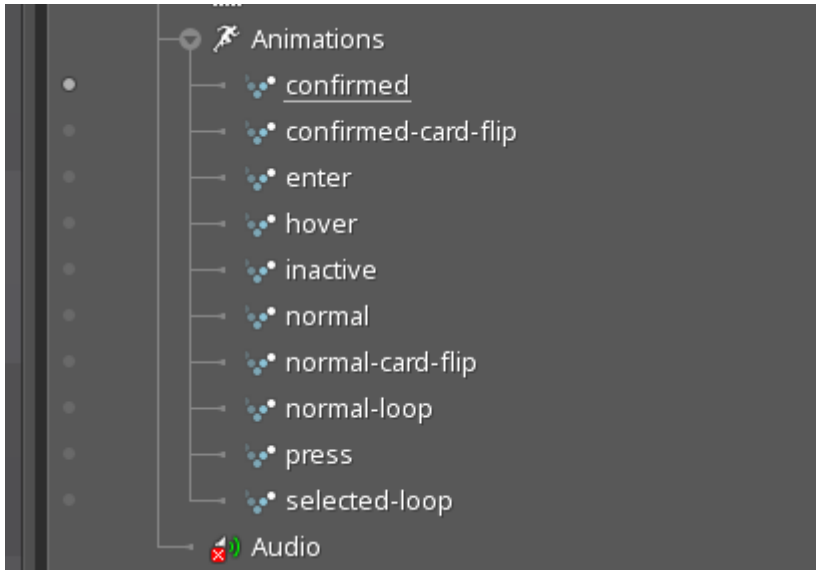
- This looping animation should be used for the default normal button state.
- The number blocks on the screen should not all play together – instead the looping animations should be offset from one another and play in sequence – left to right and top to bottom in the order that they first appeared on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

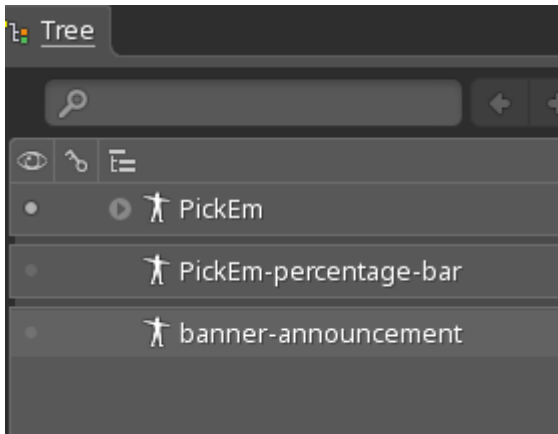
- **Selected-loop**

- 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.

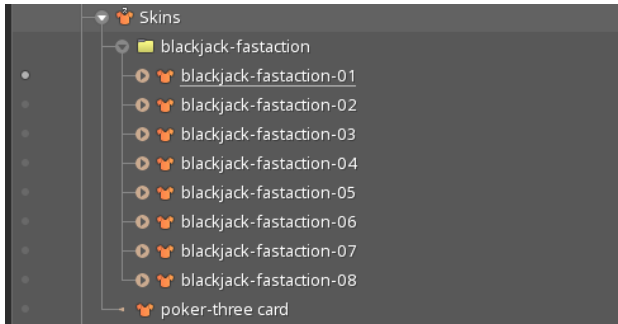


**Structure / Skeletons**

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.



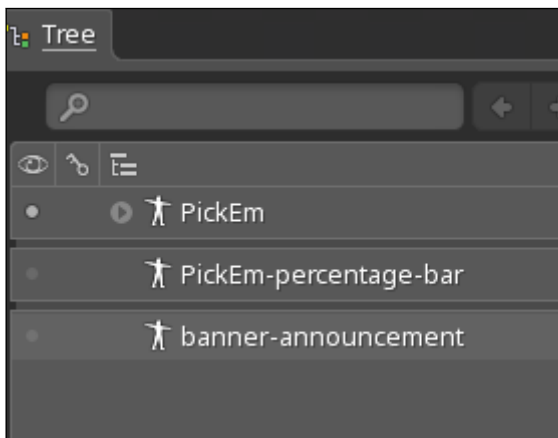
Skins for each game's color theme are also included. However, for new games additional skins will be required.



### 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

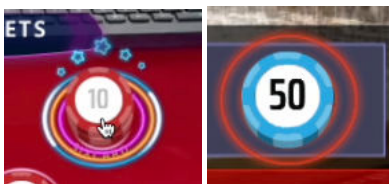
**Description:** This effect is triggered whenever a card is revealed.

**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

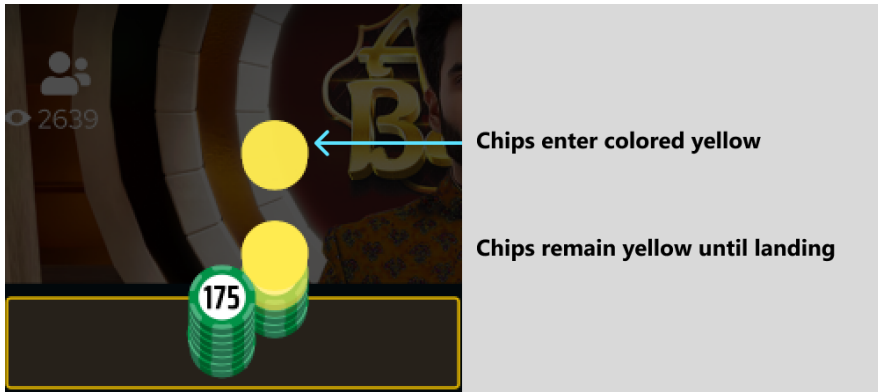
- Bet-placed (25 frames or 833ms): FX animation for basic placing of chips
- Bet-placed-double (25 frames or 833ms): This effect is a bit more exciting, and used in situations when chip totals double.

## 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.

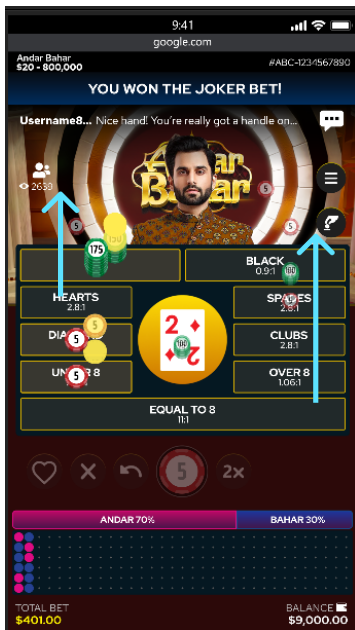
Our winning chip animations are very similar across our games. All card games should behave as described below.

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

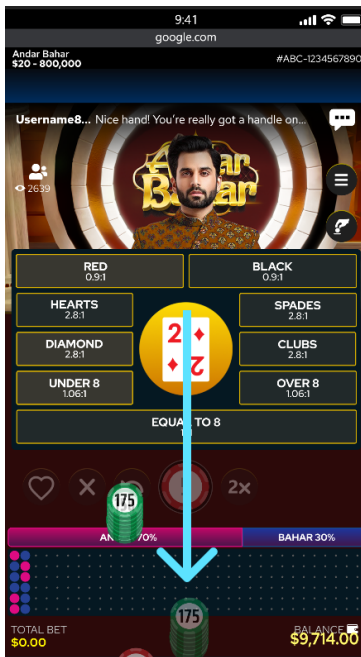


**After the winning bet has been decided, the sequence is as follows:**

- 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.

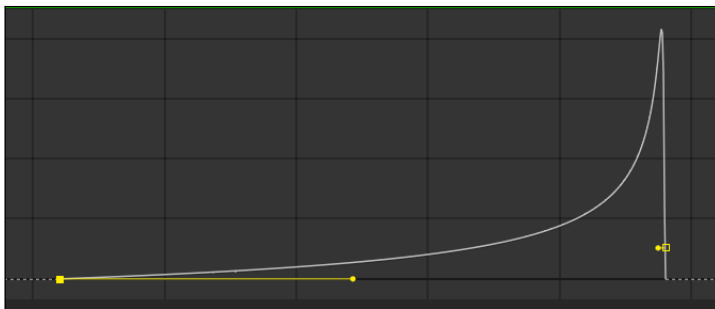


- Promptly, once all, or nearly all, chips have entered, the sparkle animation starts on the new and original winning chip stacks.
- The sparkles should continue to loop while the chips remain on the board.
- The winning chips will then exit, scaling up as they move closer to the player, then fading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

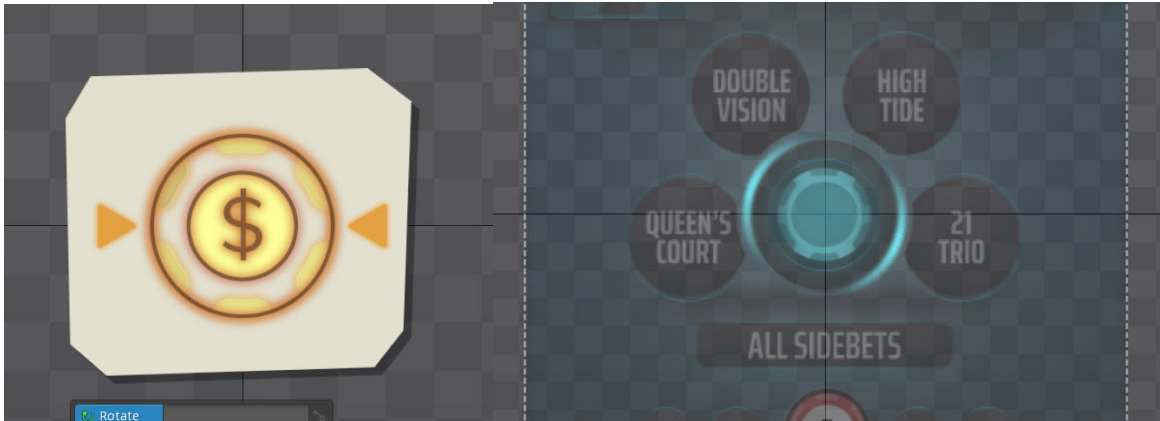
## Betting Areas, Ante Wager Prompt

**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

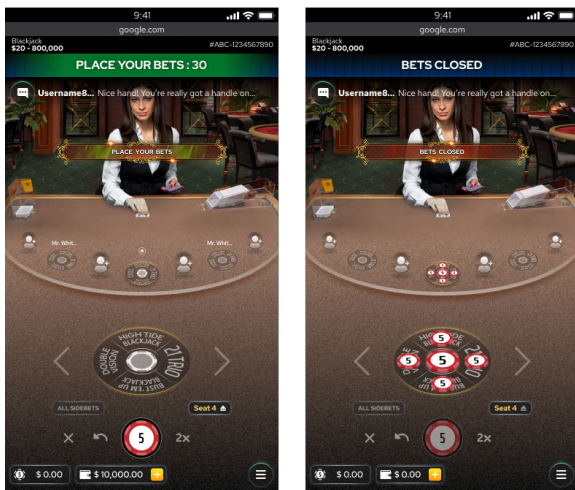


## Animations, Phase

**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

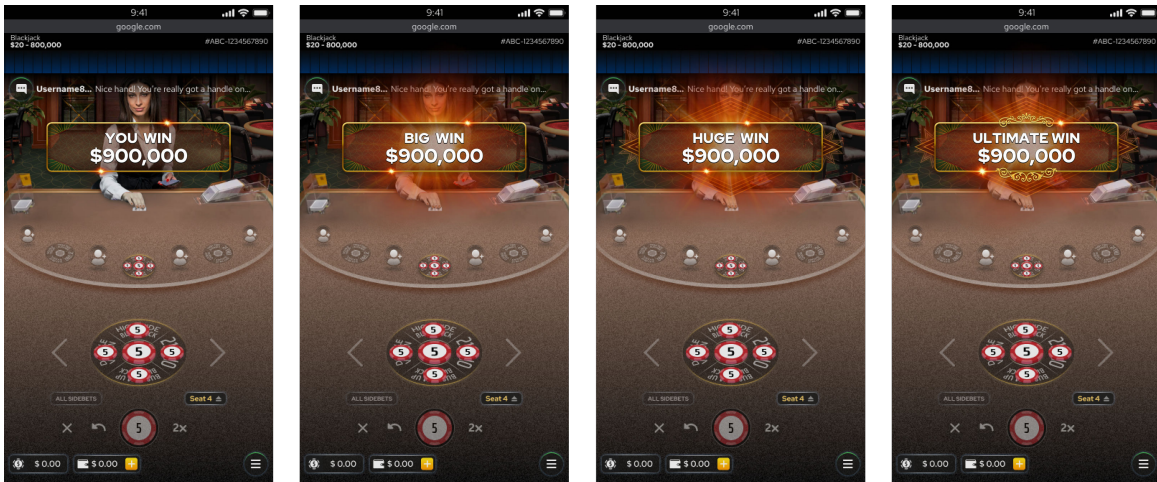
**Description:** Win animations are shown when the player wins at the end of a round of play. There are five typical variations of these win animations (also referred to as “win rankings”). The animations for each is progressively more impressive and should be associated with a higher value win.

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)

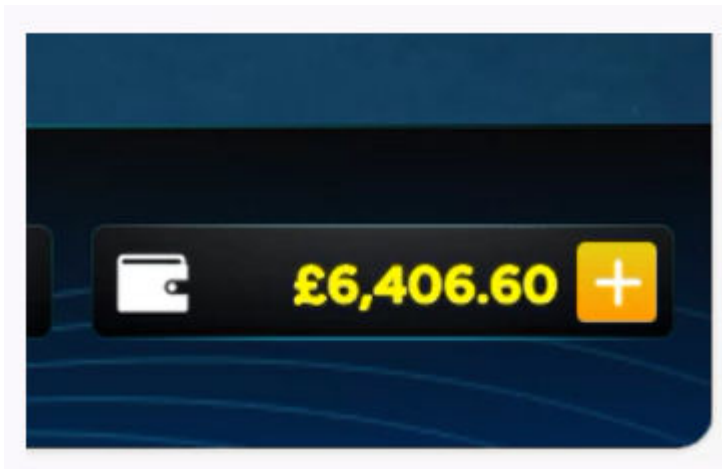


## Animations, Wallet Balance Rollup

**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).



**Asset Location:** See the specific project's PRODUCTION folder.

## Chip Placement Effects

**Description:** Placing chips in all roulette games is standardized. The sequence of events is as follows:

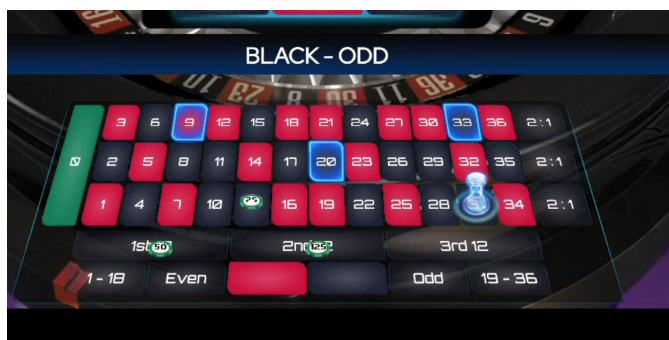
1. User presses the bet area.
2. The new chip fades in as it scales down from it's initial size to the correct size for the table. This is meant to convey the concept of the chip falling straight down onto the table.
3. The Spine animation for the bet-placed effect plays once over the newly placed chip.
4. The "bet-placed" or "bet-placed-double" animations play around the chip stack.

**Additional effects:** Some roulette games may have unique additional effects in the form of particles or Spine animations that play during this sequence.

**Format:** This animation is mostly implemented via code. The exception is the bet effect which is formatted the same as all other global chip placement effects found in our table games (Bet-placed, Bet-placed-double).

## Dolly Animations

**Description:** The dolly (or "roulette marker") is a small object that resembles a chess pawn. When the winning number is revealed, the dolly animates over top of it and then descends, landing



Necessary states for Dolly (roulette marker):

**landing** (animation)

**landed** (one-frame animation)

**hide** (marker disappears, animation)

**idle** (one-frame "empty" animation)

The dolly will be reskinned for each unique roulette game.

There are several different effects that play once the dolly lands on the winning space.

- **Primary win** - this effect plays once at the base of the dolly on the winning number.

- **Secondary win** – this effect plays once at the base of each chip stack that the player has won on that round. These effects are usually like the primary win effect but a lot more subtle.

**Duration:** See the playthrough videos for timing.

**Asset location:** The dolly animations are found in a subfolder within the project's PRODUCTION handoff folder. The folder will be named something like "roulette marker" or "dolly".

## Winning Chip Stacks

**Description:** Chip stacking is done differently in roulette than the other table games. Due to the tight spaces that chip stacks are placed, we must make a few design adjustments:

- Chip stacks can't be too tall during the betting phase or they will obscure other parts of the board. The exception of this is when the game is resolved, and the player is receiving their winning chip stacks.
- Winning chip stacks should appear directly ON TOP of the previous winning bets. This is different than other table games where winning chip stacks usually appear behind and to the side of the original chips.
- The dolly animates up and away as the winning chip stacks fall into place.



**Duration:** See the playthrough videos for timing.

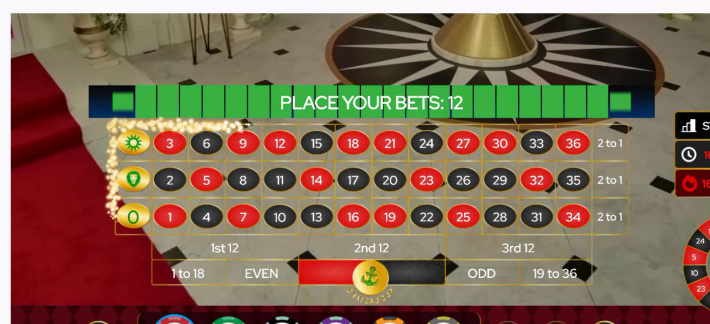
**Asset location:** Stacks of chips, and chip animations are typically completed in code, however Spine files are available if the need arises.

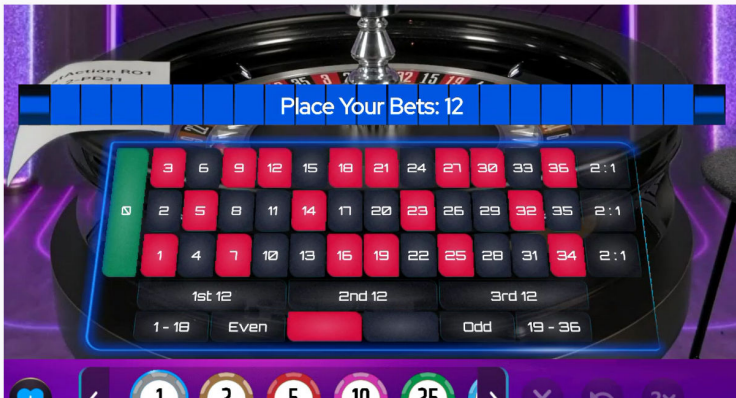
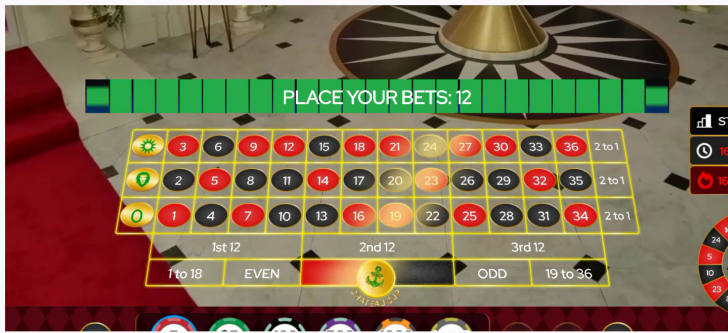
## Table effects

**Description:** In some roulette games there are special effects appearing around the edge or in the middle of the table during specific game events (e.g., when the bet phase begins or ends). Various highlights and other animations may also appear on the board itself and corresponding bet areas. These animations vary per game, but most games have at least one effect.

Table effects may include:

- Border highlights around bet areas, glows emanating from bet areas, multiplier numbers or other icons, flashes/ glows around the perimeter of the table, etc.





## Unique Animations

All production-ready design and animations files are located in the appropriate project folder in PRODUCTION:

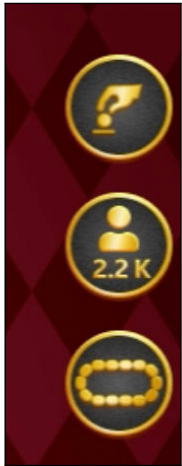
*Asset location:* Production > Roulette-Chateau > Hand Off > Animation\_Assets > ...

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

- *Action buttons*
- *Bonus panels and table popup (community number, multipliers)*
- *Bet Zone / Table effects*
- *Chip Placement effects*
- *Bonus Race Modal and Game*

### Action buttons

**Description:** Our normal “action buttons” have been visually updated specifically for this game. The Spine file is structured the same. The below screenshot shows 3 from this new set of buttons.



**Duration:** The various action buttons are shown and hid at different times according to the design.

**Asset location:** Production > Roulette-Monaco > Hand Off > Animation\_Assets > Buttons

**Other Info:** These buttons were built in Spine at 4x. They have been exported half size (resulting in 2X).

## Bonus Related Animations

### Bonus panel types

#### Description:

- There are 3 types of bonus panels in the game. They appear towards the center/top of the video feed from left to right as soon as the roulette ball begins to spin. See below for more info regarding each type.
- There is a badge popup that appears on the table and accompanies the entrance of the bonus boxes. See below for more info.
- There are special effects that activate when a the ball lands on a 0 (Zero), Sun or Lion. See below for more info.



**1 of 3. Community Multiplier Number:** This is a multiplier bonus that ALL players playing at that moment share together.

1. There is always a single community number shown. It should always be displayed on the far left.
2. All players see the same bet area number for the community number. The precise multiplier associated with that number **will vary** for individual players.
3. The multiplier amount is shown at the bottom of each box in the lower section.
  - i. There will be two sets of ranges depending on the payable.
    1. **Paytable 1:** the multipliers are 50, 100, 250 and 500
    2. **Paytable 2:** the multipliers are 50, 100, 200, and 400.

**2 of 3. Unique Multiplier Number:** This is a multiplier bonus that is *unique* to every player.

4. A random number of these will be shown each round (A range of between 1 and 3 plus the single Community Multiplier Number)
5. The multiplier amount is shown at the bottom of each box in the lower section.
  - i. There will be two sets of ranges depending on the payable.
    1. **Paytable 1:** the multipliers are 50, 100, 250 and 500
    2. **Paytable 2:** the multipliers are 50, 100, 200, and 400.

### 3 of 3. Bonus Numbers:

*There are no additional effects* if one of these tier bonus panels lands on a zero. Please see the following section regarding green effects and zero spaces.

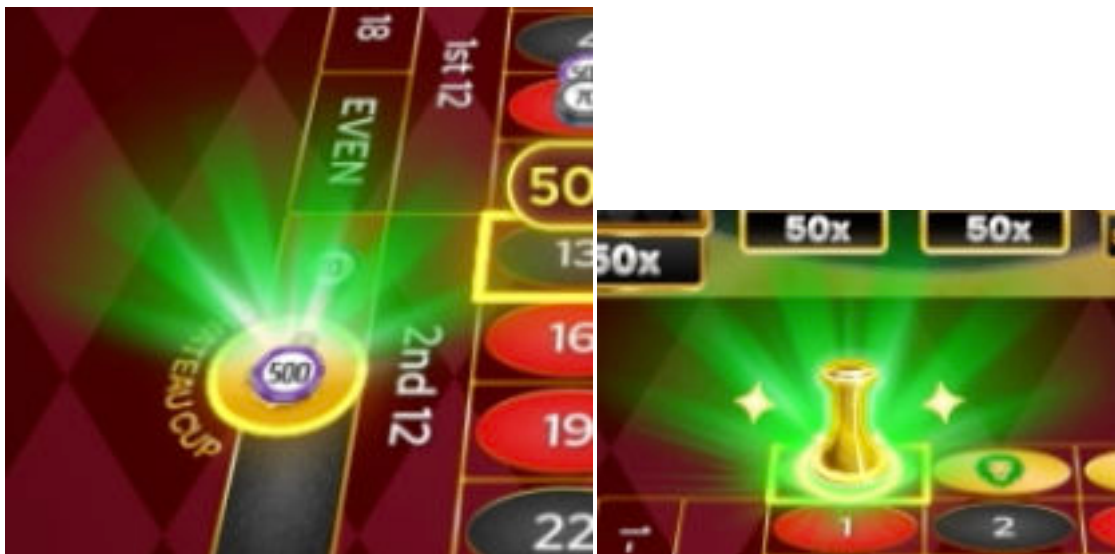
### Green rays for side bet

We have a green light rays animation created in Spine. This animation loops.

The light emanates from the side bet area and the winning zero number in a certain situation. All the below conditions must be in effect for these green rays to show.

1. The player has bet on the side bet
2. One of the three symbolic bets (Zero, Sun, Lion) is the winner

If this happens then the green rays should appear on both the side bet area AND the winning zero number. This visually connects the two and makes it clearer to the user why they have successfully won the side bet.



### Zero and Zero Symbols / Symbol Table FX

If one of the three zero / symbols appears in the community or unique multiplier panels then a special effect is triggered:

- The corresponding panel "green FX" animation – delivered via Spine



### Bonus Badge Animations - Resolution

**Description:** During resolution, there are two animated badges representing the Chateau Cup sidebet and the Lavish Luck bonus that may occur. These occur singly, or side-by-side depending on the outcome, and appear below the standard win animations during resolution.

<b>Format:</b> Spine	<b>Skeleton Name:</b> chateau-bonus-badges
<b>Animations:</b> badge-chateau-cup badge-lavish-luck	<b>No empty slots</b>

**Asset Location:** See the specific project's PRODUCTION folder.



### Lavish Luck Bonus

**Description:** A randomly chosen number may be selected as Lavish Luck Bonus eligible. This is represented in the bonus panels as an additional graphic and set of skins in the Spine file.

**Format:** Spine

**Asset Location:** See the specific project's PRODUCTION folder.

## Bet Zone / Table effects

### Chateau Cup Placement FX

**Description:** When the user places a bet in the Chateau Cup sidebet zone, this triggers a unique animation. This animation plays once.

**Format:** Spine

**Asset Location:** See the specific project's PRODUCTION folder.



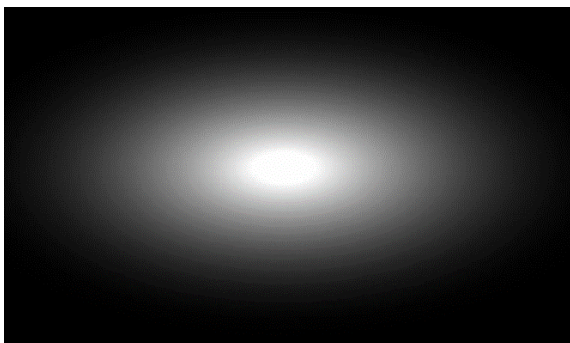
### Normal level win effect

**Description:** This animation plays under the dolly on the winning number.



### Secondary win effect

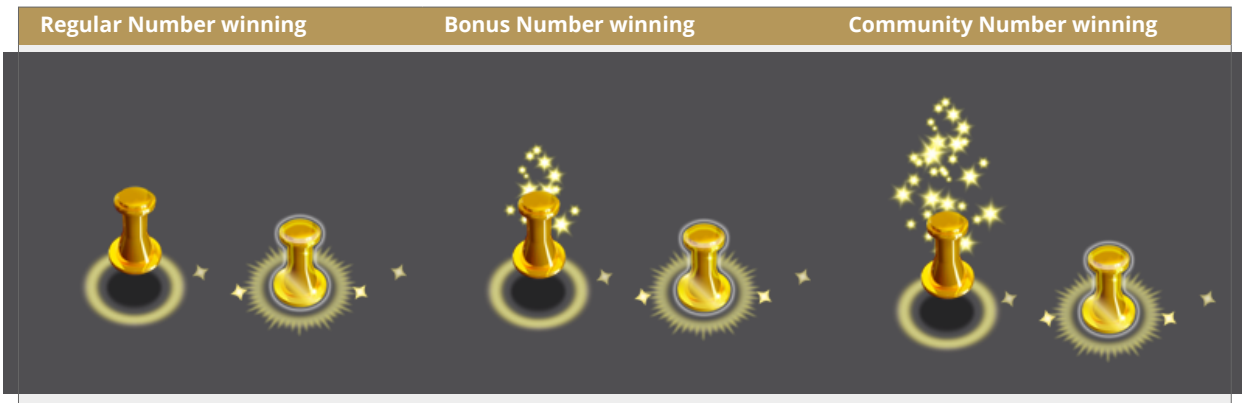
**Description:** This animation occurs when the dolly lands, and appears on all winning "outside" bet areas. "Outside" bets as they are commonly known are bets that don't represent a single number.



## Roulette Marker & Wheel-Stop-Banner (synchronized)

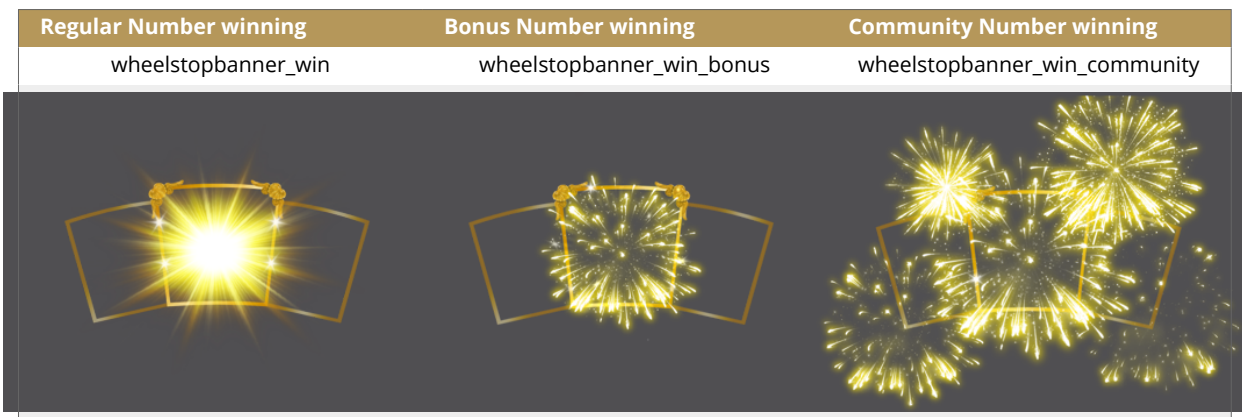
### Dolly animation states

Regular Number winning	Bonus Number winning	Community Number winning
landing	landing-bonus	landing-community



**Description:** The **Roulette Marker** (dolly) and Wheel-Stop-Banner animations are synchronized with each other and depend on which number won – **Regular** (dolly landing animation with radial rays and few bouncing sparkles), **Bonus** (dolly landing animation with short sparkling trail + radial rays and few bouncing sparkles) or **Community** (dolly landing animation with long sparkling trail + radial rays and few bouncing sparkles).

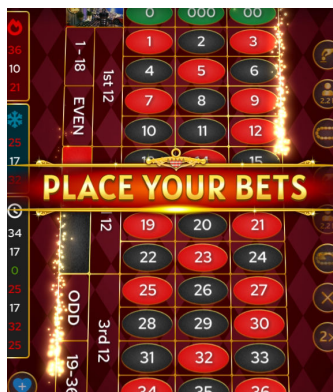
### Wheel-Stop-Banner animation states



**Description:** The **Wheel-Stop-Banner** and Roulette Marker (dolly) animations are synchronized with each other and depend on which number won – **Regular** (radial rays under the winning number and a few sparkles over the frame), **Bonus** (radial rays and a few sparkles over the frame + one firework explosion in the center, under the winning number) or **Community** (radial rays and a few sparkles over the frame + firework explosion in the center + sequence of the firework explosions over the frame).

### Place Your Bets – table effect (particles)

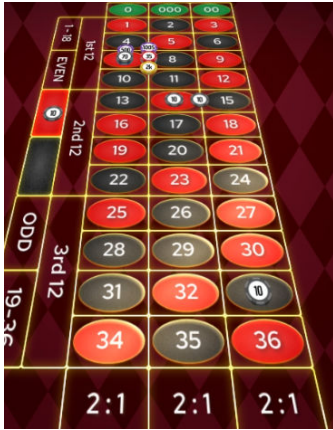
**Description:** This animation occurs at the start of the betting phase. The animation is a particle trail that chases the outside of the entire betting area. This animation will most likely be created with a particle system.



An example of the board shine effect

### Board transition effect

**Description:** As the board changes between 2D and 3D perspectives, a subtle light sweep moves across the table in the appropriate direction of movement / transition.



An example of the board shine effect

## Chip effects

### Chateau Cup Sidebet Animations

#### Bonus Race Modal and Game

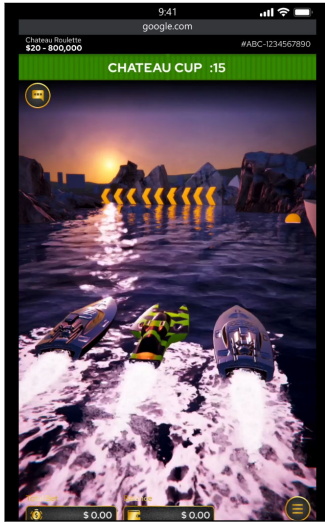
**Description:** The player may gain access to the bonus game if they made the Chateau Cup sidebet, and also the pulled number matches the Zero, Lion, or Sun symbols.

A modal will popup during resolution that allows the player to choose a boat. This may be animated. TBD.

**Format:** Unity

**Asset Location:** Please speak with the Tech Art team regarding the parts for this asset.





### Resolution / Win Animations

**Description:** When the race ends, one of three animations triggers for the player. These levels are as follows:

1. **1<sup>st</sup> Place (red)**
2. **2<sup>nd</sup> Place (purple)**
3. **3<sup>rd</sup> Place (green)**



<b>Format:</b> Spine	<b>Skeleton Name:</b> chateau-bonus-cup-winner
<b>Animations:</b> 1st-place 2nd-place 3rd-place	<b>Empty slots:</b> winPlaceText (1 <sup>st</sup> -2 <sup>nd</sup> -3 <sup>rd</sup> Place) winTitleText (Winner!) winValueText (\$)


**Asset Location:** See the specific project's PRODUCTION folder.





## Lavish Luck Bonus Animation

**Description:** An animation plays at resolution and after the boat race that allows the player to earn an extra bonus if the Lavish Luck number matches the player's winning number.

The spine file is broken into its' constituent parts:

<p>1. <u>Frame and background panel</u></p> <p>Background panel with empty slots for Prize Tiles and Bonus Game Title</p>	<p>Skeleton Name: chateau-bonus-frame</p>	
	<p><b>Animations:</b> idle</p>	<p><b>Empty slots:</b></p>
		<p>(Bonus Title): bonusTitleText (for prize tiles idle/spin state); prize_slot_0 prize_slot_1 prize_slot_2 ... prize_slot_15</p> <p>(for prize tiles win/win-loop state): prize_win_slot_0 prize_win_slot_1 prize_win_slot_2 prize_win_slot_3 prize_win_slot_4 prize_win_slot_5 ... prize_win_slot_15</p>

<p>1. <u>Prize Tile</u></p> <p>Single tile that is cloned to represent the 16 outer tiles and corresponding skins</p>	<p>Skeleton Name: chateau-bonus-prizes</p>	
	<p><b>Animations:</b> disable hide idle spin win win-loop</p>	<p><b>Empty slots:</b></p> <p><b>Skins:</b></p>
		<p>(Prize Multiplier): prizeValueText</p> <p>prize_icon_0 prize_icon_1 prize_icon_2 prize_icon_3 ... prize_icon_15</p>

<b>1. <u>Center Icon</u></b>		<b>Skeleton Name:</b> chateau-bonus-anchors	
An animated center icon that transitions to the winning tile icon			
	<b>Animations:</b> hide idle show spin	<b>No empty slots</b>	

<b>1. <u>Winning Prize Icon</u></b>		<b>Skeleton Name:</b> chateau-bonus-win	
Replaces the center tile icon after the prize is selected			
	<b>Animations:</b> idle win	<b>Empty slots:</b>	<b>Skins:</b>
		<i>(Prize Multiplier):</i> prizeValueText winTitleText ( <i>Winner!</i> ) winValueText (\$)	prize_icon_0 prize_icon_1 prize_icon_2 prize_icon_3 ... prize_icon_15

<b>1. <u>Win animation</u></b>		<b>Skeleton Name:</b> chateau-bonus-win-effects	
Occurs after center tile transitions and the rest of the board clears away			
	<b>Animations:</b> idle win-fx	<b>No empty slots</b>	

**Format:** Spine

**Asset Location:** See the specific project's PRODUCTION folder.



## Version History

Date	Author	Changes
5.14.2025	George Van Der Volgen	Updated PDF and corresponding image in the document for the Live Dealer Timing Guide. Removed outdated bonus animations sections and restructured the topics. Updated bonus game graphic. Update Global sections and republish.
7.30.2025	Oleksii Chuprynin	Roulette Marker & Wheel-Stop-Banner (additional animation states: Regular Number winning / Bonus Number winning / Community Number winning). Descriptions, reference images.
8.5.2025	George Van Der Volgen	Updated Dealer Timing Guide section