GAMING MACHINES FROM IDEA TO PLAY

ARISTOCRAT GAMING

Claire Mileto – Director of Operations - Aristocrat

Class III Gaming

- No Skill
- Random Outcome
- Spinning Reel
- Games of Chance

What we don't do

The Balancing Act

MOUNTIES

MOUNTIES

MOUNTIES

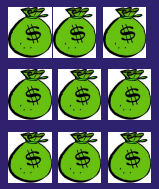
Repeat Play

- We need to think about not just what might make a player what to play our machine over another, but also what makes them try that machine again, what made their experience enjoyable enough to have another go and thereby come back to your venue. This is why game selection at your venue can be so important

The Balancing Act

Target Segment

1c
2c
5c
10c
20c
50c
$1



OR

Volatility

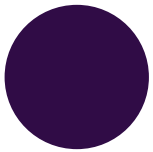
Feature

BALANCE

Jackpots

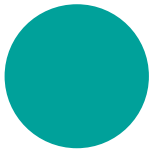
There is no “i” in Team

Development Breakdown

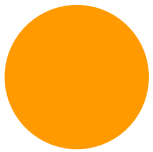


Originating Idea/Concept

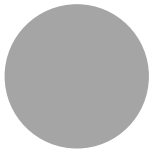
Game Design/Math



Art / Animation / Sound



Software



Software Integrity Testing (S.I.T) & The Regulations

ARISTOCRAT GAMING

The Originating Idea

Strategy

- NSW Capped market 95,000 machines
- 1,500 – 2,000 Queen of the Nile in the field, with performance coming off
- Also 6,000 – 7,000 5 Dragons in the field, performing well but blocking sales
- A lot of these games in Mk5 or Mk6 boxes blocking sales of Viridian Widescreen
- How can we convince operators to buy our new Viridian Widescreen and that it will perform as well or better than the QON or 5D's they currently have

LEGENDS

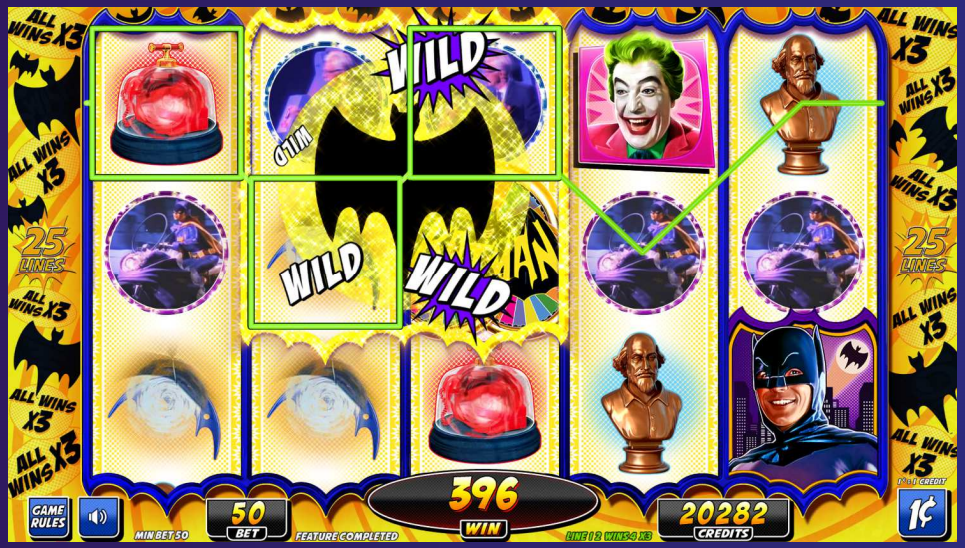
ARISTOCRAT GAMING

ARISTOCRAT GAMING

ARISTOCRAT GAMING

Licenses

- Generally used in the Recurring Revenue space in USA
- Over 50% of Revenue derived from Recursion
- Generally Licenses are used in this space so the originating idea can be clear
- Or is it? Is it easy pickings?
- Have to consider business strategies
- There is the costs associated with the license
- Perhaps limited uses within the license



ARISTOCRAT GAMING

ARISTOCRAT GAMING

Competitors

ARISTOCRAT GAMING

Iterative / Brand Extensions

Blue Sky

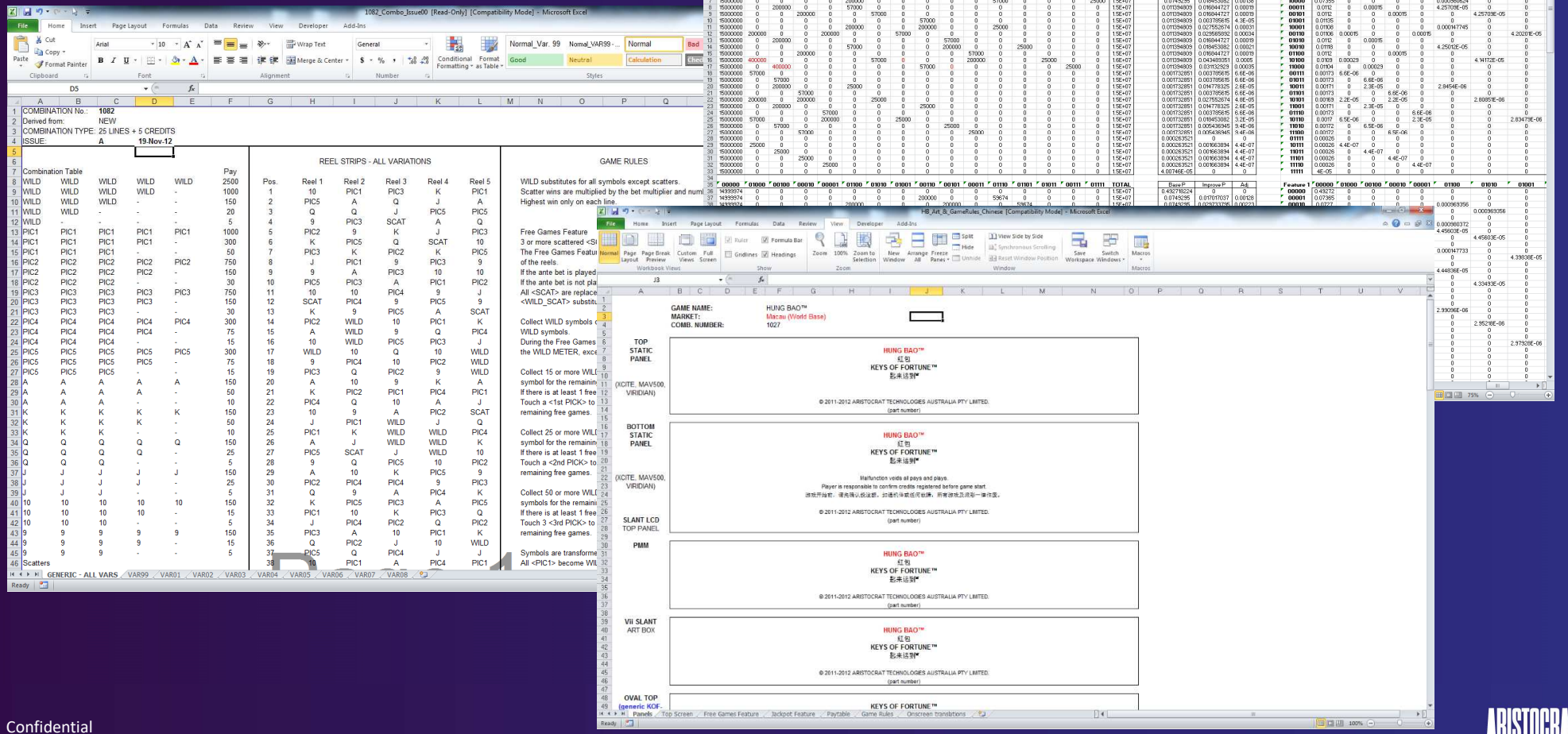
- Free Games
- Jackpots
- Pick and Match
- Ante Bets
- Choose your Volatility
- Hold and Spin

ARISTOCRAT GAMING

The Development Process

Game Design / Math

ARISTOCRAT GAMING



COMBINATION No.: 1082
Derived from: NEW
COMBINATION TYPE: 25 LINES + 5 CREDITS
ISSUE: A 19-Nov-12

Combination Table

					Pay
WILD	WILD	WILD	WILD	WILD	2500
WILD	WILD	WILD	WILD	-	1000
WILD	WILD	WILD	-	-	150
WILD	WILD	-	-	-	20
WILD	-	-	-	-	5
PIC1	PIC1	PIC1	PIC1	PIC1	1000
PIC1	PIC1	PIC1	PIC1	-	300
PIC1	PIC1	PIC1	-	-	50
PIC2	PIC2	PIC2	PIC2	PIC2	750
PIC2	PIC2	PIC2	PIC2	-	150
PIC2	PIC2	PIC2	-	-	30
PIC3	PIC3	PIC3	PIC3	PIC3	750
PIC3	PIC3	PIC3	PIC3	-	150
PIC3	PIC3	PIC3	-	-	30
PIC4	PIC4	PIC4	PIC4	PIC4	300
PIC4	PIC4	PIC4	PIC4	-	75
PIC4	PIC4	PIC4	-	-	15
PIC5	PIC5	PIC5	PIC5	PIC5	300
PIC5	PIC5	PIC5	PIC5	-	75
PIC5	PIC5	PIC5	-	-	15
A	A	A	A	A	150
A	A	A	A	-	50
A	A	A	-	-	10
K	K	K	K	K	150
K	K	K	K	-	50
K	K	K	-	-	10
Q	Q	Q	Q	Q	150
Q	Q	Q	Q	-	25
Q	Q	Q	-	-	5
J	J	J	J	J	150
J	J	J	J	-	25
J	J	J	-	-	5
10	10	10	10	10	150
10	10	10	10	-	15
10	10	10	-	-	5
9	9	9	9	9	150
9	9	9	9	-	15
9	9	9	-	-	5
Scatters					

REEL STRIPS - ALL VARIATIONS

Pos.	Reel 1	Reel 2	Reel 3	Reel 4	Reel 5
1	10	PIC1	PIC3	K	PIC1
2	PIC5	A	Q	J	A
3	Q	Q	J	PIC5	PIC5
4	9	PIC3	SCAT	A	Q
5	PIC2	9	K	J	PIC3
6	K	PIC5	Q	SCAT	10
7	PIC3	K	PIC2	K	PIC5
8	J	PIC1	9	PIC3	9
9	9	A	PIC3	10	10
10	PIC5	PIC3	A	PIC1	PIC2
11	10	10	PIC4	9	J
12	SCAT	PIC4	9	PIC5	9
13	K	9	PIC5	A	SCAT
14	PIC2	WILD	10	PIC1	K
15	A	WILD	9	Q	PIC4
16	10	WILD	PIC5	PIC3	J
17	WILD	10	Q	10	WILD
18	9	PIC4	10	PIC2	WILD
19	PIC3	Q	PIC2	9	WILD
20	A	10	9	K	A
21	K	PIC2	PIC1	PIC4	PIC1
22	PIC4	Q	10	A	J
23	10	9	A	PIC2	SCAT
24	J	PIC1	WILD	J	Q
25	PIC1	K	WILD	WILD	PIC4
26	A	J	WILD	WILD	K
27	PIC5	SCAT	J	WILD	10
28	9	Q	PIC5	10	PIC2
29	A	10	K	PIC5	9
30	PIC2	PIC4	PIC4	9	PIC3
31	Q	9	A	PIC4	K
32	K	PIC5	PIC3	A	PIC5
33	PIC1	10	K	PIC3	Q
34	J	PIC4	PIC2	Q	PIC2
35	PIC3	A	10	PIC1	K
36	Q	PIC2	J	10	WILD
37	PIC5	Q	PIC4	J	J
38	9	PIC1	A	PIC4	PIC1

GAME RULES

WILD substitutes for all symbols except scatters.
Scatter wins are multiplied by the bet multiplier and numl
Highest win only on each line.

Free Games Feature
3 or more scattered <Sc
The Free Games Featur
of the reels.
If the ante bet is played
If the ante bet is not pla
All <SCAT> are replace
<WILD_SCAT> substitu

Collect WILD symbols
WILD symbols.
During the Free Games
the WILD METER, exce

Collect 15 or more WILD
symbol for the remainin
If there is at least 1 free
Touch a <1st PICK> to
remaining free games.

Collect 25 or more WILD
symbol for the remainin
If there is at least 1 free
Touch a <2nd PICK> to
remaining free games.

Collect 50 or more WILD
symbols for the remainin
If there is at least 1 free
Touch 3 <3rd PICK> to
remaining free games.

Symbols are transforme
All <PIC1> become WIL

GAME NAME: HUNG BAO™
MARKET: Macau (World Base)
COMB. NUMBER: 1027

TOP STATIC PANEL
(XCITE, MAV500, VIRIDIAN)

HUNG BAO™
红包
KEYS OF FORTUNE™
點来语智™

© 2011-2012 ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LIMITED.
(part number)

BOTTOM STATIC PANEL
(XCITE, MAV500, VIRIDIAN)

HUNG BAO™
红包
KEYS OF FORTUNE™
點来语智™

Malfunction voids all pays and plays.
Player is responsible to confirm credits registered before game start.
游戏开始前，请先确认投注额，如遇机体故障则取消，所有游戏及派彩一律作废。

© 2011-2012 ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LIMITED.
(part number)

SLANT LCD TOP PANEL

PMM

HUNG BAO™
红包
KEYS OF FORTUNE™
點来语智™

© 2011-2012 ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LIMITED.
(part number)

Vii SLANT ART BOX

HUNG BAO™
红包
KEYS OF FORTUNE™
點来语智™

© 2011-2012 ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LIMITED.
(part number)

OVAL TOP (generic KOF-

KEYS OF FORTUNE™

ARISTOCRAT GAMING

Game Design Responsibilities

Balance between the different features and components of the game

- Jackpots
- Reels / Pays
- Player Experience

Helpscreens and Instructional messages to the players

- How does the game work
- Legal contract between the player and the machine

Setting the must have requirements for the game

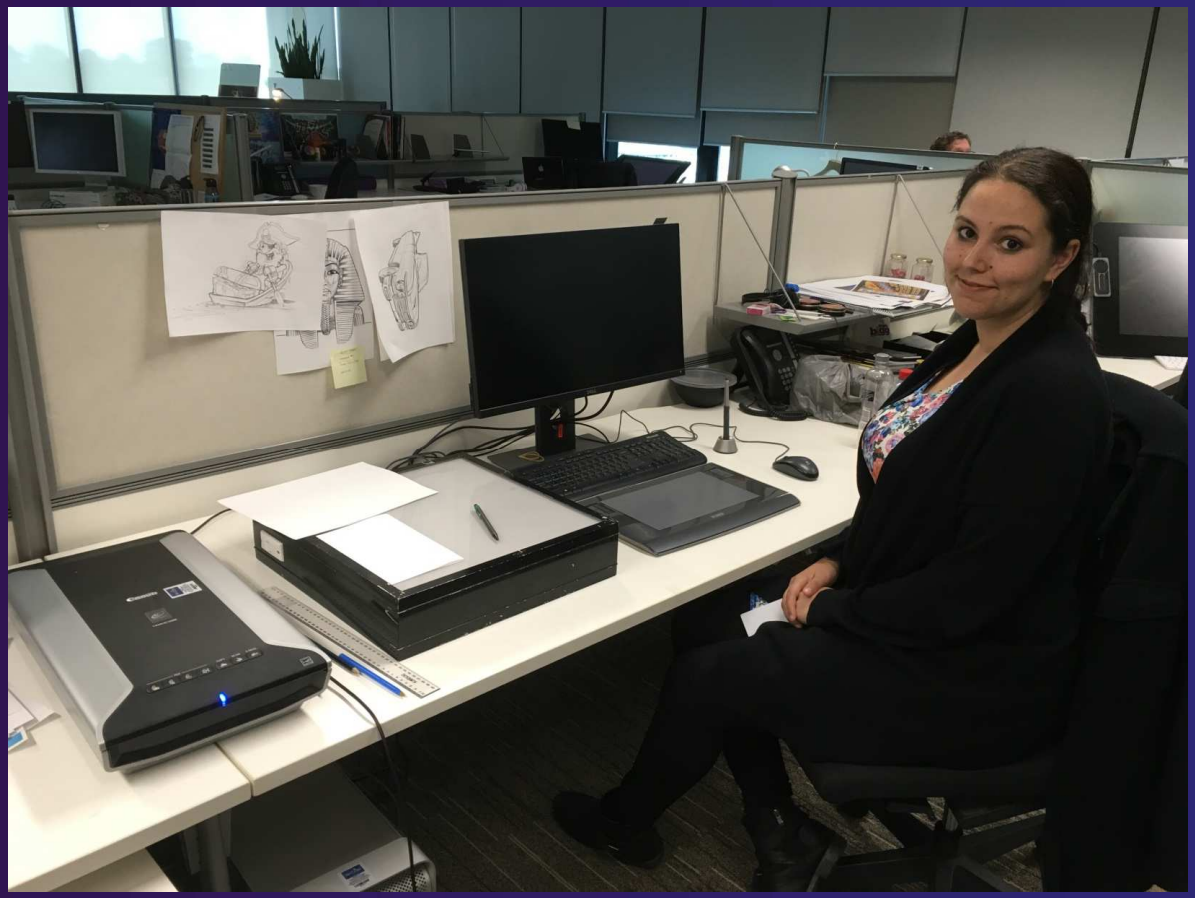
- Art / Animation / Sound
- Functionality and Flow

Compliance and Market Acceptance

- The game needs to meet all requirements from regulators
- Also needs to meet expectations of operators

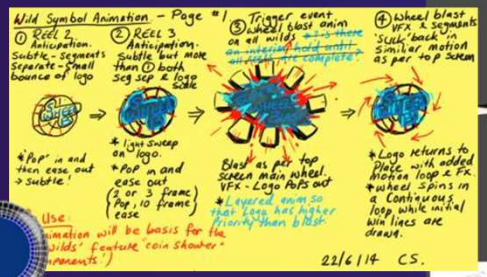
ARISTOCRAT GAMING

Art & Animation



ARISTOCRAT GAMING

ARISTOCRAT


Wild Symbol Animation - Page #1
① Reel 2 Anticipation. Subtle - segments separate - small bounce of logo
② Reel 3 Anticipation. Subtle but more than ① both seg sep & logo scale
③ Trigger event. Wheel blast anim on all wilds
④ Wheel blast VFX & segments 'suck' back in similar motion as per top screen
'Pop' in and then ease out → subtle!
light sweep on logo.
Pop in and ease out (2 or 3 frame) Pop, 10 frame) ease
Blast as per top screen main wheel. VFX - Logo pops out
Layered anim so that Logo has higher priority than blast
Logo returns to Plate with added Motion logo & FX
wheel spins in a Continuous loop while initial Win lines are drawn.
22/6/14 CS.

2ND

Tarzan
LORD OF THE JUNGLE
$ 9,000.00

Initial Sketches

Prototype

Developing

ARISTOCRAT GAMING

CREDIT
7500
$75.00
BET
30
$0.30
WIN
512
$5.12
Door Closed - Main
10 Free Games Remaining
This Is The Other Message Line
50c

CREDIT
7500
$75.00
BET
30
$0.30
WIN
512
$5.12
Door Closed - Main
10 Free Games Remaining
This Is The Other Message Line
50c

Sound

What is sound in a gaming machine?

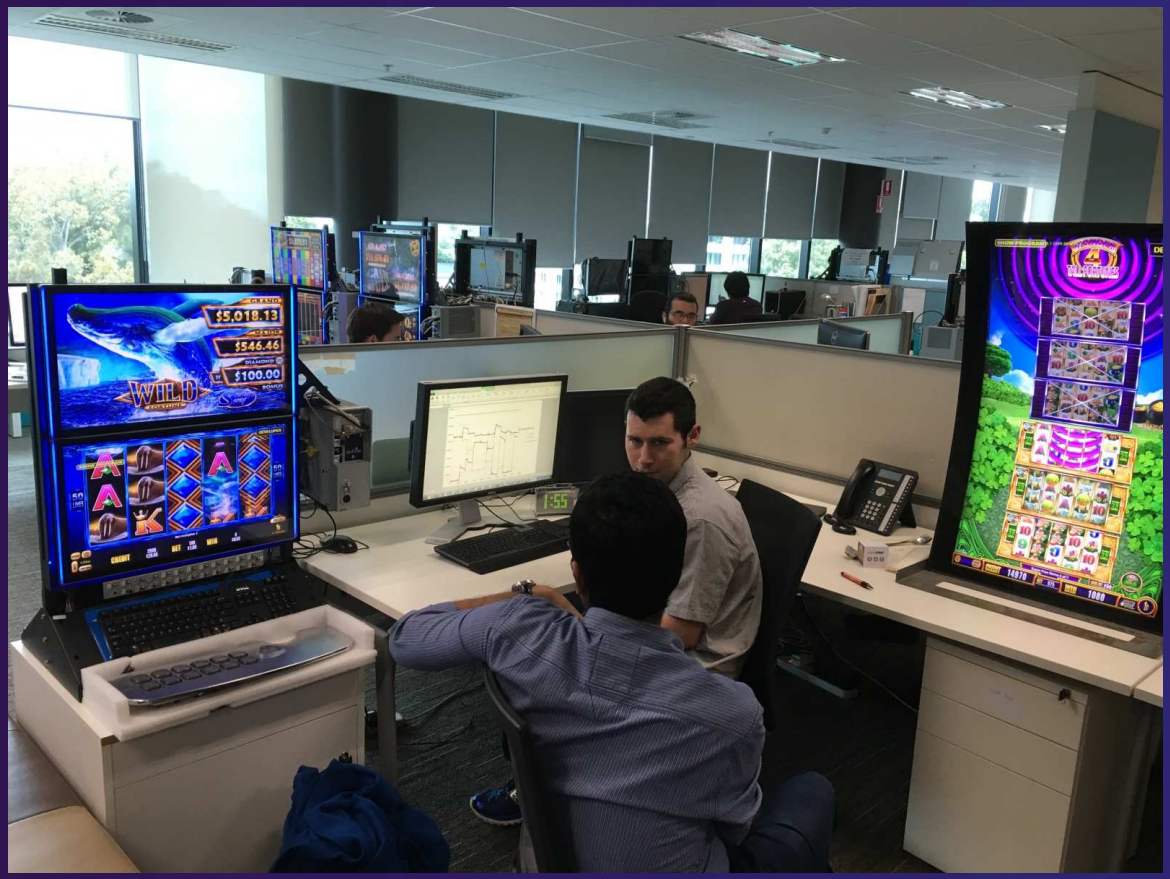
On a basic level, it is used to acknowledge wins and to entertain the player.

How Does it achieve this?

- Positive Reinforcement
- Timing
- Non-Jarring
- Branded
- Themed

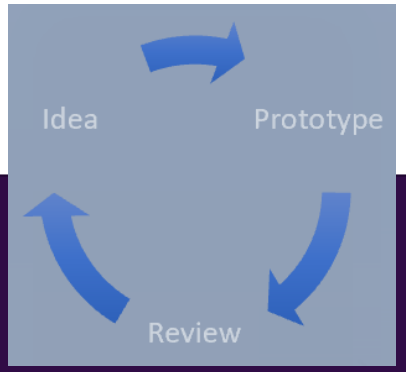
ARISTOCRAT GAMING

Software

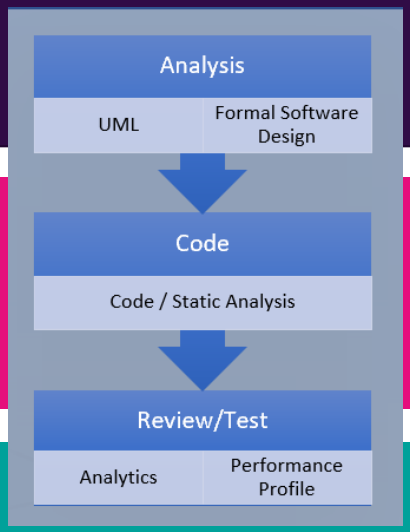


ARISTOCRAT GAMING

Software Cycle

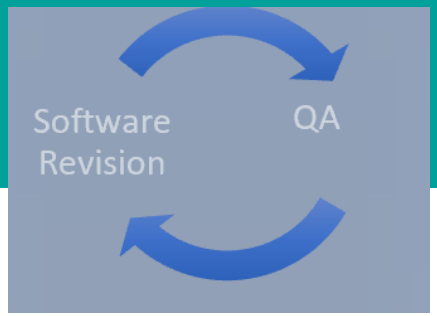


Concept / Prototype



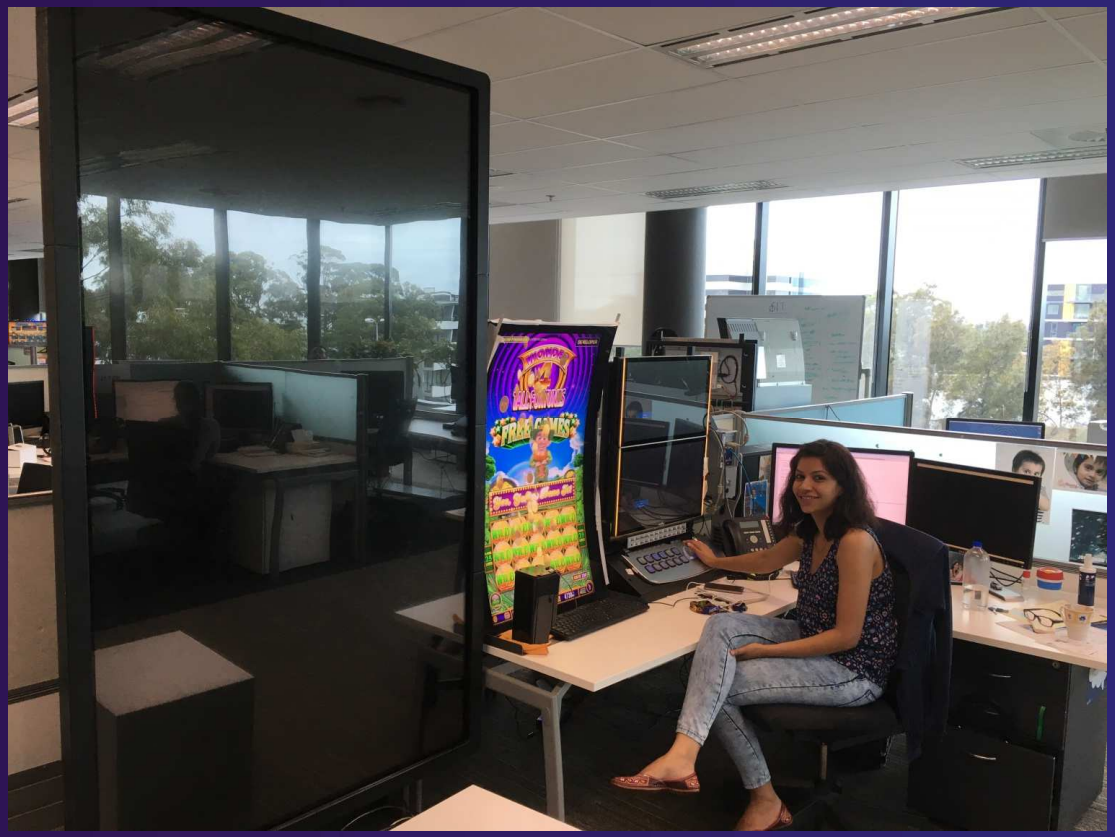
Production

Alpha / Beta



ARISTOCRAT GAMING

S.I.T & The Regulations



Testing Components

- Integrity Testing
- Compatibility Testing
- Compliance Testing

S.I.T. Lab

ARISTOCRAT GAMING

Secondary Market Development

- NSW first market – Xbase

Ports

QLD - QCOM Base, maths change for jpots, new helpscreens, make sure there are versions applicable to VIC NET, SA CLUBS, TAS

CROWN - ASP Base, NSW maths with unique denoms, QLD helpscreens, make sure it has options for NZ CASINOS

NZ CLUBS - Spinning reels but new everything except art (symbols)

USA - World base, new maths, new helpscreens

MACAU / SINGAPORE CASINOS - World base, dual language, New maths, New helpscreens, PIDS

ARISTOCRAT GAMING

Ports

EUROPE - TA from US but also sometimes a new build due to name issues

LATIN AMERICA - TA from US but may need Spanish translations

WA - NO SPINNING REELS new everything except art (symbols)

DIGITAL - new maths, new software, art reformatting

RMG (Real Money Gaming) - new maths, new software, art reformatting

Questions