

# The Complete Playable Demo Prompt Library - Table of Contents

## Introduction

- How this document came to be
- Begin Every Prompt With...
- Every Conversation Ends With...
- If You Had a Session That Uses Debugging Add This Line at the End
- Must Read!

## Basics

- Defining Reels
- Chances of getting each reel.
- Defining Lines
- Simulation
- Spin Behavior
- Defining Win Results
- Running a simulation

## Adding to the Simulation

- Defining ROE
- Wild
- Wild + Symbol multiplier
- Expanding Wild
- Random Wild
- Choosing Reels for Random Wilds
- Random Wild Spins
- Lines Pay Both Ways
- Triggering a Bonus
- Multiplier on the trigger
- Create odds on prizes
- Add Picks
- Add Bonus levels

Collapsing Reels

Add a 'cheat' and show the reels result.

Transforming Symbols

Transforming symbols transform separately or together.

## **Free Spins**

Free Spins

Free Spins Limit

Cheat Function

Unique Free Spins Reels

Free Spins Multiplier

Bonus Can Trigger Inside Free Spins

Collapsing Reels Statistics

Unique Free Spins Paytable

Unique Free Spins Symbols

Unique Free Spins Lines

Unique Free Spins Reels

## **Jackpot**

Creating a Jackpot: UI

Creating a Jackpot: Functionality

Random Trigger Jackpot

Jackpots in Simulation

Jackpots in Free Spins

Scatter Symbols Don't Explode in Collapsing Reels

## **Sticky Symbols & Big Symbols**

Sticky Symbols: UI

Sticky Symbols: Functionality

Big Symbols

Unique Big Symbols in Free Spins

Collection

Roaming Wilds

Timed Sticky Wilds

## **Wheel Bonus & Ways**

Wheel Bonus

Ways

Virtual Lines in Simulator (Ways Payment Computation)

## **Cluster Feature**

Cluster Feature: UI

Cluster Feature: Functionality

Cluster Feature: Virtual Lines

Cluster: Simulation

Cluster in Simulations Report

Cluster and Collapsing Spins Together

Cluster Feature - Square Becomes Multiplier - UI

Cluster Feature - Square Becomes Multiplier - Functionality

Cluster Feature - Incision - UI

Cluster Feature - Incision - Functionality

Cluster Feature - Incision - Trigger

Cluster Feature - Square Becomes a Multiplier - Touching Symbol Trigger

Cluster Feature - Alteration - UI

Cluster Feature - Alteration - Functionality

Cluster Feature - Alteration - Addition

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Cluster Feature - Implosion - Functionality

Cluster Feature - Implosion - Visual Display

Cluster Feature - Demolition - UI

Cluster Feature - Demolition - Functionality

Cluster Features - Trigger of X Exploding Symbols - UI

Cluster Feature - Incision Fix

Cluster Features - Trigger of X Exploding Symbols - Functionality

Cluster Features - Trigger of X Exploding Symbols - Display

## **Hold and Win**

Hold and Win: UI

Hold and Win: Basic Functionality

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Hold and Win: Collect Symbol  
Hold and Win: Triggers  
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Hold and Win: Error Fix  
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Hold and Win: Second Chance - Functionality  
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Random Wilds only in Non-Winning Spins Feature - Functionality

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Random Wilds Not on Reels - Custom in Free Spins

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Random Multiplier Positions on Reels - Functionality

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Random Multiplier Positions on Reels - Free Spins Display

Random Multiplier Positions on Reels - Unique to Free Spins

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Random Multiplier Positions Increase in Free Spins - Functionality

Random Multiplier Positions - UI Fix

Random Multiplier Positions - UI Fix - Functionality

Random Multiplier Positions - Improvement - UI Only

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Random Multiplier Positions - in Hold and Win - Functionality

Random Multiplier Positions in Free Spins Can Be Static - UI

Random Multiplier Positions in Free Spins Can Be Static - Functionality

Random Multiplier Positions in Free Spins Can Be Same Position as Triggering Scatters

Random Multiplier Positions in Free Spins Configurable - UI

Random Multiplier Positions in Free Spins Configurable - Functionality

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## **Additional Features**

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Bonus Hierarchy - UI  
Bonus Hierarchy - Functionality  
Collapsing Reels - Scatter Edge Case Fix  
Simulations Report - Additions

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