

LUNA X: GAME SHEET

BY EXCO GAME STUDIO

Dark anime meets high-volatility carnage on a **5×5 grid**. Before every spin, Luna can charge **Power Fields** onto the reels - multipliers that stack when winning paylines cross them. Trigger Free Spins and the fight begins: Luna attacks every **Boss** on the grid, converting hits into **Sticky Wilds** and locking in multipliers as she goes. The deeper into the bonus you get, the more she kills and the wilder it gets.



GENERAL INFORMATION

ID: luna-x

Reel set: 5×5

Win type: 35 fixed lines (L→R)

Max win: 25,000×

Volatility: 5 of 5

RTP: 96.13% (alt build 94%)

Stats – Standard:

RTP: 96.13%

Variance: 61.08

Hit frequency: ~30.8%

Bonus frequency (FS): ~1 in 143

Stats – Ante Bet:

RTP: 96.14%

Variance: 61.70

Hit frequency: ~29.9%

Bonus frequency (FS): ~1 in 51

Average Free Spins win:

7 Free Spins (3 Scatters): ~4.4× bet

9 Free Spins (4 Scatters): ~8.3× bet

12 Free Spins (5 Scatters): ~21.4× bet

Super Hack: ~47.6× bet

MECHANICS + GAMEX

GAMEX: POWER FIELDS

Before every spin, Luna can cast one or more **Power Fields** onto the 5×5 grid. Each covered position is assigned a multiplier between x1-x25.

- When a winning payline crosses one or more Power Field positions, the multipliers on those positions are **added together** and applied to the line win.
- Power Fields **reset after each spin**.
- During **SuperHack Free Spins**, Power Fields can become sticky and progressive.

BOSS FIGHTS

Boss Fights only occur in **Free Spins**. After the reels land, Luna attacks every High Pay (Boss) on the grid.

- Each Boss has a random chance to be **Hit** or **Block**.
- A Hit converts the symbol into a **Sticky Wild** for the rest of Free Spins.
- Each Boss has **3 lives** – defeat all three and it becomes a **permanent Sticky Wild** across all five reels, **+2 Free Spins** are awarded, and every future landing of that symbol also becomes a Sticky Wild.

STICKY MULTIPLIERS

When a Boss fight is won on a Power Field cell, the multiplier on that cell becomes sticky for the rest of Free Spins.

- Any new Power Field multiplier landing on that same cell adds to it.
- Only the original multiplier stays permanent.

FREE SPINS

Scatters can land on any reel (max 1 per reel). On trigger, a **wheel spin** gives a chance to upgrade to the next tier.

- **3 Scatters** → 7 Free Spins
- **4 Scatters** → 9 Free Spins
- **5 Scatters** → 12 Free Spins
- 3 can become 4, 4 can become 5, 5 can become a **Super Hack**



EXCO HACKS

ANTE BET – 1.5× BET

Play with more than twice the chance of entering Free Spins.

HACK 1 – 50× BET

Jump straight into Free Spins with 3 Scatters (7 spins)

HACK 2 – 100× BET

Jump straight into Free Spins with 4 Scatters (9 spins)

HACK 3 – 250× BET

Jump straight into Free Spins with 5 Scatters (12 spins)

SUPER HACK – 500× BET

Jump straight into Super Hack Free Spins – a special bonus mode where one or more of the following features activate: **Boosted Power Fields** (x3–x75 multipliers, larger patterns), **Sticky Power Field** (first Power Field stays for the full round), **Random Boss Killed** (one Boss starts already defeated), or **All Bosses Killed** (all four Bosses defeated from spin one). Combinations of these features can stack, with the rarest mode activating all four at once.

Note: If Super Hack is reached via the scatter upgrade wheel rather than a direct purchase, the maximum win is x10,000.



LOCALISATION & CURRENCIES

Languages (UI): bn, bg, cs, da, de, el, en, es, et, fi, fr, hu, id, it, ja, ko, lt, lv, nl, no, pl, pt-BR, pt, ro, ru, sk, sv, tr, uk, zh-Hant, zh, th, vi, ka, ms, km, hr



GLOBAL REACH

Supporting **32** languages across multiple regions and markets



COMPLETE UI COVERAGE

Full interface localisation including Asian, European, and emerging market languages



CULTURAL ADAPTATION

Tailored content for diverse player bases and regulatory requirements

CURRENCIES

List: ada, aed, afn, all, amd, ang, aoa, ars, arsbblue, aud, azn, bam, bch, bdt, bgn, bhd, bif, bnb, bnd, bob, brl, btc, bwp, byn, bzd, cad, cdf, chf, chip, clp, cny, cop, crc, cup, czk, dkk, dog, doge, dop, dzd, egg, etb, eur, fun, gbp, gel, ghs, gmd, gn timer, gtq, hkd, hnl, hrk, htg, huf, idr, ils, inr, iqd, irr, isk, jmd, jod, jpy, kes, kgs, khr, kidr, krw, kvnd, kwd, kzt, lak, lbp, lkr, lrd, lsl, ltc, mad, mcn, mdl, meth, mga, midr, mkd, ml timer, mmk, mnt, mop, mur, mvnd, mvr, mwk, mxn, myr, mzn, nad, ngn, nio, nok, npr, nzd, omr, pab, pen, php, pkr, ppc, pyg, qar, ron, rsd, rub, rwf, sar, scr, sdg, sek, sgd, srd, ssp, szl, thb, tjs, tmt, tnd, ton, trx, try, ttd, twd, tzs, uah, ubtc, ugx, usd, usdc, usdt, uyu, uzs, ves, vnd, xaf, xcd, xof, xrp, yer, zar, zmw

JSON:

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[ "ada", "aed", "afn", "all", "amd", "ang", "aoa", "ars", "arsblue", "aud", "azn", "bam", "bch", "bd timer", "bgn", "bhd", "bif", "bnb", "bnd", "bob", "brl", "btc", "bwp", "byn", "bzd", "cad", "cdf", "chf", "chip", "clp", "cny", "cop", "crc", "cup", "czk", "dkk", "dog", "doge", "dop", "dzd", "egg", "etb", "eur", "fun", "gbp", "gel", "ghs", "gmd", "gn timer", "gtq", "hkd", "hnl", "hrk", "htg", "huf", "idr", "ils", "inr", "iqd", "irr", "isk", "jmd", "jod", "jpy", "kes", "kgs", "khr", "kidr", "krw", "kvnd", "kwd", "kzt", "lak", "lbp", "lkr", "lrd", "lsl", "ltc", "mad", "mcn", "mdl", "meth", "mga", "midr", "mkd", "ml timer", "mmk", "mnt", "mop", "mur", "mvnd", "mvr", "mwk", "mxn", "myr", "mzn", "nad", "ngn", "nio", "nok", "npr", "nzd", "omr", "pab", "pen", "php", "pkr", "ppc", "pyg", "qar", "ron", "rsd", "rub", "rwf", "sar", "scr", "sdg", "sek", "sgd", "srd", "ssp", "szl", "thb", "tjs", "tmt", "tnd", "ton", "trx", "try", "ttd", "twd", "tzs", "uah", "ubtc", "ugx", "usd", "usdc", "usdt", "uyu", "uzs", "ves", "vnd", "xaf", "xcd", "xof", "xrp", "yer", "zar", "zmw" ]
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Note: Includes fiat and crypto (BTC, USDT, etc.). Decimal handling varies by currency (e.g., JPY/KRW 0-decimals).

ART & AUDIO SHORTHAND



THEME

Dark anime horror. Luna is the hunter. The reels are her battlefield. Boss by boss, the game gets darker, faster, more intense — until the last one falls.



PALETTE

Deep blacks, electric purple and pink, blood red escalation. Luna's eyes intensify with every kill. The reel background saturates as Bosses are defeated. Wilds bleed.

tone line:

"HUNT THE BOSSES. STACK THE FIELDS. LET LUNA FINISH THE JOB."