



SLOTS DESIGN REPORT

Competitive Research and Data Insights for Slots Designers



CASINO > CONTENT > SOCIAL

Character Movement Reels

Long John's Treasure Map in *Caesars Slots*

MECHANIC TEARDOWN

Players spin to move a character across a game board. Landing on certain spaces awards prizes and bonuses, while falling off the side of the board restarts players from the beginning. Reaching the end of the board awards a jackpot.

Machine Details

- On entering the machine, players are shown a map of a game board (1).
 - Spaces on the board contain prize, bonus, and chest symbols.
 - The player's character starts at the bottom edge of the board.
 - Players can view the full map of the game board between spins.
- Players spin a mini reel set that contains left, right, and forward arrow symbols (video).
 - Symbols contain 1-3 arrows.
 - Each arrow that lands on the center row moves the character one space on the board (2).
 - Forward arrows are green; left and right arrows are red.
- Landing on a board space that contains a symbol awards that symbol.
 - Coin bags award currency.
 - Rum bottles trigger a pick'em bonus (3).
 - Wheels trigger a wheel spin that awards currency, jackpots, or free spins on a mini-stepper (4).
 - Chests award currency, jackpots, or free spins on a mini-stepper (5).
- Landing on an empty space can randomly award a symbol (video).
- The final row of the board contains only jackpot chests.
- Touching a jackpot at any point during movement awards that jackpot and generates a new board.
- Falling off the edge of the board sends players back to the beginning and generates a new board (6).

Additional Information

- See more images and videos in the [Long John's Treasure Map](#) gallery.



PRODUCT INSIGHTS

Caesars Slots' Long John's Treasure Map is the first machine we've seen that calculates wins by moving a character on a game board instead of using traditional paylines.

We interviewed Vice President of Game Design Nathan Bird at *Caesars Slots*, who said that this decision is part of an effort to give players a novel experience "in gaming rather than through meta-features."

At the same time, wins are ultimately determined by the reel spins that direct the character's movement, which keeps the machine from straying too far from the slots genre. Both Bird and Director of Game Design Jamie Vann agreed that, for them, novel machines are fundamentally about delivering a refreshing experience to slots players rather than expanding the appeal of slots to players in other markets.

The game board's linear progression—and the risk of falling off—introduce mechanics that don't exist in traditional reel sets.

In order to win a jackpot, players must move their character the entire length of the game board without falling off the sides (1). This creates a sense of progress and risk that feels considerably different from traditional slots.

Several design decisions help communicate these goals to players:

- Players are shown a map of the complete game board with their character at one end and jackpots at the other.
- At the start of each round, a sign points players toward the jackpots (2).
- Arrows that move players toward the jackpots are green, while those that do not are red.
- Players can only move forward or side to side—not backwards.
- Players can check their position on the map between spins.

The traditional bonus mechanics in Long John's Treasure Map avoid overwhelming players.

Although Long John's Treasure Map has an extremely novel base game, its bonuses are classic slots mechanics: a prize wheel, a pick'em, and a mini-stepper. According to Vann, this approach was "a decided effort from the very beginning." He continued, "I try to give [players] one thing that is really brand new and very different surrounded by things that are familiar. Otherwise, they're just overwhelmed."



MARKET WATCH



New and notable machine releases

NEW RELEASES I

App	Machine	Description
Cash Frenzy	Aztec Glory	<ul style="list-style-type: none"> • Players choose between two machines with different respin bonuses (1). • In the first machine's bonus, spins that don't land any symbols add a 2x multiplier to the next spin. <ul style="list-style-type: none"> • Landing no symbols on two consecutive spins adds a 5x multiplier to the next spin. • At the end of respins, purple symbols spin individually for a chance to win larger prizes. • In the second machine, landing special symbols to trigger the respin bonus adds multiplier frames. • In both bonuses, landing any symbols resets the respin counter to three. • Both bonuses also fill a shared meter that awards super respins when complete (2 and video). <ul style="list-style-type: none"> • The first machine's super bonus includes increased multipliers and more initial spins. • In the second machine's super bonus, special symbols add twice as many multiplier frames.
DoubleDown	Surfing Seagulls	<ul style="list-style-type: none"> • Seagull symbols appear on reel 1 and can contain multipliers. • Landing a seagull on the same row as a coin symbol awards the coin's prize (video). <ul style="list-style-type: none"> • Coins' prizes include currency, jackpots, and free spins. • Seagulls' multipliers are applied to all prizes on the rows where they land (3). • Coins that award prizes and all seagulls turn into wilds before wins are calculated. • During free spins, seagulls become full-reel symbols.

