ZESTIX STUDIOS / OPERATOR SPECIFICATION

Bottle Shot

Reveal game with a first-person shooting-range presentation

Model	bottle-reveal-1 / virtual-credit prototype
Round	20 bottles; 5 paid reveals; one optional 3-shot pack
Prizes	15 empty; 2 x 0.24; 1 x 0.48; 1 x 0.96; 1 x 1.92
Theoretical RTP	96% base, 96% extra, 96% combined (wager-weighted)
Extra pricing	Expected remaining 3-shot return / 0.96; exact minor units
Maximum gross return	3.84 x original bet; $1,920 at maximum $500 base bet
Max probability	Base: 1 / 15,504. Always-buy: 455 / 125,970
Base hit / net-win rate	80.6308% positive return / 35.9327% net-positive
Interaction	Choose a bottle to reveal a hidden prize
Time / misses	No round timer; misses do not consume paid reveals
Persistence	Server Round ID, exact resume, last 10 rounds in UI
Integration	HTTP API, idempotency, revision checks, operator-only rollback
Backend	Supabase Edge Function + Postgres; local Node + SQLite
Configuration	Theme, English locale, limits, prizes, extra rules, reminders

Server RNG determines prizes. Aiming does not affect RNG outcomes. Every paid reveal must complete for the model; Finish auto-opens unused paid shots. Reload resumes instead of settling.

Not laboratory-certified or approved for real-money use. Real-device Android/iOS acceptance, operator wallet integration, security and regulatory review remain release gates. Demo: www.zestix.co/bottle-shot.html