OPERATOR PACK / 2 NOVEMBER 2026 / V7

Something new for your casino.

Zestix Studios develops distinctive mobile-first instant win and turbo/crash gameplay prototypes for casino operators seeking fresh player experiences.

PLAYABLE NOW	PRODUCT STATUS	BUSINESS CONTACT
Free browser demos	B2B gameplay prototypes	contact@zestix.co

The product direction

Zestix combines short sessions, direct player decisions, clear risk-and-reward feedback, and recognizable visual identities. Every public build is available as an immediate, account-free, play-money demo.

Important status note

The games in this pack are prototypes for gameplay evaluation. They do not accept deposits, withdrawals, or real-money wagers. No current public demo is represented as regulator-approved or laboratory-certified. Backend and staging status are distinguished on page 3.

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Playable portfolio

Playable prototype portfolio.

Game	Category	Product hook	Prototype specification
Vault Reveal	Instant Win	Fixed server board; match-three; Keys	Exact 96% RTP | Max 10x | Hit / net-win 56.008749% | SD 1.019092481x | Up to 5 / 7 / 9 tiles
Vault Heist	Instant Win	Stack symbol collection awards	12 reveals + optional 4 at 25% of bet | RTP 81.32% / 90.40% / 95.95%, strategy-dependent
Bottle Shot	Instant Win	FPS bottle reveals with server RNG	96% RTP base/extra/combined | 5 + optional 3 | Max 3.84x original bet | Exact server resume
Hopscotch: Hop & Cash	Turbo / Crash	Decision after every successful hop	Target RTP 97% | 100-step progression | Mobile + desktop

Vault Reveal / fixed-board package

Model vault-reveal-fixed-1 / vault-loot-1 artwork. Cash 1.5x, Bonds 2x, Gold 3x, Handgun 5x, Diamond 10x. Exact 96% RTP overall and for each 0/1/2-Key board inventory; maximum-award probability 14479/6250000 (0.231664%). The server fixes all nine positions before selection. A Key consumes one pick and grants two; up to two Keys allow 5/7/9 tiles unless a triple ends play. After a loss only, actual remaining cards appear as Not played with no awards or picks. Found-Key groups are not separate 96% RTPs. Old rounds keep their original model. Server-authoritative Supabase/Postgres; Node/SQLite alternative. Physical-device acceptance remains pending.

Vault Heist policy order: never buy extras (81.32%), always buy extras (90.40%), and RTP-optimal extras (95.95%). RTP includes extra-pack spending; 95.95% is not a universal return for every strategy. Hopscotch 97% is a model target, not a certified return for every play pattern.

Vault Reveal fixed-board specification v4 (2 Nov) | Exact math sheet | 40-second MP4 demo | WebM demo

Supporting links open online and require internet access. Specifications and videos retain their own release dates.

Why operators may care

Distinctive lobby presence

Each concept is built around a recognizable visual and mechanical hook rather than a generic reskin.

Mobile-first interaction

Touch-friendly controls, responsive layouts, and short sessions support play across phones, tablets, and desktop browsers.

Transparent product status

Prototype, roadmap, RTP target, and certification status are separated clearly so partners can evaluate the work without inflated claims.

Immediate evaluation

Every current demo can be tested directly at zestix.co without registration or an information request.

Trust, roadmap, and contact

Built for a credible path to distribution.

Current safeguards

Public demos use valueless virtual credits, are intended for adults aged 18+, and do not include payment or withdrawal functionality.

Current backend status

All four games use Supabase server authority for outcomes and saved state. New Vault Reveal rounds store a fixed private board; only selected symbols leave the server until permitted post-loss disclosure. Bottle Shot retains server-only outcomes; Vault Heist persists balances, receipts and its money ledger; Hopscotch settles against a server decision deadline. Backend deployment does not establish certification or operator acceptance.

Released backend safeguards

Stored receipts and revision checks protect duplicate requests and balance changes. All four games retain server-confirmed rounds across reloads. Device/OS/browser family, viewport/touch and public/test classification support the restricted back office; country remains unknown unless a trusted ingress was verified. Vault Reveal keeps old open tabs and rounds on the original model until the updated client explicitly starts a fixed-board wager.

Private administration and retention

The private one-operator back office uses a dedicated read-only production reader; authentication and page-view audit remain separate. Actual game events and finance projections remain unchanged. Vault Reveal fixed-board records include original positions in the sanitized private replay projection; historical tapes remain sequential. Replay and PNG exports are generated on demand, not stored as an image archive. Seven days is the staging cleanup setting; production retention is preview-only until separate review, including provider logs and backups.

Remaining acceptance work

Physical-phone HTTPS acceptance, independent certification, wallet integration and operator acceptance remain separate requirements. Vault Reveal auto-completes after 10 minutes without an accepted reveal or 30 minutes total, plus scheduler delay, against its original model and private outcomes. Production deletion remains disabled. Virtual credits have no cash value; refills do not alter a round wager or payout.

Certification position

Zestix will publish only licenses and certificates that have been issued and independently verifiable. None are claimed in this prototype pack. No complete independently certified provably-fair verifier is claimed.

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