Dream Diver Game Data

**Languages**
- BR Brazilian
- BG Bulgarian
- CL Chilean Spanish
- CZ Czech
- DA Danish
- DE German
- EN English
- ES Spanish
- FI Finnish
- GR Greek
- HU Hungarian
- IT Italian
- LT Lithuanian
- NO Norwegian
- PL Polish
- PT Portuguese
- RO Romanian
- RU Russian
- SK Slovakian
- SV Swedish
- TH Thai
- TK Turkish
- VI Vietnamese
- ZH Chinese (simplified)
- ZH Chinese (traditional)

**Currencies**
- CNY Chinese yuan
- COP Colombian peso
- CZK Czech koruna
- DKK Danish krone
- EUR Euro
- GBP Pound sterling
- GEL Georgian lari
- HKD Hong Kong dollar
- HRK Croatian kuna
- HUF Hungarian forint
- IDR Indonesian rupiah
- INR Indian rupee
-ISK Icelandic króna
-JPY Japanese yen
- KHR Cambodian riel
-KRW South Korean won
-MMK Burmese kyat
-MXN Mexican peso
-MYR Malaysian ringgit
-NOK Norwegian krone
-NZD New Zealand dollar
-PEN Peruvian Nuevo sol
-PHP Philippine peso
-PLN Polish złoty
-PYG Paraguayan guarani
-RON New Romanian leu
-RSD Serbian dinar
-RUB Russian rouble
-SEK Swedish krona
-SGD Singapore dollar
-THB Thai baht
-TRY Turkish lira
-TWD New Taiwan dollar
-UAH Ukrainian Hryvnia
-USD US dollar
-UYU Uruguayan peso
-VND Vietnamese dong
-ZAR South African rand

**Recommended size and ratio for desktop browsers**
For the optimal gaming experience, ELK Studios recommend launching the game in 1600x900 resolution. If scaling is required, use 16:9 ratio.

**Technology**
ELK games uses state of the art web technologies including support for canvas and WebGL. The client detects the capabilities of the device regardless if the player is running on a desktop, tablet or mobile.
The game client will then optimize the gaming experience based on those parameters.

ELK Studios

We build great casino games

Since founded in 2013, ELK Studios has pushed boundaries in the online casino industry. From groundbreaking mathematics to astonishing artwork, ELK takes pride in developing entertaining mobile first content that maximizes the experience for players around the world.

Our games are developed and compiled by our inhouse studio in Sweden, and we use well known test centers such as Trisigma and Gaming Laboratories International to certify them. Once released, all games are operated by partners and operators who hold license in each market.