Nitropolis 2 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
AMD Armenian Dram
ARS Argentine peso
AUD Australian dollar
BGN Bulgarian lev
BRL Brazilian real
CAD Canadian dollar
CHF Swiss franc
CLP Chilean Peso
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
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 complied 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.