Hot Hot Fruit

"HOT HOT FRUIT"

HELP
Coin can be selected as [OPERATOR CONFIGURABLE]
Lines are fixed at 15.
Bet level can be selected as [OPERATOR CONFIGURABLE].
Total bet in coins is 15 multiplied by the bet level.
Total bet in player currency is the total bet in coins multiplied by the coin denomination.
All combinations and payouts are made according to the PAY TABLE.
The coin payout values in the PAY TABLE are based on bet level 1.
Any line win in coins is the value as displayed in the PAY TABLE multiplied by the bet level.
Any win in currency is equal to the win in coins multiplied by the coin denomination.
Click BET or BALANCE in the GAME INTERFACE to switch between currency and coin
display mode.

COIN MODE
The coin payout values in the PAY TABLE are based on bet level 1.
Any line win in coins is the value as displayed in the PAY TABLE multiplied by the bet level.
Any win in currency is equal to the win in coins multiplied by the coin denomination.

CURRENCY MODE
The payout values in the PAY TABLE are displayed in the player currency as the win value
based on the
selected bet.
All other game rules are displayed in the PAY TABLE.
In the event of any malfunction, all game bets and payouts are rendered void.
In the event where the client display is different to the server result as displayed in the
game history, the server
result will be deemed correct.

GAME INTERFACE
BALANCE The current balance in player currency.
COINS The balance divided by the selected coin denomination.
BET The total bet in coins.
BET (message bar) The total bet in player currency.
WIN (message bar) The total win in player currency including feature wins of the active

game.

COIN Increment/decrement the coin denomination (if active).

BET LEVEL Increment/decrement the bet level (if active).

Nº The current game number.

View the Pay Table.

Starts a new game at the set coin denomination, bet level and selected lines or ways.

Space bar can be used to spin the reels.

During play this button can be used as a skip button (if active).

Stops the reels (if active). Space bar can be used to stop the reels.

BET MAX Sets the lines and bet level to the respective maximum values, if not already set.

Starts a new game at the set coin denomination and at the maximum lines with

bet level set to maximum.

AUTO PLAY (if applicable) Displays the Auto Play options. Can be used to stop Auto Play when active.

Enables or disables full screen (if visible). Available during game play.

Enables or disables sound. Available during game play.

Enables or disables faster game play. Available during game play.

Displays the Game Menu. Available during game play.

AUTO PLAY

Number of spins Selects the number of spins to be played.

If balance decreases by Stops Auto Play if your balance decreases by the amount you specify.

If a single win exceeds Stops Auto Play if a single win exceeds the amount you specify.

GAME MENU

History View player game history.

How to Play View additional game help (this screen).

GAME SETTINGS

Quick Spin Enables or disables faster game play.

Volume Adjusts the master sound volume.

DISCONNECTION POLICY
Communication problems over the internet may cause disconnections.
The software is designed to protect the player from unjustifiable loss, while eliminating the possibility of intentional
disconnection and system abuse.Refer to each section below for specific disconnection policies.

"HOT HOT FRUIT" DISCONNECTION POLICY
Should disconnection occur before starting a new game, no funds will be removed from the player's account.
Should disconnection occur after the bet was placed and the Spin button pressed:

If no further action is required to complete the game, result will be determined by the server.
The game will not display the result.
The result can be viewed in the player's detailed game history once the result has been determined.
The Gamble option (if enabled) will not be available for this game.
If you are required to take further action to complete the game, the game will not display the result until
you re-open the game.
The game will resume at the last point as determined by the server.
After 60 days, if not completed, the game will be closed and any further winnings will be forfeited.

FILE DATE
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WILD

and   symbols substitute for all symbols.

only appears on reels 1, 2, 4 and 5.

do not pay.

HIGH WIN SYMBOLS

15 25,000
14 4,000
13 1,200
12 800
11 750
10 600
9 500
8 400
7 300
6 150
5 100
4 40
3 10

10 900
9 300
8 250
7 200
6 175
5 75
4 30
3 5

LOW WIN SYMBOLS

10 750
9 250
8 200
7 150
6 120
5 60
4 25
3 5

10 600
9 200
8 175
7 125
6 100
5 50
4 25
3 5

10 500
9 175
8 150
7 100
6 75
5 40
4 25
3 5

"HOT HOT" FEATURE

The "HOT HOT" feature is triggered at random any spin.

Each and every   or on screen can at random turn respectively into

either a   or and count as 2 symbols.
Each and every on screen can at random turn into a and count as 3 symbols.
FREE GAMES

6 FREE GAMES are triggered if 3 or more   symbols appear left to right OR right to left (at least

      and   on reels 1 and 2 OR on reels 4 and 5).

12 FREE GAMES are triggered if 3 or more symbols appear left to right AND right to left (at

least

and   on reels 1 and 2 with   and   on reels 4 and 5)

Any symbol appearing in a winning combination will lock for remaining free games (excluding the triggering

game)

Locked symbols can double or triple up and remain so for remaining games.

A maximum of 14 symbols can lock with symbols locked in any random order.

Free games are played at the bet of the triggering game

The feature cannot be retriggered.

OTHER RULES

Play 15 lines fixed at a cost of 15 coins.

Line wins pay if in succession from the leftmost reel to the right.

Only the longest matching combination per symbol is paid.

Wins on different lines are added.

Line wins are multiplied by bet per line.

PAYLINES

payline line 1 {1,1,1,1,1}
payline line 2 {2,2,2,2,2}
payline line 3 {3,3,3,3,3}
payline line 4 {1,1,3,1,1}
payline line 5 {3,3,1,3,3}
payline line 6 {2,3,1,3,2}
payline line 7 {2,1,3,1,2}
payline line 8 {2,1,3,1,2}
payline line 9 {2,3,2,1,2}
payline line 10 {3,2,1,2,1}
payline line 11 {1,2,3,2,3}
payline line 12 {1,1,2,3,3}
payline line 13 {3,3,2,1,1}
payline line 14 {3,2,3,2,3}
payline line 15 {1,2,1,2,1}