Fruit Magic

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SPECIFICATION

DISCLAIMER

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About Fruit Magic
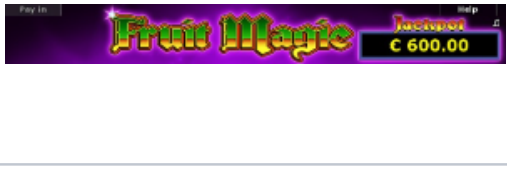
GENERAL INFORMATION	
Game Type	1-10-line, 5-reel video game with Free Games Feature and progressive Jackpot
Theme	Fruits
GAME FEATURES	

	- Double up Feature - Free Games Feature - Jackpot
PAYOUT	
Default maximum Win	20000 times bet per line
Hit Frequency (%)	Approx. 23% at 10 lines played
Jackpot	Suitable
Volatility	... low volatility, ... high volatility

Variations								
Variations (%)	88	89	90	92	94	95	96	97
Return (%)	88,00	89,00	90,00	92,00	94,00	95,00	96,00	97,00

Further RTP variations are available upon request.

GAME DESIGN

Game Theme and Graphics

The Jolly in Fruit Magic is one sly old dog. Not only can he substitute for symbols in a potential winning combination and double the winnings if he's part of the right combo, but he also pays out a jackpot if he appears five times along a line. The Scatter (the Ball) activates 20 free games if it appears on the reels in any position three, four or five times.

Main Game

Your goal is to land five identical symbols along a pay line. In a regular game the symbols in a winning pattern will start on the left side on the first reel and continue on to the right. In order to win, the symbols must be directly next to each other without any other symbols between them. Scatters win in any position regardless of the order on the line.

Feature

3x, 4x or 5x Scatter start the Bonus Feature with 20 Free Games an Win Multiplier x2. Jolly symbols substitute for all symbols except Scatter and pay x2. 3x, 4x or 5x Scatter during the Bonus Feature trigger additional Free Games.

Jackpot

Fruit Magic has a common progressive Jackpot for all stakes and currencies. 5x Jolly win the progressive Jackpot. On maximum bet 100 percent of the Jackpot will be paid. On lower stakes the correspondent share of the progressive Jackpot will be paid, depending on the current stake.

Top prize: 20000 times bet per line times lines played + percentage of progressive Jackpot.

Rules

- All pays are for wins of left to right except scatters, which pay any.
- All prizes are on selected lines excluding scatters.
- Highest win only paid per selected line.
- Line wins are multiplied by credits bet per line.
- Scatter prizes are multiplied by total bet.
- Scatter wins are added to line wins

PAYTABLE

SMYBOL	5x	4x	3x	2x	LINE	SCATTER	SPECIAL FUNCTION
Jolly	10000	2000	200	10	X		Substitutes
7	600	120	25		X		
3BAR	500	100	20		X		
2BAR	400	80	15		X		
1BAR	240	60	15		X		
Bell	120	40	10		X		
Grapes	120	40	10		X		
Melon	120	40	10		X		
Plum	100	15	5		X		
Orange	100	15	5		X		
Lemon	100	15	5		X		
Cherry	100	15	5	2	X		
Scatter	450	25	5	2		X	