

# FRUIT RUSH

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Get your daily Fruit Rush. Enjoy this classic fruit game with an extra big 6x4 layout.

Game type: Video Slot  
RTP (Return to Player): 96.09 %



# GAME DETAILS

TECHNICAL INFORMATION	
Game version	
Default game frame resolution	1280x853 (Desktop), 640x360 - 960x540 (Mobile)
Deployment	ORYX Aggregator API.pdf
GENERAL INFORMATION	
Game type	Video Slot
Reels / Rows	6/4
Paylines	20
Default bet per line (EUR)	
Default Min Bet (EUR)	
Default Max Bet (EUR)	
Volatility	<div style="display: flex; justify-content: space-around; align-items: center;"> <span>VERY LOW</span> <input type="radio"/> <span>LOW</span> <input checked="" type="radio"/> <span>MEDIUM</span> <input type="radio"/> <span>HIGH</span> <input type="radio"/> <span>VERY HIGH</span> <input type="radio"/> </div>

GAME FEATURES	
	<ul style="list-style-type: none"> <li>• Card gamble feature</li> <li>• Risk ladder gamble feature</li> </ul>
RESPONSIBLE GAMING	
Player limits	<ul style="list-style-type: none"> <li>• Player and casino operator can set the following play limits: Bet &amp; loss per day, week or month. Block all play for a specified period of time. Restrict session play length in minutes.</li> <li>• Playing for real is restricted by player account funds (i.e. cannot play for credit).</li> </ul>
Other	<ul style="list-style-type: none"> <li>• Play for fun mode</li> </ul>

# TECHNICAL INFORMATION

**Note:**

Only base game codes are needed to run the game. Card gamble game and risk ladder game codes are not needed to run the game.

GAME CODES DESKTOP	RTP 96.09 %
Base game	
Card gamble game	
Risk ladder gamble game	

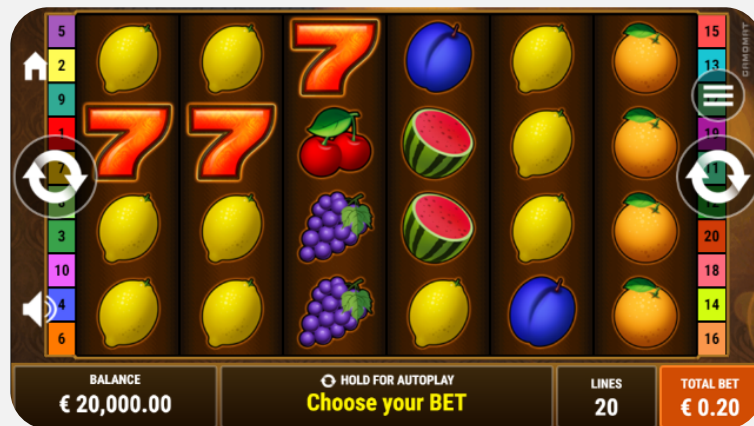
GAME CODES MOBILE	RTP 96.09 %
Base game	
Card gamble game	
Risk ladder gamble game	

# GAME DESIGN

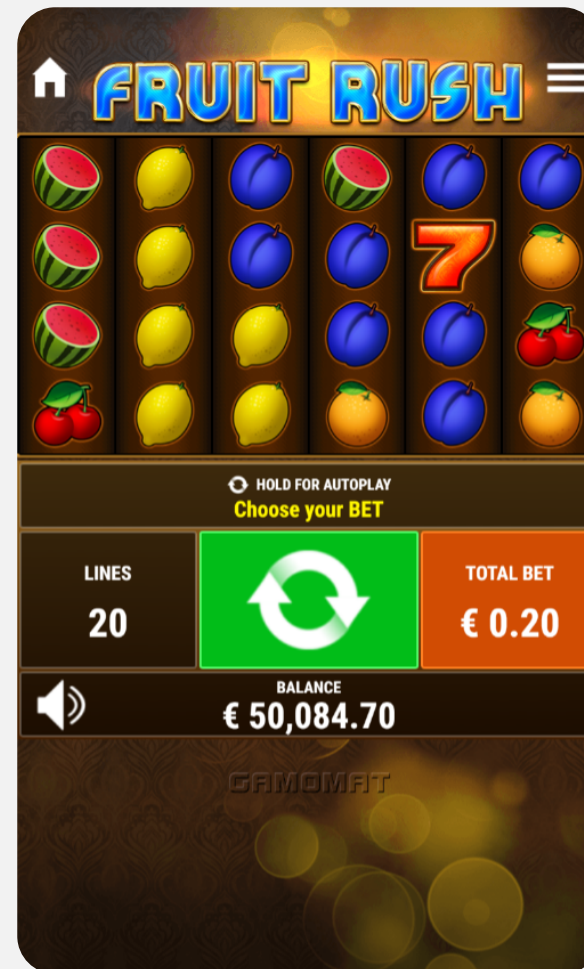
## DESKTOP



## LANDSCAPE



## PORTRAIT



## HOW TO PLAY

To play **Fruit Rush**, the player simply sets bets and clicks the spin button to spin the reels. If player manages to hit at least the minimum required amount of identical symbols\* on an active payline starting from the leftmost reel, he has won.

The more symbols player manages to hit on an active payline, the better its payout will be. Only the highest win is paid for each active payline. The payout is explained in the game payable.

\*For more information, see section PAYTABLE

# CONTROLLER FUNCTIONALITIES



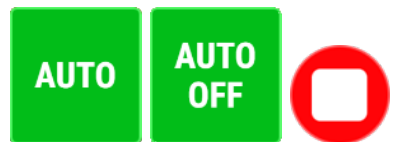
Displays the current game Info screen with the game payable and short info about game rules and special features. This Info screen is available under the the settings menu ☰ (desktop/mobile).



Increases/decreases number of paylines (desktop/mobile).



Increases/decreases the total bet (desktop/mobile).



In desktop version the auto button starts the autospin. The auto off button replaces the auto button to cancel the autospin mode (desktop/mobile).



Spin button starts the spin with selected bet. The same button can be used to stop the reels immediately while the reels are spinning. In mobile version you have to press the spin button for a longer time to start the autospin. Note: Stopping the spin animation does not in any way affect the outcome of the spin (desktop/mobile).

# SYMBOLS



TOP  
Seven



HIGH VALUE 1  
Melon



HIGH VALUE 2  
Grape



LOW VALUE 1  
Plum



LOW VALUE 2  
Orange

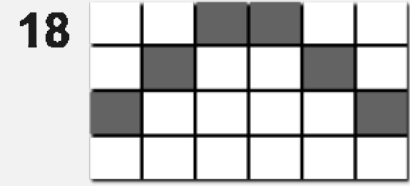
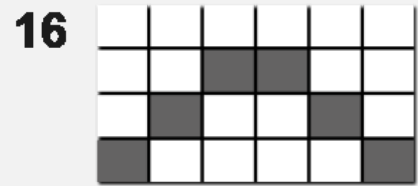
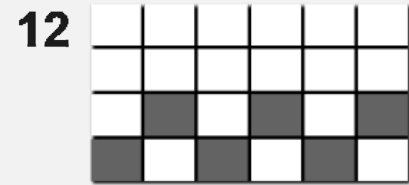
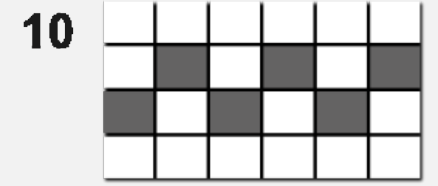
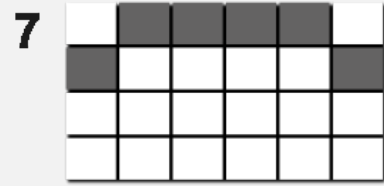
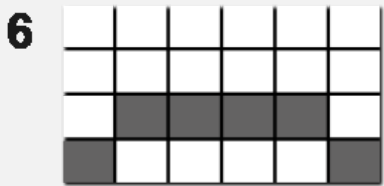
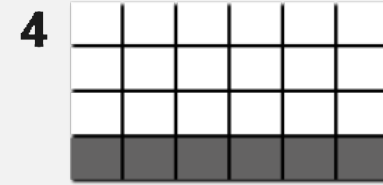
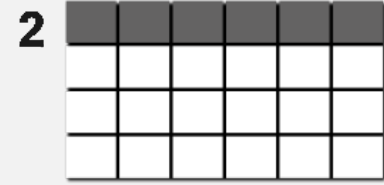
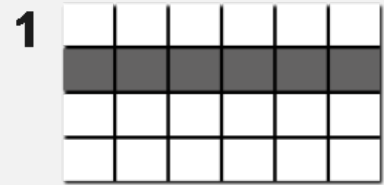


LOW VALUE 3  
Lemon



LOW VALUE 4  
Cherry

# PAYLINES



Fruit Rush is played on 20 paylines.

# GAMBLE FEATURE



## Gamble feature

The gamble feature gives players an option to increase their winnings by gambling the main slot game and free game feature wins. The player can choose between card gamble and risk ladder gamble. None of the gambling features affect game's RTP.

## Card gamble

In the card gamble game players are presented with a closed deck of cards and they have to guess the colour of the top card by pressing the respective button (red or black). Wins from the card gamble game can be gambled again with, all players need to do is choose the next card's colour. Players can end the gamble feature by collecting their winnings and adding them to their balance by pressing the collect button. The gamble feature is over when a player makes an incorrect guess or the pre-set gamble limit has been reached.

The player has also the possibility to collect half of his win by pressing the split win button. The second half can still be gambled with. Payout ratio in card gamble game is 1:1.









## Risk ladder gamble

In the risk ladder gamble game players are presented with a ladder of win levels and they have a chance to climb up the ladder or fall down (where not all steps are "double or nothing") by pressing the gambling button. The initial gambling value on the ladder depends on the initial winning value. Wins from the risk ladder game can be gambled again with, all players need to do is press the gambling button again.

Players can end the gamble feature by collecting their winnings and adding them to their balance by pressing the collect button. The gamble feature is over when a player lands on Zero or the pre-set gamble limit has been reached.



# GAMBLE CONTROLLER FUNCTIONALITIES

	Opens the card gamble game (desktop and mobile)
	Opens the risk ladder gamble game (desktop and mobile) and place bet at the risk ladder gamble game
	Choose black colour in card gamble game (desktop/mobile)
	Choose red colour in card gamble game (desktop/mobile)
	Collect half of the win. The other half can be gambled in card or risk ladder gamble game (desktop/mobile)
	Take win after a win in main (desktop/mobile)

# PAYOUT DETAILS

RETURN TO PLAYER	
Return to Player (%)	96.09
RTP from base game (%)	96.09
RTP from free games (%)	–

HIT FREQUENCY	
Any win (%)	16.44
Free games trigger (%)	–





MAXIMUM PAYOUT	
Coinciding win* (multiple of main game bet)	1810x
Max single line win (multiple of main game bet)	500x
Max observed win** (multiple of main game bet)	1750x

PAYOUT RULES
<ul style="list-style-type: none"> <li>• All winning combinations must appear from left to right and start on the 1st reel.</li> <li>• Only the highest win is paid for each active win-line.</li> </ul>

\*Coinciding win is expressed as a total of all winning payline bet multipliers and scatter wins (if available).

\*\* The max observed win describes the maximum win of a single spin or a free games series which was observed within 100,000,000 spins.

# PAYTABLE

PAYTABLE			
PAYOUT VALUES			
	6	€ 100.00	
	5	€ 25.00	
	4	€ 5.00	
	6	€ 50.00	
	5	€ 10.00	
	4	€ 2.00	
	3	€ 0.50	

	6	€ 15.00	
	5	€ 2.00	
	4	€ 1.00	
	6	€ 10.00	
	5	€ 2.00	
	4	€ 1.00	
	3	€ 0.10	
	2	€ 0.05	

PAYLINES				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Paytable with bet per line 0.01 EUR and 20 Lines.

# ADDITIONAL INFORMATION

## RANDOM NUMBER GENERATOR (RNG)

Random Number Generator in use is standard Java SecureRandom, which produces cryptographically pseudo random number generator (CSPRNG).

The Random Number Generator in use has been tested and approved towards jurisdiction specific requirements by Gaming Laboratories International, which is accredited group of companies with globally present testing laboratories.

## DOCUMENT REVISION HISTORY

VERSION	DESCRIPTION	DATE	AUTHOR
1.0		2020/03/11	S. Reddig