

Hell Fruits

Hell Fruits is a 5-reel video slot featuring the Wild Fireball feature, Wild symbols and Scatter symbols.

The game has 5 fixed paylines.

Payline wins pay leftmost to right.

Scatter symbols pay at any position onscreen.

Only the highest win is paid per active payline and per scatter combination.

Scatter wins are added to the payline wins.

Payline wins are added.

Winning combinations and payouts are made according to the Paytable.

Malfunction voids all pays and plays.

GAME LIMITS

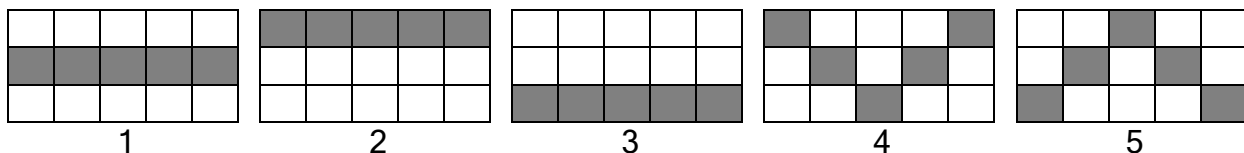
Allowed bets: per operator

Maximal win: per operator

Payout (average return to player): per operator



The game User Interface (UI) panel is located at the bottom of the screen.



WILD SYMBOL



Wild symbol substitutes for all symbols except Scatter symbol.

WILD FIREBALL FEATURE

Wild Fireball feature is randomly triggered during any spin. During this feature, 1 to 15 Wild symbols can be added on the reels.

GAMBLE

You are able to gamble any win not exceeding [per operator].

The gamble feature is card based and you have to guess the color of the next revealed card.

A correct guess doubles the win; a wrong guess causes you to lose your win.

The win can be gambled until a wrong guess or until a limit is reached.

Collecting the win ends the gamble feature.










You can use the **HALVE** option to credit half of your win to your balance and gamble the rest.

You cannot gamble during Free Spins.

You are allowed to gamble 10 times during a single gamble feature.

Joker substitutes for any color.

PAYTABLE

Graphics	Description	x total bet (5x)	x total bet (4x)	x total bet (3x)	x total bet (2x)
	Scatter symbol	500	20	5	-
	Wild symbol	200	30	10	5
	Seven	125	30	10	5
	Watermelon	100	25	6	-
	Grapes	50	15	4	-
	Plum	30	10	4	-
	Orange	15	5	2	-
	Lemon	10	4	1	-
	Cherries	5	2	1	-

CONTROLS



MENU button opens the game menu.



GAME HISTORY button opens the Game history page.



HELP button opens the Help page.



PAYTABLE button opens the Paytable.



HOME button closes the game and credits any uncollected win to the balance, if collect is possible.



BALANCE field displays your current balance.



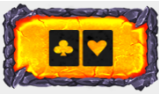
BET control displays the current bet amount and can be used to adjust the bet.



WIN field displays all pays won for the current game round.



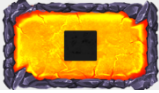
MAX BET button adjusts the bet to its maximum settings with regard to your balance.



GAMBLE button starts the Gamble feature. Available in case of a win unless a limit has been reached.



SPIN button plays the game at the current bet setting.



STOP button quick-stops the reels. Available while the reels are spinning.



SPACEBAR can be used as **SPIN** or **STOP** button.
AUTOPLAY button opens the Autoplay settings.



AUTOPLAY STOP button stops Autoplay.



COLLECT button credits the win to your balance. Available after every win unless Autoplay is turned on and during Gamble.



SOUND button toggles the sound volume