

# TUTTI FRUTTI CRAZY WILD

RTP : 93,26% - 93,76%  
Jackpot : NO  
Jackpot contribution : N/A  
Linked Jackpot : NO  
Linked Jackpot contribution : N/A

PAYTABLE					
REGULAR SYMBOLS					
	X3 - 1000 X4 - 2000 X5 - 4000		X3 - 1000 X4 - 2000 X5 - 4000		X3 - 1000 X5 - 4000
	X3 - 1000 X4 - 2000 X5 - 4000		X3 - 1000 X4 - 2000 X5 - 4000		X3 - 1000 X4 - 2000 X5 - 4000
	X3 - 1000 X4 - 2000 X5 - 4000		X3 - 1000 X4 - 2000 X5 - 4000		X3 - 1000 X4 - 2000 X5 - 4000

## ***SPECIAL SYMBOLS***

Special symbols are winning symbols no matter where they appear on the reels.

These wins always add up to other wins, and may allow the player to play “special” games.

In the slot game, 5 Wild symbols can be found; each of these has specific functions.

If 5 Wild symbols of the same kind appear during a spin, the payout is multiplied by 500.

### **WILD**



It's the regular Wild symbol substituting for regular symbols.

### **XXL WILD**



Expandable Wild that covers the entire reel; it is only activated when there is a payline win.

Appears on reels 2, 3, 4.

### **POPOP WILD**



Special Wild that activates 2 other regular Wild symbols in a random slot.

All 3 Wild symbols (PopUp Wild + 2 extra Wilds) function as regular Wild symbols.

## STICKY WILD



Special Wild symbol that functions at first as a regular Wild symbol, but then activates a paid Respin and keeps its position during the following spin.

Multiple Sticky Wild symbols will activate only one paid Respin, but they will do keep their position.

## WALKING WILD



It functions as a regular Wild symbol, and each subsequent paid Respin will move on the same horizontal line to the left or to the right, until it goes out of the display.

If it appears on reels 1 and 2, it will move to the right, otherwise it will move to the left.

## SCATTER



If at least 6 Scatters appear, the CRAZY WILD© mode will be activated.

The number of Free Spins that can be used in the CRAZY WILD© mode equals the number of Scatters obtained, up to a maximum of 15.

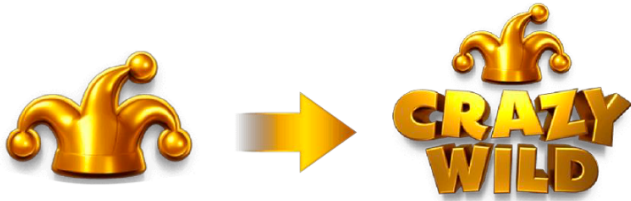
Scatters appearing in sequence do not generate any wins.

### Notes on Respins

If more Wild symbols appear during a Respin, their special function will be activated.

The paid Respin can be played with the same bet with which it was obtained in the first place.

## CRAZY WILD MODE



With at least 6 Scatters appearing in any position, the CRAZY WILD© mode will be activated. During the CRAZY WILD© mode Free Spins, all Scatter symbols will turn into the CRAZY WILD© symbol. The CRAZY WILD© symbols will keep their position during Free Spins, substituting for the symbols beneath them.

Winning additional Free Spins is not allowed.

### *Wild Overwrite*

Below is the priority order for the activation of Wild symbols.

Name	Priority	Activation
XXL	5	1°
POPOP	4	2°
STICKY	3	3°
WALKING	2	4° / 0°
SCATTER	1	5°
WILD	0	NO

If a Popup Wild symbol overwrites another type of Wild, the latter becomes a Popup Wild.

If a Walking Wild symbol is overwritten, it ceases to be a Walking Wild.

If there are 6 Scatters and one of them is overwritten, there is no activation.

The player participates in each spin with 25 paylines, which are fixed and cannot be changed.

The minimum base bet is € 0.01, the maximum base bet is € 2.00.

Each base bet will be multiplied by the winning paylines.

All symbols (except special symbols) only allow for a win if they appear consecutively from left to right on one or more paylines.

Only the biggest win is paid on each payline, whereas simultaneous wins on different paylines will add up.

The payout from a winning combination is equal to: "base bet" x "winning combination multiplier".

### **RTP**

The Buy bonus RTP is 93.26%, the normal game RTP is 93.76%

### **Purchasing a Bonus**

The player can purchase direct access to the CRAZY WILD© mode.

The purchase price is 1050 times the selected base bet.

A spin will be triggered that enables access to the CRAZY WILD© mode.

## ***Disconnections and Inactivity***

Any disconnections and reconnections are handled as follows:

### **Double connections**

If a player accesses the slot/table game when they are already connected, the first session will be closed.

### **Disconnections and automatic reconnections**

If a player is disconnected, the system carries out several reconnection attempts (during which the reconnection alert is displayed).

If the player is not reconnected after a certain time, the reconnection attempts will cease and the final disconnection alert will be displayed.

### **Session closing if user is disconnected**

When a user disconnects, before closing the session the system:

**if there are pending choices**, will not close the session immediately in order to allow the user to re-access and finish the round.

If the user does not reconnect after 10 minutes, the round of play will be automatically completed according to the game rules; the session will then be closed, and the remaining credit will be transferred to the player's account.

**if there are no pending choices**, will wait for 3 minutes (2 minutes in the instant version) in order to allow the user to reconnect.

After the timeout is reached, the session will be closed and the remaining credit will be transferred to the player's account.

### **Session closing if user is inactive**

Player inactivity is handled as follows:

**if there are pending choices**, the user will be disconnected and the timeouts described in the paragraph on disconnections and reconnections will apply.

**if there are no pending choices**, the system will wait for 3 minutes (2 minutes in the instant version), then the session will be closed, and the remaining credit will be transferred to the player's account.

## ***Malfunctioning***

Malfunction voids pays and plays.

The prizes are paid in accordance with the payout table available on the game interface.

Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.

If odd situations occur that cannot be managed within the indicated timeframes, any game in progress for more than 24 hours will be completed and the corresponding prize, if any, will be deposited into the account. In the eventuality that a choice is required that may have an impact on the outcome of the game, the game will be completed based on the optimal strategy.