











"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.

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

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.

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

WILD

-  and  symbols substitute for all symbols.
-  only appears on reels 1, 2, 4 and 5.
-  do not pay.

HIGH WIN SYMBOLS

	15	
	14	
	13	
	12	
	11	
	10	
	9	
	8	
	7	
	6	
	5	
	4	
	3	
	10	
	9	
	8	
	7	
	6	
	5	
	4	
	3	

LOW WIN SYMBOLS



"HOT HOT" FEATURE

- The "HOT HOT" feature is triggered at random any spin.
- Each and every or symbol on screen can at random turn respectively into either a or symbol and count as 2 symbols.
- Each and every symbol on screen can at random turn into a symbol 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

