

FRUIT CASE™

Game Type: Video Slot Game

Return to Player: 96.42

Have you ever imagined that playing with fruits can be thrilling too? Well, Fruit Case™ is an entertaining game that keeps the player engaged till the last round of the game.

Fruit Case™, the 5-reel, 20-bet line (fixed) video slot, where fresh fruits move along until they get crushed to yield fruity winnings. The possible Free Falls win in addition to normal winnings are just like jam on toast—sweet and satisfying.



Game Sheet Version: 1.0

Date: 2019-01-02

NETENT

ABOUT FRUIT CASE™

GENERAL INFORMATION	
Game Type	Video Slot Game
Reel Type	Avalanche™
Reels, Lines	5 columns, 3 rows, 20 bet lines (fixed)
Default Bet Levels	1 - 10
Default Coin Values (€)	0.01, 0.02, 0.05, 0.1, 0.2, 0.5
Default Min / Max Bet (€)	0.2 / 100
Minimum Free Round Values (Please check your current free round values)	Bet level 1, 20 bet lines, €0.01 coin value (cost €0.2)
GAME FEATURES	
	<ul style="list-style-type: none"> • Avalanche™ • Free Falls • Wild multiplier
PAYOUT	
Return to Player	96.42
Default Maximum Win	€240 000 / 480 000 coins – on a single bet line
Hit Frequency	41.10%
RESPONSIBLE GAMING	
Player Limits	<ul style="list-style-type: none"> • Player and casino operator can set the following play limits: Bet @ loss per session, day, week or month. Block all play for a specified period of time. Restrict session play length in minutes. • Playing for real is restricted by player account funds (i.e. cannot play for credit). • (Italy jurisdiction only) Player can initially have a maximum of 1.000 € in the wallet. Since each game is a user session, the player's wallet may exceed this limit during play.
Other	<ul style="list-style-type: none"> • Play for Fun • Variable coin values • Variable bet levels • G4 mode
TECHNICAL INFORMATION	
Game ID	fruits_not_mobile (basic wallet) fruits_not_mobile_sw (seamless wallet)
Display Resolution	1280 x 720
Aspect Ratio	16:9
Technology	HTML5
Deployment	Refer to CasinoModule Help for information about launching CasinoModule games.

GAME DESIGN



Game display

Game Theme & Graphics

The game features a bright and colorful atmosphere with various kind of fruits, jam jars, multipliers, and Wild symbols. The game highlights are the colourful fruits and the fruit case symbols rolling on the reels and engaging the players to bet and know more about the game. The sound track of Fruit Case™ is also well-composed and offers suitable background music for the game.

Designed to appeal to the fun side of the player, this colourful game is packed with some surprising animations. When the symbols fall into place on the reels, each fruit does its own special squishy bounce. When forming a winning bet line, the fruits become even more animated as the fruit squashing takes effect.

Jam jars are compressed on winning lines and the sound of shattering glass followed by a messy jammy splatter add just that little bit more to this colourful game.



Wild symbol

Wild Substitution

Fruit Case™ has an animated Wild symbol when displayed on a winning bet line.

- **Substitution.** Wild symbols substitute for any other symbol - including Free Fall symbols - to complete winning bet lines.
- **Wild Multiplier.** The Wild Multiplier applies to winning bet lines that are completed by Wild symbols. The multiplier increases with each successive Avalanche™ in a single game round. The Wild Multiplier does not affect the number of Free Falls won.
- **Wild Multiplier Indicator.** A table at the top of the game displays the Wild Multipliers with the current multiplier highlighted. In addition, the current Wild Multiplier is shown on any Wild symbols appearing on the reels.



Symbols falling in place reels 3,4 and 5

Avalanches™

Fruit Case™ uses Avalanche™ feature, whereby symbols fall into place on the reels instead of spinning. Symbols that make up a winning bet line are crushed and disappear, and the gaps they leave are filled with more falling symbols. As long as there are winning bet lines, there are repeat avalanches.

A game round is made up of a series of Avalanches and if won, a number of Free Falls.

After a player clicks the Spin button, the initial avalanche of symbols starts the game round. When the symbols have come to rest, winning bet lines are highlighted. If the player has a winning bet line, the win amount is added to the win field, and the second Avalanche™ of symbols occurs. A game round ends when no more wins occur.



Free Falls mode triggered

Free Fall Symbol and Feature

Fruit Case™ features an animated Free Fall symbol that gives the player a chance to enter the Free Fall feature.

- **Free Fall feature.** 3 Free Fall symbols activate 10 Free Falls. The Free Falls are played at the same bet level as the game that triggered the Free Fall. A dynamic sign informs players how many Free Falls are remaining.
- **Re-triggered Free Falls.** During Free Fall, 3 Free Fall symbols give additional Free Falls.
- **Free Falls wins.** The winnings are added to the player's cash at the end of the Free Falls. The number of coins won in the current Free Fall round and the total number of coins won during the entire Free Fall session are displayed in the keypad area during Free Fall.

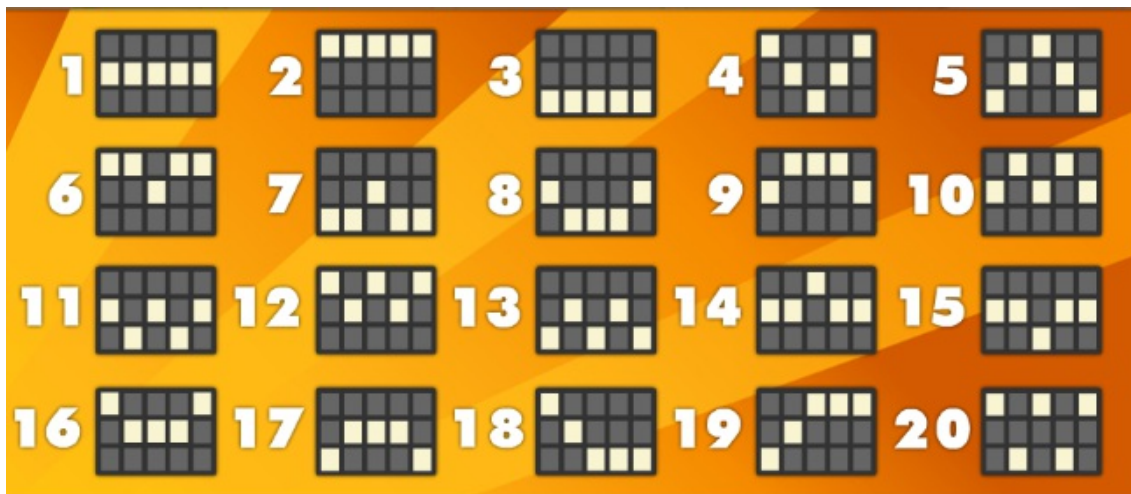


Paytable page 1

Paytable

Players click payable icon to display the payable section which shows the payout rules for all of the symbols.

Bet Lines



PAYOUT

Payout Summary

GAME RETURN TO PLAYER (RTP)

- Total game: 96.42%
- Main game: 70.6%
- Free Falls: 25.8%

HIT FREQUENCY

- Main game: 41.1%
- Scatter: 54.4%

MAXIMUM PAYOUT

- Main Game: €80 000 / 160 000 coins - on a single bet line
- Free spins: €240 000 / 480 000 coins - on a single bet line

Note: The maximum win of a game round may be higher than the maximum coinciding win, since a game round may include several spins.

Paytable

WILD

Avalanche	Multiplier
Initial Avalanche	x2
2nd Avalanche	x4
3rd Avalanche	x6
4+ Avalanches	x8

FREE FALL

In the main game and Free Falls, 3 Free Falls symbols on a bet line activates 10 Free Falls. Free Fall symbols must appear in succession, starting from the leftmost column. Free Fall coin wins pay win x3. Additional Free Falls can be won during Free Fall.

Wild symbol substitutes for all symbols. The Wild multiplier increases with each new Avalanche in a game round. The Wild multiplier applies only to winning betlines where the Wild substitutes and where the betlines are completed by the Wild symbols. The Wild multiplier does not affect the number of Free Falls won.

The coin payout values are based on bet level 1. Only the highest win combination per bet line is paid. Bet lines win if the winning symbols are in succession from the leftmost reel to right. Malfunction voids all pays and plays.

BET 20 **BET LEVEL** 1 **AUTO PLAY** **MAX BET** **COIN VALUE** 0.05 **COINS** 99960 **TOTAL WIN** 15

Cash: €4,998.00 Bet: €1.00 Win: €0.75

Paytable page 1

OTHER SYMBOLS

Strawberry	5 2000 4 200 3 50	Orange	5 1000 4 100 3 20	Yellow Character	5 500 4 50 3 10	Green Character	5 100 4 20 3 10
Jar A	5 50 4 10 3 5	Jar K	5 50 4 10 3 5	Jar Q	5 50 4 10 3 5		

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Cash: €4,998.00 Bet: €1.00 Win: €0.75

Paytable page 2

ADDITIONAL INFORMATION

Randomisation

Random Number Generator (RNG)

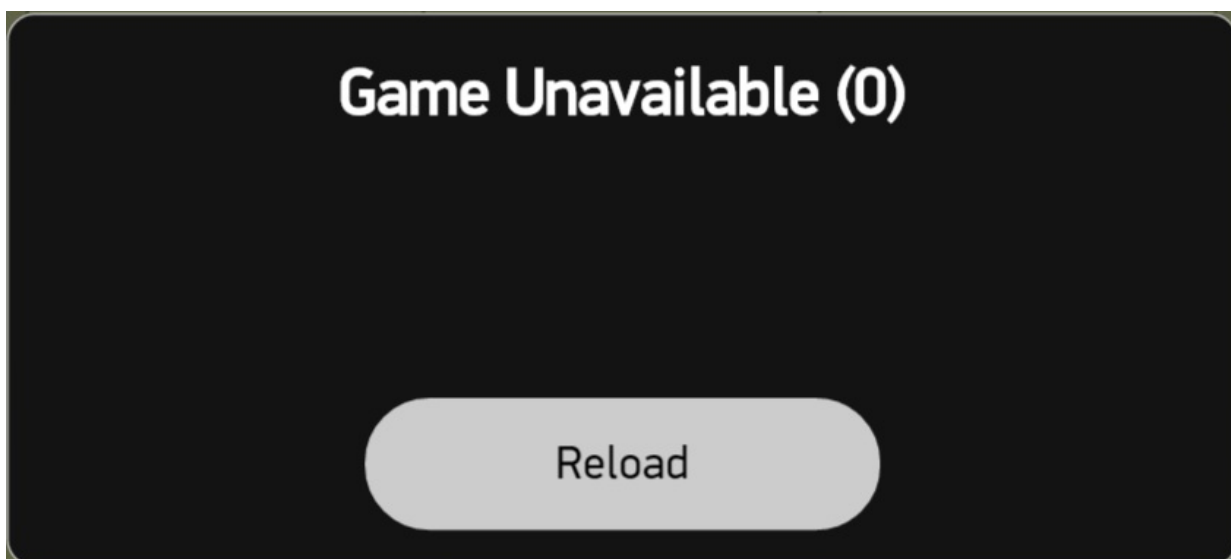
The algorithm used for random number generation (RNG) is Fortuna, a cryptographically secure pseudorandom number generator (PRNG) devised by Bruce Schneier and Niels Ferguson. For more information, see the document Random Number Generation.

The Random Number Generator and its implementation has been tested and approved/certified for randomness according to prevailing industry standards by an accredited, independent, 3rd party test facility.

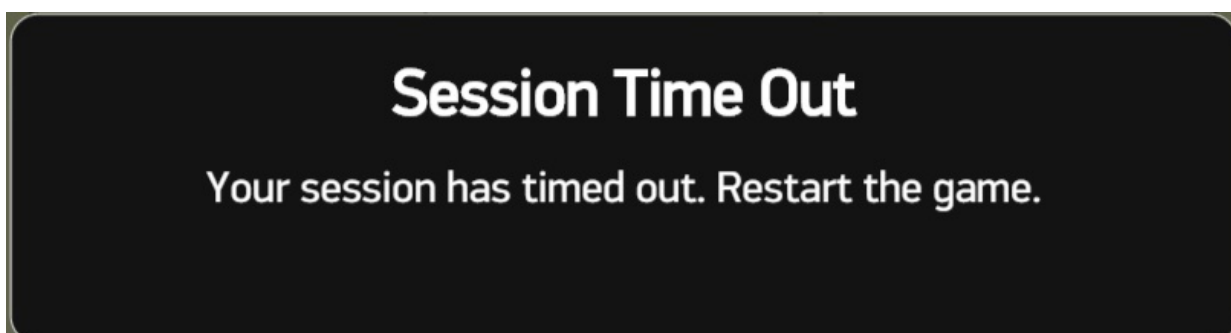
Malfunction Management

If a player attempts to access a game using an invalidated session, (for example, due to inactivity or system restart) an error message is displayed in the game. The player can then log on again and resume game play. The game state is always stored so the player can resume game play exactly where he or she left off.

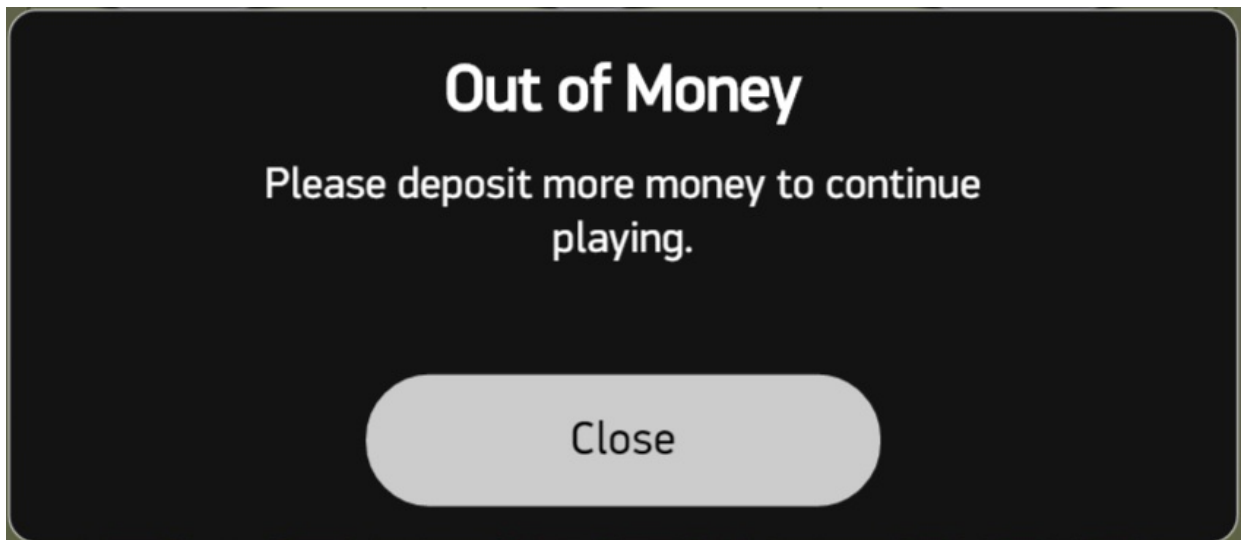
In case of an HTTP error, network timeout or server error a "technical error" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game at a time when the game becomes available.



If a session times out, a "session timeout" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



In case of an "out of money" event, an "out of money" message will be displayed to the player and the game will stay in an "unavailable" state until the player reloads the game.



(Italy jurisdiction only) Further information on management of malfunctions is also described in section 3.2.1 of the Gaming Platform (Progetto Della Piattaforma Di Gioco) document. This document provides details on how a player is informed of balance return payments and the technical process.

Information regarding session timeouts and malfunctions is provided to the player via the game rules. Specifically, the player is informed that "In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded."

Information to the Player

Players receive a response required message every hour of continuous play: They cannot continue playing unless they respond to the message which provides them with details about the amount bet and won so far during game play.

Players also have access to their game session history and game rules from within the game at all times.

Game Simulation

A demo version of the game is available at <http://www.netent.com/games/>

DOCUMENT VERSION HISTORY

VERSION	WHEN	WHAT
1.0	2019-01-02	First version.