

# **Pro Xenon Mediathek Ltd.**

**Game Description “Crazy Fruits Go”**

## Crazy Fruits Go

### Description and Rules

Crazy Fruits Go is a game with five reels. A game result consists of 5x3 symbols, each reel showing a section of three symbols.

### Screenshots

The following image shows a screenshot of the game:

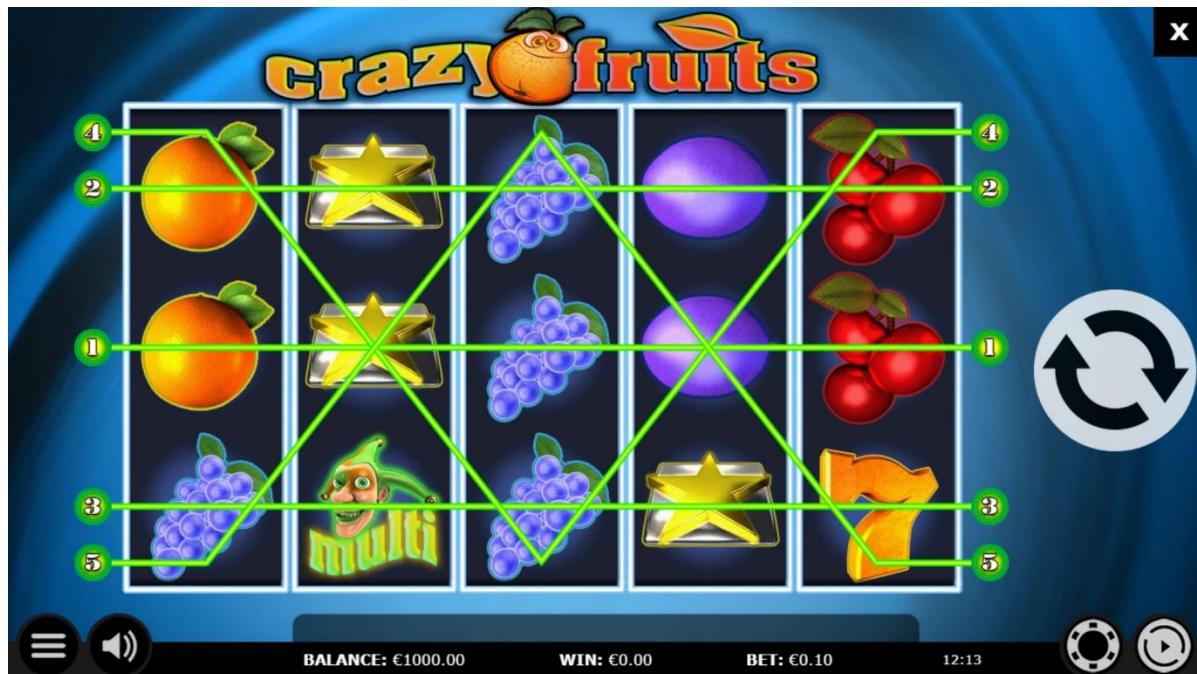


Figure 1: Screenshot of Crazy Fruits Go

### Features

5 reels

5 paylines (Paylines are evaluated from the left and from the right. However 5 of the same symbols in one payline will only be evaluated once.)

**Joker:** Joker only appears on the middle reel and acts as a substitute for other symbols

**Multi-joker:** Doubles the winnings and acts as a substitute for other symbols. Exists on the second and fourth reel.

**Bonus game:** If the joker lands in the middle it is time for action. The whole middle reel turns into joker symbols and you receive 5 free spins.

### Paytable

The following table shows the winning factor for all winning combinations. The winning factor represents the multiple of the bet value that is returned to the player when the winning combination occurs. The factor is doubled when one multi joker is used as a substitute in a sequence and quadrupled when two jokers are used as a substitute in a sequence.

Symbol	Factor		
	3 Symbols	4 Symbols	5 Symbols
Cherry	2	5	20
Lemon	2	5	20
Plum	4	10	40
Orange	4	10	40
Melon	4	10	40
Grapes	8	25	100
Star	8	25	100
Seven	20	100	400

Table 1: Winning Factors of Crazy Fruits Go

## User Interface

The following picture shows an example screen of a game with all GUI elements. The GUI elements are either contained in the panel at the bottom of the screen or in the top right corner and they are the same in all games.

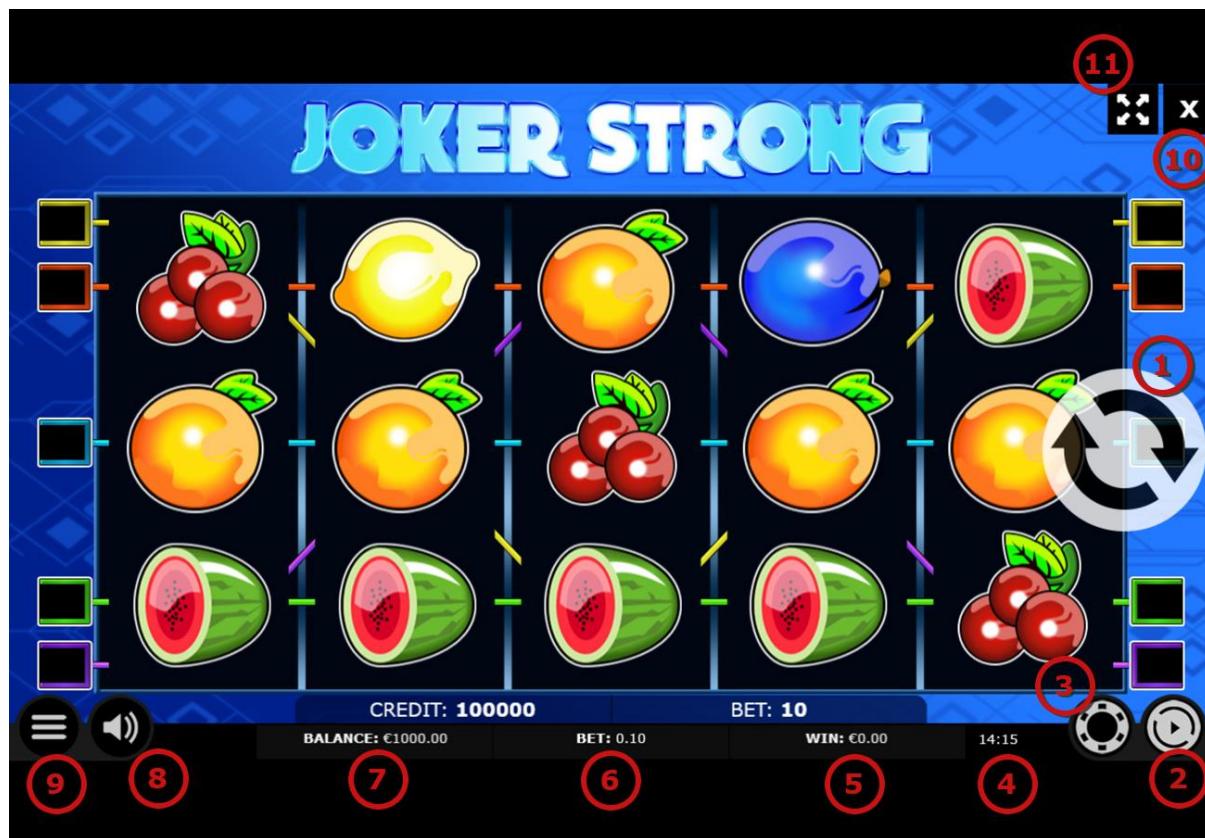


Figure 2: Example Screen of a Game with GUI elements.

The following list describes the function of all GUI elements shown in figure 2:

1. The start button to start a game
2. The autostart button to start games automatically
3. The bet control: The bet value can be selected
4. The real time clock: Shows the current time

5. The win display: If the player wins, the amount won is shown in this field.
6. The bet display: The value shows the current bet value.
7. The balance display: Shows the current account balance of the player
8. The sound on/off button
9. The menu button:
  - a. The payable button: The player can view a payable listing the winning amounts of all winning combinations by pressing this button.
  - b. The close button: The player can close the game by pressing this button.
10. The close button: The player can close the game by pressing this button.
11. The full screen toggle button: The player can turn the full screen mode on/off by pressing this button.

## Bet Values and Denomination

All games use a denomination of 1 point of credit equals 0.01 Euro (=1 Eurocent). The following possible bet values are allowed: 1, 2, 5, 10, 20, 50, 100, 200, 500, 1000, 2000, 4000, 6000 and 8000.