



**Thunderkick Malta Ltd.**

**Fruit Warp**

**Game Info**

Version 1.1

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## Document History

Version	Date	Author	Comment
1.1	2015-11-20	Andreas Beskow	Added quick summary.
1.0	2014-07-31	Erik Karlsson	Created document and added information.

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# 1 Introduction

## 1.1 Fruit Warp

Fruit Warp is a video slot with 9 symbol positions. The game uses the occurrence mechanism meaning that the number of symbols present onscreen counts when determining the win amount.

## 1.2 Shared Details

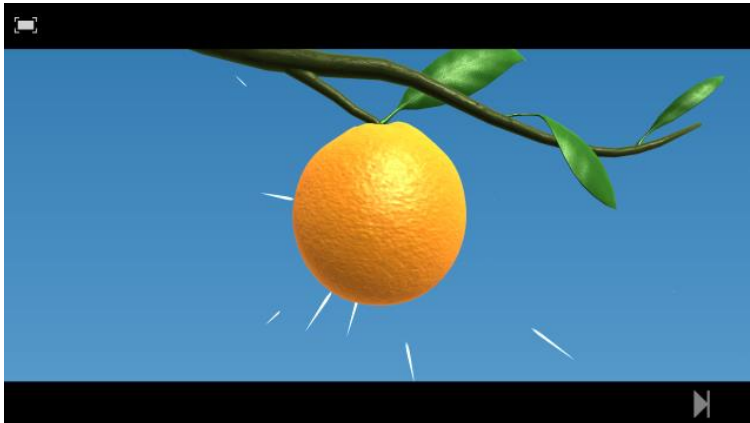
Fruit Warp includes functionality and definitions described in the *Common Game* and *Common Slot* documents. This document will only cover the game specifics of Fruit Warp.

## 1.3 Quick Summary

Parameter	Value
<b>Game</b>	Fruit Warp
<b>Game-ID</b> See integration manuals for details on how to use this parameter. <i>(also referred to as gameName in the seamless wallet API)</i>	tk-fruittime
<b>Required aspect ratio</b>	16:9
<b>Recommended dimensions</b>	1280 x 720 or 1024 x 576 <i>Custom values can be used as long as the aspect ratio is kept at 16:9</i>
<b>RTP (theoretical payout)</b>	97,0%
<b>Reels</b>	9
<b>Pay lines</b>	Not applicable
<b>Bonus game</b>	Yes
<b>Volatility</b>	High
<b>Max exposure</b>	11000 x bet (€1 100 000 at €100 bet)

## 2 Intro Cut Scene

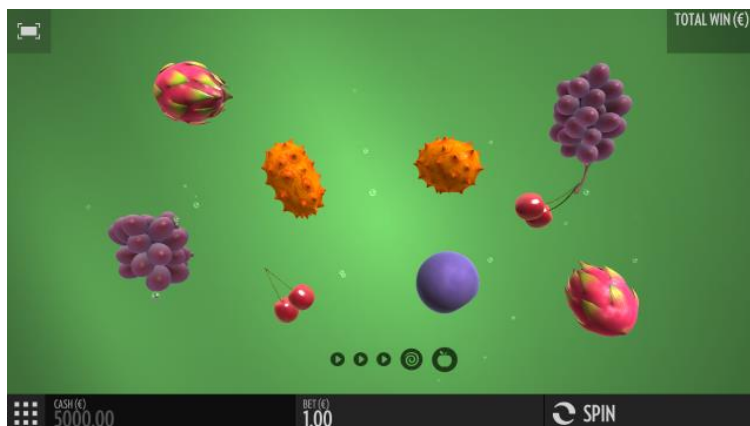
The intro shows the Fruit Warp logo and features.



## 3 Main Game

### 3.1 Introduction

The main game is started when the intro is finished playing or when skipped.



### 3.2 Extra mode chance

Whenever four (4) fruits of the same kind appear after a spin, the game will re-spin the rest of the fruits. If a fifth fruit comes up as a result of the re-spin, a Fruit Mode is won.

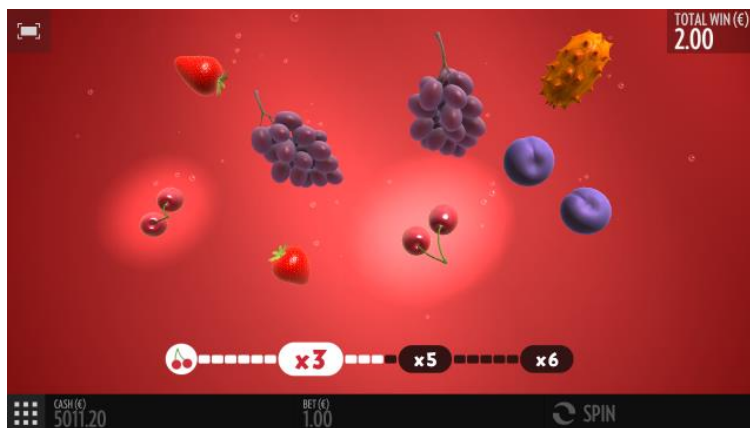
In the event that two fruit types both have 4 of a kind, both groups will lock and only a single fruit will respin.

In the event that the game locks a single group on the re-spin, but four (4) other fruits of the same kind (yet different from the first group) but no mode is won, the game will lock both groups and perform one additional re-spin of the solitary fruit not part of any of the two groups.

## 4 Fruit Mode

### 4.1 Introduction

There are 9 fruit modes in the game (one for each symbol type). The Fruit Mode is triggered once five (5) or more of a single symbol type results from a spin or re-spin in the main game.



### 4.2 Mode meter

When entering a Fruit Mode, a meter will appear in the bottom part of the game area. The mode meter consists of a series of steps similar to those on found on certain board games. Scattered on the mode meter are a number of rewards (3 multiplier rewards and in some cases hearts). The mode meters are specific for the particular symbol and the placement and values of the rewards may differ from symbol to symbol.

The objective for the player is to manage to fill the mode meter (see 4.3).

### 4.3 Advancing in the Fruit Mode

The Fruit Mode consist of series of spins, which need to result in at least one symbol matching the symbol that triggered the mode (the “mode symbol”) appear on the screen in order for the mode meter to fill up and the mode to continue.

For each mode symbol, the game will light up one more step along the mode meter track. If the entire meter is filled, the mode will end.

### 4.4 Mode rewards

As mentioned in the section on the mode meter, there are rewards scattered across the mode meter. Once a reward is reached (it’s section being lit up) it is eligible for use.

#### 4.4.1 Multiplier reward

The multiplier reward is awarded once the mode ends. It acts a multiplier on the total amount won so far in the game round. Only the highest multiplier reward will be awarded to the player.

#### 4.4.2 Extra life reward

This reward will, once eligible, act as a safety net in the case a mode spin doesn't produce a mode symbol. If that happens, the extra life will be expended and cannot be used any more for the remainder of the game round. Any extra lives present when the mode ends (that is, the mode meter was filled up) will be discarded.

## 5 Pay table

The pay table lists all features, symbols, pay values and win combinations in the game.

### 5.1 Page 1

Page 1 describes the win combinations.



### 5.2 Page 2

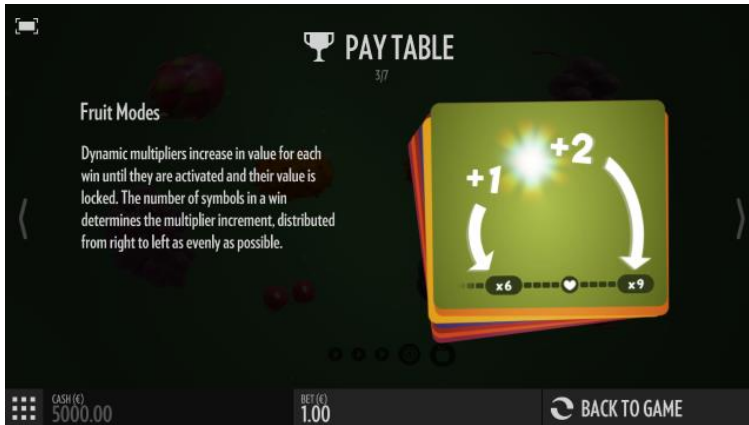
Page 2 describes the Fruit Modes.





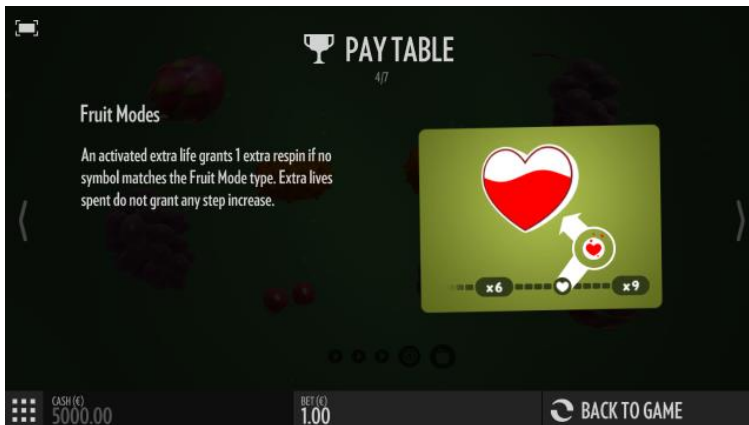
### 5.3 Page 3

Page 3 describes the Fruit Modes.



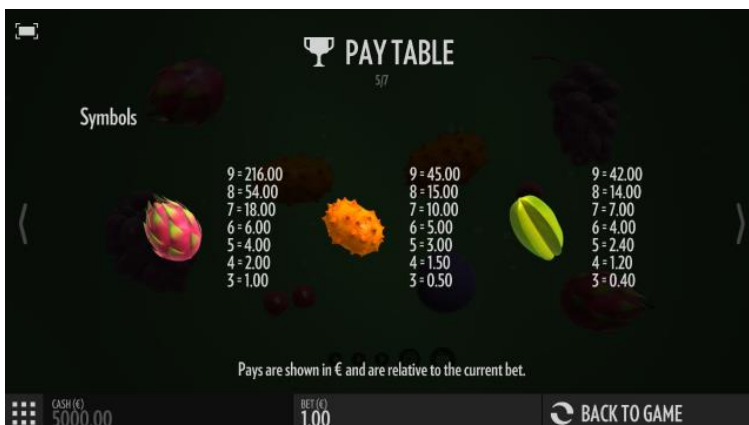
### 5.4 Page 4

Page 4 describes the Fruit Modes.



### 5.5 Page 5

Page 5 displays symbol values relative to the current bet.



## 5.6 Page 6

Page 6 displays symbol values relative to the current bet.

**PAYTABLE**  
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Symbols

Symbol	9	8	7	6	5	4	3
Grapes	36.00	12.00	6.00	3.00	2.00	1.00	0.40
Banana	30.00	10.00	5.00	3.00	2.00	0.80	0.20
Orange	27.00	9.00	4.50	2.40	1.20	0.60	0.20

Pays are shown in € and are relative to the current bet.

CASH (€) 5000.00    BET (€) 1.00    BACK TO GAME

## 5.7 Page 7

Page 7 displays symbol values relative to the current bet.

**PAYTABLE**  
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Symbols








Symbol	9	8	7	6	5	4	3
Strawberry	24.00	8.00	4.00	2.00	1.20	0.40	0.20
Purple Grape	18.00	6.00	3.00	2.50	1.00	0.30	0.10
Cherries	15.00	5.00	3.00	2.00	1.00	0.20	0.10

Pays are shown in € and are relative to the current bet.

CASH (€) 5000.00    BET (€) 1.00    BACK TO GAME

## 6 Symbols

There are 9 symbols available in Fruit Warp. Each symbol has a unique identification number.

Symbol number	Graphic	Description
0		
1		
2		
3		
4		
5		
6		

7		
8		

## 7 Payout

### 7.1 Return to Player (RTP)

The theoretical player return percentage for Fruit Warp is 97,0% with a hit frequency of 40,0%.

There are no strategies, features or settings that the player can change that will affect the payout (i.e.: configurable number of pay lines or size of bet that will affect hit frequencies).

## 8 Fruit Warp Game Rules

**Note: The Fruit Warp video slot is referred to as Fruit Warp, The Game or Game.**

1. Fruit Warp is a video slot with occurrence win combinations. The game features Fruit Modes with respins. The theoretical return to player is 97,0%.
2. The game offers up to 15 bet levels for the selected currency.
3. A game round is started with the action button and plays the game with the selected bet level.
4. Auto play plays the game automatically for the number of game rounds selected in the auto play page.
5. Fruit Modes are triggered by 5 or more symbols of the same kind. All 9 Fruit Modes display the Warp Meter containing steps, multipliers and extra lives in various amounts. During a Fruit Mode, 1 new respin is granted when at least 1 symbol matches the Fruit Mode type unless the Warp Meter is full. Each symbol matching the Fruit Mode type activates 1 step in the Warp Meter up to the maximum number of steps available. Activated multipliers grants multiplication of the total win amount by the value displayed in the active multiplier step. Activated extra lives grant 1 additional respin per extra life without Warp Meter progression. All Fruit Modes and respins are part of the game round that triggered the Fruit Mode.
6. All game payout and win combinations are paid out according to the pay table.
7. All occurrence wins during a game round are added and presented at the end of the game round.
8. All wins are presented and paid out in the selected currency.
9. The Fruit Modes are played with the same bet as the spin that triggered the Fruit Modes.
10. No bets can be altered during a game round.
11. In the event of game malfunction all affected bets and pays are discharged.