**Fruit Twister Game Rules**

By playing our games, you agree that you do not find them offensive, unfair or indecent.

**How to Play Slots:**

* Choose the amount you would like to bet with. Control the bet amount by clicking the arrows next to the **Coin Value** or choose **Max Bet** (Max Coin Value).
* Your winnings are automatically added to your account balance. You can see your Total Win displayed in the **WIN** section of the screen after each spin.

**Game Rules:**

* The game is played with 25 fixed paylines and each game costs a minimum of 25 fixed coins.
* Payouts are made according to the paytable.
* Payline prizes are multiplied by the coin value.
* All symbols pay from left to right in consecutive order, excluding the Bonus Symbol.
* Wild symbols substitute for all symbols, excluding the Bonus and Mystery Treat symbols.
* Highest win is only paid per selected line.
* Malfunction voids all pays and plays.
* For this game, the long-term expected payback is 96.50%.

**Mystery Treat feature:**

The Mystery Treat symbols appear on the fifth reel only and contain prizes, including coin wins of between 2x and 300x your bet, Free Spins, Ripening Boost (adds 20 points to each Ripening meter) or Wild Fruit Blast Free Spins.

During Free Spins, the Mystery Treat feature awards a coin win, Wild reels, extra Wilds or additional Free Spins.

If a Mystery Treat symbol lands on top of a Sticky Wild symbol, both the Mystery Treat symbol and Wild symbol are active for that round.

**Free Spins:**

Three or more Twister Symbols trigger the Free Spins mode with additional features**:**

* 3 Twister symbols award 7 Free Spins
* 4 Twister symbols award 14 Free Spins
* 5 Twister symbols award 21 Free Spins

Fruit symbols may turn into Sticky Wilds and remain sticky for all Free Spins.

Before entering the Free Spins mode, one of the following features will be selected:

* One Sticky Wild
* One full Wild reel
* 1, 2 or 3 additional Free Spins
* 10 more Mystery Treat symbols
* Wild Fruit Blast Free spins

Free Spins can’t be retriggered.

**Wild Fruit Blast Free Spins mode:**

* Wild Fruit Blast Free Spins mode can be won in the Mystery Treat feature and in the Bonus Wheel before normal Free Spins mode.
* In Wild Fruit Blast Free Spins, all fruits are bursting and will always turn into Sticky Wilds.

**Ripening Free Spins mode:**

* Each win with a fruit in the base game collects ripening points for that fruit. Longer winning combinations give more ripening points.
* When a ripening meter is filled, you get a Free Spins trigger with that fruit in bursting mode (no additional Free Spins bonus is selected).
* This Free Spins mode is played out with a coin value that is the average of the coin values used when collecting each of the ripening points. For example, if you collect half your ripening points with a coin value of 0.2 and half your ripening points with a coin value of 2, then your Ripening Free Spins mode will be played out with a coin value of 1.1. The average of 0.2 and 2.

**Game Controls:**

This section lists the different buttons found in the game and describes their functions.

|  |  |
| --- | --- |
| **Buttons** | **Function** |
|  | Click to open menu |
|  | Click to open the PAYTABLE |
|  | Click to open the GAME SETTINGS |
|  | Click to open the GAME RULES |
|  | Click to switch full screen/exit full screen |
|  | Click to switch sound on/off |
|  | Click to spin |
|  | Click to max bet on a round |
|  | Click to open auto-bet |
|  | Click the arrows, pointing towards left or right, to scroll through the paytable pages |
|  | Click the X button to return to the game |

You can place restrictions on gameplay by following any of these options:

* Stop on any win: **Auto-bet** function is stopped when you get any winning combination.
* Stop on single win limit: Based on the limit value selected, the **Auto-bet** function is stopped when your total win in a single game reaches the selected value.
* Stop on session loss limit: Based on the limit value selected, the **Auto-bet** function is stopped when your total loss in the session reaches the selected value, which is derived by bet minus wins.
* All games are tested to level 3 standards in accordance with the UKGC Testing Strategy for Compliance with the Remote Gambling and Software Technical Standards.
* If the game is interrupted due to connection loss during Free Spins or Bonus Rounds, the game will resume the remaining Free Spins or the pending Bonus Round upon re-opening.

**Auto Spin Game Rules:**

* **Auto Spin** is similar to a regular spin; you can choose **Auto Spin** for a selected number of spins.
* As soon as **Auto Spin** begins, the **Auto Spin** button is replaced by a counter displaying the remaining **Auto-bet** rounds. The **Auto Spin** button changes to the **Stop Auto Spin** icon.
* **Auto Spin** automatically plays the game for the selected number of rounds.
* **Auto Spin** can be stopped at any time by clicking the **Auto Spin** (Auto Stop) button.
* **Auto Spin** settings will return to default when you trigger any Feature round (Free Spins/Bonus Round).
* If you are disconnected while playing, all **Auto-play** settings will return to default when you reload the game.

**Additional Information:**

* Guidance on RTP/Paylines/Bonus Feature/Wild/Free Spins is covered under the Paytable section of respective games. You can access this by clicking the **Paytable** button.
* Any stakes placed are non-refundable, unless a system malfunction occurs, in which case, all stakes placed on the game being played at the time of the malfunction will be refunded. We have no obligation to repay players who abuse these occurrences, and therefore, an alternative action may be deemed suitable depending on the individual circumstances.
* The in-game paytable shows symbol payouts as the multipliers on the total bet amount, which is calculated as 'total bet = (coin value \* number of fixed coins)'. Hence the actual payouts will be coin value \* paytable factor when bet lines are kept constant.
* If a query arises as a result of a gaming session, where there is a mismatch between your records and the data recorded by our servers, the latter will be considered correct.
* In the event of any disagreement between yourself and this website, the management's decision will be considered final.
* If the game is interrupted due to connection loss, **Balance** and **Win** information can be viewed using Game Logs.
* In the event of malfunction of gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets are refunded.

**Intro Texts:**

* YET TO DECIDE