

GAME OVERVIEW

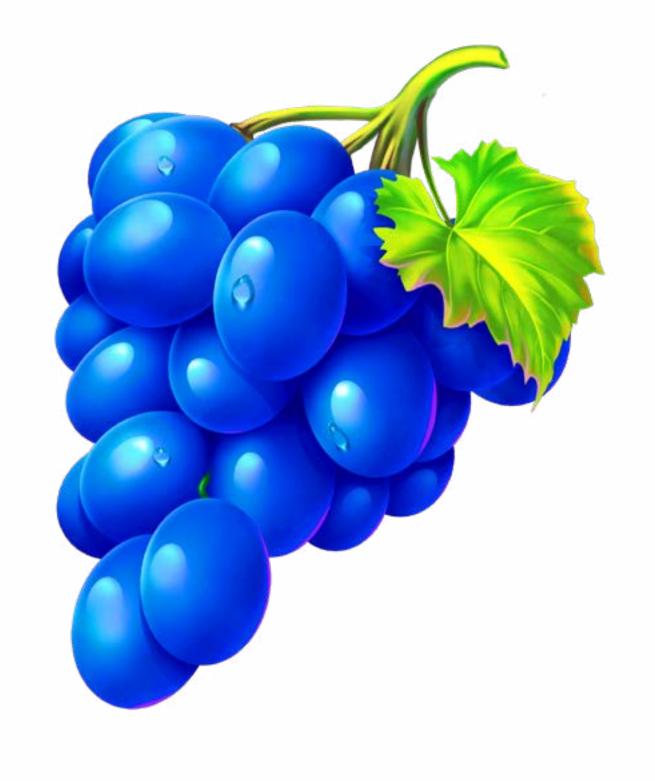


GAME OVERVIEW: FRUIT PARTY 2™

Game Description (for Players)

Mix up juicy wins in Fruit Party 2^{M} , the cluster pay videoslot where symbols award prizes for blocks of at least 5 of the same fruit. Enjoy the Free Spins, during which any symbol can hit with a random multiplier of 2x or 4x that applies to the total win of the block it's part of.





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Theme: Fruits, party

Player Demographic: All

Player Skill Level: All

Reels:

7

Symbols: 9

Paylines: 20

Progressive: No





Wild Symbol: Yes

Paid Scatter: Yes

Free Spins feature: Yes

Game ID: vs20fparty2

Default RTP: 96.50%

Bet Multiplier 20



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Dynamic reels

There are 4 sets of reels:

Base game reel set 1

Base game reel set 2

Base game reel set 3

Free game reel set

Base game reel set is selected randomly using weights.

Once reel set was selected, it is used for base spin and base game re-spins till the end of the round.

Base game Wilds

Wilds can appear in base game only if reel set 2 or reel set 3 was selected.

Wild upgrade weight is blockwise. From 0 to 4 winning blocks are selected randomly for Wild updates. If selected block has no Wilds then 1 Wild is added on random position of that block with multiplier x2. If selected block has 1 or more Wilds, then these Wilds are moved to any random position within this block. Multipliers of these Wilds are upgraded by multiplication of 2.

If Wild is common for 2 or more winning blocks and it is upgraded once in any block then there is no



upgrading again for other winning block.

When 2 or more Wilds are used in the same win, multiplier values Iwill add together.

Max multiplier is x256 on any individual Wild.

If Wild was not part of any winning block it will remain on screen with the same multiplier.

If Wild was part of a winning block, but that block was not selected for update, then Wild will be burnt.

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Free game

Free game can be triggered only from base game reel set 1.

Free games are triggered if from 3 to 7 Scatters landed. Free game can be triggered:

After base spin with 3 or more Scatters if it has no win After the last re-spin

If Free game is triggered on the last re-spin: Scatters will accumulate during re-spins. Scatters award and number of free-games is decided on the last re-spin based on total number of Scatters accumulated.

Free game can be retriggered if 3 or more Scatters landed:

On free spin

On re-spins triggered from free game

Free game Wilds

Free game Wilds upgrading weight mechanics is different from base game.

Each Wild have individual chance:

to upgrade itself multiplied by 3 and get placed anywhere in connected winning block.

or to be destroyed



If there is no Wild in a winning block, then maximum 1 wild can land based on provided weights.

- New Wild multiplier is x3.
- If Wild was not part of any winning block it will remain on screen with the same multiplier. Max multiplier is 729x on any individual Wild.

Tumbling and re-spins

Re-spins start if there is any win during base game or free spins.

Re-spins continue to play on the same reel set as base game or free spin which triggered them. Re-spins end when there is no win.

Winning positions are burnt and replaced by symbols dropping from the top. However Wild symbols positions can be burnt or not, which is decided randomly using weights. Scatters are not burnt.

















FREE SPINS LEFT 10







THANK YOU!

Contact us for more info: sales@pragmaticplay.com



