

KAJOT ONLINE GAMES












GAME INSTRUCTIONS AND DESCRIPTION OF GAME

BASIC FUNCTIONS OF THE GAME

Game Functions

The table below lists the different buttons found in the game and describes their functions.

Button		Function
Mobile	Desktop	
		Click to start a game round at the current bet level and coin value (alternatively, press the spacebar or enter).
		Click to spread the burger menu. If the burger menu is already spread, click to close burger menu and return to game.
		Click to see the Game Rules.
		Click to close the window with played game. (Click to return to the main menu of the casino).
		Click to turn on/turn off the game sounds.
		Click to see info about the game (symbols, winning ways, basic information, pay table).
		Click the arrows pointing to the left or right to scroll through the Info pages. Click the icon of Burger menu to return to the game.

		Click to set the Bet and Denomination.
		Click to set the Autoplay.
		Click to stop the Autoplay or to stop the Spin.
		Click to set maximal Bet value
		Click to toggle fullscreen
		Click to open an external page with the spin history.
		Click to return to the game from setting Autoplay, Bet and Denomination.

Game Settings

To turn on / off the **sound** of the game there is an icon of **speaker**.

To set the **Auto Play** click on AutoPlay button and choose between values which display at the right side of the display. You can turn off this Auto Play clicking on button stop.

To set the **bet** and **denomination** use the icon with **chips or +/-**. You can choose the denomination values at the left side of display and bet values at the right side of display.

To **increase / decrease** bet use **arrows** (up & down) or **buttons** (+ & -) on the keyboard.

To **start** the game use **start icon** or **space bar / enter** on the keyboard.

Additional Info

The following game **features** and **settings** may be subject to the terms and conditions of the **gaming site**. For more information on the following, refer to the gaming website:

- The procedures used to manage **unfinished game rounds**.
- The **time** after which **inactive game sessions** automatically end.

In case of **malfunction** of the gaming hardware/software, all affected game **bets** and **payouts** are **rendered void** and all affected **bets refunded**.

Denomination rules are shown in the tables below:

BET (Credits)	Denomination/Bet in €						
	0,01	0,02	0,05	0,1	0,2	0,5	1
10	0,1	0,2	0,5	1	2	5	10
20	0,2	0,4	1	2	4	10	20
30	0,3	0,6	1,5	3	6	15	30
40	0,4	0,8	2	4	8	20	40
50	0,5	1	2,5	5	10	25	50
60	0,6	1,2	3	6	12	30	60
70	0,7	1,4	3,5	7	14	35	70
80	0,8	1,6	4	8	16	40	80
90	0,9	1,8	4,5	9	18	45	90
100	1	2	5	10	20	50	100

BET:

The bet per spin is adjusted according to a selected denomination level.

The bet cannot be changed when the reels are spinning.

The bet cannot be changed during bonus games.

FRUIT FARM

BASIC INFORMATION

GAME CATEGORY	a four-reel slot machine
MAIN AIM OF THE GAME	spin a reel and get a winning combination of symbols
WINNING LINES	27 winning lines in case of 3 winning symbols 81 winning lines in case of 4 winning symbols

Winnings are valid from the left to the right. During one game you can win at multiple winning lines, which means that the winnings are added up. Only the highest win at the winning line is valid.

SPECIAL SYMBOLS, FEATURES AND BONUS GAMES

BIG SYMBOLS	Symbols may appear also in big tile form (2x2 or 3x3). These big tiles counts as basic symbol for each slot they are covering.
HEDGEHOG BONUS FEATURE	In case there is no winning combination on the reels, a hedgehog may appear wherever on the screen and it exchanges a nonwinning symbol for a winning symbol so a player will gain a bonus win.

PAYOUT TABLE

SYMBOL	3x	4x
MELON	2 x n	20 x n
GRAPES	1 x n	10 x n
PLUM	0.8 x n	4 x n
ORANGE	0.6 x n	3 x n
LEMON	0.4 x n	2 x n
CHERRY	0.2 x n	1 x n
n = BET FOR SPIN		