

Crazy Starter

Crazy Starter is a fruit and vegetable-themed 5-reel non-progressive 25 payline slot. The reels are packed with a variety of fruit and vegetables, each having its own character and mood. Happy bananas and watermelon, gloomy green pepper and tomato, freaky chili pepper and potato, pop-eyed grapes and apple, as well as flirty cherries create a playful atmosphere and make funny faces when appearing in winning combinations on the reels. The game boasts a special Free Spin button featuring a happy worm to activate 15 free spins.

Theoretical payout is 96.04%.

Rules

The objective of the game is to spin the reels so that symbols displayed form a winning combination along the payline.

Betting

- Choose the number of paylines by using buttons - and + in the bottom settings bar **Line Count**.

The Lines field displays the number of the selected lines. Each click on the + button increases the number of active paylines by 1. Each click on the - button decreases the number of active paylines by 1. Activated lines are highlighted on the screen. When the maximum number of lines is reached, the + button becomes disabled.

- To choose the bet per line value, use the + / - buttons below the **Bet value** field. The bet per line value chosen is displayed in the corresponding field.
- To start the reels spinning, click the **Spin** button.
- To activate all the paylines with the maximum bet per line value, use the **Max Bet** control.

The **Total Bet** field displays your total bet, equal to the number of selected lines multiplied by the bet per line value.

- Click the **Auto spins** button to choose the number of auto spins or use one of available auto spins options.
- Click the Start button to initiate a series of spin repeats. During auto spins the selected bet value and number of paylines remain the same as in the previous round. To stop the reels use the Stop button.

Free spins are played at the same bet and lines as the round activating these spins.

Spin Results

If a winning combination is formed along any active payline, it will become animated and the win amount is displayed in the **Win** field.

- All symbols pay left to right on consecutive reels of an active payline.
- Coinciding wins on several active paylines are added.
- Payouts are made according to the paytable.
- Payline wins are multiplied by the bet per line value.
- Note that only the highest win is paid on each of the active paylines.
- To view game payouts, push the Menu button in the upper right corner and choose Paytable section. To return to the main game screen, click the Back button.

Bonus Features

- Wild symbol is the word “Wild” on a green and flowery background. Wild stands for any symbol except Free Spin.
- Worm is a **Free Spin** symbol. 2 Free Spin symbols on reels 2 and 4 add 15 free spins. Free spins can be retriggered. During free spins reel 3 is combined completely of Wilds.

Malfunction voids all plays and pays! All unfinished rounds will be terminated every other day. If the game requires “Collect” - “Collect” will take place and the win from the round will be added to the player balance. If the game requires action from a player, the result is counted assuming that the player has chosen the action with no risk without raising the initial bet.

The Game Rules as published on this website are in English. Translations into other languages are provided as a service in good faith. In the event of ambiguity between an English version and a translation, the English version always retains priority.