

Candy Monster

GAME RULES

- This page contains information on how to play this game.
- Please scroll down to read through all topics.

Getting started

- This game is a game for one player - the gameplay of other players does not affect yours. Each game starts when you place a bet and ends when you leave the application.

Playing

- You choose the total bet per round via the "Total Bet" button.
- The minimum bet per round is \$ 0.20.
- The maximum bet per round is \$ 10 000.00.
- The "Start" button begins a round of play.
- Each round is independent of previous rounds.
- All game outcomes are independent and randomly determined.
- When you start a round, the bet is deducted from the balance you've paid in.
- At the end of a round, the console displays your win, if any.

Win Lines

- Candy Monster has 15 reels and 40 win lines.
- You can find an overview of the win line pattern via "Paytable & Info".

Autoplay

Clicking on "Auto" will bring up the Autoplay-dialogue where you can configure the following options before starting the automatic spins:

- The number of rounds you want Autoplay to be active.
- The loss limit at which Autoplay should stop.
- The win limit at which Autoplay should stop after meeting or exceeding it.
- By clicking "OK", you start the automatic spins with the chosen configuration.
- If "Autoplay" is activated the button label becomes green. Clicking it again stops the automatic spins.
- Autoplay stops automatically when the total bet is higher than your current funds.
- Autoplay stops automatically when a feature is awarded.

Winnings

- Winning combinations and payouts are made according to the payable.
- Symbol payout values shown in the payable are dynamic and change in accordance with the selected bet value.
- Highest win only paid on each selected line and per scatter combination.
- Scatter wins and line wins are added.
- Scatter symbols pay regardless of their position.
- All wins start on the leftmost reel and are for combinations of a kind, consecutive from left to right on selected lines, except scatters.

Bonus Symbols

- The Prize Coin, Mini, Minor, Major and Grand symbols function as scatter symbols.
- The Monster Symbol and Candy Machine Symbol substitute for all symbols except scatters.
- The Monster Symbol and Candy Machine Symbol appear on the centre reel only.
- The Donut, Popsicle, Lollipop, Bonbon, Prize Coin, Mini, Minor, Major and Grand symbols can not land on the centre reel.

RTP Range

- The theoretical RTP (return to player) value for this game is 94.04 %.
- The theoretical RTP is calculated as total win/total bet over a large number of games played and reflects the prizes awarded by a game as a percentage of all bets made. The actual RTP can vary widely in either direction for a small number of games due to statistical variance.

Connection Loss

- In case you lose your network connection, the game will proceed to complete the current round of play automatically after a delay of 2 hours absence from the game.
- If you reconnect into the game earlier, you are able to continue playing the current round.
- This includes all settings such as number of lines and bet.
- If this round contains multiple spins (e.g. free games feature), the game will determine your winnings based on the game's expected win values.

Malfunction voids all pays and plays.

GAME FEATURES

Buy Bonus

- The Buy Bonus can only be activated during the base game by pressing the Buy Bonus button.
- The Buy Bonus pop-up window shows the Buy Bonus options and their respective costs.
- Activation of the Buy Bonus guarantees a Free Games Feature is awarded.
- The Buy Bonus pop-up window displays two options:
- Option 1: 6 or 12 Free Games. The Buy Bonus costs 50x of your current Total Bet.
- Option 2: 6 or 12 Party Free Games. The Buy Bonus costs 100x of your current Total Bet.
- Once activated, the reels will spin and land on either a Monster symbol to trigger Free Games, or a Candy Machine symbol to trigger Party Free Games dependent on the option that had been selected. Either 6 or 12 Free Games/Party Free Games will be awarded randomly.

Bonus Prizes

- The Monster and Candy Machine Symbols unlock and award on screen bonus prizes.
- Bonus prizes include Prize Coin Symbols with values of x0.5, x1.0 or x1.5 TOTAL BET as well as Mini, Minor, Major or Grand.
- Bonus prizes may appear on all reels except the centre reel.
- The Candy Machine Symbol may upgrade on screen bonus prizes, or add bonus prize symbols onto the screen.
- A bonus prize symbol can be upgraded to a value of up to x2.5 TOTAL BET, Mini, Minor, Major or Grand.
- The Grand bonus symbol can not be upgraded.

Candy Spin

- During the base game, a Candy Spin may randomly be triggered, forcing a Monster or Candy Machine Symbol to appear first on the centre reel.

Candy Rewind

- In the base game, the centre reel may rewind a random number of symbols causing a Monster or Candy Machine Symbol to appear.
- When a Monster or Candy Machine Symbol appears during the base game or Free Games, one or more non-winning symbols may randomly rewind to land on a locked Mini, Minor, Major or Grand bonus symbol.
- It is possible for both Candy Rewind events to occur during the same spin.
- The Candy Rewind is a presentation of a predetermined outcome.

Free Games and Party Free Games

- Upon a Monster Symbol appearing, a coin may be added to either one or both Money Jars.
- Upon a Candy Machine Symbol appearing, a coin is guaranteed to be added to both Money Jars.
- Added coins will grow Money Jars and may randomly pop one or both.
- If one Money Jar randomly pops, 6 Free Games are awarded. If both Money Jars pop, 12 Free Games are awarded.
- If a Money Jar pops with a Monster Symbol on the centre reel, Free Games are played with the Monster Symbol always visible on the centre reel.
- If a Money Jar pops with a Candy Machine Symbol on the centre reel, Party Free Games are played with the Candy Machine Symbol always visible on the centre reel.
- During Free Games and Party Free Games, Money Jars may be popped again to award additional Free Games.
- When a Money Jar is randomly popped, it resets to its smallest size.
- The size of the Money Jars is not an indication of the likelihood of Free Games being awarded.
- Free Games and Party Free Games are played using the same bet as the spin which triggered them.

Gamble

- With your current stake, a maximum of \$ 500.00 can be bet while in the gamble feature.
- For higher wins or during autoplay, the gamble feature is not available.

SYMBOLS

The table below lists the winning symbols of this game.



Monster



Candy Machine



Prize Coin (Scatter)



Mini (Scatter)



Minor (Scatter)



Major (Scatter)



Grand (Scatter)



Donut



Popsicle



Lollipop



Bonbon



Red Candy



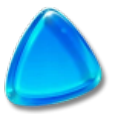
Yellow Candy



Pink Candy



Green Candy



Blue Candy



Purple Candy

USER INTERFACE

Buttons

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



Start: Start a game round at the current bet level.



Total Bet: See available bet options or press + or - to increase or decrease your current bet.



Max Bet: Set your bet to the maximum available bet.



Auto: Start Autoplay
(for more details on Autoplay see the "Game Rules" section).



Lines: Change the number of lines. If this button is greyed out, you cannot change the number of lines.



You can find more details on the available menu options below.



In "Settings": Toggle the "Gamble" switch from "Off" to "On" to turn on the option to gamble your winnings during the game.
Gamble: Enter the "Gamble Game" where you can double your winnings with odds of 50:50. For more details on the Gamble Feature, see the "Game Features" section.



In the payable: Click the arrow buttons to scroll through the payable. Pressing "X" brings you back to the game again.



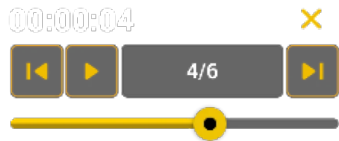
Exit: Exit the game.



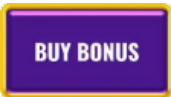
Change sound settings (sound & music, sound only or sound off).



Toggle between fullscreen and windowed mode.



In replay mode: Press left or right to step through your last played rounds. Press the "Play" button to see the complete round again.



Buy Bonus: Press to enter the Buy Bonus pop-up window.



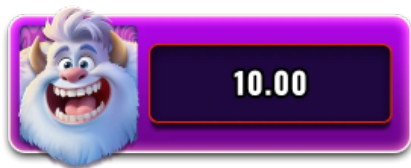
If you want to continue with the selected Buy Bonus option, press this button to enter the feature. If the button is greyed out, you do not have enough money to buy the feature.



If you do not want to buy the feature, press this button to return to the base game.



Bet Per Spin: Press + or - to increase or decrease the Feature Cost. If the button is greyed out, you cannot change the Feature Cost this way.



Press to select Buy Bonus option 1 - Free Games.



Press to select Buy Bonus option 2 - Party Free Games. When playing on a mobile or tablet, you can move the buttons by dragging and dropping them to the positions you want.

Keyboard Input

The table below lists the supported keyboard shortcuts and describes their functions.



Space

- Starts a new round.
- Collects your current winnings.
- Triggers a fast stop of the running reels.



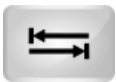
Left Arrow

- Decreases the current bet until the minimum possible bet has been reached.
- Starts the gamble feature when your current winnings can be gambled.
- Chooses the red card during the gamble feature.



Right Arrow

- Increases the current bet until the maximum possible bet has been reached.
- Starts the gamble feature when your current winnings can be gambled.
- Chooses the black card during the gamble feature.



Tab

- Opens the payable.
- Navigates to the next page when pressed while the payable is in view.
- Closes the payable again when pressed on the last page.

Paytable & Info

- The payable lists the symbols, winning combinations and payouts of the game.
- The payable always shows the prizes for the currently selected bet and number of lines.
- It consists of multiple pages which can be accessed by using the arrow buttons.

Replay

- With the replay option you are able to rewatch your previous rounds.
- For an overview about the controls in replay mode find details in the user interface table above.

Help

- This button displays the ingame help.

Exiting the game

- You can exit the game at the end of each round.

VERSIONS

Game Certification

- Game Certification Version: 1.180.0 (1.0.0)

Game Server

- Game Server Build Technology: novoSDK
- Game Server Build novoSDK Version: 1.130.0_2026-02-19_080456

Game Client

- Game Client Build Technology: novoSDK
- Game Client Technology: HTML5 Desktop
- Game Client In-Game Help Date: 4 March 2026

Manufacturer and Supplier

- Manufacturer: Greentube GmbH
- Supplier: Greentube GmbH