





"CANDY TOWER" HELP

- Coin can be selected as **[OPERATOR CONFIGURABLE]**
 - Bet level can be selected as **[OPERATOR CONFIGURABLE]**.
 - Total bet in coins is **15** multiplied by the bet level.
 - Total bet in player currency is the total bet in coins multiplied by the coin denomination.
 - All combinations and payouts are made according to the **PAY TABLE**.
 - The coin payout values in the **PAY TABLE** are based on bet level 1.
 - Any win in currency is equal to the win in coins multiplied by the coin denomination.
 - Click **BET** or **BALANCE** in the **GAME INTERFACE** to switch between currency and coin display mode.
- **COIN MODE**
 - The coin payout values in the **PAY TABLE** are based on bet level 1.
 - Any win in coins is the value as displayed in the **PAY TABLE** multiplied by the bet level.
 - Any win in currency is equal to the win in coins multiplied by the coin denomination.
- **CURRENCY MODE**
 - The payout values in the **PAY TABLE** are displayed in the player currency as the win value based on the selected bet.
 - All other game rules are displayed in the **PAY TABLE**.
 - In the event of any malfunction, all game bets and payouts are rendered void.
 - In the event where the client display is different to the server result as displayed in the game history, the server result will be deemed correct.

GAME INTERFACE

BALANCE	The current balance in player currency.
COINS	The balance divided by the selected coin denomination.
BET	The total bet in coins.
BET (message bar)	The total bet in player currency.
WIN (message bar)	The total win in player currency including feature wins of the active game.
COIN	Increment/decrement the coin denomination (if active).
BET LEVEL	Increment/decrement the bet level (if active).
Nº	The current game number.
	View the Pay Table.
	Starts a new game at the set coin denomination and bet level. Space bar can be used to spin the reels.
	During play this button can be used as a skip button (if active).
	Stops the reels (if active). Space bar can be used to stop the reels.
BET MAX	



Sets the bet level to the respective maximum value, if not already set.
Starts a new game at the set coin denomination and the bet level set to maximum.



AUTO PLAY (if applicable)
Displays the Auto Play options.
Can be used to stop Auto Play when active.



Enables or disables full screen (if visible).
Available during game play.



Enables or disables sound.
Available during game play.



Enables or disables faster game play.
Available during game play.



Displays the Game Menu.
Available during game play.

AUTO PLAY

Number of spins	Selects the number of spins to be played.
If balance decreases by	Stops Auto Play if your balance decreases by the amount you specify.
If a single win exceeds	Stops Auto Play if a single win exceeds the amount you specify.

GAME MENU

How to Play	View additional game help (this screen).
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GAME SETTINGS

Quick Spin	Enables or disables faster game play.
Volume	Adjusts the master sound volume.

DISCONNECTION POLICY

Communication problems over the internet may cause disconnections.

The software is designed to protect the player from unjustifiable loss, while eliminating the possibility of intentional disconnection and system abuse.

Refer to each section below for specific disconnection policies.

"CANDY TOWER" DISCONNECTION POLICY

- Should disconnection occur before starting a new game, no funds will be removed from the player's account.
- Should disconnection occur after the bet was placed and the Spin button pressed:
 - If no further action is required to complete the game, result will be determined by the server.
The game will not display the result.
The result can be viewed in the player's detailed game history once the result has been determined.
The Gamble option (if enabled) will not be available for this game.
 - If you are required to take further action to complete the game, the game will not display the result until you re-open the game.
The game will resume at the last point as determined by the server.
After 60 days, if not completed, the game will be closed and any further winnings will be forfeited.

FILE DATE







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SERVER VERSION

5.1.8245.388




RNG VERSION

WILD

-  substitutes for all symbols except .
-  symbols land on reels **2, 4 and 6** during the **BASE GAME**
-  symbols land on reels **1 - 6** during the **FREE GAME FEATURE**.
-  symbols may be part of more than **1** group.
-  symbols only pay when not part of any other group.

SCATTER

	6 750
	5 150
	4 45
	3 15

-  pays added to other pays
-  wins are multiplied by total bet.
-  pay anywhere.






HIGH WIN SYMBOLS

			
	30 22,000	30 22,000	30 12,000
	29 20,000	29 20,000	29 11,000
	28 18,000	28 18,000	28 10,000
	27 16,000	27 16,000	27 9,000
	26 14,000	26 14,000	26 8,000
	25 12,000	25 12,000	25 7,000
	24 10,000	24 10,000	24 6,000
	23 8,000	23 8,000	23 5,000
	22 6,000	22 6,000	22 4,000
	21 4,000	21 4,000	21 3,000
	20 2,000	20 2,000	20 2,000
	19 1,000	19 1,000	19 1,000
	18 550	18 550	18 400
	17 400	17 400	17 300
	16 300	16 300	16 240
	15 230	15 230	15 180
	14 180	14 180	14 120
	13 150	13 150	13 90
	12 120	12 120	12 60
	11 90	11 90	11 30
	10 60	10 60	10 15
	9 30	9 30	9 10
	8 20	8 20	8 7
	7 10	7 10	7 5



LOW WIN SYMBOLS

	30 7,200		30 3,600		30 3,600
	29 6,600		29 3,300		29 3,300
	28 6,000		28 3,000		28 3,000
	27 5,400		27 2,700		27 2,700
	26 4,800		26 2,400		26 2,400
	25 4,200		25 2,100		25 2,100
	24 3,600		24 1,800		24 1,800
	23 3,000		23 1,500		23 1,500
	22 2,400		22 1,200		22 1,200
	21 1,800		21 900		21 900
	20 1,200		20 600		20 600
	19 600		19 300		19 300
	18 300		18 180		18 180
	17 180		17 90		17 90
	16 90		16 40		16 40
	15 40		15 30		15 30
	14 30		14 25		14 25
	13 25		13 20		13 20
	12 20		12 15		12 15
	11 15		11 11		11 11
	10 11		10 8		10 8
	9 8		9 5		9 5
	8 5		8 3		8 3
	7 3		7 2		7 2




CANDY TOWER

- Boost features are enabled by collecting winning combinations in the **BASE GAME** and are then active in the next **FREE GAME FEATURE**.
-  is added to the tower once **HORIZONTAL BOOST** is enabled.
-  is added to the tower once **VERTICAL BOOST** is enabled.
-  is added to the tower once **CASH BOOST** is enabled.
-  is added to the tower once **MULTIPLIER BOOST** is enabled.
-  is added to the tower once **ROAMING BOOST** is enabled.




WILD DROP FEATURE

- The **WILD DROP FEATURE** is triggered at random before the reels stop.
- 3 - 10  symbols are dropped on rows 3 - 5 before pays are awarded.
- The **WILD DROP FEATURE** occur before the Boost features and dropped  symbols can expand.


VERTICAL BOOST

- The **VERTICAL BOOST** is enabled by collecting **5 OR MORE**  winning combinations during the **BASE GAME**.
- Any  symbol that initially landed expand from the center to cover **3** symbols.
- Any  symbol that initially landed on the top-most row or the bottom-most row expand to cover **3** to the bottom and top respectively.




HORIZONTAL BOOST

- The **HORIZONTAL BOOST** is enabled by collecting **10 OR MORE**  winning combinations during the **BASE GAME**.
- Any  symbol that initially landed expand from the center to cover **3** symbols.
- Any  symbol that initially landed on the left-most reel or the right-most reel expand to cover **3** symbols to the right and left respectively.


CASH BOOST

- The **CASH BOOST** is enabled by collecting **25 OR MORE**  winning combinations during the **BASE GAME**.
- Each and every **FREE GAME** an instant cash prize will appear on **3 - 10** random symbols.
- Possible prizes as a multiplier of the bet level are: **X1 X2 X3 X5 X8 X18 X28 X58 X88 X188 X288 X588 or X888**.




ROAMING BOOST



- The **ROAMING BOOST** is enabled by collecting **30 OR MORE**  winning combinations during the **BASE GAME**.
- At the start of the **FREE GAME FEATURE** a single  symbol is guaranteed to appear at a random position.
- Every **FREE GAME** the  symbol will move a single position in any direction.

MULTIPLIER BOOST

- The **MULTIPLIER BOOST** is enabled by collecting **35 OR MORE**  winning combinations during the **BASE GAME**.
- All prizes are **DOUBLED**.

FREE GAME

- **10 FREE GAMES** are awarded when **3**  appear **ANYWHERE**.
- **15 FREE GAMES** are awarded when **4**  appear **ANYWHERE**.
- **50 FREE GAMES** are awarded when **5**  appear **ANYWHERE**.

- **250 FREE GAMES** are awarded when 6  appear **ANYWHERE**.
- **15 FREE GAMES** are awarded when all Boost features are enabled during the **BASE GAME**.
- The **HIGHER FREE GAMES** take preference if all Boost features and  trigger simultaneously.
- The feature can be retriggered.
- Free games are played at the bet of the triggering game
- Collections are disabled in the **FREE GAME FEATURE**.
- Collections are reset to zero once the **FREE GAME FEATURE** is complete.

GROUPED PAYS

- 7 or more symbols appearing in a group award a win.
- A symbol is part of a group if it is horizontally or vertically adjacent to the same symbol.
- Wins on different groups are added
- Wins are multiplied by bet level.

OTHER RULES

- Play for **15** coins only.
- Collections are saved for each bet configuration
- A bet configuration is the combined selection of coin and bet level.