#### **Game Basics**

Finn and the Candy Spin™ is a 5-reel, 5-row video slot with the Sugar Rush feature, the Yeti Destroy feature, the Candy Luck feature, the Pop Transform feature, 4 different Free Spins games that are unlocked by collecting Free Spins Key symbols, and the Buy Feature.

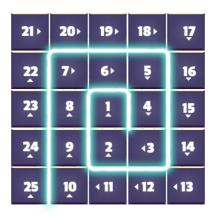
3 or more of the same symbols appearing in a vertical or horizontal line anywhere on the reels award a win. Simultaneous wins from different combinations of symbols are added. Only the highest win per combination is paid.

Winning combinations and payouts are made according to the Paytable. Symbol payout values shown in the Paytable are dynamic and change in accordance with the selected bet value.

## **Spin Mechanic**

Symbols on the reels appear in a clockwise spiral pattern that starts at the bottom left corner and ends in the center.

Any win starts an Avalanche™. Symbols in winning combinations disappear, while remaining symbols move following the pattern to fill empty positions, with new symbols appearing in the bottom left corner. After all positions are filled, the wins are evaluated again. Avalanches continue until there are no more wins.



## Wild Symbols

When a win combination without a Wild symbol disappears from the reels, a Wild symbol is placed in the position that was at the center of the disappearing win combination. If there was an even number of symbols in the disappearing win combination, the Wild symbol is placed in one of its two center positions at random. If two win combinations intersect with their centers, then only one Wild symbol is placed at the center.

When a win combination with one or more Wild Symbols disappears from the reels, each Wild symbol explodes destroying symbols adjacent to it vertically and horizontally.

Wild symbols substitute for all symbols except for the Free Spins Key symbol. Wild symbols create winning combinations with other symbols if possible. When 3, 4 or 5 Wild symbols appear in a line and are not able to create a winning combination with another symbol, they substitute for the highest-paying symbol according to the Paytable.

#### **Random Features**

During each spin in the main game, one of the following random features may be activated: Sugar Rush feature, Yeti Destroy feature, Candy Luck feature, or Pop Transform feature. Random features are activated after the initial spin and before the wins are evaluated.

- In Sugar Rush feature 2 to 5 Wild symbols appear in random positions on the reels. If there are no winning combination on the reels, Wild symbols continue to be randomly added until there is a winning combination, with up to 10 random Wild symbols in total.
- In Yeti Destroy feature up to 19 random symbols are removed from the reels, causing an Avalanche that is guaranteed to result in at least one winning combination. In the main game, the Yeti Destroy feature can only be activated if there are no wins on the reels.
- In the Candy Luck feature, all symbols on a random row or reel without a Free Spins Key symbol are transformed into one of the low-win symbols or high-win symbols, creating a winning combination. In the main game, the Candy Luck feature can only be activated if there are no wins on the reels.
   In Cotton Candy Lab Free Spins, if the Candy Luck feature transforms symbols on a row or a reel with one or more symbols participating in a winning combination, all symbol on that row or reel are transformed into Wild symbols.
- In Pop Transform feature all low-win symbols on the reels are transformed into high-win symbols. All instances of a low-win symbol transform into the same high-win symbols, but the resulting high-win symbols are chosen separately for each low-win symbol.

# Free Spins Key Symbol

The Free Spins Key symbol can appear only in the main game and is placed in the bottom left corner of the reels at the start of every spin. Free Spins Key symbol reaching the center of the reels as a result of Avalanches activates Free Spins and increase the key meter by 1 up to 999. The key meter cannot be reduced and is saved with your account.

Note: The saved data is subject to expire.

Free Spins Key symbol cannot be removed from the reels or transformed into a different symbol by Wild symbols or random features.

# **Free Spins**

Free Spins Key symbol reaching the center of the reels activates Free Spins after there are no more winning combinations. At the start of Free Spins, you enter the Free Spins World where you choose one of the available Free Spins games: Wild Sugar Hub, Ice-Cream Palace, Cotton Candy Lab, and Gumball Factory. Free Spins games become available when the key meter reaches a specific number:

- Wild Sugar Hub becomes available when the key meter reaches 1.
- Ice-Cream Palace becomes available when the key meter reaches 4.
- Cotton Candy Lab becomes available when the key meter reaches 9.
- Gumball Factory becomes available when the key meter reaches 16.

Activating the Wild Sugar Hub awards 7 Free Spins and activates the Sugar Rush feature at the beginning of each Free Spin after the initial spin and before the win evaluation.

Activating the Ice-Cream Palace awards 3 Free Spins, and activates the Yeti Destroy feature once per Free Spin when there are no winning combinations on the reels.

Additionally, at the start of each spin, a Sticky Wild symbol appears in the bottom left corner of the reels. The Sticky Wild symbol cannot be destroyed by the Yeti Destroy feature and does not explode removing the adjacent symbols when it becomes a part of a winning combination.

Activating the Cotton Candy Lab awards 4 Free Spins and activates the Candy Luck feature at the beginning of each Free Spin after the initial spin and before the win evaluation.

Activating the Gumball Factory awards 2 Free Spins and activates the Pop Transform feature at the beginning of each Free Spin after the initial spin and before the win evaluation.

Free Spins are played at the same bet as the round that activated Free Spins. At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated Free Spins, and the game returns to the round that activated Free Spins.

### **Buy Feature**

Free Spins can be activated with the Buy Feature for 50 times the bet.

When the Buy Feature is used, the key meter is increased by 1 and you enter the Free Spins World where you choose one of the available Free Spins games.

### **Return to Player**

The theoretical return to player for this game is 96.62%.

The theoretical return to player in the Buy Feature is 96.60%.

## **Betting**

To play the game, you must have sufficient funds to cover your bet. You can see your current BALANCE on your screen.

**BALANCE** 

#### 500.00

To start playing, first select the bet value. Click/tap "+" or "-" to increase or reduce the bet or click/tap on the bet value in the middle and select a bet value from a scrollable list. Please note that the selected bet will be applied to each spin. If your balance becomes insufficient to play, your bet will be automatically reduced to the highest available bet value.



Minimum bet: 0.2 Maximum bet: 500

Once you have chosen the bet, click/tap the SPIN button to start playing.



During a spin, you can use the STOP button to stop the reels more quickly if possible.



To use the Buy Feature, click/tap the BUY FEATURE button. In the Buy Feature panel, you can choose the spin bet that is used to calculate the total Buy Feature cost and the winnings.



## **Autoplay**

Autoplay allows you to repeat your selected bet for a chosen number of game rounds.

To start Autoplay, choose the desired bet value and then click/tap the Autoplay button.

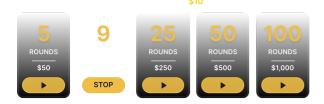


In the Autoplay panel, you can start Autoplay by selecting the number of rounds you want your bet to be repeated for.



Your selected number of Autoplay rounds will be displayed on the Autoplay button. The number of remaining Autoplay rounds will be updated, once Autoplay is started.

#### Autoplay



Your total Autoplay bet amount is calculated by multiplying the number of Autoplay rounds with the value of your bet. It is indicated under each Autoplay option. The remaining Autoplay bet amount will also be displayed under the chosen Autoplay option, once Autoplay has started.

Your automatic game rounds will continue until either your chosen number of Autoplay rounds are complete, you choose to stop Autoplay by clicking/tapping STOP, or the Free Spins round is activated.



When Autoplay is stopped, you will be able to start Autoplay with the previously selected bet and number of rounds again by clicking/tapping REPEAT.



While Autoplay is running, it is not possible to change your bets. You should stop Autoplay to change the bets.

#### **Other Controls**

# BUTTON FUNCTION



Click/tap the PAYTABLE button to view the winning combinations and payouts.

BUTTON	FUNCTION
(*)	Click/tap the SOUND button to turn the game sounds on or off. Alternatively, use the slider to adjust the volume of game sounds. The button and/or the slider might not be available on some devices.
	Click/tap the SETTINGS button to open a menu of user-changeable settings:  • All sounds: Turns the game sounds on or off. You can also use the slider to adjust the volume of game sounds, if it is available on your device.  • Game effects and Music: Turn the game effects or music on or off. Alternatively, use the sliders to adjust the volume.  • Game Speed: Select the desired spin speed — REGULAR, QUICK SPIN, or SUPER QUICK SPIN. Alternatively, click the QUICK SPIN button, if available on your device, to go from REGULAR to QUICK, from QUICK to SUPER QUICK, and from SUPER QUICK back to REGULAR speed.  • Intro screen: Turns the intro screen on or off.  • Spacebar to spin / stop a spin: Enables / disables the option to
	start or stop a spin using the spacebar.
3	Click/tap the GAME HISTORY button to view the game rounds you have played and the results of those rounds.
0	Click/tap the HOW TO PLAY button to view the game rules.
<b>(#</b>	Click/tap the FULL SCREEN button to enter the full screen mode or click/tap the EXIT FULL SCREEN button to exit it.
A	Click/tap the HOME button to go back to the website homepage.

# **Responsible Gaming**

The RESPONSIBLE GAMING button allows you to access the page outlining the Responsible Gaming policy. This page provides useful information and links regarding responsible online gaming behaviour and how to set limitations to your game sessions.



### **Unfinished Game Rounds**

Any unfinished game rounds are resolved automatically after a period of inactivity. The following decisions are applied if necessary:

• Before the start of Free Spins, the Free Spins game with the highest key meter requirement will be chosen from the Free Spins games available at the start of the round.

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

#### **Game Number**

Each game round is identified by a unique GAME NUMBER.

This number reflects when the game round began in terms of GMT by *hour: minute: second*. Please use this game number for reference (or take a screenshot of the game number) if you wish to contact Customer Service regarding a particular round.

## **Shortcut Keys**

Shortcut keys can be used to quickly perform useful game functions.

KEY	FUNCTION
ESC	<ul> <li>When applicable, the ESC key can be used to:</li> <li>Exit full-screen mode.</li> <li>Close an open pop-up window (Game History, How to Play, Settings, etc.).</li> </ul>
SPACEBAR	<ul> <li>When applicable, the SPACEBAR key can be used to:</li> <li>Start a spin (if the "Spacebar to spin / stop spin" option is enabled).</li> <li>Skip some of the animations and end the game round more quickly if possible.</li> </ul>

### **Technical Information**

Game rules generated: 2024-02-16 11:30:11

Game server version:

1.0