

# "CANDY CRUSH"

Created: 02/09/2023

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**Thank you for purchasing our game. If you have any questions that are beyond the scope of this help file, please feel free to email via user page contact form here.**

**(<https://codecanyon.net/user/muscle-ss?ref=Muscle-SS>)**

**Thanks so much!**

## **Description**

Candy Crush is a super HTML5 game! An addictive logic game, pass each level with pleasure, for each level you need to collect the required number of blocks from two to four types, there are restrictions on the number of steps and no restrictions on boosts for a cooler and more fun game! The game has 100 levels and an in-game store that will help you complete this exciting game. How many levels can you complete in 5 minutes for example, is that a speed run baby? Let's play!

The ZIP package contains the game with 1080 x 1920 resolution that automatically scales to fit current screen device.

The game is fully compatible with all most common mobile devices.

More infos will be found in the comments added to the game.

This game was created with Construct 3, and the game can not be modified with a free license of Construct 3.

## **Game Engine**

Construct 3 is the best game engine for creating 2D games, browser games and mobile games!

Official site: <https://www.construct.net/en>

Official manual: <https://www.construct.net/en/make-games/manuals/construct-3>

## **Admob ADS**

In this game, you can install a code for advertising from AdMob with your advertising identifiers, if you need help with installation, then write to me by e-mail (**Paid service**).

For further info, please refer to: <https://www.construct.net/en/make-games/manuals/construct-3/plugin-reference/mobile-advert>

## **Change Graphics**

The game contains the objects' sprite sheets that you can edit if you want to change objects' images.

Objects' dimensions will be arranged according to the canvas size for the best display on devices.

If you want to change objects' graphics, replace the sprite sheets with your own, ensuring the frames to be arranged properly as in the game.

## **Change Backgrounds**

The game contains the background sprite sheet that you can edit if you want to change graphic.

If you want to change background graphic, replace the spritesheet with your own, ensuring the frames to be arranged properly as in the game.

## **Additional plugins / behaviours used in this game**

The game does not contain any non-native plugins / behaviors that need to be installed before use.

## **Game modifications**

### **Global\_Events sheet:**

"Sound" = "0" - Unit, sound volume measurement (Located in the group: "Audio\_Settings");

"Sound\_Status" = "1" - Variable for complete control over sound (Located in the group: "Audio\_Settings");

"Music" = "0" - Unit, music volume measurement (Located in the group: "Audio\_Settings");

"Music\_Status" = "1" - Variable for complete control over music (Located in the group: "Audio\_Settings");

"Size\_Difference" = "0" - The difference between the current and original screen size (Located in the group: "Screen\_Size\_Settings");

"Current\_Distance" = "0" - Current distance between the object (Located in the group: "Screen\_Size\_Settings");

"Distance\_Between\_Objects" = "15" - Current distance between the objects, buttons, etc, in pixels.

### **Game\_Events sheet:**

"Game\_Status" = "text" - Current status of the game;

"Score" - Main and the current score in the game;

"Booster\_Cut\_Row" - Variable for booster activation;

"Booster\_Cut\_Row\_Count" - Number of available boosters of a given type;

"Booster\_Cut\_Block" - Variable for booster activation;

"Booster\_Cut\_Block\_Count" - Number of available boosters of a given type;

"Booster\_Cut\_Column" - Variable for booster activation;

"Booster\_Cut\_Column\_Count" - Number of available boosters of a given type;

"Booster\_Change\_Block" - Variable for booster activation;

"Booster\_Change\_Block\_Count" - Number of available boosters of a given type;

"Booster\_Change\_Block\_Current\_Block\_Frame" - Variable for booster, block image change;

"Block\_Frames" - Variable for selecting the type of image blocks;

"Total\_Block\_Types" - Number of blocks participating;

"Block\_Type\_1" - Animation frame for block type 1;

"Block\_Type\_1\_Count" - Current number of blocks for type 1;

"Block\_Type\_1\_Target" - Number of blocks type 1 to achieve the goal;

"Block\_Type\_1\_All\_Count" - Total number of type 1 blocks;

"Block\_Type\_2" - Animation frame for block type 2;

"Block\_Type\_2\_Count" - Current number of blocks for type 2;

"Block\_Type\_2\_Target" - Number of blocks type 2 to achieve the goal;

"Block\_Type\_2\_All\_Count" - Total number of type 2 blocks;

"Block\_Type\_3" - Animation frame for block type 3;

"Block\_Type\_3\_Count" - Current number of blocks for type 3;

"Block\_Type\_3\_Target" - Number of blocks type 3 to achieve the goal;

"Block\_Type\_3\_All\_Count" - Total number of type 3 blocks;

"Block\_Type\_4" - Animation frame for block type 4;

"Block\_Type\_4\_Count" - Current number of blocks for type 4;

"Block\_Type\_4\_Target" - Number of blocks type 4 to achieve the goal;

"Block\_Type\_4\_All\_Count" - Total number of type 4 blocks;

"Lower\_Block\_Y" - Main block Y-coordinate;

"Lower\_Column\_X" - Main column X-coordinate;

"Lower\_Column\_Y" - Main column Y-coordinate;

"Stars" - Number of stars earned per level;

"Saved\_Level\_Type" - Save variable of the current level type to continue it;

"Difficulty\_Level" - Game difficulty variable, the higher the number, the lower the number of available steps per level;

"Single\_One" - Variable for single blocks;

"Remain" - Variable for remain blocks;

"Active\_Block\_Color" - Variable for selected block animation;

"Take" - Confirmation variable for selected blocks;

"Total" - Number of matched blocks;

"Active\_Column" - Variable for checking columns on the x-axis;

"Block\_Size" - Distance between 2 blocks perpendicularly or the block size;

"Column\_Speed\_X" - The speed number divides the block size, an even number must be obtained, otherwise the columns will be mixed when displaced;

"Block\_Fall\_Speed\_Y" - The speed number divides the block size, an even number must be obtained, otherwise the blocks will not fit correctly in the rows;

"Max\_Level" - The maximum number of levels in the game to complete the game;

"Level" - Level of the game;

"Total\_Moves" - Total moves received to complete the level;

"Moves" - Remaining number of moves;

"Wait\_Timer" - Time to wait (in seconds) for some actions;

"Wait\_Timer\_For\_Check" - Time to validate blocks;

"Stars\_Line" - The width of the line corresponding to the stars scored per level to the number of remaining steps.

### **Store\_Events sheet:**

"Coins" - The total number of coins the player has;

"Max\_Coins" - The maximum possible number of coins;

"Count\_Coins" - Variable for counting the number of coins;

"Booster\_1\_Price" - Type 1 booster upgrade cost;

"Booster\_2\_Price" - Type 2 booster upgrade cost;

"Booster\_3\_Price" - Type 3 booster upgrade cost;

"Booster\_4\_Price" - Type 4 booster upgrade cost.

### **Game\_Complete\_Events sheet:**

"DESCRIPTION" = "I love this super game!" - Description text for the game, for publishing in social networks;

"REDIRECT\_URL" = "<https://codecanyon.net/user/muscle-ss/portfolio?ref=Muscle-SS>" - Link to view game, for publishing in social networks;

"IMAGE" = "<https://s3.envato.com/files/204992038/Muscle-SS.png>" - Image to view game, for publishing in social networks.

Once again, thank you so much for purchasing this game. Feel free to contact us if you have any questions or issue relating to this game. No guarantees, but we'll do our best to assist.