

The Candy Kingdom Chronicles!

Welcome to the Candy Kingdom Chronicles!

Would you like to embark on an epic journey through the magical Kingdom to discover the hidden secrets behind the Candy World?



I'm sure that you are all aware of the fact that Tiffi has been here forever. And because of this she wants to share the story of how it all began.



“This story will consist of 5 chapters,” Tiffi says. “It begins with how Kimmy and I ended up in the Candy Kingdom. And the other chapters will be containing a lot of cool trivia about my friends. Elsa and I worked on all the chapters together. I gave her the facts, and she put the story together. It begins with Kimmy and I and how we ended up in the Candy Kingdom. Then it continues with Kimmy going to Soda World. Then you will get to meet my friend, Jenny, and what happens to her uncle. The last chapter will be about how my friends and I gained some power and we helped the game players.”

Chapter 1: How it all began

Chapter 2: Tiffi’s arrival to the Candy Kingdom

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Chapter 4: The story of the Clouds Kingdom and the Jelly Empire

Chapter 5: The story of our characters with power

Most of the trivia came from the game developers, and a little bit came from Wiki. You might be pleasantly surprised to learn how Tiffi and Kimmy ended up in the Candy Kingdom.

Chapter 1: How it all began

Once upon a time ... there was this old, vintage, rickety house filled to the brim with old vintage rickety things.

Tilde who lives in this old rickety house occupies the top floor. On the ground floor is her antique shop “Tilde’s Trove”. The store is filled with a fascinating collection of lamps, toys, magazines, old furniture, old-time soda machines and vintage board games. Yes, Aunt Tilde is a collector.

One day, she finds herself collecting her two nieces, Kimmy and Tiffi, now orphans who need a new home. Sadly, but hopefully, she takes them in to live with her in her old rickety vintage house above her antique shop.

From all of her most valuable vintage collections, her most prized possession is a forbidden collection of vintage board games which she has piled up from floor to ceiling. There is the classic Yeti Trap, the collectible Pin the Horn on the Unicorn, the rare La Pesca Magica and, of course, a prized copy of the beloved standard, Candy Kingdom.



What's going on Tiffi?

One Christmas eve, Tiffi huddles under her blanket with a flashlight waiting to catch Santa Claus in the act. She hears a strange noise coming from the shop. She sneaks downstairs to find out what that noise could be. She sees the old Candy Kingdom box glowing faintly with a buzz of electrical energy. Naturally, she does what she has been told one thousand times not to do.

She opens the box and falls right in

Kimmy hears the ruckus from upstairs, so she goes to look for her sister, but she can't find her anywhere.



You too Kimmy?

She goes downstairs, not there. What she does find is the neatly arranged stack of board games completely scrambled and messy. Knowing that her and Tiffi are not allowed to play near Aunt Tilde's most prized possession she tries her best to clean up the mess.

Things take a turn for the worse when, out of the corner of her eye, she sees an old Soda machine in the corner starting to tip over.

CRASH! SPLASH!

As the machine hits the floor, a bright light starts to shine from the Candy Kingdom box, and Kimmy falls right in.....

The tipped over soda machine in Tilde's attic is what causes the **Sodapocalypse**, but in the Kingdom Tiffi is getting blamed for it. Kimmy sets out on a journey to find her sister, and to set things right.



And that's how it all began!

When Kimmy follows her sister Tiffi into the Candy Kingdom, she lands right in the middle of the Candy Town Plaza Fountain. She's greeted by a panicked (and soda splashed) Mr. Toffee who simply cannot believe his eyes – first one human girl arrives, and now a second one? Absolute Chaos!

While drying up, Kimmy learns that 1) Her sister Tiffi was here, and that 2) Tiffi went “that-away”. Without hesitation, Kimmy sets out to find her missing sister in the hopes of getting them both out of this crazy place as soon as possible.



Her journey through the Candy Kingdom although will not be as short as she first assumes, when Kimmy realizes that it was her who accidentally caused the Sodapocalypse, she swears to stay in the Candy Kingdom and help Mr. Toffee set things right away.

Kimmy travels across the many lands of the Candy Kingdom – from the highest Chocolate Mountains to the deepest Marshmallow Mines – slowly putting pieces together, with the help of a diverse array of characters and creatures, of what this kooky world is all about.

She meets new friends, villains, and caring mentors. As time passes, both Kimmy and Tiffi start viewing the Candy Kingdom as their home, as the place where they belong.

Candy Crush characters trivia



“pssttyou yes you I have something to tell you,” Tiffi whispers. “Do you want to know a secret? Do you promise not to tell anyone?”

Ok here goes Elsa started a new story, and she is going to call it “The Candy Kingdom Chronicles”. A community member suggested that title and Elsa loved it! She gathered a whole bunch of trivia on all my friends, and she wanted each of the candy crush games to have their own chapter. For example, the first chapter is “How it all began”. She contacted our wonderful community manager @LadyRaffie to find out if the studio had any trivia on my sister Kimmy. Lo and behold, not only did the Kingsters share a lot of character trivia, but they also shared trivia on how it all began. Isn’t that cool?”

Tiffi wants you all to know that she is not done sharing with you yet. She wants to you know about the game studio and how the actual game began.

The King Studio

“If children were allowed to design workspaces, they would probably look something like King’s Stockholm office. Meeting rooms are the colour of pick’n’mix sweets, departments have names like Big Top Mountain and Wild Jungle, and the canteen is filled with picnic benches and group seating areas in the shape of fairground carousels. Staff can spend their lunch hour playing vintage pinball machines and console games, enjoy some quiet time in the library (home to wingback chairs and a roaring faux fire) or embrace their creative side in the craft room.” ([Read more here](#))



Please take a couple of minutes to listen to Sebastian Knutsson as he explains how it all began.
<https://youtu.be/CWZLIKOGfXc>

There are three types of figurines in the world of Candy Crush

In November 2019, a second community manager posted in the community, this information from another game studio.

There are three types of figurines in the world of Candy Crush.

1. Those who came with the original Candy Kingdom board game
2. Those who fell in from neighbouring toys and board games
3. Those who came from a “faraway world”



Let's break this down further. You can always tell an 'original Candy Kingdom figurine' because they are the ones made from sweets. Here are some examples of this. Bubblegum Troll and Dachs the Donut Dog for example (as well as Cupcake Carl and The Jelly Queen from Candy Crush Jelly Saga, and Percy Blockerton and Cyclops from Candy Crush Soda Saga) are all the original Candy Kingdom figurines.

Those who fell in from toys and games

Regarding the characters who fell in from neighbouring toys and board games, from left to right: Yeti, Nutcracker, Misty, and Odus. According to Mr. Toffee, they all fell into Candy Town when Tiffi triggered “the great scramble.”



“On the day of the great scramble, Tiffi fell into the Candy Kingdom from a faraway world,” says Mr. Toffee. “Her fall triggered the ultimate board game mash up catastrophe. In addition, all the Yetis from the game Yeti Trap fell into the Candy Kingdom too. Misty came from Pin the Horn on the Unicorn, and Denize the Dragon came from the classic Dragon in my Flagon. They all parachuted in from a tear in the sky.”



Tiffi and Kimmy of course come from our “faraway world.” And secretly, so does someone else. But he will never reveal his secret. Can you guess who it is?



Do you want to read some Candy Kingdom trivia?

Did you know that the entire universe of Candy Crush is dependent on there being a cosmic balance between the forces of sweet and the forces of salty?

Did you know that if those forces get out of balance, we risk the terrifying “taste-a-geddon”?

And did you know whenever someone plays Candy Crush, they are making the magical energy sweetonium that powers sweetness into the universe and helps keep that balance?



Did you know that the world of Candy Kingdom is a giant oversized magical board game and that somewhere across the cosmic divide there is another board game world, a Salty Kingdom, where Pretzella and Baron von Anchovy plot their way into the Candy Kingdom?

Did you know that Mr. Toffee keeps a deep dark secret?

Did you know that Bubblegum Troll hates Mr. Toffee and wants nothing more than to expose his secret and become the mayor himself?

Did you know that Nutcracker has a crush on Tiffi, but Tiffi can't even remember his name.

Chapter 2: Tiffi's arrival to the Candy Kingdom

According to Mr. Toffee, Tiffi triggered a 'great scramble' causing a tear in the sky. Down, down, down she fell into the Candy Kingdom triggering the ultimate board game mash up catastrophe. And this is where our story begins.....



Meet Tiffi who is 6 years old, and 2' 9" tall. She is very short, so short that it would take six of her to equal the height of Mr. Toffee. She is cheerful, naïve and reckless. Her hometown is Candy Town, but she lived in New Jersey at one time. She likes being active and new things. She dislikes being still and boring things. Her family consists of her older sister Kimmy and her adopted father, Mr. Toffee. She is friends with the friendliest characters. Her birthday was revealed to be 23 January, on the official *Candy Crush Saga* Facebook page. Her zodiac sign is Aquarius.

Tiffi is kind, but reckless. She is the adoptive daughter of Mr. Toffee. She fell into the Candy Kingdom together with her older sister Kimmy. She wants life to be a constant adventure! While she is genuinely kind and always offers her help without expecting anything in return, what really gives her a kick is the appreciation she gets from others after helping them. Tiffi accidentally caused the Soda flood, which we see in *Candy Crush Soda*, when she made the machines in the Candy Factory so effective that they exploded! She still has no idea that happened.



Mr. Toffee is 56 years old and stands very tall at 11' 4". He is a proud, knowledgeable and solution-focused man. He is the mayor of Candy Town but also owns a candy store. He likes order but dislikes new people, disorder and change. He is the adoptive father of Tiffi and Kimmy and a neighbor to his best friend Yeti. He is the son of the Factory Manager.

He is easy going and kind, but also extremely knowledgeable when it comes to everything candy. He has been running his Candy Shop in Candy Town for as long as most can remember, and if you're ever in need of advice he'll happily point you in the right direction (quite literally).



Mr. Toffee's mother ran the Candy Factory, but Mr. Toffee did not agree with the mass production a factory entails, so they are not on very good terms these days. The Candy Shop is his passion, but he also very much enjoys tailoring and creates most of his clothes himself! Despite his name, his favourite candy is jelly rather than toffee.

Mr. Yeti is 900 years old and stands at 6' 6" tall. He weighs 800 lbs. and that might be from eating so much chocolate. He is laid back, friendly, protective, clumsy, helpful and definitely sleepy when he eats too much chocolate. He likes high places and eating. He dislikes hunger, alarm clocks, and chili peppers. He is the uncle of Jenny who lives in the Cotton Kingdom.

Dependable and friendly to everyone he meets. He and Mr. Toffee have been dear friends since they were very young. He came to Candy town from the remote Chocolate Mountain. He enjoys the simple pleasures in life. Yeti is easily the most chilled-out dude you'll ever meet, but in the face of danger he is a true knight in shining armour. For Yeti, the most important things in the world are a good night's sleep (accompanied by naps during the day), and family.



Our Bubblegum Troll is 44 years old and is 3' 3" tall. He is clever, mischievous, and has a Napoleon complex. He is selfish but ultimately harmless. He likes getting his way and praise but dislikes snow and sharp things. He hates being out in the rain. He resides under the Bubble Gum Bridge in Candy Town. He works well with Cupcake Carl, Dachs the Donut Dog, and other minions, but less well with Jenny or Mt. Toffee.



Poor Bubblegum Troll. All he wants is a little respect. He sees himself as a dashing hero, yet he is stuck in a body made of a short wad of chewing gum. A game piece from the original Candy Kingdom game, he is the only one in Candy Town who remembers the time before Mr. Toffee arrived. He is obsessed with his own (dubious) achievements, and he thinks he should be in charge, so he constantly plots to steal Mr. Toffee's job. But, like Wile E. Coyote, his devious plans always blow up in his face. He wants to command fear and respect, but his fellow citizens see him as a lovable screw-up because his big plans always come to naught and he never does anyone real harm (except to steal their candy). Little do they know that he secretly steals their possessions and hoards them in his bubblegum lair. Misty's unicorn horn, one of Mr. Toffee's monocles, and countless other treasures are tucked away in his sticky cave. Bubblegum Troll is particularly proud about his hair (his one hair) and uses a kind of sticky gum product to keep it in place.

Misty is a unicorn. Please don't ever call her a horse! She is 13 years old. She is oblivious, self-important, confident, chatty, perky and charming. She lives in Minty Meadow. She loves colour bombs and cake. She likes bragging and being the center of attention, but dislikes broken nails. She sees herself as the envy of all, and assumes she should be the center of attention. Her problems are your problems. Obviously.



Misty comes from the game Pin the Horn on the Unicorn. Reminiscent of games like “Chicken Cha Cha Cha,” this game has unicorn figurines (instead of chickens) with removable horns (instead of removable tails). Your goal? Jump your opponents’ unicorns and steal their horns. Get all the horns and win the game. Misty was proudly wearing her horn when “The Great Scramble” happened, but it fell off during all the commotion. So, she knows it’s around here somewhere. She just doesn’t know exactly where... She’s told Mr. Toffee in no uncertain terms she will NOT return to her game without it. Adorned with temporary horns usually found by Tiffi, Misty accompanies her companions through their Candy matching adventures, intent on finding her horn along the way. Little does Misty suspect though that the Bubblegum Troll found the horn on the day of “The Great Scramble.” He just picked it up and socked it away in his bubblegum pocket. He has it on his special vanity shelf in his cave under the bridge where he occasionally puts it on his head and imagines himself in all kinds of fashionable poses.

Odus is our wise-old owl. He is 110 years old. He is drowsy, a dreamer and easily scared. He is a close friend to Tiffi and an acquaintance of most friendly characters. He is a dream creator for Baroness. Odus was the owl that carried Tiffi off to Dreamworld whenever Tiffi went to sleep as he believed that she needed a break from helping people. Odus balanced on the moon scale during Dreamworld gameplay. Although he is an owl, he fell off the moon scale if the player matched too many of a certain candy type, failing the level. During moon struck, he was seen flying into the middle of the board (where a moon appears), turning into a silhouette, and then blowing up the colour matching the left side of the moon scale in a five-coloured level, or both colours on the moon scale in a six-coloured level.



Although Odus is the most hated character in the game, it was not Odus that made you lose. It was the moon scale that did so, but since Odus is the character associated with the moon scale, he is hated equally. However, he made the choice to go on the moon in the first place, so the hate for him is not unwarranted. It could be the moon scale's fault that it tipped him, but he actually set himself up for it. People had been confused by the gender of Odus for months. It is now confirmed that Odus is a male owl. His last Dreamworld appearance was level 665, the last Dreamworld level. On May 17, 2017, Dreamworld was discontinued from the game.

Moon Owls can create vivid dream landscapes for the inhabitants of Candy Kingdom - Odus and Tiffi are friends due to meeting in her dreams. Odus became the first Owl to travel from the moon to the groundlands; he wanted to meet candy characters in real life. It has been a bumpy road, because he keeps falling asleep during the day, but the open and welcoming creatures of the world always do their best to make Odus feel at home.

Olivia is 54-years old pink octopus. She is a great storyteller and entertainer, a great chef but a bad multitasker. She likes bracelets, but dislikes conflict. She loves to tell stories and sing songs to whoever she meets. She gets everyone singing and dancing. She is a marine biologist and lives on Wafer Wharf. Her morning routine involves a spin in the washing machine.



Olivia has been around the block. She comes from a board game called “Squid Row,” a competitive deep-sea game of battling cephalopods, where the tensions can get pretty high, pretty fast. Consequently, she’s become emphatically conflict avoidant. She’s adopted a humorous, entertaining seafaring persona to mollify any arguments and distract from any disagreements. Her funny, singsong is a natural born peacemaker. And she really wants to show her stuff and break into the movie pictures.

Jean-Luc, (Nutcracker) is 8 years old. He is an optimist, jolly and charming. He fell into the Candy Kingdom one Christmas Eve as a regular toy soldier, but was quickly turned to life by the imagination, love, and magic that characterizes the Kingdom. Ever since, he has been in an everlasting Christmassy kind of mood! Much like Tiffi, Jean-Luc loves helping others, and he does so with great finesse – as long as he's helping with either cracking nuts or wrapping presents. Jean-Luc has had a huge crush on Tiffi since he helped him right after his fall from Earth, he was a bit broken, and she fixed him right up! He is a real romantic and will cry to any love song, as they're all "so relatable".



Chapter 3: It's Sodalicious in Soda World

Originally from the Candy World, Soda World was eventually mixed and transformed into a Soda world. If you remember from 'Chapter 1, How it all began', Kimmy went downstairs looking for Tiffi. The soda machine was tilted and then fell down. She landed in the fountain in Candy Town splashing Mr. Toffee with soda. Perhaps this was the beginning of Soda World, but then in the 21st episode, Soda Splash, Tiffi is trying to take the candy cane out of the twist. Genie Jellybeanie tells Kimmy "Tiffi's fixes were too much. That's why the present is so soda-soaked." I couldn't get trivia on how it turned into Soda World, but both of these explanations make a lot of sense.



Kimmy is the main character in Candy Crush Soda Saga. As you already know, while looking for her sister, Tiffi, she fell into the Candy Kingdom, and her life hasn't been the same since.

She is strong-willed, independent, and has a great sense of justice. Her best traits are being courageous and loyal. However, her worst traits are being impatient, and she thinks inside the box. She is competitive and enjoys a good challenge.

She learned a bit of Swedish by playing the board game Norse Myths. Her favorite word is Loss... (roughly meaning "soda pop"). If you click Kimmy on the diorama map, she actually says "Åh Läskeblask!" She is great at martial arts and has many masters around the Kingdom that are happy to train her.

She shares the same diet as her sister eating 500 swedish fish per day because they are good for her joints. Moreover, she drinks 100 liters of soda a day because it keeps her on her toes. Her birthday was revealed to be November 12, on the official *Candy Crush Soda Saga* Facebook page.

With the support of Mr. Toffee and Yeti, Kimmy's journey through the Kingdom begins. Her logical mind initially made her frustrated with the Kingdom's whimsical kookiness, but over the years she has learnt a lot – and the Kingdom has learned a lot from her!



We are first introduced to **Bubblegum Troll** in chapter 2. Here is more very interesting trivia from the studio.

He is vain, and cares very much about his hair, his one hair .. He lives under the Bubblegum Bridge, where he sometimes hosts parties with the other Soda antagonists. He likes to role play and will often change shape or outfits to “fit the part” of whatever prank he is up to. His best traits are that he is clear-sighted and funny. He is a prankster, and also dishonest. Although he is competitive, he can also be sneaky and mischievous. But he is good-willed and means well.



And now we get to meet the factory manager whose real name is **Helen**. She is Mr. Toffee's mother. She is clever, goal-driven and an entrepreneur. However, she can be overly harsh and egocentric. She can be business-y, strict and to-the-point.

She started and ran the Candy Factory. Did you know that she can't tell the difference between her soda bear workers?

The candy factory was her baby until the day it exploded in what we today call the Sodapocalypse. Being a skilled and passionate entrepreneur, she quickly used the Sodapocalypse to her advantage and started a Soda Spa instead, giving her bath a new project and a well-deserved vacation.



We are first introduced to **Mr. Toffee** in chapter 2 where he found Tiffi and Kimmy when they fell into the Candy Kingdom. His real name is Tobias Godismann. In episode 93, Toffee Island, Kimmy encounters a big statue shaped like Mr. Toffee (easter islands style). It's a mystery if Toffee had anything to do with building the statues or if they were always there.

He has been Candy Town's beloved mayor for as long as anyone can remember (almost). He is clipped, proper British, part carnival barker, part charlatan, He is the lovable stage manager for the denizens of Candy Town. With an unmatched passion for Candy-matching, he has little tolerance for chaos and inefficiency. The entire Candy Kingdom seems to run under his watchful eye.

He is orderly, efficient, and has a good heart; however, he is overly prim and hides his past. Did you know that he has a secret? He keeps it so well hidden that even the King community managers don't know what it is. He loves anything related to the Candy shop, candy matching, circus related, and fashionable but he can also be very messy and chaotic.



Who is Cherry? According to the studio, she is a sweet soul, sometimes too sweet for her own good. She is caring, considerate and selfless; however, she is too trusting and naïve.

She grew up in the Soda Sea and for a long time she knew nothing about salt, sour, or any other elements except sweetness & kindness. This all changed when Bubblegum Troll appeared in her world, spreading salt and stickiness wherever he went.

After one too many sticky situations, Cherry decided that she wanted to become better at protecting herself and the ones she loves. She became a pirate and is constantly training to be a better fighter – just like Kimmy!

Cherry went through some rough times, and was very sweet and timid, in her first appearances. That eventually led to her becoming a pirate (a sodaneer) to work on her badassery. When she gets angry, her fins turn from orange to red. She loves finding strong currents and letting them swirl her around until she gets dizzy – it's like underwater roller coasters.



We have all seen **Batula** flying here and flying there. His wings are slightly different sizes, but his ears are perfectly symmetrical. His biggest pet peeve is slow flyers. He claims he can tell a storm is coming if his left-wing hurts. He is outspoken and driven; however, he is a perfectionist and shallow. He enjoys anything that is movie or video related, and also spooky stuff.



He went from cave-dwelling to spotlight-seeking in an unlikely sequence of events. He was always a curious creature and likes to try new things. It wasn't until he found theatre that he felt complete! One adventure without his regular bat buddies led him to a backstage lounge where he met actors and directors, he was sold immediately. Theatre, movies, and cinema become his passion – hobbies where you can stay in the dark & enjoy the spotlight, almost at the same time.

Dachs the donut Dog is an original Candy Kingdom figurine. He is endearingly forgetful, lovable, loyal, and always fighting for what is right. He is also a very good boy. Unfortunately, his terrible memory severely hampers his reform efforts. In fact, he typically can't find his keys, his collar, his lunch box, and is even likely to leave a donut or two behind as he moves from place to place.



Dachs has such a good sense of smell that he can smell sweet treats a million miles away (literally, he once travelled to space to eat a bone). He is very much aware of his puppy eyes, and the best times to use them. When he becomes shy, he can retract his head into his donuts, like a turtle into its shell.

Chapter 4: The story of the Clouds Kingdom and the Jelly Empire

Have you ever met a Queen, I mean a Jelly Queen. There's a new player in town, the wiggling, jiggling Jelly Queen. Her body is made of pink jelly and she wears earrings and a necklace made of orange striped candies and holds a wand with an orange sphere on its head. One day on her way to the Cotton Candy Clouds she traps Yeti, Jenny's uncle.

Let's begin this chapter with a short character introduction video from the creators of this game. Listen to what the studio art director and senior game artist have to say about this game: <https://youtu.be/eXriir72JPU>.



Jenny is a yeti girl who lives in the Cotton Candy Clouds with her uncle, Mr. Yeti. Her journey is to explore the worlds and rescue her uncle who is trapped by Jelly Queen. She is bored of her Tree Top home. She sets off on an epic adventure to visit her Uncle Yeti. However, the Jelly Queen, Cupcake Carl and the Pufflers are out to make this journey a little more difficult! She is friends with Tiffi and Kimmy and loves getting together with them.



In her adventures, she always flies with her balloon. Her journey is to explore the worlds and rescue Uncle Yeti, who is trapped by Jelly Queen.



Jelly Queen is 66 years old and lives in the Cloud Kingdom. She is pompous and feels that she is entitled to everything. She likes to dance especially when she has a partner to dance with. She dislikes plain and boring days. She loves to give royal orders to Cupcake Carl and Licorice Larry.

She's Marie Antoinette in a jelly suit. The supercilious Jelly Queen is a born diva who grew up singing and dancing and entertaining her subjects – until that fateful day she was banished for squandering Sweetonium on outrageous stage spectaculars.

Now the Jelly Queen rules in the Cloud Kingdom, where she still trips the light fantastic and shakes her gelatinous booty, but secretly plots to regain her throne with the aid of her loyal henchmen Cupcake Carl and Liquorice Larry.



Poor Mr. Yeti! Jenny is Yeti's niece so on his way to see her, Jelly Queen traps him in her jelly. And so, Jenny's rescue adventure begins.

In mobile versions (after version 1.7.1), he is trapped by Jelly Queen. After the release of Episode 39, Mr. Yeti does not appear in Cotton Candy Clouds anymore, but you can see him trapped by Jelly Queen when moving the map.

As I was gathering this trivia, I asked a community manager to find out if Yeti was ever going to come back. Sad to say, but I was told that he won't be coming back to be with Jenny.



Meet Jelly Queen's royal servants

Liquorice Larry is a blue rabbit who wears a black suit and holds a pipe with his left hand. He is loyal to Jelly Queen, and he competed with Jenny on the monkling boss levels by trying to collect them before she does.



Cupcake Carl is a blue cupcake with two hands and wears a purple mask on his face. He is very loyal to Jelly Queen, and he will try to collect all the pufflers before Jenny does.

Chapter 5: The story of our characters with power

Many years ago, Tiffi accidentally fell into the Candy Kingdom and brought chaos into Mr. Toffee's orderly world. After being in the Candy Kingdom for so many years, she has become such a mischievous ball of enthusiasm. Although she eventually wants to get home, she's happy to stick around for adventure, exploration, and, of course, Candy!

Her new adventure begins back in Candy Town where she will meet up with some of her old friends, and some are new. They enjoy helping the game players with those tough levels using their sweet abilities.



Tiffi and her Friends

Yeti, Tiffi and a delicious cast of friends are on hand to help you smash through levels with their sweet abilities. They will pepper your board with different boosters to help you pass levels. There are loads of characters to collect, each with different powers, and you can choose which friend will join you before each level. You can also personalize your new friends with tasty outfits!

Let's meet Tiffi's friends



Tiffi is the mischievous six-year-old-ball of enthusiasm. She loves to help the game players and enjoys using her power.

Special Move Animation:

Original no costume, a button will appear when she needs three candies and she will stop herself from pushing it, but when she gets 10 of her red candy, she pushes it and it squirts water onto the board. In the current version she gets a bucket of water and fish which she throws at the board after collecting her candy.

Victory Dance:

Her celebration dance was to swing her arms back and forth.



Her Power



Her best BFF is Yeti! He is enormously strong, yet riddled, with anxieties. He meditates and does yoga to try to control his fears and his enormous yeti appetite.

Special Move Animation:

While waiting for his last 3 cyan candies, Yeti makes a giant snowball. He throws it at the board after his candy is collected.

Victory Dance:

Yeti does the Carlton dance to celebrate ending with the splits.



His Power



Red Rabbit delights in daily speed sprints and is ready to follow his dream of becoming a famous rockstar.

Special Move Animation:

As Red Rabbit waits for his last 3 red candies to be collected he will pull out a carrot shaped microphone and get ready to belt out a tune. When he does make his move, he hits the board with his Voice.

Victory Dance:

He kicks out one foot and then the other then circles his hand like winding a guitar.



His Power



Does extra damage to
Mint Blockers

Dachs, the Donut Dog has a terrible memory, so he often forgets where he buried his chocolate bones and candy keys.

Special Move Animation:

Fetches a tennis ball and plays with it while you finish collecting his green candy. When his meter is full Dachs will toss the ball onto the board where it bounces to 2 different spaces under cookies or a random spot if there is no cookie.

Victory Dance:

Dachs will turn his back to you as he stands up and jumps up and down and every once and a while wiggles his butt.



His Power



Bubblegum Troll constantly plots to steal Mr. Toffee's job as mayor of Candy Town.

Special Move Animation:

Rips off a piece of himself and chews it while waiting for you to collect his candy. When you are done, he swallows it and then farts out 2 Bubble Blast candy onto the board.

Victory Dance:

Headbangs , gives horns and plays air guitar for his dance.



His Power



Puts explosive Bubble Blast Candies on the board

Misty the Unicorn is blessed with the kind of unparalleled self-importance you'd expect from a rare, beautiful creature, but do NOT call her a horse!

Special Move Animation:

Misty's horn starts to glow when her candy meter is almost full. When she has all her orange candies she will send rainbows out of her horn dropping random candy onto the board.

Victory Dance:

To celebrate she bops her head like a chicken while shuffling her feet.



Her Power



**Puts random Special
Candies on the board**

Odus the Owl is old and wise. Well, he's old anyway. Unfortunately, he's lost his spectacles and can't read a word without them.

Special Move Animation:

Odus will pull out a book while waiting for his 8 purple candies, and once he has them will shoot paper airplanes onto the board.

Victory Dance:

He shakes his tail feather for his dance with no costume.



His Power



Nutcracker was a member of a Christmas toy set before he fell into the Candy Kingdom. He has fallen in love with Tiffi, but she can't even remember his name.

Special Move Animation:

Pulls out his trumpet and excitedly waits for his 10 blue candies to be collected so he can blow it and hit the board with a trumpet blast.

Victory Dance:

Pumps his fists like playing drums then punches his fist into the air like a hurray.



His Power



Does extra damage to
Caramel Cup Blockers

Olivia is a versatile and ambitious octopus with a dream in her heart. She loves to cook and is always ready with a song or a delicious dish to lift everyone's spirits.

Special Move Animation:

While waiting for her last 3 purple candies Olivia pumps her fists like a boxer then thrashes the board with her tentacles and ink when the candy has been collected.

Victory Dance:

Turns her back, puts up one tentacle at time then put each down one at a time, turns back around, claps then crosses them over her eyes.



Her Power



Does damage to
Gummy Blockers.

Rachel is an artist in the fullest sense: emotional, impulsive, expressive. She was originally an instructor in a paint-by-numbers kit, and the sweet Candy Kingdom constantly inspires her to paint outside the lines.

Special Move Animation:

Rachel will spin out a tube of rainbow paint and remove the cap when getting close to collecting all the required green candy. When they are collected, she drops the tube and jumps on it squirting rainbow paint onto one random green candy on the board.

Victory Dance:

To celebrate completing a level she dances the Can Can.



Her Power



Puts a colorful
Rainbow Candy on the
board

Jelly Queen was the last character to join Tiffi and her friends. She has taken on a new look but is she still the same mean Jelly Queen that she was in the Cotton Clouds?

Special Move Animation:

Jelly Queen will wave her finger in front of her then does a sassy finger snap while she is waiting for her orange candy to be collected. When it is almost collected, she pulls out a Koi Fan and spins around and poses with it held above her head while leaning backwards. Once the candy is collected, she spins around and throws her fan at the board which causes a Cross Blast.

Victory Dance:

She celebrates winning the level with a Disco dance.



Her Power



Creates a cross blast which spreads Jam and damages Blockers

The End!

This trivia journey has reached the end. I hope that you enjoyed learning some facts about the King characters from the candy crush games.

Candy Crush Saga
Candy Crush Soda Saga
Candy Crush Jelly Saga
Candy Crush Friends Saga



If you play any of these games, I am going to suggest that you visit the King Community where you will meet other individuals that enjoy playing these games as much as you. Here is the link to access the community, however, you will have to join in order to post a message and/or respond to a message: <https://community.king.com/en/>