

FaChai Fishing Odds & Cannon-Multiplier Cheatsheet

Fishing return is a multiplication: the operator's overall band, times your cannon choice and hit efficiency.

Many people play FC fishing for a long time yet can't say how the return they face is worked out. This cheatsheet splits the fishing ledger into three things — cannon multipliers, tiered fish payouts, and player efficiency — and explains how each works in a round, and why fishing has no fixed line-based RTP like a slot. It covers only mechanics and self-control; it recommends no platform, involves no real-money wagering, and invents no RTP figures.

01 Why fishing has no fixed RTP

Slots are independent per spin and settle by RNG on paylines, so a fixed theoretical RTP can be worked out; fishing mixes player input (aim, cannon, timing) into the result, so operators usually give only a long-run overall return band. The FC fishing titles we cover mostly carry a 97% figure; the in-game display is authoritative.

02 Fish tiers: higher multiplier, harder to kill

Each fish maps to a payout multiplier, and a kill is a probability event. By design, a high-multiplier boss has its per-shot kill probability pushed lower, pulling the long-run expectation back toward the overall band. Only shooting big fish doesn't mean high return — it just widens the variance.

Featured games Fa Chai Fishing, Monkey King Fishing, Gods Grant Fortune (representative FC fishing titles)

03 Cannon multipliers: scaling cost and payout together

A cannon multiplier is a two-way amplifier, scaling bullet cost and potential payout at once. It doesn't change the game's overall maths; it changes how steep the balance curve is. On a thin budget or a long session, don't open on the biggest cannon.

04 Writing the ledger as a multiplication

Your actual return = the game's overall maths × your input efficiency. Hit rate, cannon choice and weapon timing all sit inside input efficiency. Two people playing the same FC fishing title can end up far apart — mostly a difference in play, not luck.

05 Special weapons are a timing resource

The value of area kills, locks and multipliers depends heavily on timing: fired at a dense school or when a boss appears, the return is noticeably higher than using them on a whim. Treat a weapon as a resource to save for the right window, not to clear the moment you have it.



18+

Play responsibly

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