Tower Rush bonus floors and feature outcomes

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Bonus floors

According to the official rules, any of the three bonus floors appears randomly. At the moment of dropping, a bonus floor looks like a regular one. Its type is revealed upon successful placement.

Bonus	Action	Conditions within the round
Frozen Floor	Locks in the already accumulated payout. In the event of a subsequent loss, the frozen amount is preserved. If a large payout has been accumulated and locked, a larger amount is credited. Example from the rules: freezing at ×5, then Cashout at ×10 gives a payout of 10 × bet.	Freezing is possible once. After it, no new bonuses are awarded. Subsequent floors according to the rules give a multiplier of at least ×1,5 or collapse with ×0.

Bonus	Action	Conditions within the round
Temple Floor	One automatic wheel spin with 10 sectors. Nine sectors: ×1,5, ×1,5, ×2, ×2, ×3, ×3, ×5, ×5, ×7. The tenth triggers Frozen Floor. The numerical coefficient multiplies the current payout.	After the spin, the round can be continued. Temple Floor can appear several times in one round until the Frozen Floor limitation triggers. The sizes of the sectors and the probabilities of outcomes are confirmed.
Triple Build	After a successful appearance, automatically places three more floors. The coefficient of each of them is not lower than ×1.	Can trigger several times per round until the Frozen Floor limitation.

Bonus bet and bonus balance

The game rules provide for **Free Bet** (a specified number of free bets) and **Free Amount** (bonus amount). Examples from the rules: 10 × 100 FUN mean 10 bets of 100 FUN; example Free Amount — 1 000 FUN. To play on a bonus, it is activated. To bet with one's own funds, an active Free Bet or Free Amount is deactivated. If the bonus balance is insufficient, a corresponding error appears. These are game features. The awarding of a specific promo to a player, wagering restrictions and withdrawal availability are determined by the site rules.

GR06. Method of obtaining the feature

Fields: GR06-02, GR06-03, GR06-04, GR06-05, GR06-06, GR06-07, GR06-08, GR06-09, GR06-10, GR06-11, GR06-13, GR06-14.

Slot FS, retrigger, and hold-and-respin are not part of the original's rules. Triple Build means three additional floors, while the operator's Free Bet/Free Amount are separate betting rights. Therefore, FS/respin counters, held symbols, and multiplier transfer between slot spins are not created.

GR07. Name of the purchased feature

Fields: GR07-02, GR07-03, GR07-07, GR07-09, GR07-11.

There is no bonus purchase button or ante surcharge in the described original: Temple/Frozen/Triple Build drop in the regular tower. The cycle price equals the accepted bet. With demo cap10 000 FUN, the sum stops growing, but the game under the original rules allows continuing with risk; automatic closure from another slot is not transferred.

GR08. Jackpot level

Fields: GR08-02, GR08-03, GR08-04, GR08-05, GR08-06, GR08-07, GR08-08.

The progressive jackpot of the original Tower Rush is marked No in the source card. There are no game jackpot levels, participation surcharges, fund snapshot, reset fund, or additional jackpot credit. B2B Jackpot Galaxsys and operator advertising funds are other products.

GR27. Binding of the additional row

Fields: GR27-01, GR27-02, GR27-03, GR27-04, GR27-05, GR27-06, GR27-07, GR27-08.

Tower Rush has no additional reel row, active mask, large slot symbols, symbol weight in a combination, or rules for cell decay/removal. Floor placement is a tower action, not counting covered reels.

GR28. Set of marked cells

Fields: GR28-01, GR28-02, GR28-03, GR28-04, GR28-05.

Positional cell multipliers and marked winning positions are absent in the established mechanics. The current payout and Frozen are states of the entire tower; they are not distributed across cells and do not receive a cell-cap.

GR29. Unit of the game accumulator

ID	Attribute	Value and scope
GR29-01	Unit of the game accumulator	For Tower Rush, the state unit is the accumulated conditional/monetary payout of the entire tower, not slot charges and not status VIP-points.
GR29-02	Accumulator increase from an event	A normal successful floor multiplies the current amount by m; Temple applies the dropped coefficient; Triple Build sequentially applies three more floors.
GR29-03	Current state of the accumulator	Example FLOORS-01: bet 100 FUN, the current amount after×1,6 and×1,45 equals 232 FUN; the current protected Frozen=0 until the corresponding event.
GR29-04	Threshold and reward of the accumulation stage	No threshold automatic accumulator reward applies. The absolute 10 000 FUN is a payout cap, not a stage for issuing a charge bonus.
GR29-05	Moment of execution of the accumulated reward	The coefficient is applied after a successful floor; Frozen fixes the current amount; the single credit is executed upon Cashout/final settlement.
GR29-06	Rule for spending and transferring the charge	A new tower starts the product from a new bet; Frozen is not transferred between rounds. Within a frozen tower, protection is preserved until its end.

GR30. Value of the money symbol

Fields: GR30-01, GR30-02, GR30-03, GR30-04, GR30-05, GR30-06.

There are no money symbols or collector symbols of the slot. Frozen fixes the current amount of the entire tower, does not sum other containers, and does not credit repeatedly every frame. Temple first changes the current amount, then a single Cashout calculates the total.

GR31. Permissible variants of function selection

Fields: GR31-01, GR31-02, GR31-03, GR31-04, GR31-05, GR31-06.

There is no menu for selecting various FS-modes, purchasing a higher function, or upgrade with transfer of moves. Build and Cashout are decisions within one tower; Temple, Triple Build, and Frozen have their own order from the rules, not a selectable slot feature.

GR32. Condition for offering exchange or gamble

Fields: GR32-01, GR32-02, GR32-03, GR32-04, GR32-05.

A separate exchange of payout for moves and a gamble game with a reward are not part of the profile. Frozen is protection of the already accumulated amount when continuing the tower, not an exchange for a new function; the protected and final values are not added as two payouts.

GR33. Jackpot launch stage

Fields: `GR33-01`, `GR33-02`, `GR33-03`.

In Tower Rush there is no own jackpot-stage or common progressive fund; additional jackpot-RTP is not added to the declared RTP. An advertising fund of another organizer does not change the monetary calculation of this game.

FLOORS — separate analyses of three bonus floors

Episode	Entry	Sequence	Single outcome
FROZEN-LOSS	Bet 100 FUN, accumulated×5=500 FUN	Frozen fixes 500; the next floor collapsed	G500 FUN; net+400 FUN, not 0 and not 500+500
FROZEN-HIGHER	Bet 100 FUN, Frozen500 FUN	Later confirmed Cashout×10=1 000 FUN	G1 000 FUN; net+900 FUN, not 1 500
TEMPLE-01	Bet 100 FUN, current amount 150 FUN	Temple dropped×1,5;150×1,5=225; Cashout	G225 FUN; net+125 FUN; not separate credit150+225
TRIPLE-01	Bet 100 FUN, after successful event 120 FUN	Three additional floors×1,×1,5,×2;120×1×1,5×2	G360 FUN; net+260 FUN; one debit100, not four
CAP-01	Bet 100 FUN, raw12 600 FUN	Cap min(12 600;10 000)=10 000 FUN	At CashoutG10 000; with further collapse without FrozenG0
CAP-STAKE	Demo cap10 000 FUN	At S1 cap×10 000; at S20 cap×500; at S100 cap×100	The absolute amount is one, the ratio to the bet changes

I preserved the order of effect application. Frozen triggered once; after it, new bonus floors were not added, subsequent successful normal floors had×1,5 or higher. Temple has 10 sections: nine numeric and one Frozen. Section probabilities are determined by the outcome distribution; RTP is calculated taking these probabilities and coefficients into account. Triple Build and Temple did not create new paid cycles.

Related documents

- Tower Rush rules and round outcomes
- Official Tower Rush demo and FUN round records