Tower Rush rules and round outcomes

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2. Round mechanics

According to the rules of the official demo and the exported PDF:

1. Enter the bet amount and press **Build** (“Build” in the saved Russian interface Parimatch). The crane drops the first floor. On a successful placement, the potential payout equals the bet multiplied by the floor coefficient.
2. After a successful floor, **Cashout** ends the round and transfers the accumulated payout to the game balance. The interface returns to the starting view. Pressing **Build** continues the same round and drops the next floor.
3. Each successfully placed regular floor multiplies the already accumulated payout by its coefficient. For a bet S and coefficients $m_1…m_n$, the payout upon locking will be $S \times m_1 \times … \times m_n$ subject to the applicable cap. The rules do not establish a limit on the number of floors.
4. On collapse, the round ends, the accumulated amount is lost and a new round is available. An exception is provided for an amount protected by Frozen Floor.

5. In the demo, the bet size is from 1 to 100 FUN, the win limit is 10 000 FUN. When the limit is reached, a notification appears. Technically, construction can continue, but the payout no longer grows, and the accumulated result can still be lost according to the round rules. At the maximum demo bet, the ceiling equals 100× the bet. The rules specify precisely the absolute limit FUN.

Controls and interface. In the demo, the bet field is visible, **ALL IN**, **x2**, **CASHOUT**, **BUILD**, the demo balance and the FUN indicator, the time and ID of the round. The widget shows **Net Position** and explanations **Bonus Floors** / **Winning Odds**. In the available desktop configuration, there is a menu Home → Settings → Sound / Rules, export of rules to PDF, panels Players / History / Top and columns Player ID, BetFUN, WinFUN, Bet Time. In the saved mobile version, basic buttons and panels Players / History / Top are present. History and live lists reflect the demo state. Probabilities, RTP and facts of real money payouts are taken into account in the corresponding sections of the base.

Visual theme. The game scene shows the construction of a tower of floors suspended on a crane. The splash screen features a yellow-blue logo, a crane hook and construction markings. SlotCatalog describes urban development, a green pavilion at the base of the tower, differing floor designs and sound accompaniment. The gallery of the third-party card includes a start screen and variants of the game screen.

14. Mechanics, money states and demo

19. Mechanics passport

ID	Attribute	Value and scope
19-01	Configuration RTP	OP-01 TR-BDT-OP-01: 96,69%; Stake source card 97,00%; official demo 96,17–97% remains the range of its own area.
19-02	Another available RTP	Galaxsys card 96,2–97,6%; SlotCatalog text 96,12–97%; the individual ranges are not player settings.
19-03	Volatility	Risk is determined by continuing the tower and protecting Frozen; the exact volatility index is not computed from a single RTP. Empirical variance is given from the log.
19-04	Field	One tower, sequentially placed floors; there is no reel grid, lines, or ways.
19-05	Way of winning	Cashout records the product of the multipliers of successfully placed floors; Frozen protects the previously accumulated amount.
19-06	Minimum combination	The first successfully placed floor creates an available accumulated payout; the multiplier may be less than ×1.
19-07	Wild	Wild is absent from the established mechanics; floors do not substitute slot symbols.
19-08	Scatter	Scatter is absent; Temple, Frozen, and Triple Build are not considered scatter combinations.
19-09	Cascades	There are no cascades with symbol removal and reel refill; additional floors Triple Build belong to the same paid cycle.
19-10	Bonus round	Frozen Floor; Temple Floor; Triple Build — random floors within one tower, with the conditions of section 2.
19-11	Bonus Buy	Purchasing bonus floors is not part of the described rules; there are no additional debits for Temple/Frozen/Triple Build.

ID	Attribute	Value and scope
19-12	Ante mode	Ante surcharge is not applied in the described configuration; the paid price of the cycle equals the accepted bet.
19-13	Minimum bet	Official demo 1 FUN; in cash BDT cards 10 BDT, separately from the cashier minimum.
19-14	Maximum bet	Official demo 100 FUN; cash BDT card 1 000 BDT, without transferring FUN to BDT at an exchange rate.
19-15	Maximum multiplier	In the demo, the absolute cap 10 000 FUN: at 1 FUN it is ×10 000, at 100 FUN ×100; a universal ×100 for any bet does not follow from this.
19-16	Cash win limit	Demo 10 000 FUN per round; OP-01 160 000,00 BDT per round of its own cash configuration. Full formula OP-01: G=q2(min(S×∏m;160 000,00 BDT)); q2 is applied after the cap.
19-17	Jackpot	In the game, progressive jackpot is marked No in Casino Guru; the B2B Jackpot tool does not become a feature of this Tower Rush.
19-18	Paytable	The payout is determined by the sequence of floors and special rules; the slot paytable symbol×count does not apply.
19-19	Autoplay	The main episodes were performed manually Build/Cashout; the ALL IN and x2 buttons are not an automatic series of bets.

21. Bet acceptance and Cashout

ID	Attribute	Value and scope
21-01	Exact game developer	Galaxsys, original Tower Rush.
21-02	Bet acceptance window	Individual acceptance after Build in the waiting state; there is no shared countdown flight for all players.
21-03	Number of panels	One active bet per tower; the public Players list is not the author's second panel.
21-04	First panel bet	380,00 BDT in OP-01.
21-05	Second panel bet	A second simultaneously accepted wager in this tower is not provided for; the second panel amount is not created.
21-06	Manual cashout	I pressed Cashout after a successful floor and used the server-confirmed total, not the late animation.
21-07	Auto-cashout	In the main profile there is no preset automatic target: the multiplier may decrease between floors, so the algorithm of a regular growing crash is not transferred here.
21-08	Autobet	The main route is manual; changing the bet x2 is not equivalent to auto-bet.
21-09	Connection loss	Before acceptance there is no bet; after acceptance, recovery uses the same round_id; after an hour of inactivity, the original automatic completion rule applies.
21-10	Round number	Local round_id OP-01-R01…OP-01-R13; round identification confirmed by the log.
21-11	Full payout	G=5 149,00 BDT for the session; each gross is given in the row-by-row log.

ID	Attribute	Value and scope
21-12	Net result	net=209,00 BDT = G−T; external withdrawal is not included in the game net.
21-13	Result verification mechanism	Matching the accepted bet, rules, own history, and the single credit; cryptographic reproduction uses the full protocol.
21-14	Verification input data	Key/Salt/Hash Code from SlotCatalog — interface input data for verification; serialization, conversion into the outcome, seed, and the SHA protocol belong to the cryptographic procedure.
21-15	Multiplier rounding	Cash BDT was rounded down to 0,01 after the final product; the visible multiplier did not replace the exact settlement amount.

GR03. Number of positions in each column

Fields: GR03-02, GR03-04, GR03-05, GR03-06, GR03-07, GR03-09, GR03-10, GR03-11, GR03-12, GR03-13, GR03-14.

Tower Rush is not a slot: there are no reel columns, lines, ways, symbol adjacency, coins-per-line, or line-bet. One Build at the start of a new tower debits the full accepted bet; subsequent floors do not create a per-line price or an additional paid cycle.

GR04. Symbol key and name

Fields: GR04-01, GR04-02, GR04-03, GR04-05, GR04-06, GR04-08, GR04-09, GR04-12, GR04-13.

There are no payouts by the number of identical slot symbols, Wild, and Scatter here. A floor carries the multiplier of the current sum, Frozen/Temple/Triple Build — the rules of the tower sequence. They cannot be summed as independent symbolic wins or multiplied as Wild.

GR05. Removable positions

Fields: GR05-04, GR05-05, GR05-06, GR05-07, GR05-09, GR05-10.

There is no cascade removal and refill of positions. Triple Build automatically places three additional floors in the same parent round, without three new debits. The final gross is credited once based on the tower result.

GR09. Round states

ID	Attribute	Value and scope
GR09-01	Round states	Awaiting bet → Build/acceptance → floor placement → selection of Build/Cashout → collapse or settlement → new individual round.
GR09-03	Moment of bet submission	ACC-01: Build sent 10:00:00,000 UTC+06:00; the click time is separated from the response.
GR09-04	Moment of bet acceptance	ACC-01: accepted 10:00:00,142; debit 100 FUN only after acceptance, not upon visual click.
GR09-05	Result of late submission	Late Cashout ACC-LATE-01 after server collapse is rejected; the loss pertains to the previously accepted bet 100 FUN, no additional debit.
GR09-06	Cancellation before start	Cancellation of unsent input does not create a wager. An already accepted first tower bet is closed by round rules, not by a refund due to form cancellation.

ID	Attribute	Value and scope
GR09-07	Round completion point	The tower ends at a specific collapse/confirmed Cashout; there is no fixed common flight point X for all players.
GR09-09	Server-accepted target	The main profile does not contain auto-target; a decision Cashout was made for the current server amount, not an editable target field of another game.
GR09-11	Accepted payout multiplier	ACC-01: bet 100 FUN, floors×1,6 and×1,45 → accepted total×2,32 → gross232 FUN.
GR09-12	Rule of equality to crash point target	The equality “target=total crash point” does not determine the payout here: the order of server acceptance of Build/Cashout and the floor result applies.
GR09-14	Limiting automatic calculation	Demo-cap10 000 FUN limits the amount but does not close the tower automatically; after 1 hours of inactivity, the original auto-completion regulation applies.
GR09-16	Full cycle duration	In monetary logs, between cycle starts 46 s, of which action/animation/settlement30 s and pause 16 s; user duration may differ.

GR13. Label of the interface element in the selected locale

ID	Attribute	Value and scope
GR13-01	Label of the interface element in the selected locale	English: Build/Cashout/Rules; saved Russian Parimatch: Строй/Вывод; the Bangla label in the edition does not change the server game_id.
GR13-02	Step preconditions	For Build, a valid balance and idle state are required; for Cashout — an already accepted bet and an available server amount after a successful floor.
GR13-03	Sequence of route actions	R01 search original; R02 official demo; R03 money mode; R04 registration; R05 login; R09 Build acceptance; R10 Cashout; R11 history; R12 deposit/external withdrawal; R13 recovery; R14 limit — steps are detailed below.
GR13-04	Expected result of the step	After confirmed Build one debit; after Cashout one gross; after opening Rules the balance did not change.
GR13-05	Step error branch	Invalid amount: action not accepted, debit0; timeout after acceptance: request the previous round_id, do not repeat Build; GEO-refusal: stop the route.
GR13-06	Availability of round history	Players/History/Top in demo; the operator's own history is tied to the money wallet. The depth of the selected export of 12–14 cycles is not declared as indefinite storage.
GR13-07	History time zone	Monetary OP-times Asia/Dhaka UTC+06:00; the original 22:00… capture labels are preserved in the format of the respective materials.
GR13-08	Composition of the public bet list	Player ID, BetFUN, WinFUN, Bet Time — source columns; aliases of other players are not identified as real individuals.
GR13-09	Chat functions	The Chat panel is a B2B/operator tool when enabled; the main individual tower operated without mandatory chat.
GR13-11	Sound and animation settings	In demo Home→Settings→Sound/Rules; I turned off sound. Stopping sound and animation did not change the accepted outcome.

ID	Attribute	Value and scope
GR13-12	Saving game settings	Sound was saved in the same browser environment; the new operator mode required reconciliation of currency and bet, not transfer of FUN-settings as money.

GR26. Game state stage in the frame

ID	Attribute	Value and scope
GR26-03	Game state stage in the frame	Frame official mobile22:04:28: active tower, balance99 680 FUN, Cashout215,6 FUN still before final settlement; the amount on the button is not an external payout. The frame after debit and the frame after final credit have different stages.

GR34. Priority of simultaneous stop conditions

ID	Attribute	Value and scope
GR34-01	Priority of simultaneous stop conditions	In Tower Rush, cap limits the amount but does not complete the round; collapse/Cashout closes it according to the rules. Personal time/stop-loss prohibits the next bet after settlement of an already accepted one. During a network wait, the accepted tower is restored first.
GR34-02	Rule for repeated receipt of settlement	The same event_id gross is applied once: INC-N01 repeated reading of history did not increase 1 080 FUN and did not repeat debit100 FUN.
GR34-03	Condition for final closure of the cycle	There is no open Build awaiting settlement, incomplete payout, or mandatory child installation Triple Build; only after this is the cycle settled and a new paid debit allowed.
GR34-04	Rule for applying a bet change to a saved function	The bet of an accepted tower is fixed at the start; changing the field pertains to the next new cycle, does not revalue the current Frozen/Temple.

Related documents

- Tower Rush bonus floors and feature outcomes
- Tower Rush fairness checks and round verification
- Tower Rush loading, network and session faults