Original Tower Rush identity and game configurations

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8. Configurations and interpretation boundaries

I separated the original Tower Rush, Tower Rush 2, and Branded by name, ID, and mechanics. For the calculations of each monetary session, one unchanging TR configuration is adopted; the source ranges Galaxsys, PDF, SlotCatalog, and Casino Guru retain their scope and do not replace each other. Monetary parameters, logs, and results are given in sections 12–19.

The date 28.02.2024 refers to the card Galaxsys; December 2024 refers to the dates of third-party cards. The dates are approved as information from the respective cards and are accounted for separately. Intra-session switching of RTP after turnover in the adopted profile is not used.

The permanent editorial route leads to the official desktop/mobile demo page. The session token, playerId, and partnerId are not published as ready-made code for independent integration. The PF protocol, subject-matter history verification, and calculation of the monetary total have their own scopes of application.

Tower Rush is an individual tower. The multiplier of the next floor can reduce the current amount; Frozen protects it within the round. The formula for reaching the goal r/t for ordinary crash does not transfer to the floors of this game. The control probabilistic models in section 15 have their own distribution and an independent scope of application relative to Tower Rush.

17. Catalog and configurations

ID	Attribute	Value and scope
17-01	Full game name	Tower Rush, original Galaxsys; Tower Rush 2 is stored as a separate product.

ID	Attribute	Value and scope
17-02	Game ID	Official demo activeGameId=90, gameKindName=TowerRush; Betify original 177099, sequel 193382; 1win sequel v_galaxsysgames: towerrush2 not ID of the original.
17-03	Card provider	Galaxsys; the spelling Galaxys on MyStake is banner text, not another studio.
17-04	Developer	Galaxsys — developer; casino — access operator; Casino Guru and SlotCatalog — editorial venues.
17-05	Modification	Original; Branded and Tower Rush 2 are not merged with it.
17-06	Category	Fast Game, crash/burst with individual building; Tower Games in the provider's catalog.
17-07	Brand connection	Galaxsys — Tower Rush; the project towerrushbanga.com does not own the game engine.
17-08	Account country	Six main accounts — Bangladesh; the other regions are named by operator.
17-09	Visible in catalog	Source Stake/Parimatch/Betify record the original; for MyStake the source fact is a banner; in the six main episodes the original was launched by input passport.
17-10	Opens from region	Six main money launches retained; Betify Bangladesh and 4rabet have a separate refusal without bypass.
17-11	Available in demo	Official demo config 90 without registration; operator demo is the owner's own route.
17-12	Available for real money	Real money in six main episodes; Betify/4rabet 0 accepted real-money bets.
17-13	Available in APK	OP-01: HTML5 inside the 1win launcher; APK does not change the developer and game config.
17-14	Available in mobile browser	Xiaomi Chrome and iPhone Safari; using the same configuration record.
17-15	Available on computer	ENV-D01, browsers Chrome/Firefox/Edge, HTML5.
17-16	Eligible for bonus	Contribution is determined by the offer, not by the presence of Tower Rush: the selected Snatch match 0%; cash episodes without welcome.
17-17	Eligible for tournament	The Endorphina showcase tournament does not include Tower Rush; the presence of the game on the tournaments page Betify does not cancel the Bangladesh prohibition.
17-18	Number of unique games	Analytical sample: 8 different games Galaxsys — Tower Rush and 7 crash analogues; the full source catalog of section 10 is stored separately.
17-19	Number of variants	In the analytical sample 8 game/config records; Tower Rush 2 and Branded remain separate names of the source catalog outside the calculation of eight original comparisons.
17-20	Number of providers	1 provider in the comparative sample: Galaxsys; source operators contain other studios in their own catalogs.
17-21	Size of retained sample	Comparison of 8 game/config, of which 7 analogues; the size of the entire operator library is not inferred from this sample.
17-22	Category counter	The dynamic counter of the source is stored with the snapshot; 8 comparison records is not called the total number of casino games.

ID	Attribute	Value and scope
17-23	Number of unavailable launches	Two restricted operator routes in the pool: Betify Bangladesh and 4rabet; loading series errors are counted separately.
17-24	Provider of the launched game	Galaxsys for each comparison row; games from another studio are not assigned to this set of seven.
17-25	Game in the provider's selection	Aviashow; Crasher; Chicken Crash; Limbo Crash; Starlight; Crash; Cash Show — separate rows of the comparison table Galaxsys.
17-26	Game launch result	End-to-end episodes contain server-accepted bets; blocked routes were completed before debiting, the official FUN demo is separated from cash.

18. Game search

ID	Attribute	Value and scope
18-01	Exact name search	I entered Tower Rush, checked Galaxsys and the original; I did not consider a card with the same name as proof of identity.
18-02	Partial name search	The query Tower showed the original and Tower Rush 2; I chose the original by full name and rules.
18-03	Provider filter	The Galaxsys filter left products of the corresponding studio; the Galaxys banner name was normalized only based on the card.
18-04	Genre filter	Fast Games / Crash — operator section names; Tower Games — developer catalog category.
18-05	Combination of filters	Galaxsys+Tower in the selected results gave the original and the sequel; the calculations belong only to the original.
18-06	Reset filter	I reset the genre filter while keeping the search string, then reset the search as well; these are two actions.
18-07	Favorites	I added the original to favorites and opened the same card; saving did not change the money wallet.
18-08	Recently opened	Recently opened showed the last original Tower Rush; reopening did not duplicate the accepted bet.
18-09	New games	The New label in the source catalog is a storefront state, not the date of the original release of Tower Rush.
18-10	Results order	With the same search, the original was selected by exact name, not by the first position of the advertising results.
18-11	Loading the next page	Loading the next list added cards; the already shown ID were removed from the recount.
18-12	Number of actions	Four actions until a ready game; two until the deposit form; each action has its own purpose.
18-13	Task completion time	Searching for and selecting the original took 11,8 s; game loading was measured in a separate series.
18-14	Erroneous result	The card Tower Rush 2 in 1win was not taken as the original; the sequel entry retained its own identifier.

GR02. Owner of configuration selection

ID	Attribute	Value and scope
GR02-04	Owner of configuration selection	The demo configuration is set by the provider; the cash one is chosen by the operator's integration; the user changes the bet and Build/Cashout, not RTP.
GR02-06	Condition for switching between configurations	In this Tower Rush, automatic switching of RTP after turnover is not applied; bet volume does not change the config within a OP session.
GR02-07	Value of the switching counter	The counter T is used for turnover and cashier allowance; it is not a hidden threshold for switching RTP.
GR02-08	Period and moment of counter reset	Monthly/daily resets of cashier limits do not switch the round mathematics; RTP remains a property of the config.
GR02-09	Margin on the selected RTP	OP-01: h=100−96,69=3,31 percentage points, share 0,0331.
GR02-10	Definition of a random event	Payout G>0, profit G>b, a successful floor, and a special floor are four different events; their frequencies are not interchangeable.
GR02-11	Probability of an event according to the model	For Tower Rush RTP does not set the probability of a specific floor/Temple/Frozen; the probability calculation below refers to an explicitly specified two-outcome control model, not to the hidden distribution of the game.
GR02-13	Scope of the cap	Demo cap10 000 FUN refers to the full payout of one tower; OP-01 cap160 000,00 BDT refers to its config, not to daily withdrawal.
GR02-16	Assumption about round dependence	Floors of one tower are linked by the current product and Frozen; new individual rounds are counted separately. IID is fixed as a condition of a separate statistical model.
GR02-17	Price of a step of the cash grid	Cash BDT grid: minimum 10 BDT, step 10 BDT, maximum 1 000 BDT; payout calculation with precision 0,01 BDT.
GR02-18	Payout rounding rule	In cash logs q2=floor(raw×100)/100 after the final product; in source frames, displayed intermediate rounding is allowed, not a new credit.

Related documents

- Galaxsys game identity, catalogue and provider links
- Casino lookalikes and Tower Rush app claims
- Tower Rush variants and similar game comparisons