Tower Rush loading, network and session faults

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Connection, unfinished round and failure

- A slow connection or low device performance may delay animation, state updates and result display. According to the rules, the outcome is determined by the server.
- If the server accepted the bet and the connection was interrupted during the round, it ends after one hour of inactivity if the connection is not restored during this time. The registered payout is automatically credited to the balance.
- In the event of a failure of gaming equipment or software, the corresponding bets and payouts are annulled, and bets are returned.

05. Speed and stability

ID	Attribute	Value and scope
05-01	Measured action	Readiness of Tower Rush for bet input after selecting the card; lobby and launcher installation were measured separately.
05-02	Interval start	Pressing launch of the exact original game; start time was recorded until the first network request.
05-03	Interval end	Bet field, Build and FUN/currency indicator simultaneously active; the appearance of the splash screen is not yet the end.
05-04	App state	ENV-A01: a separate series of cold loads and a separate series of repeat ones.
05-05	Cache state	Cold: game data cleared before each attempt; warm: game cache preserved, account and network identical.
05-06	Series network	Wi-Fi, ENV-A01: 74,6/26,3 Mbit/s and RTT 34 ms; the mobile 4G series was not mixed with Wi-Fi.
05-07	Number of launches	Cold 5 attempts; warm 5 attempts, each has its own duration.
05-08	First launch result	Cold: 4,8; 5,2; 4,6; 5,0; 4,9 s; first interactive load 4,8 s.
05-09	Next launch result	Warm: 2,1; 2,4; 2,2; 2,0; 2,3 s; first repeat 2,1 s.
05-10	Average	Cold: 4,90 s; warm: 2,20 s.
05-11	Median	Cold: 4,90 s; warm: 2,20 s.
05-12	Minimum	Cold: 4,60 s; warm: 2,00 s.

ID	Attribute	Value and scope
05-13	Maximum	Cold: 5,20 s; warm: 2,40 s.
05-14	Number of errors	In the two main series, 0 errors out of 10 attempts; the network incident INC-N01 was counted separately.
05-15	Number of successful launches	Cold 5/5; warm 5/5; total 10/10 successful loads.
05-16	Error type	INC-N01: display timeout after bet acceptance; the server state remained open, not a loss.
05-17	Recovery after network disconnection	After 18 s without network, I restored the same round_id, waited for the state and completed Cashout; there was no repeated debit.
05-18	Series comparability	One game, demo-config 90, ENV-A01, Wi-Fi, identical viewport and currency FUN; cold/warm were compared only within their cache group.

GR20. Delay in accepting a game action

ID	Attribute	Value and scope
GR20-06	Delay in accepting a game action	ACC-01: sending 10:00:00,000 → acceptance 10:00:00,142, delay 142 ms; floor animation 1,8 s — a different interval.
GR20-07	Orientation and control accessibility	ENV-A01 portrait393×873 CSS px: sum/Build/Cashout available; landscape873×393: Players panels collapsed, main buttons available. iPhone portrait393×852 checked separately.
GR20-08	Return after background mode	After 25 s of background, I returned to the same round_id, waited for server-state, verified the debit and outcome; redrawing did not create a new bet.

Series ENV-A01	Attempt 1, s	2, s	3, s	4, s	5, s	Average, s	Median, s	Successful
Cold	4,8	5,2	4,6	5,0	4,9	4,90	4,90	5/5
Warm	2,1	2,4	2,2	2,0	2,3	2,20	2,20	5/5

GR21. Stage of occurrence

ID	Attribute	Value and scope
GR21-03	Stage of occurrence	INC-N01 occurred after accepting the bet 100 FUN while awaiting the next floor; new bet acceptance was not repeated.
GR21-04	Server state of the bet	The server kept accepted/open, the client showed timeout; after the network, the same bet became restored and settled, not two different cycles.
GR21-06	Result of reopening	After reopening, the history contained one debit100 FUN and one gross180 FUN; the initial 1 000 FUN →900→1 080 FUN, repeating the response left 1 080 FUN.

Acceptance, network, response repetition, and voiding

Episode	States	Monetary reconciliation	Result
ACC-01	Build10:00:00,000; accepted10:00:00,142; floors 1,6 and 1,45; Cashout confirmed	1 000−100+232=1 132 FUN	One accepted cycle; client 142 ms is not a win probability
ACC-LATE-01	Bet 100 FUN already accepted; Cashout sent after server collapse and rejected	1 000−100+0=900 FUN	No second debit for the rejected command
INC-N01	Bet 100 FUN accepted; network lost 18 s; same round_id restored; Cashout1,8	1 000−100+180=1 080 FUN	Repeating the response left 1 080, not 1 260 FUN
VOID-01	Debit100 FUN; software failure; bet voided and returned 100 FUN	1 000−100+100=1 000 FUN	Refund separate; T/G settled0/0, not profit 100
IDLE-H01	Branch of the inactivity hour after acceptance; amount registered for settlement 150 FUN	1 000−100+150=1 050 FUN	Auto-completion per regulation; Cashout remains a separate action
PAY-R01	An unpaid trial claim produced neither debit nor credit; the active OP-01-D ended with its single credit	0+0+deposit OP-01-D	There was no repeated sending of money
CANCEL-W01	A trial claim for the same amount W created a reserve; the cancellation released it; later OP-01-W was executed	Cash before the claim did not change from reserve/cancel; the final debit is only W	Cancellation is neither income nor a second payout

I separated the request and response from the money movement. For CASHOUT/PAY, events with the same ID were not carried out again; an interface timeout did not turn pending into loss. In the cancellation branch, the trial claim was created 30 s after the last round, cancelled 60 s later; the final OP-01-W was created 180 s after the last round and accounted for once.

Related documents

- Tower Rush rules and round outcomes
- Operator support, disputed credits and complaints