TOWER RUSH

PDF · G02 · EN

How to play Tower Rush through each Build and Cashout decision

Detailed reference

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https://towerrush2pk.com/en/how-to-play

Tower Rush

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Mechanics and configuration passport

→ Tower Rush gameplay, risk and player choices · Mechanics and configuration passport

Subject reference: parameters and applicability — 19. Mechanics

ID	Attribute	Value, conditions and result
19-01	Configuration RTP	TR-PK-97: 97%, a separate approved game configuration.
19-02	Other available RTP	96,2% — a separate alternative model for the same fixed turnover; not a second value of the same session.
19-03	Volatility	High variability of an individual outcome; the variance of the described series is given in the statistical section.
19-04	Field	0 reels; a single vertical stack of floors, height grows until the round ends.
19-05	Way of winning	A successful floor multiplies the current accumulated amount; Cashout locks it, Frozen protects the corresponding minimum.
19-06	Minimum combination	The first successful floor allows Cashout; there is no symbol combination.
19-07	Wild	No Wild: there are no symbols to substitute.
19-08	Scatter	No Scatter: a random bonus floor is not a scatter combination.
19-09	Cascades	There are no slot-field cascades; a new Build is a continuation of the same round without a new base stake.
19-10	Bonus round	Frozen Floor, Temple Floor and Triple Build; their state and sequence are described in the passport.

ID	Attribute	Value, conditions and result
19-11	Bonus buy	In the selected original profile there is no feature purchase; the sequel's Buy Bonus is not carried over.
19-12	Ante mode	No Ante; the price of the first Build equals the base stake, surcharge 0.
19-13	Minimum stake	27.00 PKR for TR-PK-97; demo minimum 1 FUN.
19-14	Maximum stake	36000.00 PKR for TR-PK-97; demo maximum 100 FUN.
19-15	Maximum multiplier	No universal multiplier 100× is assigned. The effective cash cap / stake varies with the stake.
19-16	Cash win cap	3150000.00 PKR per round TR-PK-97; 10 000 FUN on demo; effective cap=cash cap/stake.
19-17	Jackpot	There is no separate in-game jackpot in the selected profile; the operator wheel and tournament have a different owner.
19-18	Paytable	Temple: sector × current accumulated amount; Triple: product of floor coefficients; the protected amount Frozen is not added a second time.
19-19	Autoplay	Autoplay is absent in the selected original profile; all Build/Cashout are manual.

Subject reference: parameters and applicability — 21. Crash

ID	Attribute	Value, conditions and result
21-01	Exact game developer	Galaxsys; not Smartsoft/Spribe/Stake Originals.
21-02	Bet acceptance window	Individual round: acceptance from the ready state until Build is accepted; there is no shared second-based flight window.
21-03	Number of panels	One bet panel; there is no second panel.
21-04	First panel stake	6.00 FUN in TR-PK-D-02.

ID	Attribute	Value, conditions and result
21-05	Second panel stake	There is no second accepted wager; a zero value is not a separate stake.
21-06	Manual cashout	TR-PK-D-02: manual exit 1,8×; confirmed gross 10.80 FUN.
21-07	Auto-cashout	Auto Cashout is absent; 1,8× is a manually accepted result.
21-08	Autobet	0 autobet repeats: the feature is absent in the selected configuration.
21-09	Connection loss	After the bet was accepted I read the server state from history; after an hour without connection the rules provide for termination and crediting of the registered win.
21-10	Round number	TR-PK-D-02 — local ID.
21-11	Full payout	6.00×1,8=10.80 FUN.
21-12	Net result	4.80 FUN.
21-13	Result verification mechanism	Stake, gross and balance were reconciled; the full cryptographic protocol is approved in the expert base.
21-14	Verification input data	Server/client seed, commitment and digest of the actual round are approved in the verification materials of this round.
21-15	Multiplier rounding	For the approved cash profile — to 0,01 currency unit at the end of gross; the product of floors is not rounded separately before calculation.

Subject reference: parameters and applicability — GR03. Game applicability

ID	Attribute	Value, conditions and result
GR03-02	Number of positions in each column	Number of positions in each column: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.

ID	Attribute	Value, conditions and result
GR03-04	Number of active lines	Number of active lines: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-05	Ability to change lines	Ability to change lines: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-06	Evaluation direction	Evaluation direction: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-07	Adjacency condition	Adjacency condition: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-09	Bet per line or unit	Bet per line or unit: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-10	Coin denomination	Coin denomination: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-11	Number of coins per line	Number of coins per line: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-12	Full price of the paid game cycle	TR-PK-D-08: one debit 16.00 FUN; additional Triple floors are not separate bets.
GR03-13	Number of ways in this state	Number of ways in this state: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.
GR03-14	Simultaneous wins rule	Simultaneous wins rule: Tower Rush has no reels, lines, ways or coins per line: there is one stack of floors and one initial round bet.

Subject reference: parameters and applicability — GR09. In-game applicability

ID	Attribute	Value, conditions and result
GR09-01	Round states	Ready → request Build → accepted → floor result → choice of Build/Cashout → settled or void; pending is an intermediate state.
GR09-03	Moment the bet is sent	TR-PK-D-02: request 01.11.2026 08:06:00.000 PKT, bet 6.00 FUN.
GR09-04	Moment the bet is accepted	TR-PK-D-02: acceptance 01.11.2026 08:06:00.310 PKT, one debit.
GR09-05	Result of a late send	A repeated Build after final settlement is not accepted into the previous round; there is no new debit without a new explicit bet.
GR09-06	Cancellation before start	Before sending, the amount can be changed; after the first Build is accepted, cancelling the bet does not replace Cashout.
GR09-07	Round completion point	A fall ends the attempt or preserves Frozen; the tower model has no common pre-displayed flight point.
GR09-09	Target accepted by the server	A server auto-target is not used in this profile; the accepted manual Cashout stores the actual multiplier.
GR09-11	Accepted payout multiplier	TR-PK-D-02: 1,80×; TR-PK-D-14: 6,25×.
GR09-12	Rule for equality of target and crash point	Equality of the auto-target and the common crash point is inapplicable: there is no auto-target and no common flight in the selected profile.
GR09-14	Limit automatic settlement	The monetary cap does not create an independent auto-cashout; the warning and the original's completion rules apply.
GR09-16	Duration of the full cycle	A standalone pace profile: 25 seconds per calculated cycle; the duration does not set the RNG.

Subject reference: parameters and applicability — GR10. In-game applicability

ID	Attribute	Value, conditions and result
GR10-06	Total amount at risk	One panel: initial risk 6.00 FUN in TR-PK-D-02.
GR10-07	Boundaries of the outcome class	The classes of the two auto-panels X<t1/t1≤X<t2/X≥t2 do not apply to Tower Rush; in the compared flight games they belong to a separate model.
GR10-11	Bet ratio for a zero mean	The formula b2=b1(t1−1) is inapplicable to a single panel. A second bet cannot be created in the original for the sake of a zero mean.
GR10-12	Expected net result of the selected events	With fixed turnover T and RTP 97%, expected net=−0,03T; not a conditional forecast of a lucky session.

Subject reference: parameters and applicability — GR13. In-game applicability

ID	Attribute	Value, conditions and result
GR13-01	Label of the interface element in the selected locale	In the selected interface en: Build, Cashout, Bet, Rules; the casino navigation text ur-PK/en-PK does not mean that all elements of the game frame are translated.
GR13-02	Preconditions of the step	Mode selected; bet permissible; balance not less than the bet; Cashout permitted after a successful floor and before final settlement.
GR13-03	Order of actions on the route	Catalog → Tower Rush/Galaxsys → Demo or Play → Bet → Build → confirmation → Cashout → history; each transition changes a separate state.
GR13-04	Expected result of the step	Build accepted: one debit; Cashout accepted: one gross; rejection before acceptance: no debit.

ID	Attribute	Value, conditions and result
GR13-05	Error branch of the step	Insufficient balance: rejection before acceptance; network failure after acceptance: history/recovery, not a repeated bet.
GR13-06	Availability of round history	Own history contains accepted bets and settlements; the public feed does not replace the personal log.
GR13-07	Time zone of the history	All events PKT, UTC+05:00; the difference from UTC is exactly 5 hours.
GR13-08	Composition of the public bet list	Masked nickname, bet, gross, multiplier and PKT time; bank withdrawal is stored separately.
GR13-09	Chat functions	Operator chat — support/community; the built-in chat of Tower Rush itself is not used in the selected configuration.
GR13-11	Sound and animation settings	I turned off the sound; the animation continued to show the server outcome. Turning off sound does not affect payout.
GR13-12	Saving of game settings	Sound and the selected amount were saved in the current client; after changing device I read the server balance anew; I did not synchronize demo credit with cash.

Subject Reference: Parameters and Applicability — GR30. In-Game Applicability

ID	Attribute	Value, conditions and result
GR30-01	Value of a money symbol	Value of a money symbol: There are no money symbols or collectors; the Cashout button ends the current round and is not a collector symbol.
GR30-02	Collection area of a symbol	Collection area of a symbol: There are no money symbols or collectors; the Cashout button ends the current round and is not a collector symbol.

ID	Attribute	Value, conditions and result
GR30-03	Order of collector activation	Order of collector activation: There are no money symbols or collectors; the Cashout button ends the current round and is not a collector symbol.
GR30-04	Repeatability of the persistent effect	Repeatability of the persistent effect: There are no money symbols or collectors; the Cashout button ends the current round and is not a collector symbol.
GR30-05	Accumulated value of the collector	Accumulated value of the collector: There are no money symbols or collectors; the Cashout button ends the current round and is not a collector symbol.
GR30-06	Timing of converting the accumulated value into a payout	Timing of converting the accumulated value into a payout: There are no money symbols or collectors; the Cashout button ends the current round and is not a collector symbol.

Full round rules

The player sets a bet and presses Build. The crane resets the floor. A successful placement gives a win equal to the bet multiplied by the coefficient. After a success, the player can collect the accumulated amount via Cashout or press Build again. The coefficients of subsequent floors multiply the current accumulated amount. Cashout immediately transfers the win to the game balance and returns the game to its initial state. This is settlement of the game round, not a withdrawal of money from the casino.

A floor falling means losing the round, except for the protected Frozen Floor amount. After completion, a new round can be started. Upon reaching Maximum Win, the interface warns that further play will not increase the win beyond the limit but may lead to the loss of the accumulated amount.