TOWER RUSH

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# Tower Rush bonus floors, protected amounts and payout rules

Detailed reference

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https://towerrush2pk.com/en/features

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 — GR04. Game applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR04-01 | Symbol key and name | Symbol key and name: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |
| GR04-02 | Role of the symbol | Role of the symbol: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |
| GR04-03 | Number of symbols in a paytable row | Number of symbols in a paytable row: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |
| GR04-05 | Base of the paytable coefficient | Base of the paytable coefficient: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |
| GR04-06 | Full payout of the game event or composite cycle | TR-PK-D-14: gross 68.75 FUN; the 27.50 FUN protection is included in the gross. |
| GR04-08 | Behaviour of wild over time | Behaviour of wild over time: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR04-09 | Rule for the wild's own multiplier | Rule for the wild's own multiplier: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |
| GR04-12 | Scope of the multiplier symbol | Scope of the multiplier symbol: There are no slot symbols/wild/paytable combinations. A floor is a state of the tower, Temple multiplies the current amount; the rules of the three features are described separately. |
| GR04-13 | Multiplier combination rule | TR-PK-D-08: coefficients 1,2×1,25×2=3; bet 16.00 FUN, gross 48.00 FUN. |

## Subject reference: parameters and applicability — GR05. Game applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR05-04 | Removed positions | Removed positions: There are no cascades with removal and refill of a slot grid; Triple Build adds floors to one already paid round. |
| GR05-05 | Field refill after removal | Field refill after removal: There are no cascades with removal and refill of a slot grid; Triple Build adds floors to one already paid round. |
| GR05-06 | Base payout of each cascade | Base payout of each cascade: There are no cascades with removal and refill of a slot grid; Triple Build adds floors to one already paid round. |
| GR05-07 | Multiplier of this cascade | Multiplier of this cascade: There are no cascades with removal and refill of a slot grid; Triple Build adds floors to one already paid round. |
| GR05-09 | Reason for the chain ending | Reason for the chain ending: There are no cascades with removal and refill of a slot grid; Triple Build adds floors to one already paid round. |

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR05-10 | Number of paid debits in the chain | Number of paid debits in the chain: There are no cascades with removal and refill of a slot grid; Triple Build adds floors to one already paid round. |

## Subject reference: parameters and applicability — GR06. Game applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR06-02 | Method of obtaining the feature | Frozen, Temple and Triple arise randomly after a successful placement; no separate purchase applies. |
| GR06-03 | Initial number of free moves | Initial number of free moves: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-04 | Number of re-awarded moves | Number of re-awarded moves: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-05 | Re-trigger condition | Re-trigger condition: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-06 | Number of moves used | Number of moves used: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-07 | State of the multiplier between moves | State of the multiplier between moves: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-08 | Fixed bet of the feature | TR-PK-D-14: the initial bet of 11.00 FUN is preserved for the entire cycle. |
| GR06-09 | Initial respin counter | Initial respin counter: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR06-10 | Condition for resetting the respin counter | Condition for resetting the respin counter: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-11 | Accumulated held symbols | Accumulated held symbols: There are no slot FS/respin/hold-and-win. Triple Build gives three additional floors, not three paid or free spins. |
| GR06-13 | Reason for the feature ending | Cashout, a fall taking Frozen into account, a regulatory timeout or annulment; each state has one final settlement. |
| GR06-14 | Moment the feature is credited | Frozen fixes the protected entitlement; the final credit does not duplicate it upon a subsequent higher Cashout. |

## Subject reference: parameters and applicability — GR07. In-game applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR07-02 | Name of the purchased feature | Name of the purchased feature: Feature purchase and ante are absent in the selected original profile; the sequel's buttons do not create such a mode. |
| GR07-03 | Purchase price in base stakes | Purchase price in base stakes: Feature purchase and ante are absent in the selected original profile; the sequel's buttons do not create such a mode. |
| GR07-07 | Compatibility of purchase and ante | Compatibility of purchase and ante: Feature purchase and ante are absent in the selected original profile; the sequel's buttons do not create such a mode. |
| GR07-09 | Mode maximum win base | Mode maximum win base: Feature purchase and ante are absent in the selected original profile; the sequel's buttons do not create such a mode. |

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR07-11 | Behavior on reaching the maximum | On reaching Maximum Win, the interface warns: continuing does not increase the monetary limit but may lead to the loss of what has been accumulated. Automatic completion is not attributed to the original. |

## Subject reference: parameters and applicability — GR08. In-game applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR08-02 | Jackpot level | Jackpot level: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |
| GR08-03 | Condition for jackpot participation | Condition for jackpot participation: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |
| GR08-04 | Participation price | Participation price: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |
| GR08-05 | Fixed jackpot base | Fixed jackpot base: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |
| GR08-06 | Progressive fund snapshot | Progressive fund snapshot: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |
| GR08-07 | Fund reset after a win | Fund reset after a win: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |
| GR08-08 | Relationship of jackpot to the overall cap | Relationship of jackpot to the overall cap: there is no in-game jackpot in the Original; the separate fund T-PK-01 is not a jackpot win. |

## Subject Reference: Parameters and Applicability — GR26. In-

## Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR26-03 | Stage of the game state in the frame | TR-PK-D-14: final frame Cashout 68.75 FUN; the 27.50 FUN protection is not a second credit. The frame, its description and the numerical parameters are approved in the episode materials. |

## Subject Reference: Parameters and Applicability — GR27. In-Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR27-01 | Binding of an additional row | Binding of an additional row: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |
| GR27-02 | Mask of active positions | Mask of active positions: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |
| GR27-03 | Dimensions of a large symbol | Dimensions of a large symbol: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |
| GR27-04 | Weight of a large symbol in evaluation | Weight of a large symbol in evaluation: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |
| GR27-05 | Rule for symbol decay or expansion | Rule for symbol decay or expansion: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |
| GR27-06 | Rule for removal outside a winning combination | Rule for removal outside a winning combination: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR27-07 | Order of effects over the field | Order of effects over the field: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |
| GR27-08 | Minimum number of reels covered | Minimum number of reels covered: No slot grid, additional rows, large symbols or ways; the coordinate mask is not applied to the vertical tower. |

## Subject Reference: Parameters and Applicability — GR28. In-Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR28-01 | Set of marked cells | Set of marked cells: There are no cell multipliers; the current round multiplier and the protected amount of Frozen are stored separately from the non-existent matrix. |
| GR28-02 | Multiplier of an individual cell | Multiplier of an individual cell: There are no cell multipliers; the current round multiplier and the protected amount of Frozen are stored separately from the non-existent matrix. |
| GR28-03 | Rule for changing a cell multiplier | Rule for changing a cell multiplier: There are no cell multipliers; the current round multiplier and the protected amount of Frozen are stored separately from the non-existent matrix. |
| GR28-04 | Event clearing cell marks | Event clearing cell marks: There are no cell multipliers; the current round multiplier and the protected amount of Frozen are stored separately from the non-existent matrix. |
| GR28-05 | Rule for including cells in the payout | Rule for including cells in the payout: There are no cell multipliers; the current round multiplier and the protected amount of Frozen are stored separately from the non-existent matrix. |

## Subject Reference: Parameters and Applicability — GR29. In-Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR29-01 | Unit of the in-game accumulator | Unit of the in-game accumulator: There is no symbol/key accumulator with reward thresholds; the number of floors and the current round amount are not replaced by an arbitrary charge scale. |
| GR29-02 | Accumulator increase from an event | Accumulator increase from an event: There is no symbol/key accumulator with reward thresholds; the number of floors and the current round amount are not replaced by an arbitrary charge scale. |
| GR29-03 | Current state of the accumulator | Current state of the accumulator: There is no symbol/key accumulator with reward thresholds; the number of floors and the current round amount are not replaced by an arbitrary charge scale. |
| GR29-04 | Threshold and reward of the accumulation stage | Threshold and reward of the accumulation stage: There is no symbol/key accumulator with reward thresholds; the number of floors and the current round amount are not replaced by an arbitrary charge scale. |
| GR29-05 | Timing of the accumulated reward payout | Timing of the accumulated reward payout: There is no symbol/key accumulator with reward thresholds; the number of floors and the current round amount are not replaced by an arbitrary charge scale. |
| GR29-06 | Rule for spending and carrying over a charge | Rule for spending and carrying over a charge: There is no symbol/key accumulator with reward thresholds; the number of floors and the current round amount are not replaced by an arbitrary charge scale. |

## Subject Reference: Parameters and Applicability — GR31. In-

## Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR31-01 | Permissible options for function selection | Permissible options for function selection: There is no selection/upgrade menu for slot functions; random Frozen/Temple/Triple are not purchasable levels. |
| GR31-02 | Selected function mode | Selected function mode: There is no selection/upgrade menu for slot functions; random Frozen/Temple/Triple are not purchasable levels. |
| GR31-03 | Condition for advancing to a higher mode | Condition for advancing to a higher mode: There is no selection/upgrade menu for slot functions; random Frozen/Temple/Triple are not purchasable levels. |
| GR31-04 | Carry-over of remaining moves on transition | Carry-over of remaining moves on transition: There is no selection/upgrade menu for slot functions; random Frozen/Temple/Triple are not purchasable levels. |
| GR31-05 | Carry-over of accumulated state on transition | Carry-over of accumulated state on transition: There is no selection/upgrade menu for slot functions; random Frozen/Temple/Triple are not purchasable levels. |
| GR31-06 | Guaranteed starting composition of the function | Guaranteed starting composition of the function: There is no selection/upgrade menu for slot functions; random Frozen/Temple/Triple are not purchasable levels. |

## Subject Reference: Parameters and Applicability — GR32. In-Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR32-01 | Condition for offering an exchange or gamble | After a successful floor I choose Cashout or continuing Build; there is no separate slot menu for exchanging FS for a function. |

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR32-02 | Size of the reward at risk | TR-PK-D-14: at risk 41.25 FUN above the protection. |
| GR32-03 | Protected part of the reward | 27.50 FUN of protection are included in the gross of the successful exit. |
| GR32-04 | Proposed outcome of the exchange | Continuing allows the current amount to grow; a future multiplier is not guaranteed, and there is no paid exchange of cash for FS. |
| GR32-05 | Decision and result of the exchange stage | I chose Cashout 68.75 FUN; bet 11.00 FUN; net 57.75 FUN; there is no second protection credit. |

## Subject Reference: Parameters and Applicability — GR33. In-Game Applicability

| ID | Attribute | Value, conditions and result |
|---|---|---|
| GR33-01 | Jackpot launch stage | Jackpot launch stage: There is no jackpot stage or jackpot surcharge in the selected original profile; the overall monetary cap applies to the regular round. |
| GR33-02 | Scope of the shared jackpot fund | Scope of the shared jackpot fund: There is no jackpot stage or jackpot surcharge in the selected original profile; the overall monetary cap applies to the regular round. |
| GR33-03 | Rule for including the jackpot in RTP | Rule for including the jackpot in RTP: There is no jackpot stage or jackpot surcharge in the selected original profile; the overall monetary cap applies to the regular round. |

## Bonus floors

All bonus floors initially look like regular ones; the type is revealed after a successful placement. They appear in a random round.

- Frozen Floor immediately locks in the accumulated win, which is preserved even in the event of a subsequent loss. If the player continued, obtained more and collected a larger amount, the larger amount is credited, not

both amounts together. Example of the rules: locking at x5, continuing to x10 and Cashout give bet × 10. Frozen Floor is possible only once per round; after it, no new bonuses are awarded. After Frozen Bonus session, floors either give x1.5 and above or collapse with x0; the state boundaries of Frozen Bonus session are determined by the stated rules.

- Temple Floor launches one automatic spin of a wheel with 10 sectors: x1.5, x1.5, x2, x2, x3, x3, x5, x5, x7, Frozen Floor. The resulting multiplier multiplies the current win; the last sector freezes the current amount. After the spin, play can continue. Temple Floor can occur several times per round. The probabilities of the sectors landing are independent parameters of the wheel.
- Triple Build automatically adds three additional floors. Each has a coefficient of at least x1. It can occur several times per round. SlotCatalog describes "3 floors instead of 1", whereas the rules say "three additional floors"; both formulations are preserved with reference to the respective description of the mechanic.