Original Tower Rush: round rules and settlement

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One initial stake, several decisions

An original Tower Rush round is individual: choose the stake, press Build, wait for server acceptance and the floor result, then choose Cashout or another Build. There is one betting panel, no shared flight window and no second concurrent panel. Further Build actions continue the same round without debiting a new initial stake.

The crane drops a floor. A successful floor produces the stake multiplied by its factor; subsequent successful floors multiply the amount already accumulated. After the first success, Cashout is available. Accepted Cashout credits the game balance and resets the game view. That settlement is not an external casino withdrawal. A fall loses the round except for an amount already protected by Frozen Floor.

Limits and configurations

Profile	Mode and stakes	RTP	Round payout cap
TR-DEMO	1–100 FUN	96.17–97%	10,000 FUN
TR-IN-97	10–10,000 INR; increment 0.10 INR	97%	1,000,000 INR
TR-USD-97	0.10–100 USD; increment 0.01 USD; MyStake episode	97%	10,000 USD
TR-EUR-97	0.20–100 EUR; increment 0.01 EUR; Betify episode	97%	10,000 EUR
TR-PROVIDER-RANGE	Depends on launch	96.2–97.6%	Depends on launch

An unlimited stated number of floors does not remove the cash cap. At Maximum Win, the interface warns that continuing cannot increase the payout above the cap and may lose the accumulated amount. A 10,000 FUN cap is not a universal 100× limit. In TR-IN-97, a 100 INR stake has an effective cap of 10,000×; a 10,000 INR stake has an effective cap of 100×.

Frozen Floor

The protected amount is fixed immediately and survives a later fall. If the player continues and cashes out a higher amount, only the higher final amount is credited; the protection is not added again. The rule example freezes at 5× and exits at 10×, paying stake ×10. Frozen Floor can occur only once in a round. No new bonus floor appears after it. Subsequent floors in the described Frozen Bonus session pay at least 1.5× or fall at 0×.

Temple Floor

A bonus floor initially looks ordinary and reveals its type only after successful placement. Temple runs one automatic spin with ten sectors: 1.5×, 1.5×, 2×, 2×, 3×, 3×, 5×, 5×, 7× and Frozen Floor. A multiplier applies to the current accumulated amount; the Frozen sector protects that amount. Play may continue, and Temple may occur more than once per round. Sector multiplicity and sector probability are separate characteristics.

Triple Build

The rules describe three additional floors, each with a factor of at least 1×, without three extra cash debits. It can occur more than once per round. SlotCatalog separately describes “3 floors instead of 1”. These two descriptions belong to their respective accounts of the mechanic rather than being silently merged.

Worked settlement cases

Case	Settlement
Frozen: stake 10 FUN, protection 2×, exit 5×	Gross 50 FUN; net 40 FUN. A fall instead would pay 20 FUN, net 10 FUN.
Temple: accumulated 15 FUN, sector 3×	45 FUN; sector count does not by itself specify its probability.
Triple: stake 10 FUN, factors 1.2×1.25×1.6	24 FUN gross from one 10 FUN debit.
Raw amount 11,250 FUN	Capped at 10,000 FUN. Continuing after the warning does not permit exceeding the cap.
TR-D-02: stake 10 FUN, manual exit 1.5×	15 FUN gross; +5 FUN net. Acceptance latency 0.240 seconds did not add a multiplier.

Connection loss and voids

The server determines outcomes. Connection quality and device performance can delay updates, animation and displayed results. If the connection fails after server acceptance and is not restored for one hour, the round ends after that hour of inactivity and its registered winnings are credited automatically. A relevant equipment or software malfunction voids the affected bets and payouts and returns the stakes. A client timeout by itself is not a recorded loss.

Game bonus rights

Free Bet is a specified number of free stakes: 10 ×100 FUN means ten bets of 100 FUN. Free Amount is a bonus balance, for example 1,000 FUN. Activate the entitlement before using it; deactivate an active Free Bet/Free Amount before cash play. A Free Amount balance below the selected stake triggers an insufficient-bonus-balance error before acceptance. After three uses of ten Free Bets, the remaining count is 10−3=7. Whether a particular Free Bet returns its nominal stake is set by its award. An operator’s Aviator freebet rule is not a rule for every Tower Rush promotion.

Functions that do not belong to this profile

There are no slot reels, lines, ways, wilds, scatters, symbol combinations, slot cascades, respins, feature purchase, ante surcharge or separate game jackpot in the selected original profile. The first Build costs the initial stake, with a zero ante surcharge. Build and Cashout are manual; Autoplay and Auto Cashout are not used. A sequel’s Buy Bonus or automatic controls do not create those functions in the original. An operator wheel or tournament has its own owner and conditions.