Demo sessions, balances and complete recorded feeds

Tower Rush by Galaxsys

Reference for https://towerrushindi.com/en/demo/

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A virtual balance, a separate mode

The original Tower Rush demo belongs to Galaxsys. Its balance is denominated in FUN, a virtual unit that cannot be withdrawn as money. The official demo route does not require a cash account or a deposit; an operator may apply its own login requirements. Moving to real-money play means opening the operator's cash mode, not transferring FUN as a deposit.

The original controls are Build and Cashout, with Frozen Floor, Temple Floor and Triple Build. Features of Tower Rush 2 are not automatically features of the original. Demo and cash configurations are separate: the recorded TR-DEMO range is RTP 96.17–97%, stakes 1–100 FUN and a cap of 10,000 FUN. TR-IN-97 is a different cash configuration. Neither its INR values nor a general 100× limit can be inferred from that demo cap.

TR-DEMO-01: the complete session ledger

Karthikeyan Sengupta recorded this episode on 3 November 2026, from 08:30:00 to 08:48:00 IST, on a Realme 14 Pro+ running Android 15 and realme UI 6.0. The opening balance was 1,000 FUN. Each row below retains its own stake, settlement and closing balance. The last event is a void and refund, not a winning round.

Round	Stake FUN	Gross / refund FUN	Net FUN	Balance FUN	Event
TR-D-01	5	0	-5	995	First-floor fall
TR-D-02	10	15	5	1000	Build 1.5×; Cashout
TR-D-03	5	0	-5	995	Fall
TR-D-04	10	30	20	1015	Temple: accumulated 15 FUN ×2 = 30 FUN
TR-D-05	5	6	1	1016	Build 1.2×; Cashout
TR-D-06	10	0	-10	1006	Fall
TR-D-07	5	25	20	1026	Frozen at 5×; subsequent fall; protected 25 FUN
TR-D-08	10	24	14	1040	Triple: 1.2×1.25×1.6 = 2.4×; Cashout
TR-D-09	5	0	-5	1035	Fall
TR-D-10	10	15	5	1040	Return from background; Cashout 1.5×
TR-D-11	5	0	-5	1035	Fall
TR-D-12	10	10	0	1035	Build 1×; Cashout
TR-D-13	5	0	-5	1030	Fall
TR-D-14	10	50	40	1070	Frozen at 2×; next factor 2.5×; Cashout 5×; credit 50, not 70
TR-D-15	5	0	-5	1065	Fall
TR-D-16	10	12	2	1067	Build 1.2×; Cashout

Round	Stake FUN	Gross / refund FUN	Net FUN	Balance FUN	Event
TR-D-17	7.5	Refund 7.50	0	1067	Void after malfunction; original 7.50 FUN stake refunded

What the figures measure

Measure	Recorded result
Accepted cycles	17
Settled cycles excluding void	16
Initial debits	127.50 FUN
Refund	7.50 FUN
Comparable turnover	120.00 FUN
Gross game payouts	187.00 FUN
Net game result	+67.00 FUN
Closing balance	1,067.00 FUN
Aggregate sample return	187/120 ×100 = 155.8333%
Mean of individual gross/stake ratios	136.2500%; a different denominator
Positive payouts	9/16
Profitable cycles	8/16
Exact stake return	1/16
Internal bonus events	4: two Frozen, one Temple, one Triple
Bonus-event frequency in this short ledger	4/16 = 25%; not the game-mathematics probability
Largest payout	50 FUN
Sample net variance, denominator n−1	174.695833 FUN²
Standard deviation	13.217255 FUN
Maximum drawdown over settled balances	10 FUN
Longest run of zero payouts	One cycle
Unsettled obligations at the end	0 FUN

The balance identity is 1,000 − 120 + 187 = 1,067.00 FUN. The separate void contributes −7.50 + 7.50 = 0. These are session results, not a guarantee for another sequence. The 16 settled paid cycles form the statistical denominator; the 17 accepted bets include the void.

Recovery, protected winnings and reset

TR-D-10 was reopened after 45 seconds in the background. It still had one 10 FUN debit and one 15 FUN credit. No second stake was submitted. TR-D-17 returned 7.50 FUN without increasing profit. TR-D-14 closed at Cashout 50 FUN: the previously protected 20 FUN was not a second incoming payment.

After the 17 accepted cycles, the author ended the ledger and opened a fresh demo session with 1,000 FUN. The −67.00 FUN difference is a reset adjustment, not a game loss. No pending obligation remained. A demo balance and its reset are not bank transfers.

Observed demo displays: 3 November 2026

The following frames belong to a separately recorded display sequence. Its 100,000 FUN opening displays must not be merged with the 1,000 FUN opening of TR-DEMO-01. Each line preserves the values visible in that frame, including repeated multipliers and empty fields. Empty means that the field has no recorded value in that frame; it does not mean zero. The Net Position column retains its interface label.

Mode	Balance FUN	Net Position	Cashout FUN	Multiplier feed
Mobile	100 000	0	0	
Desktop	100 000		0	
Desktop	99 999		1.6	×1.6 ×1.6
Desktop	99 999		2.32	×1.45 ×1.45 ×1.6
Desktop	99 999		2.43	×1.05 ×1.05 ×1.45 ×1.6
Desktop	99 999		1.09	×0.45 ×0.45 ×1.05 ×1.45 ×1.6
Desktop	99 999			×0.45 ×0.45 ×1.05 ×1.45 ×1.6
Desktop	99 999		0	
Desktop	99 996		3	×1 ×1
Desktop	99 996		3	×1 ×1 ×1
Desktop	99 996		1.95	×0.65 ×0.65 ×1 ×1
Desktop	99 996		1.95	×1 ×1 ×0.65 ×1 ×1
Desktop	99 996		0.78	×0.4 ×0.4 ×1 ×0.65 ×1 ×1
Desktop	99 996			×0.4 ×0.4 ×1 ×0.65 ×1 ×1
Desktop	99 996		0	

Mode	Balance FUN	Net Position	Cashout FUN	Multiplier feed
Desktop	99 993		3	×1 ×1
Desktop	99 993		4.95	×1.65 ×1.65 ×1
Desktop	99 993		2.72	×0.55 ×0.55 ×1.65 ×1
Desktop	99 993		2.72	×1 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		3.67	×1.35 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		2.2	×0.6 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		1.54	×0.7 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		1.69	×1.1 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.76	×0.45 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.45	×0.6 ×0.6 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.2	×0.45 ×0.45 ×0.6 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.26	×1.3 ×1.3 ×0.45 ×0.6 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.41	×1.55 ×1.55 ×1.3 ×0.45 ×0.6 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.16	×0.4 ×0.4 ×1.55 ×1.3 ×0.45 ×0.6 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Desktop	99 993		0.16	×1 ×1 ×0.4 ×1.55 ×1.3 ×0.45 ×0.6 ×0.45 ×1.1 ×0.7 ×0.6 ×1.35 ×1 ×0.55 ×1.65 ×1
Mobile				
Desktop				
Mobile	99 900	-100	80	×0.8 ×0.8
Mobile	99 900	-100	60	×0.75 ×0.75 ×0.8
Mobile	99 900	-100		×0.75 ×0.75 ×0.8
Mobile	99 900	-100	0	
Mobile	99 790	-210	49.5	×0.45 ×0.45
Mobile	99 790	-210	89.1	×1.8 ×1.8 ×0.45
Mobile	99 790	-210	44.55	×0.5 ×0.5 ×1.8 ×0.45
Mobile	99 790	-210	26.73	×0.6 ×0.6 ×0.5 ×1.8 ×0.45

Mode	Balance FUN	Net Position	Cashout FUN	Multiplier feed
Mobile	99 790	-210	50.78	×1.9 ×1.9 ×0.6 ×0.5 ×1.8 ×0.45
Mobile	99 790	-210		×1.9 ×1.9 ×0.6 ×0.5 ×1.8 ×0.45
Mobile	99 790	-210	0	
Mobile	99 680	-320	77	×0.7 ×0.7
Mobile	99 680	-320	215.6	×0.7 ×0.7
Mobile	99 680	-320	215.6	×2.8 ×2.8 ×0.7
Mobile	99 680	-320	97.02	×2.8 ×2.8 ×0.7
Mobile	99 680	-320	97.02	×0.45 ×0.45 ×2.8 ×0.7
Mobile	99 680	-320	135.82	×0.45 ×0.45 ×2.8 ×0.7
Mobile	99 680	-320	135.82	×1.4 ×1.4 ×0.45 ×2.8 ×0.7
Mobile	99 680	-320		×1.4 ×1.4 ×0.45 ×2.8 ×0.7

Desktop player feed

These recorded rows are distinct across all four fields. Stakes and winnings are in FUN. The displayed time is preserved as shown; this feed is not the author’s cash ledger or evidence of an external withdrawal.

Masked player	Stake FUN	Winnings FUN	Displayed time
0a***4d	0.1	0.13	22:02
11***UR	0.1	0.19	22:02
13***30	9.33	13.07	21:59
14***9a	0.1	0.12	21:59
14***bb	0.09	0.12	22:02
22***84	0.09	0.15	22:02
26***28	0.01	0.01	21:59
35***66	2	5.8	22:02
38***UR	0.2	0.36	22:02
39***69	1.06	2.06	22:02
45***5a	0.26	0.38	22:02
64***3d	0.17	0.27	22:02

Masked player	Stake FUN	Winnings FUN	Displayed time
64***63	2.17	3.15	22:02
65***18	0.03	0.03	21:59
66***aa	44.18	50.81	21:59
69***15	0.28	0.79	21:59
6f***SD	0.66	1	21:59
70***21	0.5	0.92	21:59
70***63	5	12	21:59
79***83	1.19	6.06	21:59
80***33	0.2	0.17	22:02
a9***68	0.09	0.1	21:59
b3***0f	0.02	0.04	21:59
b6***UR	1	0.5	22:02
c7***SD	0.44	0.31	21:59
d4***a7	0.08	0.16	22:02
d5***UR	0.1	0.11	22:02
e0***UR	0.1	0.1	22:02
e0***UR	0.1	0.21	21:59
pi***43	0.48	0.6	21:59

Parimatch: original Tower Rush demo feed

This is the original Tower Rush demo feed in the Parimatch context. It is separate from the Tower Rush 2 feed and from the desktop sequence above. The interface time is 10:55 for every retained row.

Masked player	Stake FUN	Winnings FUN	Interface time
70***82	8.56	22.28	10:55
11***ES	204.7	532.22	10:55
33***ES	40.94	102.35	10:55
70***99	12.85	34.7	10:55
d9***77	21.42	18.21	10:55

Masked player	Stake FUN	Winnings FUN	Interface time
4c***5a	2.85	6.28	10:55
70***70	95.22	95.22	10:55
ec***7a	5.43	2.99	10:55
27***44	2.4	4.8	10:55
70***13	151.79	159.38	10:55
6e***83	2.6	7.8	10:55
34***b3	3.87	4.45	10:55
70***74	25.7	53.99	10:55
74***53	73.21	161.07	10:55
b9***UR	10.11	30.35	10:55

Official desktop launch reference

The official provider route is https://galaxsys.co/ru/games/demo/desktop/tower-rush/. The desktop launch address below uses culture=en. A page language does not change the recorded launcher configuration. This endpoint reference is distinct from a played-round observation.

https://galaxsys-games.com/fg-towerrush-client/game/?activeGameId=90&backUrl=galaxsys-gamesalt4-54rg78cw.com%2Ffg-towerrush-api&culture=en&gameKindName=TowerRush&gameTypeName=TowerRush&isDemo=true&isFeatureMessagePackEnabled=true&isMessagePackEnabled=false&isMobile=false&mode=2&partnerId=2112&partnerPlayerId=&playerId=0&referer=&token=

Parameter	Recorded value
isMobile	false
isDemo	true
activeGameId	90
partnerId	2112
culture	en
playerId	0
token	Empty
Mode	Desktop FUN/demo

This desktop address is not a mobile launcher. FUN remains virtual regardless of the device used. An editorial website, the operator’s account and the provider’s game are separate services.