Frozen Floor, Temple Floor and Triple Build

Tower Rush India | https://towerrushindi.com/en/features/

One paid round, three random bonus-floor functions

In the original Galaxsys profile, Frozen Floor, Temple Floor and Triple Build can occur randomly after a successful placement. The accepted initial stake remains fixed for the entire round, including the bonus floors. There is no separate feature purchase or ante surcharge. A later Build continues the paid round without another initial stake deduction.

Frozen Floor: protected amount and final credit

Frozen Floor preserves the fixed protected amount if a later floor falls. A successful Cashout above that minimum credits the larger total once; the protected amount is already included. After Frozen, no new bonus floors appear and later successful floors produce a multiplier of at least 1.5×. In TR-D-14 the original stake is 10 FUN: protection at 2× fixes 20 FUN, a later 2.5× produces 50 FUN, and Cashout credits 50 rather than 70. Net is 40 FUN. At 50 FUN, the 30 FUN excess over the protected 20 is the part at risk.

Temple Floor: keep every sector

Sector position	Result
1	1.5×
2	1.5×
3	2×
4	2×
5	3×
6	3×
7	5×
8	5×
9	7×
10	Frozen Floor

The sector multiplies the amount already accumulated, not a second deposit or the initial stake alone. TR-D-04 had 15 FUN accumulated; a 2× sector made 30 FUN. Repeated sector labels and their probabilities are different characteristics; ten printed sectors do not establish an equal-probability claim.

Triple Build and completion

Triple Build adds three additional floors without three new monetary deductions. TR-D-08 costs one initial 10 FUN stake: 1.2×1.25×1.6=2.4× gives 24 FUN at Cashout. These are floors, not free spins, respins or three separately paid cycles. The feature ends through Cashout, a fall with Frozen protection where applicable, a rules timeout or annulment. Each terminal state has one final settlement.

Functions that do not belong to this original profile

Group	Scope
Reels, lines and ways	No reel grid, payline direction, adjacency evaluation, line switching, coins per line, coin denomination or simultaneous symbol-combination payout. One stack and one initial stake define the round.
Slot symbols	No wild substitution, scatter combination or slot-symbol paytable. A floor is a tower state.
Cascades	No removal/refill positions, cascade base payout, cascade multiplier or cascade-chain debit count. Triple adds floors inside the paid round.
FS / respin / hold-and-win	No starting or retriggered spin count, held-symbol collection, respin counter/reset or cross-spin multiplier state.
Feature purchase and upgrade	No feature-buy price, ante compatibility, selectable slot-feature tier, upgrade threshold, transferred moves or guaranteed starting symbol set.
Grid transformations	No extra rows, oversized symbols, coordinate mask, weights, expansion/splitting or field-effect order.
Cell multipliers	No marked-cell set, per-cell multiplier, cell reset or cell contribution to payout. The round multiplier and Frozen protection are separate.
Collectors	No symbol/key charge threshold, accumulator unit, state, award threshold, spending or carryover. Cashout is not a money-symbol collector.
Jackpots	No game jackpot tier, entry price, fixed/progressive pool, reset, jackpot-stage supplement or jackpot RTP component. Betify tournament funds have a different owner.
Exchange menu	No slot menu exchanging cash/free spins for a function. After a successful floor, the choice is Cashout or another Build.

Cap and settlement priority

At Maximum Win the interface warns that continuing cannot increase the money cap and can put accumulated value at risk. Automatic closure is not inferred. The ordinary round cap also applies when no jackpot stage exists. Complete server settlement of an accepted round before applying a session limit to the next entry. A repeated event response must not add another credit/debit; a vanished animation does not settle a pending cycle. New stake settings apply only to the next round, not to a preserved feature.