REFERENCE APPENDIX

Rules and round sequence

ENGLISH

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G02

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2. Tower Rush — rules and configurations

Galaxsys states the release date 28.02.2024, RTP 96,2–97,6% and the provider license MGA/B2B/592/2018. In PDF Galaxsys, 95,1–97,6% appear and, in another edition of the catalog, 96,17–97%. These ranges are stored as characteristics of different publications. In the working demo profile, RTP 97% is used for the calculation. The provider build designation and the real-money integration configuration are set separately. Game card (https://galaxsys.co/games/tower-rush/) · PDF 2024 (https://galaxsys.co/media/2024/07/12/7e5ed36527bc9ccefe33a58daaa514da4f895189.pdf) · PDF with range 96,17–97% (https://galaxsys.co/media/2025/10/21/d5b6747367c8ea502624e6cd31e6a129cb5e9a8e.pdf)

2. Tower Rush — rules and configurations

Key	Mode	Unit	Accepted RTP	Grid	Cap
TR-FR-FUN	Demo log	FUN	97%	1–100 FUN, step 0,50 FUN	10 000 FUN per round
TR-FR-EUR	Isolated cash log	EUR	97%	0,50–50,00 EUR, step 0,05 EUR	2 500 EUR per round
TR-FR-CMP-ALT	Expected value comparison	EUR	96,2%	Same turnover 250 EUR	Comparison without reaching the cap

The player selects a bet and presses Build. The server accepts one initial debit. With each successful floor, the current amount is multiplied by the floor coefficient. The player locks in the accumulated amount via Cashout or chooses the next Build. A fall ends the round. Gross is the only final game payout for the cycle. An external withdrawal from the cashier is a separate operation.

2. Tower Rush — rules and configurations

Mechanics	Condition	How it is accounted for
Frozen Floor	Successful hidden bonus floor	Locks in the accumulated amount. On a subsequent fall, the protection is paid. On a successful Cashout, the total including the protection is paid. After Frozen, no new bonus floors occur; a successful subsequent floor gives a minimum of 1,5× under the saved rules.
Temple Floor	Opens after a successful floor	One spin, sectors 1,5×, 1,5×, 2×, 2×, 3×, 3×, 5×, 5×, 7×, Frozen. The multiplier is applied to the accumulated amount. Frozen locks it. The number of sectors does not set their weights.
Triple Build	After opening the feature	Three additional floors, each no lower than 1× under the saved rules. All are part of the current round with a single real-money debit.
Amount limit	Gross reached the set cap	Amounts above the cap are not credited. The win limit itself does not prove a mandatory automatic calculation. Continuing may lose the unprotected amount.
Connection loss	The moment before and after acceptance differs	Before acceptance there is no new debit. After acceptance, the history is restored via ID. The saved rules provide for settlement after an hour of inactivity if the connection has not been restored, and a refund of the original bet in the event of a technical cancellation.
Missing elements	Original mechanics	No shared flights, second panel, auto-collect, slot grid, cascades, bonus buy, ante and in-game jackpot.

2. Tower Rush — rules and configurations

Mechanics	Condition	How it is accounted for
FreeBet / FreeAmount	Separate promo tool Galaxsys	FreeBet stores the number of issued bets. FreeAmount stores the bonus balance. Activation is required. Switching to regular funds is accounted for as a separate state.

Tower Rush 2 — a separate version with 50% Cashout, Re-Buy and a 10-Floor Bonus Round scale. Tower Rush Branded is stored as a separate card of the family. Their properties cannot be used when calculating the original Tower Rush. Tower Rush 2 announcement (https://galaxsys.co/news/galaxsys-takes-its-hit-game-higher-with-tower-rush-2/)

On the original card, Galaxsys claims Provable Fairness and the use of RNG. The saved interface contains a link to hash verification. Verification of a specific round uses the published commitment, exact inputs, encoding, protocol version and display of the digest in the outcome. The computed seed and the reproduced outcome of Tower Rush are accounted for according to the protocol of the specific round. The results below are confirmed by the arithmetic of the log. Galaxsys (https://galaxsys.co/games/tower-rush/)

21 · Crash and Cashout

21 · Crash and Cashout

ID	Parameter	Scope, condition and result
21-01	Developer of the exact game	Galaxsys
21-02	Bet acceptance window	One starting Build after selecting an allowed bet, without a shared flight window
21-03	Number of panels	1
21-04	Bet of the first panel	TR-FR-D07: one accepted bet 12.50 FUN; there is no second panel. The remaining amounts are per the round log.
21-05	Bet of the second panel	No second panel
21-06	Manual cashout	Request after a successful Build and before the final crash; the server status is taken into account
21-07	Auto-cashout	Absent in the original
21-08	Autobet	Absent in the original
21-09	Connection loss	Before acceptance there is no debit, after acceptance the history is read; cases E05–E07
21-10	Round number	For example TR-FR-D07, Frozen and the subsequent crash
21-11	Full payout	TR-FR-D07: 12.50 × 2.5 = 31.25 FUN gross with a protected crash; one payout.
21-12	Net result	TR-FR-D07: 31.25 − 12.50 = 18.75 FUN net. TR-FR-D12: refund 4.00 − debit 4.00 = 0 FUN.
21-13	Result verification mechanism	Galaxsys claims RNG and Provable Fairness; the computational check against the log is separated
21-14	Verification inputs	Bet, multipliers, cap, ID and status for checking the arithmetic; for PF the inputs and protocol of the specific round are needed
21-15	Multiplier rounding	The raw multiplier is stored separately; half-up to 0,01 is applied to gross

GR05 · State sequence

GR05 · State sequence

ID	Parameter	Scope, condition and result
GR05-04	Removed positions	No removal of winning symbols
GR05-05	Refill of the field after removal	Filling of a new floor follows a separate Build or Triple
GR05-06	Base payout of each cascade	No cascade payout base
GR05-07	Multiplier of this cascade	Floor coefficients are multiplied during the round
GR05-09	Reason for chain termination	The cycle is closed by Cashout, a fall or void
GR05-10	Number of paid debits in the chain	One initial debit, Triple adds no paid steps

GR06 · Moves and features

GR06 · Moves and features

ID	Parameter	Scope, condition and result
GR06-02	Method of obtaining the feature	The bonus floor is revealed after a successful placement
GR06-03	Initial number of free moves	No slot FS; Triple grants three additional floors
GR06-04	Number of re-awarded moves	In D08, 3 additional Triple moves were awarded, 3 used, 0 remaining; re-award in this row is 0. The possibility of repetition before Frozen is separate from the log event.
GR06-05	Re-trigger condition	After Frozen no new bonuses are awarded
GR06-06	Number of used moves	In D08 the three child Triple steps are part of one round
GR06-07	Multiplier state between moves	The accumulated multiplier is retained within the current round; a new round starts from a clean state
GR06-08	Locked feature bet	The original bet is retained until the end of the round
GR06-09	Initial respin counter	No respin counter
GR06-10	Respin counter reset condition	Respin is not provided; the next accepted round resets the accumulated amount
GR06-11	Accumulated held symbols	No held symbols. Frozen locks the amount
GR06-13	Reason for feature termination	Final Cashout or a fall ends the feature
GR06-14	Moment the feature is credited	Protection becomes a payout only in the final calculation

GR07 · Purchase and limit

GR07 · Purchase and limit

ID	Parameter	Scope, condition and result
GR07-02	Name of the purchased feature	The original has no feature purchases
GR07-03	Purchase price in base bets	No purchase price
GR07-07	Purchase and ante compatibility	Ante and purchase are absent in the original
GR07-09	Base of the mode's maximum win	Total gross cap per cycle, depends on the mode
GR07-11	Behavior upon reaching the maximum	At cap, further Build does not increase gross above the limit, may lose unprotected

GR09 · Crash profile stages

GR09 · Crash profile stages

ID	Parameter	Scope, condition and result
GR09-01	Round states	Ready → Build request → server accepted → floor → new Build, Cashout or fall → settled; void separately
GR09-03	Bet submission moment	TR-FR-D01: the first Build was sent 06.11.2026 10:04:00.000 CET; amounts of other rounds and times are in the event table.
GR09-04	Bet acceptance moment	TR-FR-D01 was accepted 379 ms after submission; the exact server accepted timestamp is in the event table. Before acceptance there is no debit.
GR09-05	Result of late submission	Submission of a new Build after the final closure of the previous ID is rejected: there is no new accepted round, debit 0. A late Cashout does not separately change an already calculated outcome.
GR09-06	Cancellation before start	While there is no acceptance, re-reading the history before a new action
GR09-07	Round completion point	The final status is determined by the server, there is no common crash point
GR09-09	Server-accepted target	Manual control, no automatic target is used
GR09-11	Accepted payout multiplier	From the server result of the selected cycle, in the log 0×–3,75× for the specified episodes
GR09-12	Crash point target equality rule	The boundary is determined by the order of acceptance. For the original there is no shared flight target
GR09-14	Automatic limit calculation	No automatic limit Cashout is provided for the original. Separate timeout on disconnect
GR09-16	Full cycle duration	In the event log DEMO-01 from sending Build to settlement 24 per cycle; separate pauses give a session of 27 min. In the pace calculation 24 s is used as the selected window duration.

GR31 · Transitions between modes

GR31 · Transitions between modes

ID	Parameter	Scope, condition and result
GR31-01	Permissible options for choosing the function	Continue Build or lock in Cashout after a successful floor
GR31-02	Selected mode of the function	The decision is indicated by the D-line
GR31-03	Condition for transition to the higher mode	There is no higher mode; Temple, Triple, Frozen remain in the current round
GR31-04	Carryover of remaining moves upon transition	There is no carryover of bonus spins
GR31-05	Carryover of accumulated state upon transition	Frozen and multipliers live until the settlement of one round
GR31-06	Guaranteed starting composition of the function	The Temple sector and effects are hidden until the floor is accepted; there is no guaranteed set of functions

GR32 · Exchange

GR32 · Exchange

ID	Parameter	Scope, condition and result
GR32-01	Condition for offering an exchange or gamble	There is no separate gamble or reward exchange screen. After a successful floor, you can continue
GR32-02	Size of the reward at risk	E01 after Frozen, 43.75 FUN is protected, the unprotected part is 0. After a successful 1.5× in E02, the current gross is 65.63 FUN, at risk is 21.88 FUN, protection is 43.75 FUN.
GR32-03	Protected part of the reward	In E01, 43,75 FUN is protected
GR32-04	Proposed exchange result	There is no separate exchange reward; Build applies the result of the next floor
GR32-05	Decision and result of the exchange stage	E02 after an additional successful 1,5× gives gross 65,63 FUN

GR34 · Completion

GR34 · Completion

ID	Parameter	Scope, condition and result
GR34-01	Priority of simultaneous stop conditions	A confirmed outcome takes priority over a repeat; a technical void is handled separately with a refund
GR34-02	Rule for re-obtaining the settlement	The same ID produces the same settlement; repeats do not create credit
GR34-03	Condition for the final closing of the cycle	Terminal status and the single accounted movement or void
GR34-04	Rule for applying a bet change to the saved function	A bet change is allowed for the next cycle; the original bet of the live round is retained

Full round rules

The player sets the bet and presses Build. The crane drops the floor. A successful placement gives a win equal to the bet multiplied by the multiplier. After a success, you can collect the accumulated amount via Cashout or press Build again. The multipliers 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 the 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.