REFERENCE APPENDIX

Special floors and game effects

ENGLISH

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G10

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Edge cases

Edge cases

ID	Entry	Settlement and result
TR-FR-E01	Bet 17,50 FUN, Frozen 2,5×, then fall	Protection 43,75 FUN. Gross 43,75, net 26,25 FUN.
TR-FR-E02	Same bet, Frozen 2,5×, then successful floor 1,5× and Cashout	Gross 65,63 FUN after half-up rounding to 0,01. Net 48,13 FUN. Protection is included within gross.
TR-FR-E03	12,50 FUN, accumulated 2,2×, Temple sector 3×	12,50 × 2,2 × 3 = 82,50 FUN. Net 70,00 FUN.
TR-FR-E04	50,00 EUR, raw total 64×, limit 2 500 EUR	min(3 200; 2 500) = 2 500 EUR. Net 2 450 EUR. Effective ratio 50× in this row.
TR-FR-E05	Gap before server accepted	Debit 0. On a repeat of the previous request_id, the history is checked before creating a new one.
TR-FR-E06	Gap after acceptance of bet 6,50 FUN, confirmed total 1,8×	After recovery, the history returns gross 11,70 FUN, net 5,20 FUN. Reopening leaves one payout.
TR-FR-E07	13,00 FUN, pending, then void	On pending, 13,00 FUN obligations are reflected. After refund 13,00 FUN the obligation 0, net 0, comparable turnover 0.
TR-FR-E08	Protected gross already at cap and repeat of the last request	The final status and the original settlement_id take priority. The repeat reads the same settlement.

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

GR03 · Geometry

GR03 · Geometry

ID	Parameter	Scope, condition and result
GR03-02	Number of positions in each column	No slot columns: a single current floor
GR03-04	Number of active lines	0 active lines in the tower mechanic
GR03-05	Ability to change lines	Lines are not configurable
GR03-06	Evaluation direction	Evaluation proceeds over accepted floors in the order Build
GR03-07	Adjacency condition	Symbol adjacency is not involved
GR03-09	Bet per line or unit	One bet for the entire round
GR03-10	Coin denomination	FUN or EUR, slot coins are absent
GR03-11	Number of coins per line	No lines, floor multipliers are not coins
GR03-12	Full price of the paid game cycle	Full price equals one initial debit
GR03-13	Number of ways in this state	Ways do not apply
GR03-14	Simultaneous wins rule	Final gross is single, Frozen is included in the final result

GR04 · Payouts and symbols

GR04 · Payouts and symbols

ID	Parameter	Scope, condition and result
GR04-01	Symbol key and name	The Frozen/Temple/Triple effect identifier refers to a floor
GR04-02	Symbol role	The floor affects the current gross via an effect; wild and scatter are absent
GR04-03	Number of symbols in the paytable row	Number of symbols in the paytable is not used
GR04-05	Paytable coefficient base	The coefficient is applied to the accumulated amount or bet via the product of floors
GR04-06	Full payout of the game event or composite cycle	min(cap; bet × product) with Frozen on fall, see §2–3
GR04-08	Wild behavior over time	Wild is absent in all states of the original
GR04-09	Wild own multiplier rule	No wild own multiplier
GR04-12	Scope of the multiplier symbol	The effect applies only within the current round
GR04-13	Multiplier combination rule	Floor numbers are multiplied, protection is not added to final gross

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

GR08 · Jackpot

GR08 · Jackpot

ID	Parameter	Scope, condition and result
GR08-02	Jackpot level	No in-game jackpot levels
GR08-03	Jackpot participation condition	No jackpot participation via game mechanics
GR08-04	Participation price	No paid surcharge for jackpot
GR08-05	Fixed jackpot base	No separate fixed jackpot base
GR08-06	Progressive fund snapshot	No progressive fund in the original
GR08-07	Fund reset after a win	No fund reset
GR08-08	Jackpot relation to the total cap	The round total is included in the game cap, jackpot does not participate

GR27 · Field and effects

GR27 · Field and effects

ID	Parameter	Scope, condition and result
GR27-01	Attachment of an additional row	No slot additional row
GR27-02	Mask of active positions	No mask of active cells
GR27-03	Size of a large symbol	No large slot symbols
GR27-04	Weight of a large symbol in the evaluation	Weight of large symbols does not participate
GR27-05	Rule for symbol collapse or expansion	No symbol collapse or expansion
GR27-06	Rule for removing outside a winning combination	Removing symbols is not an action of Build
GR27-07	Order of effects on the field	The sequence of levels determines the accumulated amount; effects are revealed after a successful Build
GR27-08	Minimum number of covered reels	No reels

GR28 · Marks

GR28 · Marks

ID	Parameter	Scope, condition and result
GR28-01	Set of marked cells	No marked cells
GR28-02	Multiplier of an individual cell	Cell multiplier is not applied
GR28-03	Rule for changing a cell multiplier	Level multipliers change, not cell multipliers
GR28-04	Event for clearing cell marks	A new round resets the state of previous levels, there are no cell marks
GR28-05	Rule for including cells in the payout	The payout is not built by cells

GR29 · Accumulation

GR29 · Accumulation

ID	Parameter	Scope, condition and result
GR29-01	Unit of the game accumulator	Accumulated round multiplier, not the sequel's progress bar
GR29-02	Increase of the accumulator from an event	An accepted successful floor multiplies the current value
GR29-03	Current state of the accumulator	TR-FR-D07: before the effect, 2.5× was accumulated, Frozen retained 31.25 FUN; after the fall, the final gross is 31.25 FUN, then the round state is reset.
GR29-04	Threshold and reward of the accumulation stage	There is no progress-bar threshold. Frozen locks the current amount after the effect appears
GR29-05	Timing of the accumulated reward payout	Frozen retains protection, payout after the final state
GR29-06	Rule for spending and carrying over the charge	The state is not carried over to the next round

GR30 · Collection

GR30 · Collection

ID	Parameter	Scope, condition and result
GR30-01	Value of the money symbol	There are no money collector symbols
GR30-02	Collection area of the symbol	The amount is collected via Cashout of the current round
GR30-03	Activation order of collectors	First the effects of the accepted floor, then the final calculation
GR30-04	Repeatability of the persistent effect	Frozen once, Temple/Triple may repeat before Frozen under the original rules
GR30-05	Accumulated value of the collector	In D07, Frozen retains 31.25 FUN; this amount is included in the final 31.25 FUN, it is not added a second time. There is no separate slot collector.
GR30-06	Timing of converting the accumulated value into a payout	Upon confirmed final settlement

GR33 · Jackpot and RTP

GR33 · Jackpot and RTP

ID	Parameter	Scope, condition and result
GR33-01	Jackpot trigger stage	The in-game jackpot is not triggered in the original
GR33-02	Scope of the shared jackpot fund	There is no shared fund
GR33-03	Rule for including the jackpot in RTP	A separate jackpot component is not applied in the accepted RTP

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 the accumulated win, which is retained 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 the Frozen Bonus session, floors either give x1.5 and above or collapse with x0; the boundaries of the Frozen Bonus session state are determined by the stated rules.
- Temple Floor triggers one automatic wheel spin from 10 sectors: x1.5, x1.5, x2, x2, x3, x3, x5, x5, x7, Frozen Floor. The multiplier landed multiplies the current win; the last sector freezes the current amount. After the spin, you 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 multiplier of at least x1. It is possible several times per round. SlotCatalog describes “3 floors instead of 1”, whereas the rules say “three additional floors”; both formulations are retained with reference to the respective description of the mechanic.

Visual breakdown additions

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On SlotCatalog, a pop-up promo block advertises 5 Witch Pots / Halloween Magic by Endorphina with a prize pool of $1500. Only wins of x10 and above count; games: 5 Witch Pots, 3 Witch Pots, Burning Hell 3000, Minotaur ReBurn; prizes are paid in cryptocurrency; this is a third-party promotion, not a Tower Rush bonus. In the demo, a green bet-accepted notification, a red x0 on a loss, the text OOPS!, switching between wide Desktop and vertical Mobile, a Galaxsys loading screen, and a mobile hint about multipliers and random bonus floors are observed. In the Galaxsys chat, the greeting “Hi there and Welcome to Galaxsys!” and a request to state your name are shown; the widget and the staff response time are counted as separate support characteristics.