

Escape Route

The player sets their own volatility at every junction — and always sees the number before deciding

GENRE Arcade Path Choice	RTP 96.00%	VOLATILITY Player-set	MAX WIN 3,932×
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THE CONCEPT

The player is driving away from the scene and hits a junction. Two choices: the **Safe** street — three roads, one blocked by police, paying $\times 1.5$ — or the **Risky** alley — two roads, one blocked, paying $\times 2.0$. Clear the junction and the multiplier compounds; the player can cash out between any two junctions, up to a maximum of twelve.

Both buttons display the exact cash-out value the player would hold if that route holds. No hidden state, no bonus layer — the whole game is a visible ladder of compounding decisions.

WHY IT WORKS

- ▶ One title spans the full volatility range — all-Safe pays $124\times$ once in 130 rounds, all-Risky pays $3,932\times$ once in 4,096
- ▶ House edge is constant across every strategy: the player's choices move variance only, never RTP
- ▶ Decision every 2–3 seconds — high engagement density per round
- ▶ A third distinct math model (Bernoulli ladder) alongside hypergeometric and crash — demonstrates studio range

MATH SPECIFICATION

PARAMETER	VALUE	NOTE
Target RTP	96.00%	House edge 4.00%, identical for every strategy
Junctions per round (max)	12	Round ends on cash-out, a blocked road, or a full climb
Safe route	$p = 2/3$, step $\times 1.5$	Three roads, one blocked — step is exactly $1/p$
Risky route	$p = 1/2$, step $\times 2.0$	Two roads, one blocked — step is exactly $1/p$
Payout after k junctions	$0.96 \times \prod \text{step}_i$	The 0.96 factor is applied once at cash-out, not per step
Max win	$3,932\times$	0.96×2^{12} , all-Risky full climb; probability 1 in 4,096
Verification	2M+ simulated rounds / strategy	Six strategies including random choice; deviation < 0.5 percentage points in all

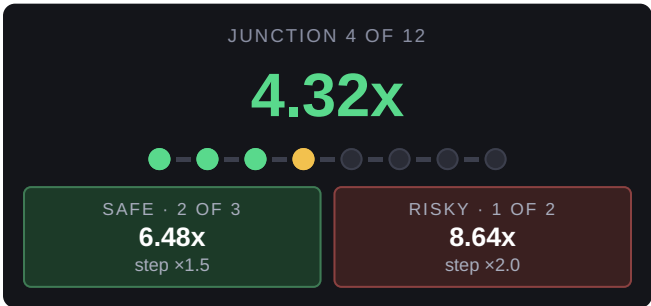
COMMERCIAL TERMS

Licensing: One-time fee for a finished, certified title + IP rights.
Revenue share: Share of GGR (Gross Gaming Revenue) post-launch with an operator — industry standard for new studios.
Work-for-hire: Adaptation of the concept/math to the aggregator's technical platform for a fixed fee.

This document describes a game concept and math model at prototype stage. The current version is a non-certified HTML5 demonstration intended for concept evaluation. Production for licensed markets requires certified RNG (e.g. via GLI or iTech Labs), integration with the aggregator's Remote Gaming Server (RGS), and jurisdiction-specific regulatory approval. RTP figures are verified through Monte Carlo simulation of the game logic, not by a third-party lab.

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Demo: humbleswede.com



PROTOTYPE FEATURES

- ▶ Both routes show the resulting cash-out value before the choice is made
- ▶ Cash out available at every junction; automatic payout on a full 12-junction climb
- ▶ History of the last 5 rounds, colored by outcome
- ▶ Balance, bet field and quick-bet shortcuts

STATUS

- ▶ Playable HTML5 prototype complete
- ▶ Mathematics verified (2M+ simulated rounds per strategy)
- ▶ Not certified — requires RNG audit before launch