

Vault Cracker

Combinatorial risk, one vault door at a time — same studio universe as Bank Heist

GENRE Arcade Pick & Choose	RTP 96.00%	VOLATILITY Adjustable, Low–High	ROUND LENGTH 5–40s
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THE CONCEPT

The player opens deposit boxes in a 25-box bank vault, a chosen number of which (3/5/10, player's choice) are alarmed. Each safe box raises the multiplier — the player decides when to cash out. Hitting an alarm ends the round immediately.

Built on the same proven "Mines" mechanic that has become one of the most-played arcade categories at Stake and similar operators, but tied thematically to Bank Heist: Getaway — same studio universe, different play experience.

WHY IT WORKS

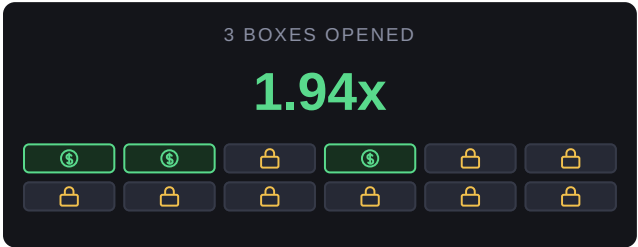
- ▶ Proven genre with high engagement and a low learning curve
- ▶ Player controls their own risk level — high agency, high replay value
- ▶ Thematic link to Bank Heist strengthens the studio's brand
- ▶ A different math model than the crash game — demonstrates breadth in the studio's capability

MATH SPECIFICATION

PARAMETER	VALUE	NOTE
Target RTP	96.00%	House Edge 4.00%, regardless of risk level
Boxes in the vault (N)	25	Fixed per round
Alarms (m)	3 / 5 / 10 (player's choice)	Positions randomized at round start
Survival probability	$P(k) = C(N-m,k) / C(N,k)$	Hypergeometric distribution
Multiplier at k boxes opened	$\text{mult}(k) = 0.96 / P(k)$	Gives $\text{RTP} = P(k) \times \text{mult}(k) = 96\%$ for all k
Verification	500k+ simulated rounds / configuration	RTP deviation < 0.5 percentage points

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.



PROTOTYPE FEATURES

- ▶ Selectable risk level: 3, 5, or 10 alarms out of 25 boxes
- ▶ Current and next-box multiplier shown in real time
- ▶ History of the last 5 rounds, colored by actual outcome
- ▶ Automatic max payout if all safe boxes are opened

STATUS

- ▶ Playable HTML5 prototype complete
- ▶ Mathematics verified (500k+ simulated rounds per configuration)
- ▶ Not certified — requires RNG audit before launch

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.