

Bank Heist: Getaway

Crash mechanics meet a getaway-car chase — fast rounds, high replay frequency

GENRE Crash Game	RTP 96.00%	VOLATILITY Medium–High	ROUND LENGTH 2–20s
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THE CONCEPT

The player controls a getaway car fleeing the police. A multiplier climbs in real time from 1.00x — the player chooses when to "Cash Out" before the car is caught. The longer they wait, the higher the payout — and the greater the risk.

The theme is well-established in the crash genre (cf. Aviator, JetX) but wrapped in a distinct visual identity: a neon-lit city chase, siren lights, and a tension curve that stands apart from the aviation and space themes dominating the category today.

WHY IT WORKS

- ▶ Proven mechanic — crash games have high retention and are cheap for aggregators to integrate
- ▶ Theme differentiation in a genre saturated with aviation/space visuals
- ▶ Understood in under 5 seconds — low barrier for new players
- ▶ Multiplayer-friendly foundation, ready for a live social layer later

MATH SPECIFICATION

PARAMETER	VALUE	NOTE
Target RTP	96.00%	House Edge 4.00%
Crash distribution	$\text{crash} = (0.96/0.99) / U$	U = uniform random variable (0,1)
Instant Bust rate	1.00%	Immediate crash at 1.00x
Verification	2M+ simulated rounds	RTP deviation < 0.5 percentage points, independent of cash-out target
Max multiplier	10,000×	Hard cap in the game engine. Probability of reaching it naturally ≈0.01% — negligible RTP impact (verified)

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

- ▶ Real-time multiplier with dynamic road motion
- ▶ History of the last 5 rounds
- ▶ Balance, bet field, and quick-bet shortcuts (½ / 2× / Max)
- ▶ Instant Bust mechanic (1% of rounds)

STATUS

- ▶ Playable HTML5 prototype complete
- ▶ Mathematics verified (2M+ simulated rounds)
- ▶ 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.