

HEIST LADDER GAME · GAME SHEET

Pick a door per floor, climb the multiplier, get out before the guards do.

A thief works down a 25-floor tower from the rooftop to the vault. Each floor has four doors: a safe door grows the multiplier and drops you a floor, a guard ends the run. You decide when it is enough and EXTRACT by helicopter. The tower changes every five floors, and the vault on floor 1 waits for anyone who makes it all the way down.

GRID **25 floors × 4 doors**	PAYS **Cash-out multiplier (EXTRACT at any floor)**	RTP VARIANTS **97% default · 92% to 98%**
MAX WIN **50,000× (Rookie 20,000×)**	VOLATILITY **Medium-high**	BET RANGE **Per operator configuration**
BONUS BUY **VAULT TICKET · INSIDE JOB · INNER SANCTUM (where allowed)**	PLATFORM **HTML5 · portrait, landscape, desktop**	DISTRIBUTION **Softswiss Game Aggregator**

FEATURES

EXTRACT
Cash out at any floor; the round pays the bet times the multiplier reached.

VAULT
One last gamble on floor 1, with its odds shown before you crack it.

BRIBE
A one-time second chance when caught deep in the tower, odds on the card.

MASTERMIND
LOW, MID and HIGH RISK doors with the same expected return.

IN THE GAME







MARKETING KIT

- Show pic 16:9, tiles 1:1 and 3:4, poster 9:16
- Hero banner 1920×640, mobile 1080×1350, social 1200×628
- Logo (transparent), key art in layers
- Gameplay clips 16:9, 9:16, 1:1
- Trailer 15 s (16:9 and 9:16) with the game's music
- Texts in EN, DE, ES, PT

CERTIFICATION PACK

- PAR sheet per RTP variant
- Simulation report
- Test vectors and check log
- Certification per market: in progress

CONTACT

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18+ · Offered exclusively through licensed operators. Figures from the game's PAR sheet, subject to final certification.