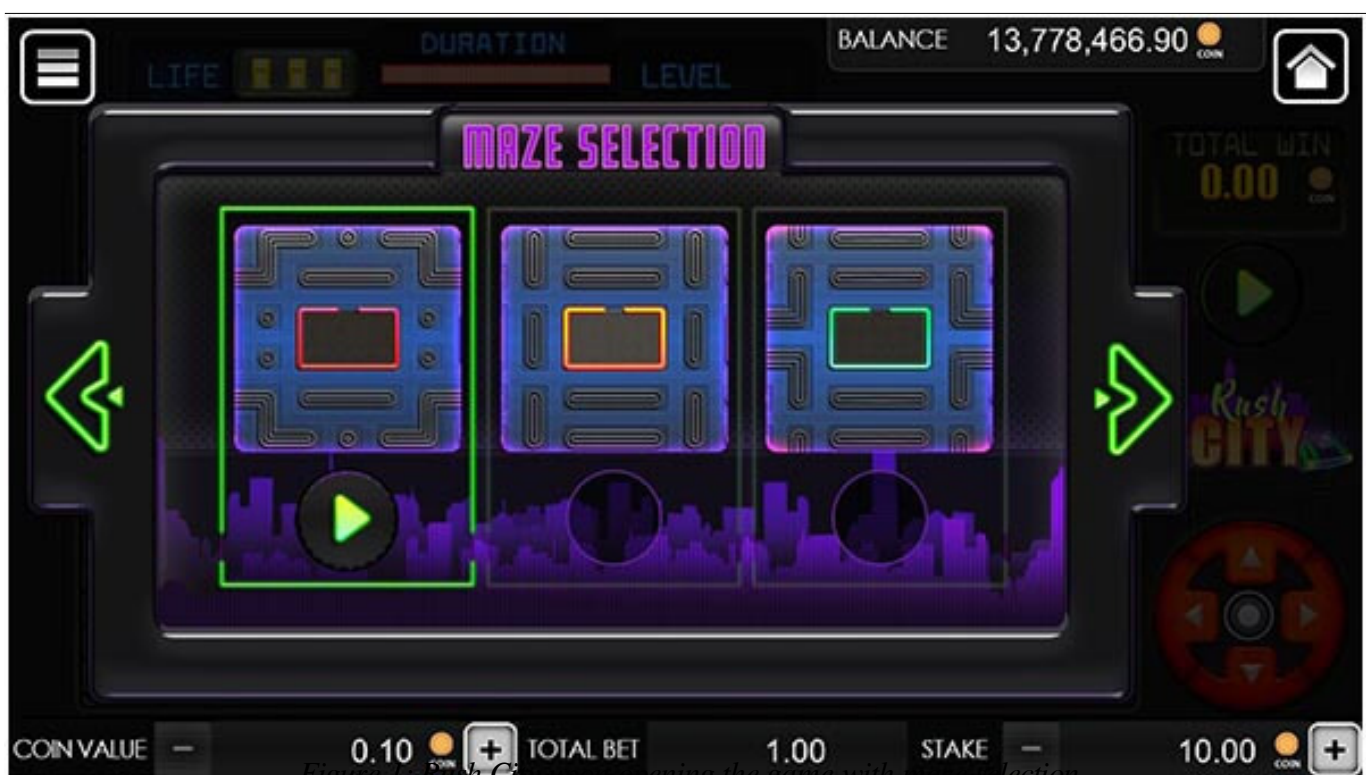


The objective of the game is to survive the chasing phase by getting all of the pellets in a maze. Get a payout and a chance to chase back the Mafias by getting a power up. Avoid to be caught by the enemy three times to be able to reach the next level, and finish the game before there is no life left.

Over a long period of time, the game is likely to average a return to the player of 98.55% of the total bets made.

## How to Play



*Figure 1: Rush City upon opening the game with maze selection*

To start the game, the player will have to select one out of the three mazes available. Each maze have the same number of pellets. The player can also adjust the desired stake amount to bet, together with the coin value that will be shown on the game. The stake and coin value cannot be adjusted once the game started. The adjustment of stake amount will be enabled when the game is paused. If stake amount is 10, coin value is 0.1 when the player won x10 multiplier, the total win is 10. But instead of 10, the game will show 100 because of the 0.1 coin value.

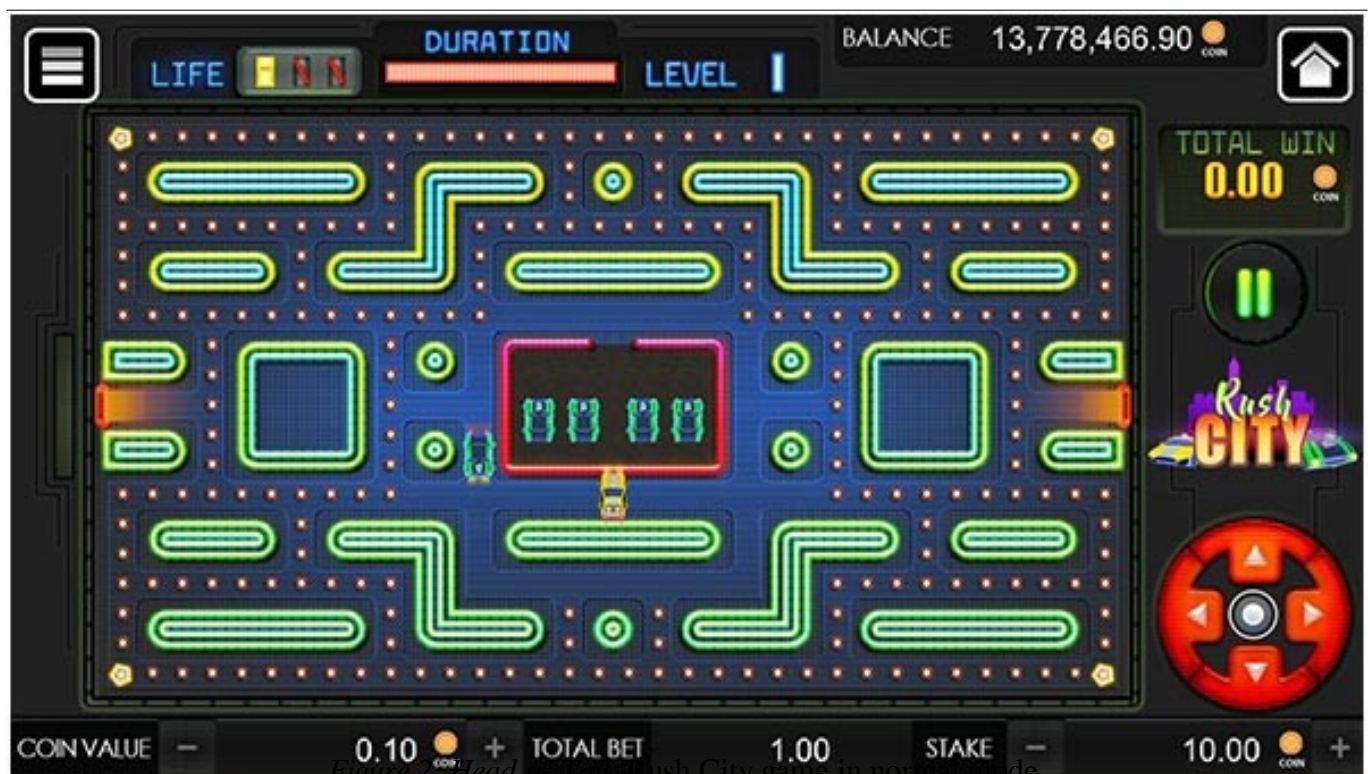
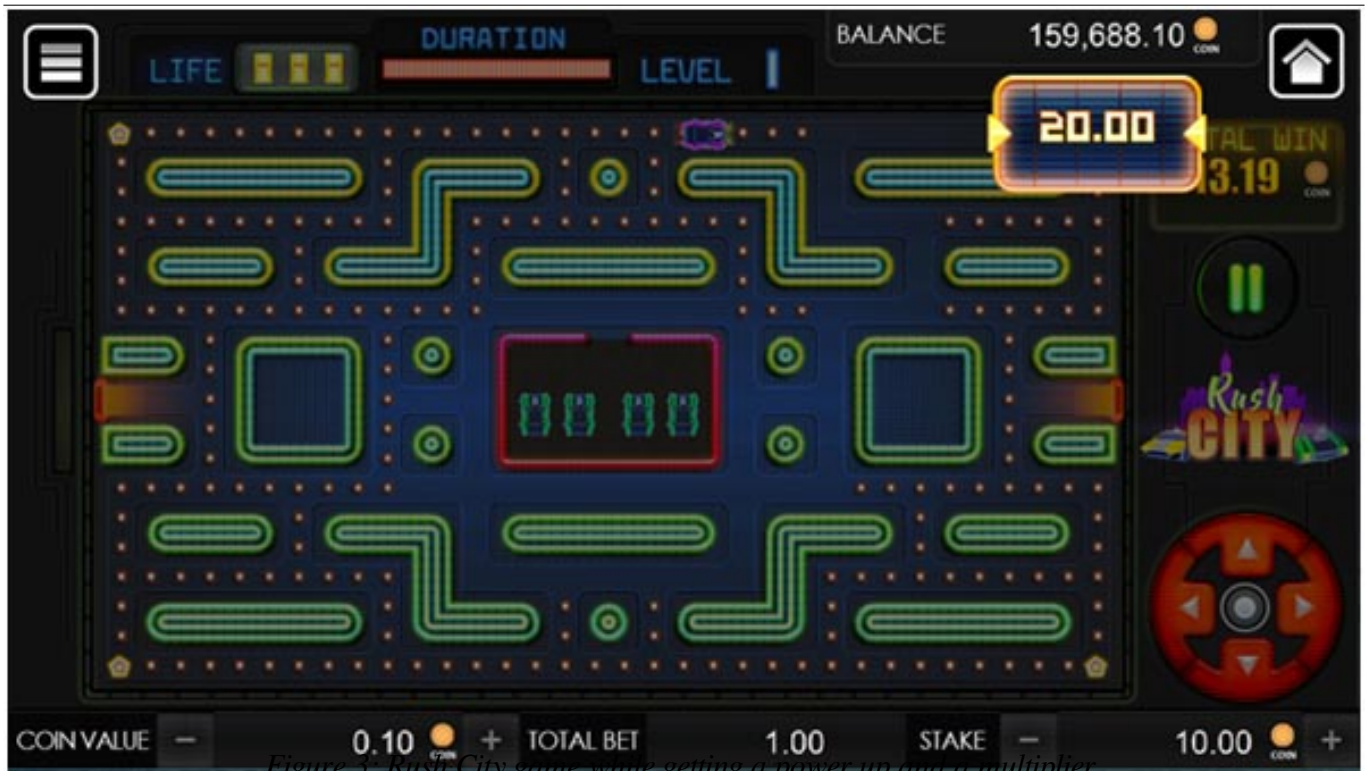


Figure 2: Head of Rush City game in normal mode

Rush City have three lives available. Once the player enters a maze, the main game scene will begin after the countdown. The player will have to use the game controller that is displayed in the lower right side of the screen to navigate the movement of the character. Aside from this the player can also navigate through keyboard arrows or using a mouse, and for mobile, tapping motion will also be recognized. The player can get all of the pellets all over the maze by passing through, while running from the Mafias, this phase is in the normal mode.



*Figure 3: Rush City game while getting a power up and a multiplier*

Each corner of a maze have power ups  that works for two uses:

- It contains a payout based on a multiplier.
- It changes the phase to fear mode, wherein the player can fight against the Mafias by chasing them instead.

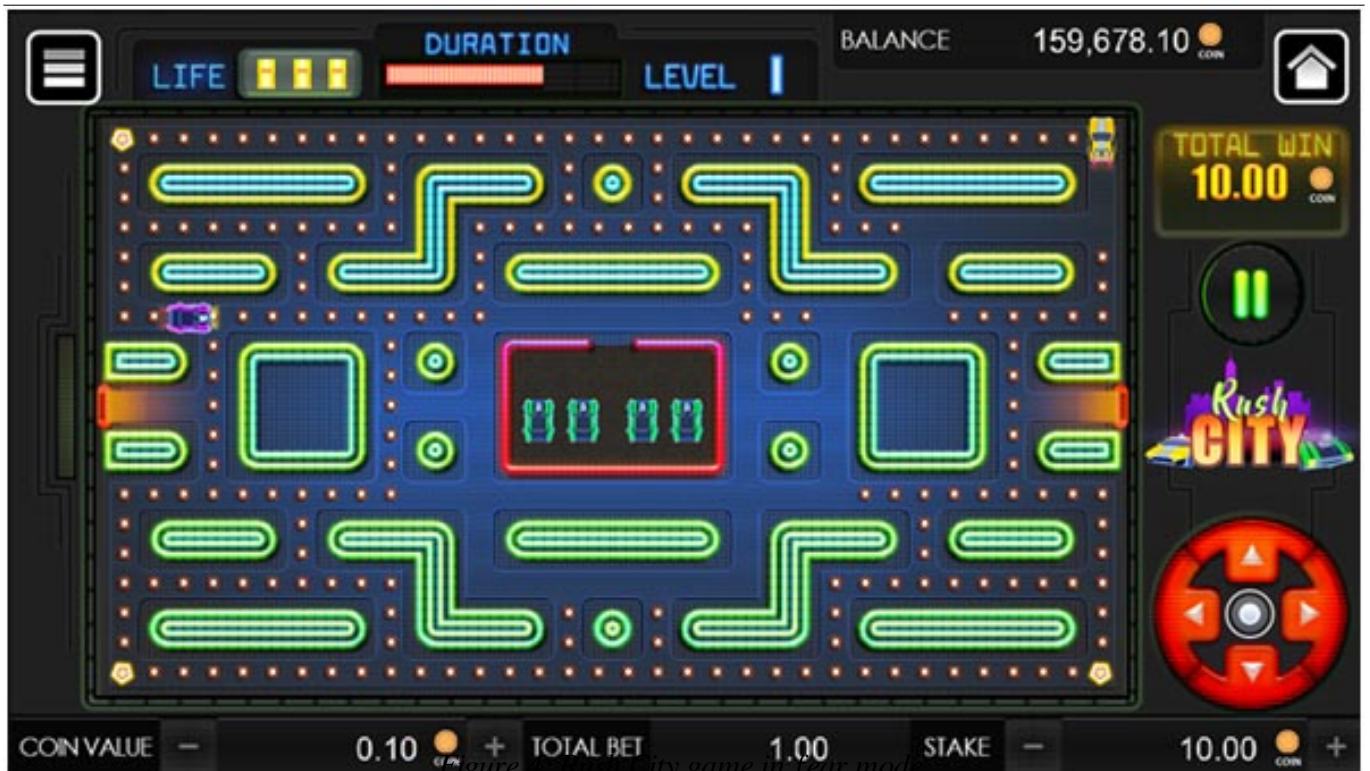
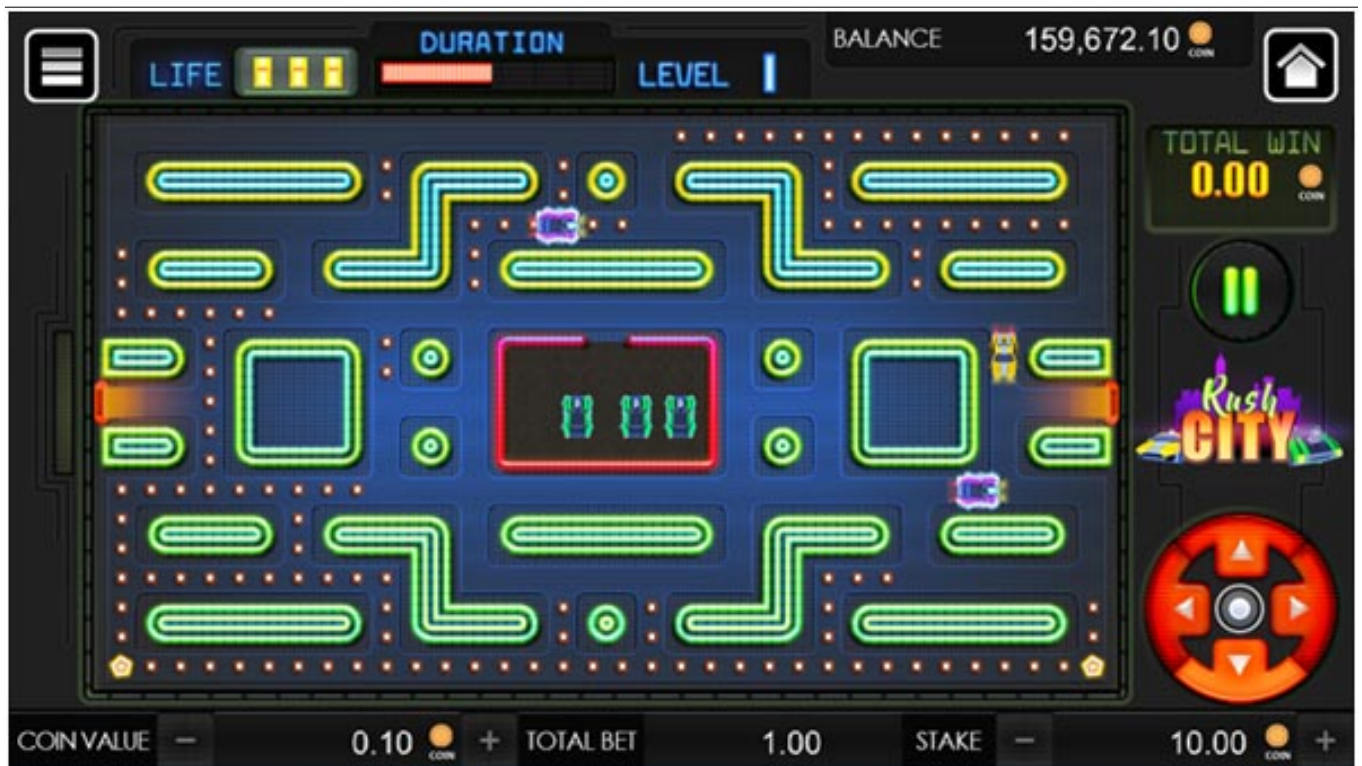


Figure 1. Rush City game in fear mode

The game also has three kinds of bonus symbols which will appear randomly:

- Turbo bonus symbol  increased the speed of the player,
- Freeze bonus symbol  freezes the Mafias so it cannot chase the player, and
- Shield bonus symbol  gives the player the immunity, it will just be destroyed once encountered by the Mafia but it has the ability to be invisible for three seconds.



*Figure 5: Rush City game with the player got a shield bonus symbol*

*When the player got all of the pellets and still have a life left, the game will step up to another level. In this game there are five levels, the higher the level the more bonus symbols and Mafias will appear.*



*Figure 6: Rush City game total win*

## System auto settlement

In the case where a player encounters a network connection issue or any other issue that block or stop the gameplay after "PLAY" button has been clicked, the system will wait for 24 hours for the player to resume the game otherwise it will automatically end the game.

## Stake Betting

Rush City game uses this betting system.



*Figure 7: Rush City stake betting*

Rush City available stakes are as follows:

*10.00, 50.00, 100.00, 500.00, and 1000.00*

The chosen stake will be the stake amount that the player placed on the corresponding round. Unless the player chooses to change the stake value, the amount of the total bet will consider the current stake that the player had chosen.

Player can raise the stake by clicking on the right button (+) or reduced by clicking the left button (-).

The stake amount is converted to coin value(s).

*Note: The list of the available stakes might change.*

## **Rush City Game User Interface**

*Figure 8: Rush City game user interface*

### **Parts of the Game:**

Rush City game is composed of elements such as:



Figure 2: Rush City game menu

- A. Game Menu** – this button is used to display the game information and the volume adjustment.
- B. Life Count** – this shows the amount of remaining life of the player.
- C. Duration** – this shows the time left for the duration of bonus symbols and power ups.
- D. Game Level** – this shows the level that the user plays.
- E. Balance Textbox** – this is the area where the available balance of the player is displayed.
- F. Home Button** – this button is used to close the current game and to go back to the Games' lobby.
- G. Total Win Textbox** – this is used to display the winnings when the player catches a Mafia and gets a power up.



*Figure 10: Rush City action buttons*

**H. Head Betting Option** – this is the selection to bet “Head” illustrated with a dragon.

- **Play and Pause** – this buttons are used to start or pause the main game scene.
- **Resume Button** – this button is used to resume the game after being paused, this will be seen in the pause bar.
- **New Game Button** – this button is used to play a new set of game, this will be seen in the pause bar.



*Figure 11: Rush City game controller*

**I. Controller** – this is used to navigate the movement of the character in the game.

Note: The player can also navigate through keyboard arrows, clicking by a mouse.

**J. Stake Selection** – this is used to change the amount of stake. Clicking (+) will raise the stake amount and (–) to decrease.

**K. Total Bet Textbox** – This displays the real amount of bet.

**L. Coin Value Selection** – this is used to convert the stake. When it is changed, it will affect all of the

game amounts.

### **Rush City Betting Options and Payout**

These are 10 multipliers payout amount of Rush City:

| Rush City Multipliers |
|-----------------------|
| x0.5                  |
| x1                    |
| x1.2                  |
| x1.5                  |
| x2                    |
| x3                    |
| x5                    |
| x10                   |
| x20                   |
| x50                   |

*Table 1: Pay table of Rush City*

Online URL: <https://www.sbobet-help.com/article/rush-city-betting-rules-1826.html>