

# MAX CRASH LIMITATIONS

Specification extension

## Glossary

**Allowed multiplier** – multiplier calculated at the beginning of a round based on the limits set and the bets of the players for that round. Allows to set the maximum crash multiplier so that none of the players can exceed the allowed limits.

## **Functionality**

The main purpose of the limits is to insure the operator against too large losses in case the players win on very large multipliers.

### **1.1 Main logic**

At the beginning of each round, the game generates a crash multiplier (the main logic of the game). If the game has multiplier/payout limits (1.2.2 - 1.2.4), then the crash multiplier must not exceed the allowable multiplier.

The allowable multiplier is chosen as the smallest of the calculated limit multipliers relative to each of the established limits. The multiplier for limits is calculated according to the logic from sections 1.2.2 - 1.2.4.

If the multiplier generated by the game does not exceed the allowed multiplier, then the selected multiplier is correct. If the game-generated multiplier exceeds the allowed multiplier, then the crash multiplier must be reduced to the allowed multiplier.

### **1.2 Limits**

The following 4 limits must be implemented:

- Limit on the number of players in the room.
- Maximum multiplier limit for a room.
- MAX PROFIT.
- TOTAL MAX PROFIT.

#### **1.2.1 Limit on the number of players in the room**

Limit indicating the maximum number of active players.

There should not be more than 30 bettors in one room. However, each player can make up to 3 bets (according to the logic of the game). Therefore, the maximum number of bets in one room is 90 (for 30 players).

The limit can be changed at the request of the operator.

#### **1.2.2 Maximum multiplier limit for a room**

The maximum crash multiplier for the game. The allowed multiplier must never exceed this multiplier. The value must be configurable. Not set by default.

### **1.2.3 MAX PROFIT**

The maximum payout possible in a round for one player. Set as an absolute value in default bank currency. By default, it should be set only for 7RED at 15 000 euros. The value must be configurable.

The multiplier of this limit is calculated as the value of the limit (for example, 15 000) divided by the sum of bets of the richest player in the round (bets must be converted to the currency of the limit). A rich player is a player who has the highest bet amount.

### **1.2.4 TOTAL MAX PROFIT**

The maximum payout limit relative to the sum of bets of all players in the round. Set as an absolute value in default bank currency. Not set by default. Must be configurable.

The multiplier of this limit is calculated as the value of the limit divided by the sum of bets of all players in the round (bets must be converted to the currency of the limit).