Game Bank Value - a special game return control mode in which each potential win is compared with the current financial condition of each game

MaxWin - a special control mode of the game return, in which each win is limited to a specified value of the maximum win per spin

Set the MaxWin value for the corresponding operating mode. The value must be expressed in monetary terms. (Example: MaxWin = 125.00 means that the Maximum win for one combination will not exceed 125.00 in the currency of your casino, the main group of banks). If you do not use MaxWin mode, leave this value unchanged (any).

Game's bank limit and max win limit.

This mode can be used for:
- limit the win above the specified value per line (in case of MaxWin)
- limit the total amount of wins by start game bank value plus the current amount of money (in case of Game Bank limit)

These parameters influence the game's RTP (return-to-player) in the game, reduce it. RTP reduce is not calculated explicitly, but usually, we are talking about:
- 5-10% RTP reduce using a game bank with start values within the game's average win values (one-time payment for 3-4 older combinations). It's important that the indicated numerals are approximate and may vary by volatility in different games.
- 5-15% RTP reduce using MaxWin. MaxWin limit cuts off the largest payouts in the game. It's important that the indicated numerals are approximate and may vary by volatility in different games.

Principle of operation:

bank	Each game has a bank that accumulates means from every bet and reduced by wins. A game's bank value is an internal parameter of the system. In the case of using the game's bank limit, its value is used to identify if it is possible to pay the win by each spin. - total game's bank value is less than the amount of payment=the payment can not be made=respin (the process is hidden from the player) It is important that we are talking about the next random spin, not a false non-winning combination. -total game's bank value is more than the payment = payment to the player. In exceptional cases, the game's bank value can be negative. In that case, the game will be "greedy" (it doesn't let the player wins) up to the positive balance (game's bank value can be updated by the administrator)
maxwin	MaxWin parameter limits the maximum win in every spin by its value (is indicated monetary)
bank + maxwin	Combination of two parameters where maxwin and bank check take place. This mode

	can greatly affect the gameplay if settings are made incorrectly.

General advice on setting up the default parameters in case of their use.

Please note that the Administrator the decision

bank	1. do not set Default Game Bank Value: = 0
	2. you should not set too high a value (from 2000-5000 Euros or the equivalent in another currency), otherwise, the restriction will be almost not noticeable, or will not work at all
	3. normal indicators (based on the experience of medium and large customers) in the range from 300 to 1000 Euros, or the equivalent in another currency
	4. be guided by the amount that you are ready to lose in each game, in the form of a possible win at the initial stage of the project launch
	5. It is recommended to apply this restriction in games where, according to the rules, very large winnings are possible (multipliers from 10,000 times the initial bet and more)
maxwin	1. you cannot install = 0, or at least the smallest prize on the line in the game
	2. it is not recommended to set less than the average payline in the game (as a rule, most of the returns are formed by the average and above-average games, but this principle may be different for games of different volatility)
	3. it makes no sense to set too high a value that exceeds the maximum line win
	4. normal values of maxwin (based on the experience of medium and large customers) are slightly less than the largest win on the line, or the next value
	5. be guided by the amount that you are ready to lose in each game, in the form of a possible win at the initial stage of the project launch