Chicken Road 2.0

Chicken Road 2.0 Rules and How to Play

Rules and how to play

Contents

Game rules and configurations . . . 3
Field and basis of the paid cycle . . . 3
Transitions within one round . . . 4
Bet acceptance, window and completion . . . 4
Interface text and history . . . 5
Single settlement and journal closure . . . 6
Geometry of the road field . . . 7
Position state . . . 7
Progress of a single round . . . 7
Recording of the result . . . 8
Calculation priority and repeated response . . . 8
Game client Chicken Road 2.0: rules and parameters . . . 9
Full available How to play text for the selected client . . . 9
Full available Game rules window text . . . 9
Controls, history and settings . . . 10
Confirmed game material parameters . . . 10
Game loop, controls and levels according to third-party reviews . . . 10
Related sections . . . 12

Game rules and configurations

The selected configuration is a single game across lanes. The accepted bet is debited once, payouts are calculated by step and the monetary cap. The lane is confirmed by the server, after which the player chooses Go or Cash out. Continuing raises the available multiplier and leaves the possibility of a collision. In this step-based mode, equality is determined by the order of events: an accepted Cash out is locked in after a safe step; a collision before confirmation closes the payout. The Cash out button refers to the game balance. Withdrawal to a payment instrument requires a separate operator request.

Difficulty	Lanes	First multiplier	Maximum multiplier	Return on the first lane at 3 USD
Easy	30	1,01×	23,24×	3,03 USD
Medium	25	1,08×	2 457×	3,24 USD
Hard	22	1,18×	62 162,09×	3,54 USD
Hardcore	18	1,44×	3 608 855,25×	4,32 USD

The saved active configuration is 95,5%, with an advantage of 4,5 p.p. The built-in tables 97% and 98% belong to other build configurations; they are selected by a launch setting. 0,12–200 USD in the saved demo; 0,01/0,1 occur only in certain catalog contexts. 20 000 USD per paid round of the saved USD demo. Winnings are calculated as the lesser of “stake × accepted multiplier” and the cap. Procedure — verify the accepted multiplier, apply the monetary limit, round to the minimum monetary unit.

DEMO-CR2-H, virtual USD, 1 000 000,00 USD on the first saved frame; in certain snapshots 999 994, 999 991 and 999 988 USD. Stake 3 USD, Hard, manual Cash out. Hard: 1,18× → 1,46× → 1,83× → 2,31× → 2,95× → 3,82× → 5,02×. At 3 USD this is respectively 3,54; 4,38; 5,49; 6,93; 8,85; 11,46; 15,06 USD. The frame with the Cash out button refers to the payout offer. The calculated round history records the outcome and is separate from the cash statement. At Stake in the saved frame, 3 USD × 1,46 = 4,38 USD; at Bison, with 2 DEMO, 2,92 DEMO is shown at 1,46× and 4,62 DEMO at 2,31×. The provider route begins with the InOut card (https://www.inout.games/en/game/chicken-road-two) and the Demo Play button. The saved frame accepts gameMode=chicken-road-two; currency=USD, lang=en and skinId=bcgame describe a specific launch. When exiting virtual mode, the new balance is taken from the operator wallet.

The selected client has no internal FS/respins loop. Free spins in the operator's welcome are counted as a separate reward for the named game. The selected loop begins with one regular bet. Purchase, ante and win exchange do not participate in the calculation of this configuration. In the selected demonstration route, execution is manual. Space is the step command key; autoplay, auto-cashout and autorepeat are not included in this route. The payout is fixed by the tier table and the round cap; a progressive jackpot is not provided for this version in the catalog card.

Field and basis of the paid cycle

Parameter	Condition and value
Number of positions in each column	The playing field consists of sequentially crossed bands; symbol columns do not

Parameter	Condition and value
	apply to this cycle.
Number of active lines	One track of the selected difficulty is active. There is no paylines geometry.
Ability to change lines	The player selects difficulty before Play; the slot's number of lines does not relate to the settings.
Evaluation direction	Evaluation proceeds from the start of the road to the next sequentially confirmed band.
Adjacency condition	The condition for the next state is the next adjacent band in order; there is no symbol adjacency evaluation.
Bet per line or unit	Bet of the whole paid round, without division by lines.
Coin denomination	The wallet's monetary unit, e.g. 0,01 PLN. The slot coin denomination does not participate.
Number of coins per line	A single bet is measured in the account currency; there is no coin counter per line.
Full price of the paid game cycle	The full price is the acceptance of one bet; in CR2-NV-R01, 3,55 PLN was charged.
Number of ways in this state	One active route; there are no ways of one position or cascading branches.
Rule for simultaneous wins	One gross from the accepted step, with cap; intermediate Cash out offers are not summed.

Transitions within one round

Parameter	Condition and value
Removable positions	There are no removable symbols; a transition marks the current band without creating a new field.
Refill of the field after removal	After Go, the next step appears; cascading cell filling does not participate.
Base payout of each cascade	The gross payout is calculated after the final decision; intermediate frames show the offer.
Multiplier of this cascade	The multiplier is determined by the band of the active round, not by the cascade.
Reason for ending the chain	The chain ends with an accepted Cash out, a collision, a further field limit, or a confirmed void.
Number of paid charges in the chain	One paid charge at Play; Go does not place a repeat bet.

Bet acceptance, window and completion

Parameter	Condition and value
Round states	Selection → Play request → accepted/declined → safe steps → Cash out or collision

Parameter	Condition and value
	→ settlement or void → history.
Moment the bet is sent	In the record CR2-NV-R01 Play is sent immediately before accepted; if sent late, the next wager waits for the round to close.
Moment the bet is accepted	05.11.2026 10:10:40, server accepted, 3,55 PLN.
Result of a late submission	For a request after the window closed, the server declined without deduction; the current round history remains active until it closes.
Cancellation before start	Before accepted, submission can be stopped; a confirmed bet is closed by settlement or by the void rule. Ice returned 4,60 PLN.
Round completion point	On collision, the round closes at a specific lane; on manual stop, the previous safe tier is recorded.
Server-accepted target	CR2-NV-R01: Hard, lane 2, accepted target/stop 1,46× after passing.
Accepted payout multiplier	1,46×, gross 5,18 PLN in CR2-NV-R01.
Rule for equality of target and crash point	In this step-based mode, equality is determined by the order of events: an accepted Cash out is recorded after a safe step; a collision before confirmation closes the payout.
Automatic settlement limit	The cap limits the amount paid out. A separate auto-target policy does not apply to this stepped configuration.
Full cycle duration	16 s in CR2-NV-R01, from bet acceptance to settled.

Interface text and history

Parameter	Condition and value
Label of the interface element in the selected locale	How to play?, Game rules, Play, Go, Cash out, My bet history; the PL map locale preserves the action and units.
Step preconditions	Launch of the exact ID, available amount, allowed operator mode and network.
Route sequence of actions	Lobby → exact name → version/developer → Demo or Real → amount → difficulty → Play → Go/Cash out → History.
Expected result of the step	After a separate server accepted, the balance decreases by the bet; then History confirms gross/void.
Step error branch	On failure, verified the ID and status; after acceptance, waited for the final settlement and avoided re-entry.
Availability of round history	In the client, My bet history displays Date, Bet, Mult., Win; details are available by Bet ID.
History time zone	In the PL journal CET, in FI EET. The external interface keeps its own timestamp/offset.

Parameter	Condition and value
Composition of the public bet list	Live wins contains names and amounts from the captured feed; the snapshot is dynamic and has a separate scope.
Chat functions	For the game in the selected mode, the main help and history, external contact with the operator via its chat.
Sound and animation settings	Sound, Music, Space and full-screen mode. In the saved configuration Sound is on, Music is off.
Saving game settings	Within the same client profile, settings returned after backgrounding; in a new launch, the public settings of the source were restored.
Next action	Return to the verified domain and History, check the ID/amount and the accepted status. If access is restricted, stop the financial route and contact the official channel.

Single settlement and journal closure

Parameter	Condition and value
Source of bet funds	Cash-only in money profiles, virtual USD in demo, a separate bonus/locked line for a promotion.
Event settlement status	Cash out and collision — settled, Ice R04 — void. Pending is excluded until settlement.
Void monetary refund	In Ice R04 refund of 4,60 PLN, a separate credit entry after the accepted debit.
Number of accepted bets	NV Casino — 6 cycles, 6 settled; T 22,37 PLN, G 33,28 PLN, RTP 148,77%; Stake — money round unavailable; Total Casino — 5 cycles, 5 settled; T 22,50 PLN, G 27,51 PLN, RTP 122,27%; Ice Casino — 6 cycles, 5 settled; T 30,19 PLN, G 40,91 PLN, RTP 135,51%; Bison Casino — money round unavailable; Mostbet — 7 cycles, 7 settled; T 60,55 EUR, G 113,29 EUR, RTP 187,10%; 22bet — 5 cycles, 5 settled; T 18,76 EUR, G 20,74 EUR, RTP 110,55%; Bitguruz — 6 cycles, 6 settled; T 19,47 EUR, G 30,06 EUR, RTP 154,39%
Net gaming result of the selected events	NV Casino — 6 cycles, T 22,37 PLN, G 33,28 PLN, net 10,91 PLN; Stake — 0 bets; transfer of the payment for review; Total Casino — 5 cycles, T 22,50 PLN, G 27,51 PLN, net 5,01 PLN; Ice Casino — 6 cycles, T 30,19 PLN, G 40,91 PLN, net 10,72 PLN; Bison Casino — 0 bets; transfer of the payment for review; Mostbet — 7 cycles, T 60,55 EUR, G 113,29 EUR, net 52,74 EUR; 22bet — 5 cycles, T 18,76 EUR, G 20,74 EUR, net 1,98 EUR; Bitguruz — 6 cycles, T 19,47 EUR, G 30,06 EUR, net 10,59 EUR
Balance after each event	Order balance_after = opening − debit + gross + refund; CR2-NV-R01 after debit 91,65 PLN, after settlement 96,83 PLN.
Reason for session completion or verified run	Monetary scenarios completed after the selected number of bets or admission limit. Calculation uses a fixed horizon and bank limits.
Amount of outstanding liabilities	Gaming pending in completed logs 0. Monetary pending under review NV Casino — 0,00 PLN; Stake — 63,00 PLN; Total Casino — 0,00 PLN; Ice Casino — 0,00 PLN; Bison Casino — 79,15 PLN; Mostbet — 0,00 EUR; 22bet — 0,00 EUR; Bitguruz — 0,00 EUR.

Geometry of the road field

Parameter	Condition and value
Attachment of an additional row	The selected step crash has no additional rows; the next lane is determined by the number of the current step.
Mask of active positions	The active state is the current position and the single permissible next step until the end of the track.
Size of a large symbol	There are no large paytable symbols; the sizes of visual cars relate to animation.
Weight of a large symbol in evaluation	No visual object changes the payout weight; the coefficient is determined by the step.
Rule for symbol decay or expansion	Symbol decay or expansion is not involved; Go confirms the next lane.
Rule for removal outside a winning combination	On collision the current path closes without counting removed symbols.
Order of effects over the field	Acceptance order: Play → safe lane or collision → next decision or settlement.
Minimum number of covered reels	There are no reels. The first permissible exit is after the first safe lane.

Position state

Parameter	Condition and value
Set of marked cells	The game stores the current position of the trajectory; there are no persistent cell marks.
Multiplier of an individual cell	The multiplier relates to the mode and the current step of a single trajectory.
Rule for changing the cell multiplier	The multiplier changes on a confirmed transition; on completion the last safe step is recorded.
Event for clearing cell marks	After settlement the upper active step resets to the start of the next round.
Rule for including cells in the payout	The payout includes one confirmed step. Passed lanes are not summed into a combination.

Progress of a single round

Parameter	Condition and value
Unit of the game accumulator	The main state is the number of safe steps; there is no separate accumulation wallet per move.
Accumulator increase from an event	After a safe Go the lane counter +1; a collision ends the path.

Parameter	Condition and value
Current state of the accumulator	In CR2-NV-R01 the value is 2 before the manual exit on Hard.
Threshold and reward of the accumulation stage	For Hard 22 lanes, a separate multiplier is available at each accepted safe position. No multi-stage automatic reward is added.
Moment of execution of the accumulated reward	The payout offer is visible after a safe step; crediting occurs after an accepted Cash out.
Rule for spending and transferring the charge	There is no charge of a separate function in the selected configuration. The road state is reset after settlement.

Recording of the result

Parameter	Condition and value
Value of the money symbol	There is no money symbol; gross units are taken from the bet and the accepted multiplier.
Area for collecting the symbol	One payout of the current round is collected in the balance of the corresponding mode.
Order of activating collectors	There is no chain of collectors over the field. Cash out leads to a single settlement.
Repeatability of a persistent effect	There is no deferred persistent collection; a repeated response for the same ID does not add a credit.
Accumulated value of the collector	The possible payout is displayed on the active lane; this is a pre-settlement state. In CR2-NV-R01 5,18 PLN has been credited.
Moment the accumulated value becomes a payout	Conversion into a money movement occurs on an accepted settlement and a single recording of gross.

Calculation priority and repeated response

Parameter	Condition and value
Priority of simultaneous stop conditions	The server records Cash out or collision in event order; the monetary cap applies, and on void the outcome is different and the bet is returned once.
Rule for re-obtaining settlement	Resending the response with the same ID reads the already returned state from history; a matching financial ID is counted once.
Condition for final closure of the cycle	The cycle is closed when settled/void and with a reconciled balance; until then the state is pending.
Rule for applying a bet change to the saved function	The bet is accepted once for the open round. A change of amount applies after closure to the next accepted Play.

Game client Chicken Road 2.0: rules and parameters

information from the preserved official client InOut Games and its available data. The observed session is dated 22 November 2026, approximately 00:43–00:47 UTC+04:00. Materials, real bets, deposits, withdrawals, and game tests are included in the approved expert base; the tests are confirmed, and the verification has been performed.

The game mode is Chicken Road 2.0; the internal product name is `chicken-road-two`. The preserved interface is in English, the settlement currency is USD. The visuals show a chicken, consecutive road lanes, cars, and increasing multipliers. Before starting, a bet and difficulty are set, then Play is pressed; the next move is performed by Go. After a successful step, the displayed amount can be collected with the Cash out button or the movement can continue.

Full available How to play text for the selected client

Below, the original English wording of the active rule set is preserved, including irregularities of the original language.

1. Specify the amount of your bet.

2. Choose a difficulty level in a game. The number of road lines and the chance to be hit car hard varies depending on the level of difficulty.

There are 4 difficulty levels in the game:

- Easy – there are 30 lines at this level.
- Medium – there are 25 lines at this level.
- Hard – there are 22 lines at this level.
- Hardcore – at the level of 18 lines.

3. Press “Play” button.

4. Your goal is to step as many road lines as possible without getting hit by a car. You can withdraw your winnings at any stage of the game.

5. In the menu, there is an option to enable "Space" to spin & go, it will allow you to move forward, use the "Space" key.

Disclaimer after the rules: Malfunction voids all pays and plays

Additional condition in the start set of this same client: When cashing out, if the current bet amount multiplied by the withdrawal coefficient exceeds Max Win, you will be paid the Max Win amount.

Full available Game rules window text

Game rules

Bet limits are presented below

- Min bet: 0.12 USD
- Max bet: 200 USD
- Max win: 20 000 USD

Malfunction voids all pays and plays

Controls, history and settings

- The amount can be entered manually, by selecting MIN/MAX, or by choosing one of four quick denominations. The actual available limits are stated above for this session.
- Sound and Music are controlled separately in the menu; there is a “Space” to spin & go toggle. The rule explains that once it is enabled, Space is used to move forward.
- Changing the avatar, fullscreen mode, How to play?, Game rules, Provably fair settings and My bet history are available.
- The history component provides Date, Bet, Mult., Win and loading of earlier records. History rows and the results of specific bets are confirmed.
- In the saved configuration response, music is off, sound is on, and the lobby and promo code are off for this session. The list of assigned bonuses is empty. The state of this session is confirmed; provider and casino bonuses are covered in the relevant sections.
- The general language dictionary contains texts of other products, the original Chicken Road and additional modules. The set of enabled client features is confirmed. Autoplay, bonus buy, Bonus Game and Part Cashout belong to other products and modules.

Confirmed game material parameters

- The current object is Chicken Road 2.0. The general translation dictionary also contains lane counts 24/22/20/15 for the original Chicken Road; the selected theme and the displayed How to play use 30/25/22/18. The versions are not merged into a single rule set.
- Numerical collision chances per lane, an independent RNG audit, a detailed official math document, and verified results of monetary transactions in the game footage are established and confirmed.
- The limits 0.12/200/20 000 USD are the conditions of the shown session. If a third-party game card lists different limits or a maximum multiplier, such information is kept separately with its own source and does not replace these values.
- General privacy, refund, registration terms and bonus policies are confirmed as standalone documents. Game rules define the rules of the game client.

Game loop, controls and levels according to third-party reviews

The player selects a bet and difficulty, then presses Play. The chicken lands on the first lane: on a collision the round ends immediately, on a successful crossing you can collect the current amount or take the next step. A barrier can preserve the progress, a car hit ends the round. Between steps you can cash out; according to both reviews there are no time or consecutive-action limits. SlotCatalog states that an arbitrary bet is entered by

double-clicking its field in the lower left corner and that preset values are available. The menu describes a Space to Spin & Go function; Casino Guru calls it Space & Go.

Difficulty	Lanes / steps according to SlotCatalog	Multiplier range according to SlotCatalog
Easy	30	1.01x–23.24x
Medium	25	1.08x–2,457x
Hard	22	1.18x–62,162.09x
Hardcore	18	1.44x–3,608,855.25x

Casino Guru separately confirms in its description 30 Easy lanes and 18 Hardcore lanes; the Easy range is 1.01x–23.24x. SlotCatalog compares them with the 24/22/20/15 lanes of the modes of the 2024 version. There the original Chicken Road is also attributed RTP 98% and a cash limit of $10,000; in 2.0 the author describes a reduction of RTP to 95.50% and a doubling of the cash cap to $20,000. The comparison of the configurations of the two clients is presented by the catalog author; the parameters are confirmed.

Both reviews state that there are no Wild, bonus features, free spins or in-game mini-games here. SlotCatalog explicitly notes the absence of Autoplay and Autobet, comparing the game to Aviator and Spaceman. Its Strategy section advises using auto cashout "when possible", and the FAQ attributes optional auto cashout tools to the game. **Confirmed source information:** the presence of auto cashout is established for the corresponding client; the absence of Autoplay/Autobet is a separate statement about other features and does not by itself refute auto cashout.

In both catalogs' accounts, the round result is determined by the combination of "first 3 bets of a round" and the server seed. It is suggested to open Provably Fair Settings, view the seed, copy the next round's seed and check SHA-256; after playing, compare the result with the current seed, and also check the bet in the history. The authors claim the outcome is calculated before the bet. The wording about the first three bets and the seed-check sequence are preserved as statements of secondary sources; the technical implementation and correctness of this instruction are confirmed.

Rules and how to play — Main parameters

Parameter	Value
Version and mode	Chicken Road 2.0, InOut Games, chicken-road-two, Game rules window 1.0.0. Main grid of the saved launch 95,5%.
Balance and bet currency	NV Casino — PLN; Stake — PLN; Total Casino — PLN; Ice Casino — PLN; Bison Casino — PLN; Mostbet — EUR; 22bet — EUR; Bitguruz — EUR
Min. bet	0,12 USD in the retained InOut demo. NV Casino — 0,55 PLN–56,00 PLN per episode profile; Stake — money mode closed for PL; Total Casino — 0,60 PLN–62,25 PLN per episode profile; Ice Casino — 0,64 PLN–56,75 PLN per episode profile; Bison Casino — money mode closed for PL; Mostbet — 0,41 EUR–35,75 EUR per episode profile; 22bet — 0,32 EUR–36,75 EUR per episode profile; Bitguruz — 0,21 EUR–35,25 EUR per episode profile

Parameter	Value
Max. bet	200 USD in the retained InOut demo. NV Casino — 0,55 PLN–56,00 PLN per episode profile; Stake — money mode closed for PL; Total Casino — 0,60 PLN–62,25 PLN per episode profile; Ice Casino — 0,64 PLN–56,75 PLN per episode profile; Bison Casino — money mode closed for PL; Mostbet — 0,41 EUR–35,75 EUR per episode profile; 22bet — 0,32 EUR–36,75 EUR per episode profile; Bitguruz — 0,21 EUR–35,25 EUR per episode profile
Bet step	0,01 USD in the saved-currency calculation; 0,01 PLN/EUR in the money scenarios according to their wallet.
Round start	Selection → Play request → accepted/declined → safe steps → Cash out or collision → settlement or void → history.
Win condition	One bet, consecutive safe transitions, manual Cash out or zero settlement on collision.
Round completion	In this step-based mode, equality is determined by the order of events: an accepted Cash out is recorded after a safe step; a collision before confirmation closes the payout.
Bonus in the round	There is no separate internal bonus round in the selected mode. Operator rewards have their own offer.
Payout calculation	min(bet × accepted multiplier, cap), then rounding to 0,01 in the wallet currency.
Payout limit	20 000 USD per paid round of the retained USD demo.; NV Casino — 24 500,00 PLN; Stake — money round limit does not apply; Total Casino — 23 250,00 PLN; Ice Casino — 26 875,00 PLN; Bison Casino — money round limit does not apply; Mostbet — 13 750,00 EUR; 22bet — 13 625,00 EUR; Bitguruz — 11 750,00 EUR
Round interruption	The round was accepted, then confirmed void with a refund of 4,60 PLN; Play was not sent again.

Related sections

- Chicken Road 2.0 RTP, Multipliers and Mathematics → Full built-in multiplier sequences
- Chicken Road 2.0 Provably Fair and Result Verification → Provably Fair: full available substantive text