


# PUNCH REGINALD

A comedy boxing cash-out game. Players step into the ring against **Sir Reginald**, a pompous penguin butler, and pick a punch every round: a safe **Jab**, a riskier **Hook** or a big **Haymaker**. Every punch that lands raises the multiplier; a miss and he dodges and knocks the player out. Cash out at any time — and a knockout still returns 10% of the bet.

| RTP | MAX WIN | BET RANGE | VOLATILITY |
|---|---|---|---|
| 96.00% | 2,000 per bet* | 0.10 – 100* | Low → High |

| MECHANIC | LOSS REFUND | FAIRNESS | DEVICES |
|---|---|---|---|
| Pick & cash out | 10% of the bet | Provably fair | Mobile & desktop |

* Defaults. The casino sets the bet limits and the max win per bet; the game keeps 96% RTP at every setting.

## HOW TO PLAY

1. Choose a bet and press **BET**.
2. Pick a punch. Each button shows the multiplier you get if it lands and its chance to land.
3. Keep punching to raise the multiplier, or press **CASH OUT** to take bet × multiplier.
4. If a punch misses, Sir Reginald dodges and punches back: the round ends and **10% of the bet comes back**.
5. Before the first punch lands, the bet can be cancelled for a full refund.

## THE PUNCHES

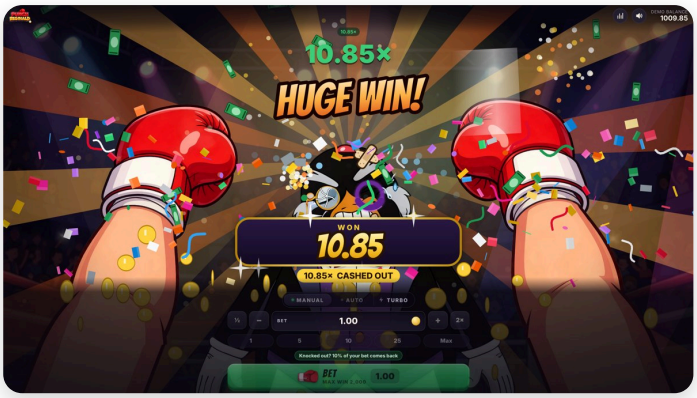
| PUNCH | LANDS | 1ST HIT | 2ND HIT | 3RD HIT |
|---|---|---|---|---|
| Jab | 80% | 1.17× | 1.44× | 1.77× |
| Hook | 50% | 1.82× | 3.54× | 6.98× |
| Haymaker | 20% | 4.40× | 21.60× | 107.60× |

Shown for the same punch repeated. Punches can be mixed freely; each is priced from the current multiplier so every style returns 96%.

## SCREENSHOTS




The player's own gloved arms: a hook sweeping in from the side.

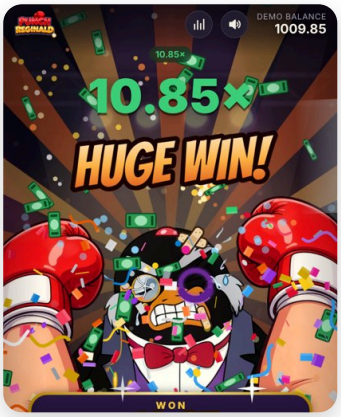


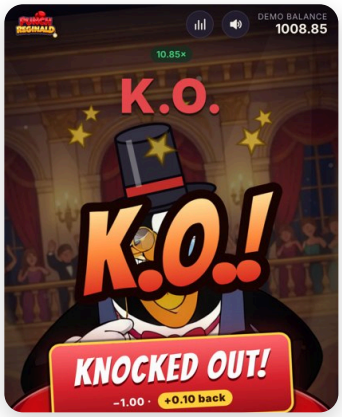

Cash-out show: the title climbs NICE → BIG → HUGE → MEGA WIN.










## FEATURES

- ★ **Three punches, one choice per round** — low, medium or high risk every click.
- ★ **New outfit & venue every round** — arena, ballroom, country estate, palace, disco, champion night.
- ★ **Knockout scene** — slow-motion fist, referee count, giant K.O.
- ★ **Turbo mode** and free bets supported.
- ★ **Face damage that builds up** — plasters, a black eye, a cracked monocle.
- ★ **Big-win show** — climbing win titles, champion's belt, confetti, money rain, fireworks.
- ★ **Auto Punch** — punch plan, rounds, raise on win/K.O., stop on profit/loss.
- ★ **Full voice & sound** — voiced character, announcer, live crowd, music.

## MATHS

| PLAYER STYLE · 10M ROUNDS EACH | RTP |
|---|---|
| 1 jab, then cash out | 95.60% |
| Jabs until 2× | 95.63% |
| 2 hooks | 96.00% |
| 1 haymaker | 95.92% |
| Haymakers to 100× | 95.73% |
| Random mix | 95.83–96.15% |

Theoretical RTP is 96.00% for every playing style (refund included); differences are cent rounding and simulation noise. A punch that would pass the max win pays exactly the max win, with its chance raised so RTP stays 96%.

## TECHNICAL

| | |
|---|---|
| Fairness | HMAC-SHA256 server seed + client seed + nonce; every round can be checked |
| Results | Decided on the game server; the page only animates them |
| Platform | HTML5 · mobile & desktop · portrait & landscape |
| Language | English |
| Currency | The casino's currency (USDT) |
| Promo tools | Free bets |
| Released | November 2026 |