

Egyptian Adventure Fairness Verification

Verification Parameters

Parameter Name	Description
serverSeed	The server seed is generated by our system as a random 64-character hex string.
clientSeed	The client seed belongs to the player and is used to ensure that the player has influence on the outcomes' randomness.
nonce	The serial number of the bet
round	Rounds of scrolling
times	The number of scrolling in a inning
reelColumn	Sequence of the scroll reel
dropNumber	Number of symbols dropped
hash	Random number generated by HMAC_SHA256
index	The territory of the intercepted hash
events	The selected random number value range [0,events)

Arithmetic

String hash = HMAC_SHA256(string, serverSeed)

*double random = (long.parseLong(hash.substring(8 * index, 8 * index + 16) >> 3) * Math.pow(2, -53)) * events;

How to use: random[hash, index, events]

Verification Steps

The a bet -> Enter the <Base Reel -> Start the <Eliminate Symbol>; If the <Base Reel> triggers Free -> Start the Free Reel -> Start the <Eliminate Symbol>, when the number of free times is 0, return to the <Base Reel> to continue to eliminate symbols.

Triggered by 3 or more Free Fall symbols plus a <WILD> symbol in a win way awards a extra 3 Free Spins!

Spins and each additional Free Fall symbol in a win way awards an extra 3 Free Spin!

Base Reel

Initial parameters: round=1/dropNumber=1

Select scroll reels

Select Wild Reels

times=1

hash=HMAC_SHA256(clientSeednonceround, times, serverSeed)

index=0

events=351600, this value is equal to the sum of <The Base Game Weight column> in <The Reel Table Rule>

Replace <The Reel Table Rule> according to the result of random[hash, 0, 351600]

eg: when the reel is <Base Reel Set>, index=0, then random[hash, 0, 251600]

Show symbol number

times=2

hash=HMAC_SHA256(clientSeednonceround, times, serverSeed)

index=[0,5]

events=the number of symbols in the current column of your selected scroll reel

eg: when the reel is <Base Reel Set>, index=0, then random[hash, 0, 251600]

Showing Symbol Number

times=2

hash=HMAC_SHA256(clientSeednonceround, times, serverSeed)

index=[0,5]

events=the number of symbols in the current column of the scroll reel random[hash, 0, 50]

eg: when the reel is <Base Reel Set>, index=0, then random[hash, 0, 50]

Showing Symbol Seat

times=2

hash=HMAC_SHA256(clientSeednonceround, times, serverSeed)

index=[0,5]

events=the number of symbols in the current column of the scroll reel random[hash, 0, 50]

eg: when the reel is <Base Reel Set>, index=0, then random[hash, 0, 50]

Showing Weight

times=2

hash=HMAC_SHA256(clientSeednonceround, times, serverSeed)

index=[0,5]

events=the number of symbols in the current column of the scroll reel random[hash, 0, 50]

eg: when the reel is <Base Reel Set>, index=0, then random[hash, 0, 50]

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