

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 an 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, 16) >> 3) * Math.pow(2, -53)) * events;

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

Verification Steps

Place 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 an 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=0

hash=HMAC_SHA256(clientSeednoncerndtimes,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, 351600]

eg: When the reel is <Base Reel Set>, index=1, then random[hash, 0, 251600]

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

eg: When the reel is <Free Reel Set>, index=1, then random[hash, 0, 251600]

Show symbol number

times=2

hash=HMAC_SHA256(clientSeednoncerndtimes,serverSeed)

index=[0,5]

events=the sum of one of column in the Base Game table in <The Reel Table Symbol Number>

eg: the number of symbol in the first column of the scroll reel, random[hash, 0, 130]

Show scroll reel

times=3

hash=HMAC_SHA256(clientSeednoncerndtimes,serverSeed)

index=[0,5]

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

eg: When the reel is <Base Reel Set>, index=0, then random[hash, 0, 275]

Showing Symbol Reel

times=2

hash=HMAC_SHA256(clientSeednoncerndtimes,serverSeed)

index=[0,5]

events=the sum of one of column in the first column of the scroll reel random[hash, 0, 50]

eg: the number of symbol in the first column of the Free Game table in <The Reel Table Symbol Number>

Show WILD symbol

times=2

hash=HMAC_SHA256(clientSeednoncerndtimes,serverSeed)

index=[0,5]

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

eg: When the reel is <Free Reel Set>, index=0, then random[hash, 0, 324]

Showing WILD symbol

times=2

hash=HMAC_SHA256(clientSeednoncerndtimes,serverSeed)

index=[0,5]

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

eg: When the reel is <Free Reel Set>, index=0, then random[hash, 0, 324]

Eliminate Symbol

*When the reel starts to eliminate the symbols will return to the current symbol if any symbols meet the conditions. It will enter the elimination round again after the first round of elimination is completed (if it can be eliminated again)

How to Calculate Payline

The reel will auto connect pay lines according to the rules and eliminate the symbols

How to Calculate Free Reel

If trigger <Free Reel> in <Base Reel>, it will enter <Free Reel> immediately;

After the end of scrolling <Free Reel>, will return to the current symbol <Scatter> and increase the number of free times.

If trigger <Free Reel> in <Free Reel>, will eliminate <Scatter> and increase the number of free times.

Drop Symbols

When the number of symbols in a column of reels eliminated is less than the symbols that should be displayed, the symbols will be dropped in sequence according to the rules

times=1

hash=HMAC_SHA256(clientSeednoncerndtimes,serverSeed)

index=[0,5]

reelColumn=0

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, 1], if random<0, then it will trigger an earthquake

After all (PIC6)(PIC7)(PIC8)(PIC9) are eliminated by earthquake, the symbols will be dropped sequentially according to the steps of <Drop Symbols> (times will not increase by 1 in this situation).

PIC6

Base Game will use <Base Reel Set 1> and <Base Reel Set 2>, each with a probability of 50%.

Base Reel Set 1

R1 R2 R3 R4 R5 R6

PIC1 PIC2 PIC3 PIC4 PIC5 PIC6

PIC7 PIC8 PIC9 PIC10 PIC11 PIC12

PIC13 PIC14 PIC15 PIC16 PIC17 PIC18

PIC19 PIC20 PIC21 PIC22 PIC23 PIC24

PIC25 PIC26 PIC27 PIC28 PIC29 PIC30

PIC31 PIC32 PIC33 PIC34 PIC35 PIC36

PIC37 PIC38 PIC39 PIC40 PIC41 PIC42

PIC43 PIC44 PIC45 PIC46 PIC47 PIC48

PIC49 PIC50 PIC51 PIC52 PIC53 PIC54

PIC56 PIC57 PIC58 PIC59 PIC60 PIC61

PIC63 PIC64 PIC65 PIC66 PIC67 PIC68

PIC69 PIC70 PIC71 PIC72 PIC73 PIC74

PIC75 PIC76 PIC77 PIC78 PIC79 PIC80

PIC82 PIC83 PIC84 PIC85 PIC86 PIC87

PIC89 PIC90 PIC91 PIC92 PIC93 PIC94

PIC96 PIC97 PIC98 PIC99 PIC100 PIC101

PIC103 PIC104 PIC105 PIC106 PIC107 PIC108

PIC111 PIC112 PIC113 PIC114 PIC115 PIC116

PIC118 PIC119 PIC120 PIC121 PIC122 PIC123

PIC125 PIC126 PIC127 PIC128 PIC129 PIC129

PIC131 PIC132 PIC133 PIC134 PIC135 PIC136

PIC138 PIC139 PIC140 PIC141 PIC142 PIC143

PIC145 PIC146 PIC147 PIC148 PIC149 PIC150

PIC152 PIC153 PIC154 PIC155 PIC156 PIC157

PIC159 PIC160 PIC161 PIC162 PIC163 PIC164

PIC166 PIC167 PIC168 PIC169 PIC170 PIC171

PIC173 PIC174 PIC175 PIC176 PIC177 PIC178

PIC180 PIC181 PIC182 PIC183 PIC184 PIC185

PIC187 PIC188 PIC189 PIC190 PIC191 PIC192

PIC194 PIC195 PIC196 PIC197 PIC198 PIC199

PIC201 PIC202 PIC203 PIC204 PIC205 PIC206

PIC208 PIC209 PIC210 PIC211 PIC212 PIC213

PIC215 PIC216 PIC217 PIC218 PIC219 PIC220

PIC222 PIC223 PIC224 PIC225 PIC226 PIC227

PIC229 PIC230 PIC231 PIC232 PIC233 PIC234

PIC236 PIC237 PIC238 PIC239 PIC240 PIC241

PIC243 PIC244 PIC245 PIC246 PIC247 PIC248

PIC250 PIC251 PIC252 PIC253 PIC254 PIC255

PIC257 PIC258 PIC259 PIC260 PIC261 PIC262

PIC264 PIC265 PIC266 PIC267 PIC268 PIC269

PIC271 PIC272 PIC273 PIC274 PIC275 PIC276

PIC278 PIC279 PIC280 PIC281 PIC282 PIC283

PIC285 PIC286 PIC287 PIC288 PIC289 PIC290

PIC292 PIC293 PIC294 PIC295 PIC296 PIC297

PIC299 PIC300 PIC301 PIC302 PIC303 PIC304

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PIC390 PIC391 PIC392 PIC393 PIC394 PIC395

PIC397 PIC398 PIC399 PIC399 PIC399 PIC399

PIC401 PIC402 PIC403 PIC404 PIC405 PIC406

PIC408 PIC409 PIC410 PIC411 PIC412 PIC413