

Plinko Audit – Execution Checklist

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\tests\plinko\PlinkoAuditExecutionChecklistTests.ts

Commit–Reveal System & Seed Handling

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\tests\plinko\PlinkoAuditExecutionChecklistTests.ts

⌚ 423ms

📋 5

✅ 5

<div>✅</div> <div>Server seed commit exists before play</div>	<div>0ms</div> <div>⌚</div>
<div>✅</div> <div>Server seed reveal matches commit</div>	<div>4ms</div> <div>⌚</div>
<div>✅</div> <div>Client seed can be manually changed by the user</div>	<div>0ms</div> <div>⌚</div>
<div>✅</div> <div>Nonce starts correctly, increments by 1 and is never reused</div>	<div>3ms</div> <div>⌚</div>
<div>✅</div> <div>Game results producing algorithm is fully deterministic</div>	<div>416ms</div> <div>⌚</div>

Randomness & Entropy Model

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\tests\plinko\PlinkoAuditExecutionChecklistTests.ts

⌚ 8ms

📋 4

✅ 4

<div>✅</div> <div>RNG depends only on (serverSeed, clientSeed, nonce, rows)</div>	<div>0ms</div> <div>⌚</div>
<div>✅</div> <div>No mixed entropy sources (drand_round and drand_randomness are null for plinko)</div>	<div>8ms</div> <div>⌚</div>
<div>✅</div> <div>Mapping from RNG → bucket position is unbiased ($2^{32} \% 2 == 0$)</div>	<div>0ms</div> <div>⌚</div>
<div>✅</div> <div>RNG state does not leak across rounds or users</div>	<div>0ms</div> <div>⌚</div>

Verifier ↔ Live Parity (Empirical Tests)

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\tests\plinko\PlinkoAuditExecutionChecklistTests.ts

⌚ 0ms

📋 3

✅ 3

<div>✅</div> <div>Live game outcomes exactly match verifier outputs</div>	<div>0ms</div> <div>⌚</div>
<div>✅</div> <div>No post-RNG modification</div>	<div>0ms</div> <div>⌚</div>
<div>✅</div> <div>No conditional logic based on bet size or timing</div>	<div>0ms</div> <div>⌚</div>

Game Logic & RTP Validation

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\tests\plinko\PlinkoAuditExecutionChecklistTests.ts

🕒 11m 17.2s 📋 5 ✓ 5

✓	Per-row HMAC bounce logic is deterministic	0ms 🕒
✓	Payout rules correctness – live win matches betAmount × apiMultiplier exactly	5ms 🕒
✓	Display table multiplier is within 2% of API multiplier (zero-edge delta)	4ms 🕒
✓	Advertised RTP matches theoretical RTP (display table, each configuration)	0ms 🕒
✓	Advertised RTP matches simulated RTP (per-config closeTo)	11m 17.2s 🚫

Plinko Game Profiles



\tests\plinko\PlinkoGameProfilesTests.ts

🕒 5ms 📋 7 ✓ 7

✓	Every table has exactly (rows + 1) entries	1ms 🕒
✓	All multipliers are positive finite numbers	2ms 🕒
✓	Tables are symmetric (plinko is symmetric around center)	1ms 🕒
✓	Center slot has lowest multiplier in high risk (house-edge design)	0ms 🕒
✓	getMultiplier throws on invalid config	0ms 🕒
✓	All 27 configurations are defined (3 risks × 9 row counts)	1ms 🕒
✓	High risk has highest edge multipliers at position 0 for all row counts	0ms 🕒
























Plinko Results Generator Tests



\tests\plinko\PlinkoResultsGeneratorTests.ts

🕒 509ms 📋 9 ✓ 9

✓	Generator produces correct slot for all captured bets	461ms 🚫
✓	Known example: nonce=4, rows=16, high → slot 8	1ms 🕒
✓	Known example: nonce=5, rows=8, low → slot 6	0ms 🕒
✓	Known example: nonce=16, rows=16, high → slot 11	1ms 🕒
✓	Known example: nonce=26, rows=9, high → slot 7	0ms 🕒
✓	Known example: nonce=11, rows=16, medium → slot 11	0ms 🕒
✓	Result is deterministic – same inputs always produce same slot	1ms 🕒

	Different nonces produce different results	7ms 
	Slot is always in valid range [0, rows]	38ms 
<div><div>Plinko Win Calculator Tests</div><div>\tests\plinko\PlinkoWinCalculatorTests.ts</div><div> 1ms  8  8</div></div> <div></div>		
	Returns betAmount * tableMultiplier for each risk/rows/slot combination	1ms 
	Returns 0 for bet amount 0	0ms 
	Throws on negative bet amount	0ms 
	Throws on invalid rows (< 8)	0ms 
	Throws on invalid rows (> 16)	0ms 
	Throws on bucketPosition > rows	0ms 
	Throws on negative bucketPosition	0ms 
	High risk gives higher variance payouts than low risk for same rows	0ms 