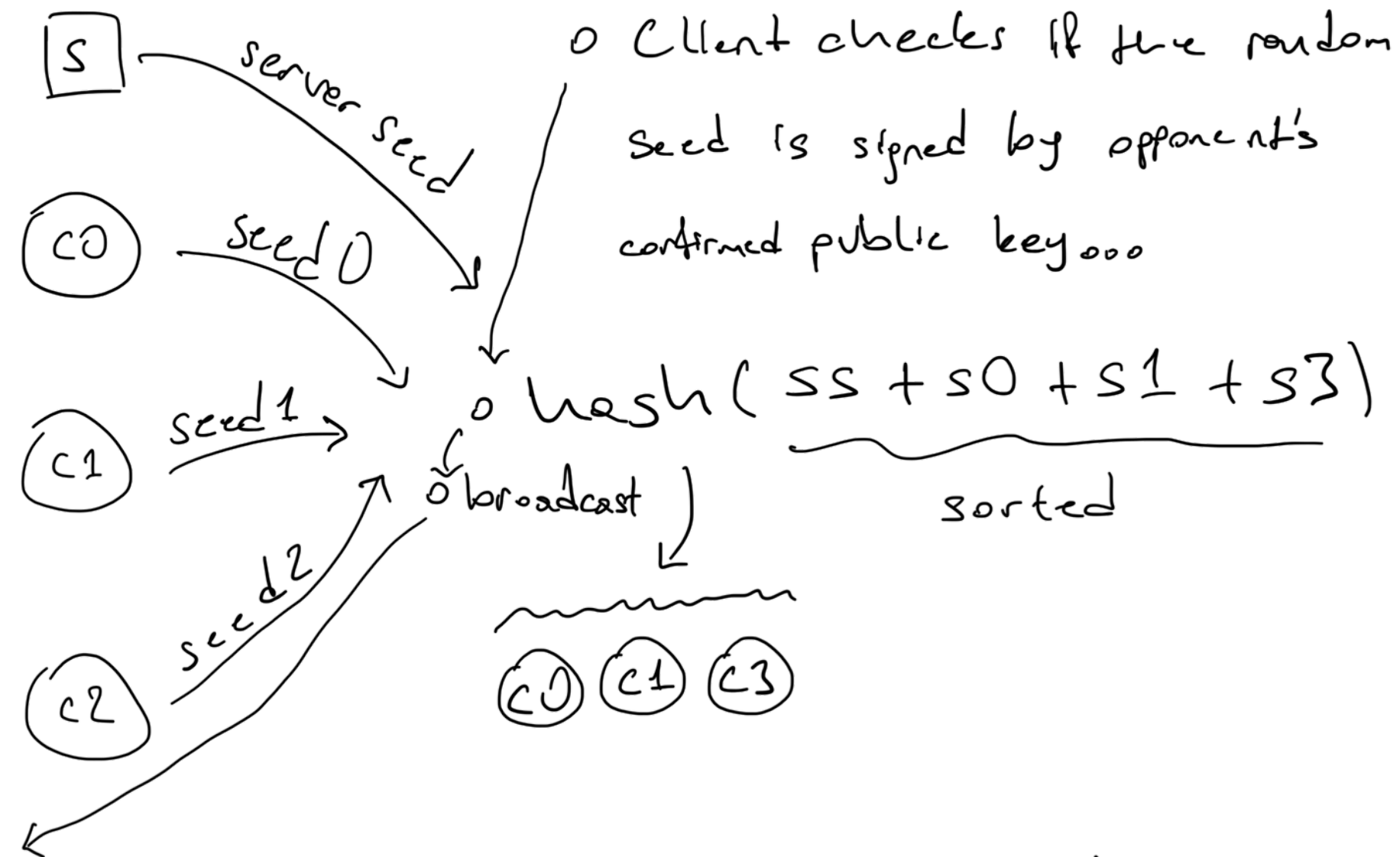


17 November 2023

^{^^}
^{^^}Meowing Cat^{^^}
^{^^}

^{^^}
^{^^}All of this this things provide
a true multiplayer randomness...^{^^}
^{^^}

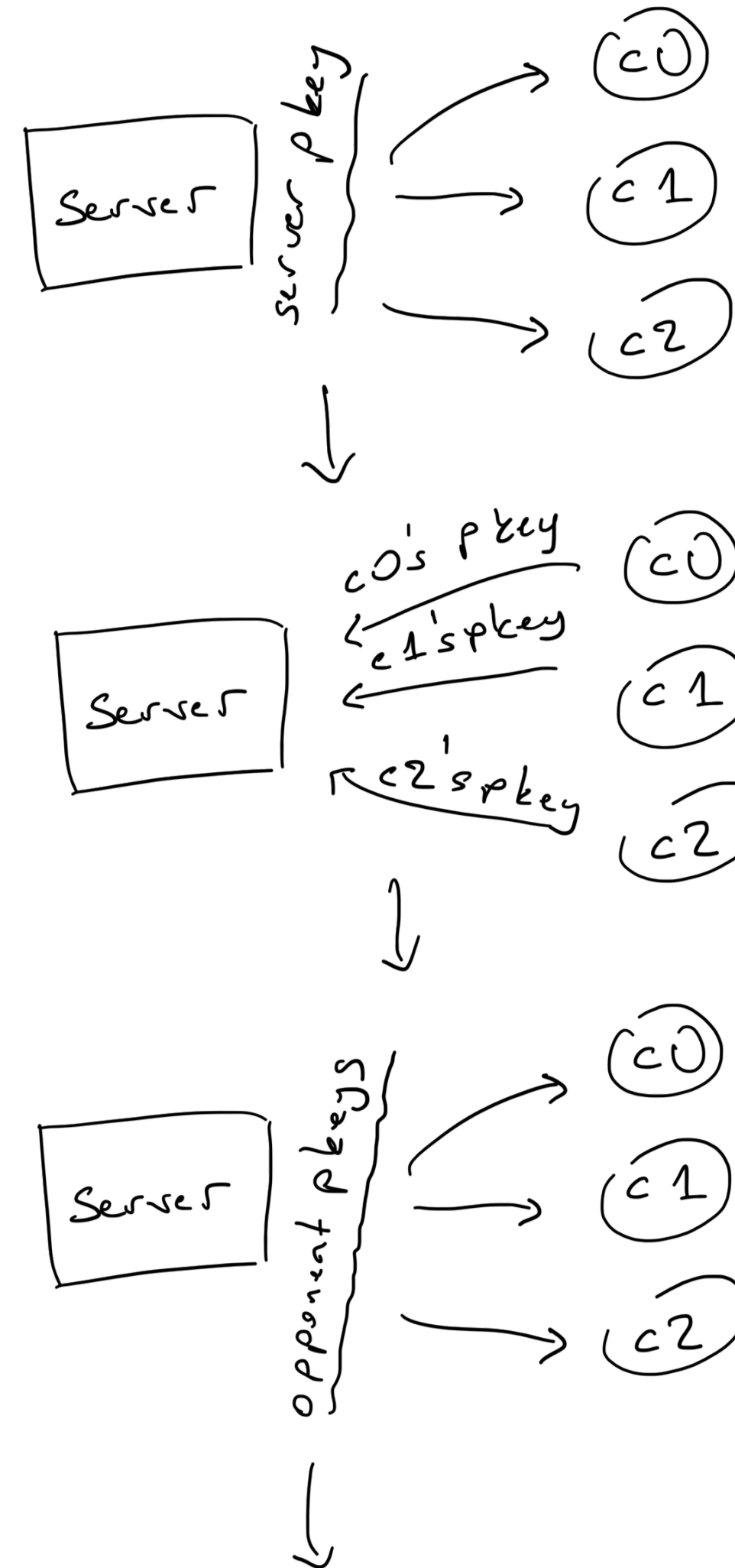
Truthful Multiplayer Randomness



- All clients check by building the final seed with checked the server/opponent public keys
- Server checks by inserting its hash
- ...
- C0 checks by inserting their seed
- ...
- C_N checks by inserting their seed

Handshaking

- All clients of the hand and server perform an handshake



• All handshakes are done

Player Signatures

- Players can set their own signatures
- Players mark each other as "confirmed"
- Client checks player random seeds by confirmed player signatures