Stake technical reference: complete saved seed and game-event rules

Tower Rush India | https://towerrushindi.com/en/casinos/

Scope of the verification record

The source describes Stake Originals verification using server seed, client seed, nonce and cursor inputs to HMAC_SHA256. This is an attributed technical explanation of those products, not a description of Tower Rush. Missing lookup arrays, complete code bodies and unnamed-game labels are not invented.

Seeds, nonce and cursor

Input / operation	Exact saved explanation
Server seed	Random 64-character hexadecimal string; its hash is supplied before betting so the operator is committed while the player cannot precompute results.
Reveal / rotation	Player rotation replaces the seed with a newly generated one and reveals the old seed for hash comparison. The text references an unhashed-server-seed verification function.
Client seed	Player-controlled input, editable to create a new chain of future outcomes; likened to cutting a deck. Control of an input is not control of winning outcomes.
Nonce	Increments for each new bet, generating a new result while keeping the seed pair.
Cursor	Four bytes per event and 32 bytes per hash permit eight events per block; cursor begins at 0 and increases when another HMAC_SHA256 block is needed.
Video Poker cursor example	Source states seven increments to cover 52 cards.
Rock Paper Scissors cursor example	Unlimited for ordinary play; three increments per autobet game to cover up to 20 cards/rounds in the source’s wording.
Default cursor fragment	A heading refers to games with a single incremental number, represented by default 0, but the following game list is absent.

Events are game-specific conversions of random floats: dice outcomes, card order or mine locations, for example. The earlier byte-to-float explanation uses successive four-byte groups; where outcomes cannot repeat, a Fisher–Yates shuffle reduces the pool after each selection. The following table preserves every

named game’s numerical description in this block.

Complete game-event conversion inventory

Game	Saved event conversion and numerical details
Blackjack / Hilo / Baccarat	Unlimited decks; each card remains one of 52 outcomes, float multiplied by 52. The passage states cursor 13 for Hilo/Blackjack to generate 52 possible events, while baccarat needs only six. This stated cursor figure is retained without reconciling it with the general eight-events-per-hash explanation.
Bars	Thirty floats in [0,1] select bars using a predefined payout table, available in the game footer/verification calculator.
Cases	One float selects a case using its predefined payout table.
Drill	Three crash points. Source calls 0.98 “house edge” and divides it by (1 − float); float below 0.02 stops instantly at 1.00×. That label is reproduced as source terminology, not a claim of a 98% casino advantage.
Packs	Five independent floats, one per card, mapped through cumulative ranges in a 240-card payout table of rarities/multipliers. Duplicates can occur.
Darts	Two floats: rotation and distance. Rotation 0 top, 0.5 bottom, 1 wraps to top. Distance sqrt(float)/2, from centre 0 to edge 0.5.
Flip	Twenty toss events; float ≤0.5 gives tails, otherwise heads.
Snakes	Ten integer dice rolls from 1 to 6, paired into five two-die totals per round.
Diamonds	Seven gem outcomes; multiply float by seven, then map to the absent index.
Dice	00.00–100.00, 10,001 outcomes; multiply by outcome count then divide by 100 in the stated conversion.
Primedice	Same 10,001-outcome mechanism; adds inside-range, outside-range and two-pair-of-number betting conditions.

Game-event conversion inventory: remaining products

Game	Saved event conversion and numerical details
Plinko	Player selects 8–16 pins/levels in the wording; one left/right event per level, float multiplied by two.
Roulette	European wheel, 37 pockets numbered 0–36; float multiplied by 37.
Keno	Ten unique hits; multiply by remaining unique-square count, reducing the pool by one after each hit.
Mines	Twenty-four generated events; multiply by remaining tiles and decrease pool by one; grid positions left-to-right then top-to-bottom. Fisher–Yates avoids duplicates; 1–24 events used according to settings.
Moles	Select 1–6 moles among seven holes. Each round shuffles seven positions, consuming one float per mole. Up to eight rounds with one mole, nine with 2–6.
Pump	Twenty-four pop events; multiply by remaining rounds and reduce that number after each pump.
Chicken	Twenty death events; multiply by remaining steps and reduce after each step. Fisher–Yates avoids duplicate hits; 1–20 events used according to settings.
Rock Paper Scissors	Ordinary rounds unlimited; autobet maximum 20. Generate integer 0–2, mapped to rock 0, paper 1, scissors 2.
Video Poker	Fifty-two card events with decreasing remaining-card pool and Fisher–Yates to avoid duplicates.
Dragon Tower	Nine level events. Difficulty controls eggs and tile range. Floats become integer positions; easy example [0,1,3] means eggs at tiles 1, 2 and 4. Fisher–Yates prevents duplicate eggs on one row.
Limbo	First multiply float by maximum multiplier and house-edge factor; then divide maximum multiplier by that first result to obtain a crash point. No numerical maximum/factor is given here.

Unnamed conversion fragments retained without false attribution

One fragment multiplies a float by possible segment outcomes to obtain a multiplier, but does not name the game. Two passages refer to salt-hash-based provable fairness, one pointing to a BitcoinTalk seeding thread without supplying its URL. These cannot safely be assigned to a named game from the fragment alone.

A slot fragment uses weighted random sampling down reels from left to right; each symbol has a fixed probability, and the outer two reels differ from the inner three. It refers to fitness-proportionate selection. A

special-spin fragment disables the outer reels and always generates 12 floats. Samurai symbols remain fixed through the game and the final count sets payout; with one symbol fixed after the first spin only 11 floats would be needed, but 12 are generated and the float assigned to a held tile is ignored. The game name is absent in this slice.

Other substantive fragments in this source block

The surrounding text links to Keno number-selection, Mines diamond-reveal and Slide multiplier guides, a house-edge explanation and official mirrors, without giving a mirror URL here. A promotion promises return of part of losses on reaching a new level but gives no amount or universal entitlement. The safer-play material says harm can occur regardless of betting frequency, advises against chasing losses or trying to win at any cost, and treats loss of enjoyment as a reason to stop.