Fairness inputs, server settlement and arithmetic checks

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

Match the protocol to the exact game version

The original Tower Rush uses Provable Fairness; the recorded catalogue describes Key, Salt and Hash Code. A cryptographic verification vector belongs to a particular protocol edition. It is distinct from checking gross arithmetic and from verifying an operator withdrawal. Dragon Tower and Aviator have their own protocols and cannot supply replacement inputs for Tower Rush.

The complete verification record

Record group	Fields whose version must match
Prior commitment	Protocol version; commitment algorithm; publication time; time when inputs become final.
Inputs	Exact server/client seeds, their order, nonce or additional input, and serialization of the input string.
Digest calculation	Final digest algorithm, full computed digest, extraction method, and extracted number.
Outcome mapping	Conversion of the number into an outcome; commitment match; complete digest match; recalculated result and its scope.

Key/Salt/commitment and algorithms are properties of the selected edition. These fields are not replaced by invented seeds, a convenient hash or a different game’s formula. The reported gross arithmetic has its own check: TR-D-02 stakes 10 FUN and exits manually at 1.5×, giving 15 FUN gross and +5 FUN net. This arithmetic is not a substitute for the cryptographic comparison.

Client display and server money are separate

Before staking, rules, current balance and past history are available; those records do not reveal the future server outcome. After settlement, the result and history can be read, and cryptographic checking uses the precise disclosed inputs. The client submits Build/Cashout and displays the response. Replacing an animation does not create a server credit or an external bank payment.

A different studio, suffix 2, game ID or APK publisher can distinguish products. A similar cover alone does not prove fraud. The independent predictor-selection example is preserved in G14-predictor.pdf; it describes selective presentation, not a method of predicting the game.