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TEST REPORT
MSG-PR005-PRJ001-001
Jurisdiction: Malta



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1. Test report data

Identification of the issuing body: Global Lab Ltd
Report Code (Unique identification): MSG-PR005-PRJ001-001
Task start date: 6th April, 2022
End date: 21st April, 2022
Number of pages: 9

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Identification of the item(s) inspected:

	Games	RNG	Platform	Audit	Security	Integration
	*	*	N/A	N/A	N/A	N/A
Quantity	3	1	N/A	N/A	N/A	N/A

Personnel involved:

- ❖ Mr. Fabian Borghi (Project Manager)
- ❖ Gabriel Escobar (Senior Tester)
- ❖ Mr. Sebastián Antonio Callozzo Cifala (Senior Developer, Gaming Specialist) - Source code testing and compilation process.
- ❖ Dr. Vincent Marmara (Mathematics manager) - Mathematical and statistical tests.

Certificate Version: v1.0

1.1. Information about the different Items included in the scope

ID	Description	Type	Min Bet	Max Bet
-	Software RNG	RNG	N/A	N/A

ID	Game	Type	Min Bet	Max Bet
0001	Bamboo Bear	Slot	0,25€	5€
0002	Gryphon's Castle	Slot	0,20€	100€
0003	Lion's Pride	Slot	0,40€	4€

Game	RTP reported for the client	RTP (in the game)
Bamboo Bear	95,18%	95.18%
Gryphon's Castle	95,43%	95.43%
Lion's Pride	94,16%	94.16%

Note: The values may change with each integration with the operators. These values were those observed during the testing phase and are for reference only.



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1.2. Statement of Conformity

Jurisdiction	Malta (Regulator: MGA)
Regulation	Remote Gaming Regulations 438.04 (LEGAL NOTICE 176 of 2004, as amended by Legal Notices 110 of 2006, 270 and 426 of 2007, 90 of 2011 and 131 of 2016.).
Result	Compliant
Details	The details of the tests carried out are in Annex I
Global Lab's recommendation	Global Lab's conclusion, based on the applied tests detailed in this document, is that, this product has shown adequate behaviour and is aligned with its rules and the regulations referenced in this section. The product can be used in the Malta jurisdiction.

2. Critical files of each item

2.1. Games

The following files are considered critical as they are part of the applications that run on the servers and can be part of external audits and controls.

File name	SHA-1
./emulation/stdDev_log.php	268e6d32ab28aec1a4643dca7de06189508aa994
./emulation/std_dev.php	ef29946b9ae486d531a278375f2a09cddfb46744
./emulation/spins_log.php	6acef399291985d65d741b69120595d6dfe234f4
./emulation/emulation_mascotGaming.php	4cb3fef1f5274286b5b4166ed9e12766d4bb37f2
./emulation/index.php	87c09fba48cbd040331d01ffb77230748b3cc969
./mascotGaming/gryphons_castle.php	e06664f2aacf508d1dddb47933f39794db22db03
./mascotGaming/prefreerounds.php	78c9489ec22fd9e179a6da8fc20da42980421fa3
./mascotGaming/bamboo_bear.php	b96466471da90afb779baa0b4a9813572026b8a5
./mascotGaming/game.php	c2fa32203504d6cfece2aa6cdab7a7a68d658a3d
./mascotGaming/nreel.php	b3ff0c5dd6bfd7627693f18107e2e8b8d3daf71b
./mascotGaming/slot_game243.php	44bca63d6fe7c55798ea2195240ef215d18cd334
./mascotGaming/lions_pride.php	17b33377ba7b963067fbf9ccc5b956e312a9d38b
./mascotGaming/slot_game.php	ea23d0326403c343ef30d55d3b8c5385ab409147
./mascotGaming/spin.php	8af0c973a789b99c294c6f4bce1c79851145e7bf
./mascotGaming/freerounds.php	af65bb61a518c0b5ebfbdc27153b2dc948330071
./_conf/gryphons_castle.php	f26ac46ea0a3fa5d6079322d48022194a09f5e8f
./_conf/bamboo_bear.php	37404ca6e13c27ce39eaa5047b6610e0254fa310
./_conf/default_config.php	b6fe9a3d014a24eeb982ed5fe4001b32165a1f3d
./_conf/lions_pride.php	5758e4902a90e8f55fa0fc080b5d5ca75088f71c
./protected/casino2/bootstrap.php	7bed4991a9a8f6dd4e2e01717d457f23c21f3b7c

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./protected/casino27/Random.php	b0386d4d0d5147c2a44a309d79248dae1e161b6c
./protected/casino27/IGamesApi3.php	8c33f2379ad7acda95e95f21c46881a912b8d191
./protected/casino27/bootstrap.php	bcc3cabd840bbff6298bab2b244722087f94958b
./protected/casino27/MicroClient.php	9c31b886ea31f7e449c5f666f1b7575926a62c73
./protected/casino27/MicroGamesApi3.php	3f13095569eecd6bacc73aad7969d283103c733
./protected/bootstrap.php	3ca236b2552f14dfde8b568254ead5db4d12e92b
./protected/api/validationMascotGaming.php	52445b12cf5d57ab3a6161421dfd7a0809924b7d
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Validator/HostValidator.php	8b47c3b2d3721f49f43c2eaf29040a556867d471
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Validator/RpcFormatValidator.php	94939908dc7230259bff26777db8eb82b82604cd
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Validator/UserValidator.php	77966e0defde8038060b4b3908fd6d2fc6c5634b
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Validator/JsonEncodingValidator.php	3260a2f9c80af6b19460fe4dc7ec6ab82380dab1
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Validator/JsonFormatValidator.php	caf3732dbd2100fa8ee742e4be7b8388ae846dec
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/MiddlewareInterface.php	c7539b85d5fb1f61243aa239e90a1f3713f899bf
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Server.php	73cc8cecd1aef5371e9eb7173db7e901202223d3
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Response/ResponseBuilder.php	adda829a45f2e8c15fd1b5bec835d89ac929673c
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Response/ResponseParser.php	d7eabab2b0224f4460533eebd45f7fd5fb205d02
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Request/BatchRequestParser.php	12d489552be239955bae57be11ea4f3089614d57
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Request/RequestBuilder.php	ece1846cbb5f898a9165fffee4e3743f7cc785ca
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Request/RequestParser.php	64f9579aacd2caaec50f2c9efb0f1a8f2a64d11
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/MiddlewareHandler.php	99efc0cc28f3430623dacc5a8cc5db3847e83d54
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Exception/ConnectionFailureException.php	8d830cef785efdcdf51534152d381c68ecdbfd
./protected/api/vendor/fguillot/jsonrpc/src/JsonRPC/Exception/InvalidJsonRpcFormatException.php	c573def577e5ddd29ef83c8a8866a61dac855219

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2.2. RNG/Math

The following files are considered critical as they are part of the applications that run on the servers and can be part of external audits and controls.

File name	SHA-1
bamboo_bear_1M.xlsx	AC5417DE5B8804DA165CB9583E7E5AEE8DF7C58E
bamboo_bear_10M.txt	892E0D0CE5512D5E3FA3C686FEE07656CEE2906F
gryphons_castle_1M.xlsx	FF8420D74F07F5143979217EBFA9D05485CAEFAD
gryphons_castle_1M.txt	A0CD83B64804FA91812F6D883E4E50EDA08AC6DF
lions_pride_1M.xlsx	571F3C3CEB29FD428731716B607DEF301C99110A
lions_pride_1M.txt	A6A5C0684B2017BE3EC08C31C844706B13E973B3

2.3. Reference files

The following files are used in the laboratory verification processes, they are considered secondary or reference and should not be considered as critical.

File name	SHA-1
Clients\Mascot Games\MSG-PR003-PRJ001\GlobalLab Docs\RTP Testing\MTH - 06 - Rev1 - Summary Mathematical Test.docx	EE4525E390E5D3B5E86CE0C144183D11D7BF7533

2.4. Methods, parameters and tools used and description of the results

Method	TEC - 03 - Test Methods / Visual Verification TEC - 03 - Test Methods / Source code verification TEC - 03 - Test Methods / RNG verification / Mathematical Test
Tools	RNG Tester v6, Notepad++ 7.9.4, Gateway System 1.0, Hash Calc 2.02, IBM SPSS Statistics - version 25, R Project - Version 4.0.0
Evidences	The evidence is hosted on Global Lab's servers.
RNG	The scope of this certificate is focused on the verification of the games described in this document and on the RNG verification.
Others	-

2.4.1. Visual verification

Test Performed	Details of tests	Results
Information	Verification of all the information that must be displayed in accordance with the regulations mentioned in this document.	PASS

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Paytable and RTP	Functional tests to verify that all the requirements are satisfied.	PASS
Autoplay	Test to verify that autoplay meets the requirements.	PASS
Interruption game	Tests of how the game behaves in case of disconnection.	PASS
Jackpot and Special Awards	Test to verify that jackpots or special awards work as described in the rules and follow the requirements.	PASS
For Fun	Verification that all the requirements are respected in the for fun mode.	PASS
Reduced Interfaces	Verification of all the information that has to be displayed in accordance with the requirements.	PASS

2.4.2. RNG/Math verification

Test Performed	Details of tests	Results
Requirements	Analysis of the project and creation of the necessary requirements for the testing process.	PASS
Statistical Test	Statistical tests with the requirements provided by the client.	PASS
Mathematical Test	Simulation and checking of RTP.	N/A
Report	Verification of additional information for this test report.	PASS

2.4.3. Source code verification

Test Performed	Details of tests	Results
Information	General verification of the project.	PASS
Requirements	Analysis of the project and creation of the necessary requirements for the testing process.	PASS
Analysis	Analysis to verify that all the requirements of the standard / regulation are satisfied.	PASS

3. Client data

Name: MNG Production Srl

Address Office: 1 MAI street, 24, 1-st floor, Rasnov

E-mail: Pavel.n@mascot.games liya.i@mascot.games dmitry.m@mascot.games

Technical Contact:

- ❖ Pavel Nesterov
- ❖ Liya I
- ❖ Dmitry Malyshev

4. Manufacturer data

Name: MNG Production Srl

Address Office: 1 MAI street, 24, 1-st floor, Rasnov

E-mail: Pavel.n@mascot.games liya.i@mascot.games dmitry.m@mascot.games

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Technical Contact:

- ❖ Pavel Nesterov
- ❖ Liya I
- ❖ Dmitry Malyshev

5. Laboratory data

Name: Global Lab Ltd.

Address Office: 1, Falzun Street, c/w Naxxar Road, Birkirkara, BKR1441, Malta

Phone number: +35627006401

Technical Contact:

- ❖ Mr. Fabian Borghi

6. Disclaimer

The laboratory will be responsible for all the information provided in the report, except when the client provides information. Results are applied to the sample as received.

7. Conclusion of the laboratory

On April 22, 2022, the technical tests for those described in Annex I were completed and Global Lab approves the product to work in that jurisdiction.

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Signature

Chief Executive Officer

Maurizio Soccodato

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Annex I - Details Regulation

Remote Gaming Regulations 438.04 (LEGAL NOTICE 176 of 2004, as amended by Legal Notices 110 of 2006, 270 and 426 of 2007, 90 of 2011 and 131 of 2016.)

Requirement	Summary	Result
THIRD SCHEDULE – TECHNICAL REQUIREMENT FOR GAMING SYSTEM		
1.	The gaming system must:	-
	(a) faithfully follow the game rules published by the operator	PASS
	(b) provide over time no more than the expected house advantage to the operator	PASS
2.	Both the gaming and financial transactions must be congruent and secure.	PASS
3.	The gaming system must satisfy the following criteria for randomness, following Schneier:	-
	(a) the data must be randomly generated, passing appropriate statistical tests of randomness	PASS
	(b) the data must be unpredictable, i.e. it must be computationally infeasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers.	PASS
	(c) the series cannot be reliably reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as is reasonably possible) it will produce two completely unrelated random sequences.	PASS
4.	The outcome of any game event, and the return to the player, must be independent of the CPU, memory, disk or other components used in the playing device used by the player	PASS
5.	The game or any game event outcome must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communication channel between the gaming system and the playing device used by the player.	PASS
6.	The gaming system must be able to display for each game the following information on the current page or on a page directly accessible from the current page via a hyperlink:	-
	(a) the name of the game	PASS
	(b) restrictions on play	PASS
	(c) instructions on how to play, including a pay-table for all prizes and special features	PASS
	(d) the player's current account balance	PASS
	(e) unit and total bets	PASS
	(f) the rules of the game	PASS
	(g) information relating to the average winnings paid out to players of the game over a period of time or a particular number of plays	PASS
7.	All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely:	PASS

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	Provided that all such reports shall be readily and freely available to the Authority	PASS
8.	The gaming system must:	-
	(a) be capable of producing monthly auditable and aggregate financial statements of gaming transactions,	PASS
	(b) calculate accurately all taxation and other monies due to the Authority	N/A
9.	The gaming system must maintain information about all games played, including:	-
	(a) the identity of the player	PASS
	(b) the time the game began as recorded on the games server	PASS
	(c) the balance on the player's account at the start of the game	PASS
	(d) the stakes placed in the game (time stamped by the games server)	PASS
	(e) the game status (in progress, complete, etc	PASS
	(f) the result of the game (time stamped by the games server)	PASS
	(g) the time the game ended as recorded by the games server	PASS
	(h) the amount won or lost by the player	PASS
10.	(i) the balance on the player's account at the end of the game	PASS
	The gaming system must maintain information about significant events as follows:	-
	(a) large wins	PASS
	(b) transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator	PASS
	(c) changes made by the operator to game parameters	PASS
11.	Any variations to any of the requirements specified in this Schedule shall be submitted to the Authority for its approval by notice in writing.	-

Details:

- N/A: this item is out of the project.
- PASS: this item is OK.



Signature
Chief Executive Officer
Maurizio Soccodato