

Evaluation Report for Belatra Co. Ltd. 20 online games

Manufacturer:	Belatra Co. Ltd.
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BMM Spain Testlabs s.l.u.

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GENERAL INFORMATION

Client name & Address:	Belatra Co. Ltd. Melezha 5/1, of.402 Minsk 220113 Republic of Belarus
Client Reference Number:	Submission request letter dated 10 th November 2020
Testing dates:	Start date: 19 th November 2020 End date: 20 th September 2021
Product / Game Description:	20 online games
Platform Name and Version	N/A, only game evaluation
Jurisdictions Recommended:	United Kingdom
Technical Standard used for Evaluation:	Remote Gambling and Software Technical Standards, February 2021
Location where test was performed:	BMM Spain Testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés - Barcelona (España)
Location where report was issued:	BMM Spain Testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés - Barcelona (España)
Conclusion:	Pass
BMM Reference Number:	BELA-OL.1001
Method/Procedures used:	EURSAM-SPA-MO-04 v5.6
Consultant(s):	Adrià Brau, Ciprian Cojocarasu, Darien Velasquez, David Correa, David Recuenco, Elisabet Villar, Enric Ferres, Marc Gonzalez, Sergio Mouriz, Slava Kolmykov

1. SCOPE OF EVALUATION.

Belatra Co. Ltd. requested BMM Spain Testlabs s.l.u., hereinafter referred to as BMM, to evaluate the products listed in section 2 for operation in the United Kingdom Remote Gambling Market.

- Remote Gambling and Software Technical Standards, February, 2021

2. PRODUCT CHARACTERISTICS (PRODUCT UNDER TEST).

2.1. PLATFORM DESCRIPTION.

N/A, only game evaluation.

2.2. GAME DESCRIPTION.

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
#buyBonus of Maya	1.0			X	X				14 th October 2021
7 Fruits	1.0			X	X				14 th October 2021
20 Super Stars	1.0			X	X				14 th October 2021
88 Dragons Bounty	1.0			X	X				14 th October 2021
88 Golden 88	1.0			X	X				14 th October 2021
An Escape from Al Catraz	1.0			X	X				14 th October 2021
Bank Robbers	1.0			X	X				14 th October 2021
Book of Doom	1.1			X	X				14 th October 2021
European Roulette	1.0			X	X				14 th October 2021
Golden Lemon Deluxe	1.0			X	X				14 th October 2021
J. Monsters	1.0			X	X				14 th October 2021
Lucky Drink	1.0			X	X				14 th October 2021
Mix Fruit	1.0			X	X				14 th October 2021
Monkey Jackpot	1.0			X	X				14 th October 2021
MWA	1.0			X	X				14 th October 2021
Piggy Bank	1.0			X	X				14 th October 2021
Prehistoric Story	1.0			X	X				14 th October 2021
Princess of Swamp	1.0			X	X				14 th October 2021
Super Sevens	1.0			X	X				14 th October 2021

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
The Moneymania	1.0			X	X				14 th October 2021

2.2.1. #BUYBONUS OF MAYA

#BuyBonus of Maya is a video slot game with 5 reels, 3 rows and 10 lines.

Free Spins

Triggered with 3 or more Scatter symbols landing on the reels, awarding 10 free spins. At the beginning of the feature, the Super Symbols is chosen. Super Symbols are paid independently of their position on an active line and fill the entire reel if there are more than 2 or 3 according to the number needed for a winning combination depending on the symbol.

3 or more Scatter symbols will retrigger the Free Spins, awarding 10 additional spins up to 150.

2.2.2. 7 FRUITS

7 Fruits is a video slot game with 5 reels, 3 rows and 20 lines. The game also includes a Scatter symbol that pays regardless of the symbols being part of a pay line or adjacent to each other.

Symbol Star

When this symbol lands on the reels, it is replaced by a random symbol.

2.2.3. 20 SUPER STARS

20 Super Stars is a video slot game with 5 reels, 4 rows and 1024 pay ways.

Jackpots

Triggered by obtaining a number of stars on the reels.

- 8 stars will trigger the progressive Bronze.
- 12 stars will trigger the progressive Silver.
- 16 stars will trigger the progressive Gold.
- 20 stars will trigger the progressive Diamond.

Note that the progressive prize can be only obtained while using the maximum bet. Jackpot prizes can be obtained without the progressive part if obtained with the other bets.

2.2.4. 88 DRAGONS BOUNTY

88 Dragons Bounty is a video slot game with 5 reels, 3 rows and 243 pay ways.

Free Games

Triggered by landing 3 or more Scatter symbols in any position, awarding 10 Free Games. Free Games can be retriggered up to 300.

Bonus Game

When 1 to 3 Wild symbols appear, there is a chance to access the Bonus Game, the more Wild symbols, the more chances. The player will have to reveal crystals, when obtaining 3 of the same colour, the jackpot of the corresponding colour is awarded.

Jackpot

Depending on the bet amount, certain jackpots can be obtained. When the bet increases, the regular symbols are replaced with gold symbols which are more expensive. At maximum bet, jackpot prizes include a progressive part.

2.2.5. 88 GOLDEN 88

88 Golden 88 is a video slot game with 3 reels, 3 rows and 8 pay lines where if the screen is filled by 9 symbols of a kind, the current line wins are multiplied by 2.

2.2.6. AN ESCAPE FROM AL CATRAZ

An Escape from Al Catraz is a video slot game with 5 reels, 3 rows and 9 pay lines where all win combinations are paid from any position.

Bonus Games

Triggered by obtaining 3 or more Scatter symbols. The bonus consists of two parts:

- Stones Bonus: The player chooses a stone to take a prize. If the picked stone is the wrong one, the Bonus Game will end.
- Raft Bonus: The player will enter this mode after taking away 4 stones in the Stones Bonus. In this bonus the player has to choose between 2 parts of the raft where each choice brings a prize. If the player collects all 8 pieces of the raft, he/she will escape from Al Catraz.

2.2.7. BANK ROBBERS

Bank Robbers is a video slot game with 5 reels, 3 rows and 25 pay lines.

Free Games

Triggered by obtaining 3 or more Scatter symbols, awarding 5 Free Games. While in the Free Games, 3 Scatter symbols will award 3 additional Free Games, up to 101. In Free Games 1 big symbol on the middle will replace 9 similar small symbols.

Bonus

Triggered by obtaining 6 or more credit symbols. One spin series of 3 spins of mini-reels will be done, having the ones that triggered the feature locked. If one new bonus symbol or jackpot appears during the spin, the current series ends and a new one is awarded. The Bonus ends when all reels are full of symbols or when the spin series is finished. When the feature ends, the prize of all credit symbols is awarded with the jackpots if any was obtained.

Jackpot

Jackpots can be obtained through the Bonus feature as the Silver Reserve, Bill Reserve and Coin Reserve jackpots can appear as jackpot symbols and be awarded at the end of the feature. If all the reels of the Bonus feature are filled with credit-symbols only, the Gold Reserve jackpot will be awarded. If the feature is obtained while using the maximum bet, the jackpot prizes will have a progressive part with them.

2.2.8. BOOK OF DOOM

Book of Doom is a video slot game with 5 reels, 3 rows and 10 pay lines.

Free Spins

Triggered with 3 or more Scatter symbols landing on the reels, awarding 10 free spins. At the beginning of the feature, the Super Symbols is chosen. Super Symbols are paid independently of their position on an active line and fill the entire reel if there are more than 2 or 3 according to the number needed for a winning combination depending on the symbol.

3 or more Scatter symbols will retrigger the Free Spins, awarding 10 additional spins up to 150.

2.2.9. EUROPEAN ROULETTE

European Roulette is a roulette game where there are 37 different possible numbers to bet on, coloured either Red or Black, the wheel includes a green 0. The player can bet on one or more numbers by placing chips. If the player can predict where the Wheel will land, they are awarded according to the game's pay table.

Crown bet

The crown bet will automatically make possible bets for the chosen number using the nominal value of the selected chip.

2.2.10. GOLDEN LEMON DELUXE

Golden Lemon Deluxe is a video slot game with 5 reels, 4 rows and 100 pay lines. The game also includes a Scatter symbol that pays regardless of the symbols being part of a pay line or adjacent to each other.

Wild symbol

If the Wild symbol is part of a winning line, it fills the entire reel.

2.2.11. J. MONSTERS

J. Monsters is a video slot game with 5 reels, 3 rows and 10 pay lines.

Expanding Wild

When the Wild symbol lands on a reel, it is extended on the entire reel and triggers a respin.

Multiplier symbol

If the symbol participates on a winning line, the line win will be multiplied by the value.

2.2.12. LUCKY DRINK

Lucky Drink is a video slot game with 5 reels, 3 rows and 15 pay lines.

Bonus Game

Triggered with 3 or more Scatter symbols on any position. The Bonus feature consists of two stages:

- Kegs: In this stage the player opens kegs, each keg contains an item with prize or "It's all over" sign which finishes the stage.
- Items: The stage starts after all kegs are opened, where the player opens items to win multipliers. In any moment of the stage the player can press Payout to take all the wins and finish the Bonus feature.

2.2.13. MIX FRUITS

Mix Fruits is a video slot game with 5 reels, 3 rows and 20 pay lines. The game also includes a Scatter symbol that pays regardless of the symbols being part of a pay line or adjacent to each other.

Wild symbol

When the Wild symbol appears, it expands to adjacent symbols in both directions by 1 position.

2.2.14. MONKEY JACKPOT

Monkey Jackpot is a video slot game with 5 reels, 3 rows and 25 pay lines.

Free Games

Triggered by landing 3 or more Scatter symbols in the reels. 3 symbols award 3 Free Games, 4 symbols award 4 Free Games and 5 symbols award 5 Free Games. Free Games are played on 3x3 reels and 5 lines, using a special payable.

Jackpot

3 identical symbols online in Free Games will trigger a jackpot corresponding to the obtained symbol combination. At maximum bet, jackpot prizes include a progressive part.

2.2.15. MWA

MWA is a video slot game with 5 reels, 3 rows and 25 pay lines.

Free Games

Triggered by landing 2 fighters on the first and fifth reels, awarding 12 Free Games. These symbols will stay on these reels and will play as Wild symbols during the Free Games.

To start the Free Games choose a fighter to bet on. During Free Games, a fighter will be hit by a fist and the other will get a point. If there is no winner at the end of the Free Games, 3 additional Free Games will be awarded until someone wins, up to 150.

Multiplier Bonus

If the chosen fighter wins, Free Games wins will be multiplied by 2, 3, 4, 5 or 10.

2.2.16. PIGGY BANK

Piggy Bank is a 5-reel, 3 rows video slot machine with 9 fixed paylines and winnings that pay left to right and right to left. The game includes a Bonus symbol and a Wild symbol which substitutes all symbols except the most expensive symbol and the Bonus symbol.

Piggy Bank Bonus

Piggy Bank Bonus is triggered if 3 or more Bonus symbols land. During this round the player can choose between 5 Piggy which can award a random prize, from 10 to 25 Free Spins or a key.

The Piggy Bank when chosen are broken by a robber revealing the prize they award, and if a Real Piggy is hit it runs away offscreen while breaking the Piggy Banks in its way revealing and awarding all their prizes.

If a Key is awarded Safes Bonus is triggered. In this Bonus the player has to choose one of the 5 background safes. Once a safe is chosen it reveals the random prize and the bonus ends.

As Piggy Bank are broken new ones appear to fill the spot. The player can continue to choose Piggy a policeman character appears on screen to arrest the robber. If the total bet in the main game is not smaller than 45 credits a Brick is given. The Brick acts as an extra life, when the policeman arrives and the Brick is present it will make him go away.

Free Spins

Free Spins are triggered if a Piggy Bank awards 10 to 25 free spins during Piggy Bank Bonus. The round is played after the conclusion of Piggy Bank Bonus. During free spins one of the reels is Wild. The starting Wild reel is randomly chosen. Each spin the Wild reel will shift 1 position to the right once on every free spin until it reaches the rightmost reel, then the Wild reel changes direction and will move 1 position to the left once on every free spin. Once the Wild reel reaches the leftmost reel it changes direction and continues to move right. The Wild reels movement cycle continues for the duration of the free spins.

2.2.17. PREHISTORIC STORY

Prehistoric Story is a 5-reel, 3 rows video slot machine with 20 fixed paylines and winnings that pay left to right. The game includes a Scatter symbol and a Wild symbol which substitutes all symbols except Scatter.

Rhinos Bonus

Bonus is triggered by landing 3 or more Scatter symbols in any position on the reels. The player has to choose one between 5 rhinos to reveal the prize which can be:

- Free Spins: 5 to 30 free spins are awarded.
- Caves: Bonus game.

Caves

Caves is a bonus game in which a man walks past caves. The player can choose in which one to stop. Any of the 4 jackpots can be awarded.

Jackpots

The jackpot amount consists on two parts: fixed and progressive. The fixed part is included in the RTP% of the game, like the bonus and is a coefficient multiplied by total bet. The progressive part is formed by deducting 1.00% of the total bet for all jackpots. The jackpots increase the theoretical RTP% by 1.00%.

The winner of a jackpot receives 70% of the progressive part of the jackpot. The remaining 30% is reserved for the initialization of the progressive part of the jackpot after the payout.

The progressive part of the jackpot can be only obtained by using the maximum bet, and it's formed only when playing with the maximum bet.

In one game each of the jackpots is awarded 1 time.

2.2.18. PRINCESS OF SWAMP

Princess of Swamp is a 5-reel, 3 rows video slot machine with 9 fixed paylines and winnings that pay left to right and right to left. Winnings are paid from any position. The game includes a Scatter symbol and a Wild symbol which substitutes all symbols except the most expensive symbol and Scatter.

Swamp Bonus

The bonus is triggered by landing 3 or more Scatter. The player chooses from a row the water lily the Frog will jump on. When the frog jumps to the water lily a random prize is awarded. If the wrong lily is chosen, the bonus game is ended. If the bet is not smaller than 45 credits a crown will act as an extra life.

Crocodile Bonus

Crocodile bonus is triggered if the frog in Swamp Bonus arrive to the fourth row of lilies. The bonus consists of choosing between two spaces to find the crocodile. If the crocodile is not found a frog appear and awards bet x25. The player has 8 attempts to find the crocodile.

2.2.19. SUPER SEVENS

Super Sevens is a 3-reel, 3 rows video slot machine with 5 fixed paylines and winning that pay left to right. If all reel positions are filled with a symbol of a kind line wins are multiplied by 2.

2.2.20. THE MONEYMANIA

The Moneymania is a 5-reel, 3 rows video slot machine with 10 fixed paylines and winnings that pay left to right. The game includes a bonus symbol and a Wild symbol which substitutes all symbols except bonus symbol.

Bonus Game

Bonus is activated if 3 bonus symbol land on any position on the 3 middle reels. The bonus consists of two stages. In the first one the player has to stop the alternating bill which may be, 2, 5, 10, 20, 50 or 100. At the second stage the player has to stop the alternating number of bills. 1 dollar on a bill is equal to 1 credit.

Progressive Jackpot

The jackpot is triggered if 3 jackpot symbols land. Then the player spins a wheel with randomly determines which jackpot is awarded.

Jackpots are formed by deducting 2.50% of the total bet for all jackpots. The jackpots increase the theoretical RTP% by 2.50%.

The winner of a jackpot receives 70% of the progressive part of the jackpot. The remaining 30% is reserved for the initialization of the progressive part of the jackpot after the payout. The maximum value of the jackpots depends on the size of the bets, the denomination and the number of players.

To participate in a jackpot draw it is necessary to play at max bet on the game. In one game each jackpot is awarded once.

2.2.21. RISK GAME

Risk Game can be turned off or choose the preferred type of risk game in the game settings for all games but European Roulette. If one of the risk games is chosen if there is a win the option to risk or collect the prize will be offered. The player has 10 seconds to choose. By clicking Risk the player agrees to play the risk game, by clicking Payout or the Spin button the Risk Game is refused and the winning is paid. If within the 10 seconds no selection is made the game will automatically end and award the current winnings.

There are two types of Risk Game:

- Card double with the dealer: First, the player chooses a card (one of four), then the dealer's card is opened. If the chosen card is higher than the dealer the win is doubled. If the chosen card is lowered the win is lost and the Risk Game ends. If the chosen card is equal to the dealer card the win is not changed and the player can proceed to choose another card if the limit attempts is not reached. The maximum number of rounds is 5. The Risk Game will end if the maximum number of attempts is reached or if the possible win exceeds 100000 credits.
- Red-or-Black: A card facing down is presented. The player has to guess either the colour or the suit of the card. If the colour of the card is guessed correctly the win will be doubled. If the suit of the card is guessed correctly the win be quadrupled. The maximum number of rounds is 5. The Risk Game will finish if the card colour or suit is not guessed correctly, if the maximum number of rounds playable is reached or if the possible win after the guessing exceeds 100000 credits.

2.2.22.MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
#buyBonus of Maya	90	91.02%	91.02%	91.02%	91.02%	91.02%
#buyBonus of Maya	92	92.93%	92.93%	92.93%	92.93%	92.93%
#buyBonus of Maya	94	95.09%	95.09%	95.09%	95.09%	95.09%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
7 Fruits	86.64%	86.64%	86.64%	86.64%	86.64%	86.64%
7 Fruits	88.37%	88.37%	88.37%	88.37%	88.37%	88.37%
7 Fruits	90.21%	90.21%	90.21%	90.21%	90.21%	90.21%
7 Fruits	92.30%	92.30%	92.30%	92.30%	92.30%	92.30%
7 Fruits	94.91%	94.91%	94.91%	94.91%	94.91%	94.91%
7 Fruits	95.66%	95.66%	95.66%	95.66%	95.66%	95.66%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
20 Super Stars	90	90.28%	90.28%	90.24%	90.24%	91.24%
20 Super Stars	92	92.12%	92.12%	92.17%	92.17%	93.17%
20 Super Stars	94	93.90%	93.90%	93.97%	93.97%	94.97%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
90 Bronze	91.28%	91.28%	91.24%	91.24%	2,000.00	5,000	0.40%
90 Silver					1,428.57	7,500	0.30%
90 Gold					3,333.33	10,000	0.20%
90 Diamond					37,037.04	50,000	0.10%
92 Bronze	93.12%	93.12%	93.17%	93.17%	2,000.00	5,000	0.40%
92 Silver					1,333.33	7,500	0.30%
92 Gold					2,857.14	10,000	0.20%
92 Diamond					37,037.04	50,000	0.10%
94 Bronze	94.90%	94.90%	94.97%	94.97%	2,000.00	5,000	0.40%
94 Silver					1,428.57	7,500	0.30%
94 Gold					3,333.33	10,000	0.20%
94 Diamond					37,037.04	50,000	0.10%

Note that the player can qualify for the jackpot by playing with the maximum bet only

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
88 Dragons Bounty	90 – Bet 8	89.81%	89.81%	89.81%	89.81%	89.81%
88 Dragons Bounty	90 – Bet 18	90.08%	90.08%	90.08%	90.08%	90.08%
88 Dragons Bounty	90 – Bet 38	90.53%	90.53%	90.53%	90.53%	90.53%
88 Dragons Bounty	90 – Bet 68	90.48%	90.48%	90.48%	90.48%	90.48%
88 Dragons Bounty	90 – Bet 88	90.19%	90.19%	90.19%	90.19%	91.19%

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
Bet 88 – Mini	91.19%	91.19%	91.19%	91.19%	512	2,000	0.40%
Bet 88 – Minor					1,535	3,750	0.30%
Bet 88 – Major					23,026	75,000	0.20%
Bet 88 – Grand					46,052	200,000	0.10%

Note that the player can qualify for the jackpot by playing with the maximum bet only (Bet 88)

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
88 Golden 88	84.54%	84.54%	84.54%	84.54%	84.54%	84.54%
88 Golden 88	86.08%	86.08%	86.08%	86.08%	86.08%	86.08%
88 Golden 88	88.00%	88.00%	88.00%	88.00%	88.00%	88.00%
88 Golden 88	90.56%	90.56%	90.56%	90.56%	90.56%	90.56%
88 Golden 88	92.61%	92.61%	92.61%	92.61%	92.61%	92.61%
88 Golden 88	94.02%	94.02%	94.02%	94.02%	94.02%	94.02%
88 Golden 88	95.17%	95.17%	95.17%	95.17%	95.17%	95.17%
88 Golden 88	96.19%	96.19%	96.19%	96.19%	96.19%	96.19%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
An Escape from Al Catraz	90	90.96%	90.96%	90.96%	90.96%	90.96%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
An Escape from Al Catraz	92	92.21%	92.21%	92.21%	92.21%	92.21%
An Escape from Al Catraz	94	94.29%	94.29%	94.29%	94.29%	94.29%
An Escape from Al Catraz	96	95.58%	95.58%	95.58%	95.58%	95.58%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Bank Robbers	92	91.96%	91.96%	91.97%	91.97%	92.97%
Bank Robbers	93	93.33%	93.33%	93.30%	93.30%	94.30%
Bank Robbers	95	95.98%	95.98%	95.04%	95.04%	96.04%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
92 - Gold	92.96%	92.96%	92.97%	92.97%	58,997	50,000	0.10%
92 - Silver					16,761	5,000	0.20%
92 - Bill					4,389	750	0.30%
92 - Coin					4,414	500	0.40%
93 - Gold	94.33%	94.33%	94.30%	94.30%	59,300	50,000	0.10%
93 - Silver					17,081	5,000	0.20%
93 - Bill					4,371	750	0.30%
93 - Coin					4,380	500	0.40%
95 - Gold	96.98%	96.98%	96.04%	96.04%	58,881	50,000	0.10%
95 - Silver					16,976	5,000	0.20%
95 - Bill					4,380	750	0.30%
95 - Coin					4,364	500	0.40%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

Note that the player can qualify for the jackpot by playing with the maximum bet only.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Book of Doom	90	91.02%	91.02%	91.02%	91.02%	91.02%
Book of Doom	92	92.93%	92.93%	92.93%	92.93%	92.93%
Book of Doom	94	95.09%	95.09%	95.09%	95.09%	95.09%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
European Roulette	Roulette	97.30%	97.30%	97.30%	97.30%	97.30%
European Roulette	Lucky Table	97.00%	97.00%	97.00%	97.00%	97.00%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Golden Lemon Deluxe	94	94.25%	94.25%	94.25%	94.25%	94.25%
Golden Lemon Deluxe	96	95.70%	95.70%	95.70%	95.70%	95.70%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
J. Monsters	8	95.36%	95.36%	95.36%	95.36%	95.36%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Drink	87	87.79%	87.79%	87.79%	87.79%	87.79%
Lucky Drink	88	88.37%	88.37%	88.37%	88.37%	88.37%
Lucky Drink	90	89.83%	89.83%	89.83%	89.83%	89.83%
Lucky Drink	92	91.82%	91.82%	91.82%	91.82%	91.82%
Lucky Drink	95	95.42%	95.42%	95.42%	95.42%	95.42%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Drink	96	96.14%	96.14%	96.14%	96.14%	96.14%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Mix Fruits	92	92.59%	92.59%	92.55%	92.55%	92.55%
Mix Fruits	95	95.50%	95.50%	95.51%	95.51%	95.51%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Monkey Jackpot	89	89.02%	89.02%	89.02%	89.02%	90.52%
Monkey Jackpot	93	93.06%	93.06%	93.06%	93.06%	94.56%

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
89 Ape	90.51%	90.51%	90.52%	90.52%	17,028	25,000	0.10%
89 Tuco					3,448	12,500	0.20%
89 Pineapple					1,751	2,500	0.30%
89 Banana					904	1,250	0.40%
89 Coconut					482	500	0.50%
93 Ape	94.53%	94.53%	94.56%	94.56%	17,028	25,000	0.10%
93 Tuco					3,448	12,500	0.20%
93 Pineapple					1,751	2,500	0.30%
93 Banana					904	1,250	0.40%
93 Coconut					482	500	0.50%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

Note that the player can qualify for the jackpot by playing with the maximum bet only

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
MWA	90	89.81%	90.27%	89.82%	90.24%	90.24%
MWA	92	91.70%	92.14%	91.69%	92.11%	92.11%
MWA	94	93.79%	94.11%	93.74%	94.16%	94.16%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Piggy Bank	90	90.26%	90.26%	90.26%	90.26%	90.26%
Piggy Bank	92	92.25%	92.25%	92.25%	92.25%	92.25%
Piggy Bank	94	94.27%	94.27%	94.27%	94.27%	94.27%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Prehistoric Story	90	90.77%	90.77%	90.77%	90.77%	91.77%
Prehistoric Story	94	94.30%	94.30%	94.30%	94.30%	95.30%

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
90 Bronze	91.77%	91.77%	91.77%	91.77%	518	20 x bet	0.40%
90 Silver					5,177	100 x bet	0.30%
90 Gold					10,354	200 x bet	0.20%
90 Diamond					51,771	1000 x bet	0.10%
94 Bronze	95.30%	95.30%	95.30%	95.30%	525	20 x bet	0.40%
94 Silver					5,247	100 x bet	0.30%
94 Gold					10,495	200 x bet	0.20%
94 Diamond					52,473	1000 x bet	0.10%

The difference between BMM and Belatra Co. Ltd. calculations are due to the fact that a simulation approach has been taken for the RTP% calculation. Hence the different is justified due to different simulations used.

Note that the player can qualify for the jackpot by playing with the maximum bet only.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Princess of Swamp	90	90.96%	90.96%	90.96%	90.96%	90.96%
Princess of Swamp	92	92.21%	92.21%	92.21%	92.21%	92.21%
Princess of Swamp	94	94.29%	94.29%	94.29%	94.29%	94.29%
Princess of Swamp	96	95.58%	95.58%	95.58%	95.58%	95.58%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Super Sevens	84	84.54%	84.54%	84.54%	84.54%	84.54%
Super Sevens	86	86.08%	86.08%	86.08%	86.08%	86.08%
Super Sevens	88	88.00%	88.00%	88.00%	88.00%	88.00%
Super Sevens	90	90.56%	90.56%	90.56%	90.56%	90.56%
Super Sevens	92	92.61%	92.61%	92.61%	92.61%	92.61%
Super Sevens	94	94.02%	94.02%	94.02%	94.02%	94.02%
Super Sevens	95	95.17%	95.17%	95.17%	95.17%	95.17%
Super Sevens	96	96.19%	96.19%	96.19%	96.19%	96.19%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
The Moneymania	90	91.98%	91.98%	91.98%	91.98%	91.98%

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
90 Lincoln	94.48%	94.48%	94.48%	94.48%	239	0	1.00%
90 Jackson					2,126	0	0.80%

90 Franklin					21,259	0	0.70%
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Note that the player can qualify for the jackpot by playing with the maximum bet only.

2.3. EVALUATED SOFTWARE.

Product: #buyBonus of Maya					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_maya2.js	1.0	Server	Critical File	SHA-1	90E557D6EE9859B34B5C0D1A0A8C1A4666A8A50A
gconfig.json	1.0	Server	Critical File	SHA-1	94C4BFB51FEC0477550967FB1C2B5C3E291545F9
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613

Product: 7 Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25

Product: 7 Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_sevenFruits.js	1.0	Server	Critical File	SHA-1	9FA538083BA20F330DAA9A45807E1F4FC457C6CE
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
gconfig.json	1.0	Server	Critical File	SHA-1	F073CC76CF2E2EDF8EE7408C91627A5F1C43D28D
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95

Product: 20 Super Stars					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adev.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
anal_superStars.js	1.0	Server	Critical File	SHA-1	2BFA9FEFBFFC968F1EB2F6207A861A5B4709FA5A
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
tune.js	1.0	Server	Critical File	SHA-1	B348CAE496AE669607F2BC95438E50FF25E30929
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.0	Server	Critical File	SHA-1	79A88EE52AA088A1D612938E1EAB31C2E1C152F9

Product: 88 Dragons Bounty					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adev.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
anal_treasure88.js	1.0	Server	Critical File	SHA-1	FFAB68434955C31301F7741138A5CD922E65FC3E
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
tune.js	1.0	Server	Critical File	SHA-1	CC8F2AD6612264EC07B9D8652D42DD429D4F80F9

Product: 88 Dragons Bounty					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.0	Server	Critical File	SHA-1	4A9792B7CF30DA3F2715CD58AD9C019F15278E52

Product: 88 Golden 88					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
anal_sevens2.js	1.0	Server	Critical File	SHA-1	B43D1169262198BDB04265C1D9EDFCFAF590117E9
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
golden88_anal.js	1.0	Server	Critical File	SHA-1	E6F58F73477B223CFD1816CBAFD6E2B790EC5506
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.0	Server	Critical File	SHA-1	6A19092408C2F9EF89562E64CF9653B520FE9286

Product: An Escape from Al Catraz					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
alc_oldServer.js	1.0	Server	Critical File	SHA-1	349510D9B30DB112B41D59CE75EDC1F722FD796F
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
acard.js	1.0	Server	Critical File	SHA-1	CB365E45B7784228002A38900ACAFD87E31E497D
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25

Product: An Escape from Al Catraz					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
gconfig_extra.json	1.0	Server	Critical File	SHA-1	EE68684DB0801975DDA7CE87FFAB875890CB727A
random.js	1.0	Server	Critical File	SHA-1	FCC424BC5779205635B8C4B3643E2BB76242F827
random.min.js	1.0	Server	Critical File	SHA-1	0E5E60CF19EDC073D8191C2C2246F24EFA756A70
game_state.js	1.0	Server	Critical File	SHA-1	C3DB6537B9DA567D59E572B4A50FFE271390F614
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
anal_alc_old.js	1.0	Server	Critical File	SHA-1	E933BB2945EE71EA8A79FA7E4098292470621487
gconfig.json	1.0	Server	Critical File	SHA-1	12C98A97D9E423A76C423E274DF9DC7806F6658C
Product: Bank Robbers					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
tune.js	1.0	Server	Critical File	SHA-1	C4C97770FA27CBEAC8ACB60F5ED69F0424EDEF8
anal_bank_robbers.js	1.0	Server	Critical File	SHA-1	6568617D1A8C718B7F7C5D90FAF2F9D25705D1B3
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.0	Server	Critical File	SHA-1	CE64B002F9573D77B4C4725B93A74714A1A1741E

Product: Book of Doom					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adef.js	1.1	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.1	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_jp_bonus_dblwheel.js	1.1	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF

Product: Book of Doom					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_jp_bonus_dblwheel_tables.js	1.1	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_redblack.js	1.1	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.1	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
anal_book.js	1.1	Server	Critical File	SHA-1	C01B113464F85F1809E09DF1CEA4430CC573B107
anal_dealer.js	1.1	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.1	Server	Critical File	SHA-1	A9AAFD40407CECD02D2D389106AC0AD6E816B108

Product: European Roulette					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adev.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_european_roulette.js	1.0	Server	Critical File	SHA-1	7E295FDCD548F3C3F01B03E6B3E963AF93296AF1
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_lucky_roulette.js	1.0	Server	Critical File	SHA-1	0B53A0ED263D334EF10F7D55776273A387CB8F5B
analytics_roulette.js	1.0	Server	Critical File	SHA-1	1146550BF0A031AD39B5CE99857630BC0021CB56
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
dev_assist_lucky_roulette.js	1.0	Server	Critical File	SHA-1	330A2500A6C6364CA31BF0B843A257B2DF48EF02
gconfig.json	1.0	Server	Critical File	SHA-1	49998727F7A666C1AE3EAA8055B9A53A3DD7E971

Product: Golden Lemon Deluxe					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
adev.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_lemonDelux.js	1.0	Server	Critical File	SHA-1	C013A42B15B7525C4EBA7896A6CE581B05E5435B
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.0	Server	Critical File	SHA-1	626D4D186C3F39258AC95BC146E9E817B88DA654

Product: J. Monsters					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_monsters.js	1.0	Server	Critical File	SHA-1	70803AB6D048D4712454CEA4690472260633B778
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig.json	1.0	Server	Critical File	SHA-1	1D9356C67528F4EB293E1CEB5B0DA343FD73FEB4

Product: Lucky Drink					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
analytics_slot.js	1.0	Server	Critical File	SHA-1	705B211B6CED0DF195C732F30A2658D3476F1E19
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
lucky_oldServer.js	1.0	Server	Critical File	SHA-1	91B43AF3BD43EC581E7854F079EA3328B4066C80
game_settings.js	1.0	Server	Critical File	SHA-1	A55DB76AC27110B982127472BAA3ABE2157457E4
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
game_state.js	1.0	Server	Critical File	SHA-1	C3DB6537B9DA567D59E572B4A50FFE271390F614
acard.js	1.0	Server	Critical File	SHA-1	CB365E45B7784228002A38900ACAFD87E31E497D
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_lucky_old.js	1.0	Server	Critical File	SHA-1	703AD2F6A73E2E881C7BF13ABFB2E2DF4CE6A75A
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
random.js	1.0	Server	Critical File	SHA-1	FCC424BC5779205635B8C4B3643E2BB76242F827
random.min.js	1.0	Server	Critical File	SHA-1	0E5E60CF19EDC073D8191C2C2246F24EFA756A70
gconfig_extra.json	1.0	Server	Critical File	SHA-1	D18DD521F4520090D4879DA1F6468A28874F8B67
gconfig.json	1.0	Server	Critical File	SHA-1	9BCAD455F48678D22A47BCD42F9DDE2E7DB0D78E

Product: Mix Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
ade.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_fruit_mix.js	1.0	Server	Critical File	SHA-1	A920B2B2F1CAE9EBF51239845C401738ACA2DDB4
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
fruitMixServer.js	1.0	Server	Critical File	SHA-1	0B47F89BD843A076A65747408664EE3EFE800603
gconfig.json	1.0	Server	Critical File	SHA-1	8B4BE501C223C954F40AC81D428467EA741F2EAA

Product: Monkey Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_monkey.js	1.0	Server	Critical File	SHA-1	67EBE5E1AB8D5E10FAA73412F6A5E07042234BCC
reels_monkey.js	1.0	Server	Critical File	SHA-1	4FC1D29E0E827134F7D995751359D4EFA6E8D940
analytics_slot.js	1.0	Server	Critical File	SHA-1	705B211B6CED0DF195C732F30A2658D3476F1E19
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
game_settings.js	1.0	Server	Critical File	SHA-1	A55DB76AC27110B982127472BAA3ABE2157457E4
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
tune.js	1.0	Server	Critical File	SHA-1	CA74A2FE0F66EBE27AE437C766BE08A061D240AF
game_state.js	1.0	Server	Critical File	SHA-1	C3DB6537B9DA567D59E572B4A50FFE271390F614
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
acard.js	1.0	Server	Critical File	SHA-1	CB365E45B7784228002A38900ACAFD87E31E497D
ade.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_jp_standard.js	1.0	Server	Critical File	SHA-1	326A759959A834F83CF2A041F1ED867C5386F317
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F

Product: Monkey Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
gconfig_extra.json	1.0	Server	Critical File	SHA-1	9D2676526E4EA066AC204AA4ED9D580AAB550AF5
monkeyServer.js	1.0	Server	Critical File	SHA-1	80E1EC94449D1178385E148741CBEF2B78181572
random.js	1.0	Server	Critical File	SHA-1	FCC424BC5779205635B8C4B3643E2BB76242F827
random.min.js	1.0	Server	Critical File	SHA-1	0E5E60CF19EDC073D8191C2C2246F24EFA756A70
gconfig.json	1.0	Server	Critical File	SHA-1	5FB5EA6368CB875FFCAEC5962BCCB9E245DB206E

Product: MWA					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_mwa.js	1.0	Server	Critical File	SHA-1	7D1F0E903B211A691A0F528133B0EAE62C8E6404
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
gconfig.json	1.0	Server	Critical File	SHA-1	6D3847CE323F58F0F171AC495785738E6C4F7D75

Product: Piggy Bank					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
piggy_oldServer.js	1.0	Server	Critical File	SHA-1	01A011842A5E79EE53581DF87F18392DDE27F9C3
analytics_slot.js	1.0	Server	Critical File	SHA-1	705B211B6CED0DF195C732F30A2658D3476F1E19
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
game_settings.js	1.0	Server	Critical File	SHA-1	A55DB76AC27110B982127472BAA3ABE2157457E4

Product: Piggy Bank					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
game_state.js	1.0	Server	Critical File	SHA-1	C3DB6537B9DA567D59E572B4A50FFE271390F614
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig_extra.json	1.0	Server	Critical File	SHA-1	1118203EE995D8D81242DDBD5E2DB83D3BE829C5
acard.js	1.0	Server	Critical File	SHA-1	CB365E45B7784228002A38900ACAFD87E31E497D
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_piggy_old.js	1.0	Server	Critical File	SHA-1	01818764FA7090B7682C310D11F2CBD830F995B8
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
random.js	1.0	Server	Critical File	SHA-1	FCC424BC5779205635B8C4B3643E2BB76242F827
random.min.js	1.0	Server	Critical File	SHA-1	0E5E60CF19EDC073D8191C2C2246F24EFA756A70
gconfig.json	1.0	Server	Critical File	SHA-1	95D54B8BB3CABD667CA53579AD84F15994FF4A40

Product: Prehistoric Story					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
tune.js	1.0	Server	Critical File	SHA-1	6E34E732454532EF9B288AF4223546370FF7C7A5
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_prehistoric.js	1.0	Server	Critical File	SHA-1	B280CE277AE9DBFF06752ECDC859B0C6D20C1C80
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
dev_assist_prehistoric.js	1.0	Server	Critical File	SHA-1	6988E11B3567783D86BB278A65B2E0FDDD79F592
gconfig.json	1.0	Server	Critical File	SHA-1	3E912E4943EB69C892B43FAE31B61741CA9C461B

Product: Princess of Swamp					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
anal_frog_old.js	1.0	Server	Critical File	SHA-1	E89E13984B200942400053428F64E60BCC9B262F
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
gconfig.json	1.0	Server	Critical File	SHA-1	6C1F932E79BEDB66233610106BF7DA3A3EF05225

Product: Super Sevens					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
analytics_slot.js	1.0	Server	Critical File	SHA-1	705B211B6CED0DF195C732F30A2658D3476F1E19
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
game_settings.js	1.0	Server	Critical File	SHA-1	A55DB76AC27110B982127472BAA3ABE2157457E4
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
anal_sevens2.js	1.0	Server	Critical File	SHA-1	B43D1169262198BDB04265C1D9EDFCFAF590117E9
game_state.js	1.0	Server	Critical File	SHA-1	C3DB6537B9DA567D59E572B4A50FFE271390F614
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig_extra.json	1.0	Server	Critical File	SHA-1	1206577C1AE13D7E8DF883A8AAF20A85999843D
acard.js	1.0	Server	Critical File	SHA-1	CB365E45B7784228002A38900ACAFD87E31E497D
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
random.js	1.0	Server	Critical File	SHA-1	FCC424BC5779205635B8C4B3643E2BB76242F827
random.min.js	1.0	Server	Critical File	SHA-1	0E5E60CF19EDC073D8191C2C2246F24EFA756A70

Product: Super Sevens					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
sevens2Server.js	1.0	Server	Critical File	SHA-1	17C678CE7F7A57E5DC968B44D85B2E9687314C86
gconfig.json	1.0	Server	Critical File	SHA-1	AD6D95D683EC2BD204F991579C076940A71816C8

Product: The Moneymania					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
moneymania_server.js	1.0	Server	Critical File	SHA-1	6A8590584258C4031591C2702412E6B0C51A9F19
analytics_slot.js	1.0	Server	Critical File	SHA-1	705B211B6CED0DF195C732F30A2658D3476F1E19
alines.js	1.0	Server	Critical File	SHA-1	78FA308A8B2EDDE0DF3D1BF4961842B97DFF7EF9
game_settings.js	1.0	Server	Critical File	SHA-1	A55DB76AC27110B982127472BAA3ABE2157457E4
moneymania_anal.js	1.0	Server	Critical File	SHA-1	AD66E4D958521C9DE3DAF036D56F60FC07B9C5C5
areels.js	1.0	Server	Critical File	SHA-1	AD02ACD12099DA8AF4784380409683356224777C
tune.js	1.0	Server	Critical File	SHA-1	A3DED1D7247A8F0C3246971BFCE6576455E6035
game_state.js	1.0	Server	Critical File	SHA-1	C3DB6537B9DA567D59E572B4A50FFE271390F614
anal_dealer.js	1.0	Server	Critical File	SHA-1	CD2C64F7531514647BCB20B52BC73011759A2B95
gconfig_extra.json	1.0	Server	Critical File	SHA-1	8711CBC11817A8504D20C59679F0A9CC4B9D8FB6
acard.js	1.0	Server	Critical File	SHA-1	CB365E45B7784228002A38900ACAFD87E31E497D
adef.js	1.0	Server	Critical File	SHA-1	504B3EF5B5FDA548BE5E5B377395173709E6E7A2
anal_jp_bonus_dblwheel.js	1.0	Server	Critical File	SHA-1	67F42D7DBFE10B1C02CB696E2D021D34EFDE23EF
anal_jp_bonus_dblwheel_tables.js	1.0	Server	Critical File	SHA-1	5309C3A785D85119EE106FECCC09AC12CECE2613
anal_jp_standard.js	1.0	Server	Critical File	SHA-1	326A759959A834F83CF2A041F1ED867C5386F317
anal_redblack.js	1.0	Server	Critical File	SHA-1	9362E0FA6B48B761FFD058AF1BB0AB992DFE5A25
arandom.js	1.0	Server	Critical File	SHA-1	8B0EB7652F77DB7BD6CBAA8841B261BDF93A1D2F
random.js	1.0	Server	Critical File	SHA-1	FCC424BC5779205635B8C4B3643E2BB76242F827
random.min.js	1.0	Server	Critical File	SHA-1	0E5E60CF19EDC073D8191C2C2246F24EFA756A70
gconfig.json	1.0	Server	Critical File	SHA-1	7DD2DCCAF415E9472AEFB002CD5385BDB41681A6

3. BMM EVALUATION PERFORMED.

BMM has tested and confirmed compliance of the products specified in Section 2 against the appropriate applicable technical requirements for the United Kingdom Remote Gambling market. BMM performed the following tests to confirm compliance to the relevant regulatory specifications:

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
RTS Requirement 2A				
The remote gambling system must make available clear information about the amount of money being gambled by the customer, including any conversions from one form of currency to another, or from currency to credits, chips or other tokens etc., at the point of conversion.	☒	☐	☐	
RTS Requirement 2B				
The gambling system must display enough relevant information about the customer’s gamble so that the content of the gamble is clear. This information must be made available before the customer commits to the gamble including, for example, in the artwork and textual information displayed during gaming, or on an electronic equivalent of a betting slip or lottery ticket.	☒	☐	☐	
RTS Requirement 2C				
The gambling system must enable customers to choose whether to automatically accept price fluctuations (in either direction) that occur after their bet is requested.	☐	☐	☒	N/A - None of the evaluated games have price fluctuations.
RTS Requirement 2D				
Customer who choose to use third party user interfaces must be informed that applications may not display full information about their gambles.	☐	☐	☒	N/A - None of the evaluated games use third-party user-interfaces.
RTS Requirement 3A				
An explanation of the applicable rules must be easily available to the customer before they commit to gamble. The content including artwork and text must be accurate, and sufficient to explain all of the applicable rules and how to participate. All reasonable steps must be taken to ensure that the content is understandable.	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
RTS Requirement 3B				
Where relevant, as the game or event progresses, information that may reasonably be expected to enable the customer to understand the current state must be displayed.	☒	☐	☐	
RTS Requirement 3C				
For each virtual event, game (including bingo), or lottery, information that may reasonably be expected to enable the customer to make an informed decision about his or her chances of winning must be easily available before the customer commits to gamble. Information must include: i. a description of the way the game works and the way in which winners are determined and prizes allocated ii. house edge (or margin) iii. the return to player (RTP) percentage iv. the probability (likelihood) of winning events occurring.	☒	☐	☐	The games do not have any house edge nor margin.
RTS Requirement 3D				
For each virtual event, game (including bingo), or lottery, content describing the potential prizes and payouts or the means by which these are calculated or determined must be easily available before the customer commits to gamble.	☒	☐	☐	
RTS Requirement 4B				
For time-critical events, the customer should be informed that they might be at a disadvantage because of technical issues such as slower network speeds, or slower end user device performance	☒	☐	☐	
RTS Requirement 6A				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Play for-free games must implement the same game rule as the corresponding play-for-money games offered on the same facilities (i.e. the same website). Operators must take all reasonable steps to ensure that play-for-free games accurately represent the likelihood of winning and prize the distribution in the play-for-money game. For the purpose of this requirements playing a game includes participating in a lottery and /or betting on a virtual event.	☒	☐	☐	
RTS Requirement 7A				
Random number generation and game results must be "acceptably random". Acceptably random here means that it is possible to demonstrate to a high degree of confidence that the output of the RNG, game, lottery and virtual event outcomes are random, though, for example, statistical analysis using generally accepted tests and methods of analysis. Adaptive behaviour (i.e. a compensated game) is not permitted	☒	☐	☐	The RNG has been previously evaluated in the report with reference RNG.UK.BELA-OL.1001.01.01 issued the 11 th of December 2020 by BMM Spain Testlabs s.l.u.
RTS Requirement 7B				
As far as is reasonably possible, games and events must be implemented fairly and in accordance with the rules and prevailing payouts, where applicable, as they are described to the customer.	☒	☐	☐	
RTS Requirement 7C				
Game designs or features that may reasonably be expected to mislead the customer about the likelihood of particular results occurring are not permitted, including substituting losing events with near-miss losing events and simulations of real devices that do not simulate the real probabilities of the device.	☒	☐	☐	
RTS Requirement 7D				
The rules, payouts and outcomes probabilities of a virtual event or game may not be changed while it is available for gambling, except as provided for in the rules of the game,	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
lottery or virtual event. Such changes must be brought to customer's attention				
RTS Requirement 7E				
Except in the case of subscription lotteries, the system clearly and accurately displays the result of the game or event and the customer's gamble. The result must be displayed for a length of time that may reasonably be expected to be enough for the customer to understand the result of the game or event in the context of their gamble.	☒	☐	☐	
RTS Requirement 8A				
The gambling system must provide easily accessible facilities that: a. Make available the following three controls, each of which stops auto-play functionality when it is triggered- i. 'loss limit', i.e. where the player selects an option to not lose more than X from their starting balance, where X is an amount that can be selected by the player. A 'loss' in this context equates to accumulated auto-play bets minus accumulated auto-play wins. ii. 'single win limit' i.e. single win greater than Y where Y is an amount that can be selected by the player and iii. 'jackpot win' (where applicable).	☒	☐	☐	This requirement applies only to the European Roulette game as it is not a slot game.
b. Require auto-play to be implemented in such a way that each time a customer chooses to use auto-play they must select the stake, the number of auto-play gambles and at least the first of the above three controls.	☒	☐	☐	This requirement applies only to the European Roulette game as it is not a slot game.
The number of auto-play gambles must not exceed 100 in one batch. During auto-play the customer must be able to stop the auto-play regardless of how many auto-play gambles they initially chose or how many remain.	☒	☐	☐	This requirement applies only to the European Roulette game as it is not a slot game.
RTS Requirement 8B				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
In relation to skill and chance games, strategy advice and auto-play functionality must be fair, not misleading and must not represent a poor choice.	☒	☐	☐	This requirement applies only to the European Roulette game as it is not a slot game.
RTS Requirement 8C				
The gambling system must require a customer to commit to each game cycle individually. Providing auto-play for slots is not permitted.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS requirement 9A				
An explanation of the jackpot rules must be clearly available to the customer before they commit to gamble.	☒	☐	☐	
RTS requirement 9B				
Jackpot systems must be configured and operated with adequate fairness and security.	☒	☐	☐	
RTS requirement 10A				
Operators must take all reasonable steps to ensure that their policies for instigating or dealing with service interruptions are fair and do not systematically disadvantage customers.	☒	☐	☐	
RTS requirement 10B			RTS requirement 10B	
Systems must be capable of recovering from failures that cause interruptions to gambling, including where appropriate, the capability to void gambles (with or without manual intervention), the capability to suspend betting markets, and taking all reasonable steps to retain sufficient information to be able to restore events to their pre-failure state.	☒	☐	☐	
RTS requirement 10C			RTS requirement 10C	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Operators must make available information about their policies regarding service interruptions in various different circumstances.	☒	☐	☐	
RTS requirement 13A				
Where the gambling system uses full screen client applications that obscure the clock on the customer's device the client application itself must display the time of day or the elapsed time since the application was started, wherever practicable.	☒	☐	☐	
RTS requirement 13B				
The gambling system must provide easily accessible facilities that make it possible for customers to set a frequency at which they will receive and see on the screen a reality check within a gaming session. A 'reality check' means a display of the time elapsed since the session began. The customer must acknowledge the reality check for it to be removed from the screen.	☐	☐	☒	N/A- Only game evaluation.
RTS requirement 14A				
Gambling products must not actively encourage customers to chase their losses, increase their stake or increase the amount they have decided to gamble, or continue to gamble after they have indicated that they wish to stop	☒	☐	☐	
RTS requirement 14D				
It must be a minimum of 2.5 seconds from the time a game is started until the next game cycle can be commenced. It must always be necessary to release and then depress the 'start button' or take equivalent action to commence a game cycle.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS implementation guidance 14D				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
A game cycle starts when a player depresses the 'start button' or takes equivalent action to initiate the game and ends when all money or money's worth staked or won during the game has been either lost or delivered to, or made available for collection by the player and the start button or equivalent becomes available to initiate the next game.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
A player should commit to each game cycle individually, continued contact with a button, key or screen should not initiate a new game cycle.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS requirement 14E				
The gambling system must not permit a customer to reduce the time until the result is presented.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS implementation guidance 14E				
a) Features such as turbo, quick spin and slam stop are not permitted. This is not intended to be an exhaustive list but to illustrate the types of features the requirement is referring to.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
b) This applies to all remote slots, regardless of game cycle speed.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
c) This requirement does not apply to bonus/feature games where an additional stake is not wagered.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS Requirement 14F				
The gambling system must not celebrate a return which is less than or equal to the total stake gambled.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS Implementation Guidance 14F				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
a) By 'celebrate' we mean the use of auditory or visual effects that are associated with a win are not permitted for returns which are less than or equal to last total amount staked.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
b) The following items provide guidelines for reasonable steps to inform the customer of the result of their game cycle:	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
i) Display of total amount awarded.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
ii) Winning lines displayed for a short period of time that will be considered sufficient to inform the customer of the result. This implementation should not override any of the display requirements (as set out in RTS 7E).	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
iii) Brief sound to indicate the result of the game and transfer to player balance. The sound should be distinguishable to that utilised with a win above total stake.	☐	☐	☒	N/A – This requirement will come into force the 31 October 2021.
RTS requirement 15A				
Information must be made available that explains that 'live' TV or other broadcasts are delayed and that others may have more up-to-date information. Main in-play betting pages must include this information where practicable.	☐	☐	☒	N/A - None of the evaluated games are live TV games or similar.
RTS requirement 16A				
Where peer-to-peer customers may be gambling against programs deployed by other customers to play on their behalf, or customers assisted by third party software, information should be made available that describes that this is possible, and if it is against the operator's terms and conditions, how to report suspected use.	☐	☐	☒	N/A - None of the games under evaluation are peer to peer games.
RTS requirement 16B				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Operators must make it clear to players whether the use of third-party software is permitted and if so which types. Operators that prohibit certain types of third-party software must implement measures intended to deter, prevent, and detect their use.	☐	☐	☒	N/A - None of the evaluated games have third-party software implemented or permitted.
RTS requirement 16C				
Where operators use programs to participate in gambling on their behalf in peer-to-peer gambling, easily accessible information must be displayed, which clearly informs customers that the operator uses this kind of software.	☐	☐	☒	N/A - None of the games under evaluation are peer to peer games.
RTS Requirement 17A				
Live dealer operations must be fair and independently auditable.	☐	☐	☒	N/A - None of the games under evaluation are live dealer games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
RTS requirement 1A				
Where customers hold a credit or debit balance, the pages or screens used for gambling to move money into and out of accounts must display the customer’s current account balance, either in the currency of their account (e.g. dollars, euros or pounds sterling), whenever that customer is logged in. Where it is not practical to display current balance from gambling screens then easily accessible links to this information must be provided.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 1B				
Customers must have easy access to at least three months account and gambling history without having to contact the licensee. A minimum of 12 months of gambling and account history must be made available on request. The ability to request this information should be made clear to customers and be provided as soon as is practicable.	☐	☐	☒	N/A – Only game evaluation.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
RTS requirement 1C				
Customers must be able to access information about their net deposits.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 2C				
The gambling system must enable customers to choose whether to automatically accept price fluctuations (in either direction) that occur after their bet is requested.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 2D				
Customer who choose to use third party user interfaces must be informed that applications may not display full information about their gambles.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 4A				
Where speed of interaction has a significant effect on the customer’s chance of winning, operators must assess the level of risk and demonstrate to the Commission that they are taking reasonable steps to reduce the risk to customers.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 5A				
All reasonable steps should be taken to ensure that gambles are accepted, processed and settled in accordance with the operator’s published terms and rules, and the rules of the specific game, event, or bet. Where unexpected system flaws, faults, or errors that affect the customers occur, steps are to be taken as soon as practicable to remedy the problem and ensure that the customer is treated fairly according to the circumstances.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 11A				
Measures intended to deter, prevent, and detect collusion and cheating must be implemented. Gambling systems must retain a record of relevant activities to facilitate investigation and be capable of suspending or disabling player accounts or player sessions. Operators must monitor the effectiveness of their policies and procedures.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 11B				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Information must be made available about the operator's policies and procedures with regard to cheating, recovered player funds and about how to complain if a customer suspects other participants are cheating.	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 12A				
The gambling system must provide easily accessible facilities that make it possible for customers to impose their own financial limits. Customers must be given the opportunity to set a limit as part of the registration process (or at the point at which the customer makes the first deposit or payment).	☐	☐	☒	N/A – Only game evaluation.
RTS requirement 12B				
All reasonable steps must be taken to ensure that customer-led limits are only increased at the customer's request, only after a cooling-off period of 24 hours has elapsed and only once the customer has taken positive action at the end of the cooling off period to confirm their request.	☐	☐	☒	N/A – Only game evaluation.

4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1. The signatures listed under section 2.4 of this test report were generated using the BMM Signatures tool v2.0.5. Where requested, BMM will supply the regulator/operator with this signature verification tool. A user manual will be also supplied.

5. CONCLUSION.

According to the test results¹, BMM Spain Testlabs s.l.u. confirms that the item submitted for testing is compliant with all the relevant Regulations listed in section "1" of this report.

Yours sincerely,

Patricia García
Director of Services Delivery ERSAM

¹The results included in this document refer exclusively to the sample tested, such as it is described in the corresponding section.