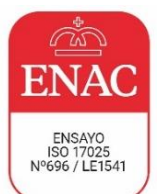


## Evaluation Report for N1 Games Ltd. 15 Online Games

**Manufacturer:** N1 Games Ltd.  
**ATF Report Number:** MAL.N1G-OL.1006.01.02  
**Document Number:** 02  
**Date:** 5 April 2023  
**Number of Pages:** 31

**BMM Spain Testlabs s.l.u.**

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## EVALUATION REPORT

|                                                |                                                                                                                                                                                                                                                                                                 |
|------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Client name &amp; Address:</b>              | N1 Games Ltd.<br>206 Wisely house, Old Bakery Street,<br>Valletta VLT 1451,<br>Malta                                                                                                                                                                                                            |
| <b>Client Reference Number:</b>                | Client Submission Letter Dated 13 <sup>th</sup> May 2022                                                                                                                                                                                                                                        |
| <b>Testing dates:</b>                          | Start date: 01 <sup>st</sup> June 2022<br>End date: 22 <sup>nd</sup> March 2023                                                                                                                                                                                                                 |
| <b>Product / Game Description:</b>             | 15 Online Games                                                                                                                                                                                                                                                                                 |
| <b>Test Category:</b>                          | Category 0                                                                                                                                                                                                                                                                                      |
| <b>Jurisdictions Recommended:</b>              | Malta                                                                                                                                                                                                                                                                                           |
| <b>Technical Standard used for Evaluation:</b> | <ul style="list-style-type: none"> <li>Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016</li> <li>Directive 2 of 2018 V3 - Player Protection Directive (amended 12 January 2023)</li> </ul> |
| <b>Location where test was performed:</b>      | BMM Spain Testlabs s.l.u.<br>Edificio Vinson del Parque Empresarial Vallsolana<br>Camí de Can Camps, 17-19<br>08174 Sant Cugat del Vallés<br>Barcelona (España)                                                                                                                                 |
| <b>Location where report was issued:</b>       | BMM Spain Testlabs s.l.u.<br>Edificio Vinson del Parque Empresarial Vallsolana<br>Camí de Can Camps, 17-19<br>08174 Sant Cugat del Vallés<br>Barcelona (España)                                                                                                                                 |
| <b>Conclusion:</b>                             | Pass                                                                                                                                                                                                                                                                                            |
| <b>BMM Reference Number:</b>                   | N1G-OL.1006                                                                                                                                                                                                                                                                                     |
| <b>Method/Procedures used:</b>                 | EURSAM-SPA-MO-04 v5.8                                                                                                                                                                                                                                                                           |
| <b>Consultant(s):</b>                          | Giacomo Quaranta, Tadej Trinko, Ankit Sharma, Josep Rojas, Shreya Singh                                                                                                                                                                                                                         |

## 1. SCOPE OF EVALUATION.

N1 Games Ltd. requested BMM Spain Testlabs s.l.u. to evaluate the products listed in section 2 for operation in the relevant below Malta market:

- Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 of 2007, 90 of 2011 and 131 of 2016
- Directive 2 of 2018 V3 - Player Protection Directive (amended 12 January 2023)

## 2. PRODUCT CHARACTERISTICS (PRODUCT UNDER TEST).

### 2.1. PLATFORM DESCRIPTION.

N/A, platform evaluation is out of scope.

### 2.2. GAME DESCRIPTION.

| GAME NAME            | GAME VERSION | CHANNELS |       |               |              |            |                |              | APPROVAL DATE               |
|----------------------|--------------|----------|-------|---------------|--------------|------------|----------------|--------------|-----------------------------|
|                      |              | DESKTOP  | FLASH | HTML5 DESKTOP | HTML5 MOBILE | NATIVE IOS | NATIVE ANDROID | MINI VERSION |                             |
| Aztec Magic Bonanza  | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Aztec Magic Megaways | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Bonanza Billion      | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Clover Bonanza       | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Dragon's Gold 100    | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Four Lucky Diamonds  | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Heads and Tails XY   | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Joker Queen          | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Lucky Dama Muerta    | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Lucky Farm Bonanza   | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Minesweeper XY       | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Plinko XY            | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Rocket Dice XY       | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Space XY             | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |
| Wild Cash            | 1.0          | -        | -     | X             | X            | -          | -              | -            | 23 <sup>rd</sup> March 2023 |

### 2.2.1. Aztec Magic Bonanza

“Aztec Magic Bonanza” is a 6x5 slot with a group payout system. Payouts are made according to the number of symbols, the win amount is displayed in the TOTAL WIN field. Winnings are formed depending on the number of symbols. In case of multiple winning combinations, the sum of the win is added. In case a certain number of Scatter (Bonus) symbols pay, and winning combinations and the paying number of Scatter (Bonus ) symbols drop in one spin, a player receives the win amount both for Scatters and for all winning combinations.

Symbols pay anywhere on the screen. The total number of the same symbol on the screen at the end of a spin determines the value of the win.

#### Features

- Refilling

The refilling can give you many consecutive wins on every spin. Refilling means that after every spin, all combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty cells are filled with symbols coming from above. Refilling will continue until no more winning combinations appear as the result of a Refill. There's no limit to the number of possible Refills. All wins are added to the player's balance after all the Refills resulting from a base spin have been played.

- Free Spins

When 4 or more Scatter symbols hit anywhere on the screen, or a Free Spins round has been purchased. If 4 Scatter symbols drop on the reels you get 10 free spins, 5 scatter – 20 free spins, 6 scatter – 30 free spins. Whenever 3 or more Scatter symbols hit during the Free Spins round, 5 additional free spins are awarded.

- Multiplier Symbol

Appears on the reels only during the Free Spins Round and it stays on the screen until the end of the refilling sequence. Whenever the symbol hits it takes a random multiplier value from x2 to x100. When the Refill sequence ends, the value of all multiplier symbols on the screen are added together and the total win of sequence is multiplied by the final value.

- Scatter Symbol

Appears on all reels. Scatter pays on any position in the main game. During the Free Spins Round, they only re-trigger Free Spins.

- Buy Bonus

A player can buy Free spins during the game. A player can buy a bonus at the price pictured above the button. If the player increases the bet, the buy bonus will be automatically increased. Spins start after buying the bonus. The next spin triggers a bonus game. During the bonus round, the button is disabled.

- Chance 2x feature

There is a possibility to buy the Chance x2 feature in the game. It increases the bet and gives the player more changes to plat bonus games. The Chance x2 feature is disabled if the Buy Bonus feature is active.

### 2.2.2. Aztec Magic Megaways

“Aztec Magic Megaways” is a Megaways game. Wins are formed for combinations of adjacent symbols of any size from left to right. Reels 1 to 6, can contain from 2 to 7 symbols. In total, the maximum number of possible ways to win is 117649.

#### Features

- Wild Symbol with Multipliers

Wild symbols appear only on reels 2,3,4 and 5. Wilds can get a randomly generated extra multiplier -1x, 2x or 3x. When dropped on reels Wild substitutes any symbol except scatter and multiplies the winning combination accordingly. If more than one wild is a part of the winning combination, all multipliers apply to the win of this combination.

- Free Spins

Scatter can appear anywhere on the reels 3,4,5 or 6 scatters that appeared on the reels simultaneously will trigger a Free Spin game with 8,10,12 or 16 free spins accordingly.

- Sticky Wild

During the Free Spin game, Wild symbols on the reels become sticky and remain on the reels until the end of the Free Spin game.

- Buy Bonus

A player can buy Free Spins during the main game at the price pictured on the screen. If the player increases the bet, the buy bonus price will automatically increased. Spins start after buying the bonus. The next spin triggers a bonus game. During the bonus round, the button is deactivated.

- Chance x2

This feature slightly increases the bet while giving the player more chances in the main game to catch 3+ scatters and triggers a Free Spin game.

### 2.2.3. Bonanza Billion

“Bonanza Billion” is a cluster game with cascade. Payouts are made according to the number of symbols. Winnings are formed depending on the number of symbols. In case of multiple winning combinations, the sum of the win is added. In case a certain number of Scatter (Bonus) symbols pay, and winning combinations and the paying number of Scatter (bonus) symbols drop in one spin, a player receives the win amount both for Scatters and for all the winning combinations.

Symbols pay anywhere on the screen. The total number of the same symbol on the screen at the end of a spin determines the value of the win.

#### Features

- Refilling

Now the Refilling can give you many consecutive wins on every spin. Refilling means that after every spin, all combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty cells are filled with symbols coming from above. Refilling will continue until no more winning combinations appear as the result of a Refill. There's no limit to the number of possible Refills. All wins are added to the player's balance after all of the Refills resulting from a base spin have been played.

- Free Spins

Is awarded when 4 or more Scatter symbols hit anywhere on the screen. If 4 Scatter symbols drop on the reels you get 10 Free Spins, 5 Scatter – 20 Free Spins, 6 Scatter – 30 Free Spins. Whenever 3 or more Scatter symbols on the screen are added together and the total win of the sequence is multiplied by the final value.

- **Multiplier Symbol**

Appears on the reels only during the Free Spins Round and it stays on the screen until the end of the refilling sequence. Whenever the symbol hits it takes a random multiplier value from x2 to x100. When the Refill sequence ends, the value of all multiplier symbols on the screen are added together and the total win of the sequence is multiplied by the final value.

- **Scatter symbol**

Appears on all reels. Scatter pays on any position in the main game. During the Free Spins Round, they only re-trigger Free Spins.

- **Buy Bonus**

A player can buy Free spins during the game. A player can buy a bonus at the price pictured above the button. If the player increases the bet, the buy bonus price will be automatically increased. Spins start after buying the bonus. The next spin triggers a bonus game. During the bonus round, the button is disabled.

- **Chance x2**

There is a possibility to buy the Chance x2 feature in the game. It increases the bet and gives the player more chances to play bonus games. The Chance x2 feature is disabled if the Buy Bonus feature is active.

#### **2.2.4. Clover Bonanza**

“Clover Bonanza” is a cluster game with cascade. Payouts are made according to the number of symbols. Winnings are formed depending on the number of symbols.

Symbols pay anywhere on the screen. The total number of the same symbol on the screen at the end of a spin determines the value of the win. In case of multiple winning combinations, the sum of the win is added. In case a certain number of Scatter (Bonus) symbols pay, and winning combinations and the paying number of Scatter (bonus) symbols drop in one spin, a player receives the win amount both for Scatters and for all the winning combinations.

- **Refilling**

Now the Refilling can give you many consecutive wins on every spin. Refilling means that after every spin, all combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty cells are filled with symbols coming from above. Refilling will continue until no more winning combinations appear as the result of a Refill. There's no limit to the number of possible Refills. All wins are added to the player's balance after all of the Refills resulting from a base spin have been played.

- **Free Spins**

Is awarded when 4 or more Scatter symbols hit anywhere on the screen. If 4 Scatter symbols drop on the reels you get 10 Free Spins, 5 Scatter – 20 Free Spins, 6 Scatter – 30 Free Spins.

Whenever 3 or more scatter symbols hit during the Free Spins Round, 5 additional free spins are awarded.

- **Multiplier Symbol**

Appears on the reels only during the Free Spins Round and it stays on the screen until the end of the refilling sequence. Whenever the symbol hits it takes a random multiplier value from x2 to x100. When the Refill sequence ends, the value of all multiplier symbols on the screen are added together and the total win of the sequence is multiplied by the final value.

- Scatter symbol

Appears on all reels. Scatter pays on any position in the main game. During the Free Spins Round, they only re-trigger Free Spins.

- Buy Bonus

A player can but Free spins during the game. A player can buy a bonus at the price pictured above the button. If the player increases the bet, the buy bonus price will be automatically increased. Spins start after buying the bonus. The next spin triggers a bonus game. During the bonus round, the button is disabled.

- Chance 2x

There is a possibility to but the Chance x2 feature in the game. It increases the bet and gives the player more chances to play bonus game. The Chance 2x feature is disabled if the Buy Bonus feature is active.

### 2.2.5. Dragon's Gold 100

"Dragon's Gold 100" is a 5x4 slot game, with 100 fixed lines. All symbols pay left to right on consecutive reels on an active payline. Only the highest win is paid on each of the active paylines.

There are two Scatters in the game. Scatter 1 pays regardless of the line and pays for the number of symbols from 3 to 5 on any reels. Scatter 2 can appear only on reels 1,3 and 5. A win will occur when three symbols appear during one spin.

Wild symbols substitute for all symbols except for Scatters. Appears only on the reels 2, 3 and 4.

Features

- Expanded Wild

The appeared Wild can expand on the whole reel, occupying the upper and lower cells. The player wins if after the expanding process the winning combination with these Wilds is formed.

- Stacked Symbols

Can cover a part of the reel or an entire reel when these symbols drop. Reels contain from 2 to 8 Stacked symbols.

- Gamble Round

If you win the main game, the gambling option becomes available to you. To enter the gambling room, click the Gamble button that appears next to the Spin button. The aim of the gambling round is to guess the color of the suit of the face-down card. Your current win becomes the stake for the gambling round.

You need to choose Red, Black, Clubs, Spades, Heart or Diamonds. If you guess the color, your stake is doubled. If you guess the suit, your stake increases 4 times. If you win, you can collect your winning amount or risk to increase it again. To collect your win and return to the main game, click on the cash-bag.

If you lose, the gambling round will stop automatically and you will return to the main game.

### 2.2.6. Four Lucky Diamonds

“Four Lucky Diamonds” is a 5x3 slot game with 10 fixed lines. Wins can be counted from any (not necessary the first) reel. Wins are calculated on line son all adjacent symbols. Only the highest win is paid on each of the active paylines.

Wild Symbol substitutes any symbol in a line to complete a winning combination. Available during the bonus round only.

#### Features

- Lucky Spins

It is a Bonus round with four playable reels that is triggered in case the wins in the main game reach the fourfold size of the bet (or higher). It is a Gamble round, and a player has a possibility not top lay it. To withdraw from the Lucky Spins round and to take the winnings a player should click the collect button.

- Stacked Wild

Available only in the bonus round. Can appear on the 3rd central reel. Stacked wild helps to complete winning combinations by substituting other symbols on the reels, increasing chances of winning.

- Replicated Stacked Wild

If stacked wilds appear on one of the 4 bonus reels, they are duplicated on the subsequent reels.

- Bonus Round

The bonus starts when the player has a win in the amount of x4 of the bet or more. The main game window switches to the 4-reel window: the mini versión of the reels from the main game. The reels are distinguished by a set of symbols: in this round, the wild symbol may appear on the reels, in comparison to the main game.

The info line in the bonus round shows the WINNINGS and they are displayed continuously during the bonus round.

The bet value (mínimum) is equal to the bet from the main game x4. The balance remains unchanged throughout the round.

The lucky bet field displays the bet. The minimum bet in the Lucky Spins round is x4 of the total bet. If the win amount allows – the bet can be increased by the player-.

By clicking on Spin: the value of Winning field decreases by the value of the bet (in the Lucky bet field). The winning field increases by the winning amount from the current spin. The maximum number of spins in the bonus round is 50. The maximum winning amount in the round is x400 of the bet (the bet of the Lucky Spins round).

When the limit is over (quantitative or monetary), or the Collect button is pushed – the player returns to the main game. The win from the winnings field (if any) is added to the Balance field.

### 2.2.7. Heads and Tails XY

“Heads and Tails XY” is a quick game. The purpose is to flip the coin and try to guess which side will show face up.

If the player guesses the correct side, the game pays 1.98 times the bet amount.

### 2.2.8. Joker Queen

“Joker Queen” is a 5x4 slot game with 40 fixed lines. All wins pay left to right. Only the highest win is paid, in case of multiple winning combinations, the sum of the win is added.

Wild symbol substitutes for all symbols except for bonus symbols, During the REspin game, the bonus symbol becomes an additional wild symbol.

Bonus symbol appears only on the reels 2,3 and 4. When three bonus symbols show up on the reels – the respin round is activated(3 respins).

Features

- Stacked Wild

Wild symbols drop on the reels in consecutive groups.

- Respins

When dropped, three bonus symbols expand down the reels and become sticky. A player gets 3 Respins. During the Respin round, when additional bonus symbols appear on the reels, the player receives one extra respin, regardless of the number of dropped bonus symbols. A bonus symbol dropped on the reels during the Respin round also expands down the reels, becomes Sticky and stays on the reels till the end of the Respin round.

- Buy Bonus

A player can buy the Respin round during the game. There are two options: for x84 bets, the player buys 3 regular respins. For x283 bets, the player buys 3 respins with high symbols only. When a purchase is confirmed, 3 bonus symbols appear automatically on the reel. The respin round begins. This feature is disabled if the Chance x2 is active.

- Chance x2

When the Chance x2 feature is activated, it increases the bet and gives the player more chances to drop bonus symbols and trigger the respin round. This feature is disabled if the Buy Bonus is active.

### 2.2.9. Lucky Dama Muerta

“Lucky Dama Muerta” is a 5x3 slot game with 10 fixed lines. All symbols pay left to right on consecutive reels. Coinciding wins on several active paylines are added. Payline wins are multiplied by the bet per line value, except for Scatters. Scatter pays in any part of the display from total bet value. Only the highest win is paid on each active paylines. Free spins are played at the same bet and lines as the round activating these spins.

- Bonus symbols (Scatter)

3, 4 or 5 Scatter symbols on the reels in any position trigger 15 Free Spins. Wins for Scatter are added to active paylines. Bonus spins can be retriggered by 3,4 or 5 bonus symbols. The maximum number of Free Spins is unlimited. All free Spins winnings multiplied by 3.

- Wild Multiplier

Wild Multiplier substitutes any symbol in a line (except for the Scatter symbols) to complete a winning combination. All winnings obtained by Wild symbols multiply by 2.

### 2.2.10. Lucky Farm Bonanza

“Lucky Farm Bonanza” is a cluster game. Winning are formed depending on the number of symbols. Only the highest win is paid on each of the active paylines.

The symbols pay anywhere on the screen. The total number of the same symbol on the screen at the end of a spin determines the value of the win.

Free spins is awarded when 4 or more Scatter symbols hit anywhere on the screen or a Free Spins round has been purchased. If 4 Scatter symbols drop on the reels you get 10 Free Spins, 5 Scatter – 20 Free Spins, 6 Scatters – 30 Free Spins. Whenever 3 or more Scatter symbols hit during the Free Spins Round, 5 additional free spins are awarded.

Scatter symbol is present on all reels. Scatter pays on any position in the main game. During the Free spins round they only re-trigger Free spins.

#### Features

- Refilling

Now the cascading reels can give you many consecutive wins on every spin. It means that after every spin all combinations are paid and all winning symbols disappear. The remaining symbols fall to the bottom of the screen and the empty positions are replaced with symbols coming from above. Refill will continue until no more winning combinations appear as the result of a Refill. There's no limit to the number of possible Refills. All wins are added to the player's balance after all of the Refills resulting from a base spin have been played.

- Multiplier symbols

Is present on the reels only during the Free Spins round and it stays on the screen until the end of the refilling sequence. Whenever the symbol hits it takes a random multiplier value from x2 to x100. When the tumbling sequence ends, the value of all multiplier symbols on the screen are added together and the total win of the sequence is multiplied by the final value.

- Buy Bonus

A player can buy the Respin round during the game. There are two options: for x84 bets, the player buys 3 regular respins. For x283 bets, the player buys 3 respins with high symbols only. When a purchase is confirmed, 3 bonus symbols appear automatically on the reel. The respin round begins. This feature is disabled if the Chance x2 is active.

- Chance x2

When the Chance x2 feature is activated, it increases the bet and gives the player more chances to drop bonus symbols and trigger the respin round. This feature is disabled if the Buy Bonus is active.

#### 2.2.11. Minesweeper XY

"Minesweeper XY" is a quick game. The purpose is to walk through the minefield avoiding all the mines. The longer you are able to go without landing on a mine, the more handsome your payout will be.

You can choose between field sizes of 2x3, 3x6, 4x9, 5x12 and 6x15. Click any square in the highlighted row to choose your next block on the field.

- If you land on a safe spot, you win, Payouts are given at the bottom of each row and multiplied by the total bet. When all levels are reached successfully, then payouts will be automatically added to the balance.
- If you land on a mine, you lose your original wager and previous winnings.

You can cash out at any time by clicking COLLECT.

#### 2.2.12. Plinko XY

“Plinko XY” is a quick game. Is the peculiar game of chance played with a ball “plinking” down the vertical board populated with offset rows of pegs. The board is presented in the form of a pyramid.

The player chooses from 8 to 16 rows, hoping the ball would fall into one of the chosen holes with the best payment, from the top of the pyramid down the board bottom.

Choose the Risk level, low, normal, or High. Choose the number of Lines in the game from 8 to 16.

#### 2.2.13. Rocket Dice XY

“Rocket Dice XY” is a quick dice game. A dice has a six playing faces numbered from 1 to 6. During the game dices are rolled, then the points are calculated, which determine the winner.

Two dices are used in the game. The goal of the game is to guess if the roll of two dices will be higher or lower than that chosen number. The player makes a bet, chooses any number from 2 to 12 as well as chooses “over” or “under”. Afterwards two dices are rolled. Bets will be resolved according to whether the player made a winning bet on the roll of the dice.

On win there is a corresponding multiplier applied to the bet value. Result is added to the balance sheet, On lose the is deducted from the balance.

Feature

- Risk Game

Risk game gives a chance of 50/50 to increase the amount of win by risking after every effective throw. Risk game option becomes available after each winning throw. At the beginning of the risk-round player must choose three of the six possible numbers. Click on the dices on the game field to select the values. You can also use the shortcut buttons; repeat, invert, even, odd.

In case of the winning, the main prize is increased by 2 and player has opportunity to risk and win again until reaching the max bet limit in the game. If you win, you can collect your winning amount or risk to increase it again. To collect your win and return to the main game, press take button. If you lose the risk game round will stop automatically and you will return to the main game.

#### 2.2.14. Space XY

“Space XY” is a rocket simulation game. Watch the rocket fly over X and Y coordinates and jump out of the rocket. You win only if you cash out before the rocket disappears.

Before each game round starts, countdown timer is displayed on the screen showing the time until the rocket is launched.

You can place 1 or 2 bets in each game round. Its possible to place bets before the game round starts or when it has already started. In the last case , your bet will play in the next round. In case of bets that contain cents and fractional multipliers, winnings are rounded up in favour of the house. In case free round are given you can place only 1 bet, during free rounds there is no possibility to place 2 bets simultaneously. You can play at the betting level that was active when the free rounds were given.

You win if you cash out before the rocket disappears. In that case the bet is multiplied by the coefficient shown on the screen at the moment you push the “Cashout” button.

All live results of the game are displayed in the chart. The leader list shows the name of the player and the player’s bet.

### 2.2.15. Wild Cash

“Wild Cash” is a 3x3 slot game , with 5 fixed lines. All symbols pay left to right on consecutive reels. Coinciding wins on several active paylines are added. Only the highest win is paid on each of the active paylines. When a multiplier feature is active, the multiplier is applied to the player’s current bet and is shown in the spin results.

- Bonus symbol

Three “WILD CASH” bonus symbols on the 1-2-3 reels start the bonus game.

Features

- Bonus Game

When the bonus game is triggered, a pop-up in the form of a 3-reel line appears. Numbers spin and reveal from right to left forming a random multiplier in a range of 1-999x. The displayed multiplier applies to the player’s bet.

The player can buy the Bonus Game. The purchase Price is x80 of the bet.

### 2.3. MATHEMATICAL EVALUATION.

| GAME NAME           | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|---------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                     |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Aztec Magic Bonanza | 96                                 | 96.08%             | 96.08%           | 96.11%                | 96.11%           | 96.11%          |
|                     | 96-Chancex2Feature                 | 96.19%             | 96.19%           | 96.19%                | 96.19%           | 96.19%          |
|                     | 96-BuyFeature                      | 96.54%             | 96.54%           | 96.52%                | 96.52%           | 96.52%          |

Notes: Deviations are due to simulation.

| GAME NAME            | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|----------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                      |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Aztec Magic Megaways | 96                                 | 96.79%             | 96.79%           | 96.72%                | 96.72%           | 96.72%          |
|                      | 96-Chancex2                        | 96.70%             | 96.70%           | 96.76%                | 96.76%           | 96.76%          |
|                      | 96-BuyFeature                      | 96.65%             | 96.65%           | 96.71%                | 96.71%           | 96.71%          |

Notes: Deviations are due to simulation.

| GAME NAME       | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-----------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                 |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Bonanza Billion | 96                                 | 96.00%             | 96.00%           | 95.97%                | 95.97%           | 95.97%          |
|                 | 96-Chancex2Feature                 | 95.91%             | 95.91%           | 96.00%                | 96.00%           | 96%             |
|                 | 96-BuyFeature                      | 96.00%             | 96.00%           | 95.99%                | 95.99%           | 95.99%          |

Notes: Deviations are due to simulation.

| GAME NAME      | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|----------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Clover Bonanza | 96                                 | 96.00%             | 96.00%           | 95.97%                | 95.97%           | 95.97%          |
|                | 96-Chancex2Feature                 | 95.91%             | 95.91%           | 96.00%                | 96.00%           | 96%             |
|                | 96-BuyFeature                      | 96.00%             | 96.00%           | 95.99%                | 95.99%           | 95.99%          |

Notes: Deviations are due to simulation.

| GAME NAME         | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                   |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Dragon's Gold 100 | 97                                 | 97.33%             | 97.33%           | 97.33%                | 97.33%           | 97.33%          |

| GAME NAME           | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|---------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                     |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Four Lucky Diamonds | 1                                  | 92.84%             | 94.00%           | 92.84%                | 94.03%           | 92.84% -94.03%  |

Notes: Deviations are due to simulation. Lucky Spins is a Bonus round with four playable reels that is triggered in case the wins in the main game reach the fourfold size of the bet (or higher). It is a Gamble round, and a player has a possibility not to play or to gamble different amount. The player can gamble up to 50 times. Since the gamble has an RTP of 99.86% and not of 100%, this decision affects the RTP. All strategies have been evaluated Max RTP corresponds to the never gamble strategy.

| GAME NAME          | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|--------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                    |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Heads and Tails XY | Heads and Tails                    | 99.00%             | 99.00%           | 99.00%                | 99.00%           | 99%             |

| GAME NAME   | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|             |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Joker Queen | 96                                 | 95.86%             | 95.86%           | 95.89%                | 95.89%           | 96%             |
|             | 96-Chancex2                        | 96.35%             | 96.35%           | 96.38%                | 96.38%           | 96.38%          |
|             | 96-BuyFreespins                    | 95.72%             | 95.72%           | 95.72%                | 95.72%           | 95.72%          |
|             | 96-BuyFreespinsHigh                | 96.08%             | 96.08%           | 96.07%                | 96.07%           | 96.07%          |

Notes: Deviations are due to simulation.

| GAME NAME         | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                   |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Lucky Dama Muerta | 96                                 | 96.18%             | 96.18%           | 96.16%                | 96.16%           | 96.16%          |

Notes: Deviations are due to simulation.

| GAME NAME          | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|--------------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                    |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Lucky Farm Bonanza | 96                                 | 96.00%             | 96.00%           | 95.97%                | 95.97%           | 95.97%          |
|                    | 96-Chancex2Feature                 | 95.91%             | 95.91%           | 96.00%                | 96.00%           | 96%             |
|                    | 96-BuyFeature                      | 96.00%             | 96.00%           | 95.99%                | 95.99%           | 95.99%          |

Notes: Deviations are due to simulation

| GAME NAME      | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|----------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Minesweeper XY | Heads and Tails                    | 97.88%             | 98.40%           | 97.88%                | 98.40%           | 97.8% - 98.4%   |

Notes: The player can decide to play with different field sizes and to collect money at different moments of the game. All strategies have been evaluated.

| GAME NAME | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-----------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|           |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Plinko XY | Heads and Tails                    | 98.91%             | 99.16%           | 98.91%                | 99.16%           | 98.91% - 99.16% |

| GAME NAME      | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|----------------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|                |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Rocket Dice XY | 97                                 | 97.92%             | 98.33%           | 97.92%                | 98.33%           | 97.92% - 98.33% |

Note: The player must choose any number from 2 to 12 as well as chooses «over» or «under». This decision affects the RTP. All strategies have been evaluated.

| GAME NAME | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-----------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|           |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Space XY  | 97                                 | 96.88%             | 98.92%           | 96.88%                | 98.92%           | 97%             |

Note: The player must decide at which point collect money. If the rocket explodes before he collects it, money is lost. This decision affects the RTP. All strategies have been evaluated.

| GAME NAME | GAME VARIATION<br>/<br>PAYTABLE ID | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | PUBLISHED % RTP |
|-----------|------------------------------------|--------------------|------------------|-----------------------|------------------|-----------------|
|           |                                    | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |                 |
| Wild Cash | 96                                 | 96.19%             | 96.19%           | 96.23%                | 96.23%           | 96.23%          |
|           | 96-BuyBonus                        | 95.97%             | 95.97%           | 95.99%                | 95.99%           | 95.99%          |

Notes: Deviations are due to simulation.

| JACKPOT/S NAME | BMM CALCULATED RTP |                  | CLIENT CALCULATED RTP |                  | HIT RATE | BASE (START)<br>VALUE | BET %<br>CONTRIBUTION/S |
|----------------|--------------------|------------------|-----------------------|------------------|----------|-----------------------|-------------------------|
|                | % RTP<br>MINIMUM   | % RTP<br>MAXIMUM | % RTP<br>MINIMUM      | % RTP<br>MAXIMUM |          |                       |                         |
| N/A            | N/A                | N/A              | N/A                   | N/A              | N/A      | N/A                   | N/A                     |

Notes: All games under evaluation does not have jackpot.

## 2.4. EVALUATED SOFTWARE.

| Product: Aztec Magic Bonanza |         |          |                       |                              |                                          |
|------------------------------|---------|----------|-----------------------|------------------------------|------------------------------------------|
| File Name                    | Version | Location | Function              | Digital<br>Signature<br>Type | Digital Signature                        |
| AztecMagicBonanza.json       | 1.0     | Server   | Game<br>Configuration | SHA-1                        | BC53C371F71D8DDED60A80952D9302743D1CEE7B |
| Machine/cascade/slot.rb      | 1.0     | Server   | Game Logic            | SHA-1                        | 32B1F680F5A104AF29F3E49F0C17269324031334 |

| Product: Aztec Magic Megaways |         |          |                       |                              |                                          |
|-------------------------------|---------|----------|-----------------------|------------------------------|------------------------------------------|
| File Name                     | Version | Location | Function              | Digital<br>Signature<br>Type | Digital Signature                        |
| AztecMagicBonanza.json        | 1.0     | Server   | Game<br>Configuration | SHA-1                        | FB7F24394430FCB40C4E2FA04B9D6834B11D0151 |
| slot.rb                       | 1.0     | Server   | Game Logic            | SHA-1                        | 8302A2838E247984F82003080C41E465D864624B |
| Machine/slot.rb               | 1.0     | Server   | Game Logic            | SHA-1                        | 18270052BD2B3E29E5FF27B5C88F63BFC4098F4A |

| Product: Bonanza Billion |         |          |                       |                              |                                          |
|--------------------------|---------|----------|-----------------------|------------------------------|------------------------------------------|
| File Name                | Version | Location | Function              | Digital<br>Signature<br>Type | Digital Signature                        |
| BonanzaBillion.json      | 1.0     | Server   | Game<br>Configuration | SHA-1                        | 749788A404EDC63FC26B7D3719DE9EE7EC9CB2AF |

| Product: Bonanza Billion |         |          |            |                        |                                          |
|--------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| Machine/cascade/slot.rb  | 1.0     | Server   | Game Logic | SHA-1                  | 32B1F680F5A104AF29F3E49F0C17269324031334 |

| Product: Clover Bonanza                          |         |          |                    |                        |                                           |
|--------------------------------------------------|---------|----------|--------------------|------------------------|-------------------------------------------|
| File Name                                        | Version | Location | Function           | Digital Signature Type | Digital Signature                         |
| CloverBonanza.json                               | 1.0     | Server   | Game Configuration | SHA-1                  | 749788A404EDC63FC26B7D3719DE9EE7EC9CB2AF  |
| game.rb                                          | 1.0     | Server   | Game Logic         | SHA-1                  | 2E0DE600281A4E5ADD33569E5CA8B9012A3F4B2C  |
| slot.rb                                          | 1.0     | Server   | Game Logic         | SHA-1                  | 078BA53CEDBED1543BA06E7F0883431024C07C43  |
| Bonanza_billion/game.rb                          | 1.0     | Server   | Game Logic         | SHA-1                  | FFC4ED96640728761D40F8196A9DD8FFDEF03C4D  |
| Bonanza_billion/slot.rb                          | 1.0     | Server   | Game Logic         | SHA-1                  | A9B346396E5E129EC9A2A2A1EC2A005D965CA63A  |
| Aztec_magic_bonanza/game.rb                      | 1.0     | Server   | Game Logic         | SHA-1                  | 30DBC4F4808335522D84272FB222A582A65AE4D1E |
| Aztec_magic_bonanza/slot.rb                      | 1.0     | Server   | Game Logic         | SHA-1                  | B7498CB6916397A69ED1A6FB64A9E4A5913F8556  |
| Machine/cascade/slot.rb                          | 1.0     | Server   | Game Logic         | SHA-1                  | 32B1F680F5A104AF29F3E49F0C17269324031334  |
| Machine/cascade/generate_bu<br>y_bonus_screen.rb | 1.0     | Server   | Game Logic         | SHA-1                  | 50E3D71C9AAD6B330DFAAD999F0FE07DAB1FC7F5  |
| Machine/cascade/generate_ca<br>scade_screen.rb   | 1.0     | Server   | Game Logic         | SHA-1                  | 98B17643AE7BCFEAE71E66F53E75F52668E8DF9B  |
| Machine/cascade/generate_scr<br>een.rb           | 1.0     | Server   | Game Logic         | SHA-1                  | 9BF79ACF89CD76587FE79CC5A28AF994BF6EBE0D  |
| Machine/cascade/reel_builder.<br>rb              | 1.0     | Server   | Game Logic         | SHA-1                  | 31D70B90795D685DCCFA717B114AC0DE4AC41C6A  |
| random_by_weight.rb                              | 1.0     | Server   | Game Logic         | SHA-1                  | 231D0A69DBD2BEE412AE7290B50468C835E9899F  |

| Product: Dragon's Gold 100  |         |          |                    |                        |                                          |
|-----------------------------|---------|----------|--------------------|------------------------|------------------------------------------|
| File Name                   | Version | Location | Function           | Digital Signature Type | Digital Signature                        |
| DragonsGold100.json         | 1.0     | Server   | Game Configuration | SHA-1                  | 0E9E6B3B732AA5DA3427D3A824675DC5BC87D114 |
| dragons_gold100/game.rb     | 1.0     | Server   | Game Logic         | SHA-1                  | D743327F471F0E5438EC121A43ACC2B027F9CEB0 |
| dragons_gold100/slot.rb     | 1.0     | Server   | Game Logic         | SHA-1                  | DF03589D3157682FCE7A0F63E9CA3BBF3E1B2A89 |
| fruit_million/game.rb       | 1.0     | Server   | Game Logic         | SHA-1                  | 212D14AE8B7D11A43AADBC497036C56EE684AB87 |
| fruit_million/slot.rb       | 1.0     | Server   | Game Logic         | SHA-1                  | BB813A1DBFCB01FB8E80BF7E61576E5947BA177A |
| all_lucky_clover100/game.rb | 1.0     | Server   | Game Logic         | SHA-1                  | CFA6B75537903659CB5FBA4CDC2823C0E71A69B4 |
| all_lucky_clover100/slot.rb | 1.0     | Server   | Game Logic         | SHA-1                  | 8588CDE936EAE94101375CCB6B6193C9675F6E81 |
| all_lucky_clover20/slot.rb  | 1.0     | Server   | Game Logic         | SHA-1                  | 4BA676D999AF23D8B929EF218EBA9F9986F7D73B |

| Product: Dragon's Gold 100 |         |          |            |                        |                                          |
|----------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                  | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| Machine/gamble_card.rb     | 1.0     | Server   | Game Logic | SHA-1                  | 17F6FACDF53273F9A85C7C021418C64CB25256C0 |
| Machine/gameplay.rb        | 1.0     | Server   | Game Logic | SHA-1                  | 87BC657A812F1CDCD7300CE9E86E05A2EE9FCB76 |
| Machine/slot.rb            | 1.0     | Server   | Game Logic | SHA-1                  | 18270052BD2B3E29E5FF27B5C88F63BFC4098F4A |

| Product: Four Lucky Diamonds |         |          |            |                        |                                          |
|------------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                    | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| combination.rb               | 1.0     | Server   | Game Logic | SHA-1                  | 620F4E5FF2814E2047791DC1331B14120D748D23 |
| game.rb                      | 1.0     | Server   | Game Logic | SHA-1                  | 81B34D97F8FC14BF4654B2783DEEF9AFB3FEFEDF |
| reel_symbol.rb               | 1.0     | Server   | Game Logic | SHA-1                  | 6490A97F16EA3584E6F7C5515EECEE48CF066DB4 |
| four_lucky_clover\game.rb    | 1.0     | Server   | Game Logic | SHA-1                  | CE8A55AF0F9C948FB9622A1A80628E8398CFBBB7 |
| Base\game.rb                 | 1.0     | Server   | Game Logic | SHA-1                  | 8D0ED9E53F4BF21F4E462FF613F6CD259D0D723F |
| Base\reel_symbol.rb          | 1.0     | Server   | Game Logic | SHA-1                  | 24DE007AE61710A3FBD878232278A12DAB276D98 |
| Base\with_freespins.rb       | 1.0     | Server   | Game Logic | SHA-1                  | 845A738A7DEB9AF036C3A3C0DADF2BE7AC793CD3 |
| Base\with_scatters.rb        | 1.0     | Server   | Game Logic | SHA-1                  | 61A34621891059EBE32CCF01D98780F206896EDE |
| Provable_fair_game\slot.rb   | 1.0     | Server   | Game Logic | SHA-1                  | 6D7112D4009E04BF8E961DCAD45B3E916DB2FD18 |

| Product: Heads and Tails XY |         |          |            |                        |                                          |
|-----------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                   | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| heads_tails_xy/game.rb      | 1.0     | Server   | Game Logic | SHA-1                  | 87BAE5C754851314302EA5765FE610483D3E34E2 |
| heads_tails/game.rb         | 1.0     | Server   | Game Logic | SHA-1                  | 29271C42541A2FCAD00763E76B1782CA8A961403 |
| Provable_fair_game/slot.rb  | 1.0     | Server   | Game Logic | SHA-1                  | 6D7112D4009E04BF8E961DCAD45B3E916DB2FD18 |

| Product: Joker Queen              |         |          |            |                        |                                           |
|-----------------------------------|---------|----------|------------|------------------------|-------------------------------------------|
| File Name                         | Version | Location | Function   | Digital Signature Type | Digital Signature                         |
| JokerQueen.json                   | 1.0     | Server   | Game Logic | SHA-1                  | 0FBF4C75C101F0AAEB006EF4A961CBDA134F1530  |
| game.rb                           | 1.0     | Server   | Game Logic | SHA-1                  | 9AE0B41B77D5E31CC1B5B0EFCDD07D94A3A30B486 |
| slot.rb                           | 1.0     | Server   | Game Logic | SHA-1                  | 8730286DC27F6930A11F43229A69BF10F4C91AA8  |
| Machine/gameplay.rb               | 1.0     | Server   | Game Logic | SHA-1                  | 87BC657A812F1CDCD7300CE9E86E05A2EE9FCB76  |
| Machine/slot.rb                   | 1.0     | Server   | Game Logic | SHA-1                  | 18270052BD2B3E29E5FF27B5C88F63BFC4098F4A  |
| Machine/with_purchased_feature.rb | 1.0     | Server   | Game Logic | SHA-1                  | BF68FEAEC4590DFEC8B4D5FB1419F530B2AF6BDB  |

| Product: Lucky Dama Muerta |         |          |            |                        |                                          |
|----------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                  | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| LuckyDamaMuerta.json       | 1.0     | Server   | Game Logic | SHA-1                  | 554095A49B26CBE2494FA0CE124968FA2249F633 |
| Game.rb                    | 1.0     | Server   | Game Logic | SHA-1                  | 9937AAB9EDEF59EDCEF7CA7FCB0194A23932B5F3 |
| Slot.rb                    | 1.0     | Server   | Game Logic | SHA-1                  | 57465BDA8B41313FB4F7721616A76C38821342FF |
| LuckyLadyMoon\game.rb      | 1.0     | Server   | Game Logic | SHA-1                  | 6E3AE6C5EBDFA4AC7425F8824A48510743305C3C |
| LuckyLadyMoon\slot.rb      | 1.0     | Server   | Game Logic | SHA-1                  | 2B609A066BADA2DD5D175DF38B347995E1DD6396 |
| machine\gameplay.rb        | 1.0     | Server   | Game Logic | SHA-1                  | 87BC657A812F1CDCD7300CE9E86E05A2EE9FCB76 |
| machine\options.rb         | 1.0     | Server   | Game Logic | SHA-1                  | 2540E0E25FB26F64BB5A492D89C5F3737D95E57F |

| Product: Lucky Farm Bonanza                  |         |          |            |                        |                                           |
|----------------------------------------------|---------|----------|------------|------------------------|-------------------------------------------|
| File Name                                    | Version | Location | Function   | Digital Signature Type | Digital Signature                         |
| LuckyFarmBonanza.json                        | 1.0     | Server   | Game Logic | SHA-1                  | 749788A404EDC63FC26B7D3719DE9EE7EC9CB2AF  |
| game.rb                                      | 1.0     | Server   | Game Logic | SHA-1                  | 3190F1EFA73B1F1FC2F8CBF920A7A480D4DEE55   |
| slot.rb                                      | 1.0     | Server   | Game Logic | SHA-1                  | 78F05A2886277018DFAA8584D7F7481BC59E4C78  |
| bonanza_billion\game.rb                      | 1.0     | Server   | Game Logic | SHA-1                  | FFC4ED96640728761D40F8196A9DD8FFDEF03C4D  |
| bonanza_billion\slot.rb                      | 1.0     | Server   | Game Logic | SHA-1                  | A9B346396E5E129EC9A2A2A1EC2A005D965CA63A  |
| aztec_magic_bonanza\game.rb                  | 1.0     | Server   | Game Logic | SHA-1                  | 30DBC4F4808335522D84272FB222A582A65AE4D1E |
| aztec_magic_bonanza\slot.rb                  | 1.0     | Server   | Game Logic | SHA-1                  | B7498CB6916397A69ED1A6FB64A9E4A5913F8556  |
| machine\base_slot.rb                         | 1.0     | Server   | Game Logic | SHA-1                  | 5C66C745434EFAA058615A64655D70627B1277F9  |
| machine\cascade\generate_buy_bonus_screen.rb | 1.0     | Server   | Game Logic | SHA-1                  | 50E3D71C9AAD6B330DFAAD999F0FE07DAB1FC7F5  |
| machine\cascade\generate_cascade_screen.rb   | 1.0     | Server   | Game Logic | SHA-1                  | 98B17643AE7BCFEAE71E66F53E75F52668E8DF9B  |
| machine\cascade\generate_screen.rb           | 1.0     | Server   | Game Logic | SHA-1                  | 9BF79ACF89CD76587FE79CC5A28AF994BF6EBE0D  |
| machine\cascade\reel_builder.rb              | 1.0     | Server   | Game Logic | SHA-1                  | 31D70B90795D685DCCFA717B114AC0DE4AC41C6A  |
| machine\cascade\slot.rb                      | 1.0     | Server   | Game Logic | SHA-1                  | 32B1F680F5A104AF29F3E49F0C17269324031334  |
| random_by_weight.rb                          | 1.0     | Server   | Game Logic | SHA-1                  | 231D0A69DBD2BEE412AE7290B50468C835E9899F  |

| Product: Minesweeper XY    |         |          |            |                        |                                          |
|----------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                  | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| game.rb                    | 1.0     | Server   | Game Logic | SHA-1                  | E30A870CF23C22AAAE366834FAC05DDE984CCA97 |
| Minesweeper/game.rb        | 1.0     | Server   | Game Logic | SHA-1                  | A5691715065779B5199BD6CED8E1607A3A487AF0 |
| Provable_fair_game/slot.rb | 1.0     | Server   | Game Logic | SHA-1                  | 6D7112D4009E04BF8E961DCAD45B3E916DB2FD18 |

| Product: Plinko XY         |         |          |            |                        |                                          |
|----------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                  | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| game.rb                    | 1.0     | Server   | Game Logic | SHA-1                  | 06C18FFF1F20C9A35139B332F7305C639DAC98B3 |
| Plinko/game.rb             | 1.0     | Server   | Game Logic | SHA-1                  | 670A854D3E4C1470B28F7935A770A852C07E3682 |
| Probable_fair_game/slot.rb | 1.0     | Server   | Game Logic | SHA-1                  | 6D7112D4009E04BF8E961DCAD45B3E916DB2FD18 |

| Product: Rocket Dice XY |         |          |            |                        |                                          |
|-------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name               | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| game.rb                 | 1.0     | Server   | Game Logic | SHA-1                  | ECCB85352069F5FF2E7F277A89865F53C46286D8 |
| Rocket_dice/game.rb     | 1.0     | Server   | Game Logic | SHA-1                  | 17353B5D945A89991C552A81624EC2D2C1D0125B |

| Product: Space XY |         |          |            |                        |                                          |
|-------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name         | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| calculator.rb     | 1.0     | Server   | Game Logic | SHA-1                  | E2D79E8E76245889A024756358C52EF55A6D2654 |
| game_logic.rb     | 1.0     | Server   | Game Logic | SHA-1                  | 90C3F6FE54F887C423A62B1481EAE8F18907FB32 |

| Product: Wild Cash        |         |          |            |                        |                                          |
|---------------------------|---------|----------|------------|------------------------|------------------------------------------|
| File Name                 | Version | Location | Function   | Digital Signature Type | Digital Signature                        |
| WildCash.json             | 1.0     | Server   | Game Logic | SHA-1                  | 7D37B412A2783CE71B11F3ADB75114AC005942E0 |
| game.rb                   | 1.0     | Server   | Game Logic | SHA-1                  | B57C53958EA47C3156B94485A78ECC265558B1D1 |
| slot.rb                   | 1.0     | Server   | Game Logic | SHA-1                  | BD9B98DE8B117C0C427FCD62E682D28483C3996C |
| gameplay.rb               | 1.0     | Server   | Game Logic | SHA-1                  | 87BC657A812F1CDCD7300CE9E86E05A2EE9FCB76 |
| slot.rb                   | 1.0     | Server   | Game Logic | SHA-1                  | 18270052BD2B3E29E5FF27B5C88F63BFC4098F4A |
| with_purchased_feature.rb | 1.0     | Server   | Game Logic | SHA-1                  | BF68FEAEC4590DFEC8B4D5FB1419F530B2AF6BDB |
| random_by_weight.rb       | 1.0     | Server   | Game Logic | SHA-1                  | 231D0A69DBD2BEE412AE7290B50468C835E9899F |

### 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 Maltese Remote Gambling market. BMM performed the following tests to confirm compliance to the relevant regulatory specifications:

| Player Protection Directive n. 2/2018                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Results                  |                          |                          |                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-----------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | OK                       | Fail                     | N/A                      | Observations                      |
| <b>Part II</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                          |                          |                          |                                   |
| <b>Disclosure Requirements</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                          |                          |                          |                                   |
| 5.6) B2C licensees who market their services in one or more languages besides the English and, or Maltese language shall ensure that all the information required to be displayed by virtue of this Directive, is available in that, or those, foreign languages, as well as the English and, or Maltese language.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| 5.7) For the avoidance of doubt, any website operated by a B2C licensee, or on his or her behalf, and all the content on such website, shall, as a minimum, be available in the English and, or Maltese language.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| <b>Part III</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                          |                          |                          |                                   |
| <b>Terms and Conditions</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                          |                          |                          |                                   |
| 7.1.a) A B2C licensee shall make readily available to players the rules of the games which it is offering:<br>(a) B2C licensees offering their gaming service online shall ensure that the game rules are made readily available to the player. Licensees shall ensure that the game rules are to be displayed in full no more than one (1) click away from the webpage in which the game can be played. With respect to games which are played after being downloaded and installed on a compatible device, licensees shall ensure that the game rules shall be made available to the player in any case prior to the player's first wager on the game;<br>Provided that, for the avoidance of doubt, this paragraph shall be equally applicable to mobile sites and to mobile device applications. In such cases, the | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                   |

| Player Protection Directive n. 2/2018                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Results                  |                          |                          |                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-----------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | OK                       | Fail                     | N/A                      | Observations                      |
| webpage or application interface containing the game rules may be further categorised into separate sections within the same webpage or application interface, possibly requiring further clicks to expand the sections due to limitation of space, provided that this shall in no manner prejudice the accessibility and understandability of the game rules.                                                                                                                                                                                        |                          |                          |                          |                                   |
| 7.1.b) B2C licensees offering their gaming service by remote means other than online shall make the game rules readily available and shall inform the player how these may be accessed, in any case prior to the player's first wager; and                                                                                                                                                                                                                                                                                                            | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| 7.1.c) B2C licensees offering their gaming service in gaming premises and, or controlled gaming premises shall make readily available to players the rules of the games which are offered in those premises.                                                                                                                                                                                                                                                                                                                                          | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| 7.2) The game rules shall be written in plain and intelligible language and shall include, inter alia, the various ways in which the player can win or lose and, without prejudice to Part VII of this Directive, the prize which the player is eligible to receive in case of a win in each case.                                                                                                                                                                                                                                                    | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                   |
| <b>Part VI</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                          |                          |                          |                                   |
| <b>Player Activity and Support</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                          |                          |                          |                                   |
| 18A.4.a) The B2C licensees offering their gaming service online shall make the following information readily available and easily accessible to the player to whom it pertains: (a) the balance on the player's account, and the relevant currency, both of which shall also be visible at all times;<br>Provided that where the game is displayed on a screen, the B2C licensee shall cause to be visible on the screen, at all times during a game, a live counter which automatically updates and shows the player's account balance in real time. | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                   |

| Player Protection Directive n. 2/2018                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Results                  |                          |                          |                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | OK                       | Fail                     | N/A                      | Observations                                                                                    |
| 18A.4.b) The ability to access the player's gambling history of the immediately preceding six (6) months, including but not limited to, data relating to the player's total wins and losses, amounts of money deposited, and amounts withdrawn. Provided that all amounts displayed relating to wagers and winnings shall be quoted with the symbol of currency that the player is playing with. Provided further that the entire player's gambling history shall be accessible to the player upon request. | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                                                               |
| 18A.4.c) the player support function concerning responsible gaming via online forms or personal contact, including but not limited to, live chat or telephone; and                                                                                                                                                                                                                                                                                                                                          | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                                                               |
| 18A.4.d) helplines or means to contact organisations that aid persons with problem gambling issues. Provided that B2C licensees offering their gaming service by remote means other than online shall ensure that the players may avail themselves of the above information at any time, including by informing players upon registration that they can refer them to an organisation which aids persons who have gambling problems, should the players feel such need.                                     | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                                                               |
| 18A.5 Without prejudice to anything contained in this Part, full screen games shall not be offered to players unless a real time clock is displayed on the screen at all times and players are given the facility to exit the game.                                                                                                                                                                                                                                                                         | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> | N/A. For games Space XY, Plinko XY, Pocket Dice XY, Heads and Tails XY ; no full screen option. |
| 18A.6 B2C licensees shall keep a readily available copy of the player's gambling history.                                                                                                                                                                                                                                                                                                                                                                                                                   | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                                                               |

| L.N. 176/2004                                                                                                                                                                                                                                                                                               | Results                  |                          |     |                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|-----|-----------------------------------|
|                                                                                                                                                                                                                                                                                                             | OK                       | Fail                     | N/A | Observations                      |
| <b>Part VII - Registration of players</b>                                                                                                                                                                                                                                                                   |                          |                          |     |                                   |
| <b>Application for registration of players</b>                                                                                                                                                                                                                                                              |                          |                          |     |                                   |
| 32.1 A licensee shall not permit a person to participate as a player in an authorised game conducted by the licensee unless that person is registered as a player and holds an account with the licensee.                                                                                                   | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 32.2.a The licensee may register a person as a player only if the licensee has received from that person an application for registration                                                                                                                                                                    | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 32.2.b The application shall at least include the following details:                                                                                                                                                                                                                                        |                          |                          |     |                                   |
| (i) that the player is over eighteen years of age                                                                                                                                                                                                                                                           | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| (ii) the player's identity                                                                                                                                                                                                                                                                                  | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| (iii) the player's place of residence                                                                                                                                                                                                                                                                       | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| (iv) the player's valid e-mail address                                                                                                                                                                                                                                                                      | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 32.2 Provided that if a licensee becomes aware that a person has provided false information in this respect, the licensee shall not register such person and where that person has already been registered, the licensee shall immediately cancel that person's registration as a player with the licensee. | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 32.3 No person under eighteen years of age may be registered as a player and any funds deposited or any money won by any such persons shall be forfeited to the Authority32.4                                                                                                                               | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 32.4 The licensee shall, at all times, keep a secure online list of all registered players.                                                                                                                                                                                                                 | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |

| L.N. 176/2004                                                                                                                                                                                                                                                               | Results                  |                          |     |                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|-----|-----------------------------------|
|                                                                                                                                                                                                                                                                             | OK                       | Fail                     | N/A | Observations                      |
| 32.5 Any one player can only register a single account with the licensee.                                                                                                                                                                                                   | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| <b>Part VIII - Player's Accounts and Payment of Winnings</b>                                                                                                                                                                                                                |                          |                          |     |                                   |
| <b>Players' account to be kept</b>                                                                                                                                                                                                                                          |                          |                          |     |                                   |
| 35.1 The licensee shall establish and maintain a player's account in relation to each player who is registered with the licensee.                                                                                                                                           | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 35.2.a The licensee must credit to the account established under sub-regulation (1) in respect of a registered player all funds<br>a) Received by the licensee from or on behalf of the player, or                                                                          | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| b) owned by the licensee to the player.                                                                                                                                                                                                                                     | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 35.3.a The licensee shall not accept a wager from a player unless:<br>(a) a player's account has been established in the name of the player and there are adequate funds in the account to cover the amount of the wager, or                                                | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| (b) the funds necessary to cover the amount of the wager are provided in an approved way.                                                                                                                                                                                   | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| 35.4 The licensee shall not accept cash from a player and funds may be received from the player only by any of the following methods:<br>-credit cards<br>-debit cards<br>-electronic transfer<br>-wire transfer<br>-cheques<br>-any other method approved by the authority | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |

| L.N. 176/2004                                                                                                                                                                                                                                                 | Results                  |                          |     |                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|-----|-----------------------------------|
|                                                                                                                                                                                                                                                               | OK                       | Fail                     | N/A | Observations                      |
| 35.5 A licensee shall not provide credit to a player or a player's account or act as agent for a credit provider to facilitate the provision of credit to a player or a player's account                                                                      | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| <b>Payment to players</b>                                                                                                                                                                                                                                     |                          |                          |     |                                   |
| 36.1 A licensee shall not make a payment in excess of two thousand and three hundred and twenty-nine euro and thirty-seven cents (€2,329.37) out of a player's account to a player until the player's identity, age and place of residence have been verified | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| <b>Part IX - Financial Protection of Players</b>                                                                                                                                                                                                              |                          |                          |     |                                   |
| <b>Problem gaming warning</b>                                                                                                                                                                                                                                 |                          |                          |     |                                   |
| 42 A licensee shall display at all times, in a prominent place, on the entry screen of the website, a warning of the addiction possibilities of gaming and information and links to other websites assisting compulsive gamblers.                             | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| <b>Limits set by Player</b>                                                                                                                                                                                                                                   |                          |                          |     |                                   |
| 43.1 A registered player may by written notice or electronic notice to the licensee:                                                                                                                                                                          |                          |                          |     |                                   |
| (a) set a limit on the amount the player may wager within a specified period of time(b) set a limit on the losses the player may incur within a specified period of time                                                                                      | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| (b) set a limit on the losses the player may incur within a specified period of time                                                                                                                                                                          | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| (c) set a limit on the amount of time the player may play in any one session                                                                                                                                                                                  | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |
| d) exclude the player from playing for a definite or indefinite period of time.                                                                                                                                                                               | <input type="checkbox"/> | <input type="checkbox"/> | ✓   | N/A, only online game evaluation. |

| L.N. 176/2004                                                                                                                                                                                                   | Results                  |                          |                          |                                                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|---------------------------------------------------------|
|                                                                                                                                                                                                                 | OK                       | Fail                     | N/A                      | Observations                                            |
| 43.2 A player who has set a limit or exclusion under this regulation may change or revoke the limit or exclusion by written notice or electronic notice given to the licensee.                                  | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| 43.3 A notice increasing or revoking a limit or decreasing the exclusion has effect only after seven days after the licensee has received the notice.                                                           | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| 43.4 A notice reducing a limit or increasing the exclusion has effect immediately after it is received by the licensee                                                                                          | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| 43.5 A licensee shall not accept a wager from a player contrary to a limit or exclusion set by the player under this regulation.                                                                                | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| <b>Display of counters</b>                                                                                                                                                                                      |                          |                          |                          |                                                         |
| 44.1 Where the game is displayed on a screen the licensee shall cause to be displayed on the screen, at all times during the game, a counter which automatically updates and shows the player's account balance | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> | Player account is out of scope of this game evaluation. |
| 44.2.a) The licensee shall also make available to every player an automatic reality check at intervals of one hour                                                                                              | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| 44.2.b) The automatic reality check shall:                                                                                                                                                                      |                          |                          |                          |                                                         |
| (i) suspend play                                                                                                                                                                                                | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| (ii) clearly indicate for how long the player has been playing                                                                                                                                                  | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |
| (iii) display the player's winnings and losses during such period of time                                                                                                                                       | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                       |

| L.N. 176/2004                                                                                                                          | Results                  |                          |                          |                                   |
|----------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-----------------------------------|
|                                                                                                                                        | OK                       | Fail                     | N/A                      | Observations                      |
| (iv) require the player to confirm that the player has read the message                                                                | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| (v) give an option to the player to end the session or return to the game.                                                             | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| <b>Indication of currency</b>                                                                                                          |                          |                          |                          |                                   |
| 45) All amounts displayed relating to wagers and winnings shall be quoted with the symbol of currency that the player is playing with. | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                   |

| Player Protection Directive n. 2/2018                                                                                                                                                                                                                                                                                                                                                                                                      | Results                  |                          |                          |                                   |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-----------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                            | OK                       | Fail                     | N/A                      | Observations                      |
| <b>Part VII</b>                                                                                                                                                                                                                                                                                                                                                                                                                            |                          |                          |                          |                                   |
| <b>Return to Player</b>                                                                                                                                                                                                                                                                                                                                                                                                                    |                          |                          |                          |                                   |
| 22.1) A B2C licensee offering games online which use repetitively generated random selection for determining winning combinations to players, in accordance with the way in which the games offered thereby are designed, shall pay out on average a prize amounting to eighty five per centum (85%) or more of the money or money's worth wagered, or any such higher percentage as may be stipulated through a condition of the licence. | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                   |
| 22.3) A B2C licensee shall ensure that its systems monitor the average percentage returned to the players as prizes for these games. Provided that B2C licensees whose games are hosted and managed by an approved B2B licensee, may have this obligation fulfilled by the said B2B licensee.                                                                                                                                              | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |

| L.N. 176/2004 – Part X                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Results                  |                          |                          |                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|-----------------------------------|
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | OK                       | Fail                     | N/A                      | Observations                      |
| <b>Aborted and Miscarried Games</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                          |                          |                          |                                   |
| <b>Procedure to be followed when game aborts</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                          |                          |                          |                                   |
| 47.1) A licensee shall take all reasonable steps to ensure that the licensee's approved computer system enables a player whose participation in a game is, after he or she has made a wager, interrupted by a failure of the telecommunications system or a failure of the player's computer system that prevents the player from continuing the game, to resume, on the restoration of the system, his or her participation in the game that was interrupted as at the time immediately before the interruption. | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                   |
| 47.2) If a licensee's computer does not enable a player to continue, after the restoration of the system, with a game interrupted by a failure of the telecommunications system or the player's computer system, the licensee shall                                                                                                                                                                                                                                                                               |                          |                          |                          |                                   |
| (a) ensure that the game is terminated;                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| (b) refund the amount of the wager to the player by placing it in the player's account.                                                                                                                                                                                                                                                                                                                                                                                                                           | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| <b>Procedure to be followed when game miscarries</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                          |                          |                          |                                   |
| 48.1) If a game is started but miscarries because of a failure of the licensee's computer operating system, the licensee shall:                                                                                                                                                                                                                                                                                                                                                                                   |                          |                          |                          |                                   |
| 48.1.a) (i) refund the amount wagered in the game to the player by crediting it to the player's account or, if the account no longer exists, by paying it to the player in an approved manner; and                                                                                                                                                                                                                                                                                                                | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |
| 48.1.a) (ii) if the player has an accrued credit at the time the game miscarries, credit to the player's account the monetary value of the credit or, if the account no longer exists, pay it to the player in an approved manner                                                                                                                                                                                                                                                                                 | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation. |

| L.N. 176/2004 – Part X                                                                                                                                                                                                                      | Results                  |                          |                          |                                                                                                                                                                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                                                             | OK                       | Fail                     | N/A                      | Observations                                                                                                                                                             |
| <b>Third Schedule - Regulation 25</b>                                                                                                                                                                                                       |                          |                          |                          |                                                                                                                                                                          |
| <b>Technical Requirement for Gaming System</b>                                                                                                                                                                                              |                          |                          |                          |                                                                                                                                                                          |
| 1. The gaming system must:                                                                                                                                                                                                                  |                          |                          |                          |                                                                                                                                                                          |
| (a) faithfully follow the game rules published by the operator and                                                                                                                                                                          | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                                                                                                                                          |
| (b) provide over time no more than the expected house advantage to the operator.                                                                                                                                                            | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                                                                                                                                        |
| 2. Both the gaming and financial transactions must be congruent and secure.                                                                                                                                                                 | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                                                                                                                                        |
| 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                                                                                                                                                | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, The RNG has been previously evaluated in the report RNG.MAL.N1G-OL.1002.01.01 with reference issued on the 23 <sup>rd</sup> March 2023 by BMM Spain Testlabs s.l.u. |
| (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 | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, The RNG has been previously evaluated in the report RNG.MAL.N1G-OL.1002.01.01 with reference issued on the 23 <sup>rd</sup> March 2023 by BMM Spain Testlabs s.l.u. |
| (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.                       | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, The RNG has been previously evaluated in the report RNG.MAL.N1G-OL.1002.01.01 with reference issued on the 23 <sup>rd</sup> March 2023 by BMM Spain Testlabs s.l.u. |
| 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                                                              | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                                                                                                                                          |

| L.N. 176/2004 – Part X                                                                                                                                                                                                                           | Results                  |                          |                          |                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------------|--------------------------|---------------------------------------------------------------|
|                                                                                                                                                                                                                                                  | OK                       | Fail                     | N/A                      | Observations                                                  |
| 5.The game or any game event outcome must not be affected by the effective bandwidth, link utilization, bit error rate or other characteristic of the communication channel between the gaming system and the playing device used by the player. | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                               |
| 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                                                                                                                                                                                                                         | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                               |
| (b) restrictions on play                                                                                                                                                                                                                         | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, evaluated games do not include any restrictions on play. |
| (c) instructions on how to play, including a pay-table for all prizes and special features                                                                                                                                                       | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                               |
| (d) the player's current account balance                                                                                                                                                                                                         | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                               |
| (e) unit and total bets permitted                                                                                                                                                                                                                | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                               |
| (f) the rules of the game.                                                                                                                                                                                                                       | ✓                        | <input type="checkbox"/> | <input type="checkbox"/> |                                                               |
| (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.                                                                                                          | <input type="checkbox"/> | <input type="checkbox"/> | ✓                        | N/A, only online game evaluation.                             |

#### 4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1 New technical standards are expected to be published. In the meantime, MGA confirmed that the previous standards are still valid and must be integrated with the 2018 directives.
- 4.2 The RNG has been previously evaluated in the report RNG.MAL.N1G-OL.1002.01.01 with reference issued on the 23<sup>rd</sup> March 2023 by BMM Spain Testlabs s.l.u.
- 4.3 The aforementioned evaluated game has been tested using the game platform BGaming gaming system v1.0.0 as an auxiliary component for the game operation in the game provider environment.

##### MODIFICATION 1:

This report is a modification and replaces the report issued previously by BMM detailed in MAL.N1G-OL.1006.01.01 dated 23<sup>rd</sup> March 2023. The reason for the modification is as follows:

- a) The RNG reference report name and its issue date had to be updated on:
  - Section 4, page 31, point 4.2
  - Section 3, page 29 requirement 3

#### 5. CONCLUSION.

According to the test results<sup>1</sup>, BMM Spain Testlabs s.l.u. confirms that the item tested is compliant with all the relevant Malta Technical Requirements described in the “Scope” section.

Yours sincerely,



**Rubén Baptista**

Senior Director of Service Delivery Europe and South America

<sup>1</sup>The results included in this document refer exclusively to the sample tested, as described in the corresponding section.

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