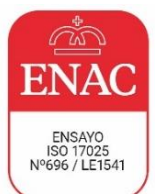


Evaluation Report for N1 Games Ltd. 4 Online Games

Manufacturer:	N1 Games Ltd.
ATF Report Number:	MAL.N1G-OL.1012.01.01
Document Number:	01
Date:	7 July 2023
Number of Pages:	21

BMM Spain Testlabs s.l.u.

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EVALUATION REPORT

Client name & Address:	N1 Games Ltd. 206 Wisely house, Old Bakery Street, Valletta VLT 1451, Malta
Client Reference Number:	Client Submission Letter Dated 12 th April 2023
Testing dates:	Start date: 13 th April 2023 End date: 5 th July 2023
Product / Game Description:	4 Online Games
Test Category:	Category 0
Jurisdictions Recommended:	Malta
Technical Standard used for Evaluation:	▪ 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 ▪ Directive 2 of 2018 V3 - Player Protection Directive (amended 12 January 2023)
Location where test was performed:	BMM Spain Testlabs s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés Barcelona (España)
Location where report was issued:	BMM Spain Testlabs s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés Barcelona (España)
Conclusion:	Pass
BMM Reference Number:	N1G-OL.1012
Method/Procedures used:	EURSAM-SPA-MO-04 v5.8
Consultant(s):	Josep Rojas, Gianni Piccioni, Gerard Contreras, David Recuenco, Shambhavi Jha.

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	
Alien Fruits	1.0	-	-	X	X	-	-	-	7 th July 2023
Lucky Crew	1.0	-	-	X	X	-	-	-	7 th July 2023
Royal High Road	1.0	-	-	X	X	-	-	-	7 th July 2023
Wild Cash x9990	1.0	-	-	X	X	-	-	-	7 th July 2023

2.2.1. ALIEN FRUITS

“Alien Fruits” is a slot game with refilling reels, and symbols in it pays anywhere on the screen. The characteristics of the game are given below.

- Autoplay will start by clicking on Auto spins settings(A) button to choose the number of rounds to autoplay.

Features:

- Refilling: Now the Refilling can give you many consecutive wins on every spin. Refilling means that every spin, all combinations are paid and all winning symbol 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 is 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.
- “Scatter” symbol can appear on any reels. It pays on any position in the main game. If 4 or more scatter symbols drop on the reels in one spin, they trigger the round of free spins.
- “Free Spins” The feature is triggered by 4 or more scatter symbols dropped in one spin. If 4 scatter symbols drop on the reels you get 10 free spins, 5 scatters-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.
- “Buy Bonus” Player can buy Free Spins in the main game at the price pictured on the button, if the player increases the bet, the Buy Bonus price will be increased automatically. Next spin after the purchase triggers the bonus round. During the bonus round, the button is disabled.

2.2.2. LUCKY CREW

“Lucky Crew” is a slot game with (5) reels, (3) rows and 20 fixed pay lines. The characteristics of the game are given below.

- It has 11 combinations of symbols comprises of High paying symbols & Low Paying symbols.
- If a winning combination is formed along any active payline, it will become animated and the win amount is displayed in the total win field.
- Autoplay will start by clicking on Auto spins settings(A) button to choose the number of rounds to autoplay.

Features:

- 3, 4, 5 wild symbol substitutes any symbol except scatter symbol in the winning line& it appears on reels 2,3, 4. If wild appears on the reels it randomly gets X2, X3 multiplier which applies to each win line it participates in. If the winning combination contain more than one wild symbol their multipliers are summed up.
- 3 scatter symbols on reels 1-3-5 trigger the round of “Free Spins”. Before free spins start their number is determined, a wheel of fortune randomly chooses the value from 9 to 18. During free spins all the wild symbols on reels 2,3,4 becomes sticky and stay at their position till the end of the round. Sticky wilds have a random multiplier X2 or X3 that remains unchanged till the end of the round. There is no retrigger of the feature.
- “Buy Bonus” Player can buy Free Spins in the main game at the price pictured on the button, if thee player changes the bet, the Buy Bonus price will be changes automatically. Next spin after the purchase triggers the bonus round. During the bonus round, the button is deactivated.

2.2.3. ROYAL HIGH ROAD

“Royal high road” is a slot game with (5) reels, (3) rows and 25 fixed pay lines. The characteristics of the game are given below.

- It has 8 combinations of symbols comprises of High paying symbols & Low Paying symbols.
- If a winning combination is formed along any active payline, it will become animated and the win amount is displayed in the total win field.
- Autoplay will start by clicking on Auto spins settings(A) button to choose the number of rounds to autoplay.

Features: -

- “Free Spins” 3 scatters on reels 1-3-5 trigger 10 free spins. Only top symbols participate in the Free Spins round. If during the Free Spins round scatters fall out on the reels 10 Free Spins are additionally awarded.
- Wild symbol substitutes all symbols in the winning line except for scatter and coin symbols.
- Gold respin feature 6 and more coin symbols fell out on the reels trigger Bonus game. This is an additional game that involves only coin symbols. The more coin symbols drop on the reels during the bonus round the greater will be the win. The possible coin value can be X1, X2, X3, X4, X5, X6, X7, X8, X10, X14, X16, X18, X20 of the bet. If you collect 15-coin symbols on the reels you win jackpot (X5000 of the bet). Initial Bonus round includes 6 respin.

- “Buy Bonus” Player can buy Free Spins or Gold Respin Feature in the main game at the price pictured on the button, if the player changes the bet, the Buy Bonus price will be changed automatically. Next spin after the purchase triggers the bonus round. During the bonus round, the button is deactivated.

2.2.4. WILD CASH X9990

Wild Cash X9990 is a slot game with (5) reels, (3) rows and 10 fixed pay lines. The characteristics of the game are given below.

- It has 9 combinations of symbols comprising of High paying symbols & Low Paying symbols.
- If a winning combination is formed along any active payline, it will become animated and the win amount is displayed in the total win field.
- Autoplay will start by clicking on Auto spins settings(A) button to choose the number of rounds to autoplay.

Features:

- 3, 4, 5 wild cash symbols on the reels trigger the bonus game. 4 bonus symbols drop, an additional X3 multiplier is applied to the player's winning, the maximum amount of which X999 of the bet.
- 5 Bonus symbols drop an additional X10 multiplier is applied, Bonus game a player can win up to X9990 of the bet.
- “Buy Bonus” at the price pictured on the button, Next spin after the purchase makes 3,4,5 bonus symbols appear on the reels.

2.3. MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Alien Fruits	92	92.08%	92.08%	92.07%	92.07%	92.07%
	92-BuyFeature	91.99%	91.99%	91.98%	91.98%	91.98%
	94	94.02%	94.02%	93.98%	93.98%	93.98%
	94-BuyFeature	94.04%	94.04%	93.99%	93.99%	93.99%
	96	96.01%	96.01%	95.97%	95.97%	95.97%
	96-BuyFeature	96.03%	96.03%	95.99%	95.99%	95.99%
	98	98.25%	98.25%	98.21%	98.21%	98.21%
	98-BuyFeature	97.96%	97.96%	98.03%	98.03%	98.03%

Notes: differences are due to simulation.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Crew	89	89,24%	89,24%	89,28%	89,28%	89,28%
	89-BuyFeature	89,04%	89,04%	89,07%	89,07%	89,07%
	92	92,15%	92,15%	92,14%	92,14%	92,14%
	92- BuyFeature	92,05%	92,05%	92,03%	92,03%	92,03%
	94	93,99%	93,99%	94,05%	94,05%	94,05%
	94- BuyFeature	94,04%	94,04%	93,99%	93,99%	93,99%
	96	95,93%	95,93%	95,99%	95,99%	95,99%
	96- BuyFeature	95,92%	95,92%	95,94%	95,94%	95,94%

Notes: differences are due to simulation.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Royal High Road	89	89,01%	89,01%	88,92%	88,92%	88,92 %
	89-BuyFreeSpins	89,04%	89,04%	89,04%	89,04%	89,04 %
	89-BuyRespin	88,70%	88,70%	88,78%	88,78%	88,78 %
	92	91,94%	91,94%	91,91%	91,91%	91,91 %
	92- BuyFreeSpins	91,86%	91,86%	91,92%	91,92%	91,92 %
	92-BuyRespin	91,92%	91,92%	91,98%	91,98%	91,98 %
	94	94,19%	94,19%	94,29%	94,29%	94,29 %
	94-BuyFreeSpins	93,91%	93,91%	94,03%	94,03%	94,03 %
	94-BuyRespin	93,96%	93,96%	93,93%	93,93%	93,93 %
	96	96,06%	96,06%	96,14%	96,14%	96.14%
	96-BuyFreeSpins	96,00%	96,00%	96,03%	96,03%	96.03%
	96-BuyRespin	95,93%	95,93%	95,94%	95,94%	95.94%

Notes: differences are due to simulation.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Wild Cash x9990	89	89,30%	89,30%	89,36%	89,36%	89,36%
	89-BuyFeature	89,11%	89,11%	89,09%	89,09%	89,09%
	92	92,06%	92,06%	92,17%	92,17%	92,17%
	92- BuyFeature	91,99%	91,99%	92,03%	92,03%	92,03%
	94	93,96%	93,96%	94,01%	94,01%	94,01%
	94- BuyFeature	94,04%	94,04%	94,03%	94,03%	94,03%
	96	96,14%	96,14%	96,12%	96,12%	96,12%
	96- BuyFeature	96,09%	96,09%	96,07%	96,07%	96,07%

Notes: differences are due to simulation.

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

Notes: the games under evaluation have no jackpot.

2.4. EVALUATED SOFTWARE.

Product: Alien Fruits						
File Name	Version	Location	Function	Digital Signature Type	Digital Signature	
AlienFruits.json	1.0	Server	Game Logic	SHA-1	749788A404EDC63FC26B7 D3719DE9EE7EC9CB2AF	
game.rb	1.0	Server	Game Logic	SHA-1	2119D1772A60DAB0C7CE4 0079EE4495FDF956247	
slot.rb	1.0	Server	Game Logic	SHA-1	010214B081D89153D9018 C35BDF9043E4E4E7C68	
bonanza_billion/game.rb	1.0	Server	Game Logic	SHA-1	FFC4ED96640728761D40F8 196A9DD8FFDEF03C4D	
bonanza_billion/slot.rb	1.0	Server	Game Logic	SHA-1	A9B346396E5E129EC9A2A2 A1EC2A005D965CA63A	
aztec_magic_bonanza/game.rb	1.0	Server	Game Logic	SHA-1	30DBC4F4808335522D84272 FB222A582A65AE4D1E	
aztec_magic_bonanza/slot.rb	1.0	Server	Game Logic	SHA-1	B7498CB6916397A69ED1A	

Product: Alien Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
					6FB64A9E4A5913F8556
Machine/base_slot.rb	1.0	Server	Game Logic	SHA-1	5C66C745434EFAA058615A 64655D70627B1277F9
Machine/slot.rb	1.0	Server	Game Logic	SHA-1	18270052BD2B3E29E5FF27 B5C88F63BFC4098F4A
Machine/with_purchased_feature.rb	1.0	Server	Game Logic	SHA-1	0F493E4BFC4D1E1A010FFC 2BEEBF5E36D1E66C8E
machine\cascade\gameplay.rb	1.0	Server	Game Logic	SHA-1	14F471238A1742087D5B85 4C24BEF7E150C2AFDC
machine\cascade\generate_buy_bonus_screen.rb	1.0	Server	Game Logic	SHA-1	50E3D71C9AAD6B330DFAA D999F0FE07DAB1FC7F5
machine\cascade\generate_cascade_screen.rb	1.0	Server	Game Logic	SHA-1	9BF79ACF89CD76587FE79C C5A28AF994BF6EBE0D
machine\cascade\reel_builder.rb	1.0	Server	Game Logic	SHA-1	31D70B90795D685DCCFA7 17B114AC0DE4AC41C6A
machine\cascade\slot.rb	1.0	Server	Game Logic	SHA-1	32B1F680F5A104AF29F3E4 9F0C17269324031334

Product: Lucky Crew					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
PennyPelican.json	1.0	Server	Game Logic	SHA-1	2F1CDE6F103AC85DD4CD94F1678F722CEF82E383
game.rb	1.0	Server	Game Logic	SHA-1	815BB1D093E4AEFBA8452104F4F7F2B2CB3A9FEB
slot.rb	1.0	Server	Game Logic	SHA-1	C374A881253FE29F164C0D1A8ECE83B398CFF778
penny_pelican/game.rb	1.0	Server	Game Logic	SHA-1	1F8E51C3200EC2DE8EA50E0E48EED5B2B2106869
penny_pelican/slot.rb	1.0	Server	Game Logic	SHA-1	76C7636C30ADEAA3D114C66E5FB3D4315260308E
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	0F493E4BFC4D1E1A010FFC2BEEBF5E36D1E66C8E

Product: Royal High Road					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
game.rb	1.0	Server	Game Logic	SHA-1	196BCA71AB306FA311428CA6A9DC6B65E38792CF
RoyalHighRoad.json	1.0	Server	Game Logic	SHA-1	216E1EE2B915BE3E5DD9782DB4F55B3BDE184D78
slot.rb	1.0	Server	Game Logic	SHA-1	575A7CB31828ED4E0BBD25D71F0B7540C786DA2D
gold_rush_with_johnny/game.rb	1.0	Server	Game Logic	SHA-1	7E7FBC93EFE5EE86FAE3598AEA2C2691E4E71164
gold_rush_with_johnny/slot.rb	1.0	Server	Game Logic	SHA-1	7AED3F2FE4731BB99C306252BECACFCCBB810BBB
Machine/slot.rb	1.0	Server	Game Logic	SHA-1	18270052BD2B3E29E5FF27B5C88F63BFC4098F4A
Machine/with_purchased_feature.rb	1.0	Server	Game Logic	SHA-1	0F493E4BFC4D1E1A010FFC2BEEBF5E36D1E66C8E

Product: Wild Cash x9990					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
slot.rb	1.0	Server	Game Logic	SHA-1	33229DEF12FA73E177A845E9DDE9BF473B134B27
WildCashX9990.json	1.0	Server	Game Logic	SHA-1	8D6D2CAE27D876A4D3E12662E71E37CBECF10C65
Machine/math_config.rb	1.0	Server	Game Logic	SHA-1	D2FFE63BB3E4B36D5C144BD965DA584345ABA092
Machine/slot.rb	1.0	Server	Game Logic	SHA-1	18270052BD2B3E29E5FF27B5C88F63BFC4098F4A
Machine/with_purchased_feature.rb	1.0	Server	Game Logic	SHA-1	0F493E4BFC4D1E1A010FFC2BEEBF5E36D1E66C8E

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
Part II				
Disclosure Requirements				
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.	✓	☐	☐	
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.	☐	☐	✓	N/A, only games evaluation.
Part III				
Terms and Conditions				
7.1.a) A B2C licensee shall make readily available to players the rules of the games which it is offering: (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; 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	✓	☐	☐	

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	☐	☐	✓	N/A, only games 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.	✓	☐	☐	
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.	✓	☐	☐	
Part VI				
Player Activity and Support				
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; 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.	✓	☐	☐	
18A.4.b) The ability to access the player's gambling history of the immediately preceding six (6) months,	☐	☐	✓	N/A, only games evaluation.

Player Protection Directive n. 2/2018	Results			
	OK	Fail	N/A	Observations
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.				
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	☐	☐	✓	N/A, only games 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.	☐	☐	✓	N/A, only games 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.	☐	☐	✓	N/A, games don't have any full screen functionality.
18A.6 B2C licensees shall keep a readily available copy of the player's gambling history.	☐	☐	✓	N/A, only games evaluation.

L.N. 176/2004	Results			
	OK	Fail	N/A	Observations
Part VII - Registration of players				

L.N. 176/2004	Results			
	OK	Fail	N/A	Observations
Application for registration of players				
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.	☐	☐	✓	N/A, only games 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	☐	☐	✓	N/A, only games evaluation.
32.2.b The application shall at least include the following details:				
(i) that the player is over eighteen years of age	☐	☐	✓	N/A, only games evaluation.
(ii) the player's identity	☐	☐	✓	N/A, only games evaluation.
(iii) the player's place of residence	☐	☐	✓	N/A, only games evaluation.
(iv) the player's valid e-mail address	☐	☐	✓	N/A, only games 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.	☐	☐	✓	N/A, only games 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	☐	☐	✓	N/A, only games evaluation.
32.4 The licensee shall, at all times, keep a secure online list of all registered players.	☐	☐	✓	N/A, only games evaluation.
32.5 Any one player can only register a single account with the licensee.	☐	☐	✓	N/A, only games evaluation.

L.N. 176/2004	Results			
	OK	Fail	N/A	Observations
Part VIII - Player's Accounts and Payment of Winnings				
Players' account to be kept				
35.1 The licensee shall establish and maintain a player's account in relation to each player who is registered with the licensee.	☐	☐	✓	N/A, only games evaluation.
35.2.a The licensee must credit to the account established under sub-regulation (1) in respect of a registered player all funds a) Received by the licensee from or on behalf of the player, or	☐	☐	✓	N/A, only games evaluation.
b) owned by the licensee to the player.	☐	☐	✓	N/A, only games evaluation.
35.3.a The licensee shall not accept a wager from a player unless: (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	☐	☐	✓	N/A, only games evaluation.
(b) the funds necessary to cover the amount of the wager are provided in an approved way.	☐	☐	✓	N/A, only games 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: -credit cards -debit cards -electronic transfer -wire transfer -cheques -any other method approved by the authority	☐	☐	✓	N/A, only games evaluation.
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	☐	☐	✓	N/A, only games evaluation.

L.N. 176/2004	Results			
	OK	Fail	N/A	Observations
Payment to players				
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	☐	☐	✓	N/A, only games evaluation.

Part IX - Financial Protection of Players				
Problem gaming warning				
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.	☐	☐	✓	N/A, only games evaluation.
Limits set by Player				
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	☐	☐	✓	N/A, only games evaluation.
(b) set a limit on the losses the player may incur within a specified period of time	☐	☐	✓	N/A, only games evaluation.
(c) set a limit on the amount of time the player may play in any one session	☐	☐	✓	N/A, only games evaluation.
d) exclude the player from playing for a definite or indefinite period of time.	☐	☐	✓	N/A, only games evaluation.
43.2 A player who has set a limit or exclusion under this regulation may change or revoke the limit or	☐	☐	✓	N/A, only games evaluation.

L.N. 176/2004	Results			
	OK	Fail	N/A	Observations
exclusion by written notice or electronic notice given to the licensee.				
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.	☐	☐	✓	N/A, only games evaluation.
43.4 A notice reducing a limit or increasing the exclusion has effect immediately after it is received by the licensee	☐	☐	✓	N/A, only games 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.	☐	☐	✓	N/A, only games evaluation.
Display of counters				
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	✓	☐	☐	
44.2.a) The licensee shall also make available to every player an automatic reality check at intervals of one hour	☐	☐	✓	N/A, only games evaluation.
44.2.b) The automatic reality check shall:				
(i) suspend play	☐	☐	✓	N/A, only games evaluation.
(ii) clearly indicate for how long the player has been playing	☐	☐	✓	N/A, only games evaluation.
(iii) display the player's winnings and losses during such period of time	☐	☐	✓	N/A, only games evaluation.
(iv) require the player to confirm that the player has read the message	☐	☐	✓	N/A, only games evaluation.
(v) give an option to the player to end the session or	☐	☐	✓	N/A, only games evaluation.

L.N. 176/2004	Results			
	OK	Fail	N/A	Observations
return to the game.				
Indication of currency				
45) All amounts displayed relating to wagers and winnings shall be quoted with the symbol of currency that the player is playing with.	✓	☐	☐	

Player Protection Directive n. 2/2018	Results			
	OK	Fail	N/A	Observations
Part VII				
Return to Player				
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.	✓	☐	☐	
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.	☐	☐	✓	N/A, only games evaluation.

L.N. 176/2004 – Part X	Results			
	OK	Fail	N/A	Observations
Aborted and Miscarried Games				

L.N. 176/2004 – Part X	Results			
	OK	Fail	N/A	Observations
Procedure to be followed when game aborts				
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.	✓	☐	☐	
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;	☐	☐	✓	N/A, only games evaluation.
(b) refund the amount of the wager to the player by placing it in the player's account.	☐	☐	✓	N/A, only games evaluation.
Procedure to be followed when game miscarries				
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	☐	☐	✓	N/A, only games 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	☐	☐	✓	N/A, only games evaluation.
Third Schedule - Regulation 25				
Technical Requirement for Gaming System				

L.N. 176/2004 – Part X	Results			
	OK	Fail	N/A	Observations
1. The gaming system must:				
(a) faithfully follow the game rules published by the operator and	✓	☐	☐	
(b) provide over time no more than the expected house advantage to the operator.	✓	☐	☐	
2. Both the gaming and financial transactions must be congruent and secure.	☐	☐	✓	N/A, only games 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	☐	☐	✓	N/A, the RNG was previously evaluated in the report with reference RNG.MAL.N1G-OL.1002.01.01 issued the 23 rd 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	☐	☐	✓	N/A, the RNG was previously evaluated in the report with reference RNG.MAL.N1G-OL.1002.01.01 issued the 23 rd 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.	☐	☐	✓	N/A, the RNG was previously evaluated in the report with reference RNG.MAL.N1G-OL.1002.01.01 issued the 23 rd 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	✓	☐	☐	
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.	✓	☐	☐	

L.N. 176/2004 – Part X	Results			
	OK	Fail	N/A	Observations
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	✓	☐	☐	
(b) restrictions on play	✓	☐	☐	
(c) instructions on how to play, including a pay-table for all prizes and special features	✓	☐	☐	
(d) the player's current account balance	✓	☐	☐	
(e) unit and total bets permitted	✓	☐	☐	
(f) the rules of the game.	✓	☐	☐	
(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.	☐	☐	✓	N/A, only games evaluation.

4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1 N/A, the RNG was previously evaluated in the report with reference RNG.MAL.N1G-OL.1002.01.01 issued the 23rd March 2023 by BMM Spain Testlabs s.l.u.
- 4.2 The aforementioned evaluated game(s) 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.

5. CONCLUSION.

According to the test results¹, 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,



BMM SPAIN TESTLABS S.L.U.

Rubén Baptista

SVP Operations ERSAM

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

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