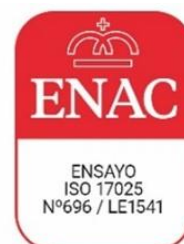


Evaluation Report for Playnetic Ltd 10 Online Games

Manufacturer:	Playnetic Ltd
ATF Report Number:	UK.PNL-OL.1001.01.02
Document Number:	02
Date:	23 September 2024
Number of Pages:	25

BMM Spain Testlabs s.l.u.

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GENERAL INFORMATION

Client name & Address:	Playnetic Ltd. 28 Oktovriou, 333 Ariadne House, Flat\Office 51, Neapoli, 3106, Limassol, Cyprus
Client Reference Number:	Submission request letter dated 05 th March 2024
Testing dates:	Start date: 03 rd May 2024 End date: 03 rd September 2024
Product / Game Description:	10 Online Games
Platform Name and Version	N/A
Jurisdictions Recommended:	United Kingdom
Technical Standard used for Evaluation:	Remote Gambling and Software Technical Standards, February 2021
Location where test was performed:	BMM Spain Testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés - Barcelona (España)
Location where report was issued:	BMM Spain Testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés - Barcelona (España)
Conclusion:	Pass
BMM Reference Number:	PNL-OL.1001
Method/Procedures used:	EURSAM-SPA-MO-04 v6.0
Consultant(s):	Miguel Oliveira, Lalit Upadhyay, Josep Rojas, Ashish Arora, Giacomo Quaranta, Gianni Piccioni, Alexander Guerra, Chetan.

1. SCOPE OF EVALUATION.

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

- Remote Gambling and Software Technical Standards, February 2021

2. PRODUCT CHARACTERISTICS (PRODUCT UNDER TEST).

2.1. PLATFORM DESCRIPTION.

N/A, 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	
Bison Trail	3.898.0	-	-	X	X	-	-	-	09 th September 2024
Dragon's Blaze	3.898.0	-	-	X	X	-	-	-	09 th September 2024
Luxe Multipliers Blackjack	1.84.0	-	-	X	X	-	-	-	09 th September 2024
Luxe Multipliers Roulette	1.81.0	-	-	X	X	-	-	-	09 th September 2024
Max Catch	3.898.0	-	-	X	X	-	-	-	09 th September 2024
Miners Are Wild	3.898.0	-	-	X	X	-	-	-	09 th September 2024
Nefertiti's Ring Jackpot	3.948.0	-	-	X	X	-	-	-	09 th September 2024
Osiris Fortune	3.898.0	-	-	X	X	-	-	-	09 th September 2024
Pop the Bank	3.898.0	-	-	X	X	-	-	-	09 th September 2024
Thor's Wild Power	3.898.0	-	-	X	X	-	-	-	09 th September 2024

2.2.1. Bison Trail

BISON TRAILS is a pay ways game with 4096 ways to win. Symbols are paid in any left-to-right position on adjacent reels.

FREE SPIN

- 3 (three) or more "Scatter" symbols trigger Free Spins with Multiplying Wilds.
- The Number of triggered Free Spins depends on the number of Triggering "Scatters"
- Wilds Multiply wins by x2 or x3 during feature when on a pay way, in case two or more wilds land on a pay way, their multiplying values are summed up.
- Free Spins can be retriggered unlimitedly.

2.2.2. Dragon's Blaze

Dragon's Blaze game is a slot game with five (5) reels and four (4) rows. Winning combinations are being paid from left to right on adjacent reels, starting from the leftmost reel. Only the highest win per line is paid. The game has 50 fixed paylines.

Wild

- "Wild" symbol appears on 2, 3, 4, and 5 reels.
- "Wild" symbol substitutes for all symbols except for "Scatter".
- During Free Spins feature, All "Wild" symbols land as Stacks.

Free Spins

- "Scatter" symbol appears on 1, 2, and 3 reels.
- Landing three (3) "Scatter" symbols on the main game awards 10 Free Spins.
- Landing three (3) "Scatter" symbols during the feature awards 5 additional Free Spins.
- Free Spins feature can be retrigged once per Free Spins Session.

2.2.3. Luxe Multipliers Blackjack

Luxe Multipliers Blackjack is a classic card game with a multi-hand bet placing option.

The game is played with 8 decks, 52 cards each, those are shuffled before being distributed to each hand.

"Random card Multipliers"

- The game's distinguishing feature is the random card multipliers of up to x10 that are applied to the hand's winnings in case a multiplying card contributes to the hand's win.
- Before each round starts 3 or 5 random cards are chosen and awarded random multiplier of x2.5, x3, x5, or x10.
- In case two or more multiplying cards are positioned in a single player's hand, their multiplying values are summed up, however if the player's hand contains 2 or more identical multiplying card, their multiplying values are summed up just once.

"Soft hand"

- There is also a soft hand provided in the game. Soft hand is a hand that is provided with two cards, one of which is Ace, and the other is any card but 10.
- In such case, Ace's value is 1 rather than 11 making, possibility of Bust lower.

2.2.4. Luxe Multipliers Roulette

Luxe Multipliers Roulette is a table game based on the classic European Roulette with 36 numbers (0 to 36) and the announced bets feature.

- Game has bet multiplier which starts from 50x and goes up to 500x.
- The multipliers are chosen randomly for each affected number separately.
- The multipliers appear on 1-5 random numbers at the beginning of each round and are active only during the round they appear on.
- Multipliers affect straight bets and all combinations that include straight bets (Zero Spiel, Orphelins, and Neighbor).
- The announced bets feature includes track bets which are a variety of pre-defined bet sets of four. Choosing any of them automatically places chips on the set's value.

2.2.5. Max Catch

Max Catch game is a slot game with five (5) reels and three (3) rows. Winning combinations are paid from left to right on adjacent reels, starting from leftmost reel. Only the highest win paid per selected line. The game has 10 fixed paylines.

Wild

- “Wild” symbol substitutes for all symbols except for “Scatter”.

Fishing

- Three (3) different fish symbols reside on the reel strips and land randomly.
- Possible award values for each fish are:
 - Grouper: 0.5x, 1x, 2x, 3x, and 4x.
 - Swordfish: 5x, 10x, 15x, 20x, and 25x.
 - Shark: 50x, 100x, 200x, 500x, and 1000x.
- A row may be highlighted for fishing randomly and all fishes in that row are caught and their values are awarded as instant prizes in the game.

Free Spins

- Landing three (3), four (4), and five (5) “Scatter” symbols on the main game awards 8, 12 and 16 Free Spins.
- A Fish multiplier gets active during the Free Spins feature, starting at 1x.
- The Catch counter is displayed during the Free Spins feature.
- If the catch is successful, the catch counter increases by 1 and initiates another attempt to catch fish on any remaining rows.
- On every fourth successful catch the Fish multiplier increases by 1 and awards extra 8 Free Spins.
- Fish Multipliers are 2x, 3x, 4x and 5x.
- Total 32 extra spins can be awarded during the feature.

2.2.6. Miners are Wild

Miners are Wild game is a slot game with five (5) reels and three (3) rows. Winning combinations are paid from left to right on adjacent reels, starting from the leftmost reel. Only the highest win line is paid. The game has 20 fixed paylines. 5 Types of minors are part of a Minor Squad, each of them places “Wild” Symbols in their respective patterns. The game has a Cash Rush Progressive Jackpot feature.

Wild

- “Wild” symbol substitutes for all symbols except for Miners.

Miner Squad

- Game has 5 types of Miners in the Miner Squad.
- Each Miner randomly appears on the reel, explodes, and places “Wild” symbols in their respective patterns.
- Jackie the Blaster Miner: When appears on the reel, explodes and places 5 “Wild” Symbols in his respective pattern.
- Kenny the Lightbringer Miner: When appears on the reel, enlightens a random ‘2x2’ block of “Wild” Symbols in his respective pattern.
- Chuckie the Driller Miner: When appears on the reel, drills and turns that entire reel into “Wild” Symbols for more wins.

- Lawrie the Shoveler Miner: When appears on the reel, turns 3 horizontally aligned symbols into “Wild” Symbols.
- Earnie the Digger Miner: When appears on the reel, turns 2 random symbols that are aligned into “Wild” Symbols.

Cash Rush Progressive Jackpot

- Cash Rush linked Progressive Jackpot feature triggers randomly.
- Triggering the jackpot game guarantees winning one of the Cash Rush Progressive Jackpot.
- This is a pick jackpot in which the player has to match 3 symbols of the same jackpot level to win any one of the jackpots within a reaction time of 1 minute.
- The starting value of each jackpot is:
 - Mega – 20000.00
 - Major – 2500.00
 - Minor – 50.00
 - Mini – 15.00
- The progressive value or contributions, 0.80% of each bet divided into
 - Mega – 0.10%
 - Major – 0.20%
 - Minor – 0.25%
 - Mini – 0.25%

2.2.7. Nefertiti’s Ring Jackpot

Nefertiti’s Ring Jackpot game is a slot game with five (5) reels and four (4) rows. Winning combinations are paid from left to right on adjacent reels, starting from the leftmost reel. Only the highest win per line is paid. The game has 20 fixed paylines. The game has a Majestic Bonus feature. The game has a Lucky Money game feature. The game has a Cash Rush Progressive Jackpot feature.

Wild

- “Wild” symbol substitutes for all symbols except for Gem and Magic Ring.

Majestic Bonus

- The bonus feature is a 10-spin cycle progress displayed on the panel under the reel area.
- The bonus feature collects wilds and the multiplier award which is saved per current total bet value.
- Every 10 spins with a single bet contribute to the majestic bonus progress and collect the magic rings.
- Each magic ring marks its cell as special and all these marked special cells turn into “Wild” symbols on the 10th spin of each 10-spin cycle progress.
- If a magic ring lands on a cell that has been already marked, the ring awards a multiplier that helps in increasing the winnings.
- Each magic ring that lands in such a position increases the multiplier value by 1 and the multiplier value resets every 10-spin cycle progress.

Lucky Money Game

- Land three (3) gems on reels 1, 3, and 5 to trigger Lucky Money Game feature.
- The feature awards 5 initial free spins.
- All triggering gems fall to the bottom row once the feature is started and all the newly landed gems also fall to the bottom-most empty cell on their respective reels.
- All gems remain sticky in their position until the feature ends and each gem provides a cash prize.
- 3 Extra Free spins are awarded after filling a row with gems.
- Grand jackpot is awarded after filling the entire screen with gems.

- Minor jackpot is awarded after filling 3 bottom-most rows with gems.

Progressive Jackpot

- Progressive Jackpot feature may be won during the Lucky Money game only.
- The conditions to win any one of the jackpots are:
 - Grand: All rows or entire screen to be covered with Gems.
 - Minor: Rows 1, 2, and 3 (starting from the bottom-most one) to be covered with Gems.
- The starting value of each jackpot is:
 - Grand – 3000.00
 - Minor – 30.00
- The progressive value or contributions, 1.50% of each bet divided into
 - Grand – 0.50%
 - Minor – 1.00%

2.2.8. Osiris Fortune

OSIRIS FORTUNE is a pay ways game with 243 ways in which 3 (Three) or more symbols on adjacent reels form a winning.

Winnings are paid from left to right except for “Scatters” and “Cashy suns” that pay any. Only the Highest win per way is paid.

ANCIENT RICHES GAME

- Pyramid symbols on the reels 1,3 and 5 award Ancient Riches game.
- Ancient Riches game starts with 3 (three) ReSpins.
- Every time at least one “Cashy Sun” lands on the reels during the feature the ReSpin counter is reset to 3 (Three).

2.2.9. Pop The Bank

POP THE BANK is a pay ways game with 4096 ways to win. Wins are formed with symbols in any left to right position on adjacent reels. Only the highest win per way is paid.

“WILD” Substitutes for all symbols except for scatter.

“Scatter”

- During any spin of the base game, 1-5 mystery Scatters can be randomly added to the reels to enhance the chances of triggering Heist FREE Spins.
- During Free Spins, symbol who hold dynamite must be collected to fill the symbol counters and it requires 10 (Ten) special thieves to complete a single collection.
- Once the counter is filled, its symbol transforms for the remaining free spins and one extra free spin is awarded. Upto four symbols can be converted to “Thieves”

2.2.10. Thor’s Wild Power

Thor’s Wild Power is a 5(five) reel, 3 (three) row with 40(forty) paylines that pays from left to right except for ‘Almighty Thor’ that pay anywhere.

“WILD” may land on the reels 2,3, or 4 substitutes for all symbols except for ‘Almighty Thor’

“ALMIGHTY THOR”

- Triggers wild power free spins and pays anywhere on the reels.
- Free Spins can be retriggered unlimitedly and retriggering.
- When 2 or more Wilds land on the reels during a single free spin, the total win of such spins is multiplied by the number of wilds. The Multiplier may reach the value of up to x9.

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	
Bison Trail	96	95.98%	95.98%	96.00%	96.00%	96.00%
	94	94.00%	94.00%	94.00%	94.00%	94.00%
	92	91.99%	91.99%	92.00%	92.00%	92.00%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Dragon's Blaze	92	92.20%	92.20%	92.24%	92.24%	92.24%
	94	94.20%	94.20%	94.25%	94.25%	94.25%
	96	96.18%	96.18%	96.27%	96.27%	96.27%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Luxe Multipliers Blackjack	Blackjack	99.58%	99.58%	99.61%	99.61%	99.61%
	Perfect Pairs Side Bet	95.90%	95.90%	95.90%	95.90%	95.90%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Luxe Multipliers Roulette	97	97.30%	97.30%	97.30%	97.30%	97.30%

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Max Catch	92	92.49%	92.49%	92.50%	92.50%	92.50%
	92-PowerBet	92.47%	92.47%	92.50%	92.50%	
	94	94.46%	94.46%	94.50%	94.50%	94.50%
	94-PowerBet	94.55%	94.55%	94.50%	94.50%	
	96	96.44%	96.44%	96.50%	96.50%	96.50%
	96-PowerBet	96.48%	96.48%	96.50%	96.50%	

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Miners are Wild	95	95.41%	95.41%	95.43%	95.43%	95.43%
	93	93.35%	93.35%	93.40%	93.40%	93.40%
	91	91.30%	91.30%	91.33%	91.33%	91.33%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
Cash Rush Progressive Jackpot	0.25%	0.25%	0.25%	0.25%
	0.25%	0.25%	0.25%	0.25%
	0.20%	0.20%	0.20%	0.20%
	0.10%	0.10%	0.10%	0.10%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Nefertiti's Ring Jackpot	96	94.50%	94.50%	94.53%	94.53%	94.53%
	94	92.69%	92.69%	92.70%	92.70%	92.70%
	92	90.60%	90.60%	90.67%	90.67%	90.67%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges. The game works in ten-spins cycles. Each "Feature" symbols highlight a position on screen when appearing. At the tenth spin, the highlighted symbols become Wilds.

GAME VARIATION / PAYTABLE ID	JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
96	Mini Jackpot	1.00%	1.00%	1.00%	1.00%
	Grand Jackpot	0.46%	0.46%	0.50%	0.50%
94	Mini Jackpot	1.00%	1.00%	1.00%	1.00%
	Grand Jackpot	0.50%	0.50%	0.50%	0.50%
92	Mini Jackpot	1.00%	1.00%	1.00%	1.00%
	Grand Jackpot	0.49%	0.49%	0.50%	0.50%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Osiris Fortune	96	96.33%	96.33%	96.30%	96.30%	96.30%
	94	94.24%	94.24%	94.24%	94.24%	94.24%
	92	92.25%	92.25%	92.26%	92.26%	92.26%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Pop the Bank	96	96.18%	96.18%	96.17%	96.17%	96.17%
	94	94.12%	94.12%	94.17%	94.17%	94.17%
	92	92.23%	92.23%	92.17%	92.17%	92.17%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Thors Wild Power	96	96.19%	96.19%	96.22%	96.22%	96.22%
	94	94.02%	94.02%	94.08%	94.08%	94.08%
	92	92.15%	92.15%	92.13%	92.13%	92.13%

Notes: Differences are due to results being obtained through simulation and are within the expected ranges.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
N/A	N/A	N/A	N/A	N/A

Notes: The rest of the games without the jackpot table does not have jackpot.

2.4. EVALUATED SOFTWARE.

Product: Bison Trail					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
btrails-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	61A99EE7D7FA9976D6454CC1 9680009FF074652D
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Dragon's Blaze					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
dragonsblaze-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	3299C0122C8F4FEA25D3B292 D559ADED7E9C1564
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Luxe Multipliers Blackjack					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
blackjack-v2-v1.84.0.jar	1.84.0	Server	Game Logic	SHA-1	74265176A3E99E48CC249D1D F8B45AEA182EE737
engine-v1.84.0.jar	1.84.0	Server	Game Logic	SHA-1	0BE8D2307D58B83E06BC5DD1 58340CEA11E825E0

Product: Luxe Multipliers Roulette					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
engine-v1.81.0.jar	1.81.0	Server	Game Logic	SHA-1	D5992CE73BF9B378E0354A59 2359DD1F2E776DEA
luxe-multipliers-v1.81.0.jar	1.81.0	Server	Game Logic	SHA-1	2D9CFB5F6D8FD5C183D799E9 2FE83FA97D7CDE62

Product: Max Catch					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
maxcatch-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	5944074BB78275554963CA64 5E45E08CC648D1E3
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Miners Are Wild					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
minersarewild-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	34F6507D6C659D2C2FF50DCE C45E36CF2CDCAEBF
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Nefertiti's Ring Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
nefertitiringjackpot-v3.948.0.jar	3.948.0	Server	Game Logic	SHA-1	586F12355C01F1030B374A790 6AEF6F385AC3689
slot-engine-v3.733.0.jar	3.948.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Osiris Fortune					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
osrsfrtn-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	C966B5CAA1AB02392E6D5670 12CB544635F86259
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Pop The Bank					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
popthebank-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	0BE9A91DE7DBEB1476C27E5F DDD2F284982BAE36
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

Product: Thors Wild Power					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
thorswildpower-v3.898.0.jar	3.898.0	Server	Game Logic	SHA-1	C82E08C254F7ACCF57FBBF1DF 053EFEEC632CF4D
slot-engine-v3.733.0.jar	3.898.0	Server	Game Logic	SHA-1	4F47515C18A41136C602C61D 4E6FB81670077D32

3. BMM EVALUATION PERFORMED.

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

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS Requirement 2A				
The remote gambling system must make available clear information about the amount of money being gambled by the customer, including any conversions from one form of currency to another, or from currency to credits, chips or other tokens etc., at the point of conversion.	☒	☐	☐	
RTS Requirement 2B				
The gambling system must display enough relevant information about the customer's gamble so that the content of the gamble is clear. This information must be made available before the customer commits to the gamble including, for example, in the artwork and textual information displayed during gaming, or on an electronic equivalent of a betting slip or lottery ticket.	☒	☐	☐	
RTS Requirement 2C				
The gambling system must enable customers to choose whether to automatically accept price fluctuations (in either direction) that occur after their bet is requested.	☐	☐	☒	N/A, the prizes of the evaluated games do not change when a bet is placed.
RTS Requirement 2D				
Customer who choose to use third party user interfaces must be informed that applications may not display full information about their gambles.	☐	☐	☒	N/A, the games under evaluation do not use third party interfaces.
RTS Requirement 3A				
An explanation of the applicable rules must be easily available to the customer before they commit to gamble. The content including artwork and text must be accurate, and sufficient to explain all of the applicable rules and how to participate. All reasonable steps must	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
be taken to ensure that the content is understandable.				
RTS Requirement 3B				
Where relevant, as the game or event progresses, information that may reasonably be expected to enable the customer to understand the current state must be displayed.	☒	☐	☐	
RTS Requirement 3C				
For each virtual event, game (including bingo), or lottery, information that may reasonably be expected to enable the customer to make an informed decision about his or her chances of winning must be easily available before the customer commits to gamble. Information must include: i. a description of the way the game works and the way in which winners are determined and prizes allocated ii. house edge (or margin) iii. the return to player (RTP) percentage iv. the probability (likelihood) of winning events occurring.	☒	☐	☐	N/A, for the requirement RTS 3C.ii and 3C.iv N/A, the evaluated games do not come under this category.
RTS Requirement 3D				
For each virtual event, game (including bingo), or lottery, content describing the potential prizes and payouts or the means by which these are calculated or determined must be easily available before the customer commits to gamble.	☒	☐	☐	
RTS Requirement 4B				
For time-critical events, the customer should be informed that they might be at a disadvantage because of technical issues such as slower network speeds, or slower end user device performance	☐	☐	☒	N/A, the speed of interaction has no effect on the customer's chance of winning.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS Requirement 5A				
All reasonable steps should be taken to ensure that gambles are accepted, processed and settled in accordance with the operator's published terms and rules, and the rules of the specific game, event, or bet. Where unexpected system flaws, faults, or errors that affect the customers occur, steps are to be taken as soon as practicable to remedy the problem and ensure that the customer is treated fairly according to the circumstances.	☒	☐	☐	
RTS Requirement 6A				
Play for-free games must implement the same game rule as the corresponding play-for-money games offered on the same facilities (i.e. the same website). Operators must take all reasonable steps to ensure that play-for-free games accurately represent the likelihood of winning and prize the distribution in the play-for-money game. For the purpose of this requirements playing a game includes participating in a lottery and /or betting on a virtual event.	☒	☐	☐	
RTS Requirement 7A				
Random number generation and game results must be "acceptably random". Acceptably random here means that it is possible to demonstrate to a high degree of confidence that the output of the RNG, game, lottery and virtual event outcomes are random, though, for example, statistical analysis using generally accepted tests and methods of analysis. Adaptive behaviour (i.e. a compensated game) is not permitted	☒	☐	☐	N/A, the RNG has been previously evaluated in the report "RNG.UK.PNL-OL.1001.01.01" dated "18 th July 2024" by "BMM Spain Testlabs s.l.u.".
RTS Requirement 7B				
As far as is reasonably possible, games and events must be implemented fairly and in accordance with the rules and prevailing payouts, where applicable, as they are described to the customer.	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS Requirement 7C				
Game designs or features that may reasonably be expected to mislead the customer about the likelihood of particular results occurring are not permitted, including substituting losing events with near-miss losing events and simulations of real devices that do not simulate the real probabilities of the device.	☒	☐	☐	
RTS Requirement 7D				
The rules, payouts and outcomes probabilities of a virtual event or game may not be changed while it is available for gambling, except as provided for in the rules of the game, lottery or virtual event. Such changes must be brought to customer's attention	☒	☐	☐	
RTS Requirement 7E				
Except in the case of subscription lotteries, the system clearly and accurately displays the result of the game or event and the customer's gamble. The result must be displayed for a length of time that may reasonably be expected to be enough for the customer to understand the result of the game or event in the context of their gamble.	☒	☐	☐	
RTS Requirement 8A				
The gambling system must provide easily accessible facilities that: a. Make available the following three controls, each of which stops auto-play functionality when it is triggered- i. 'loss limit', i.e. where the player selects an option to not lose more than X from their starting balance, where X is an amount that can be selected by the player. A 'loss' in this context equates to accumulated auto-play bets minus accumulated auto-play wins.	☒	☐	☐	Applies to the games Dragon's Blaze, Bison Trails, Nefertiti's Ring Jackpot, Miners are Wild, Max Catch, Orisis Fortune, Pop the Bank, and Thors Wild Power: N/A, these games are slot games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
ii. 'single win limit' i.e. single win greater than Y where Y is an amount that can be selected by the player and iii. 'jackpot win' (where applicable).				
b. Require auto-play to be implemented in such a way that each time a customer chooses to use auto-play they must select the stake, the number of auto-play gambles and at least the first of the above three controls.	☒	☐	☐	Applies to the games Dragon's Blaze, Bison Trails, Nefertiti's Ring Jackpot, Miners are Wild, Max Catch, Orisis Fortune, Pop the Bank, and Thors Wild Power: N/A, these games are slot games.
The number of auto-play gambles must not exceed 100 in one batch. During auto-play the customer must be able to stop the auto-play regardless of how many auto-play gambles they initially chose or how many remain.	☒	☐	☐	Applies to the games Dragon's Blaze, Bison Trails, Nefertiti's Ring Jackpot, Miners are Wild, Max Catch, Orisis Fortune, Pop the Bank, and Thors Wild Power: N/A, these games are slot games.
RTS Requirement 8B				
In relation to skill and chance games, strategy advice and auto-play functionality must be fair, not misleading and must not represent a poor choice.	☒	☐	☐	Applies to the games Dragon's Blaze, Bison Trails, Nefertiti's Ring Jackpot, Miners are Wild, Max Catch, Orisis Fortune, Pop the Bank, and Thors Wild Power: N/A, these games are slot games.
RTS Requirement 8C				
The gambling system must require a customer to commit to each game cycle individually. Providing auto-play for slots is not permitted.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are not slot games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS requirement 9A				
An explanation of the jackpot rules must be clearly available to the customer before they commit to gamble.	☒	☐	☐	N/A, applies to Dragon's Blaze, Bison Trails, Luxe Multipliers Blackjack, Luxe Multipliers Roulette, Osiris Fortune, Pop the Bank, Thors wild power, Max Catch: these games does not have jackpot feature.
RTS requirement 9B				
Jackpot systems must be configured and operated with adequate fairness and security.	☒	☐	☐	N/A, applies to Dragon's Blaze, Bison Trails, Luxe Multipliers Blackjack, Luxe Multipliers Roulette, Osiris Fortune, Pop the Bank, Thors wild power, Max Catch: these games does not have jackpot feature.
RTS requirement 10A				
Operators must take all reasonable steps to ensure that their policies for instigating or dealing with service interruptions are fair and do not systematically disadvantage customers.	☒	☐	☐	
RTS requirement 13A				
Where the gambling system uses full screen client applications that obscure the clock on the customer's device the client application itself must display the time of day or the elapsed time since the application was started, wherever practicable.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack: Game under evaluation do not have full screen feature.
RTS requirement 13B				
The gambling system must provide easily accessible facilities that make it possible for customers to set a frequency at which they will receive and see on the screen a reality check within a gaming session. A 'reality check' means a display of the time elapsed since the session	☐	☐	☒	N/A, only games evaluation.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
began. The customer must acknowledge the reality check for it to be removed from the screen.				
RTS requirement 14A				
Gambling products must not actively encourage customers to chase their losses, increase their stake or increase the amount they have decided to gamble, or continue to gamble after they have indicated that they wish to stop	☒	☐	☐	
RTS requirement 14D				
It must be a minimum of 2.5 seconds from the time a game is started until the next game cycle can be commenced. It must always be necessary to release and then depress the 'start button' or take equivalent action to commence a game cycle.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
RTS implementation guidance 14D				
A game cycle starts when a player depresses the 'start button' or takes equivalent action to initiate the game and ends when all money or money's worth staked or won during the game has been either lost or delivered to, or made available for collection by the player and the start button or equivalent becomes available to initiate the next game.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
A player should commit to each game cycle individually, continued contact with a button, key or screen should not initiate a new game cycle.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
RTS requirement 14E				
The gambling system must not permit a customer to reduce the time until the result is presented.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS implementation guidance 14E				
a) Features such as turbo, quick spin and slam stop are not permitted. This is not intended to be an exhaustive list but to illustrate the types of features the requirement is referring to.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
b) This applies to all remote slots, regardless of game cycle speed.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
c) This requirement does not apply to bonus/feature games where an additional stake is not wagered.	☐	☐	☒	N/A, the games under evaluation do not have additional stake wagered.
RTS Requirement 14F				
The gambling system must not celebrate a return which is less than or equal to the total stake gambled.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
RTS Implementation Guidance 14F				
a) By ‘celebrate’ we mean the use of auditory or visual effects that are associated with a win are not permitted for returns which are less than or equal to last total amount staked.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
b) The following items provide guidelines for reasonable steps to inform the customer of the result of their game cycle:	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
i) Display of total amount awarded.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
ii) Winning lines displayed for a short period of time that will be considered sufficient to inform the customer of the result. This implementation should not override any of the display requirements (as set out in RTS 7E).	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
iii) Brief sound to indicate the result of the game and transfer to player balance. The sound should be distinguishable to that utilised with a win above total stake.	☒	☐	☐	N/A, Applies to Luxe Multipliers Blackjack, Luxe Multipliers Roulette: these games are table games.
RTS requirement 15A				
Information must be made available that explains that 'live' TV or other broadcasts are delayed and that others may have more up-to-date information. Main in-play betting pages must include this information where practicable.	☐	☐	☒	N/A, the games under evaluation are not live-event betting games.
RTS requirement 16A				
Where peer-to-peer customers may be gambling against programs deployed by other customers to play on their behalf, or customers assisted by third party software, information should be made available that describes that this is possible, and if it is against the operator's terms and conditions, how to report suspected use.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer gambling games.
RTS requirement 16B				
Operators must make it clear to players whether the use of third-party software is permitted and if so which types. Operators that prohibit certain types of third-party software must implement measures intended to deter, prevent, and detect their use.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer gambling games.
RTS requirement 16C				
Where operators use programs to participate in gambling on their behalf in peer-to-peer gambling, easily accessible information must be displayed, which clearly informs customers that the operator uses this kind of software.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer gambling games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS Requirement 17A				
Live dealer operations must be fair and independently auditable.	☐	☐	☒	N/A, the games under evaluation are not live dealer games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
RTS requirement 1A				
Where customers hold a credit or debit balance, the pages or screens used for gambling to move money into and out of accounts must display the customer's current account balance, either in the currency of their account (e.g. dollars, euros or pounds sterling), whenever that customer is logged in. Where it is not practical to display current balance from gambling screens then easily accessible links to this information must be provided.	☐	☐	☒	N/A, only games evaluation.
RTS requirement 1B				
Customers must have easy access to at least three months account and gambling history without having to contact the licensee. A minimum of 12 months of gambling and account history must be made available on request. The ability to request this information should be made clear to customers and be provided as soon as is practicable.	☐	☐	☒	N/A, only games evaluation.
RTS requirement 1C				
Customers must be able to access information about their net deposits.	☐	☐	☒	N/A, only games evaluation.
RTS requirement 2C				
The gambling system must enable customers to choose whether to automatically accept price fluctuations (in either direction) that occur after their bet is requested.	☐	☐	☒	N/A, the prizes of the evaluated games do not change when a bet is placed.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
RTS requirement 2D				
Customer who choose to use third party user interfaces must be informed that applications may not display full information about their gambles.	☐	☐	☒	N/A, the games under evaluation do not use third party interfaces.
RTS requirement 4A				
Where speed of interaction has a significant effect on the customer's chance of winning, operators must assess the level of risk and demonstrate to the Commission that they are taking reasonable steps to reduce the risk to customers.	☐	☐	☒	N/A, speed of interaction has no effect on the customer's chance of winning.
RTS requirement 5A				
All reasonable steps should be taken to ensure that gambles are accepted, processed and settled in accordance with the operator's published terms and rules, and the rules of the specific game, event, or bet. Where unexpected system flaws, faults, or errors that affect the customers occur, steps are to be taken as soon as practicable to remedy the problem and ensure that the customer is treated fairly according to the circumstances.	☒	☐	☐	
RTS requirement 10B				
Systems must be capable of recovering from failures that cause interruptions to gambling, including where appropriate, the capability to void gambles (with or without manual intervention), the capability to suspend betting markets, and taking all reasonable steps to retain sufficient information to be able to restore events to their pre-failure state.	☐	☐	☒	N/A, only games evaluation.
RTS requirement 10C				
Operators must make available information about their policies regarding service interruptions in various different circumstances.	☐	☐	☒	N/A, only games evaluation.
RTS requirement 11A				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
Measures intended to deter, prevent, and detect collusion and cheating must be implemented. Gambling systems must retain a record of relevant activities to facilitate investigation and be capable of suspending or disabling player accounts or player sessions. Operators must monitor the effectiveness of their policies and procedures.	☐	☐	☒	N/A, the games under evaluation are not P2P games.
RTS requirement 11B				
Information must be made available about the operator's policies and procedures with regard to cheating, recovered player funds and about how to complain if a customer suspects other participants are cheating.	☐	☐	☒	N/A, the games under evaluation are not P2P games.
RTS requirement 12A				
The gambling system must provide easily accessible facilities that make it possible for customers to impose their own financial limits. Customers must be given the opportunity to set a limit as part of the registration process (or at the point at which the customer makes the first deposit or payment).	☐	☐	☒	N/A, only games evaluation.
RTS requirement 12B				
All reasonable steps must be taken to ensure that customer-led limits are only increased at the customer's request, only after a cooling-off period of 24 hours has elapsed and only once the customer has taken positive action at the end of the cooling off period to confirm their request.	☐	☐	☒	N/A, only games evaluation.

4. ADDITIONAL INFORMATION/OBSERVATIONS.

4.1. BMM performed a third-party evaluation based on:

- The submitter of the product's confirmed that the implemented RNG algorithm is the same as the algorithm already approved under report number RNG.UK.PNL-OL.1001.01.01 issued by the approved third party test house BMM Spain Testlabs s.l.u, dated 18th July 2024.

4.2. The aforementioned evaluated games in this report have been tested using the game platform Playnetic v1.0 as an auxiliary component for the game operation in the game provider environment.

4.3. **Modification 01:**

This report is a modification and replaces the report previously issued by BMM detailed in UK.PNL-OL.1001.01.01 dated 09th September 2024. The reason of modification is as follow:

- a) On page 8, in section 2.3 Mathematical Evaluation, 96 variations for the game Max Catch have been added due to client's request.

**The applicant is responsible to annul, eliminate, and/or to replace the previous evaluation report with this current evaluation report, and to communicate it to whom it is pertinent.*

5. CONCLUSION.

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

Yours sincerely,

Rubén Baptista

SVP Operations EUSAM

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