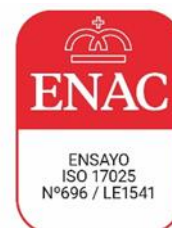


Evaluation Report for Playnetic Ltd 4 Online Games

Manufacturer:	Playnetic Ltd
ATF Report Number:	UK.PNL-OL.1002.01.01
Document Number:	01
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BMM Spain Testlabs s.l.u.

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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)

t: +34 93 143 3862

business no. B64622251

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bmm.com

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 09 th October 2024
Testing dates:	Start date: 30 th October 2024 End date: 19 th December 2024
Product / Game Description:	4 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.1002
Method/Procedures used:	EURSAM-SPA-MO-04 v6.0
Consultant(s):	Atin Bansal, Lalit Upadhyay, Lakshita Verma, Vanshaj Katiyar, Josep Rojas, Carla Sequero, Gianni Piccioni, Luca Borchini, Elisa Hurtado.

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	
Angry Zeus Jackpot	3.1132.0	-	-	X	X	-	-	-	07 th January 2025
Draco's Eye Jackpot	3.1132.0	-	-	X	X	-	-	-	07 th January 2025
Pearl Hunter	3.1132.0	-	-	X	X	-	-	-	07 th January 2025
Samba Rio Spins	3.1132.0	-	-	X	X	-	-	-	07 th January 2025

2.2.1. ANGRY ZEUS JACKPOT

Angry Zeus Jackpot is ways game. You can play the game for fun or for real money. Playing fun mode, you play just for fun and entertainment. Playing real money mode, you play using money from your real money balance.

Feature

- Divine Generosity Game is a feature that spins the reels for free, aiming to collect as many Thunder Orbs as possible.
- Thunder Orbs is the only symbol that lands on the reels during Diving Generosity Game.
- Diving Generosity Game's winnings are based on the bet of the spin where the feature has been triggered.

Jackpot

- The game provides the Grand Jackpot, which may be won during the Diving Generosity Game only.
- The Grand Jackpot is progressive.
- The Grand Jackpot starting value equals \$1500.00, and the jackpot is converted into the currency you use based on exchange rates provided by xe.com.
- 1.5% of each real-mode-made bet contributed to the Grand Jackpot.
- The jackpot values are x10 total bet for Mini and x50 total bet for Major

2.2.2. DRACO'S EYE JACKPOT

Draco's Eye Jackpot is ways game. You can play the game for fun or for real money. Playing fun mode, you play just for fun and entertainment. Playing real money mode, you play using money from your real money balance.

Feature

Wild Reels

- Appearing on the reels 2,3 and 4 are collected to fill their reel's progress.
- After collecting three reels that have been gathered at turns wild for the three spins.

Free Spins

- Free Spins Winnings are based on the bet of the spin where the feature has been triggered.
- Changing bets becomes unavailable once free spins feature is triggered.
- During the Feature, and the retriggering is unlimited.

Jackpot

- The game provides three types of possible jackpots, which are Minor, Major and Grand.
- The jackpot may be won during the jackpot Pick Bonus only.
- The condition of winning jackpots is picking one of the 12 objects offered in the jackpot pick bonus.
- All Jackpot are progressive.
- 1.5% of each real-mode-made bet contributed to the Grand Jackpot.

2.2.3. PEARL HUNTER

Pearl Hunter is a line game. You can play the game for fun or for real money. Playing fun mode, you play just for fun and entertainment. Playing real money mode, you play using money from your real money balance.

Features

Free Spins

- Wild Symbol on Reels 2,3 and 4 trigger 15 free spins with a random all-wins multiplier.
- A random all-wins multiplier of X2, X3, or X5 is chosen for the entire free spins round!
- Every time 3 wilds land on reels are awarded.
- The retriggering is unlimited.

Pearl Hunt Game

- 3 or more Scatter symbol trigger Pearl Hunt Game.
- Pick One of the caves and reveals them most precious rewards since each of them contains 6 shells that may provide cash prizes!
- All possible prize values are X180, X100, X80, X50, X25, X15, X10, X8, X5 and X3 total bet.
- Some of the shells may eventuate to be empty, providing no cash price.

2.2.4. SAMBA RIO SPINS

Samba Rio Spins is a line game. You can play the game for fun or for real money. Playing fun mode, you play just for fun and entertainment. Playing real money mode, you play using money from your real money balance.

Features

Free Spins

- Collect 3 or more Scatters during base game and have fun with free spins with random all-win multipliers of up to X10!
- Once you trigger the feature, the festive wheel will randomly choose the number of free spins to be played.
- Each free spins awards a random all-wins multiplier of X2, X3, X5, X8 or X10.
- Scatter become wild during free spins, substituting for all symbols and providing the same payout as wild.

Samba Spins

- 2 or more wild Scatters trigger Samba Spins during free spins!
- The festival wheel awards up to 8 Samba Spins, and the number is doubled if 3 or more Wild Scatters triggers trigger Samba Spins.
- All Samba Spins provide a multiplier obtained during the triggering free spin.
- Samba spins can be triggered unlimitedly during free spins.
- The remaining regular free spins are to be continued once all samba spins are finished.

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	
Angry Zeus Jackpot	92	90.66%	90.66%	90.61%	90.61%	90.61%
	94	92.67%	92.67%	94.12%	94.12%	94.12%
	96	94.68%	94.68%	96.12%	96.12%	96.12%

Notes: Differences are due to results being obtained through simulations are within expected range.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
92	1.44%	1.44%	1.50%	1.50%
94	1.46%	1.46%	1.50%	1.50%
96	1.47%	1.47%	1.50%	1.50%

Notes: The jackpot as only one level and is triggered when the whole screen is completed.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Draco's Eye Jackpot	92	92.16%	92.16%	92.23%	92.23%	92.23%
	94	94.21%	94.21%	94.19%	94.19%	94.19%
	96	96.20%	96.20%	96.20%	96.20%	96.20%

Notes: Differences are due to results being obtained through simulations are within expected range.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
92	1.45%	1.45%	1.50%	1.50%
94	1.45%	1.45%	1.50%	1.50%
96	1.45%	1.45%	1.50%	1.50%

Notes: Jackpot has three progressive levels and can be triggered from the Bonus Game per weights.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Pearl Hunter	92	92.43%	92.43%	92.41%	92.41%	92.41%
	94	94.37%	94.37%	94.39%	94.39%	94.39%
	96	96.35%	96.35%	96.38%	96.38%	96.38%

Notes: Differences are due to results being obtained through simulations are within expected range.

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: Game under evaluation does not have jackpot.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Samba Rio Spins	92	92.19%	92.19%	92.25%	92.25%	92.25%
	94	94.33%	94.33%	94.25%	94.25%	94.25%
	96	96.18%	96.18%	96.25%	96.25%	96.25%

Notes: Differences are due to results being obtained through simulations are within expected range.

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: Game under evaluation does not have jackpot.

2.4. EVALUATED SOFTWARE.

Product: Angry Zeus Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F99A127C2860B59D4D4
angryzeusjackpot-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	2D7B2254D809396E542750468C5EE2895AAD141F
slot-engine-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	8AC6FF4FC52C44AC99FE4E5BE2E3BD126EBCC752

Product: Draco's Eye Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F99A127C2860B59D4D4
dracoseyejackpot-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	74AA513416F3271E2618CE520D3F3F96E691CBD9
slot-engine-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	8AC6FF4FC52C44AC99FE4E5BE2E3BD126EBCC752

Product: Pearl Hunter					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F99A127C2860B59D4D4
pearlhunter-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	DFFCDD5A212AB1CD2032414AC14250E65B42CEB0
slot-engine-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	8AC6FF4FC52C44AC99FE4E5BE2E3BD126EBCC752

Product: Samba Rio Spins					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F99A127C2860B59D4D4
sambario-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	E36BF10658C62F666A3D04DD0B51FBBECFD6D366
slot-engine-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	8AC6FF4FC52C44AC99FE4E5BE2E3BD126EBCC752

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.	☒	☐	☐	Applies for point i & iii. Not applicable for point ii and iv as the evaluated games do not fall 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, speed of interaction has no effect on the customer's chance of winning.
RTS Requirement 5A				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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	☒	☐	☐	The RNG was previously evaluated in the report RNG.UK.PNL-OL.1001.01.01 dated 18th 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.	☒	☐	☐	
RTS Requirement 7C				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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. 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).	☐	☐	☒	N/A, the evaluated games are slot games.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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.	☐	☐	☒	N/A, the evaluated 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.	☐	☐	☒	N/A, the evaluated 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.	☐	☐	☒	N/A, the evaluated 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.	☒	☐	☐	
RTS requirement 9A				
An explanation of the jackpot rules must be clearly available to the customer before they commit to gamble.	☒	☐	☐	This requirement applies to the games Angry Zeus Jackpot and Draco's Eye Jackpot. Does not apply for games Pearl Hunter and Samba Rio Spins as they don't have jackpot.
RTS requirement 9B				
Jackpot systems must be configured and operated with adequate fairness and security.	☐	☐	☒	N/A, Angry Zeus Jackpot and Draco's Eye Jackpot, the Jackpot system is outside the scope of this assessment.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
				N/A for games Pearl Hunter and Samba Rio Spins as they don't have jackpot.
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.	☒	☐	☐	
RTS requirement 13B				
The gambling system must provide easily accessible facilities that make it possible for customers to set a frequency at which they will receive and see on the screen a reality check within a gaming session. A 'reality check' means a display of the time elapsed since the session began. The customer must acknowledge the reality check for it to be removed from the screen.	☐	☐	☒	N/A, only games evaluation.
RTS requirement 14A				
Gambling products must not actively encourage customers to chase their losses, increase their stake or increase the amount they have decided to gamble, or continue to gamble after they have indicated that they wish to stop	☒	☐	☐	
RTS requirement 14D				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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.	☒	☐	☐	
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.	☒	☐	☐	
A player should commit to each game cycle individually, continued contact with a button, key or screen should not initiate a new game cycle.	☒	☐	☐	
RTS requirement 14E				
The gambling system must not permit a customer to reduce the time until the result is presented.	☒	☐	☐	
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.	☒	☐	☐	
b) This applies to all remote slots, regardless of game cycle speed.	☒	☐	☐	
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.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
RTS Requirement 14F				
The gambling system must not celebrate a return which is less than or equal to the total stake gambled.	☒	☐	☐	
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.	☒	☐	☐	
b) The following items provide guidelines for reasonable steps to inform the customer of the result of their game cycle:	☒	☐	☐	
i) Display of total amount awarded.	☒	☐	☐	
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).	☒	☐	☐	
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.	☒	☐	☐	
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 evaluated games are not live event betting games.

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

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
practical to display current balance from gambling screens then easily accessible links to this information must be provided.				
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.
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.	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
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				
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 evaluated games 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 evaluated games 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	☐	☐	☒	N/A, only games evaluation.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
the first deposit or payment).				
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. The signatures listed under section 2.3 of this test report were generated using the BMM Signatures tool V2.0.6. Where requested, BMM will supply the regulator/operator with this signature verification tool. A user manual will be also supplied.
- 4.2. The RNG was previously evaluated in the report RNG.UK.PNL-OL.1001.01.01 dated 18th July 2024 by BMM Spain Testlabs s.l.u.
- 4.3. 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.

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.