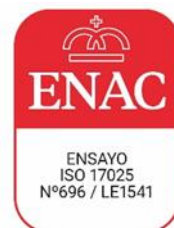


Evaluation Report for Playnetic Ltd 4 Online Games

Manufacturer:	Playnetic Ltd
ATF Report Number:	UK.PNL-OL.1004.01.01
Document Number:	01
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Number of Pages:	19

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 21 ST November 2024
Testing dates:	Start date: 07 th January 2025 End date: 07 th February 2025
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.1004
Method/Procedures used:	EURSAM-SPA-MO-04 v6.0
Consultant(s):	Lalit Upadhyay, Luiz Witee, Atin Bansal, Marco Tocornal, Vanshaj Katiyar, Shivam Chaudary, Lakshita Verma, Joaquín Peiro, 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	
Jackpot Ganesha Fortune	3.1304.0	-	-	-	-	-	-	-	10 th February 2025
Sweets & Hits	3.1304.0	-	-	-	-	-	-	-	10 th February 2025
Year Of The Snake	3.1304.0	-	-	-	-	-	-	-	10 th February 2025
Zen Panda	3.1304.0	-	-	-	-	-	-	-	10 th February 2025

2.2.1. JACKPOT GANESHA FORTUNE

Jackpot Ganesha Fortune is a 5*3 slot video game. Winning combination pays from left to right.

Feature

Divine Generosity Game

- 6 or more sacred flowers anywhere on the screen trigger the divine generosity game.
- The Divine Generosity game starts with 3 respins, and you are to collect as many sacred flowers as possible during these.
- Each sacred flower awards a random total bet-based cash prize of up to X100 your bet.
- All possible cash prize values are X1, X2, X3, X4, X5, X10, X15, X20, X50, and X100 total bet for a single symbol.
- Every time at least one sacred flower lands on the reels, the respins counter is reset to 3.
- Fill the whole screen with sacred flowers during a single divine generosity game round and win the Grand Jackpot. Grand Jackpot's value is progressive.

2.2.2. SWEETS & HITS

Sweets & Hits is a 6-reel set game, Free Spins is available for purchase and boost bet is also available to boost the game. Customized autoplay configuration with more options.

Scatter gives the free spins and only during the free spins a multiplier appears and multiplies the wins by up to X100. Only the highest win per symbol combination is paid.

Free Spins:

- Free Spins is a feature that spins the reels for free.
- A player is paid with the total wins gained with the symbols landed during a spin.
- Winnings gained during the Free Spins feature are paid as a sum of all free spins wins after the feature is finished.
- Wins occur by accumulating to the information in the payable and game rules.

Scatter:

- Scatter triggers the free spins.
- 8 or more matching symbols anywhere on the screen guarantee forming a winning combo.
- Malfunction voids all pays and plays.
- During free spins the special Multiplying symbol appears anywhere on the screen and multiplies all wins on the screen by up to X100.
- 3 or more scatter symbol awards the 5 Extra Free spins and the retriggering is unlimited.

2.2.3. YEAR OF THE SNAKE

Year Of The Snake is a 5-reel video slot machine with 243 ways to win . Customized autoplay configuration with more options. Win Up to 2000x the bet

Free Spins:

- Scatter Symbol on every reel award 10 Free Spin.
- Free Spins Wins are multiplied by the progressive win multiplier.
- Scatter on every Reel retrigger the Free Spins

2.2.4. ZEN PANDA

Zen Panda is a 5*3 slot video game. Winning combination pays from left to right.

Feature:

Zen Respin

- Zen Respin is a feature that spins the reels for free.
- Zen Respin's winnings are based on the bet of the spin where the feature has been triggered.
- All triggering remains sticky during the respin and every newly landed award an extra respin during the feature.

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	
Jackpot Ganesha Fortune	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	
Sweets & Hits	92	92.26%	92.26%	92.20%	92.20%	92.20%
	92-PB	92.22%	92.22%	92.20%	92.20%	92.20%
	94	94.22%	94.22%	94.20%	94.20%	94.20%
	94-PB	94.23%	94.23%	94.20%	94.20%	94.20%
	96	96.25%	96.25%	96.20%	96.20%	96.20%
	96-PB	96.21%	96.21%	96.20%	96.20%	96.20%

Notes: Differences are due to results being obtained through simulations are within expected range. Players can increase the chance of getting Free Spins by paying the PowerBet, and they can access Free Spins directly.

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 evaluated game 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	
Year Of The Snake	92	92.58%	92.58%	92.51%	92.51%	92.50%
	92-PB	92.43%	92.43%	92.51%	92.51%	
	94	94.53%	94.53%	94.50%	94.50%	94.50%
	94-PB	94.61%	94.61%	94.51%	94.51%	
	96	96.51%	96.51%	96.49%	96.49%	96.50%
	96-PB	96.59%	96.59%	96.48%	96.48%	

Notes: Differences are due to results being obtained through simulations are within expected range. Players can increase their chance of Free Spins with the PowerBet, and they can directly access Free Spins.

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 evaluated game 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	
Zen Panda	92	92.33%	92.33%	92.32%	92.32%	92.32%
	94	94.41%	94.41%	94.32%	94.32%	94.32%
	96	96.35%	96.35%	96.32%	96.32%	96.32%

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: The evaluated game does not have jackpot.

2.4. EVALUATED SOFTWARE.

Product: Jackpot Ganesha Fortune					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1. 0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F9 9A127C2860B59D4D4
angryzeusjackpot-v3.1132.0.jar	3.1132.0	Server	Game Logic	SHA-1	2D7B2254D809396E5427504 68C5EE2895AAD141F
jackpotganeshafortune-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	90F9AC3A852B6B6CA02746D E8E1C8F0630303197
slot-engine-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	448E3B3E71F525BD12CD180 25925FC7B5714CBCE

Product: Sweets & Hits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	Game Logic	SHA-1	F5FBB91C25B01516CA660F9 9A127C2860B59D4D4
slot-engine-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	448E3B3E71F525BD12CD180 25925FC7B5714CBCE
sweetshits-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	D9BDFA1600FE5D6F902C420 A850A03D8521DC659

Product: Year Of The Snake					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F9 9A127C2860B59D4D4
slot-engine-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	448E3B3E71F525BD12CD180 25925FC7B5714CBCE
hysteria-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	2FBFA111808FE834E08857FC 689BA20D3524EB8F
year-of-the-snake-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	8C57269863E7FA0BC1D7C44 B39283283FDD69B88

Product: Zen Panda					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
common-v1.0.jar	1.0	Server	RNG	SHA-1	F5FBB91C25B01516CA660F9 9A127C2860B59D4D4
slot-engine-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	448E3B3E71F525BD12CD180 25925FC7B5714CBCE
zenpanda-v3.1304.0.jar	3.1304.0	Server	Game Logic	SHA-1	035089FA696A99DB15DC9D9 E0EED83345E0E8E80

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	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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 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:	☒	☐	☐	N/A for point ii and iv: N/A, the evaluated games does not come under this category.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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.				
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 evaluated games do not have critical time events.
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				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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 18 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				
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	☒	☐	☐	

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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.
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.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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.	☒	☐	☐	Applies to Game: - Jackpot Ganesha Fortune N/A, for Sweets & Hits, Year Of The Snake and Zen Panda as these games do not have progressive jackpots.
RTS requirement 9B				
Jackpot systems must be configured and operated with adequate fairness and security.	☐	☐	☒	Applies to Game: - Jackpot Ganesha Fortune N/A, the Jackpot system is outside the scope of this assessment. N/A, for Sweets & Hits, Year Of The Snake and Zen Panda as these games do not have progressive jackpots.
RTS requirement 10A				
Operators must take all reasonable steps to ensure that their policies for instigating or dealing with service	☒	☐	☐	Platform is out of scope.

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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				
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				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 1.				
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 evaluated games do not offer additional stakes to be wagered.
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				

Remote Gambling and software technical standards, February 2021. Table 1.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
a) By 'celebrate' we mean the use of auditory or visual effects that are associated with a win are not permitted for returns which are less than or equal to last total amount staked.	☒	☐	☐	
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).	☒	☐	☐	Applies to Game: - Zen Panda N/A, for Jackpot Ganesh Fortune, Sweets & Hits and Year Of The Snake as these games do not have line wins.
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 14G				
It must be a minimum of 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, the evaluated games are slot games.
RTS implementation guidance 14G				
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, the evaluated games are slot games.

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

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.
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, Only Games evaluation.
RTS requirement 5A				

Remote Gambling and software technical standards, February 2021.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
Table 2.				
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				
Measures intended to deter, prevent, and detect collusion and cheating must be implemented. Gambling systems must retain a record of relevant activities to facilitate investigation and be capable of suspending or disabling player accounts or player sessions. Operators must monitor the effectiveness of their policies and procedures.	☐	☐	☒	N/A, Only Games evaluation.
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, Only Games evaluation.
RTS requirement 12A				
The gambling system must provide easily accessible	☐	☐	☒	N/A, Only Games evaluation.

Remote Gambling and software technical standards, February 2021. Table 2.	RESULTS			Observations / Comments
	PASS	FAIL	N/A	
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).				
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 EURSAM

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