



RANDOMNESS EVALUATION REPORT

FOR

RED RAKE TECH SL
GUARDIANS OF LUXOR 3, HTML5-DESKTOP; HTML5-MOBILE, 1147.155

CONFIDENTIAL

CERTIFICATE NUMBER: E251774RRGMLTM

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SECTION 1. GENERAL INFORMATION

License Holder:	Red Rake Tech SL Avda. Cataluña, 9, entresuelo B, 46020, Valencia, Spain
Game Name:	Guardians of Luxor 3
Game Type:	Slot
Platform Type:	HTML5-Desktop
Game Version:	1147.155
Applicable Technical Standards:	Licensing requirements of the Malta Gaming Authority ('MGA') Subsidiary Legislation 438.04 Remote Gaming Regulations Third Schedule, Regulation 25
Testing Laboratory:	eCOGRA Limited, trading as 'eCOGRA' 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom
Test Engineers:	Mahlatse Madingwane; Zwashu Gadisi
Supervisor:	Ntokozo Maduma
Request for Report:	19 December 2024
Report Date:	04 February 2025
Certificate Number:	e251774RRGMLTM

In our opinion the game listed as tested in this report complies with the relevant sections of the licensing requirements of the Malta Gaming Authority ('MGA').

The test results obtained for Red Rake Tech SL's Guardians of Luxor 3 HTML5-Desktop; HTML5-Mobile 1.0 game produced statistically acceptable random numbers that were free of any significant statistical bias or predictability.



Pierre Jordaan,
Compliance Director

SECTION 2. INTRODUCTION

eCOGRA has been appointed by Red Rake Tech SL to evaluate and certify the following Slot game for compliance with the relevant licensing requirements Subsidiary Legislation 438.04 Remote Gaming Regulations, Third Schedule, Regulation 25 of the Malta Gaming Authority ('MGA').

- Guardians of Luxor 3 (1147.155) - Red Rake Tech SL

This certification report highlights our key findings as a result of the evaluation conducted on HTML5-Desktop; HTML5-Mobile, which is representative of the pre-production environment which is essentially the same as the live environment. The testing was conducted on the aforementioned platform established at Red Rake Tech SL during the period 15 January 2025 to 27 January 2025.

Please note that this is an initial certification conducted over Guardians of Luxor 3, HTML5-Desktop; HTML5-Mobile, 1.0 and therefore this game certificate does not supersede any previous certifications.

SECTION 3. RNG COMPONENTS

The Random Number Generator (RNG) as detailed in Section 2 and used by Red Rake Tech SL in their Guardians of Luxor 3 1.0 product was previously certified by (Refer to RNG report:). The scope of eCOGRA's randomness testing was limited to testing the randomness of the game output of the Guardians of Luxor 3 1147.155 game.

Software Provider:	Red Rake Tech SL
Software Provider Address:	Avda. Cataluña, 9, entresuelo B, 46020, Valencia, Spain
Product Name:	REDRAKE_RNG v6.0
Product Description:	Random Number Generator
Jurisdiction:	Malta Gaming Authority, Malta
Jurisdiction address:	Building SCM 02-03, Level 4, SmartCity Malta, Ricasoli SCM1001, Malta
Test entity:	BMM Spain Testlabs, s.l.u
Test entity address:	Parc Tecnològic del Vallés (C.E.N.T.) Avda. Parc Tecnològic del Vallés, 3 08290 - Cerdanyola del Vallés Barcelona - España
Date:	24 October 2018
Approval:	Mario Zilevski

SECTION 4. TEST RESULTS

Numerous recognised statistical and mathematical tests were performed on a 1,000,000 rows of sample data, provided by Red Rake Tech SL, of the game output to verify the RNG operates in a random and fair manner. This included tests for probability (to ensure the expected number of occurrences), randomness (so that the following occurrence cannot be predicted with any degree of certainty) and uniformity (to determine that each possible outcome is equally likely over the long-term). The acceptance criteria for the statistical tests is a pass at a 95% confidence level.

SECTION 5. GAME DESCRIPTION**Guardians of Luxor 3 (1147.155)****Game Description:**

Guardians of Luxor 3 is a slot machine with 5 reels and 3 rows, with 30 lines and a free spins feature.

Further details regarding the betting characteristics, features and detailed game rules can be found in the game instructions which can be provided upon request.

SECTION 6. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical RTP %	eCOGRA RTP % Recalculation
Guardians of Luxor 3	95.30% Bonus Buy Feature: 95.30%	95.38% Bonus Buy Feature: 95.35%

The Theoretical RTP percentage indicated in the table above is extracted from the game documentation as provided by Red Rake Tech SL. eCOGRA recalculated the RTP percentage by performing additional independent mathematical calculations on the output of simulation game data.

SECTION 7. GAME SOFTWARE DETAILS

The scope of the game evaluation and certification applies solely to the critical game files, game versions and associated hashes provided in the tables below:

Game Files

File Name / Identifier	Version Date	Version Number	SHA-1 Hash Sum
ourslots-framework-115.0.jar	18 December 2024	115.0	c792d3d6419a15fbfb66d38c38ce7378a3a9ef06
ourslots-machines-115.0.jar	18 December 2024	115.0	f8adb21aef44106efb6f5ab12aafed86614b8279
ourvegas-framework-115.0.jar	18 December 2024	115.0	6cf022091205f24db3acdc404a9a3db349d2a734
gameserver-shared-6.0.jar	19 September 2018	6.0	56ad13d9decba2a48091e81fcc0f5d1281c1ce12
RNG.java	24 October 2018	6.0	D570D6138DBDD65C7609E55895746AD9B95D0153
RNG.class	24 October 2018	6.0	A40C497E72A8B10B46D74F80ECF792F275AAD3CB

SECTION 8. REVIEW FINDINGS

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
1. The gaming system must:		
a. faithfully follow the game rules published by the operator; and	Compliant	
b. provide over time no more than the expected house advantage to the operator.	Not applicable	Not applicable to this game type.
2. Both the gaming and financial transactions must be congruent and secure.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
3. The gaming system must satisfy the following criteria for randomness, following Schneier:		
a. the data must be randomly generated, passing appropriate statistical tests of randomness;	Compliant	Refer to BMM Testlabs RNG certificate: RNG.MAL.RAKE-OL.1004.02
b. the data must be unpredictable, i.e. it must be computationally infeasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers;	Compliant	Refer to BMM Testlabs RNG certificate: RNG.MAL.RAKE-OL.1004.02
c. the series cannot be reliably reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as is reasonably possible) it will produce two completely unrelated random sequences.	Compliant	Refer to BMM Testlabs RNG certificate: RNG.MAL.RAKE-OL.1004.02
4. The outcome of any game event, and the return to the player, must be independent of the CPU, memory, disk or other components used in the playing device used by the player.	Compliant	Refer to BMM Testlabs RNG certificate: RNG.MAL.RAKE-OL.1004.02
5. The game or any game event outcome must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communication channel between the	Compliant	

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
gaming system and the playing device used by the player.		
6. The gaming system must be able to display for each game the following information on the current page or on a page directly accessible from the current page via a hyperlink:		
a. the name of the game;	Compliant	
b. restrictions on play;	Compliant	
c. instructions on how to play, including a pay-table for all prizes and special features;	Compliant	
d. the player's current account balance;	Compliant	Testing limited to the functions managed by the supplier.
e. unit and total bets permitted;	Compliant	Testing limited to the functions managed by the supplier.
f. the rules of the game.	Compliant	
7. All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely available to the Authority.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
8. The gaming system must:	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
a. be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and		
b. calculate accurately all taxation and other monies due to the Authority.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
9. The gaming system must maintain information about all games played, including:		
a. the identity of the player;	Not applicable	The certification testing included in this report is limited to relevant game

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
		requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
b. the time the game began as recorded on the game's server;	Compliant	The recording of the results within the gambling system are not managed by the supplier.
c. the balance on the player's account at the start of the game;	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
d. the stakes placed in the game (time stamped by the games server);	Compliant	The recording of the stakes placed within the gambling system and account functionality are not managed by the supplier.
e. the game status (in progress, complete, etc.);	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
f. the result of the game (time stamped by the games server);	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
g. the time the game ended as recorded by the games server;	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
h. the amount won or lost by the player; and	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
i. the balance on the player's account at the end of the game.	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
10. The gaming system must maintain information about significant events as follows:		
a. large wins;	Not applicable	The certification testing included in this report is limited to relevant game

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
		requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
b. transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator;	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
c. changes made by the operator to game parameters.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
11. Any variations to any of the requirements specified in this Schedule shall be submitted to the Authority for its approval by notice in writing.	Not applicable	No variations identified for the product under certification.