

**Evaluation Report for:  
Development 777 s.r.o.  
Online slot games  
V1.0**

<b>Manufacturer:</b>	<b>Development 777 s.r.o.</b>
<b>ATF Report Number:</b>	<b>MAL.KAJ-OL.1003.01.01</b>
<b>Document Number:</b>	<b>01</b>
<b>Date:</b>	<b>19 June 2017</b>
<b>Number of Pages:</b>	<b>40</b>

**BMM Spain Testlabs, s.l.u.**

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## Evaluation Report

<b>Client name &amp; Address:</b>	Radek Janiček, CTO. Kaštanova, 64. 62000 Brno. Czech Republic.
<b>Client Reference Number:</b>	Client Submission Letter Dated March 27 <sup>th</sup> , 2017
<b>Testing dates:</b>	Start date: 12/04/2017 End date: 16/06/2017
<b>Product / Game Description:</b>	Online casino – Slots Games. v1.0.
<b>Test Category:</b>	Category 0
<b>Jurisdictions Recommended:</b>	Malta.
<b>Technical Standard used for Evaluation:</b>	Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 of 2007, 90 of 2011 and 131 of 2016. ACT XXIV of 2001, as amended by Act III of 2004; Legal Notices 426 of 2007 and 168 of 2008; and Acts XXII of 2009, XV of 2011, V of 2012, XII of 2013, and IV, XXIV and XLI of 2014.
<b>Location where test was performed:</b>	BMM Spain Testlabs, s.l. Parc Tecnològic del Vallés (C.E.N.T.) Avda. Parc Tecnològic del Vallés, 3 08290 – Cerdanyola del Vallés Barcelona – España
<b>Location where report was issued:</b>	BMM Spain Testlabs, s.l. Parc Tecnològic del Vallés (C.E.N.T.) Avda. Parc Tecnològic del Vallés, 3 08290 – Cerdanyola del Vallés Barcelona – España
<b>Conclusion:</b>	Pass
<b>BMM Reference Number:</b>	KAJ-OL.1003
<b>Method/Procedures used:</b>	EURAF-SPA-MO-42
<b>Consultant(s):</b>	Francisco Jose Cobos, Roger Pineda, Enric Ferrés, Kemil Cholakov

## 1. SCOPE OF EVALUATION.

Development 777 s.r.o. requested BMM Spain Testlabs s.l.u to evaluate their new online games for operation in the relevant below Malta market:

- Malta, Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)
- Malta , ACT XXIV of 2001, as amended by Act III of 2004; Legal Notices 426 of 2007 and 168 of 2008; and Acts XXII of 2009, XV of 2011, V of 2012, XII of 2013, and IV, XXIV and XLI of 2014.

## 2. EVALUATION CHARACTERISTICS.

### 2.1. GAME DESCRIPTIONS

Following are listed all the evaluated games, their descriptions and game versions of the games.

#### 2.1.1. FRUIT FARM V1.0

A four-reel game with 27 winning lines (criss-cross) in the case of 3 winning symbols or 81 winning lines (criss-cross) in the case of 4 winning symbols. Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line applies.

During one game you can get a **Big Symbols**: these symbols are shown as a one big symbol these symbols occupy a space equal of 4 or 9 same adjacent symbols grouped into a square.

**Bonus feature hedgehog**: in the case of no winning combination might accidentally appear hedgehog, which replaces one of the symbols on the reels to complete a winning line and the player gets the win.

#### 2.1.2. ICE BAR 27 V1.0

A three-reel game with 27 winning lines (criss-cross). Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up.

ICE BAR symbol (wild): it complements the combination on the winning line (wild). if the winning line is complemented with the ice bar symbol, there is drop, in the case of you obtain 3 ICE BAR symbols anywhere on the reels (at least one per reel) activate the Mystery bonus game.

**Dropping of symbols (Tetris)**: in the case of a win, when the line is complemented by the ice bar symbol, the symbols of the winning line are frozen and replaced by symbols from higher positions on the reels after exploding. in the case of an explosion of the symbols, the multiplier for any potential next winning in the drop mode with the ice bar system is increased x2, x4, to x8

**Mystery bonus win**: the player will receive one of three possible winnings given from the range in the table of winnings. Values of the mystery win are linked to the bet. Every bet has its own values.

### 2.1.3. JOKER 27 V1.0

A three-reel game on 27 winning lines (criss-cross). Wins are valid from left to right. During one game you can win on more winning lines, which means the winnings are added. Only the highest win on the winning line applies.

**Double win:** in case of 9 same symbols on all three reels the winnings are doubled (x2).

**Joker symbol (Wild):** it substitutes any symbol.

Bonus game free spins: with three cherries in the middle horizontal payline activate 1 free spin. With three stars in the middle horizontal payline activate 10 free spins. During the bonus game, it is possible to win additional free spins.

### 2.1.4. JOKER 81 V1.0

A four-reel game on 7 winning lines only when the joker symbols appears anywhere on the reels activates 81 winning lines. Wins are valid from left to right. During one game you can win on more winning lines, which means the winnings are added. Only the highest win on the winning line applies.

**Joker symbol (Wild):** it substitutes any symbol. The joker symbol anywhere on the reels activates 81 winning lines.

### 2.1.5. JOKER STRONG V1.0

A five-reel game on 5 winning lines. Wins are valid from left to right and from right to left. During one game you can win on more winning lines, which means the winnings are added. Only the highest win on the winning line applies.

**Double win:** in case of 15 same symbols on all three reels the winnings are doubled (x2).

**Joker symbol (Wild):** it substitutes any symbol except scatter symbol.

**Magic joker:** if the one joker symbol lands in the middle position of the three reel, the free game starts. The joker continues to go round the giving a full turn by the edges of all the reels. For each individual position that the joker stops in, all paylines are evaluated.

**Scatter symbol:** 3 and more scatter symbols anywhere on the reels gets a scatter win. Symbols do not have to be ordered in one payline in order to win.

### 2.1.6. MULTI 81 VEGAS V1.0

A four-reel game with 27 winning lines (crisscross) in the case of 3 winning symbols or 81 winning lines (crisscross) in the case of 4 winning symbols. Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line applies.

**Wild symbol:** it substitutes any symbol. Winnings for the line with the 1 wild symbol are multiplied by x2, winnings for the line with the 2 wild symbols are multiplied by x4 and winnings for the line with the 4 wild symbols are multiplied by x8.

### 2.1.7. NEON FRUITS V1.0

A five-reel game with 27 winning lines, winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line applies.

**Respin:** In the case of a winning combination the symbols of the winning line are highlighted on the reels and a player get a free respin. if another symbols of the same type appear a player get another free respin. this feature is repeating until the spin without winning symbol. After that the final winning is calculated.

**Multiplier:** In case of 6, 9, 12, 14 same symbols on the first 2, 3, 4, 5 reels the winnings are multiplied by x2, x3, x4, x5.

### 2.1.8. 9 STARS V1.0

A three-reel game with 3 symbols per reel with 5 winning lines. Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up.

**Double Win:** In case of 9 same symbols on all three reels the winnings are doubled (x2).

**Star symbol:** The star symbol anywhere on the reels activates the appropriate star on the same position on the star bonus field. The star is also a winning symbol.

**Wheel of fortune bonus game:** 9 active stars on the star bonus field activate the wheel of fortune bonus game. The player spins the wheel two times — the first time for a winning symbol, second time for a multiplier (x2, x4, x8, x10). The final winning is calculated as a winning factor of the drawn symbol multiplied by drawn multiplier. The star bonus field is linked to the bet. Every bet has its own star bonus field.

### 2.1.9. PUPPET SHOW V1.0

A five-reel game with 27 winning lines (crisscross) in the case of 3 winning symbols, 81 lines (crisscross) in the case of 4 winning symbols, or 234 winning lines (crisscross) in the case of 5 winning symbols. Winnings are valid from left to right, except the mystery and bonus symbols which is valid anywhere on the reels (scatter). During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line applies.

**Drop of symbols:** In the case of winnings (except winnings with the bonus symbols), the symbols of the winnings line are replaced with symbols from higher positions on the reels. Therefore, a player may have multiple winnings during a single spin. When replacing the symbols, the multiplier for the next potential win in the given game is increased at the same time always by one to the maximum values of x5.

**Symbol Wild:** it substitutes for any symbol except the Mystery and Bonus symbols. after the application of the function (when combined with 3, 4 or 5 wild symbols), if the winning is lower than the actual winning only for the wild symbols themselves, the player will receive the winning for the winning combination only with the wild symbols.

**Mystery bonus game:** In the case of you obtaining a combination of 3, 4 or 5 mystery symbols anywhere on the reels (scatter) activate the mystery bonus game in which the player chooses one of the three mystery symbols on the screen and receives a random winning from the range according to the valid table of winnings.

**Free spins bonus game (free spins):** In the case of you obtaining a combination of 3, 4 or 5 bonus symbols anywhere on the reels (scatter), the player will receive a bonus game with 10,

20 or 40 free spins the number of these spins is determined according to the table of winnings. During the bonus games, the winnings are proportional to the bet in the game that triggered the bonus game. Additional free spins can also be won in the ongoing free spins bonus game.

#### 2.1.10. RING OF FIRE XL V1.0

A five-reel game on 5 winning lines. Wins are valid from left to right. During one game, you can win on more winning lines, which means the winnings are added. Only the highest win on the winning line applies.

**Joker symbol:** It substitutes any symbol except scatter symbol.

**Scatter symbol:** 2 and more scatter symbols anywhere on the reels gets a scatter win. Symbols do not have to be ordered in one playline in order to win.

**Bonus game free spins:** In the case of you obtaining a combination of 3 or more scatter symbols anywhere on the reels trigger free spins. The number of bonus games is determined by chosen scatter symbol. Winnings during the bonus games are trebled, proportional to the bets on the game which triggered the free spins. During the bonus game, it is possible to win additional frees Spins.

#### 2.1.11. SECRETS OF EGYPT V1.0

A five-reel game with up to 10 winning lines. The player can set the number of lines in the range of 1 to 10. Winnings are valid from left to right except the pyramid (scatter) symbol. During one game, you can win on multiple winning lines, which means that the winnings are added up.

**Drop of symbols:** In the case of winnings (except winnings with the pyramid (scatter) symbols), the symbols of the winning line are replaced with symbols from higher positions on the reels. Therefore, a player may have multiple winnings during a single spin.

**Sphinx (wild) symbol:** It substitutes any symbol except for the pyramid (scatter) symbol. In the case of a losing position with at least one sphinx (Wild) symbol, all bright symbols (10, j, q, k, a, sphinx (Wild)), which are on the reels at the moment are replaced with symbols from higher positions. Winnings for the line with the sphinx (Wild) symbol are multiplied by x2.

**Free spins bonus game:** 3, 4 or 5 pyramid (scatter) symbols anywhere on the reels trigger a bonus game with 10 free spins. During the bonus game, the winnings are proportional to the bet in the game that triggered the bonus game. The number of the winning lines is also the same.

#### 2.1.12. SIMPLY THE BEST 81 V1.0

A four-reel game with 3 symbols per reel and 27 winning lines (crisscross) in the case of 3 winning symbols or 81 winning lines (crisscross) in the case of 4 winning symbols. Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line applies.

**Joker Symbol:** It complements the combination on the winning line (wild).

**Free spins bonus game:** In the case of winnings 3 or 4 symbols in a row from the left on the middle winning line activate the free spins bonus game. The player will receive free spins according to the table of winnings located on the top of the screen. During the bonus game, the winnings are proportional to the bet in the game that initiated the free spins and it is possible to get these bonus games even during an ongoing bonus game.



### 2.1.13. STARS V1.0

**Basic information:** a three-reel game with 27 winning lines (crisscross). Winnings are valid from left to right. During one game, you can win on multiple winning lines, which means that the winnings are added up.

**WILD SYMBOL:** The WILD symbol complements a combination in a winning line except one with the MYSTERY symbol. If the player gets 1 WILD symbol on the winning line, the winning from the complemented winning line is multiplied by 2, if there are 2 WILD symbols, the winning is multiplied by 3.

**Wheel of fortune bonus game:** In the case of winnings 3 mystery symbols in a winning line activate the wheel of fortune bonus game. The player spins the wheel and draws a multiple (10x to 500x) that multiplies the player's bet on the game that triggered the wheel of fortune bonus game.

### 2.1.14. TURBO V1.0

A three-reel game on 27 winning lines. Wins are valid from left to right. During one game, you can win on more winning lines, which means the winnings are added. Only the highest win on the winning line applies.

**Joker symbol:** it substitutes any symbols.

**Double Win:** In case of winning 9 same symbols on all there reels the winnings are doubled.

**Bonus game turbo:** the TU symbol, R symbol and BO symbol appears anywhere on the reels at the same time activates the turbo bonus game. A player will get 10 free spins. If the symbol R appears during the bonus game, the entire winnings from all bonus games up to that point are doubled.

### 2.1.15. WANTED! V1.0

A five-reel game with 10 winning lines. Winnings are valid from left to right, except the star (scatter) and saloon bonus symbols which are valid anywhere on the reels. During one game, you can win on multiple winning lines, which means that the winnings are added up. Only the highest win on the winning line applies.

**Wild symbol (sheriff):** it substitutes for any symbol except the saloon bonus and star (scatter) symbols.

**Star (scatter) symbol:** 3, 4 or 5 star (scatter) symbols anywhere on the reels trigger free spins. The number of bonus games is determined by the table of winnings. Winnings during the bonus games are doubled, proportional to the bets on the game which triggered the free spins. During the bonus game, it is possible to win additional free spins.

**Saloon bonus game:** in case of winning 3 or more saloon bonus symbols anywhere on the reels (scatter) activate the saloon bonus game. In the bonus game, the player receives a multiple of the win for the saloon symbol multiplied by the factor won on the winning reel in the interval (x2-x5).

## 2.2. EVALUATED OBJECT IDENTIFICATION

In the following table are listed all the critical files of the games and their SHA1 checksums:

Game	File	SHA1
\fruitFarm	block.py	F9CCB7A4960E89ABDCE5DF779C772A8FD3D53140
\fruitFarm	fruit_farm.py	D87BC398323134F3A9086D93BCBC77ECAEE0A314
\fruitFarm	fruitFarmMath.py	E72FAF60501459790ED2C4FF36A0A05FF7CA43FD
\fruitFarm	initialization.py	BC7354602BC9EBF3B5AC0F944EF3F545C10A809A
\fruitFarm	inputFruitFarm.py	A409210217A6E36FC45786EFA5D3E5AF0CC0E42
\fruitFarm	output.py	66944CD6F6EEE7ED4AAAB63B8E50EA44806405D8
\fruitFarm	result.py	807BB7CE7317BF73873BCC868EA896FBC8C644FF
\fruitFarm	win.py	1D01AC11C10F08C23BA1961C3A27F29660E5715B
\iceBar	block.py	F9AB051826782F0B8CDBA95E7C4314187C1D72C1
\iceBar	bonus_win.py	622DE3AD4A0190CC3A53E3FCF23F578985C96D41
\iceBar	iceBarMath.py	8D9126A038FA97218D4987AA778A0D2489340D53
\iceBar	initialization.py	FFBD45E835AA0FB83619AD0F3F7DF7DB3B324135
\iceBar	inputIceBar.py	229AF0644E10F162FBD8EEFB819A658CF3858ADB
\iceBar	output.py	C0FB4A1843F7F401EC06DB12DFF4C28B901D501C
\iceBar	partResult.py	88B3BF91613B51A86D37F5066D04B3F0EBB135A0
\iceBar	result.py	2672F6F9339371C6D6DE4E61831A713DD6A76FD6
\iceBar	win.py	E5061133E358EBA2C665E558079587D7BD06D62A
\joker27	block.py	4104FAAED97E67953FF5A073AE405BC200F15DA0
\joker27	initialization.py	EFF36EA2DFB18B7A2BA265D718BE1C0985393FD0
\joker27	joker_27.py	5B44894C9D494427F140FD2B7A012B5F375112F9
\joker27	jokerMath.py	F6D9D08154A0824B274DDD3709D98E77F811BC42
\joker27	output.py	347AA7BABA8B9D29ED498955CC6E50052DF828FC
\joker27	result.py	4B57FE3F0E45F4D7262678B1A10DB3B84ACA790A
\joker27	singleResult.py	F634D2D816F6DBE8AE518AA15A019A677BC3A2B4
\joker27	totalOutput.py	7F2AADE2A4D0B9CF9103A729EECB1B70EEBF1FC0
\joker27	win.py	9C95B9575858100D1BFF83327DEFBF642C88AB18
\joker81	block.py	B9AAA7B6E1DF397292A33AA4E13122B2EC8ADB5D
\joker81	initialization.py	1A30DF3CA3F0F22DB161682ADBFFD15ACF78B6D9
\joker81	joker_81.py	BFC6A9E0DCBE60321F9CA98BE43522A5387619F6
\joker81	joker81WinsReduced.py	752093B8A75C35C3127967F6BD6FD1FFDE8485EB
\joker81	jokerMath.py	94838EA983CE1A2B5403615EA5B440C631F1BA7D
\joker81	output.py	4D68A8F23414432BCA702BBB05EAF11AB4F75EC0
\joker81	result.py	D67963488F79DD36B545BE052D6A91724EBD1483
\joker81	win.py	6B2AE0E6EA29C22F0F5E130338E9FAD8365FF218
\jokerStrong	block.py	AA8EE3ACF8EACBF736FD5985A01109543CAFD00F
\jokerStrong	initialization.py	319EF2DBB801B4D25CC85D3A5C045483F52F9747
\jokerStrong	joker_strong.py	C997B7D2FEF8D5DBCAEE5F3AF432EEEC2845357
\jokerStrong	jokerMath.py	42C06C937A69EFA4B68591EAC9565CE93D888EBF
\jokerStrong	output.py	D27BAFAF537908405A809D48475A3938AEB46ABF
\jokerStrong	result.py	A14AC0686E457DD50F8BA9052B8D6CBEB77E8CFD
\jokerStrong	win.py	D76852B678A1BDD86998804EB31139BCE6A90A52



\multiVegas	block.py	F838C993FEA64928ACD8DBFD221FCBC4CC05B297
\multiVegas	initialization.py	66F8B587ACFDE4C522FEAB07903DF6C1B45736B2
\multiVegas	multi_vegas_81.py	1DE0210EFCA76008978E41AD823501FF24C707E3
\multiVegas	multivegasMath.py	547C3EAD2CF3748826E342E0D637230D244449A6
\multiVegas	output.py	73FC949C673BA27626AD62E83B94A3D26FA605E5
\multiVegas	result.py	5555598649D7E33618847347F71AA840907FFFB0
\multiVegas	win.py	9B2604515B9D235653696DC547A07D2A86D298FF
\neonFruits	block.py	E8EF79071FD04AF4A6D6DFCCAC52EA9320B71EAE
\neonFruits	initialization.py	35C4406C2264F825BA6203C9A702DE7B7C95BE12
\neonFruits	neon_fruits.py	F6617BAD1C4784BC1623754CF065F7038705CC62
\neonFruits	neonFactorGenerator.py	04103AD06471C65291897696B5C24B1AC7B23F1E
\neonFruits	neonMath.py	2AD1F5E7244C88006D4B3607A02C88631B9DE8EB
\neonFruits	output.py	1F2E1EAE1E347CEABF7229182DAF7118FE22DB3F
\neonFruits	partResultRandom.py	FEE55B8CF945510248912B2727B0AA81E29E1A99
\neonFruits	resultRandom.py	BF38D1247F1C7A1A6F3C299B21004341A2690603
\neonFruits	win.py	6CC9FE84AF07A9ACE62DD16584A83F9BE6919E00
\nineStars	block.py	FB70BA603D59F79A6383778CC7DDA22F669D8257
\nineStars	factorGenerator.py	1BD3437F59DCE20677F8F86AB31F5912B7D86AA0
\nineStars	initialization.py	CF1D4CABC406C7B348622C0DAA7E58221DEE4CC8
\nineStars	inputNineStars.py	8C0508A2759E0516735C937E4C731705D7003246
\nineStars	nine_stars.py	F493EF74DD4AF22C6DB11125EB22AF4E7B986395
\nineStars	nineStarsMath.py	AE6A57A1E0EA9DDC90AD12204A45CC00FE48EBE9
\nineStars	output.py	3841DD1878774A6AA1C32EA733CB21D38DB0265B
\nineStars	result.py	27650612DE746415CCBDF9D8CE74E964ACC2A354
\nineStars	win.py	1B68AF502F78A9BBCDA43D79C67F2134C513DC47
\puppetShow	block.py	404EF72C22CB3333A7770AB2E78B4A04FE6DA1A5
\puppetShow	bonus_win.py	4003E77A80AEAE48BA34697995F3C64162F276FA
\puppetShow	initialization.py	306621710B1575C82CF95B9DCA1CF136F267E9BF
\puppetShow	inputPuppets.py	5DC9171D6ED5773BCE27BD561CF5479B811A540D
\puppetShow	output.py	C4B6B6BBD6015F1DD560580DE0B2643142E7E9B6
\puppetShow	puppet_show.py	0F0E5730D37B2A912C5F90C640BAE34467F7DF23
\puppetShow	puppetMath.py	99128F4E554E836B00BB13B1639CB24A792D9B7F
\puppetShow	result.py	0724C825677701272347D1BAF9F3E1F10FD224CF
\puppetShow	scatter_win.py	9F31E0873B0D2BB8A33A11927C1DF3BFBA62B451
\puppetShow	singlePartResult.py	323E800106B02F2DE2BE59E1BF303E4DF4D3FD56
\puppetShow	singleResult.py	B63E756C6E514ED540F87A1BA9B07B1AEA0537D7
\puppetShow	totalOutput.py	E02FDE3D5B83D6E91F16A1E7270B07486CED9548
\puppetShow	win.py	AE5B7C633C27BEFDAB3AF07F87F5F36EA0C158A1
\ringOfFireXL	block.py	5628196E4F73E53C77735170B9AA5CD551AA4FDA
\ringOfFireXL	initialization.py	E799E88E05B1E43F2BB71E33B0C079BBB7D7D67E
\ringOfFireXL	inputRingOfFireXL.py	44D1BAE2022184FE1986F7CB839A69CA361220AF
\ringOfFireXL	output.py	7517378111207E6A0C3BDAB0A3029B705CC531CC
\ringOfFireXL	result.py	7463A8B13CF3195C984EFA0464C299B715783FC7
\ringOfFireXL	ring_of_fire_xl.py	D5388D4C845F660F7AA3AAB742123B28AD017388
\ringOfFireXL	ringOfFireXLMath.py	E7E7AFAA037A5B68424F803E03762F0D5D856C22

\ringOfFireXL	scatter_win.py	5C6B9AD95A5D8ADD486869B7DBFFCBB41201CD
\ringOfFireXL	singleResult.py	52CA229B6356CB09577C02228B6ADD9D7DA4F9D3
\ringOfFireXL	totalOutput.py	2DFA689FF701D0903AA3077D24BB9A41D8A0FE50
\ringOfFireXL	win.py	7337D05942007ED95DBC87B4B447418EB366E0D6
\secretOfEgypt	block.py	B9179F5B52ECE758B0781B5E5071449D59A411CA
\secretOfEgypt	initialization.py	AD61F11A7EB067796AB5B552005FB5F628FF53B6
\secretOfEgypt	inputSecret.py	F58A281BA3623D1C0678D7788C94912501E10657
\secretOfEgypt	output.py	70EB21231ADE6F9D0894A92098D2EE4D6882258F
\secretOfEgypt	result.py	82A83BC7F2E006D13E3F79AF60DC41E8FA78FA41
\secretOfEgypt	scatter_win.py	5250B54098F6D8E7DBB6F0F18D88431656F73A08
\secretOfEgypt	secretOfEgyptMath.py	C90E60DC423EB88EC273535F2A9015F140702C48
\secretOfEgypt	secrets_of_egypt.py	2206A7AA1CCF8465E0EC4EAF5D975BCF5A44A1E1
\secretOfEgypt	singlePartResult.py	74D92FD97C0F61C0BDC14026BCE4ADD5CADAEC6C
\secretOfEgypt	singleResult.py	8F0D8478911CD8483F365836E5D150AB1F5B7669
\secretOfEgypt	SoELines.py	E3687A81A7B32D915F7F2C74858FD63805A19D56
\secretOfEgypt	totalOutput.py	7BFC33389F440A1CF9D9D28CD37C92B839792E00
\secretOfEgypt	win.py	6A988711CF07D412C8338EA729B9A047ADA85690
\simplyTheBest81	block.py	677C6D70FF0FC9ED8F17C25492AFB72C7BE13423
\simplyTheBest81	FSGen.py	57F5DFFE3777F3392F40BF217BBD2005EF15466E
\simplyTheBest81	fsWin.py	55CE3B0727B9EC086AF323E5E9A30692DAB938C7
\simplyTheBest81	initialization.py	9EA11E4AF6B2BA0882CC663696A088262118457A
\simplyTheBest81	output.py	D68660A08A590C7C00FC3F4F103ED7648BE113FE
\simplyTheBest81	result.py	35D718B7CCE530E9397A5FD0D816D34791F227A2
\simplyTheBest81	simply_the_best_81.py	6E0F417EB70D3084FA7E833C4071FE00E670FF66
\simplyTheBest81	singleResult.py	48FE603ED33CBFB28BFC9BA4F005E65D46C0B167
\simplyTheBest81	stbMath.py	E3BF7DCD7293C9EE8E3B6C9332D83EA6B8F89305
\simplyTheBest81	totalOutput.py	75FBB3795257D52B6050D5EDDBC6FD0CC418D5C8
\simplyTheBest81	win.py	B4CD615BA0DDD9EB37EF2A0813F9B891FDE56C59
\Stars	block.py	12579671631648EC7A47624293B3F0239DCF8AA8
\Stars	initialization.py	98D6F979394DCD91A280C6DB769E2003FA11F200
\Stars	inputStars.py	5D6DA35E55923444C2668F7AB321DF0D77FB57A8
\Stars	mystery_win.py	80A18FAE99182286B8D01C23D74D93E2713C07F6
\Stars	output.py	A78095C520340C19C0B3EB04B4C380B1DD9520DC
\Stars	result.py	ABE775D9BC8C2BC94F21A77193578D825A07F977
\Stars	stars.py	7DA6F5A82CF2FC77EE2BEE95063BD3908DF965D0
\Stars	starsMath.py	F79DADC7153FBE6327FA62EEE6FA6AB370CE7E3D
\Stars	win.py	F4D0071875E5A1DA3B646616B314E78D930CDE92
\turbo27	block.py	9D21DDD65016DBD6C35A5E5A6905A8706DFA7184
\turbo27	freeSpins.py	9343EA586D7E21AF87B67F127841CFA33EDF8E84
\turbo27	initialization.py	4275B08D0EFA6C76428CE890FDB433CF5E02DA28
\turbo27	output.py	2E13EC1218790D880F8BBFBCC195A00787B25CDD
\turbo27	result.py	A1C3C18057EFEA86175F2D08734B793446D1D448
\turbo27	singleResult.py	4105F38589D44DEF01EA009A8A286F51EFA0AF51
\turbo27	totalOutput.py	0255432C3AC69AEE0AA93BE3CFAB286AC32E424A
\turbo27	turbo_27.py	942CB8910D8E81C781F2DEDA6447AFEB419E354A

\\turbo27	turbo27bonusWins.py	5EFB0E2C905A6CC9CCF933CC8910B3B80C611DE2
\\turbo27	turbo27Math.py	E1F1112BEE4852A31C83216108C61A94B8C7D42C
\\turbo27	turbo27wins.py	BA2A7C2A881E27DC79CA7E642AAB8DD6BBD13A94
\\turbo27	win.py	4C86E92B72176776B0E29C583B4F88A0F14C5229
\\Wanted	block.py	EDC33793FAE1EA99F548F7A6E8BC1DEA4FC2AF4B
\\Wanted	bonus_win.py	63E1745B28C1C1AAB8A453D0D586B912EC2A96B7
\\Wanted	initialization.py	5BF875ACF16222DF06E4A7FAAD5F4295FC9E6381
\\Wanted	inputWanted.py	EC085A6AA817C440C6DCE9F33BFBF7E66FE6175D
\\Wanted	output.py	2572C73792562DE6704A4EBA0021CFCBDA9183EB
\\Wanted	result.py	1E409953C29046F25C8C3CA9D7E2A5F30EC45715
\\Wanted	scatter_win.py	4950403FE03DA7EA58830A83F90251CEE925801D
\\Wanted	singleResult.py	E918BE050B3B215352F59DEAC96FE60055E6A497
\\Wanted	totalOutput.py	065F07BD6C1746831DC755FC0FEF4EEEB97EB024
\\Wanted	wanted.py	66081088792C7C1570C8AC077620C383D41E3C48
\\Wanted	wantedMath.py	30F593D9801BEECFB05E8881F876ABF9CBD03387
\\Wanted	win.py	6C440BE5E0C860843B8B394A2DA6CCE75B13CBC6
\\commonFiles	factor_generator.py	3A450EB0529B332E5428F19E78749229AFBDD2D8
\\commonFiles	fre spin_generator.py	D2DA07D30F2254F1573666C529793D5E23ED2C2E
\\commonFiles	game_math.py	07DB710D0B0F50F8D6F1F28003C38473FC9FF1D6
\\commonFiles	parser.py	C501D28918E9F921D0C69059441896B9B635C3F4
\\commonFiles	result_module.py	95467B65C09D418A6CE60A5C00481D7F87045713

### 2.3. GAME PERCENTAGE VARIATION DETAILS

GAME NAME	GAME VARIATION	BMM RESULTS		CLIENT RESULTS		CERTIFICATION / APPROVAL ID
		% RTP MINIMUM	%RTP MAXIMUM	% RTP MINIMUM	%RTP MAXIMUM	
Fruits Farm	95%	95,36%	95,36%	95,36%	95,36%	N/A
Ice bar 27	95%	94,72%	94,72%	94,72%	94,72%	N/A
Joker 27	95%	95,24%	95,24%	95,24%	95,24%	N/A
Joker 81	95%	94,57%	94,57%	94,57%	94,57%	N/A
Joker Strong	95%	94,95%	94,95%	94,95%	94,95%	N/A
Multi Vegas 81	95%	94,78%	94,78%	94,78%	94,78%	N/A
Neon Fruits	95%	94,34%	94,34%	94,32%	94,32%	N/A
9 Stars	95%	95,02%	95,02%	95,01%	95,01%	N/A
Puppet Show	95%	94.85%	94.85%	94,93%	94,93%	N/A



Rings of Fire XL	95%	95.31%	95.31%	95,00%	95,00%	N/A
Secrets of Egypt	95%	94.91%	94.91%	95,00%	95,00%	N/A
Simply the best 81	95%	94,97%	94,97%	94,99%	94,99%	N/A
Stars	95%	94,99%	94,99%	94,99%	94,99%	N/A
Turbo 27	95%	95,11%	95,11%	95,11%	95,11%	N/A
Wanted!	95%	94,81%	94,81%	94,82%	94,82%	N/A

### 3. BMM EVALUATION PERFORMED.

BMM Spain Testlabs s.l.u has tested the new software of all the 15 new games, against the relevant requirements of the Malta online market:

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	OK	Fail	Observations
<b>Part V</b>			
Control System			
20.1 An applicant for a licence shall submit in writing to the Authority for the purposes of approval, the specifications of the control systems he intends to use during operations:			
Provided that licensees whose gaming system is hosted by a Class 4 licensee shall be exempted from this requirement.	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 Such submissions shall include detailed information relating to:			
20.2 a) the operation of remote gaming	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 b) general procedures to be followed for the operation of remote	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the

Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)	Results		
	OK	Fail	Observations
gaming			scope of this evaluation. Only game requirements have been evaluated.
20.2 c) computer software where applicable	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 d) procedures for recording and paying prizes won in remote gaming	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 e) accounting systems and procedures	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 f) procedures to be followed to play a game	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 g) procedures and standards for the maintenance, security, storage and transportation of equipment to be used to conduct remote gaming	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 h) procedures for the setting up and maintenance of security facilities including general compliance and internal controls relating to access to critical systems	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 i) a disaster recovery plan	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 j) an adequate system of data backup	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only



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	OK	Fail	Observations
			game requirements have been evaluated.
20.2 k) any other information that the Authority may require	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
20.2 Provided that the provisions of this regulation shall also apply when a licensee intends to change a control system which had been approved by the Authority.			
21.1 The Authority may at its sole discretion, submit or direct the applicant or licensee to submit the proposed control system or an approved control system, to an audit.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
21.2 The costs incurred for such audit shall be borne by the applicant or the licensee as the case may be.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
22. In considering whether to grant the approval mentioned under regulation 20 the Authority shall have regard to the following matters:			
22. a) whether the proposed control system or the proposed changes to the control system satisfy all the requirements of the Act and these Regulations	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
22. b) whether the proposed control system or the proposed changes to the control system are capable of providing satisfactory and effective control over the operation of remote gaming.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
Gaming to be conducted under control system			
24. All remote gaming shall be	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the

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	OK	Fail	Observations
conducted under the control system which has been approved by the Authority.			scope of this evaluation. Only game requirements have been evaluated.
<b>Part VII</b>			
Registration of Players			
32.1.A licensee shall not permit a person to participate as a player in an authorized game conducted by the licensee unless that person is registered as a player and holds an account with the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.2.a.The licensee may register a person as a player only if the licensee has received from that person an application for registration.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.2.b.The application shall at least include the following details:			
32.2.b. (I) That the player is over eighteen years of age. the licensee shall immediately cancel that person's registration as a player with the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.2.b. (II) The player's identity.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.2.b. (III) The player's place of residence	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.2.b. (IV) The player's valid and e-mail address	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)	Results		
	OK	Fail	Observations
32.2.Provided that if a licensee becomes aware that a person has provided false information in this respect, the licensee shall not register such person and where that person has already been registered, the licensee shall immediately cancel that person's registration as a player with licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.3.No person under eighteen years of age may be registered as a player and any funds deposited or any money won by any such persons shall be forfeited to the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.4.The licensee shall, at all times, keep a secure online list of all registered players.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
32.5.Any one player can only register a single account with the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
33.The licensee shall make available to a player the following Information:	✓	<input type="checkbox"/>	
33. (a) All the rules relating to authorized games conducted by the licensee	✓	<input type="checkbox"/>	All the rules can be found in the help screen which is accessible through the 'i' button in each game.
33. (b) Any relative processing fee that may be incurred by the player	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
34.-The player of an authorized game shall comply with all the rules mentioned in regulation 33.a.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> The rules available in each game are only informative rules to which the player should read and understand how the game works.

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	OK	Fail	Observations
<b>Part VIII</b>			
<b>Players' Accounts and Payment of Winnings</b>			
35.1.The licensee shall establish and maintain a player's account in relation to each player who is registered with the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.2.The licensee must credit to the account established under sub-regulation (1) in respect of a registered player all funds:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.2. (a) Received by the licensee from or on behalf of the player, or.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.2.(b) Owned by the licensee to the player.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.3.The licensee shall not accept a wager from a player unless:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.3. (a) A player's account has been established in the name of the player and there are adequate funds in the account to cover the amount of the wager, or.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.3. (b) The funds necessary to cover the amount of the wager are provided in an approved way.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.4.The licensee shall not accept cash from a player and funds may be received	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only

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	OK	Fail	Observations
from the player only by any of the following methods:			game requirements have been evaluated.
35.4. (i) Credit cards;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.4. (ii) Debit cards;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.4. (iii) Electronic transfer;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.4. (iv) Wire transfer;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.4. (v) Cheques;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.4. (vi) Any other method approved by the Authority;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
35.5.A licensee shall not provide credit to a player or a player's account or act as agent for a credit provider to facilitate the provision of credit to a player or a player's account.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
36.A licence shall not make a payment in excess of two thousand and three hundred and twenty-nine euro and thirty-seven cents (2,329.37) out of a player's	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been



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	OK	Fail	Observations
account to a player until the player's identity, age and place of residence have been verified.			evaluated.
37.1. A licensee must, at the request of the registered player in whose name a player's account is established, remit the funds standing to the credit of the account to the player by no later than five working days, if practicable, after receipt of the request.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
37.2. An amount may only be remitted by the licensee to the player, to the same account from which the funds paid into the player's account originated.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
37.3.A licensee may, before remitting funds to a player in accordance with sub-regulation (1), take such time as is reasonably necessary for the purpose of:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
37.3.(a)Verifying the player's registration as a player;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
37.3.(b)Verifying the playing of a game by the player;	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
37.3.(c)Conducting security and other internal procedures in relation to the player's account; and	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
37.3.(d)Ensuring that the rules that are approved relating to the award of the prizes to players have been complied with.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)	Results		
	OK	Fail	Observations
38.1 A licensee shall not deal with the amount standing to the credit of a player's account except:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
38.1 a) to debit to the account a wager made by the player or an amount the player indicates the player wants to wager in the course of an authorised game the player is playing or about to play	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
38.1 b) to remit funds standing to the credit of the account to the player, at the player's request, in terms of regulation 37	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
38.1 c) to pay reasonable bank charges for deposits received and funds withdrawn	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
38.1 d) as otherwise authorised by these regulations	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
39.- If no transaction has been recorded on a player's account for thirty months, the licensee shall remit the balance in that account to the player, or if the player cannot be satisfactorily located, to the Authority: Provided that no claim shall lie against a licensee who has remitted the balance in a player's account to the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
40.1. A licensee shall keep players' funds separately from the licensee's own funds in a Clients' account held with a credit institution approved by the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

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	OK	Fail	Observations
<p>40.2.(a) The funds in the players' account, including funds in transit or in the process of being cleared through the banking system or by credit card processing companies, shall at any time be at least equal to the aggregate of the amount standing to the credit of players' accounts held by the licensee:</p> <p>Provided that if the funds standing to the credit of the clients' accounts fall below the aggregate total of the amounts standing to the credit of players' accounts, the licensee shall make good the shortfall from the licensee's own funds within a period of thirty days of the end of the month in which the shortfall occurs.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<p>40.2.(b) The Authority may, at its sole discretion, consider funds held in other accounts belonging to or controlled by the licensee to be included with funds in the clients' accounts for the purpose of this regulation.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<p>40.3.The credit institution holding a clients' account shall declare and affirm in writing that:</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<p>40.3.(a) it will not attempt to enforce or execute, any charge, write-off, set-off or other claim against a clients' account</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<p>40.3.(b) it will not combine the account with any other account in respect of any debt owed to it by the licensee.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<p>40.3.(c) it shall credit any interest payable on a clients' account, only to that account</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

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	OK	Fail	Observations
Provided that the licensee shall tender proof of these commitments by the credit institution to the Authority.			N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
40.4.(a) For the purpose of protecting players' funds the Authority may, for just cause, order by means of a directive the licensee to take out a bank guarantee in favor of the Authority	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
40.4. (b) The bank guarantee shall be in such amount and for such period of time, as determined by the Authority: Provided that if the licensee fails to comply with the directive within three working days from the issue of such directive, the Authority may suspend the licence.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
40.5 For the purpose of avoiding doubts as to effect of this regulation, save as may be explicitly stipulated in the garnishee order, any precautionary or executive garnishee order shall not have any effect or be construed as ever having had any effect on player's funds, including funds in the licensee's clients' account held with a credit institution or in an account of a trustee who on behalf of the licensee holds, manages, administers or deals in any other way with players funds, held with a credit institution, players' funds in transit or in the process of being cleared through the banking system or by credit card processing companies, including credit or financial institutions, and any players' funds held in other accounts held with a credit institution belonging to or controlled by the licensee or belonging to or controlled by a trustee as aforesaid, as the Authority may have determined in terms of sub-regulation (2)(b) to be included with funds in the clients' accounts.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

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41.- The licensee shall instruct and authorise the credit financial institution by which a players' account is held to disclose any information as may be requested by the Authority in respect of a players' account.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<b>Part IX</b>			
<b>Financial Protection of Players</b>			
42.A licensee shall display at all times, in a prominent place, on the entry screen of the website, a warning of the addiction possibilities of gaming and information and links to other websites assisting compulsive gamblers.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.1.(1)A registered player may by written notice or electronic notice to the licensee:	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.1.(1)(a) set a limit on the amount the player may wager within a specified period of time.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.1.(1)(b) set a limit on the losses the player may incur within a specified period of time.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.1.(1)(c) set a limit on the amount of time the player may play in any one session.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.1.(1)d)exclude the player from playing for a definite or indefinite period of time.	<input type="checkbox"/>	<input type="checkbox"/>	N/A. This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.



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43.2.- A player who has set a limit or exclusion under this regulation may change or revoke the limit or exclusion by written notice or electronic notice given to the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.3.- A notice increasing or revoking a limit or decreasing the exclusion has effect only after seven days after the licensee has received the notice.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.4.- A notice reducing a limit or increasing the exclusion has effect immediately after it is received by the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
43.5.- A licensee shall not accept a wager from a player contrary to a limit or exclusion set by the player under this regulation.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
44.1.Where the game is displayed on a screen the licensee shall cause to be displayed on the screen, at all times during the game, a counter which automatically updates and shows the player's account balance.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	During the game, the player's account balance is always visible and automatically updated.
44.2.(a)The licensee shall also make available to every player an automatic reality check at intervals of one hour:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated. The final operator should handle the reality check to their players.
44.2.(b)The automatic reality check shall:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
44.2.(b) (i) suspend play.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been

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			evaluated.
44.2.(b) (ii) clearly indicate for how long the player has been playing.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
44.2.(b) (iii) display the player's winnings and losses during such period of time.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
44.2.(b) (iv) require the player to confirm that the player has read the message.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
44.2.(b) (v) give an option to the player to end the session or return to the game	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A.</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
45.- All amounts displayed relating to wagers and winnings shall be quoted with the symbol of currency that the player is playing with.	✓	<input type="checkbox"/>	All amount related with wagers are reflected in credits and amounts related with winnings and payments are shown in the screen and the counter "Win" in €. In the end of the payment animation the Balance counter is updated with store amount reflected in the counter Win.
46.- Without prejudice to anything contained in regulation 45, full screen games cannot be offered to players unless a real time clock is displayed on the screen at all times and players are given the facility to exit the game	✓	<input type="checkbox"/>	During the game, the player can see a real time clock in the games (full screen or not). The player can exit the game at any time through the menu and pressing the button with the "HOME" symbol.
46(A).1. A licensee offering games using repetitively generated random selection	✓	<input type="checkbox"/>	All the games have a return to

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for determining winning combinations to players shall ensure that, in accordance with the way in which the game is designed, the licensee shall pay out on average a prize amounting to ninety two per centum (92%) or more of the money or money's worth wagered, or any such higher percentage as may be stipulated through a condition of the licence.			player % higher than 92%. Please refer to point 2.3 of this report for all the RTPs of the games.
<p>46.2 .The Authority may issue a directive regulating the manner in which licensee are required to report, certify or comply with the requirements established in this regulation, and, or exempt types or categories of games from the requirements of this regulation:</p> <p>Provided that for the purposes of calculating and ensuring compliance with the percentage referred to in sub-regulation (a), a licensee shall take into consideration the transactions occurring from the 1st of January 2015 onwards.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated. The operator should make sure to comply with the required here.
<b>Part X</b>			
<b>Aborted and Miscarried Games</b>			
47.1.A licensee shall take all reasonable steps to ensure that the licensee's approved computer system enables a player whose participation in a game is, after he or she has made a wager, interrupted by a failure of the telecommunications system or a failure of the player's computer system that prevents the player from continuing the game, to resume, on the restoration of the system, his or her participation in the game that was interrupted as at the time immediately before the interruption.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
47.2.If a licensee's computer does not enable a player to continue, after the restoration of the system, with a game	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been

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interrupted by a failure of the telecommunications system or the player's computer system, the licensee shall:			evaluated.
47.2.(a) ensure that the game is terminated.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
47.2.(b) refund the amount of the wager to the player by placing it in the player's account.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
48.1 If a game is started but miscarries because of a failure of the licensee's computer operating system, the licensee shall:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated, and not the operator's procedures.
48.1a) (i) refund the amount wagered in the game to the player by crediting it to the player's account or, if the account no longer exists, by paying it to the player in an approved manner; and	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
48.1a) (ii) if the player has an accrued credit at the time the game miscarries, credit to the player's account the monetary value of the credit or, if the account no longer exists, pay it to the player in an approved manner.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
48.1(b) inform immediately the Authority of the circumstances of the incident.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
48.1(c) refrain from conducting a further game if the game is likely to be affected by the same failure:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been

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Provided that the Authority may, by written notice to the licensee, give the licensee other directions which the Authority considers appropriate in the circumstances.			evaluated.
<b>Part XI</b>			
Website to be Maintained by Licensee			
49. A licensee shall maintain a website, the homepage of which shall contain the following information:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(a) the registered name of the licensee's company.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(b) the address of the company's registered office.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(c) the official number and date of issue of the licence.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(d) a statement that the licensee's operations are regulated by the Authority	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(e) hyperlinks to the website of organisations specialised in helping problem gamblers and which are approved by the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(f) hyperlinks to the rules of the games or betting offered and the	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only



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procedures adopted by the licensee for the registration of players.			game requirements have been evaluated.
49.(g) the kite-mark of the Authority which shall double up as a link to the Authority's website	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.(h) any other information that the Authority may deem necessary and expedient:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
Provided that the Authority may require all such information to be presented in a particular format.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
49.A. A licensee shall inform and make available and accessible to players at all times, information relating to any commission or any fee held by the licensee, or any other fee charged to the player, and which information shall include the amount of such commission or fee held by the licensee or charged to the player. Provided that the Authority may, for a transitory period not exceeding twelve month from the entry into force of this regulation, and for any cause deemed reasonable by the Authority, exempt persons holding a license from the provisions of this regulation.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<b>Part XII</b>			
Keeping of Records and Accounts			
50.The Authority may by written notice to a license holder:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been

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			evaluated.
50.(a) approve a place indicated by the licence holder, other than the licensee's registered office, as a place for keeping the licensee's remote gaming.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
50.(b) specify any remote gaming records of the licensee that are not required to be kept at the approved place.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
50.(c) specify remote gaming records of the licensee that may be kept temporarily at a place other than the approved place, and the period for which, or the circumstances in which, the records may be kept at such other place.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
50.(d) approve the keeping of information contained in a remote gaming record in a manner different from the manner in which the information is to be kept under the licensee's approved control system.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
51.The licensee shall keep, in respect of the transactions and affairs relating to the remote gaming operations, proper accounts and records which show a true and fair view of the financial position and state of affairs of the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
52.1.The licensee shall, within one hundred and eighty days from the end of its financial year, file with the Authority and audited set of financial statements prepared in accordance with international financial reporting standards.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
52.2.The licensee shall, within thirty days from the end of the half yearly period, lodge with the Authority interim financial	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only

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statements prepared in accordance with international financial reporting standards, showing the licence holder's results and signed by the key official.			game requirements have been evaluated.
52.3.The Authority may require additional financial information in a format to be specified by the said Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
53.The Authority may, at its sole discretion, conduct an investigation of a licensee and, or a key official if it is brought to its attention or it has reason to believe that the licensee and, or key official are not conforming to the Act and, or these regulations.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<b>Part XIV</b>			
Handling of Complaints			
56.1. A licensee shall immediately inquire into any complaint made to the licensee or to the Authority by a registered player in respect of the following:	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.		
56.1. (a) the operation of a game operated by the licensee	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
56.1. (b) the conduct of an agent of the licensee in operation related to a game operated by the licensee.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
56.2. The licensee shall inform the complainant, or the Authority, where the complaint was referred to the licensee by the Authority, by notice in writing or by any telecommunication device, of the results of the inquiry within twenty-one	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

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days from the date on which the complaint has been lodged with the licensee.			
56.3. Where a complaint is lodged directly with the Authority, the Authority may:	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.		
56.3. (a) either inquire into the complaint itself, or	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
56.3. (b) refer the complaint to the licensee against whom the complaint is made	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
Provided that the licensee shall follow the procedure set down in sub-regulation (2)	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
56.4. A complaint shall contain clear and unequivocal information about the complainant's identity, and shall give all the relevant details that gave rise to the complaint.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<b>Part XVII</b>			
Advertising			
60.1.No licensee shall in any way engage in advertising or permit anyone involved in the licensee's operations, to engage in advertising that:			
(a) implies that remote gaming promotes or is required for social acceptance, personal or financial success or the resolution of any economic, social or personal problems.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

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(b) contains endorsements by well-known personalities that suggest remote gaming contributed to their success.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
(c) is specifically directed at encouraging individuals under eighteen years of age to engage in remote gaming.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
(d) exceeds the limits of decency.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
60.2.The licensee shall not engage in any activity that involves sending of unsolicited electronic mail, whether it is through its own operation or by the intervention of third parties.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<b>Part XVIII</b>			
<b>Monitoring System</b>			
61.1 The Authority may, at any time, following consultation with the licensees, require a licensee, a specific category of licensees or all licensees to connect any of its systems to a monitoring system operated by the Authority, and to maintain such connection at all times.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
61.2 In the event that the Authority imposes the requirement referred to in sub-regulation (1), the Authority may specify the specifications necessary for it to be able to, and the manner in which it shall operate the monitoring system in directives, and licensees shall modify or upgrade their systems as necessary to ensure their compatibility with the monitoring system and the requirements of the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.



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62.1 The Authority may use a monitoring system for:	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.		
62.1a) Receiving reports or statements which licensees are obliged to submit to the Authority in terms of these regulations, any directive, any other applicable law or any condition of the licence;	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
62.1b) Monitoring and receiving information relating to the games and the gaming operation, including player, game and financial data as may be required by the Authority to fulfil its objectives at law;	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
62.1c) Investigating the compliance by the licensee with the Act, these regulations, any licence conditions, directives, and any other applicable legislation, including any laws or regulations at any time in force for the prevention of money laundering;	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
62.1d) The compilation of statistics and analytics in an aggregated format and research; and	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
62.1e) Any other purpose required by the Authority in fulfilling its objectives at law, or as may be specified in directives issued by the Authority from time to time	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
62.2 Any information collected by the Authority in terms of sub regulation (1)(d) may be made available to the public.	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
62.3 The Authority shall not be liable for any compensation to any person for loss or damage due to a fault in the	<input type="checkbox"/>	<input type="checkbox"/>	N/A: This requirement is out of the scope of this evaluation. Only game requirements have been

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monitoring system, or in the telecommunications system used to operate monitoring system.			evaluated.
63. Where the obligations referred to in regulation 61 have been imposed, a licensee shall ensure that its systems, and the means of distance communication through which its systems are connected to the monitoring system, comply with any standards or requirements established by the Authority, and remain so compliant throughout the duration of the licence, and shall not be modified, tampered with, or re-programmed by any person without the approval of the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
<b>Third Schedule</b>			
Technical Requirement for Gaming System			
1.The gaming system must			
1. (a) faithfully follow the game rules published by the operator and.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The games themselves have game rules which follow the game logic for each.
1.(b) provide over time no more than the expected house advantage to the operator.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated which has a theoretical RTP of above 92%.
2. Both the gaming and financial transactions must be congruent and secure.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> The games communicate with the gaming server through SSL, but the operator should make sure to also encrypt all the transactions.
3. The gaming system must satisfy the following criteria for randomness, following Schneier	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The RNG have been tested and successfully comply with all the requirements in this Article 3.

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and all previously generated numbers			
3. (a) the data must be randomly generated, passing appropriate statistical tests of randomness	✓	<input type="checkbox"/>	
3. (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,	✓	<input type="checkbox"/>	
3. (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.	✓	<input type="checkbox"/>	
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	✓	<input type="checkbox"/>	The game result is generated in the server side and it works independently of the CPU, memory, disk or other components used in the player device.
5. The game or any game event outcome must not be affected by the effective bandwidth, link utilization, bit error rate or other characteristic of the communication channel between the gaming system and the playing device used by the player.	✓	<input type="checkbox"/>	The game event outcome is not affected by the effective bandwidth, link utilization, bit error rate or other characteristic of the communication channel between the gaming system and the playing device used by the player because the game is executed in the operator server.
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.	✓	<input type="checkbox"/>	
6. (a) the name of the game	✓	<input type="checkbox"/>	The name of the game is displayed in the main screen of the game and stays on the screen at all time.

Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)	Results		
	OK	Fail	Observations
6. (b) restrictions on play	✓	<input type="checkbox"/>	The help screens describe how to interact with the game and which restrictions it has.
6. (c) instructions on how to play, including a pay-table for all prizes and special features	✓	<input type="checkbox"/>	The player is able to see how to play, the pay tables and special features description, is located in the help screen. Once inside to this menu select the "i" button at inside Menu screen.  You can display the menu screen through the button "☰" located in the main screen, this displays another control buttons.
6. (d) the player's current account balance	✓	<input type="checkbox"/>	The player's current account balance is displayed at all time in one counter named "Balance" located in the main screen. this counter is updated with the amount winnings and the realized bets at the real time.
6. (e) unit and total bets permitted	✓	<input type="checkbox"/>	The total bets permitted in the evaluated game are shown on the main screen through the bet configuration button "☰" and the total unit permitted in the evaluated game the games are shown in to the button "🎰" it is in Menu screen accessible with the button "☰".
6. (f) the rules of the game.	✓	<input type="checkbox"/>	The rules can be found in the help Screen into the Menu screen, accessible pressing the button "☰" in the main screen of the game, once inside the menu screen you can access to the rules of the game through help screen pressing the button "i", the rules are located on the adjacent screen of the pay table.
6. (g) information relating to the average winnings paid out to players of the game over a period of time or a particular number of plays.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated. The operator should ensure to publish this information once live.

Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)	Results		
	OK	Fail	Observations
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.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
8.The gaming system must:			
8. (a) be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
8. (b) calculate accurately all taxation and other monies due to the Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. The gaming system must maintain information about all games played, including:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (a) the identity of the player	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (b) the time the game began as recorded on the games server	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (c) the balance on the player's account at the start of the game	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (d) the stakes placed in the game (time stamped by the games server)	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (e) the game status (in progress, complete, etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been



Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016(Act XXIV Of 2001)	Results		
	OK	Fail	Observations
			evaluated.
9. (f) the result of the game (time stamped by the games server)	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (g) the time the game ended as recorded by the games server	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (h) the amount won or lost by the player and	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
9. (i) the balance on the player's account at the end of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
10. The gaming system must maintain information about significant events as follows:	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
10. (a) large wins	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
10. (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	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
10. (c) changes made by the operator to game parameters	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.
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.	<input type="checkbox"/>	<input type="checkbox"/>	<b>N/A:</b> This requirement is out of the scope of this evaluation. Only game requirements have been evaluated.

#### 4. ADDITIONAL INFORMATION/OBSERVATIONS

The technical evaluation of the products listed in the section 2 of this Evaluation Report has been conducted through:

- Web browser: Google Chrome (v 54.0)
- Workstation OS: Windows 7

The SHA-1 signatures listed in the first table of the 2.1. Game Description have been generated with the BMM Signatures tool v2.0. Where requested, BMM will supply the regulator/operator with its own proprietary verification tool for verifying the signatures above detailed. SHA-1 checksums in the second table of the 2.1. Game Description are generated with scripts from the Manufacturers server.

#### 5. CONCLUSION

Accordingly, from the test results<sup>1</sup> obtained from the testing performed, BMM Spain Testlabs s.l.u confirms that the item submitted under test conforms to all the relevant Malta Technical Requirements described in the Scope section.

Yours sincerely,

  
BMM SPAIN TESTLABS S.L.U.

PSD Manager

**Ariana Cárdenas**

  
BMM SPAIN TESTLABS S.L.U.

Director of Technical Services - Europe

**Mario Zilevski**

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