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Evaluation Report for Panda Bluemoon Ltd. 5 Online Games

Manufacturer:	Panda Bluemoon Ltd.
ATF Report Number:	SWE.PANDA-OL.1011.01.01
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BMM Spain Testlabs s.l.u.

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GENERAL INFORMATION

Client name & Address:	Panda Bluemoon Ltd. Metzada 7 Bnei Brak Israel
Client Reference Number:	Submission request letter dated: 17 th August 2021
Testing dates:	Start date: 19 th August 2021 End date: 01 st September 2021
Product / Game Description:	5 Online Games
Test Category:	Category 0
Jurisdictions Recommended:	Sweden
Technical Standard used for Evaluation:	<ul style="list-style-type: none"> ▪ The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes ▪ The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities. ▪ The Swedish Gambling Authority regulations and general guidelines on responsible gambling (LIFS 2018:2) ▪ Gambling Law SFS 2018:1138, June 26, 2018
Location where test was performed:	BMM Spain Testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés - Barcelona (España)
Location where report was issued:	BMM Spain Testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés - Barcelona (España)
Conclusion:	Pass
BMM Reference Number:	PANDA-OL.1011
Method/Procedures used:	EURSAM-SPA-MO-04 v5.6
Consultant(s):	Núria López Palacio, David Correa, David Recuenco Oliver, Luca Borchini

1. SCOPE OF EVALUATION.

Panda Bluemoon Ltd. requested BMM Spain Testlabs s.l.u., hereinafter referred to as BMM, to evaluate the products listed in section 2 for operation in the Swedish Remote Gambling Market, accordingly with the Standards/ Regulations described below:

- The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State-owned lottery and lottery for public purposes
- The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities
- The Swedish Gambling Authority regulations and general guidelines on responsible gambling (LIFS 2018:2)
- Gambling Law SFS 2018:1138, June 26, 2018

2. EVALUATION CHARACTERISTICS.

2.1. PLATFORM DESCRIPTION.

N/A, out of scope. Only game evaluation.

2.2. GAME DESCRIPTION.

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
Book of Demi Gods II	1.0.0	-	-	X	X	-	-	-	02 September 2021
Book of Rebirth	1.3.1	-	-	X	X	-	-	-	02 September 2021
Egyptian Rebirth II	2.1.0	-	-	X	X	-	-	-	02 September 2021
Luxury Club	2.0.0	-	-	X	X	-	-	-	02 September 2021
Majestic King	1.3.3	-	-	X	X	-	-	-	02 September 2021

2.2.1. BOOK OF DEMI GODS II

Book of Demi Gods II is a 5x3 reel 100 lines video slot featuring Free Spins, Bonus Game and Expanding Symbol. All symbols pay from left to right starting with the leftmost reel.

Wild Symbol

Wild Symbol counts as any symbol.

The Wild Symbol is also a scatter symbol.

3 or more Wild symbols on the slot will trigger 10 free spins.

Bonus Game

Once free spins is triggered, the player will be presented with a wheel of all the symbols (except for scatter wild symbol).

Spin the wheel to determine which symbol will be the expanding symbol for the free spins round.

Free spins may re-trigger and award an additional 10 free spins.

Free Spins - Expanding Symbol

After the slot result has been determined, the expanding symbol will expand to form new paylines in addition to the existing paylines.

The symbol will expand only if the expansion will result in a win.

Expanded symbols count separately from the original slot result.

Only during free spins.

Buy Feature

The Buy Feature allows you to purchase and immediately trigger a free spins round. By clicking the Buy Feature button, a window will be presented where bet can be modified, and this bet will play the free spins round, here the buy price will be set according to the bet. Clicking the buy button to pay the buy price will trigger the free spins round

2.2.2. BOOK OF REBIRTH

Book of Rebirth is a 5x3 reel 10 lines video slot featuring Free Spins, Bonus Game and Expanding Symbols Feature.

Wild Symbol

Wild Symbol counts as any symbol

The Wild Symbol is also a scatter symbol

3 or more Wild symbols on the slot will trigger 10 free spins.

Bonus Game

Once free spins is triggered, the player will be presented with a wheel of all the symbols (except for scatter wild symbol).

Spin the wheel to determine which symbol will be the expanding symbol for the free spins round.

Free spins may re-trigger and award an additional 10 free spins.

Free Spins - Expanding Symbol

After the slot result has been determined, the expanding symbol will expand to form new paylines in addition to the existing paylines.

The symbol will expand only if the expansion will result in a win.

Expanded symbols count separately from the original slot result.

Only during free spins.

Buy Feature

The Buy Feature allows you to purchase and immediately trigger a free spins round. By clicking the Buy Feature button, a window will be presented where bet can be modified, and this bet will play the free spins round, here

the buy price will be set according to the bet. Clicking the buy button to pay the buy price will trigger the free spins round.

2.2.3. EGYPTIAN REBIRTH II

Egyptian Rebirth II is a 5x3 reel 50 lines video slot featuring Stacked Wild free spins, Countdown Wilds, Mystery symbols and Bonus Game.

Wild Symbol

Wild Symbol counts as any symbol except free spins and Bonus.

Any 5 Wild Symbols on a winning line will pay Bet per Line x1000.

Mystery Symbol

After the reels have stopped, if there are mystery symbols on the slot, they will uncover and reveal 1 random symbol.

Except Bonus, Wild or free spins symbols.

Free Spins

3 or more scattered free spins symbols will trigger the free spin feature.

During free spins only, the wild symbol will expand on one of the reels and will stay there until the end of the free spins game.

When free spins mode is triggered, the player can choose 1 out of 5 options, in each option the stacked wild will be located on a different reel for the entire Free Spins game, and the amount of Free Spins will change accordingly.

Countdown Wild

After the reels have stopped, if there are any Countdown Wild symbols on the slot, the game will enter a re-spin mode.

During this mode, the Countdown Wild will stay for the next re-spin and its count will go down by 1.

Once there are no Countdown Wilds with a count bigger or equal to 1 on the slot, the re-spin mode will end.

During base game Countdown Wilds can appear only on reels 1,3 and 5.

During base game and re-spin modes.

Bonus Game

3 or more scattered bonus symbols will trigger the bonus game feature.

During bonus game, the player will be presented with a 3 level wheel of fortune and will have 3 attempts at spinning the wheel to win prizes like multipliers, extra spins or level up.

By getting a level up, the player will move to an inner circle of the bonus wheel, where the prizes are higher.

In addition, levelling up awards the player with an extra spin.

Once the players have used all spins, they will be awarded with the sum of wins that they have collected.

Buy Feature

The Buy Feature allows you to purchase and immediately trigger a free spins round. By clicking the Buy Feature button, a window will be presented where bet can be modified, and this bet will play the free spins round, here

the buy price will be set according to the bet. Clicking the buy button to pay the buy price will trigger the free spins round.

2.2.4. LUXURY CLUB

Luxury Club is a 5x3 video slot game with 10 fixed lines where symbols pay left to right.

Bonus

Triggered when 3 or more Scatter Bonus symbols land on the reels. A 3-level wheel will be presented to the player and the player will have 3 attempts at spinning the wheel and win prizes like multipliers, extra spins or level up. When obtaining the level up, an additional spin is awarded and the player will move to the inner level of the wheel where the prizes are bigger. During base game only.

Free Spins

Obtained by landing 3 or more Scattered Free Spins on the reels. Five cards will be presented to the player and he/she will have to pick one, which will determine the amount of Free Spins to play. There is a card with an "ALL" that will grant the combined free spins of all 4 cards. Once the number of free spins is determined, 5 more cards will be presented to the player to determine which of the medium symbols will be the golden expanding symbol for the feature. An "ALL" card is also included, which will convert all the medium symbols to golden expanding symbols if picked.

Stacked Wilds

During the base game, when spinning the reels, Wild symbols can appear on the reels to increase the chances of winning.

Buy Feature

The Buy Feature allows you to purchase and immediately trigger a free spins round. By clicking the Buy Feature button, a window will be presented where bet can be modified, and this bet will play the free spins round, here the buy price will be set according to the bet. Clicking the buy button to pay the buy price will trigger the free spins round.

2.2.5. MAJESTIC KING

Majestic King is a 5x3 reel 25 lines video slot featuring 4 types of Free Spins, including Bonus Game, Extra Stacked Wilds Feature, Double Symbols Feature.

Wild Symbol

Wild Symbol counts as any symbol except Bonus

Any 5 Wild Symbols on a winning line will pay Bet per Line x200.

Extra Wilds

While the reels are spinning, wild symbols might appear on the reels and increase the chances of winning.

Only Double Symbols

While the reels are spinning, The Only Double Symbols might appear, and cause all symbols to appear in their double symbols form.

Bonus Game

3 or more scattered Bonus symbols will trigger the Bonus Game.

The game will start with 3 spins, Fill the meter by collecting scattered winning symbols.

Only during base game.

Free Spins

3 or more scattered Free Spins symbols will trigger Free Spins.

Spin the wheel to win the maximum amount of free spins and the symbol which will remain double throughout the whole free spins game.

Only during base game.

Buy Feature

The Buy Feature allows you to purchase and immediately trigger a free spins round. By clicking the Buy Feature button, a window will be presented where bet can be modified, and this bet will play the free spins round, here the buy price will be set according to the bet. Clicking the buy button to pay the buy price will trigger the free spins round.

2.3 MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Book of Demi Gods II	Variation 89	89,25%	89,25%	88,94%	88,94%	88,94%
Book of Demi Gods II	Variation 92	91,77%	91,77%	91,71%	91,71%	91,71%
Book of Demi Gods II	Variation 94	94,10%	94,10%	93,96%	93,96%	93,96%
Book of Demi Gods II	Variation 1	96,14%	96,14%	95,98%	95,98%	96,14%

Notes: The difference between BMM and Client RTPs is due to simulation, and are within the expected ranges

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Book of Rebirth	Variation 89	89,25%	89,25%	88,94%	88,94%	88,94%
Book of Rebirth	Variation 92	91,77%	91,77%	91,71%	91,71%	91,71%
Book of Rebirth	Variation 94	94,10%	94,10%	93,96%	93,96%	93,96%
Book of Rebirth	Variation 1	96,14%	96,14%	95,98%	95,98%	96,14%

Notes: The difference between BMM and Client RTPs is due to simulation, and are within the expected ranges

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Egyptian Rebirth II	89 - 10FG Reel 1 Wild	89,03%	89,03%	89,03%	89,03%	88,97% - 89,10%
Egyptian Rebirth II	89 - 12FG Reel 2 Wild	89,07%	89,07%	89,05%	89,05%	
Egyptian Rebirth II	89 - 14FG Reel 3 Wild	89,17%	89,17%	89,09%	89,09%	
Egyptian Rebirth II	89 - 18FG Reel 4 Wild	89,07%	89,07%	88,97%	88,97%	
Egyptian Rebirth II	89 - 20FG Reel 5 Wild	89,12%	89,12%	89,10%	89,10%	
Egyptian Rebirth II	Variation 1	96,01%	96,31%	95,92%	96,19%	96,01% - 96,31%

Notes: The difference between BMM and Client RTPs is due to simulation, and are within the expected ranges

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Luxury Club	Variation 89	88,95%	88,95%	88,93%	88,93%	88,93%
Luxury Club	Variation 92	91,85%	91,93%	91,78%	92,00%	92,00%
Luxury Club	Variation 94	93,11%	93,45%	93,10%	93,29%	93,29%
Luxury Club	Variation 1	95,56%	96,45%	96,44%	96,44%	96,44%

Notes: The difference between BMM and Client RTPs is due to simulation, and are within the expected ranges

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Majestic King	Variation 89	88,63%	88,63%	88,69%	88,69%	88,69%
Majestic King	Variation 92	92,06%	92,06%	92,16%	92,16%	92,16%
Majestic King	Variation 94	93,95%	93,95%	94,04%	94,04%	94,04%
Majestic King	Variation 1	96,31%	96,31%	96,36%	96,36%	96,31%

Notes: The difference between BMM and Client RTPs is due to simulation, and are within the expected ranges

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP	% RTP	% RTP	% RTP			
	MINIMUM	MAXIMUM	MINIMUM	MAXIMUM			
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

Notes: None of the games under evaluation have any jackpot feature.

2.4 EVALUATED SOFTWARE.

Product: See Section 2.2					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
RGS.Base.dll	2021-07-20.1	Server	Critical	SHA-1	1D81826D6037107BFBD5D7A62C65AF830C1CBF21
RGS.CertifiedConfigurations.dll	2021-07-20.1	Server	Critical	SHA-1	1BA166782FE0EB943585675BEA1FA91040D3D35E
RGS.CertifiedLogic.dll	2021-07-20.1	Server	Critical	SHA-1	526E5885D52D9D23943FC40428DA824DDE32177A
RGS.Helpers.dll	2021-07-20.1	Server	Critical	SHA-1	08F0F832A980B049B224EFF281F5B1CD040E00CB
RGS.Models.dll	2021-07-20.1	Server	Critical	SHA-1	4CF21AB1203CB07B8E545666A53037AB7E203BA0
RNGCryptoRandom.dll	2021-07-20.1	Server	Critical	SHA-1	BD86F5010FFF3015723964EDBEA2E5883B5215B6

3. BMM EVALUATION PERFORMED.

BMM has tested and confirmed compliance of the 5 Online Games against the appropriate applicable technical requirements for the Swedish Remote Gambling market. BMM performed the following tests to confirm compliance to the relevant regulatory specifications:

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	EXTERNAL REF #	NOTES
	COMPLIANCE TESTING				
Chapter 7 – Functions for the licensee's game management				Paragraph	
<u>Activation and deactivation of games</u> The licence holder must be able to immediately activate or deactivate each game or its players; either one or more games, or an individual player or all players at once. Measures pursuant to the first paragraph must be registered and documented. <u>General guideline</u> A game can for example be deactivated by temporary concealment if the licence holder discovers faults in the game or relating to an individual player.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	7.1	N/A. Only game evaluation.

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p>It must be possible to finish playing a game that has been deactivated.</p> <p>For games played in several steps, it must be possible to finish playing the game when the player next logs in.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	7.2			
<p><u>Interrupted games</u></p> <p>It must be possible to finish playing an interrupted game, unless otherwise specified in the rules of the game.</p> <p>An interrupted game must be shown to the player, along with any bets made, once the gambling system is reconnected.</p> <p>Bets referred to in the second paragraph must be kept separate and be separately reported in the player's player account until the game is finished.</p> <p><u>General guideline:</u></p> <p>A game can be considered interrupted if, for example, the gambling system is disconnected from the player's equipment, if the gambling system or the player's equipment restarts, or if the gambling system is unexpectedly shut down.</p> <p>A game can also be considered interrupted if it has not been possible to finish a game or a race has been cancelled.</p>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	7.3			
<p>If an interrupted game is not finished within 90 days, it must be terminated.</p> <p>The rules of the game must clearly state what will happen to a player's bet if a game is terminated before being finished.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	7.4			
<p>Any errors and faults that arise must be registered and documented.</p> <p>Causes and solutions of errors and faults in the first paragraph must be registered and documented.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	7.6			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<i>Note: Registration and documentation can be carried out automatically in the gambling system or manually in accordance with documented procedures. If the registration is made automatically in the gambling system, the accredited body must verify the existence and performance of such a function.</i>				
It must be ensured that an interrupted game or other errors and faults will not negatively affect a player's player account or game balance. In the event that a player is unable to finish a game due to errors and faults, there must be a function calculating the amount that will be returned to the player.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	7.7			
The value of a pot must not be affected by errors and faults.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have Jackpots.
	7.8			
Chapter 8 – Information that a gambling system should be able to generate	Paragraph			
It must be possible to create reports, in the gambling system or manually, regarding suspected cheating, as referred to in Chapter 19, Section 6 of the Gambling Act (2018:1138).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.1			
It must be possible to create reports, in the gambling system or manually, regarding suspected cheating, collusion between players, attempted cheating and collusion between players, as well as other registered violations of the terms of use and rules of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.1			
It must be possible to create reports, in the gambling system or manually, regarding illicit manipulation of the outcome of a game subject to betting.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.1			
The gambling system must have a function for generating reports regarding deviations or changes in a player's gambling habits and gambling patterns which result in responsible gambling measures.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.2			
The gambling system must have a function to	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
generate reports for all player registrations. The gambling system must have a function to generate reports for all open and closed temporary player accounts referred to in Chapter 13, Section 4, first paragraph of the Gambling Act (2018:1138).	8.3			
The gambling system should have a function to generate reports on all registered players, players' account information and date of registration.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.4			
The gambling system must have a function to generate reports of all players that have excluded themselves from gambling for 24 hours, for a certain period of time or indefinitely, in accordance with Chapter 14, Section 12 of the Gambling Act (2018:1138).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.5			
The gambling system must have a function to generate reports of all players who have set limits in terms of time, bets or deposits to their player account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.6			
The gambling system must also have a function to generate reports on the number of players who have lowered or raised their limits in terms of time, bets or deposits to their player account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.6			
The gambling system should have a function to generate reports on inactive player accounts. <u>General guideline:</u> It should be clear from the licence holder's agreement with the player when a player account is considered inactive and what will happen to any outstanding balance once the account has been inactive for a certain period of time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.7			
The gambling system must have a function to generate reports on all player accounts that have been closed. If a player account has been closed, it must be	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.8			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
indicated why it was closed and whether it was closed by the player or the licence holder.				
The gambling system must have a function to generate reports on all player accounts with a positive balance which have been closed for more than five working days.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.9			
The gambling system should have a function to generate one report for each player account. <u>General guideline:</u> A report should contain information on balances, deposits, bets, winnings and withdrawals.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.10			
The gambling system must have a function to register the full login session of an individual player. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11			
▪ player ID,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.1			
▪ start and end time of the login session	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.2			
player's equipment,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.3			
▪ total amount of bet during the login session,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.4			
▪ total winnings paid out during the login session	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.5			
▪ total deposits to player account during the login session (time-stamped)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.6			
▪ total withdrawals from player account during the login session (time-stamped)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.7			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<ul style="list-style-type: none"> time of final confirmation during the login session 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.8			
<ul style="list-style-type: none"> reason for terminating a session 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.9			
<ul style="list-style-type: none"> identification of games and versions played during the login session. 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.11.10			
<p>The gambling system must have a function to register and generate one or more reports with information on the player's transactions during the login session.</p> <p>It must be possible to provide the following in one or more reports in accordance with the first paragraph</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12			
<ul style="list-style-type: none"> player ID, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.1			
<ul style="list-style-type: none"> starting time of the game, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.2			
<ul style="list-style-type: none"> player's balance at the starting time of the game, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.3			
<ul style="list-style-type: none"> bet (timestamped) 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.4			
<ul style="list-style-type: none"> contributions to the pot, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.5			
<ul style="list-style-type: none"> status of the game, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.6			
<ul style="list-style-type: none"> outcome of the game (timestamped) 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.7			
<ul style="list-style-type: none"> distribution of the pot 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.8			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<ul style="list-style-type: none"> the end time of the game, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.9			
<ul style="list-style-type: none"> winnings, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.10			
<ul style="list-style-type: none"> the player's balance at the end of the game 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.11			
<ul style="list-style-type: none"> all interrupted games and the reason why they were not completed. 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.12.12			
The gambling system must have a function to register and generate one or more reports regarding events in the gambling system. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13			
substantial winnings	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.1			
large transfers of funds,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.2			
changed terms of a game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.3			
<ul style="list-style-type: none"> changed terms of a pot, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.4			
<ul style="list-style-type: none"> newly established winning pot, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.5			
<ul style="list-style-type: none"> the player's participation in a winning pot, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.6			
<ul style="list-style-type: none"> distribution of the pot 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.7			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
interrupted game with a pot.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.13.8			
The gambling system must have a function to register and generate individual and aggregate reports on one or more of the licence holders' rounds. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14			
name and serial number of the round,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.1			
▪ date,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.2			
▪ starting time of the game round,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.3			
▪ ending time of the game round,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.4			
▪ total turnover,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.5			
▪ number of bets	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.6			
licensee's bets,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.7			
financing of the winning pot,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.8			
▪ winning pot value at the beginning of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.9			
winning pot value at the end of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.10			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<ul style="list-style-type: none"> possible outcomes, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.11			
<ul style="list-style-type: none"> actual outcome, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.12			
<ul style="list-style-type: none"> total amount of winnings, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.13			
<ul style="list-style-type: none"> total number of winners, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.14			
<ul style="list-style-type: none"> number of winners at each level, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.15			
<ul style="list-style-type: none"> number of right answers, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.16			
<ul style="list-style-type: none"> total payout, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.17			
<ul style="list-style-type: none"> the number of players who did not complete the game round and the reason for that. <p><u>General guideline:</u> A possible outcome can be a situation in which there is a possibility for a unique outcome that is not directly indicated in the relevant payout table, for example in 1X2 betting on a football match.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	8.14.18			
Chapter 9 – Functional requirements for the licence holder in relation to the players	Paragraph			
For games in accordance with Chapters 7 and 8 of the Gambling Act (2018:1138), Section 15 of the Swedish Gambling Authority's regulations and general advice on responsible gambling states that the player must be given clear information at each login regarding the licence holder's responsible gambling measures, the player's limitations of deposits pursuant to	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Chapter 14, Section 7 of the Gambling Act, and the player's accumulated losses over the last twelve months.				
<p><i>Registration of the player and access to the gambling system</i></p> <p>The gambling system should have a function to register a player.</p> <p>Verifying the player's authorization shall be done through personal and unique authorization code every time the player logs into the gambling system.</p> <p><u>General guideline:</u></p> <p>Following the initial registration, for which the Gambling Act requires the player to prove their identity with bank ID or similar, the licence holder may continue to request verification by bank ID or similar. The licence holder may alternatively choose to have the player create a username with an associated access code.</p> <p>A function in the gambling system should inform the player of how they can set up a unique and secure access code</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.1			
<p>The gambling system must have a function that checks the age of the player.</p> <p>Section 2 of the Gambling Act (2018:1138) states that games subject to licensing may not be offered to anyone under 18 years of age. Gambling may only be offered if it is possible to verify the player's age.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.2			
<p>If a PEP (politically exposed person) check has been performed in accordance with Chapter 3, Section 10 of the Anti-Money Laundering Act (2017:630), the check must be registered in the gambling system</p> <p><u>General guideline:</u></p> <p>Registration can be performed by adding a PEP box in the player register indicating 'yes' or</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.3			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
'no'. The accredited body must verify whether there is a possibility of registering PEP checks. The term PEP is defined in Chapter 1, Section 2, point six, as a person who holds or have held a prominent public function in a country or in the management of an international organisation.				
All logins into a player account and all attempted logins must be recorded. The gambling system must have a function to detect any attempts at unauthorised access to a player account. If an unauthorised person has attempted to access a player account, the player must be informed immediately and thereafter in accordance with the agreement between the licence holder and the player. <u>General guideline:</u> A notice of attempted unauthorised access to a player account can be communicated in the manner that the licence holder deems to be appropriate at the time, for example via text message, e-mail or information upon login.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.4			
A player's identity, date and time shall be recorded at each login and logout. When a player logs in to the gambling system, the time and date of their latest login must be available to the player.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.5			
The gambling system must have a function and documented procedures for the secure change of access codes. It must not be possible for the licence holder to unilaterally change a player's access code. <u>General guideline:</u> If needed, a temporary code can be sent to the player's registered e-mail or registered mobile phone number.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.6			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p><u>Player account</u></p> <p>Section 7 of the Swedish Gambling Authority's regulations and general advice on responsible gambling (LIFS2018:2) states that, in conjunction with opening an account, the customer must agree to the separate terms and conditions pertaining to the protection of the players' money in the event of the licence holder becoming insolvent. The accredited body must verify the existence of a function for players to agree to such terms and conditions before being allowed to open a player account.</p> <p><i>Note: The accredited body does not need to consider the contents of the terms and conditions.</i></p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.7			
<p>The gambling system must have a function to manage and register all financial transactions going in and out of a player account in accordance with Chapter 13, Section 3 of the Gambling Act (2018:1138).</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.7			
<p>The licence holder must give the player access to information on the player account's balance, gambling history, deposits and payments and any other transactions. Gambling history refers to transactions in the form of bets, winnings and losses. Other transactions can refer to bonuses, etc. Chapter 13, Section 3 of the Gambling Act (2018:1138) states that all financial transactions to and from a player account must be registered.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.7			
<p>The information must be available to the player in his player account for at least twelve months.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.7			
<p>To prevent fraud, among other things, it should not be possible for a licensee to allow the transferring of money, game tokens or the like between player accounts.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.7			
<p>Chapter 13, Section 5 of the Gambling Act (2018:1138) states that a licence holder may only receive deposits from a payment service</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.8			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
supplier in accordance with the Payment Services Act (2010:751). This means that the licence holder may not accept cash.				
A player should be able to see his balance in the player account immediately after each completed transaction. There must be a function to show the player which games they have participated in, all the bets made, and all the winnings paid out in accordance with Chapter 13, Section 3, first paragraph of the Gambling Act (2018:1138).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.9			
<u>Restrictions on deposits, losses and login sessions</u> Section 13 of the Swedish Gambling Authority's regulations and general advice on responsible gambling (LIFS 2018:2) contains provisions for the licence holder to give the player regular, clear and varied notifications of their winnings and losses as well as information on how long the player has been logged in. Such notifications are to be given as often as needed to counteract excessive gambling. The notifications must be acknowledged by the player, who is to be given the option of confirming or interrupting the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.10			
For online games, there must be a function for the player to easily set a limit for deposits that can be made each day, week and month. A player who has not set limits for deposits in accordance with the first paragraph may not gamble.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.10			
For online games, there must be a function where the player can easily limit the time, they spend logged in.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.11			
There must be a function that can give the player warning messages regarding winnings and losses during the login session as well as information on how long the player has been logged in.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.12			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<u>Exclusion from gambling</u> The gambling system must have a function that allows players to easily exclude themselves temporarily or permanently from a game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.14			
The gambling system must have a function checking for self-exclusion or restricted gambling every time a player registers or logs in to the gambling system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.15			
<u>When the gambling starts</u> During gambling, there must be a function and documented procedures to prevent the placing of a bet once the time set by the licence holder for lot-drawing or an event which will yield a future result has begun. <u>General guideline:</u> When relevant, betting can occur during an ongoing match or similar, for example bets on which team will score next or who will be the man of the match.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	9.16			
Chapter 10 – Refund rate	Paragraph			
When checking, testing or certifying games, the accrediting body must verify the probability of winning and ensure that the correct payout percentage (RTP%) is given to the player	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	10.1			
For games with progressive winnings, the minimum payout percentage must be indicated to the player.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have progressive winnings.
	10.1			
The player must also be given information on the probability of winning when playing a progressive game where the payout increases linearly in relation to the player's bet.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have progressive winnings.
	10.1			
The gambling system must have a function to monitor the payout percentage of each individual game. Data that is generated in accordance with the first paragraph must be stored and kept	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Only game evaluation.
	10.2			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
available for audit.				
Chapter 11: Game instructions, payout table and pot	Paragraph			
<u>Payout table</u> There must be documented procedures to ensure that the calculations of payout tables are correct. <u>General guideline:</u> Procedures can be both automatic and manual.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	11.4
When checking, testing or certifying games, the accredited body shall verify that the licensee's calculations of the payouts are correct.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Chapter 13: Functionality requirements for random number generators	Paragraph			
The results from a random number generator must be random, statistically independent, have a correct standard deviation and correct probability distribution. The results yielded by the random number generator must not be predictable without knowledge of the applied algorithm, implementation and initial values. <u>General guideline:</u> There are several statistical tests that can be used to ascertain the results of a random number generator. The DIEHARD test suite (Marsaglia) and the NIST test suite (National Institute of Standards and Technology) are two of the tests that can be used.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The RNG was previously evaluated in the report with reference "91504PBLSWE" (*) issued on 26 th September 2019 by eGaming Compliance Services Limited ('eCORGA').
There must be a documented reference to a well-established algorithm and any source code as well as to the recalculation procedure of the random number generator. If the random number generator is built into the software, it must be possible to present the entire source code, along with comments and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	13.2			N/A. The RNG was previously evaluated in the report with reference "91504PBLSWE" (*) issued on 26 th September 2019 by eGaming Compliance Services Limited ('eCORGA').

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
documentation. <u>General guideline:</u> The algorithm that the random number generator is based on should be published in an internationally recognised publication. The outcome tests that may be used on generated random numbers include the X2 test (chi-squared-test), the autocorrelation test and the runs test. The licence holder can enable verification of the set payout table by having the accredited body or the Swedish Gambling Authority to review programmes, plates, logs, verification lists or other documentation for the payout table.				
The random number generator must be able to withstand the set maximum load.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The RNG was previously evaluated in the report with reference "91504PBLSWE" (*) issued on 26 th September 2019 by eGaming Compliance Services Limited ('eCORGA').
Functions that do not generate outcomes in games, but which depend on random elements must be based on the results of the random number generator. <u>General guideline:</u> Such functions may include a randomised sequence or placement at a poker table during a tournament.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have such functions.
Calculations based on a random number generator must have a correct standard deviation and correct probability distribution. The numbers, symbols or events resulting from the random number generator must correspond with the rules set for the game involved.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p><u>General guideline:</u> If the random numbers are translated into cards, for examples, there should be four aces, four kings, etc. in a normal deck, if the game uses a normal deck.</p>				
The calculations of the random number generator must correspond to the events registered in the gambling system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The RNG was previously evaluated in the report with reference "91504PBLSE" (*) issued on 26 th September 2019 by eGaming Compliance Services Limited ('eCORGA').
	13.6			
Unless otherwise stated in the gambling rules, the outcomes of a random number generator must always be independent of the events in the current or previous game.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	13.8			
<p><u>Drawing equipment without random number generator</u> The results from drawing equipment without a random number generator must be random, statistically independent, have a correct standard deviation and correct probability distribution.</p> <p><u>General guideline:</u> The outcome tests that may be used on generated random numbers include the X2 test (chi-squared-test), the autocorrelation test and the runs test.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation use software RNG.
	13.9			
<p><u>Live casino games drawing equipment</u> Drawing equipment in a live casino game must be monitored and recorded. The recorded material must show compliance with the rules of the game. The recording must register date and time.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only. The games under evaluation are not live casino games.
	13.11			
Chapter 14: Functionality requirements when an agent terminal is used for wagers and	Paragraph			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
validations				
<u>Agent terminal</u> The gambling system must be able to clearly identify an agent terminal. <u>General guideline:</u> An agent terminal is part of the gambling system and identification can be made through validation of a checksum for the terminal's individual parts, or similar procedure to ensure the integrity of the whole system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.1			
Communication between an agent terminal and the other parts of the gambling system must be protected during transfer by encryption or equivalent.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.2			
Player or payment transactions sent from an agent terminal to other parts of the gambling system must be validated by the terminal at the end of the transaction before printout.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.3			
<u>Agent terminal for validation of winnings</u> If an agent terminal is used to validate winnings, it must be fitted with a screen intended to communicate information to the player. The following information must be displayed on the screen that is turned towards the player:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.4			
<ul style="list-style-type: none"> ▪ form of gambling, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.4.1			
<ul style="list-style-type: none"> ▪ bet, 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.4.2			
cancellation,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.4.3			
<ul style="list-style-type: none"> ▪ amount won, or "no win"; 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.4.4			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<ul style="list-style-type: none"> game closed. 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	14.4.5			
Chapter 15: Functionality requirements for online gambling	Paragraph			
There must be logotypes with links to self-assessments, restrictions (gambling budget), limitation of sessions and exclusion from gambling. The logotypes must be pinned at the top of all the licence holder's websites, mobile websites, applications and similar. The logotypes will be provided by the Swedish Gambling Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	15			
<u>Game design</u> Games with interactive options must have illustrations that clearly show current and possible bets. Games in accordance with the first paragraph must clearly illustrate the possibility of changing or resetting the current bet.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.1			
In accordance with Chapter 14, Section 5 of the Gambling Act (2018:1138) and Sections 19–20 of the Swedish Gambling Authority's regulations and general advice on responsible gambling (LIFS 2018:2), a game may not be designed or programmed to give players the impression of being close to winning, if this is not the case. A game also may not give the impression that the player's approach or choices have an impact on their probability of winning, if winning is exclusively down to chance.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.1			
Each game round shall last for at least three seconds. The first paragraph also applies to auto play functions.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.2			
A player's participation in a game, and the choices made by the player in the gambling system, must be optional.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.3			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
A player must be given a reasonable period of time to consider the consequences of a choice. Repeated choices made by a player in the gambling system must not be able to be placed in a queue. <u>General guideline:</u> Choices that can be made include “buy”, “pay”, “spin”, “play”, “hold”, “draw”, “double”.				
<u>Visual presentation</u> The name of the game must be displayed on all pages associated with that particular game.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.4			
The gambling system should have a function that continuously shows the player how long he has been logged in.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. Game evaluation only.
	15.5			
The gambling system must have a function that continuously shows the player their balance throughout the session.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.6			
The bet on a game must be clearly displayed. The player’s possible and actual bets, as well as the minimum and maximum bets, must be clearly displayed. The gambling system must have a function that clearly visualises the player’s bet, including the total bets in the game. <u>General guideline:</u> An example of when a player’s bet may be included in the total bets is when the player can bet on a combination of things happening in a single bet.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.7			
A player should be informed of the occurrence of factors beyond his control that may affect the current game and its outcome. <u>General guideline:</u> Factors that may affect a player include the use	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation are based on RNG, game outcome is calculated on game server.
	15.8			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
of automation or add-ons for automatic features.				
The outcome of a game must remain visible for a reasonable period of time.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.9			
Computer-simulated gambling machines must clearly indicate or illustrate which symbols represent a win. If different combinations of symbols lead to a win, these must be clearly indicated or illustrated.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.10			
If the characteristics of a game change temporarily the game must clearly indicate the current status before the next game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not change characteristics temporarily.
	15.11			
symbol that is used in a gambling system must have the same shape and colour throughout that particular game.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.12			
The number of active decks as well as which cards are included in a particular game must be clearly indicated. The front of the card must clearly show its suit and rank. The rules of the game must clearly state when the cards will be shuffled. <u>General guideline:</u> In different games, cards other than the playing cards may be included.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not use decks of cards.
	15.13			
If a non-traditional dice is used in a dice game, this must be made clear to the player. It must be clearly indicated which side of a dice wins a game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation are not dice games.
	15.14			
A gambling system must have a function to prevent players playing against themselves. A gambling system must have a function to discover and prevent one or more players using the same gambling equipment at the same	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation are single player games. Therefore, players cannot play against other players.
	15.15			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
time.				
The current pot amount must be visible to all participating players.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation are not connected to Jackpots.
	15.16			
A player must immediately be informed of winning the pot. Once a pot has been won, all players must be informed of its new value. Information pursuant to the second paragraph must also be available to players who have not participated in the specified pot.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation are not connected to Jackpots.
	15.17			
It must be ensured that all information given to the players is correct, regardless of whether or not a pot is available.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	15.18			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Chapter 4: Characteristics of Physical Lottery Tickets				
An individual lottery ticket, which is included in a distribution drawing, must be unique. An individual lottery ticket must be attributable to a batch or round in accordance with the licence granted.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have lottery tickets.
	4.1			
It must not be possible to read any game information from a sealed ticket.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.2			
For pre-drawn, sealed lottery tickets where the highest possible win exceeds one (1) price base amount the following provisions apply				
amount the following provisions apply 1. it must not be possible to reseal an opened	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have
	4.4.1			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
lottery ticket;				physical lottery tickets.
it must not be possible to read game information by holding the ticket up to a light source;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.2			
the game information must not protrude the outside of the seal;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.3			
the lottery ticket must have a copy protection,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.4			
the lottery must be provided with a hidden UV feature	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.5			
the scratch layer must have an overprint to conceal game information and control field	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.6			
sealed control fields must have protection against lifting and reading	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.7			
it must not be possible to read the game information with the help of static electricity;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.8			
the game information must not have fixed positions;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.9			
game information must be protected against alteration,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	4.4.10			
the lottery ticket must have microtext	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<u>General guideline:</u> Copy protection includes colours that are difficult to replicate, print or varnish that give different reflections, such as glossy varnish on matte paper or special paper. The microtext must be placed under a scratch layer.	4.4.11			evaluation do not have physical lottery tickets.
For post-drawn lottery tickets where the highest possible win exceeds one (1) price base amount, the following provisions apply	5			
the lottery ticket should have copy protection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	5.1			
the lottery ticket must be provided with a hidden UV feature	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	5.2			
the lottery ticket must have a security printing pattern;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	5.3			
the game information must be protected against alterations	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	5.4			
the lottery ticket must have microtext	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	5.5			
the lottery ticket must be made from watermarked paper or paper with equivalent protection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	5.6			
the paper must have protection from chemical	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p>erasure.</p> <p><u>General guideline:</u></p> <p>General advice:</p> <p>Copy protection includes colours that are difficult to replicate, print or varnish that give different reflections, such as glossy varnish on matte paper or special paper. The microtext must be placed under a scratch layer.</p> <p>Paper with equivalent protection can mean that the lottery has a combination of different security measures to provide the equivalent protection of a watermarked paper.</p>	5.7			evaluation do not have physical lottery tickets.
For electronic lottery tickets where the highest possible win exceeds 1/6 price base amount, the following provisions apply	6			
if the lottery tickets are activated and restored, this must leave a clear trace	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	6.1			
the lottery ticket must be provided with a hidden UV feature	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	6.2			
the lottery ticket must have copy protection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	6.3			
the lottery ticket must have a control field with overprint;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	6.4			
electronics and display must be protected from manipulation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under evaluation do not have physical lottery tickets.
	6.5			
the lottery ticket must be provided with micro-	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A. The games under

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p>text.</p> <p><u>General guideline:</u></p> <p>Copy protection includes colours that are difficult to replicate, print or varnish that give different reflections, such as glossy varnish on matte paper or special paper. The microtext must be placed under a scratch layer.</p>	6.6			evaluation do not have physical lottery tickets.

4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1 The RNG was previously evaluated in the report with reference “91504PBLWE” (*) issued on 26th September 2019 by eGaming Compliance Services Limited (‘eCORGA’).
- 4.2 Tests marked with (*) are not covered by ENAC accreditation.

5. CONCLUSION.

According to the test results^{1,2}, BMM Spain Testlabs s.l.u. confirms that the item submitted for testing is compliant with all the relevant Regulations listed in section “1” of this report.

Yours sincerely,

Patricia García

Director of iGaming Services Delivery EURSAM

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

² BMM Spain Testlabs s.l.u. will not be held responsible for the results extracted from third party test reports, that are referred to in this document.

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