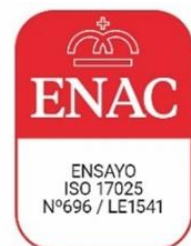


Evaluation Report for CT INTERACTIVE EOOD 20 Online Games

Manufacturer:	CT INTERACTIVE EOOD
ATF Report Number:	GRE.CATE-OL.1009.01.01
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BMM Spain Testlabs s.l.u.

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GENERAL INFORMATION

Client name & Address:	CT Interactive EOOD 7 Kukush Str., 1345 - Sofia Bulgaria
Client Reference Number:	Submission request letter dated 21 st May 2024
Testing dates:	Start date: 14 th June 2024 End date: 3 rd October 2024
Product / Game Description:	20 Online Games
Test Category:	Category 0
Jurisdictions Recommended:	Greece
Technical Standard used for Evaluation:	▪ Decision of the Minister of Finance number 67663 EΞ 2022/20.05.2022 (B '2483), which amended the Decision of the Minister of Finance number 79835 EΞ 2020/24.7.2020 entitled Adoption of Gaming Regulation on the Organization and Operation of online games of chance (B '3265, error corrections B 4441/2020) ▪ Decision of the Minister of Finance number No.58876 EΞ 2022/06.05.2022 which amended the Decision of the Minister of Finance number 79841 EΞ 2020 (B' 3266) entitled "Adoption of Regulation on the Technical Specification (TEP) for the Organization and Operation of online games of chance" published on 05/08/2020
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:	CATE-OL.1009
Method/Procedures used:	EURSAM-SPA-MO-04 V6.0
Consultant(s):	Vivek Jartolia, Jasbir Kumar, Anvesh Jain, Miguel Oliveira, Amarjyot Singh, Ankit Sharma, Nitesh Kumar, Vaibhavi, Jyoti Kumari, Shreya Singh, Devansh Singh Pathania, Mohammadhesam Khosravi.

1. SCOPE OF EVALUATION.

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

- Decision of the Minister of Finance number 67663 EΞ 2022/20.05.2022 (B '2483), which amended the Decision of the Minister of Finance number 79835 EΞ 2020/24.7.2020 entitled Adoption of Gaming Regulation on the Organization and Operation of online games of chance (B '3265, error corrections B 4441/2020)
- Decision of the Minister of Finance number No.58876 EΞ 2022/06.05.2022 which amended the Decision of the Minister of Finance number 79841 EΞ 2020 (B' 3266) entitled "Adoption of Regulation on the Technical Specification (TEP) for the Organization and Operation of online games of chance" published on 05/08/2020

2. EVALUATION CHARACTERISTICS.

2.1. PLATFORM DESCRIPTION.

N/A. 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	
20 Star Party	1.53	-	-	X	X	-	-	-	11 th October 2024
30 Fruitata Wins	1.53	-	-	X	X	-	-	-	11 th October 2024
40 Diamond Treasures	1.53	-	-	X	X	-	-	-	11 th October 2024
40 Shining jewels	1.53	-	-	X	X	-	-	-	11 th October 2024
40 Treasures	1.53	-	-	X	X	-	-	-	11 th October 2024
5x Cherry Party	1.53	-	-	X	X	-	-	-	11 th October 2024
Aztec Gold 20	1.53	-	-	X	X	-	-	-	11 th October 2024
Banana Merge	1.53	-	-	X	X	-	-	-	11 th October 2024
Banana Party	1.53	-	-	X	X	-	-	-	11 th October 2024
Big Joker	1.53	-	-	X	X	-	-	-	11 th October 2024
Christmas Storm	1.53	-	-	X	X	-	-	-	11 th October 2024
Golden Acorn	1.53	-	-	X	X	-	-	-	11 th October 2024
Hot 7's X 2	1.53	-	-	X	X	-	-	-	11 th October 2024
Lucky Clover	1.53	-	-	X	X	-	-	-	11 th October 2024
Lucky Kiwi	1.53	-	-	X	X	-	-	-	11 th October 2024
Mega Gnome	1.53	-	-	X	X	-	-	-	11 th October 2024

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
Purple Fruits	1.53	-	-	X	X	-	-	-	11 th October 2024
The Big Chilli	1.53	-	-	X	X	-	-	-	11 th October 2024
Wild Clover	1.53	-	-	X	X	-	-	-	11 th October 2024
Win Storm	1.53	-	-	X	X	-	-	-	11 th October 2024

2.2.1 20 Star Party

“20 Star Party” is a (Five) 5 reels, (Three) 3 rows with 20 fixed paylines. The Characteristics of the game are given below:

All wins begin with leftmost reel and pay left to right on adjacent reels only, except scatters.

Only highest win paid on each played line.

Wild

Substitutes for all other symbols, except for “Scatter”.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.2 30 Fruitata Wins

“30 Fruitata Wins” is a (Five) 5 reels, (Three) 3 rows with 30 fixed paylines.

The Characteristics of the game are given below:

All wins begin with leftmost reel and pay left to right on adjacent reels only, except scatters.

Only highest win paid on each played line.

Cascading Game

When the wins from the current game are paid, all the symbols featured in the winning combination disappear, the symbols above them cascade down in their places and the free space left on the reels is taken by the new symbols.

If there is a winning combination after this cascade, it is paid as well.

This continues until a screen with no winning combinations appears.

The replacements of symbols is free.

Wild

“Wild” appears on 2nd, 3rd and 4th reels only.

Substitutes for all other symbols, except for “Scatter”.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.3 40 Diamond Treasures

“40 Diamond Treasures” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild “Crown” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Chest” symbol.

The top award is achieved with five (5) “Chest” scatter symbols on any position.

The scatter wins are awarded when three (3), four (4) or five (5) scattered “Chest” symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.4 40 Shining jewels

“40 Shining jewels” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild “Crown” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Chest” symbol.

The top award is achieved with five (5) “Chest” scatter symbols on any position.

The scatter wins are awarded when three (3), four (4) or five (5) scattered “Chest” symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.5 40 Treasures

“40 Treasures” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild “King” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Chest” symbol.

The top award is achieved with five (5) “Chest” scatter symbols on any position.

The scatter wins are awarded when three (3), four (4) or five (5) scattered “Chest” symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).
If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.
If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.
The player can gamble only half of his current win by pressing HALF GAMBLE button.
The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.6 5x Cherry Party

“5x Cherry Party” is a 5-reel video slot with 40 fixed win lines with Scatter and Wild special symbols. A combination of three or more matching symbols along one or more win lines constitutes a win. When winning on two or more win lines, all wins are added together. Only the highest win per win line is paid on each played line.

Special Symbol

WILD

Substitutes for all other symbols, except for Scatter, It appears on 2nd, 3rd and 4th reels only.

Feature Multiplier

When the 5 reels on the screen are filled with the same symbol or wild, all winnings are multiplied x5.
When 4 adjacent reels on the screen, from left to right, are filled with the same symbol or wild, all winnings are multiplied x4.
When 3 adjacent reels on the screen, from left to right, are filled with the same symbol or wild, all winnings are multiplied x3.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.
After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.
The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).
If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.
If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.
The player can gamble only half of his current win by pressing HALF GAMBLE button.
The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.7 Aztec Gold 20

“Aztec Gold 20” is a 5-reel video slot with 20 fixed win lines with Scatter and Wild special symbols. All wins begin with leftmost reel and pay left to right on adjacent reels only, except Scatters which pay on any position. Only the highest win per win line is paid on each played line.

Special Symbol

Expandable Wild symbol “Golden Idol” - appears on 2nd, 3rd and 4th reels .It substitutes for all symbols simultaneously on the reel at all positions on the reel on which it has appeared, except “Pyramid” (bonus symbol) ; substitutes for “Bird” symbol (scatter) only on one position of that reel.

Feature

Pyramid bonus - 3 “Pyramids” at any position on the 3rd, 4 th and 5th reels trigger ‘Pyramid’ bonus. A Wheel with 11 sectors appears, it spins and stops automatically. If the player doesn’t like the result of the current spin, he can make a new spin of the Wheel. The max number of Wheel respins is 4. The winning is multiplied by the total bet.

The winnings are: • Wooden Pyramid – 10 x total bet • Stone Pyramid – 12 x total bet • Bronze Pyramid – 15 x total bet • Silver Pyramid – 20 x total bet • Golden Pyramid – 25 x total bet • Diamond Pyramid – Diamond Bonus

Diamond bonus - If the player has a chance to get a Diamond pyramid in the Pyramid bonus, he enters Diamond bonus. In Diamond Bonus there are 5 rows with 5 tiles on each of the rows. By choosing one tile per row, the player has the chance to win 357x total bet. The Diamond Bonus ends when the player chooses a tile with “Snake”. The winning from Diamond Bonus is multiplied by the total bet.

Feature Gamble (Double Up)-

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.8 Banana Merge

“Banana Merge” is a 5 x 3 reel video game with only scatter symbol payouts. The game features are described below:

All wins in the game are from scatter symbols.

All wins start with the leftmost reel and pay from left to right on adjacent reels only.

When the bet is eight (8), wins pay on 12, 11, 10 (ten) or nine (9) scatter symbols collected.

When the bet is 10 (ten), wins pay on 12, 11, 10 (ten), nine (9) or 8 scatter symbols collected.

When the bet is 12, wins pay on 12, 11, 10 (ten), nine (9), eight (8) or seven (7) scatter symbols collected.

The player can increase the total bet when choosing the bet multiplier. All wins are then multiplied by the bet multiplier.

When three (3) appear in the same column, all wins on the screen are multiplied by x2, x4 or x8.

When the reels stop, one or more may turn into another symbol.

There are three 'Banana' symbols on any spin of the game on the screen, which do not pay wins, but some of them can mysteriously turn Wild.

When the 'Big Banana' bonus symbol appears in any column (three 'Banana' symbols in a column), all wins on the screen are multiplied by x2, x4 or x8.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.9 Banana Party

"Banana Party" is a 5reel, 25line video game. The game features are described below:

All wins start with the leftmost reel and pay from left to right on adjacent reels only, except for scatters which pay in any position.

Only the highest win is paid on each line played.

The 'Banana' wild symbol substitutes for all other symbols except the 'Disco Ball' scatter symbol.

The top prize is achieved with 5 Disco Ball scatter symbols in any position.

Scatter wins are awarded when 3, 4 and 5 'Disco Ball' scatter symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.10 Big Joker

“Big Joker” is a 5reel, 5line video game. The game features are described below:

All wins start with the leftmost reel and pay from left to right on adjacent reels only, except for scatters which pay in any position.

Only the highest win is paid on each line played.

The ‘Joker’ wild symbol substitutes for all other symbols except the ‘Star’ scatter symbol.

Top award is achieved with 5 scattered Star symbols in any position.

Scatter wins are awarded when 3, 4 and 5 scattered ‘Star’ symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.11 Christmas Storm

“Christmas Storm” is a (Five) 5 reels, (Three) 3 rows with 30 fixed paylines. The Characteristics of the game are given below:

All wins begin with leftmost reel and pay left to right on adjacent reels only, except scatters.

Only highest win paid on each played line.

Cascading Game

When the wins from the current game are paid, all the symbols featured in the winning combination disappear, the symbols above them cascade down in their places and the free space left on the reels is taken by the new symbols.

If there is a winning combination after this cascade, it is paid as well.

This continues until a screen with no winning combinations appears.

The replacements of symbols is free.

Wild

“Wild” appears on 2nd ,3rd and 4 th reels only .

Substitutes for all other symbols, except for “Scatter”.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.12 Golden Acorn

“Golden Acorn” is a five (5) reels, forty (40) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild “Acorn” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Flower” symbol.

The top award is achieved with five (5) scattered “Flower” symbols on any position.

The scatter wins are awarded when three (3), four (4) and five (5) scattered “Flower” symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.13 Hot 7's X 2

"Hot 7's X 2" is a five (5) reels, 5 pay lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild "7" symbol substitutes for all other symbols except for the scatter symbol "Star".

Appears only on reels 2, 3 and 4.

Each wild symbol on the screen multiplies all the wins, in which it participates, by 2.

The top award is achieved with five (5) "Clover" symbols on an active payline.

Feature Gamble (Double Up)-

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.14 Lucky Clover

"Lucky Clover" is a five (5) reels, five (5) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild "Clover" symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols in all positions on the reel, except for "Star" and "Banana" scatter symbols.

The top award is achieved with five (5) "7" symbols on a payline.

The "Star" scatter symbol wins are awarded when three (3), four (4) or five (5) scatter symbols appear in any position.

The "Banana" scatter symbol win is awarded when three (3) scatter symbols appear in any position.

The "Banana" scatter symbol appears on reels one (1), three (3) and five (5) only.

Feature Gamble (Double Up)-

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).
If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.
If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.
The player can gamble only half of his current win by pressing HALF GAMBLE button.
The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.15 Lucky Kiwi

“Lucky Kiwi” is a 5-reel video game. The game features are described below:

Turbo mode

Turbo mode is played on 5 reels at 40 bet credits. The player can increase their winnings by selecting the bet multiplier, just as they can by increasing the number of lines in the regular game.
All wins during Turbo mode are multiplied by this multiplier. Turbo mode wins are paid if 2, 3, 4 and 5 matching symbols or wild symbols appear on adjacent reels 2, 3, 4 or 5, starting from the far left reel.
If 2 or more matching symbols or wild symbols appear in a winning combination, this combination will pay for the number of times the repeated symbols are repeated.
Only the highest combination for each symbol will be paid.

Lucky Kiwi Wild symbol - appears only on reels 2 and 4 and substitutes for all symbols.

All wins in which the ‘Lucky Kiwi’ symbol participates, except scatter symbol by 3x, 4x and 5x:

- Multiplied x2 in the main game
- Multiplied by 3x in the free games

All wins on which ‘Lucky Kiwi’ x2 appears participate simultaneously, except scatter symbol for 3x, 4x and 5x:

- Multiplied x4 in the main game.
- Multiplied x9 in the free games.

Free games mode - 3, 4 and 5 ‘Flowers’ activate 15 free games. 3, 4 and 5 ‘Flowers’ during free games activate 15 additional free games.

The reel bands in the paid and free games are different. The Turbo bet and bet multiplier in the free games are the same as in the last paid game that activated the free games mode.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.16 Mega Gnome

“Mega Gnome” is a (Five) 5 reels, (Three) 3 rows with 30 fixed paylines. The Characteristics of the game are given below:

- All wins begin with leftmost reel and pay left to right on adjacent reels only, except scatters.
- Only highest win paid on each played line.

Bonus Scatter Wins

Clover on first reel + 4 gnome’s symbols in full View on the next reels - 5000x total bet

Clover on first reel + 3 gnome’s symbols in full View on the next 3 reels -2000x total bet

Clover on first reel + gnome symbol in full View on reel 2 + at least one more symbol in full view on some of the next reels - 500x total bet.

Clover on first reel + gnome symbol in full View on reel 2 -10x total bet

Free games

If any clover symbol appears in any position on first reel and at least one gnome in full View appears on one or more of the next reels, they trigger 15 free games.

During free games, gnome’s symbol is available on first reel also.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.17 Purple Fruits

“Purple Fruits” is a five (5) reels, five (5) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The top award is achieved with five (5) “7” symbols on a payline.

The scatter wins are awarded when three (3), four (4) or five (5) scattered “Bananas” symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.18 The Big Chilli

“The Big Chilli” is a five (5) reel, three (3) column and five (5) paylines video game. The game features are detailed below:

All wins in the game are scatters.

All wins start with the leftmost reel and pay from left to right on adjacent reels only.

Only the highest win is paid on each line played.

The “Chilli” Wild symbol substitutes for all other symbols, except scatter, in all positions on the wheel.

Free games mode

Three (3), four (4) or five (5) stars pay wins up to 10 (ten) x total bet and triggers free games.

three (3), four (4) or five (5) stars activate respectively five (5), 12 or 20 free games. During the free games mode, each ‘Treasure Chest’ symbol that appears on the screen leaves a small ‘Treasure Chest’ seal in place. The small ‘Treasure Chest’ symbols remain trapped until the end of the free games.

Treasure Chest BONUS:

After the end of the free games if the player has collected on screen:

less than five (5) [Treasure Chest] symbols wins double the total bet.

five (5) to nine (9) [Treasure Chest] symbols inclusive, wins 15 x total bet

10 (ten) to 15 [Treasure Chest] symbols inclusive, win 500 x total bet

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game

2.2.19 Wild Clover

“Wild Clover” is a five (5) reels, twenty (20) lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild “Clover” appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for scattered “Star” symbol.

The top award is achieved with five (5) scattered “Star” symbols on any position.

The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.20 Win Storm

“Win Storm” is five (5) reels, 30 pay lines video slot game. The characteristics of the game are given below:

All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.

Only highest win is paid on each played line.

The wild “Diamond” symbol substitutes for all other symbols except for the scatter symbol, “Storm”.

Appears only on reels 2, 3 and 4.

The top award is achieved with five (5) “Storm” scatter symbols.

When the wins from the current game are paid, all the symbols featured in the winning combination disappear, the symbols above them cascade down in their places and the free space left on the reels is taken by the new symbols.

If there is a winning combination after this cascade, it is paid as well.

This continues until a screen with no winning combinations appears.

The replacement of symbols is free.

Feature Gamble (Double Up)

After each game with a win less than 15 X TOTAL BET, the player can take a chance to double the win and enter Double-UP mode by pressing DOUBLE (X2) button, or to go on with playing by pressing START button.

After 5 sec, if the player has not made his choice, START button turns into CANCEL button. If the player chooses DOUBLE, the double-up screen appears. In the middle of the double-up screen a card is displayed face down.

The player should guess whether the card is red or black, or the suit of the card (by pressing the appropriate button).

If the player has guessed the correct card color, the gambled amount is multiplied by 2. If the player has selected the correct card suit, the gambled amount is multiplied by 4.

If the player has selected an incorrect card color or suit, he loses the gambled amount. At any time, the player can exit the Double-Up mode and return to the game by collecting his win with CANCEL button.

The player can gamble only half of his current win by pressing HALF GAMBLE button.

The win doubling is allowed up to 50 x TOTAL BET. When this limit is reached, the player collects the win automatically and returns to the main game.

2.2.21 COMMON FEATURES IN THE EVALUATED GAMES

HOT LUCK JACKPOT

"HOT LUCK" is an interactive mystery jackpot with three (3) levels (Minor, Major and Mega) with a bonus screen and an additional scatter level: FEVER Bonus.

INTERACTIVE MODE

When a player activates the mystery bonus, he enters a bonus screen and plays for one of the mystery jackpot levels. The bonus screen is composed of 30 plates that the player can choose. Each plate can contain a symbol, corresponding to one of the jackpot levels, that when is selected, is attached to the corresponding jackpot level in the upper part of the game screen.

After collecting four (4) plates with the same symbol, the player is awarded the corresponding jackpot level and the bonus screen closes. The time for selecting the plates is limited by a timeout. If the player exceeds that time, the interactive mode is automatically completed, and the player is awarded the jackpot amount resulting from the bonus.

SCATTER MODE

Scatter Wins are activated when reaching one of the three (3) mystery jackpot levels. The total amount of bonus scatter is equal to the current value of the Lead level of the jackpot (FEVER bonus). The duration and the bonus win amount in scatter mode depends on the scatter settings and from the number of active players. This mode ends when all the Wins are paid.

"HOT LUCK" THERMOMETER

With each bet, the HOT LUCK scale rises until it reaches the top or one of mystery jackpot levels — Minor,

Major or Mega — is hit. Then the scatter mode becomes 'ACTIVE', and scatter winnings are distributed between other active players. When the whole amount of the scatter bonus is paid, the sign 'ACTIVE' disappears, and the scale goes back down.

NOTE: "HOT LUCK JACKPOT" is applicable for all the games above.

2.3 MATHEMATICAL EVALUATION.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
20 Star Party	94	94	93,51%	93,51%	93,51%	93,51%	95.18% (93,51% base game + 1,67% jackpot contribution)
	96	96	95,40%	95,40%	95,40%	95,40%	97,07% (95,40 % base game + 1,67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
30 Fruitata Wins	A	A	95,94%	95,94%	95,95%	95,95%	97,62% (95,95% base game + 1,67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
40 Diamond Treasures	96	96	95,89%	95,89%	95,89%	95,89%	97,56% (95,89% base game + 1,67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
40 Shining jewels	96	96	95,89%	95,89%	95,89%	95,89%	97,56% (95,89% base game + 1,67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
40 Treasures	96	96	95,89%	95,89%	95,89%	95,89%	97,56% (95,89% base game + 1,67% jackpot contribution)
	94	94	93,88%	93,88%	93,88%	93,88%	95,55% (93,88% base game + 1,67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
5x Cherry Party	C	C	94,04%	94,04%	94,04%	94,04%	95,71% (94,04% base game + 1,67% jackpot contribution)
	B	B	95,92%	95,92%	95,93%	95,93%	97,60% (95,93% base game + 1,67% jackpot contribution)
	A	A	97,99%	97,99%	98,01%	98,01%	99,68% (98,01% base game + 1,67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Aztec Gold 20	A	A	90,82%	97,11%	90,89%	97,09%	92.56%-98,76% (90.89%-97,09% base game + 1,67% jackpot contribution)
	B	B	89,71%	95,93%	89,71%	95,91%	91.38%-97,58% (89.71%-95,91% base game + 1,67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Banana Merge	A	A	95,65%	95,84%	95,62%	95,89%	97,29% -97,56% (95,62%/ 95,89% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Banana Party	97	97	96,32	96,32	96,32	96,32	97,99% (96,32% base game + 1.67% jackpot contribution)
	96	96	95,41	95,41	95,41	95,41	97,08% (95,41% base game + 1.67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Big Joker	95	95	95,02%	95,02%	95,20%	95,20%	96,87% (95,20% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Christmas Storm	A	A	95,94%	95,94%	95,95%	95,95%	97,62% (95,95% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Golden Acorn	96	96	95,89%	95,89%	95,89%	95,89%	97,56% (95,89% base game + 1,67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
	94	94	93.88%	93.88%	93.88%	93.88%	95,55% (93,88% base game + 1,67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Hot 7's X 2	95	95	95,02%	95,02%	95,03%	95,03%	96,70% (95,03% base game + 1,67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Clover	95	95	95,80%	95,80%	95.80%	95.80%	97,47% (95.80% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Kiwi	95	95	95,28%	95,28%	95,35%	95,35%	98,25% (95,35% base game + 1.67% jackpot contribution)
	96	96	96,66%	96,66%	96,58%	96,58%	97,02% (96,58% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Mega Gnome	95	95	95,77%	95,77%	95,65%	95,65%	97,32% (95,65% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Purple Fruits	96	96	95,94	95,94	95,94	95,94	97,61% (95,94% base game + 1.67% jackpot contribution)
	97	97	96,60	96,60	96,60	96,60	98,27% (95,94% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
The Big Chilli	95	95	95,51%	95,51%	95,51%	95,51%	97,18% (95,51% base game + 1.67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Wild Clover	A	A	95,32%	95,32%	95,32%	95,32%	96,99% (95,32% base game + 1.67% jackpot contribution)

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Win Storm	A	A	95,94%	95,94%	95,95%	95,95%	97,62% (95,95% base game + 1.67% jackpot contribution)

Notes: Differences due to simulation.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START VALUE)	BET % CONTRIBUTION
	% RTP	% RTP	% RTP	% RTP			
	MINIMUM	MAXIMUM	MINIMUM	MAXIMUM			
Minor	0,23%	1,16%	0,23%	1,23%	16.000	20	0,10%
Major	0,16%	0,21%	0,16%	0,21%	320.000	200	0,10%
Mega	0,30%	0,30%	0,30%	0,31%	2.100.000	2.000	0,20%

Notes: the evaluated jackpot component does not contain a predefined RTP, due to the fact that jackpot elements (contribution, seed, drop limit) are configurable. It will fall under the responsibility of the operator to present the component RTP after configuration is done in platform.

2.3. EVALUATED SOFTWARE.

Product: 20 Star Party					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	F2CBD2B6868BCBB00F436BA312A879A3B4154DBA
game.conf	1.53	Server	Configuration	SHA1	CDA85F2B63F5DAA717878391C06C3AB1814E2057
GameData_39.json	1.53	Server	Game Logic	SHA1	F736E250C1A3211D6E4B47D761A8204A5F8BAA69
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: 30 Fruitata Wins					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	4E4DCAA6C0B2F0A742CAD2C21F7883C2AAB25ED8
game.conf	1.53	Server	Configuration	SHA1	229F8E3DEDD5716078748BD3BCFADCCF8264DEA3
GameData_283.json	1.53	Server	Game Logic	SHA1	37A86E824DBEC0502444450216ADA3815C33B178
WinStorm.pm	1.53	Server	Game Logic	SHA1	48B9769F3D0B0B9ACA2554EF6797938CF0C0D485
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: 40 Diamond Treasures					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	43462E8E17BD75124628F8DAEEA3936D005FCB3C
game.conf	1.53	Server	Configuration	SHA1	3D4433B3E94E96F9B2BE574AB04AFAC006B8C7FB
GameData_244.json	1.53	Server	Game Logic	SHA1	8FDD727AC411FE88CBAA9F6F9FAA3FC411F6E2F1
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: 40 Shining jewels					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	52B6DFEBB774371991EB779B85C6A76BF3192B17
game.conf	1.53	Server	Configuration	SHA1	B316CDE6C7309FD4570EDAE3D100A963130766A6
GameData_47.json	1.53	Server	Game Logic	SHA1	9D27EDE23F6A7F5E9A32CAFE32D28832EC6AB859
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: 40 Treasures					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	65DE4805F531F0616C7A2CF1CA97585B9BDB190F
game.conf	1.53	Server	Configuration	SHA1	ACD75F2FDBD985C1C35F9D7976C66088A33A86FC
GameData_47.json	1.53	Server	Game Logic	SHA1	9D27EDE23F6A7F5E9A32CAFE32D28832EC6AB859
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: 5x Cherry Party					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	E9050FCAF54A589C7D4AC0FBAD8E525AD2848B02
game.conf	1.53	Server	Configuration	SHA1	4CB8DCFE43481825F6510999B6971AB4E74CB798
GameData_296.json	1.53	Server	Game Logic	SHA1	FDB64961078E687A6B9111B6AA37A2D91D183053
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Aztec Gold 20					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	88CE98531EF258521EDC3952AC37504A0010534A
game.conf	1.53	Server	Configuration	SHA1	804C659900D31B5A057768368A86B143C027C448
GameData_305.json	1.53	Server	Game Logic	SHA1	CB07CCA0629A8CE57FD8863831395D2C0CAE2F4A
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Banana Merge					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	38F0A603FE0A8F92894F7F6504B4C619197A9A33
GameData_366.json	1.53	Server	Configuration	SHA1	11D523376F1D67631EF4C9B5999A7E133ABF3958
BananaMerge.pm	1.53	Server	Game Logic	SHA1	C8E1DF094C4D1EF88CA305428AB185611C0F5BD5
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Banana Party					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	9B6D253E34846C23D55F070BD6047ED0BE903CA2
game.conf	1.53	Server	Configuration	SHA1	6FA9CD95512D7DCFBF733BB5BD900CA08A8A7CCA
GameData_26.json	1.53	Server	Game Logic	SHA1	992549A7E166EF17C98560633A04B66A69942C3A
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Big Joker					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	2CBC15E923213FE74232C0F6C031ECEA2E056EE1
game.conf	1.53	Server	Configuration	SHA1	36FF4C1BB4755357869E37A8E5DB8D46FBAF4DCE
GameData_236.json	1.53	Server	Game Logic	SHA1	917FCAD73A765846C7660CD4079175A45AF9A26B
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Christmas Storm					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	F4E0810D29039D34EB5CA11A6256FE8EFE19598B
game.conf	1.53	Server	Configuration	SHA1	3E844767736CCFFAD452573FE057F4394D9DA742
GameData_283.json	1.53	Server	Game Logic	SHA1	37A86E824DBEC0502444450216ADA3815C33B178
WinStorm.pm	1.53	Server	Game Logic	SHA1	48B9769F3D0B0B9ACA2554EF6797938CF0C0D485
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Golden Acorn					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	91EBD8BF6D37D99ABD20E52FC4E970BD7AE60D9A
game.conf	1.53	Server	Configuration	SHA1	181B3D7CF6924FB0FC988F3B098872A6CE757634
GameData_47.json	1.53	Server	Game Logic	SHA1	9D27EDE23F6A7F5E9A32CAFE32D28832EC6AB859
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hot 7's X 2					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	C7504E5B307BC7FE98F68E00B1482DD301D85F19
game.conf	1.53	Server	Configuration	SHA1	76E67C6947431A0023AFAAA8139903768F682A43
GameData_235.json	1.53	Server	Game Logic	SHA1	E351E7D8528000B12C67C32159A603A435B591C4
Hot7sX2.pm	1.53	Server	Game Logic	SHA1	6AF2468507A63935494314759B39EF79FCDB17CD
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Lucky Clover					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	36310AA3AEDF640B0708E402A0FC89A2E262C86D
game.conf	1.53	Server	Configuration	SHA1	35295C0060B4D325C50E43040D3C0EC0597EE7FA
GameData_54.json	1.53	Server	Game Logic	SHA1	2D97B6A41736D22DBB69665CE667C0D90C84C692
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Lucky Kiwi					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	8C5F503C3572E15735D3A98A67C598A531C2B775
game.conf	1.53	Server	Configuration	SHA1	54CCAAF436874EB89FA73BCB75AB4AB357F55E36
GameData_345.json	1.53	Server	Game Logic	SHA1	DAA4D48EA57C2F86CBE63DA393B2A45550153A5B
LuckyKiwi.pm	1.53	Server	Game Logic	SHA1	4F7ACA168CFAA1E4B14D19E806E96D87F84DF932
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Mega Gnome					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	470CCB72347A8F79D93FE961ED1DF7B1FB9782D7
game.conf	1.53	Server	Configuration	SHA1	AEC519DF5E5CE5D16190783E8CD538B790B52F04
GameData_308.json	1.53	Server	Game Logic	SHA1	B3EE0804798F13A1BB31F3FDFB8FFAD5A0842224
GiraffeWild.pm	1.53	Server	Game Logic	SHA1	2B79071857901CBFDE41585A50074B190FA651E0
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Purple Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	5AD32BA44642A9E29BC87BF7E7F19E9B6696E408
game.conf	1.53	Server	Configuration	SHA1	6627AA7C570DBD36381D8BDC7B4F81DA89F09DF6
GameData_13.json	1.53	Server	Game Logic	SHA1	D470B20A27B9DA266D99BD06213A4598CB25CB2D
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: The Big Chili					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	A77FCB1AEFC2CB1A4AB403D399C4D534B6F31F89
game.conf	1.53	Server	Configuration	SHA1	0FE0E4FEB1367632DC0582BF8B04E9C4CEE2677C
GameData_352.json	1.53	Server	Game Logic	SHA1	67B0B8BFD467847F1BA1BBA64C68AAE0E77FF196
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Wild Clover					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	2D804001027D0B6576265B8026CA8AC487CAFA0C
game.conf	1.53	Server	Configuration	SHA1	3370E20D036990877EEF583FCABB0845D22694A9
GameData_87.json	1.53	Server	Game Logic	SHA1	6E3A8193DC35FD5FD19D58D33696C4B1BCD8697E
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Win Storm					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA1	90429E9BCA4AF7E490FACCAD53FDC59E3017D556
game.conf	1.53	Server	Configuration	SHA1	6830000CB204D76E69C09B45ABEA1488DA2F2F73
GameData_283.json	1.53	Server	Game Logic	SHA1	37A86E824DBEC0502444450216ADA3815C33B178
WinStorm.pm	1.53	Server	Game Logic	SHA1	48B9769F3D0B0B9ACA2554EF6797938CF0C0D485
Double.pm	1.53	Server	Shared Logic	SHA1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hot Luck Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
cmsjpot_s_exe	1.5	Server	Game Logic	SHA1	CD39629D32AC7092D9636CF20CA962647CA1CFFA
JPIO.pm	1.5	Server	Game Logic	SHA1	4FCD4400BF50D8527873AEDE7B01A0F0A2C14F04

3. BMM EVALUATION PERFORMED.

BMM has tested and confirmed compliance of the products specified in Section 2 against the appropriate applicable technical requirements for the Greek Remote Gambling market. BMM performed the following tests to confirm compliance to the relevant regulatory specifications:

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
ARTICLE 12 OTHER ONLINE GAMES				
<i>Games which may be played under a valid Type 2 Licence are as follows:</i>	☒	☐	☐	
2. Casino games, poker and/or variants thereof, the result of which is derived from a Random Number Generator (RNG). The maximum amount of Participation in other online games when conducted using a Random Number Generator (RNG) is twenty (20) Euros.	12.1.2			
12.3. The maximum payout in Games referred to in paragraph 12.1(a) shall be set by the Licence Holder per Game or group of Games and is a multiple of the minimum wager for the Game.	☐	☐	☒	N/A, evaluated games are not casino, poker, or live dealer games.
	12.3			
12.4. The maximum payout for Games referred to in paragraph 12.1(b) may not exceed one hundred and forty thousand (140,000) Euros per Game Cycle, including the value of all additional rewards of the Game that may be provided, excluding any Jackpot award, as provided for in the Regulations.	☒	☐	☐	
	12.4			
12.5. The maximum payout for Games referred to in paragraph 12.1(c) shall be set by the Licence Holder per Game or group of Games, or event and in accordance with the terms and conditions of participation.	☐	☐	☒	N/A. The evaluated games are online slots.
	12.5			
ARTICLE 16 PARTICIPATION IN GAMES				
16.1. Participation in Games should be the result of one's free and independent personal choice and should also be done without incitement or	☒	☐	☐	
	16.1			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
exhortation (unstimulated gambling). The Licence Holder shall offer the Players information concerning the rules governing the playing of games, the win odds for each of them as well as information on where they can turn to in case of addiction. The respective information must be provided by the Licence Holder on the Licence Holder's website, as well as any other appropriate means.				
16.2. The Licence Holder shall provide the Player with information about:	16.2			
16.2.1. their participation in Games, in such a way that they may make decisions being fully aware of the rules concerning how to play the Games they opt to participate in.	☒	☐	☐	
	16.2.1			
16.2.2. The potential dangers from exposure to gambling, such as loss of money and addiction. In that context, when running Games of Chance whose outcome is determined by an RNG, the main screen must show Responsible Gambling messages in such a way and for such time that they are perceived as interfering with the playing of the Game and can be adequately taken in by the Player.	☐	☐	☒	N/A, only games evaluation.
	16.2.2			
16.2.3. The existing bodies offering help and support to addicted Players and their families.	☐	☐	☒	N/A, only games evaluation.
	16.2.3			
16.3. Participation in games through intermediaries is prohibited	☐	☐	☒	N/A, only games evaluation.
	16.3			
16.4. A new Game Round cannot be started before two (2) seconds have elapsed since the start of the previous Round. Limitation of this paragraph is not applicable to Poker Games and/or variations of this which run peer to peer, or individual poker cash games or in the form of poker tournaments.	☒	☐	☐	
	16.4			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
ARTICLE 4 Operation of the Player Online Account				
4.3 Selfimposed Play Session inactivity				
While playing a peer to peer game, the software must allow the user to set his/her status to 'Away from computer' which could be used, for example, when the Player needs to move away from the computer for a short time. That function must be fully described on the help screens or in the applicable terms and conditions.	☐	☐	☒	N/A. The games under evaluation are not peer-to peer games.
	4.3			
a) The 'Away from computer' status must not allow the Game to be played by the Player and must also result in the Player missing his/her turn during a round of the game which takes place during such time as the user retains that status.	☐	☐	☒	N/A. The games under evaluation are not peer-to peer games.
	4.3.a			
b) Where the Player changes his/her status to 'Away from computer' while playing a game, he/she will automatically lose the right to play in the specific round (for example, for a round of poker, the software must automatically fold the Player's hand during the next round of wagering) provided that additional wagers or Player decisions are required to complete the Game.	☐	☐	☒	N/A. The games under evaluation are not peer-to peer games.
	4.3.b			
c) Where the Player performs any action critical to the development of the game while he/she is away from the computer (such as choosing an amount to bet, etc.), the 'Away from computer' status must be changed and the Player must participate in the next round of the Game. Actions not important for game development such as accessing the help menu via the Game window must not require a change in the 'Away from computer' status.	☐	☐	☒	N/A. The games under evaluation are not peer-to peer games.
	4.3.c			
d) If the Player has not taken any action within the deadline specified on the help screens and/or in the terms and conditions, the Player status must automatically change to 'Away from computer'.	☐	☐	☒	N/A. The games under evaluation are not peer-to peer games.
	4.3.d			
e) If the Player’s status is “Away”, the Player shall be expelled from the table he is playing at that particular moment when the maximum time allowed for the Player to remain in this status is reached, pursuant to the terms and conditions of the Game or when the Player exceeds the	☐	☐	☒	N/A. The games under evaluation are not peer-to peer games.
	4.3.e			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
maximum time limit for participation in the games that they set in accordance with the Regulation (whichever comes first).				
Article 5 Responsible Gambling				
5.1 Information				
The Licence Holder (Operator) must ensure that the Responsible Gambling information is accessible via all pages on its website and/or from every screen on which games may be played.	☐	☐	☒	N/A. Only games evaluation.
	5.1			
Article 10 Incomplete Games				
10.1 Incomplete Games				
A Game is incomplete when the outcome of the Game remains unresolved or the Player cannot clearly see the outcome. Incomplete Games <i>may</i> arise from:				
a) loss of communication between the Gaming Platform and the Player's Device;	☒	☐	☐	
	10.1.a			
b) the Gaming Platform rebooting;	☐	☐	☒	N/A. Only games evaluation.
	10.1.b			
c) the Player Device rebooting or malfunctioning;	☒	☐	☐	
	10.1.c			
d) abnormal termination of the Client Software;	☒	☐	☐	
	10.1.d			
e) a game deactivation command from the Gaming Platform while the game is being played.	☐	☐	☒	N/A. Only games evaluation.
	10.1.e			
10.2 Completion of Incomplete Games	Paragraph			
The CIS must offer Players a mechanism to complete an Incomplete Game. An Incomplete Game must be completed before a Player is allowed to participate in it again.	☒	☐	☐	
	10.2			
a) If a Player has an incomplete Game the CIS must show the incomplete Game to be finished upon reconnection or every time a new Play Session is activated.	☒	☐	☐	
	10.2.a			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
i) When no Player input is needed to complete the Game, the final outcome must be determined by the CIS and the rules of the Game must be shown, and the Player Online Account must be updated accordingly.	☒	☐	☐	10.2.a.i
ii) For multistage games (singleplayer, multistage games) where Player input is needed to complete the Game, the CIS must take the Player back to the status the Game had immediately prior to the interruption and allow him/her to complete the Game. Note: The addition of an optional bonus or feature such as doubleup or gamble does not turn a Game into a multistage game.	☒	☐	☐	10.2.a.ii
iii) For multiPlayer games, the Game must show the final outcome as defined in accordance with the rules of the game and/or their terms and conditions, and the Player Online Account must be updated accordingly.	☐	☐	☒	10.2.a.iii
b) Wagers relating to incomplete Games which can be continued, must be held by the CIS until the Game is completed. The Player Online Accounts must show any amounts held in Incomplete Games.	☒	☐	☐	10.2.b
10.3 Cancellation of Incomplete Games				
Wagers related to incomplete Games that can be continued but remain without a result for a period of time which is specified in the terms and conditions of participation, must be cancelled and the Wagers must be seized or returned to the Player provided that:	☐	☐	☒	10.3.
a) The Rules of the Game and/or the terms and conditions clearly specify how the wagers are to be handled when the Game remains without a result beyond the specified time period and the CIS may return or remove the option to return the wager (forfeit it) as appropriate.	☒	☐	☐	10.3.a
b) Where a Game cannot be continued due to an action on the part of CIS, all wagers must be returned to the Players of that Game. By exception and in specific for peer to peer games, the Licensee may apply practices for the refund of participations or part thereof and / or the crediting of additional amounts to players based on the	☐	☐	☒	10.3.b

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player outcome of each Player formed at the time of interruption in conjunction with the rules of that game. The aforementioned practices and the criteria that are applied are notified to the HGC.				
Article 17 Game requirements				
17.1 Introduction This section of the document describes the technical requirements of the rules of the Game and the corresponding Player interface.				
17.2 Player Interface				
17.2.1. Player Interface				
This is the interface within the Client Software with which the Player interacts, which is frequently referred to as the 'gaming window'. The Player interface must meet the following requirements:				
a) Any resizing or overlapping of the Player interface must be precisely designed so that the revised screen and touch/click points are correctly displayed after the change.	☒	☐	☐	17.2.1.a
b) The functions for all contact/click points shown in the Player interface must be clearly shown in the contact/click point area and/or the rules of the game framework. There must be no hidden or undocumented contact/click points or keyboard commands at any point of the Player interface.	☒	☐	☐	
17.2.2. Game Cycle				
A Game Cycle consists of all activities and communications during a game. When multiple games are accessible from the game lobby, Players can play more than one Game Cycle at a time in different gaming windows.	17.2.2			
a) Start of a Game Cycle:	17.2.2.a			
i) where the Player Online Account has adequate funds;	17.2.2.a.i			
ii) where the Player has set the amount of credit used to participate in the Game;	17.2.2.a.ii			

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iii) where the Player presses 'play' (or similar point of entry to a game).	17.2.2.a.iii			
b) The following elements of the Game are considered parts of a Game Cycle:	17.2.2.b			
i) games which activate a free game feature and any subsequent free games;	17.2.2.b.i			
ii) a second screen bonus feature;	17.2.2.b.ii			
iii) Player selection games (such as Draw Poker or Blackjack);	17.2.2.b.iii			
iv) Games whose rules allow additional wagers within a game cycle (such as Blackjack insurance);	17.2.2.b.iv			
v) secondary game features (such as doubleup/gamble).	17.2.2.b.v			
c) A game cycle is considered to be over when the final transfer on the Player's credit meter is made or when all credits wagered have been lost.	17.2.2.c			
17.3 General Game Requirements				
17.3.1. Game information				
The following requirements apply to game information, the design, paytables and help screens and include all written, graphic and audio information provided to the Player, either directly by the game interface or by a website accessible to the Player, via a hyperlink located in a prominent position in the game interface.	17.3.1			
a) The Game and Player Device instructions must be clearly stated and must not be misleading or unfair to the Player.	☒	☐	☐	
	17.3.1.a			
b) All statements and graphics in the game information, the design, paytables and help screens are accurate and not misleading.	☒	☐	☐	
	17.3.1.b			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
c) All Game rules and payable information must be directly available to the Player, the Player interface or accessible via a hyperlink in the Player interface, without requiring a wager to be deposited.	17.3.1.c			
d) All rules of the game and payable information must be sufficient to explain all applicable rules and how the Player takes part in all stages of the Game.	☒	☐	☐	
	17.3.1.d			
e) Paytable information must include all potential winning outcomes, patterns, rankings, combinations and their respective payments, and a designated denomination/currency. All payments shown are theoretically possible.	☒	☐	☐	
	17.3.1.e			
f) There is sufficient information about any prize payment adjustments such as charges, commissions, sliding scale commissions, etc. received by the house.	☐	☐	☒	N/A, evaluated games do not require prize payment adjustments.
	17.3.1.f			
g) Where the plan contains instructions about the game which sets maximum winnings, then it must be possible to win that amount from a single game (including game features or other Game options).	☒	☐	☐	Applicable for - Aztec Gold 20 Evaluated game rules have the information about the maximum winning and it is possible to win the amount in a single game. N/A ,Not applicable to the rest of the games.
	17.3.1.g			
h) The design must have a theoretical Return to Player percentage (%RTP) and fully explain how it is calculated (namely minimum, maximum and average, etc.) and consequently the method for implementing it (namely participation/wagering requirements). For games which offer bonuses and require the existence of a base game bet, the minimum theoretical %RTP for additional bets takes into account the fact that there must be a base game bet.	☒	☐	☐	
	17.3.1.h			
i) If the design shows the actual %RTP, the number of games played which are related to the calculation of it must be displayed along with the period during which those games were played.	☐	☐	☒	N/A, evaluated games display the theoretical Return to Player percentage.
	17.3.1.i			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
j) If random/mystery prizes are offered, the maximum value of those prizes must be stated. If the value depends on wagers or any other factors, that must be stated.	☐	☐	☒	N/A, evaluated games do not offer random/mystery prizes.
	17.3.1.j			
k) Multiple wins				
The Design must clearly state the rules for prize payments, where multiple wins are possible.	☒	☐	☐	
	17.3.1.k			
i) When the pay line has more than one separate winning pattern, it requires a description of the patterns to be paid.	☒	☐	☐	
	17.3.1.k.i			
ii) In the case where the Game supports multiple pay lines the Design must show a message which declares that any wins on different pay lines are to be added up or equivalent.	☒	☐	☐	
	17.3.1.k.ii			
iii) In the case where the Game supports scatter, the Design must show a message which declares that the scatter game winnings are added to winnings from pay lines or anything similar, if that is a rule of the game.	☒	☐	☐	
	17.3.1.k.iii			
iv) The Design must clearly outline how winning coinciding scatter combinations are handled in relation to other possible scatter wins. For example, the Design must state whether the combinations of scatter symbols pay all potential prizes or only the highest prize.	☒	☐	☐	Applicable to : Aztec Gold 20,Banana Merge, Lucky Clover, Lucky Kiwi, Mega Gnome, The Big Chilli N/A,Not applicable to the rest of the games.
	17.3.1.k.iv			
v) The Design must clearly outline how the coinciding results in the Game are handled.	☒	☐	☐	
	17.3.1.k.v			
l) Extra lines				
If wagers on multiple lines are possible and it is not clear which reel positions are part of each of the potential lines, then the extra lines must be clearly shown in the Design and be suitably marked. The extra lines must either be shown in the Design or must be available to view on a help screen or be permanently shown on all game screens, in a location separate from the actual reels.	☐	☐	☒	N/A, wagers on multiple lines are not possible in the evaluated games.
	17.3.1.l			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
m) Multipliers				
Where there are multiplier instructions in the Design, it must be clear whether the multiplier applies.	☒	☐	☐	Applies to 5x Cherry Party, Lucky Kiwi, Banana Merge, Aztec Gold 20, Christmas Storm , Big Joker, Golden Acorn, The Big Chilli, Purple fruits, Mega Gnome, Wild Clover, Win Storm,Hot 7's X 2 N/A,Not applicable to the rest of the games.
	17.3.1.m			
n) Symbols/objects				
All game symbols must be clearly shown to the Player and must not be misleading in any way. The Game symbols must keep the schema throughout the Design, apart from the case where an image is in motion.	☒	☐	☐	
	17.3.1.n			
o) Substitutes/Wilds				
The Design must clearly state which symbols can operate as substitutes/wilds and which winning combinations can be applied.	☒	☐	☐	
	17.3.1.o			
p) Scattertype games: The Design must clearly state which symbols can operate as scatter symbols and which winning combinations can be applied.	☒	☐	☐	
	17.3.1.p			
q) Upcoming Wins: The game must not show upcoming wins unless the display is accurate and mathematically proven or if the Player has viewed his/her current progress (for example he/she has collected two of the four tokens).	☒	☐	☐	
	17.3.1.q			
r) Card games: The requirements for Games featuring cards drawn from a deck are as follows:	☐	☐	☒	N/A, the games under evaluation are not card games .
	17.3.1.r			
i) Games that use multiple decks of cards must clearly indicate the number of card decks in play.	☐	☐	☒	N/A, the games under evaluation are not card games .
	17.3.1.r.i			
ii) From the moment cards are removed from the deck, they must not be returned to it, unless specified in the rules of the Game.	☐	☐	☒	N/A, the games under evaluation are not card games .
	17.3.1.r.ii			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
iii) The deck must not be shuffled again unless provided for by the rules of the Game.	☐	☐	☒	N/A, the game under evaluation are not card games .
	17.3.1.r.iii			
s) Multiwager games. The following requirements apply to multiwager games:	17.3.1.s			
i) Every wager must be clearly formulated so that the Player has no doubt about the Wagers he/she is making and the credits per Wager.	☐	☐	☒	N/A, the games under evaluation are not multi-wager games.
	17.3.1.s.i			
ii) Every win must be displayed to the Player in a way that clearly correlates the win to the corresponding Wager. Where there are wins associated with multiple wagers, each winning Wager must be shown in order.	☐	☐	☒	N/A, the games under evaluation are not multi-wager games.
	17.3.1.s.ii			
t) Game information, the design, paytables and help screens must not show inappropriate or insulting information in any manner or form.	☒	☐	☐	
	17.3.1.t			
17.3.2. Information shown				
The following Game Information must be separate or easily accessible to the Player at any time during a Play Session:	17.3.2			
a) The name of the Game being played;	☒	☐	☐	
	17.3.2.a			
b) Restrictions on the Player or on Wagers, such as any limits on the duration of play, maximum winnings, etc.;	☒	☐	☐	
	17.3.2.b			
c) The balance of the Player Online Account for the current Play Session;	☒	☐	☐	
	17.3.2.c			
d) The current wager. This refers only to the phase of the Game where the Player can add funds to the current Wager or place new Wagers in that phase.	☐	☐	☒	N/A, adding funds to the current wager is not possible in the evaluated games.
	17.3.2.d			
e) The current placement of all Wagers (such as roulette numbers, Blackjack insurance, etc.).	☐	☐	☒	N/A, evaluated games are online slots.
	17.3.2.e			
f) The denomination of the bet.	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
	17.3.2.f			
g) The amount won in the last completed game (until the next game starts or changes the wager options).	☒	☐	☐	
	17.3.2.g			
h) The Player's operations (such as the wager, the lines played) in the last completed game (until the next game begins or changes the wager options).	☒	☐	☐	
	17.3.2.h			
i) The initial Player options must be described (such as the choice of a runner in a horse race must state the name, number and expected payout). The Player's options, once the game has begun, must be clearly displayed on the screen (cards held, hit, split, keno numbers, etc.).	☒	☐	☐	
	17.3.2.i			
j) The winning amount for each wager and the total amount won must be displayed on the screen.	☒	☐	☐	
	17.3.2.j			
17.3.3. Forced Game Play				
a) The Player must not be forced to play a Game simply because he/she selects it.	☒	☐	☐	
	17.3.3.a			
b) It must not be possible for the Player to start a new game in the same Game window before all relevant meters on the CIS and all relevant connections and the balance in the Player Online Account have been updated.	☒	☐	☐	
	17.3.3.b			
c) If an autoplay mode is integrated, it must be possible to deactivate that mode at any time during the game.	☒	☐	☐	
	17.3.3.c			
17.3.4. Game fairness				
Games must not provide false expectations of better odds by presenting circumstances or events in an erroneous manner.	☒	☐	☐	
	17.3.4			
a) In Games designed to give the Player the feeling that he/she controls the Game outcome through his/her Player skill, although in reality that is not the case (which is to say the game outcome is random) the help screens must indicate that the Game outcome depends on luck.	☐	☐	☒	N/A, evaluated games are not designed to give the players the feeling of control of the outcome through their skill.
	17.3.4.a			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
b) The end result of each Game must be displayed for quite some time to allow a Player to learn about the outcome of the Game.	☒	☐	☐	
	17.3.4.b			
17.3.5. Return to Player				
The minimum Player return percentages are laid down in the relevant provisions. Moreover, the requirements determining how those percentages are calculated must be laid down. The testing laboratory must conduct an independent evaluation of these requirements and policies.	☒	☐	☐	
	17.3.5.			
17.3.6. Odds				
The Authority may lay down the policy on winning odds. The testing laboratory must conduct an independent evaluation of these policies.	☐	☐	☒	N/A, evaluated games don't have winning odds.
	17.3.6			
17.3.7. Game Outcome				
All critical functions, including generation of the outcome of each Game (and the return to the Player) must be generated by the Gaming Platform and must be independent of the Player Device.	☒	☐	☐	
	17.3.7			
a) The Game Outcome must not be affected by the bandwidth, link utilisation, bit error rate or other feature of the communication channel between the Gaming Platform and the Player Device.	☒	☐	☐	
	17.3.7.a			
b) The determination of the events of chance resulting in a sum of money must not be affected or controlled by anything other than arithmetic values arising in the appropriate manner from the RNG, if used, and in accordance with the rules of the Game.	☒	☐	☐	
	17.3.7.b			
c) Any possible change and/or combination of Game elements which generates win/lose outcomes, must be available for random selection at the start of each game, unless otherwise stated by the Game.	☒	☐	☐	
	17.3.7.c			
d) The results specified in accordance with the resulting combinations based on the rules of the Game must be applied immediately.	☒	☐	☐	
	17.3.7.d			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
e) In the case where the sequence or mapping of symbols or outcomes (such as the location of hidden objects in a maze) needs to be defined in advance, the symbols or outcomes must not be able to be adjusted, apart from those cases specified for such in the rules of the Game.	☒	☐	☐	17.3.7.e
f) The Game must show the results in a clear and accurate manner, without substituting the way the result is presented, with alternative means of presentation which show an unsuccessful outcome as 'near win'.	☒	☐	☐	17.3.7.f
g) Unless otherwise specified by the rules of the Game, events of chance in Games must be independent of and unrelated to other events within the Game, or with events in past Games.	☒	☐	☐	17.3.7.g
h) For some types of Games, such as spinning reel games, unless the Player is informed otherwise, the mathematical probability of a symbol appearing in a position for any Game outcome must be fixed.	☒	☐	☐	17.3.7.h
17.3.8. Simulation of physical devices				
When a Game depicts or insinuates that it includes a simulation of a real device (such as the spinning of wheels, the rolling of dice, the tossing of coins, the sharing out of cards, etc.), the simulator's behaviour must follow the expected behaviour of the real device, unless otherwise stated in the rules of the Game. In other words:	17.3.8			
a) For Games that simulate reality, the visual representation of the simulation must correspond to the features of the real device.	☐	☐	☒	N/A, evaluated games do not simulate any physical devices.
	17.3.8.a			
b) In the simulation, the probability of any event affecting the outcome of the Game must be equivalent to the corresponding probability for the actual device. For example, the odds of one achieving a certain number in Roulette where there is one single zero (0) and one double zero (00) on the wheel, must be 1 in 38. The probability of selecting a specific card or cards in poker must be the same as the probabilities in a live game.	☐	☐	☒	N/A, evaluated games do not simulate any physical devices.
	17.3.8.b			
	☐	☐	☒	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
c) Where the Game simulates multiple real devices which are normally independent of each other, each simulation must be independent of the other simulations.	17.3.8.c			N/A, evaluated games do not simulate any physical devices.
d) In the case where the Game simulates actual devices that have no memory of previous events, the behaviour of the simulations must be independent of the previous behaviour, so that they are nonadaptable and unpredictable in practice.	☐	☐	☒	N/A, evaluated games do not simulate any physical devices.
	17.3.8.d			
17.3.9. Games with time dependencies	17.3.9			
a) For Games where the outcome is affected by the response time to a game event, the Gaming Platform must offer the Game after informing the Player of any disadvantages associated with the communication channel. Games which are by their nature unfair will not be approved.	☐	☐	☒	N/A, no time dependencies on evaluated games.
	17.3.9.a			
b) Rules must clearly describe the procedure to follow if the Player disconnects from the server during a Game of this sort (such as internet connection failure, PC crash, etc.).	☐	☐	☒	N/A, no time dependencies on evaluated games.
	17.3.9.b			
17.4 Game/Bonus Features				
17.4.1 Game/Bonus Features				
This section refers to Games where one or more of the bonus features/prizes are paid to the Player. In general terms, bonus prizes must be awarded as a result of some second (or subsequent) moving image screen and, unless otherwise provided to the Player, must be part of the theoretical %RTP for the overall payable. For those games which rely on bonuses, the Design must cover the following topics:	☒	☐	☐	
	17.4.1			
a) The Game must clearly show the Player which rules of the Game apply to the game's current status. Those rules must be made available to the Player prior to the start of the bonus Game and not during it.	☒	☐	☐	
	17.4.1.a			
b) The Game must clearly show the Player the range of the probable win amount, the multiplier range, etc. which could be won in the bonus Game.	☒	☐	☐	
	17.4.1.b			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
c) For bonuses which do not appear randomly during a Game, adequate information must be shown to the Player which indicates the current status which will lead to activation of the next bonus.	☐	☐	☒	N/A, the features of the games are triggered randomly.
	17.4.1.c			
d) If the Game requires the acquisition of various events/symbols to activate a bonus, the number of events/symbols collected must be stated.	☐	☐	☒	N/A, No Such a feature is offered.
	17.4.1.d			
e) Where applicable, the Game must show the rules for cases where the correct number of events/symbols needed to activate a bonus are not acquired.	☐	☐	☒	N/A, No Such a feature is offered.
	17.4.1.e			
f) If the acquisition of tokens can lead to free games, the number of possible lines and credits per line to be bet during the free games must be shown.	☐	☐	☒	N/A, evaluated games do not provide bonus which are activated by the acquisition of tokens.
	17.4.1.f			
g) If the bonus sequence consists of more than one feature game, the number of games left for the bonus sequence must be displayed.	☐	☐	☒	Applicable for: Mega Gnome, Lucky Kiwi, The Big Chilli N/A, not applicable to the rest of the games.
	17.4.1.g			
h) The Game does not adapt the probability of a bonus, based on the historicity of the prizes received in previous Games, unless this possibility of the game has been clearly communicated to the player before his participation in it [e.g. Games do not adapt their theoretical return based on previous payouts].	☒	☐	☐	
	17.4.1.h			
i) If bonuses are activated in a game after collecting a specific number of events/symbols, or a combination of events/symbols of different types in multiple games, the probability of acquiring new events/symbols which are the same must not worsen as the game goes on (for example, for similar events/symbols the last events/symbols required must not be more difficult to obtain than previous events/symbols of that sort).	☐	☐	☒	N/A, evaluated games do not offer any type of bonus or feature that can be activated after collecting a specific number of events/symbols of different types in multiple games.
	17.4.1.i			
j) If a Game allows the Player to hold one or more reels/cards/symbols for one or more respins/draws, the held and nonheld reels/cards/symbols must be clearly displayed on	☐	☐	☒	N/A, evaluated games do not have held reel feature.
	17.4.1.j			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
the screen and the method for changing holds must be clearly shown to the Player.				
k) If a bonus feature is provided in which the Player must bet additional credits, the Player must be given a choice of whether or not to enter the bonus game. A Player who opts not to enter the bonus game must be directed to the main game in the mode it was in prior to the bonus. A Player who opts to enter the bonus game but does not have enough credit to continue:	☐	☐	☒	N/A, evaluated games do not provided any bonus feature in which the player must bet additional credits.
	17.4.1.k			
i) must use the temporary winnings from the main game or previous stages of the bonus game, where that is permitted by the rules of the Game;	☐	☐	☒	N/A, evaluated games do not provided any bonus feature in which the player must bet additional credits.
	17.4.1.k.i			
ii) authorise the transfer of amounts to his/her Online Account;	☐	☐	☒	N/A, evaluated games do not provided any bonus feature in which the player must bet additional credits.
	17.4.1.k.ii			
iii) perform a combination of (i) and (ii) above, if permitted by the rules of the Game.	☐	☐	☒	N/A, evaluated games do not provided any bonus feature in which the player must bet additional credits.
	17.4.1.k.iii			
17.4.2 Gamble Feature				
The following requirements apply to games which offer the choice to increase the winning result (a gamble feature) (these games can also use terms such as DoubleUp, TripleUp or TakeorRisk). The Player must have the option to participate or not. Unless otherwise indicated to the Player, the gamble feature must have a theoretical RTP of 100% and must not affect the theoretical RTP of the overall payable. For such games, the Design must cover:	☒	☐	☐	
	17.4.2			
a) The prize limit (if applicable) and the maximum number of wagers available.	☒	☐	☐	
	17.4.2.a			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
b) When the gamble feature is interrupted before reaching the maximum number of available wagers, the reason must be clearly stated.	17.4.2.b			
c) Any unusual game conditions must be stated during which the gamble feature is not available.	☒	☐	☐	
	17.4.2.c			
d) If the gamble feature offers a multiplier option, the range of options and payouts must be clarified for the Player.	☒	☐	☐	
	17.4.2.d			
e) The moment the Player chooses a multiplier, the multiplier chosen must be clearly stated onscreen.	☒	☐	☐	
	17.4.2.e			
17.5 P2P Requirements				
Bots are a type of AI which can help a Player learn the Game environment and its rules, and help him/her practice the Game before taking part in it.	17.5			
17.5.1 Peer to Peer (P2P)				
P2P game rooms are rooms which offer Players the chance to play Games and participate together or against others. In such rooms the Licence Holder (Operator) usually does not have an active role in the Game (such as housebanked gaming) but provides the Games or room for use by Players and takes a rake, fee or percentage for providing the service. Systems that offer P2P Games must also do the following unless otherwise stated in the rules of the Game:	17.5.1			
a) They must provide a mechanism that detects and prevents Players' collusion, artificial Player software, unfair advantages to Players, and the ability for one person to influence the outcome of a Game or Tournament.	☐	☐	☒	N/A, The games under evaluation are not peer-to-peer games.
	17.5.1.a			
b) They must provide warnings about how bots can affect a game so that Players can take an informed decision on whether to participate. In addition, they must provide instructions about reporting on abnormal bot usage in the Game. The afore must be referred to clearly in the terms and Conditions of running a Game.	☐	☐	☒	N/A, The games under evaluation are not peer-to-peer games.
	17.5.1.b			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
c) They must dissuade authorised Players from occupying more than one position at each individual table.	☐	☐	☒	N/A, The games under evaluation are not peer-to-peer games.
	17.5.1.c			
d) They must provide authorised Players the option to participate in a table where all authorised Players have been randomly selected.	☐	☐	☒	N/A, The games under evaluation are not peer-to-peer games.
	17.5.1.d			
e) They must inform authorised Players about the time each Player sits at a particular table.	☐	☐	☒	N/A, The games under evaluation are not peer-to-peer games.
	17.5.1.e			
f) They must not use artificial Player software that acts as an authorised Player except in the case of free play or in training modes.	☐	☐	☒	N/A, The games under evaluation are not peer-to-peer games.
	17.5.1.f			
17.5.2 Computerised Players				
The following requirements apply to the use of computerised Players used in free play or in training modes.	17.5.2			
a) The software may make use of Artificial Intelligence (AI) in the Game for demonstrations, free play or training modes.	☐	☐	☒	N/A evaluated games do not use computerised players in free play or training modes.
	17.5.2.a			
b) The use of AI software must be clearly explained in the help menus.	☐	☐	☒	N/A evaluated games do not use computerised players in free play or training modes.
	17.5.2.b			
c) All computerised Players must be clearly indicated so that actual Players know which Players are computerised.	☐	☐	☒	N/A evaluated games do not use computerised players in free play or training modes.
	17.5.2.c			
17.5.3 Contests/Tournaments				
In organised events which allow a Player to either purchase or secure partnership in a competitive Game against other Players, the following rules must apply:	17.5.3			
	☐	☐	☒	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
a) Participation in a game tournament must not involve actual money, but special tournament points or chips must be used, which have no real cash value.	17.5.3a			N/A, the games under evaluation are not tournament games.
b) The rules of the game contests/tournaments must be available to authorised Players through the Licence Holder's website. The rules shall include at least:	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.b			
i) All conditions which registered Players must meet as a requirement for entering and taking part in a contest/tournament.	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.b.i			
ii) The conditions relating to delayed arrivals or no-shows in the tournament, and the conditions on how autoblind postings and/or initial entry purchases are dealt with.	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.b.ii			
iii) Specific information on any single contest/tournament, including the amount of monies available in the prize pool.	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.b.iii			
iv) The allocation of amounts based on specific results.	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.b.iv			
v) The name of the organisation (or individuals) running the contest/tournament on its behalf or in cooperation with the Licence Holder (Operator) as appropriate.	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.b.v			
c) The results of every contest/tournament must be available on the website in order to be reexamined by participants. At the same time as posting on the website, the results of each contest/tournament must also be available upon request. The record of the results must include:	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c			
i) the name of the event,	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c.i			
ii) the date(s) of the event,	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c.ii			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
iii) the total number of entries,	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c.iii			
iv) the entry fees,	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c.iv			
v) the total prize pool,	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c.v			
vi) an amount paid for each winning category.	☐	☐	☒	N/A, the games under evaluation are not tournament games.
	17.5.3.c.vi			
Note: In the case of free contests/tournaments (i.e. where the authorised Player does not pay an entry fee) all information needed about the above must be recorded apart from the number of participants, the entry fee and the total prize pool.				
17.6 Game Recall				
The option to replay the last game should be offered, either by reproduction or by description. The replay must clearly state that it is a replay of the entire previous game cycle and must provide the following information (as a minimum):	☒	☐	☐	
	17.6.1			
a) the game date and start/end time;	☒	☐	☐	
	17.6.1.a			
b) information associated with the final outcome of the Game, reproduced for the Player either via graphics or via a text message;	☒	☐	☐	
	17.6.1.b			
c) all cash amounts/credits of Players at the start and end of the Game;	☒	☐	☐	
	17.6.1.c			
d) total amount wagered;	☒	☐	☐	
	17.6.1.d			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
e) total cash amounts/credits won for the prize (including any progressive jackpots);	17.6.1.e			
f) the results of Player choices involved in the outcome of the Game;	☒	☐	☐	
	17.6.1.f			
g) the results of any intermediate stages of the Game (such as gambles or feature games);	☒	☐	☐	
	17.6.1.g			
h) amounts obtained from promotions.	☐	☐	☒	N/A, the games under evaluation do not have promotions
	17.6.1.h			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
ESTABLISHMENT OF A GAMING REGULATION FOR THE ORGANISATION AND RUNNING OF GAMES OF CHANCE THROUGH THE INTERNET				
ARTICLE 13 JACKPOT MODE				
13.1. A Jackpot may be run under a valid Type 2 Licence.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.1			
13.2. A Jackpot may only be used within the territory of Greece and only on games from the same manufacturer.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.2			
13.3. It is not permitted for two or more Licence Holders to jointly run a Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.3			
13.4. Before installing or transferring or modifying or abolishing a Jackpot, the CIS must provide a report of the configuration settings for that Jackpot for each specific period requested in accordance with the Technical Specifications.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.4			
13.5. For any amount paid out in the Jackpot, the CIS must provide a report on the amounts paid out in that Jackpot for each specific period requested, in accordance with the Technical Specifications.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.5			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
ESTABLISHMENT OF A GAMING REGULATION FOR THE ORGANISATION AND RUNNING OF GAMES OF CHANCE THROUGH THE INTERNET				
ARTICLE 13 JACKPOT MODE				
13.6. The Licence Holder shall ensure that the maximum limit on the prize which can be paid out in the Jackpot does not exceed EUR 500 000. Any amount over that limit which has been collected based on the Players' wagers shall necessarily be transferred to another Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.6			
13.7. Where the amount collected based on the Players' wagers or abolition of the Jackpot, the amount of the reduction or the amount collected based on the Players' wagers at the time of abolition shall necessarily be transferred to another Jackpot within three days of the date of the reduction or abolition.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	13.7			
GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
Article 16 REPORTING				
16.5 Progressive Jackpot Configuration Report	16.5			
The CIS must be able to produce a Progressive Jackpot Configuration Report (or report with a similar name) for each such function on the website, during the specific reporting period. The report must contain the following information:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5			
a) the unique ID and commercial name of the progressive function;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.a			
b) the date and time when the progressive pool took effect;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.b			
c) the contribution parameters (amount per day, percentage of minimum participation/pot, etc.) for all primary or secondary functions, including any diversion of amounts;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.c			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
d) the unique ID for the payable for each participating game;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.d			
e) the amount required to participate in a progressive jackpot;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.e			
f) the total amount of winnings which have been paid out per progressive jackpot;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.f			
g) the total jackpot contributions made;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.g			
h) the Jackpot startup or other seeds not financed by contributions;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.h			
i) the current amount of the jackpot for each progressive pool;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.i			
j) the current value of jackpot contributions diverted (for other purposes);	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.j			
k) the date and time the jackpot was retired;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.k			
l) the amount transferred;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.l			
m) the date and time the jackpot was transferred, if applicable;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.m			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
n) the progressive jackpot limit (amount), if applicable;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.n			
o) the amount over the limit, if applicable.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.5.o			
16.6 Progressive Jackpot Won Report	16.6			
The CIS must be able to produce a Progressive Jackpot Won Report (or report with a similar name) for each progressive function on the website, during the specific reporting period. The report must contain the following information:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6			
a) the unique ID and commercial name of the progressive function;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.a			
b) the unique ID for the game's payable;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.b			
c) the unique Player Session ID;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.c			
d) the unique Player ID;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.d			
e) the game cycle ID;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.e			
f) the date and time the progressive jackpot was paid out;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.f			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
g) the progressive jackpot level hit;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.g			
h) the amount of Progressive Jackpot paid out;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.h			
i) the user ID and name of the employee who processed the win, if required;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.i			
j) the user ID and name of the supervisor who confirmed the win, if required.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	16.6.j			
Progressive Jackpot				
Article 26 PROGRESSIVE JACKPOT REQUIREMENTS				
26.1 Introduction	26.1			
The Progressive Jackpot is a progressively increasing prize based on the credit units added/won. This includes prizes awarded on the basis of criteria other than winning a Game, such as the Mystery Jackpot. However, it does not include nonparametered increasing prizes resulting from bonus features, which are part of the Game's payable (theoretical %RTP).	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.1			
26.2 Design and operation of the Progressive Jackpot	26.2			
26.2.1 Progressive Jackpot fairness	26.2.1			
For a Progressive Jackpot the following rules must apply:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1			
(a) All Players playing Progressive Jackpot Games must be informed of the actions that will give them the chance to win the Progressive Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.a			
	☐	☐	☒	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
(b) In the event that the bets from the Progressive Jackpot form part of the calculation of the RTP % calculation, these bets must not be treated as revenue. If a Participation cap is set for the Progressive Jackpot, once that cap has been reached all additional contributions will be credited to the diversion pool. The minimum return to the Player must be achieved regardless of the number of betting units calculated.	26.2.1.b			N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
(c) The rules of the Game must include the way in which the Progressive Jackpot is funded and determined.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.c			
(d) If there is a minimum Betting amount, in order for a Player to win a Progressive Jackpot the base Game (without the Progressive Jackpot) must meet the minimum return to Player requirement.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.d			
(e) The current amount of the Progressive Jackpot must be displayed on the devices of the Players participating in it. This screen must be displayed on all Players' devices, at least every 30 seconds.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.e			
NOTE: It is accepted that, depending on the device, communication times differ and are beyond the Licence Holder's knowledge or control. Server delays to the Player Device will vary from Player to Player and from message to message.				
(f) The rules of the Game must inform the players of the shortcomings of the communication device for the Game, and how this affects them.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.f			
(g) The rules of the Game must inform the players about the maximum prizes and/or periods of time that may exist for each Progressive Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.g			
(h) For Progressive Jackpots offering multiple levels of prizes, the Player must always be awarded the highest amount if he/she achieves a specific combination which triggers payment of the highest prize. This may occur when a winning combination may correspond to more	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.h			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
than one of the available combinations in the payable (that is to say, a flush is a type of straight flush and a straight flush is a type of royal flush). Therefore, there may be cases where the levels of the Progressive Jackpot must be swapped to ensure that the Player receives the highest possible value based on all the combinations that define the outcome.				
(i) In the event that multiple Progressive Jackpots occur around the same time and there is no way to know which jackpot occurred first, it must be ensured that these hits are considered to be simultaneous wins. Payments of prizes for simultaneous wins must be carried out in accordance with the rules of the Game. The rules of the Game must include information on this point.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.i			
26.2.2 Slave Progressive Jackpot controllers	26.2.2			
When a 'Master Controller' uses 'Slave Controllers' to verify a Progressive Jackpot, the following requirements apply:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2			
(a) All the 'Slave Controllers' must be time synchronised with the 'Master Controller'.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.a			
(b) The 'Master Controller' must be time synchronised with the CIS.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.b			
(c) The Progressive Jackpot win events must be timestamped and the Progressive Jackpot controller must ensure that hits that have been recorded with minimal time differences are considered to be simultaneous wins. Payments of prizes for simultaneous wins must be carried out in accordance with the rules of the Game.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.c			
(d) The minimum 'window' period (Progressive Jackpot Reset Period) must not be less than the longest time period required to:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.d			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
i) register that a Progressive Jackpot has been won;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.d.i			
ii) announce the victory on the screens of the devices of all participating Players with active sessions;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.d.ii			
iii) reset the Progressive Jackpot meters.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.d.iii			
(e) In the event that a Progressive Jackpot is supported that is determined by increases in the Stakes of individual Players, the processing of the receipt of the increases from all Player devices, whether they are connected to the 'Master Controller' or the 'Slave Controller', must be fair.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.2.e			
26.2.3 Progressive Jackpot Win Notifications	26.2.3			
The following requirements must be met when there is a jackpot win:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.3			
(a) a Player who wins must be informed that he/she has won a Progressive Jackpot by the end of the game being played	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.3.a			
(b) all Players taking part in the Progressive Jackpot must be notified that a Progressive Jackpot has been won at the time of the win in a manner comprehensible to the player	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.3.b			
(c) the amount of the Progressive Jackpot must be displayed on all devices of Players participating in the jackpot at the time of the win.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.3.c			
26.2.4 Changes to the Progressive Jackpot parameters	26.2.4			
	☐	☐	☒	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
The following requirements apply to the setting of progressive jackpots:	26.2.4			N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
(a) When a Progressive Jackpot has started, any changes to its parameters must come into force after the current Progressive Jackpot has been won. These are 'pending' parameters.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.4.a			
(b) A Progressive Mystery Jackpot that uses a Hidden Progressive Jackpot amount in order to determine the winning of the Progressive Jackpot must not change the amount of the Hidden Progressive Jackpot when the parameters change, if the Progressive Jackpot is active (i.e. where contributions from the Progressive Jackpot are added to it).	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.4.b			
(c) The CIS must provide a way to display the current and pending parameters of the Progressive Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.4.c			
(d) The CIS must keep records of the values of all Progressive Jackpot meters, as well as all current or pending parameters of Progressive Jackpots.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.4.d			
26.2.5 Partial Progressive Jackpot Redirection	26.2.5			
Diversion Pool schemes are acceptable in which a part of the contributions of the progressive jackpots are redirected to another pool, so that when the Progressive Jackpot is won the diversion pool is added to the seed amount of the next Progressive Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.5			
26.2.6 Shutdown of Progressive Jackpot	26.2.6			
In cases where a Progressive Jackpot has to be closed (e.g. malfunction, loss of connectivity, unexpected shutdown), the following requirements must apply:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.6			
(a) Players must be given a clear indication that the Progressive Jackpot is not operating (e.g. 'jackpot closed' displayed on the Player Device);	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.6.a			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
(b) It must not be possible to win a Progressive Jackpot while it is in a shutdown state;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.6.b			
(c) If the Progressive Jackpot operates in conjunction with another Game (e.g. base game) and the return to Player requirement is only implemented when Progressive Jackpot contributions are included, the other Game may be provided only when the Progressive Jackpot is available;	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.6.c			
(d) The Progressive Jackpot must be activated following a period of interruption with exactly the same parameters as existed before the interruption, including the value of the Progressive Jackpot and the hidden win amount for the Mystery Jackpot.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.6.d			
26.2.7 Progressive Jackpot Recovery	26.2.7			
To reset the current values of the Progressive Jackpot amounts in the event of a malfunction of a subsystem of the CIS or the Progressive Jackpot controller:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.7			
(a) the current value of the Progressive Jackpot amount must be stored on at least two separate and independent devices (physically separate devices) or	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.7.a			
b) it must be possible for the current value of the Progressive Jackpot amount to be calculated accurately from other available measurement information, which must not be stored on the same CIS subsystem as the Progressive Jackpot amount.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.7.b			
In any event, all Progressive Jackpot winners selected must be paid as soon as the value is recovered.				

4. ADDITIONAL INFORMATION/OBSERVATIONS.

The RNG has been previously evaluated in the report with reference “RNG.GRE.CATE-OL.1009.01.01” issued on 10th of July 2024 by BMM Spain Testlabs s.l.u.

The mentioned evaluated games have been tested using the game platform “Elephant RGS” v5.4 in the environment of the game provider.

The games evaluated in this verification report can be offered with a configurable jackpot feature called “Hot Luck Jackpot”, previously evaluated in report “GRE.CATE-OL.1009.02.01” dated 03rd October 2024.

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 technical requirements in section “3.BMM Evaluation Performed”.

Yours sincerely,

Rubén Baptista

SVP Operations 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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