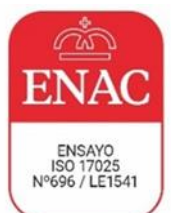


Evaluation Report for CT INTERACTIVE EOOD 10 Online Games

Manufacturer:	CT INTERACTIVE EOOD
ATF Report Number:	GRE.CATE-OL.1010.01.01
Document Number:	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 23 rd May 2024
Testing dates:	Start date: 28 th June 2024 End date: 03 rd October 2024
Product / Game Description:	10 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.1010
Method/Procedures used:	EURSAM-SPA-MO-04 v6.0
Consultant(s):	Gabriele Roletti, Francesco Scorza, Giacomo Quaranta, Miguel Oliveira, Devansh Singh Pathania, Jasbir Kumar, Carla Sequero, 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, platform is out of scope of this evaluation.

2.2. GAME DESCRIPTION.

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
40 Fruitata Wins	1.53	-	-	X	X	-	-	-	09 th October 2024
Chilli Madness	1.53	-	-	X	X	-	-	-	09 th October 2024
Goblin's Gold	1.53	-	-	X	X	-	-	-	09 th October 2024
Guardian of Asgard	1.53	-	-	X	X	-	-	-	09 th October 2024
Hit the Hot	1.53	-	-	X	X	-	-	-	09 th October 2024
Jester Jack	1.53	-	-	X	X	-	-	-	09 th October 2024
Piggy Crash	1.53	-	-	X	X	-	-	-	09 th October 2024
Star Girl	1.53	-	-	X	X	-	-	-	09 th October 2024
The New Queen of Fruits	1.53	-	-	X	X	-	-	-	09 th October 2024
Treasure Chase	1.53	-	-	X	X	-	-	-	09 th October 2024

2.2.1. 40 FRUITATA WINS

“40 Fruitata Wins” is five (5) reels, 40 lines technical 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.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Crown” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Coin” symbol.
- The top award is achieved with five (5) “Coin” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Coin” symbols appear in any position.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.2. CHILLI MADNESS

“Chilli Madness” is five (5) reels, 20 fixed lines technical 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.
- Only highest win is paid on each played line.
- All wins on different paylines in one round are added together to the total round win.
- The wild “Piñata” substitutes for all other symbols at all positions on the reels.
- During the base game, the wild “Piñata” appears on reel (1) only. During free games, it does not appear.
- The wild “Pepper” symbol substitutes for all the symbols except “Piñata” wild symbol.
- During the base game, the wild “Pepper” symbol appears on reels two (2), three (3), four (4) and five (5) only. During free games, it appears on all reels.
- The top award is achieved with five (5) “Man” symbols on a payline.

BONUS SCATTER WINS

- If a “Piñata” wild symbol appears on 1st reel with four (4) “Pepper” wild symbols in full view on the next reels, the player wins 5000x total bet.
- If a “Piñata” wild symbol appears on 1st reel with three (3) “Pepper” wild symbols in full view on the next three (3) reels, the player wins 2000x total bet.
- If a “Piñata” wild symbol appears on 1st reel with one “Pepper” wild symbol in full view on reel two (2) and at least one more “Pepper” wild symbol in full on some of the next reels, the player wins 500x total bet.
- If a “Piñata” wild symbol appears on 1st reel with one “Pepper” wild symbol in full view on reel two (2), the player wins 10x total bet.

FREE GAMES Feature

- If a “Piñata” wild symbol appears on any position of 1st reel with at least one (1) “Pepper” wild symbol in full view on one or more of the next reels, the player is awarded with 15 free games.
- During the free games, the wild “Pepper” symbol is available also on reel (1).
- Each “Pepper” wild symbol in full view that participated in the win that triggered the free games remains stuck on the reels until the end of the feature.
- The free games cannot be retriggered.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.3. GOBLIN'S GOLD

“Goblin’s Gold” is five (5) reels, 20 fixed lines technical 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 for scatters which are paid on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Goblin” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Coin” symbol.
- The top award is achieved with five (5) “Coin” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Coin” symbols appear in any position.

FREE GAMES Feature

- Three (3), four (4) or five (5) “Coin” scatter symbols trigger 15 free games.
- During the free games, if three (3), four (4) or five (5) “Coin” scatter symbols appear on the screen, will award 15 additional free games.
- All the wins in the free games are multiplied by two (2).

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.4. GUARDIAN OF ASGARD

“Guardian of Asgard” is five (5) reels, cluster wins technical game. The characteristics of the game are given below:

- All wins on different clusters and scatter wins in one round are added together to the total round win.
- This game is a cluster-based game without paylines. All wins are paid for five (5) or more symbols regardless of their position, except for the “Three” scatter symbol.
- When an animation of “Odin” wild symbol appears on the screen, the player wins a prize of at least five (5) “Odin” wild symbols.
- The wild “Odin” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Three” symbol.
- The top award is achieved with five (5) “Three” scatter symbols on any position.

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

CLUSTER CASCADING Feature

- When the wins from the current game are paid, all the symbols involved 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 new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.5. HIT THE HOT

“Hit the Hot” is five (5) reels, 20 fixed lines technical 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 for scatters which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “7” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Target” symbol.
- The top award is achieved with five (5) “Target” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Target” symbols appear in any position.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.6. JESTER JACK

“Jester Jack” is five (5) reels, 25 fixed lines technical 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 for scatters which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.

- The wild and scatter “Jester Jack” symbol substitutes for all other symbols, except for the “Joker in the Box” and “The Box” symbols that appear during free games.
- The top award is achieved with five (5) “Jester Jack” wild/scatter symbols on any position.
- The scatter wins are awarded when two (2), three (3), four (4) or five (5) scattered “Jester Jack” symbols appear in any position.

FREE GAMES Feature

- Three (3), four (4) or five (5) “Jester Jack” wild/scatter symbols trigger 15 free games.
- During the free games, if three (3), four (4) or five (5) “Jester Jack” wild/scatter symbols appear on the screen, will award 15 additional free games.
- The “Joker in the Box” symbol appears only during the free games on reels one (1), two (2), three (3) and four (4) and substitutes for all the symbols, except “Jester Jack” and “The Box” symbols.
- The “The Box” symbol appears only during the free games on reels one (1), two (2) or three (3). When the reels stop during a free game, all “The Box” symbols will open and the “Jokers in the Box” symbols spread to their adjacent positions (below, above, on the left and on the right side of the “The Box” symbol when the corresponded positions on the reels are visible on the screen and they are not filled with “Jester Jack” and “Jokers in the Box” symbols). The positions filled with “Jokers in the Box” symbols as well as the “The Box” symbols itself convert to “Jester Jack” symbols.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.7. PIGGY CRASH

“Piggy Crash” is five (5) reels, 20 fixed lines technical 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.
- Only highest win is paid on each played line.
- All wins on different paylines in one round are added together to the total round win.
- The wild “Piggy” symbol appears only on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the “Gold” bonus symbol.
- The “Gold” bonus symbol appears only on reel (1) and cannot appear during the free games.
- The top award is achieved with five (5) “7” symbols on a payline.

FREE GAMES Feature

- If a “Gold” bonus symbol appears on the 1st reel and the “Piggy” symbol in full view appears on some of the other reels, the player is awarded with 12 free games.
- If during the free games, five (5) “Piggy” symbols in full view appear on the screen, the player is awarded a win of 500x total bet.
- If during the free games, six (6) “Piggy” symbols in full view appear on the screen, the player is awarded a win of 1000x total bet.
- The free games cannot be retrIGGERED.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.

- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.8. STAR GIRL

“Star Girl” is five (5) reels, 10 fixed lines technical game. The characteristics of the game are given below:

- All wins are paid from left to right and from right to left on adjacent reels only.
- Only highest win from left to right and the highest win from right to left is paid on each played line.
- All wins on different paylines in one round are added together to the total round win.
- The wild “Girl” symbol appears only on reels two (2), three (3) and four (4) and substitutes for all other symbols in all positions on the reels.
- The top award is achieved with five (5) “Star Girl” symbols on a payline.

FREE RE-SPINS Feature

- When one (1) or more wild “Girl” symbols appear on the screen, they stick on the reel and the player is awarded one (1) free re-spin for the rest of the reels.
- If, during the free re-spin, one (1) or more wild “Girl” symbols appear, they also stick on the reel and the player is awarded another free re-spin.
- The player can win up to three (3) consecutive free re-spins.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.9. THE NEW QUEEN OF FRUITS

“The New Queen of Fruits” is five (5) reels, cluster wins technical game. The characteristics of the game are given below:

- All wins on different clusters and scatter wins in one round are added together to the total round win.
- This game is a cluster-based game without paylines. All wins are paid for five (5) or more symbols regardless of their position, except for the “Crown” scatter symbol.
- When an animation of “Queen” wild symbol appears on the screen, the player wins a prize of at least five (5) “Queen” wild symbols.
- The wild “Queen” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Crown” symbol.
- The top award is achieved with five (5) “Crown” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Crown” symbols appear in any position.

CLUSTER CASCADING Feature

- When the wins from the current game are paid, all the symbols involved 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 new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.10. TREASURE CHASE

“Treasure Chase” is five (5) reels, 20 fixed lines technical 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 scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Book” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Coin” symbol.
- The top award is achieved with five (5) “Coin” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Coin” symbols appear in any position.

CASCADING Feature

- When the wins from the current game are paid, all the symbols involved 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 new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

CASCADE BONUS

- If the player wins nine (9) consecutive cascades, he is awarded a win of 1000x total bet.
- If the player wins eight (8) consecutive cascades, he is awarded a win of 100x total bet.
- When the player wins nine (9) consecutive cascades, the prize of 100x from eight (8) consecutive cascades is not paid.

GAMBLE Option

- After a win lower than 15x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.

- When the limit is reached, the player collects the win automatically and returns to the main game.

2.2.11. 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	
40 Fruitata Wins	9590	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	
Chilli Madness	9560	95	95.77%	95.77%	95.65%	95.65%	97.32% (95.65% base game + 1.67% jackpot contribution)

Notes: Differences between “BMM Calculated” and “Client Calculated” RTP’s is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Goblin's Gold	9650	A	96.65%	96.65%	96.63%	96.63%	98.30% (96.63% base game + 1.67% jackpot contribution)
	9530	B	95.34%	95.34%	95.29%	95.29%	96.96% (95.29% base game + 1.67% jackpot contribution)
	9420	C	94.19%	94.19%	94.12%	94.12%	95.79% (94.12% base game + 1.67% jackpot contribution)

Notes: Differences between "BMM Calculated" and "Client Calculated" RTP's is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Guardian of Asgard	9600	A	96.07%	96.07%	96.05%	96.05%	97.72% (96.05% base game + 1.67% jackpot contribution)
	9390	B	93.95%	93.95%	93.97%	93.97%	95.64% (93.97% base game + 1.67% jackpot contribution)

Notes: Differences between "BMM Calculated" and "Client Calculated" RTP's is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Hit the Hot	9550	95	95.09%	95.09%	95.11%	95.11%	96.78% (95.11% base game + 1.67% jackpot contribution)

Notes: Differences between "BMM Calculated" and "Client Calculated" RTP's is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Jester Jack	9530	95	95.36%	95.36%	95.39%	95.39%	97.06% (95.39% base game + 1.67% jackpot contribution)

Notes: Differences between "BMM Calculated" and "Client Calculated" RTP's is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Piggy Crash	9560	95	95.45%	95.45%	95.37%	95.37%	97.04% (95.37% base game + 1.67% jackpot contribution)

Notes: Differences between “BMM Calculated” and “Client Calculated” RTP’s is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Star Girl	9650	96	96.50%	96.50%	96.52%	96.52%	98.19% (96.52% base game + 1.67% jackpot contribution)

Notes: Differences between “BMM Calculated” and “Client Calculated” RTP’s is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
The New Queen of Fruits	9600	A	96.07%	96.07%	96.05%	96.05%	97.72% (96.05% base game + 1.67% jackpot contribution)
	9390	B	93.95%	93.95%	93.97%	93.97%	95.64% (93.97% base game + 1.67% jackpot contribution)

Notes: Differences between “BMM Calculated” and “Client Calculated” RTP’s is due to the results of simulations.

GAME NAME	PAYTABLE ID	GAME VARIATION	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
			% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Treasure Chase	9570	95	95.79%	95.79%	95.76%	95.76%	97.43% (95.76% base game + 1.67% jackpot contribution)

Notes: Differences between “BMM Calculated” and “Client Calculated” RTP’s is due to the results of simulations.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
Minor	0.23%	1.16%	0.23%	1.23%
Major	0.16%	0.21%	0.16%	0.21%
Mega	0.30%	0.30%	0.30%	0.31%

Notes: (1) The minimum values are the values of the contribution to the bonus RTP. The maximum values are the sum of the values of the contributions to the bonus RTP with the bonus functions.

The base values and contributions are configurable. It shall be the responsibility of the manufacturer/operator to correctly configure the value based on the live configuration.

(2) The RTP% contribution of the Minor jackpot is 0.23% - 1.23%; the RTP% contribution of the Major jackpot is 0.16% - 0.21% and the RTP% contributi

n of the Mega jackpot is 0.30% - 0.31%.

The availability of the above-mentioned feature depends on the Operator request.

2.4. EVALUATED SOFTWARE.

Product: 40 Fruitata Wins					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	A890940B91F3839179180CFD83B0155674A9E842
game.conf	1.53	Server	Configuration	SHA-1	2E4B42F25F37128E4EFB456482DF19C3BDE8C266
GameData_47.json	1.53	Server	Game Logic	SHA-1	9D27EDE23F6A7F5E9A32CAFE32D28832EC6AB859
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Chilli Madness					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	63B71F98321AA066987D8417906D922592A8DAC1
game.conf	1.53	Server	Configuration	SHA-1	11B5AC6B577A2D7C821026C0AF8C9649382CBB05
GameData_308.json	1.53	Server	Game Logic	SHA-1	B3EE0804798F13A1BB31F3FDFB8FFAD5A0842224
GiraffeWild.pm	1.53	Server	Game Logic	SHA-1	2B79071857901CBFDE41585A50074B190FA651E0
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D

Product: Chilli Madness					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Goblin's Gold					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	D42AE7F985F88D043E73579A006A0874D7138CC2
game.conf	1.53	Server	Configuration	SHA-1	98B93ED9B880F7F54E28FF49995D580A6CF54A90
GameData_95.json	1.53	Server	Game Logic	SHA-1	545F6B92B80A761A8BB51B28A811FC9B23AB9259
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Guardian of Asgard					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	3F990D0040011753E9E5515A1B384856F3AC3D31
game.conf	1.53	Server	Configuration	SHA-1	7BABEA97A8F05E4E942DEFB43B5268B55AD9B2D2
SugarTown.pm	1.53	Server	Game Logic	SHA-1	13F4797ED22A4083F34772171477B3AEFCF8C3DC
GameData_355.json	1.53	Server	Game Logic	SHA-1	1F4CF9E9CB4CE6638B3D249E0AA1F58FC88D45E8
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hit the Hot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	735D6EF5EDEC1C62A03AAE258C75EED946BDEE38
game.conf	1.53	Server	Configuration	SHA-1	687B721A7FC54964BA916F87E7C0D606DFDD2300
GameData_262.json	1.53	Server	Game Logic	SHA-1	9458C494A15A6EC2F8EFC280A4BE8E5C1570AFB0

Product: Hit the Hot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Jester Jack					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	A50EDF0B6E38433E8D73F683A87B13AA2F6E9763
game.conf	1.53	Server	Configuration	SHA-1	3C9BA5E8CC1CE2C68D179DF20B542C8FFF7FEAD8
GameData_306.json	1.53	Server	Game Logic	SHA-1	CA2F995716F3C513D9C8972D3CFA5F849B034870
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Piggy Crash					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	E19A1C9E895CD57D57B168097836258957E11C0E
game.conf	1.53	Server	Configuration	SHA-1	4408007E6FB3758315E27DE612376DCA4F1B7E25
WildRhino.pm	1.53	Server	Configuration	SHA-1	08876EC51FAC15E4C8691FB85E226DEDD642C726
GameData_354.json	1.53	Server	Game Logic	SHA-1	2F3078D9AF0A6B69C29076BA341039D76C7A64A2
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Star Girl					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	0C078A709E4ED7A8666BE794922EB23B7198AE86
game.conf	1.53	Server	Configuration	SHA-1	B55B27776C6835A81D50BF8E310F78A0670F9BEF
StarGirl.pm	1.53	Server	Configuration	SHA-1	E94411F37B813C121448FCE7A220096085F123D8
GameData_304.json	1.53	Server	Game Logic	SHA-1	0BC27ACF06CB4CB1A7819A7DAFD7C458C48BFBB8
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: The New Queen of Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	B2FE8CAACAF5D0A695F2E37931B7923ED53A70A3
game.conf	1.53	Server	Configuration	SHA-1	82BD6DB72E02332E8D849F1642DCCF79647E3955
SugarTown.pm	1.53	Server	Game Logic	SHA-1	13F4797ED22A4083F34772171477B3AEFCF8C3DC
GameData_355.json	1.53	Server	Game Logic	SHA-1	1F4CF9E9CB4CE6638B3D249E0AA1F58FC88D45E8
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Treasure Chase					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	83FAAD705D54AE4DC10615D47212BA315B114039
game.conf	1.53	Server	Configuration	SHA-1	DA83577E739DAEBF845741FC72458232B9001F86
GameData_342.json	1.53	Server	Game Logic	SHA-1	CF1FF78A071D67B3B643393C4DF9A2EF1D639A01
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hot Luck Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
cmsjpot_s_exe	1.5	Server	Jackpot Logic	SHA-1	CD39629D32AC7092D9636CF20CA962647CA1CFFA
JPIO.pm	1.5	Server	Jackpot Logic	SHA-1	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				
Games which may be played under a valid Type 2 Licence are as follows:	☒	☐	☐	
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, the 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				
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
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 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.	16.1			
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 Self-imposed 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 poker 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 poker 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 poker 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 poker 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 poker 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	☐	☐	☒	N/A, the games under evaluation are not poker games.
	4.3.e			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
reached, pursuant to the terms and conditions of the Game or when the Player exceeds the 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				
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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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
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.	☒	☐	☐	
ii) For multi-stage games (single-player, multi-stage 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 double-up or gamble does not turn a Game into a multi-stage game.	☒	☐	☐	10.2.a.i
iii) For multi-Player 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.	☐	☐	☒	
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.a.ii
				10.2.a.iii
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.	☒	☐	☐	
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.a
				10.3.b

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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			
iii) where the Player presses 'play' (or similar point of entry to a game).	17.2.2.a.iii			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 double-up/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			
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	☒	☐	☐	
	17.3.1.c			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
interface, without requiring a wager to be deposited.				
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.	☐	☐	☒	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).	☐	☐	☒	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.	☐	☐	☒	17.3.1.i
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.	☐	☐	☒	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

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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: Jester Jack, Goblin's Gold, Guardian of Asgard. 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			
I) 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 extra lines are not possible in the evaluated games.
	17.3.1.l			
m) Multipliers				
Where there are multiplier instructions in the Design, it must be clear whether the multiplier applies.	☒	☐	☐	Applicable to: Chilli Madness, Treasure Chase, Goblin's Gold, Piggy Cash 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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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) Scatter-type 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			
iii) The deck must not be shuffled again unless provided for by the rules of the Game.	☐	☐	☒	N/A, the games under evaluation are not card games.
	17.3.1.r.iii			
s) Multi-wager games.				
The following requirements apply to multi-wager 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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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.	☐	☐	☒	17.3.2.d
e) The current placement of all Wagers (such as roulette numbers, Blackjack insurance, etc.).	☐	☐	☒	17.3.2.e
f) The denomination of the bet.	☒	☐	☐	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

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
c) If an auto-play 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.	☐	☐	☒	
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.	☐	☐	☒	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.	☒	☐	☐	
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	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
at the start of each game, unless otherwise stated by the Game.				
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
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:	☐	☐	☒	N/A, the evaluated games do not simulate any physical device.
	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, the evaluated games do not simulate any physical device.
	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, the evaluated games do not simulate any physical device.
	17.3.8.b			
c) Where the Game simulates multiple real devices which are normally independent of each other, each simulation must be independent of the other simulations.	☐	☐	☒	N/A, the evaluated games do not simulate any physical device.
	17.3.8.c			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 non-adaptable and unpredictable in practice.	☐	☐	☒	N/A, the evaluated games do not simulate any physical device.
	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, the evaluated games do not have time dependencies.
	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, the evaluated games do not have time dependencies.
	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:	☒	☐	☐	See below:
	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			
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, the evaluated games do not provide bonus which are activated by the acquisition of tokens.
	17.4.1.d			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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, the evaluated games do not provide bonus which are activated randomly.
	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, the evaluated games do not provide bonus which are activated by the acquisition of events/symbols.
	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 to: Jester Jack, Goblin's Gold, Piggy Crash, Star Girl, Chilli Madness The rest of the games don't offer such a feature.
	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 pay-outs].	☒	☐	☐	
	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, the 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 re-spins/draws, the held and non-held reels/cards/symbols must be clearly displayed on the screen and the method for changing holds must be clearly shown to the Player.	☐	☐	☒	N/A, the evaluated games do not have held reel feature.
	17.4.1.j			
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.	☐	☐	☒	N/A, the evaluated games do not provide any bonus feature in which the player must bet additional credits.
	17.4.1.k			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
A Player who opts to enter the bonus game but does not have enough credit to continue:				
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, the evaluated games do not provide 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, the evaluated games do not provide 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, the evaluated games do not provide 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 Double-Up, Triple-Up or Take-or-Risk). 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			
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 on-screen.	☒	☐	☐	
	17.4.2.e			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 house-banked 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 evaluated games 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 evaluated games are not peer-to-peer games.
	17.5.1.b			
c) They must dissuade authorised Players from occupying more than one position at each individual table.	☐	☐	☒	N/A, the evaluated games 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 evaluated games 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 evaluated games are not peer-to-peer games.
	17.5.1.e			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 evaluated games 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, the evaluated games do not use computerized 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, the evaluated games do not use computerized 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, the evaluated games do not use computerized 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			
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.	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3a			
b) The rules of the game contests/tournaments must be available to authorised Players through the Licence Holder's website.	☐	☐	☒	N/A, the evaluated games are not tournament games.
The rules shall include at least:	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 evaluated games 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 auto-blind postings and/or initial entry purchases are dealt with.	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.b.ii			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
iii) Specific information on any single contest/tournament, including the amount of monies available in the prize pool.	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.b.iii			
iv) The allocation of amounts based on specific results.	☐	☐	☒	N/A, the evaluated games 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 evaluated games 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 re-examined 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 evaluated games are not tournament games.
	17.5.3.c			
i) the name of the event,	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.c.i			
ii) the date(s) of the event,	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.c.ii			
iii) the total number of entries,	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.c.iii			
iv) the entry fees,	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.c.iv			
v) the total prize pool,	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.c.v			
vi) an amount paid for each winning category.	☐	☐	☒	N/A, the evaluated games are not tournament games.
	17.5.3.c.vi			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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):	☒	☐	☐	See below:
	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			
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			
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			
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			

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) 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			
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			

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) 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			
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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
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 non-parameterized 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			
(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.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.b			
(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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
(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 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.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.1.h			
(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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
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			
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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
(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			
The following requirements apply to the setting of progressive jackpots:	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.4			
(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	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.4.b			

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 Progressive Jackpot is active (i.e. where contributions from the Progressive Jackpot are added to it).				
(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			
(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			

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 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. In any event, all Progressive Jackpot winners selected must be paid as soon as the value is recovered.	☐	☐	☒	N/A, the games can be linked with the jackpot. The jackpot system has been separately verified.
	26.2.7.b			

4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1. The aforementioned evaluated games have been tested using the platform “Elephant RGS” v5.4 as an auxiliary component for the game operation in the game provider environment.
- 4.2. The RNG was previously evaluated in the report with reference RNG.GRE.CATE-OL.1009.01.01 issued on the 10th July 2024 by BMM Spain Testlabs s.l.u.
- 4.3. 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 results¹, 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 ERSAM

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

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