

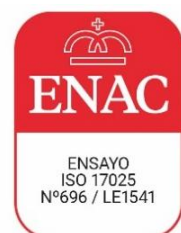
Evaluation Report for CT INTERACTIVE EOOD

25 Online Games

Manufacturer:	CT INTERACTIVE EOOD
ATF Report Number:	GRE.CATE-OL.1019.01.01
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BMM Spain Testlabs s.l.u.

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GENERAL INFORMATION

Client name & Address:	CT INTERACTIVE EOOD 7 Kukush str. 1345 – Sofia Bulgaria
Client Reference Number:	Submission request letter dated 04 th February 2026
Testing dates:	Start date: 06 th February 2026 End date: 15 th July 2026
Product / Game Description:	25 Online Games
Test Category:	25 Online Games
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 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.1019
Method/Procedures used:	EURSAM-SPA-MO-12 v2.01 EURSAM-SPA-MO-25 v1.3 EURSAM-SPA-MO-26 2.7 EURSAM-SPA-MO-220 v1.3
Consultant(s):	Adrià Brau, Ankita Bajpai Sharma, Ariele Gasperi, Chetan, Divyanshu Rathore, Divyanshu Srivastav, Giacomo Quaranta, Jasbir Kumar, Mauricio Ferradas, Oriol Baños, Salvatore Bianco, Simran Kumari, Vivek Jartolia, Ysaac Suaña, Mohd. Asif

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 79841 EΞ 2020 (B' 3266) entitled "Adoption of Regulation on the Technical Specification (TEP) for the Organization and Operation of online games of chance" published on 05/08/2020

2. EVALUATION CHARACTERISTICS.

2.1. PLATFORM DESCRIPTION.

N/A, only game and jackpot evaluation.

2.2. GAME DESCRIPTION.

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
5 Chilli Fruits	1.53	-	-	X	X	-	-	-	22 nd July 2026
20 Mega Slot Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
20 Star Party Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
40 Hell's Cherries	1.53	-	-	X	X	-	-	-	22 nd July 2026
40 Mega Slot Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
40 Treasures Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Blazing Flower	1.53	-	-	X	X	-	-	-	22 nd July 2026
Cave of Clovers	1.53	-	-	X	X	-	-	-	22 nd July 2026
Chilli Fruits Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Happy Miner	1.53	-	-	X	X	-	-	-	22 nd July 2026
Hell's Cherries	1.53	-	-	X	X	-	-	-	22 nd July 2026
Hell's Hot Sevens	1.53	-	-	X	X	-	-	-	22 nd July 2026
HOT 7's X 2 Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
King of Clovers Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Lord of Luck Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Lucky Clover 20	1.53	-	-	X	X	-	-	-	22 nd July 2026

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
Lucky Clover 20 Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Lucky Clover Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Moon Lord Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Mystic Moon Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Nice Nice Penguin	1.53	-	-	X	X	-	-	-	22 nd July 2026
The Big Chilli Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Wild Clover Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026
Win Storm Deluxe	1.53	-	-	X	X	-	-	-	22 nd July 2026
Win Storm Diamond Tree JP	1.53	-	-	X	X	-	-	-	22 nd July 2026

2.2.1 5 CHILLI FRUITS

“5 Chilli Fruits” is a five (5) reel with three (3) rows video game with five (5) fixed paylines, featuring the following characteristics:

- The reel bands in base games and free respins are different.
- The number of paylines and bet per line during free respins remain the same as in the triggering spin.
- The All line wins, except combinations of five (5) symbols, are paid from left to right and from right to left.
- Winning combinations of five (5) symbols are paid only from left to right.
- Only symbols on adjacent reels form winning combinations.
- The game pays the highest win per direction (left to right and right to left).
- Winning combinations of five (5) symbols are paid only once.

Free Respin Feature

- When one (1) or more Chilli symbols appear on the screen, they stick to their positions on the reels.
- The player is awarded one (1) free respin for the remaining reels.
- If during a free respin one or more additional chilli symbols appear, they also stick and award another free respin.
- The player can receive up to three (3) consecutive free respins.

Buy Guaranteed Feature

The buy guaranteed feature allows the player to purchase one of two bonus options involving chilli symbols with potential multipliers:

3-Chilli Guaranteed Bonus

- The player receives three (3) guaranteed chilli symbols on reels two (2), three (3), and four (4).
- Each Chilli symbol may or may not contain a 2x (two times) multiplier.
- If all three (3) chilli symbols contain 2x multipliers, all wins on the screen are multiplied by 8x (eight times).
- If two (2) chilli symbols contain 2x multipliers, all wins are multiplied by 4x (four times).
- If one (1) chilli symbol contains a 2x multiplier, all wins are multiplied by 2x (two times).
- If none of the chilli symbols contain a multiplier, wins are not multiplied.
- After awarding the winnings from the initial spin, the player receives one (1) free respin.

- The multipliers in the free respin remain the same as in the initial spin.

2-Chilli Guaranteed Bonus

- The player receives two (2) guaranteed chilli symbols on two (2) random reels (2nd and 3rd, 3rd and 4th, or 2nd and 4th reel).
- Each chilli symbol may or may not contain a 2x (two times) multiplier.
- If both chilli symbols contain 2x multipliers, all wins on the screen are multiplied by 4x (four times).
- If one (1) chilli symbol contains a 2x multiplier, all wins are multiplied by 2x (two times).
- If none of the chilli symbols contain a multiplier, wins are not multiplied.
- After awarding the winnings from the initial spin, the player receives one (1) free respin.
- If a new chilli symbol appears during free respin, it sticks to the reel (without a multiplier) and awards one (1) additional free respin.
- A maximum of two (2) consecutive free respins can be awarded.
- The multipliers in the free respins remain the same as in the initial spin.

Gamble

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the colour of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong colour or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.2 20 MEGA SLOT DIAMOND TREE JP

“20 Mega Slot Diamond Tree JP” is a five (5) reel video game with 20 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for scatter symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “seven (7)” symbol is a wild symbol and substitutes for all symbols except the “star” scatter symbol.
- The maximum win is achieved with five “star” scatter symbols in any position.
- Scatter wins are awarded when three (3), four (4), or five (5) “star” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black, or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.

- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.3 20 STAR PARTY DIAMOND TREE JP

“20 Star Party Diamond Tree JP” is a five (5) reel video game with 20 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “seven (7)” symbol is a WILD symbol and substitutes for all symbols except the “Star” scatter symbol.
- The maximum win is achieved with five “Star” scatter symbols in any position.
- Scatter wins are awarded when three (3), four (4), or five (5) “Star” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black, or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.4 40 HELL'S CHERRIES

“40 Hell's Cherries” is a slot game of five (5) reels, three (3) rows and 40 fixed paylines. Below are the characteristics of the game:

- All symbols pay from left to right, starting with the leftmost reel except scatter.
- Only the highest win is paid for each pay line.
- Wins on multiple lines will be added together.
- Wild symbol appears on reels two (2), three (3), four (4) only and substitutes for all other symbols, except for the scatter.

GAMBLE

- Players can try to double winnings from a game by pressing the DOUBLE (X2) button, provided the win is less than 15 times the total bet.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.5 40 MEGA SLOT DIAMOND TREE JP

“40 Mega Slot Diamond Tree JP” is a five (5) reel video game with 40 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “seven (7)” symbol is a WILD symbol and substitutes for all symbols except the “Star” scatter symbol.
- The maximum win is achieved with five “Star” scatter symbols in any position.
- Scatter wins are awarded when three (3), four (4), or five (5) “Star” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black, or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.6 40 TREASURES DIAMOND TREE JP

“40 Treasures Diamond Tree JP” is a five (5) reel video game with 40 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “King” symbol is a WILD symbol appears on reel two (2), three (3), four (4) and substitutes for all symbols except the “Star” scatter symbol.
- The maximum win is achieved with five “Chest” scatter symbols in any position.
- Scatter wins are awarded when three (3), four (4), or five (5) “Star” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black, or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.7 BLAZING FLOWER

“Blazing Flower” is a five (5) reel with three (3) rows video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for scatter symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- Only the highest scatter combination is paid.
- The game consists of eight (8) regular symbols and a wild symbol and two (2) scatter symbols.
- Wild symbol substitutes for all symbols except the two (2) scatter symbols.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.
- Malfunction voids all pays and plays.

Gamble

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.8 CAVE OF CLOVERS

“Cave of Clovers” is a five (5) reel video game with 100 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for scatter symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “clover” symbol is a wild symbol and substitutes for all symbols except the “gnome” scatter symbol.
- The maximum win is achieved with five “gnome” scatter symbols in any position.
- Scatter wins are awarded when three (3), four (4), or five (5) “clover” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.

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

2.2.9 CHILLI FRUITS DIAMOND TREE JP

“Chilli Fruits Diamond Tree JP” is a five (5) reel video game with ten (10) paylines. The characteristics of the game are as follows:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- Only the highest scatter combination is paid.
- All the wins on different paylines and scatter wins in one round are added to the total round win.
- “Wild” symbol appears on the second, third and fourth reels only and substitutes for all other symbols in all positions on the reel.

RESPIN

- When one or more “Wild” symbols appear on the screen, they stick on the reel, and the player wins one (1) Free Respin for the rest of the reels.
- If during the Free Respin one or more “Wild” symbols appear, they also stick on the reel, and the player gets another Free Respin.
- The player can win up to three (3) consecutive Free Respins.
- The reel bands in paid games and Free Respins are different.
- The number of lines and bet per line in Free Respins are the same as in the paid game that triggered the Free Respin mode.

GAMBLE

- If a win is less than 15 times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half gamble” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.

- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.10 HAPPY MINER

“Happy Miner” is a five (5) reel video game with 20 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “Miner” symbol is a WILD symbol and substitutes for all symbols except the “Gold” scatter symbol.
- The maximum win is achieved with five “Gold” scatter symbols in any position.
- Mine Shaft Bonus are awarded when three (3), four (4), or five (5) “Star” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black, or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

MINE SHAFT BONUS

- Three (3), four (4) or five (5) Gold trigger the Mine Shaft Bonus.
- The player enters the bonus with 0, 10 or 20 initial free games, respectively.
- The starting multiplier is x 1.
- In the first bonus screen, the player must choose one of nine (9) gold nuggets, which will award between ten (10) and 20 additional free games.
- In the next bonus screen, the player must choose one of 7 gold nuggets and can win a multiplier of x2 or x3 during the free games.
- If the chosen nugget shows START FREE GAMES, the player wins 5x total bet and the free games start.
- Otherwise, the player proceeds to the third bonus screen, where again one of seven (7) gold nuggets must be chosen.
- Here, the player can win a WILD REEL - an entire reel that will be WILD during the free games.
- If the chosen nugget shows START FREE GAMES, the player wins 5x total bet and the free games start.
- If not, the player moves on to the fourth and final bonus screen, where one of five (5) gold nuggets must be chosen.
- Here, the player can win the symbol becoming an additional wild during the free games or START FREE GAMES.

- Whatever is won during the last bonus, the player is awarded 5x total bet and the free games begin.
- During free games, if three (3), four (4) or five (5) Gold appears on the screen and the total number of free games won so far is less than 999, the player is awarded additional free games.
- Their amount, multiplier, and features are the same as those awarded in the initial triggering bonus.

2.2.11 HELL'S CHERRIES

"Hell's Cherries" is a three (3) reel video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- Only highest scatter combination is paid.
- The game consists of nine (9) regular symbols and a wild symbol.
- Wild symbol substitutes for all symbols.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.
- Malfunction voids all pays and plays.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the "double" mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the colour of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong colour or suit, the gambled amount is lost.
- At any time, the player can choose to exit the "double" mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the "half bet" button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.12 HELL'S HOT SEVENS

"Hell's Hot Sevens" is a five (5) reel video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- Only highest scatter combination is paid.
- The game consists of eight (8) regular symbols and a wild symbol and a scatter symbol.
- The wild symbol substitutes for all symbols except the scatter symbol.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.
- Malfunction voids all pays and plays.

Wild Symbol

- Wild symbol is called as 7.
- Wild symbol substitutes for all symbols except the scatter symbol.
- Wild symbol appears on 2nd (second), 3rd (third) and 4th (fourth) reels only.
- If 7 appears on screen all winnings are multiplied by x2.
- If 7 7 appear on screen all winnings are multiplied by x4.
- If 7 7 7 appear on screen all winnings are multiplied by x8.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.13 HOT 7'S X 2 DIAMOND TREE JP

“HOT 7's x 2 Diamond Tree JP” is a five (5) reel video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of eight (8) normal symbols, a wild symbol and a scatter symbol.
- The wild symbol substitutes for all symbols except the scatter symbol.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

Wild Symbol

- Wild symbol is called as 7.
- Wild symbol substitutes for all symbols except the scatter symbol.
- Wild symbol appears on 2nd (second), 3rd (third) and 4th (fourth) reels only.
- If 7 appears on screen all winnings are multiplied by x2.
- If 7 7 appear on screen all winnings are multiplied by x4.
- If 7 7 7 appear on screen all winnings are multiplied by x8.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.14 KING OF CLOVERS DIAMOND TREE JP

“King of Clovers Diamond Tree JP” is a cascading slot game where winning symbols disappear after a win, and new symbols fall from above to fill the empty spaces, potentially creating additional consecutive wins within the same spin. Cascading continues until no new winning combinations are formed, and all replacements occur without additional cost.

Bonus Feature

- When three (3) reels are completely filled with the special symbol, all line wins are multiplied by x10.
- When two (2) reels are completely filled with the special symbol, all line wins are multiplied by x two (2).

Free Games Feature

- Landing three (3) or more scatter symbols triggers 14 free games.
- During free games, landing two (2), three (3), four (4), or five (5) scatter symbols awards five (5), 14, 14, or 14 additional free games respectively.
- The reel configuration during free games differs from the base game.
- The number of lines and the bet per line remain the same as in the triggering spin.

Wild Symbol

- The wild symbol appears only on reels two (2), three (3), and four (4).
- The wild substitutes for all symbols except the scatter symbol.

Gamble

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).

- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.15 LORD OF LUCK DIAMOND TREE JP

“Lord of Luck Diamond Tree JP” is a five (5) reel with four (4) rows video game with 40 fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of eight (8) normal symbols, a wild symbol and two scatter symbols.
- The wild symbol substitutes for all symbols except the scatter symbol.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

Gamble

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.

- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.16 LUCKY CLOVER 20

“Lucky Clover 20” is a five (5) reel video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of eight (8) normal symbols, a wild symbol and two (2) scatter symbols.
- The wild symbol substitutes for all symbols except the “star” and “banana” scatter symbol.
- “Banana” scatter pays when appears on 1st (first), 3rd (third) and 5th (fifth) position.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.

- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.17 LUCKY CLOVER 20 DIAMOND TREE JP

“Lucky Clover 20 Diamond Tree JP” is a five (5) reel video game with 20 paylines. The characteristics of the game are as follows:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- Only the highest scatter combination is paid.
- All the wins on different paylines and scatter wins in one round are added to the total round win.
- “Bananas Scatter” symbol appears on the first, third and fifth reels only.
- “Wild” symbol appears on the second, third and fourth reels and substitutes for all other symbols in all positions on the reel, except for “Bananas Scatter” and “Star Scatter” symbols.
- The “Seven (7)” symbol is a WILD symbol and substitutes for all symbols except the “Star” scatter symbol.
- The maximum win is achieved with five “Star” scatter symbols in any position.
- Scatter wins are awarded when three (3), four (4), or five (5) “Star” symbols appear in any position.

GAMBLE

- If a win is less than 15 times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half gamble” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.

- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.18 LUCKY CLOVER DIAMOND TREE JP

“Lucky Clover Diamond Tree JP” is a five (5) reel video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of eight (8) normal symbols, a wild symbol and two (2) scatter symbols.
- The wild symbol substitutes for all symbols except the “star” and “banana” scatter symbol.
- “Banana” scatter pays when appears on 1st (first), 3rd (third) and 5th (fifth) position.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.

- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.19 MOON LORD DIAMOND TREE JP

“Moon Lord Diamond Tree JP” is a five (5) reel video game with 30 fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of ten (10) regular symbols, a wild symbol and a scatter symbol.
- The wild symbol substitutes for all symbols except the “moon” scatter symbol.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

MOON LORD BONUS

- When wild symbol appearing on screen, the player wins three (3), four (4) or five (5) columns with one and the same stacked symbol. Such symbol may be scatter or any regular symbol.

FREE GAMES

- Three (3), four (4), five (5), 6 (six), 7 (seven), eight (8), 9 (nine), 10 (ten), 11, 12, 13, 14 or 15 scatter symbol triggers 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70 or 75 free games.
- During the free games additional free games can be won.
- The sets of reels in the paid games and in the free games are different.
- The bet per line and number of lines during the free games are the same as in the last paid game that triggered the free games mode.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.

- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.20 MYSTIC MOON DIAMOND TREE JP

“Mystic Moon Diamond Tree JP” is a five (5) reel video game with ten (10) paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid on each played line.
- All the wins on different pay lines/ways/combinations and scatter wins in one round are added to the total round win.
- The symbol “Moon” is WILD and SCATTER and substitutes for all symbols.
- Free Games are awarded when three (3), four (4), or five (5) “Moon” symbols appear in any position.
- During free spins there is an additional expanding wild that substitutes for all other symbols except “Moon” symbols.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

GAMBLE

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

2.2.21 NICE NICE PENGUIN

“Nice Nice Penguin” is a five (5) reel video game with five (5) fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for scatter symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- Only highest scatter combination is paid.
- The game consists of eight (8) regular symbols and a wild symbol and two (2) scatter symbols.
- Wild symbol substitutes for all symbols except the two (2) scatter symbols.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.
- Malfunction voids all pays and plays.

FREE GAMES

- When three (3) shark scatter symbol appear in the main game, the player wins 20 free games.
- All winnings during the free games are multiplied by a multiplier. The initial multiplier is 2.
- During free games, when two (2) or three (3) shark scatter symbols appear on the screen, the player is awarded five (5) or 20 additional free games, respectively.
- After each restart of the free games, the multiplier increases by 1. The maximum value of the multiplier is 4.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

2.2.22 THE BIG CHILLI DIAMOND TREE JP

“The Big Chilli Diamond Tree JP” is a five (5) reel video game with five (5) paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid on each played line.
- All the wins on different pay lines/ways/combinations and scatter wins in one round are added to the total round win.
- The symbol “Seven” is WILD and substitutes for all symbols except the “Star” scatter symbol and the “Chest” bonus symbol.
- The “Star” symbol does not appear in free games.
- Free Games are awarded when three (3), four (4), or five (5) “Star” symbols appear in any position.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

GAMBLE

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

2.2.23 WILD CLOVER DIAMOND TREE JP

“Wild Clover Diamond Tree JP” is a five (5) reel with three (3) rows video game with 20 fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of eight (8) normal symbols, a wild symbol and a scatter symbol.
- The wild symbol substitutes for all symbols except the scatter symbol.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

Gamble

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.24 WIN STORM DELUXE

“Win Storm Deluxe” is a five (5) reel video game with 30 paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels, except for SCATTER symbols, which pay in any position on the reels.
- Only the highest win is paid for each winning payline.
- The “Diamond” symbol is a WILD symbol and substitutes for all symbols except the “Star” scatter symbol.
- The maximum win is achieved with five “Tornado” scatter symbols in any position.
- Scatter wins and Free spins are awarded when three (3), four (4), or five (5) “Tornado” symbols appear in any position.

GAMBLE

- If a win is less than ten times the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black, or guess the suit of the card.
- If the player guesses the color of the card correctly, the bet value is doubled (x2).
- If the player guesses the suit correctly, the bet value is quadrupled by four (4).
- If the player selects the wrong color or suit, the bet amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to bet half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50 times the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

BONUS

- When 3 reels, filled only with wild symbol “Diamond”, appear on the screen - all line wins are multiplied x10.
- When 2 reels, filled only with wild symbol “Diamond”, appear on the screen- all line wins are multiplied x2.

FREE SPINS

- Three (3) or more “Storm” symbols trigger 14 free games.
- Whenever 2, 3, 4 or 5 “Storm” appear during the free games, 5, 14, 14, 14 additional free games are added respectively to the current ones.

WILD

- Wild symbol "Diamond" appears on reels 2, 3 and 4 only and substitutes for all other symbols, except for the scatter.

2.2.25 WIN STORM DIAMOND TREE JP

“Win Storm Diamond Tree JP” is a five (5) reel with three (3) rows video game with 30 fixed paylines, featuring the following characteristics:

- All wins, starting from the first reel on the left, pay from left to right on adjacent reels.
- Only the highest win is paid for each winning payline.
- The game consists of eight (8) normal symbols, a wild symbol and a scatter symbol.
- The wild symbol substitutes for all symbols except the scatter symbol.
- Malfunction voids all pays and plays.
- All the wins on different paylines/ways/combinations and scatter wins in one round are added to the total round win.

GAMBLE

- If a win is less than 15x the total bet, the player can enter the “double” mode by pressing the corresponding button.
- A face-down card is shown in the centre of the screen.
- The player must guess whether the card is red or black or guess the suit of the card.
- If the player guesses the color of the card correctly, the amount value is doubled (x2).
- If the player guesses the suit correctly, the amount value is increased by four (4).
- If the player selects the wrong color or suit, the gambled amount is lost.
- At any time, the player can choose to exit the “double” mode and return to the main game by collecting the winnings using the appropriate button.
- The player may also decide to gamble half of their current winnings by clicking the “half bet” button.
- The win can be doubled up to 50x the total bet.
- When this limit is reached, the player automatically collects the winnings and returns to the main game.

Diamond Tree JP

- After the end of each paid game the player has a chance of triggering the bonus.
- If three (3), four (4), five (5) or six (6) diamonds appear on the screen, the bonus will trigger at the end of the current spin.
- After appearing three (3), four (4), five (5) or six (6) diamonds, the player has to press the start button to start the bonus.
- During the bonus feature, a slot is played on 15 different micro-reels, and either a diamond or nothing can appear on each of the reels.
- At the beginning of the bonus, the player is awarded three (3) free spins, and if a new diamond appears during the spin on one of the micro-reels, the counter is reset to three (3).
- Bonus feature continues until no spins remain or all 15-reel positions are filled with diamonds. If all 15-reel positions are filled, the player is also paid an additional win of 500x the total bet.
- The fallen diamonds are held in position for the duration of the bonus.
- Each of the held diamonds has a win on it that is given to the player after the bonus has ended.
- The total bonus win is the sum of all the winnings on the collected diamonds at the end of the bonus.
- Possible winnings on the diamonds are: one (1), two (2), three (3), four (4), five (5), 10, 15, 20, 25, 50 x the total bet, in addition to the winning it is possible to have the inscription mini, maxi, mega which gives the corresponding level of the jackpot.
- If there is a number in front of the inscription, then the corresponding jackpot level is given as many times as the number.

2.2.26 “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	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
5 Chilli Fruits	B	95,77%	95,77%	95,79%	95,79%	97.46/98.92%** (95.79/97.25% base game + 1.67 jackpot contribution)
	B BB_3W	96,69%	96,69%	96,69%	96,69%	97.46/98.92%** (95.79/97.25% base game + 1.67 jackpot contribution)
	B BB_2W	97,25%	97,25%	97,25%	97,25%	97.46/98.92%** (95.79/97.25% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
20 Mega Slot Diamond Tree JP	A	96.69%	96.69%	96.62%	96.62%	96.62%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
20 Star Party Diamond Tree JP	A	96.21%	96.21%	96.14%	96.14%	96.14%*
	B	94.95%	94.95%	94.88%	94.88%	94.88%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
40 Hell's Cherries	A	96.58%	96.58%	96.58%	96.58%	98.25%** (96.58% base game + 1.67 jackpot contribution)
	B	95.89%	95.89%	95.89%	95.89%	97.56%** (95.89% base game + 1.67 jackpot contribution)
	C	93.88%	93.88%	93.88%	93.88%	95.55%** (93.88% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
40 Mega Slot Diamond Tree JP	A	96.46%	96.46%	96.39%	96.39%	96.39%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
40 Treasures Diamond Tree JP	A	96.53%	96.53%	96.47%	96.47%	96.47%*
	B	95.19%	95.19%	95.13%	95.13%	95.13%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Blazing Flower	96	96.44%	96.44%	96.45%	96.45%	98.12%** (96.45% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Cave of Clovers	96	96.25%	96.25%	96.25%	96.25%	97.92%** (96.25% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Chilli Fruits Diamond Tree JP	A	96.31%	96.31%	96.25%	96.25%	96.25%*
	B	95.27%	95.27%	95.25%	95.25%	95.25%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Happy Miner	94	94.76%	94.76%	94.74%	94.74%	96.41% (94.74% base game + 1.67 jackpot contribution)
	95	96.00%	96.00%	95.98%	95.98%	97.65%** (95.98% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Hell's Cherries	93	93.14%	93.14%	93.14%	93.14%	94.81%** (93.14% base game + 1.67 jackpot contribution)
	95	95.83%	95.83%	95.83%	95.83%	97.50%** (95.83% base game + 1.67 jackpot contribution)
	96	96.31%	96.31%	96.31%	96.31%	97.98%** (96.31% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Hell's Hot Sevens	93	93.89%	93.89%	93.90%	93.90%	95.57% (93.90% base game + 1.67 jackpot contribution)
	95	95.04%	95.04%	95.03%	95.03%	96.70% (95.03% base game + 1.67 jackpot contribution)
	96	96.49%	96.49%	96.43%	96.43%	98.10%** (96.43% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
HOT 7's x 2 Diamond Tree JP	A	95.95%	95.95%	95.89%	95.89%	95.89%*
	B	95.21%	95.21%	95.14%	95.14%	95.14%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
King of Clovers Diamond Tree JP	A	96.41%	96.41%	96.33%	96.33%	96.33%*
	B	95.38%	95.38%	95.35%	95.35%	95.35%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lord of Luck Diamond Tree JP	A	96.50%	96.50%	96.43%	96.43%	96.43%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Clover 20	A	95.04%	95.04%	95.07%	95.07%	96.74%** (95.07% base game + 1.67 jackpot contribution)
	B	92.72%	92.72%	92.74%	92.74%	94.41%** (92.74% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Clover 20 Diamond Tree JP	A	95.97%	95.97%	95.92%	95.92%	95.92%*
	B	94.42%	94.42%	94.37%	94.37%	94.37%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Lucky Clover Diamond Tree JP	A	96.47%	96.47%	96.41%	96.41%	96.41%*
	B	95.39%	95.39%	95.32%	95.32%	95.32%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Moon Lord Diamond Tree JP	A	96.77%	96.77%	96.71%	96.71%	96.71%*
	B	96.49%	96.49%	96.42%	96.42%	96.42%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Mystic Moon Diamond Tree JP	A	96.89%	96.93%	96.82%	96.87%	96.82%/96.87%*
	B	96.03%	96.66%	95.97%	96.59%	95.97%/96.59%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Nice Nice Penguin	A	95.57%	95.57%	95.62%	95.62%	97.29%** (95.62% base game + 1.67 jackpot contribution)
	B	94.11%	94.11%	94.07%	94.07%	95.74%** (94.07% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
The Big Chilli Diamond Tree JP	A	96.21%	96.21%	96.21%	96.21%	96.21%*
	B	95.61%	95.61%	95.51%	95.51%	95.51%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Wild Clover Diamond Tree JP	A	96.15%	96.15%	96.09%	96.09%	96.09%*
	B	94.98%	94.98%	94.91%	94.91%	94.91%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Win Storm Deluxe	94	94.16%	94.16%	94.22%	94.22%	95.89%** (94.22% base game + 1.67 jackpot contribution)
	95	95.71%	95.71%	95.69%	95.69%	97.36%** (95.69% base game + 1.67 jackpot contribution)

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

** When a Bonus Hot Luck is activated and an Operator sets the desired bonus increment, the Published % RTP of the game will show the sum of the base game value plus the Bonus Hot Luck Increment.

GAME NAME	GAME VARIATION / PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP		PUBLISHED % RTP
		% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM	
Win Storm Diamond Tree JP	A	96.57%	96.57%	96.51%	96.51%	96.51%*
	B	95.16%	95.16%	95.11%	95.11%	95.11%*

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

*The game's RTP includes the DIAMOND TREE JP RTP, which is set at 2%.

For details on the DIAMOND TREE JP, see the table at the end of Section 2.3: MATHEMATICAL EVALUATION.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM
Bonus Diamond Tree - Mega	1.56%	1.56%	1.56%	1.56%
Bonus Diamond Tree - Maxi	2.75%	2.75%	2.75%	2.75%
Bonus Diamond Tree - Mini	2.75%	2.75%	2.75%	2.75%

Notes: The base values and bet contributions are subject to the Bonus settings. It is the responsibility of the game provider/operator to set the base value in the production settings.

JACKPOT/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION/S
	% RTP MINIMUM	% RTP MAXIMUM	% RTP MINIMUM	% RTP MAXIMUM			
Minor	0.23%	1.16%	0.23%	1.23%	16.000	20	0.10%
Major	0.16%	0.21%	0.16%	0.21%	320.000	200	0.10%
Mega	0.30%	0.30%	0.30%	0.31%	2.100.000	2000	0.20%

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% contribution 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: 5 Chilli Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	966C3724EF21580F700E198E5708E9FE8D904F38
GameData_411.json	1.53	Server	Game Logic	SHA-1	D96B78A1383E7210AED5204973F0151437B77376
ChiliFruits5.pm	1.53	Server	Shared Logic	SHA-1	25EA0987F498B79204F0195117A865EE8B05C117
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: 20 Mega Slot Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	F478DEC2A4367C4FE35B65B86C32CC591268DD31
game.conf	1.53	Server	Game Configuration	SHA-1	038340A0C0F96F1EA1F233C7D02AED22ACE3F65A
GameData_341.json	1.53	Server	Game Logic	SHA-1	216F4923F4EB5B11A41F5191E0D9AE2A85D0F0C7
Double.pm	1.53	Server	Game Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 20 Star Party Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	F2CBD2B6868BCBB00F436BA312A879A3B4154DBA
game.conf	1.53	Server	Game Configuration	SHA-1	CDA85F2B63F5DAA717878391C06C3AB1814E2057
GameData_340.json	1.53	Server	Game Logic	SHA-1	2AF321E6F4EC662411D9D6FC4A86631DC0DF9F0B
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
DiamondTreeJP.pm	1.53	Server	Game Client	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 40 Hell's Cherries					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	EE556815B478CC342CD08E08803F9581457D6E8C
GameData_381.json	1.53	Server	Game Logic	SHA-1	F8DC1ABD4BC8630F278E00B8182BB74BC831EC4E
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: 40 Mega Slot Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	989E595590120200B7FA12B847B2A646C04313BE
game.conf	1.53	Server	Game Configuration	SHA-1	1DDB895FB3470A9E74DCE86EC59B71716F965CF3
GameData_336.json	1.53	Server	Game Logic	SHA-1	26D8DFE8CCD1FCEBD98CEF0F803AC30598A38389
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 40 Treasures Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	65DE4805F531F0616C7A2CF1CA97585B9BDB190F
game.conf	1.53	Server	Game Configuration	SHA-1	ACD75F2FDBD985C1C35F9D7976C66088A33A86FC
GameData_334.json	1.53	Server	Game Logic	SHA-1	19F265DE979D12A000E5741EBC9D61FC02F2946E
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Blazing Flower					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	C26098D3042078D05F5CEFA5E9190B22789D7CE9
GameData_394.json	1.53	Server	Game Logic	SHA-1	DF75E5BA2EBBCAB11F2DEE9DB70CEFB2E2ABA8EA
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: Cave of Clovers					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	982E28AF2F36F6D0FEF435E166DAC5FB82CE25F9
GameData_397.json	1.53	Server	Game Logic	SHA-1	457EF1F7A6721E04221C1402DE3A81BD9710ED7D
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 Fruits Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	1D2A6229224B87DD3B96099E3B36271BF034F1B1
game.conf	1.53	Server	Game Configuration	SHA-1	F718D4B4539CC57FCDB37AF9AFE596A124AA0EBB
ChiliFruitsDT.pm	1.53	Server	Game Logic	SHA-1	44353D7E0651FC58B86C9F113F79255B1E96194D
GameData_328.json	1.53	Server	Game Logic	SHA-1	7DCE4E406932D2EBDC3B49C7538299C1E726338F
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Happy Miner					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	D23B21BFF1B7DD931FCFD87F34BAE7C9B7F09604
GameData_393.json	1.53	Server	Game Logic	SHA-1	226A0502D3724FB395FB74D7873199B13F6E756C
HappyMiner.pm	1.53	Server	Game Logic	SHA-1	D344EA853CD642DD2F831FCAFD35A41930C2FB94
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: Hell's Cherries					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	A1680625B3B35358BCBD74FC611D255CBCDB75C7
GameData_380.json	1.53	Server	Game Logic	SHA-1	AEF22044C7093B1CF49C76A4392D00C17C30547D
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: Hell's Hot Sevens					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	FDF720BB836F34456D24EC79F59BC41D461B312C
GameData_384.json	1.53	Server	Game Logic	SHA-1	C27AA2F60B85A2B2A3219DACEF5B44D1731122A7
Hot7sX2.pm	1.53	Server	Game Logic	SHA-1	6AF2468507A63935494314759B39EF79FCDB17CD
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 7's X 2 Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	C7504E5B307BC7FE98F68E00B1482DD301D85F19
game.conf	1.53	Server	Game Configuration	SHA-1	76E67C6947431A0023AFAAA8139903768F682A43
GameData_400.json	1.53	Server	Game Logic	SHA-1	BD7D4425724808BC719C184B0F666A466092BA4D
Hot7sX2.pm	1.53	Server	Game Logic	SHA-1	6AF2468507A63935494314759B39EF79FCDB17CD
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: King of Clovers Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	309BF2B6762ADB4F1549052C4715C3D5429D4591
game.conf	1.53	Server	Game Configuration	SHA-1	CD2D546D081A7B09B7A773092DB8EFA5EDD44A38
KingOfCloversDT.pm	1.53	Server	Game Logic	SHA-1	F9F37DE5242394ABA354C7142F79C5816F604D3E
GameData_406.json	1.53	Server	Game Logic	SHA-1	404C669EC9EED4902BFB0B669887DAA242CBBC4E
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Lord of Luck Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	87DD570DA4F8F3547565452FB43D8A4B7C97645E
game.conf	1.53	Server	Game Configuration	SHA-1	9BA07FD82899EE2AA971E6F55DE8CCE60F4697DD
GameData_335.json	1.53	Server	Game Logic	SHA-1	D8945D4EE9101E333D36EA6B923003E017EC7B39
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Lucky Clover 20					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	E1CEF00A0669A0CE079B1E4F35EBF85E17E5B3A1
GameData_389.json	1.53	Server	Game Logic	SHA-1	B361E241BA053E058C3F5DA9F2071159CE96AC90
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: Lucky Clover 20 Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	E1CEF00A0669A0CE079B1E4F35EBF85E17E5B3A1
GameData_399.json	1.53	Server	Game Logic	SHA-1	60F615F183E13B8E5EB056B9CD4876C5D58C23A7
Double.pm	1.53	Server	Game Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Lucky Clover Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	36310AA3AEDF640B0708E402A0FC89A2E262C86D
game.conf	1.53	Server	Game Configuration	SHA-1	35295C0060B4D325C50E43040D3C0EC0597EE7FA
GameData_311.json	1.53	Server	Game Logic	SHA-1	B9E31390939CE67274422EB9218FF75E6D37C7F8
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Moon Lord Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	9728C265282E7165782DB2EFE2402CFF9F3B5ADE
game.conf	1.53	Server	Game Configuration	SHA-1	6002A911B746234484E67C2DECBB7A993057C379
WizardBlizzardsDT.p m	1.53	Server	Game Logic	SHA-1	1784CC63AF9003A97D879D35DE4F72CCC27BC545
GameData_338.json	1.53	Server	Game Logic	SHA-1	9B22A23ED028A354A03C10F88600D744FDCA9F55
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Mystic Moon Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	A2DC7E47F17D378D8F1E4FEB842F4F43A73E5399
game.conf	1.53	Server	Game Configuration	SHA-1	884C07591D2F1AD5078E310F8EFB9FD7F57F76B8
SelectableWild678.p m	1.53	Server	Game Logic	SHA-1	AA1EAD67632377CD14B140B0DBCDE836D194A888
GameData_339.json	1.53	Server	Game Logic	SHA-1	D530DCA5CC9E22A7E9E7FC53EA1D750DFBF9C515
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Nice Nice Penguin					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	1.53	Server	Game Configuration	SHA-1	41C77238C7B1AED816D422DDBE225C3988655AA3
GameData_386.json	1.53	Server	Game Logic	SHA-1	A420FEFB8F6898A3D7B90301A5DA0B52A196B338
NiceNicePenguin.pm	1.53	Server	Game Logic	SHA-1	CF641A8D2DFF9E2C088B86F463B0A901710252A3
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 Big Chilli Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	A77FCB1AEFC2CB1A4AB403D399C4D534B6F31F89
game.conf	1.53	Server	Game Configuration	SHA-1	0FE0E4FEB1367632DC0582BF8B04E9C4CEE2677C
TheBigChilliNoPjp.pm	1.53	Server	Game Logic	SHA-1	DE0494F176E2B53A3E8CCB86345D959C0694F4D2
GameData_405.json	1.53	Server	Game Logic	SHA-1	4FAB699F0048CFDB8119065E70EA740928EBB202
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Wild Clover Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	2D804001027D0B6576265B8026CA8AC487CAFA0C
game.conf	1.53	Server	Game Configuration	SHA-1	3370E20D036990877EEF583FCABB0845D22694A9
GameData_404.json	1.53	Server	Game Logic	SHA-1	20682E88960009E882277B3208A23A5E75B2F3D0
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Win Storm Deluxe					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	309BF2B6762ADBF41549052C4715C3D5429D4591
game.conf	1.53	Server	Game Configuration	SHA-1	355D57D1FF2E64933B1E565AD13D4072CF722309
KingOfClovers.pm	1.53	Server	Game Logic	SHA-1	01BBA003D370E9C651D852150222B30582EF3E21
GameData_379.json	1.53	Server	Game Logic	SHA-1	F6827F77552084AAA9CE49C82A0DE7F72AFED98D
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: Win Storm Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	90429E9BCA4AF7E490FACCAD53FDC59E3017D556
game.conf	1.53	Server	Game Configuration	SHA-1	6830000CB204D76E69C09B45ABEA1488DA2F2F73
GameData_337.json	1.53	Server	Game Logic	SHA-1	B49FB789FE4D63F0AFE339619CBB65F5FE4F6108
WinStormDT.pm	1.53	Server	Game Logic	SHA-1	FB24CD3538D2047FDDCF9FB8F8858C881CA208C7
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
DiamondTreeJP.pm	1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Diamond Tree JP					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
DiamondTreeJP.pm	1.53	Server	Jackpot	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Hot Luck Jackpot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
cmsjpot_s_exe	v1.5	Server	Jackpot	SHA-1	CD39629D32AC7092D9636CF20CA962647CA1CFFA
JPIO.pm	v1.5	Server	Jackpot	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				
<i>Games which may be played under a valid Type 2 Licence are as follows:</i>	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
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			
	☐	☐	☒	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
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.	12.3			N/A, the evaluated games do not fall under the category of games described in the requirement 12.1(a) and this requirement is only applicable to games and doesn't apply to jackpot evaluation
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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 do not fall under the category of games described in the requirement 12.1 and this requirement is only applicable to games and doesn't apply to jackpot evaluation
	12.5			
ARTICLE 16 - PARTICIPATION IN GAMES				
16.1. Participation in Games should be the result of one's free and independent personal choice and should also be done without incitement or 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.	☒	☐	☐	License Holder's website is out of scope, also, this requirement is out of scope of the standalone jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	16.2.1			
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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 peer-to peer games, and this requirement is out of scope for jackpot evaluation.
	4.3			
a) The 'Away from computer' status must not allow the Game to be played by the Player and must also result in the Player missing his/her turn during a round of the game which takes place during such time as the user retains that status.	☐	☐	☒	N/A, the games under evaluation are not peer-to peer games, and this requirement is out of scope for jackpot evaluation.
	4.3.a			
b) Where the Player changes his/her status to 'Away from computer' while playing a game, he/she will automatically lose the right to play in the specific round (for example, for a round of poker, the software must automatically fold the Player's hand during the next round of wagering) provided that additional wagers or Player decisions are required to complete the Game.	☐	☐	☒	N/A, the games under evaluation are not peer-to peer games, and this requirement is out of scope for jackpot evaluation.
	4.3.b			
c) Where the Player performs any action critical to the development of the game while he/she is away from the computer (such as choosing an amount to bet, etc.), the 'Away from computer' status must be changed and the Player must participate in the next round of the Game. Actions not important for game development such as accessing the help menu via the Game window must not require a change in the 'Away from computer' status.	☐	☐	☒	N/A, the games under evaluation are not peer-to peer games, and this requirement is out of scope for jackpot evaluation.
	4.3.c			
d) If the Player has not taken any action within the deadline specified on the help screens and/or in the terms and conditions, the Player status must automatically change to 'Away from computer'.	☐	☐	☒	N/A, the games under evaluation are not peer-to peer games, and this requirement is out of scope for jackpot evaluation.
	4.3.d			
e) If the Player’s status is “Away”, the Player shall be expelled from the table he is playing at that particular moment when the maximum time allowed for the Player to remain in this status is reached, pursuant to the terms and conditions of the Game or when the Player exceeds the	☐	☐	☒	N/A, the games under evaluation are not peer-to peer games, and this requirement is out of scope for jackpot evaluation.
	4.3.e			
	5.1			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
maximum time limit for participation in the games that they set in accordance with the Regulation (whichever comes first).				
Article 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;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	10.1.a			
b) the Gaming Platform rebooting;	☐	☐	☒	N/A, only online games evaluation and jackpot evaluation under scope
	10.1.b			
c) the Player Device rebooting or malfunctioning;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	10.1.c			
d) abnormal termination of the Client Software;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	10.1.d			
e) a game deactivation command from the Gaming Platform while the game is being played.	☐	☐	☒	N/A, only online games evaluation and jackpot evaluation under scope
	10.1.e			
10.2 Completion of Incomplete Games	Paragraph			
The CIS must offer Players a mechanism to complete an Incomplete Game. An Incomplete Game must be completed before a Player is allowed to participate in it again.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	10.2			
a) If a Player has an incomplete Game the CIS must show the incomplete Game to be finished upon reconnection or every time a new Play Session is activated.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	Player Account is out of scope, also this doesn't apply to jackpot evaluation
	10.2.a.i			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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.ii			This requirement doesn't apply to the games 5 Chilli Fruits, 40 Hell's Cherries, Blazing Flower, Cave of Clovers, Happy Miner, Hell's Cherries, Hell's Hot Seven, Lucky Clover 20, Nice Nice Penguin, Win Storm Deluxe, also this requirement doesn't apply to jackpot evaluation
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.	☐	☐	☒	N/A. The evaluated games are not multiplayer games, also this doesn't apply to jackpot evaluation
	10.2.a.iii			
b) Wagers relating to incomplete Games which can be continued, must be held by the CIS until the Game is completed. The Player Online Accounts must show any amounts held in Incomplete Games.	☐	☐	☒	N/A, the control of the CIS is the operator's responsibility, and doesn't apply to games and jackpot evaluation
	10.2.b			
10.3 Cancellation of Incomplete Games				
Wagers related to incomplete Games that can be continued but remain without a result for a period of time which is specified in the terms and conditions of participation, must be cancelled and the Wagers must be seized or returned to the Player provided that:	☐	☐	☒	See Below:
	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.	☐	☐	☒	N/A, the control of the CIS is the operator's responsibility, and doesn't apply to games and jackpot evaluation
	10.3.a			
b) Where a Game cannot be continued due to an action on the part of CIS, all wagers must be returned to the Players of that Game. By exception and in specific for peer to peer games, the Licensee may apply practices for the refund of participations or part thereof and / or the crediting of additional amounts to players based on the 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.	☐	☐	☒	N/A, the control of the CIS is the operator's responsibility, and doesn't apply to games and jackpot evaluation
	10.3.b			
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.				

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.2.1.b			
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			
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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.a			
b) All statements and graphics in the game information, the design, paytables and help screens are accurate and not misleading.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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 interface, without requiring a wager to be deposited.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.c			
d) All rules of the game and payable information must be sufficient to explain all applicable rules and how the Player takes part in all stages of the Game.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.e			
f) There is sufficient information about any prize payment adjustments such as charges, commissions, sliding scale commissions, etc. received by the house.	☐	☐	☒	N/A, the scope of testing is limited to online game evaluation & jackpot evaluation and during the evaluation, there are no charges, commissions or any other prize payment adjustments offered
	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).	☐	☐	☒	N/A, the games under evaluation do not have a max win advertised, and this requirement does not apply to jackpot evaluation.
	17.3.1.g			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
h) The design must have a theoretical Return to Player percentage (%RTP) and fully explain how it is calculated (namely minimum, maximum and average, etc.) and consequently the method for implementing it (namely participation/wagering requirements). For games which offer bonuses and require the existence of a base game bet, the minimum theoretical %RTP for additional bets takes into account the fact that there must be a base game bet.	☒	☐	☐	
	17.3.1.h			
i) If the design shows the actual %RTP, the number of games played which are related to the calculation of it must be displayed along with the period during which those games were played.	☐	☐	☒	N/A, the evaluated games display the theoretical Return to Player percentage, , and this requirement does not apply to jackpot evaluation.
	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.	☒	☐	☐	This requirement only applies to the games 5 Chilli Fruits, 40 Hell's Cherries, Blazing Flower, Cave of Clovers, Happy Miner, Hell's Cherries, Hell's Hot Seven, Lucky Clover 20, Nice Nice Penguin, Win Storm Deluxe. Also, this requirement doesn't apply to jackpot evaluation
	17.3.1.j			
k) Multiple wins				
The Design must clearly state the rules for prize payments, where multiple wins are possible.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.k.ii			
iii) In the case where the Game supports scatter, the Design must show a message which declares that the scatter game winnings are added to winnings from pay lines or anything similar, if that is a rule of the game.	☒	☐	☐	This requirement doesn't apply to Chilli Fruits Diamond Tree JP & Hell's Cherries, as these games don't have a scatter symbol, also requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.k.iii			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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.	☒	☐	☐	This requirement doesn't apply to Chilli Fruits Diamond Tree JP & Hell's Cherries, as these games don't have a scatter symbol, this requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.k.iv			
v) The Design must clearly outline how the coinciding results in the Game are handled.	☒	☐	☐	This requirement doesn't apply to Chilli Fruits Diamond Tree JP & Hell's Cherries, as these games don't have a scatter symbol, also this requirement is only applicable to games and doesn't apply to jackpot evaluation
	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, the games under evaluation do not have any extra lines in the evaluated games, also this requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.l			
m) Multipliers				
Where there are multiplier instructions in the Design, it must be clear whether the multiplier applies.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.n			
o) Substitutes/Wilds				
The Design must clearly state which symbols can operate as substitutes/wilds and which winning combinations can be applied.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement doesn't apply to Chilli Fruits Diamond Tree JP & Hell's Cherries, as these games don't have a scatter symbol, also this requirement is only applicable
	17.3.1.p			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
				to games and doesn't apply to jackpot evaluation
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).	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.q			
r) Card games: The requirements for Games featuring cards drawn from a deck are as follows:	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, and this requirement doesn't apply to jackpot evaluation
	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, and this requirement doesn't apply to jackpot evaluation
	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, and this requirement doesn't apply to jackpot evaluation
	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, and this requirement doesn't apply to jackpot evaluation
	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, and this requirement doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.1.t			
17.3.2. Information shown				
The following Game Information must be separate or easily accessible to the Player at any time during a Play Session:	17.3.2			
a) The name of the Game being played;	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
	17.3.2.a			This requirement is only applicable to games and doesn't apply to jackpot evaluation
b) Restrictions on the Player or on Wagers, such as any limits on the duration of play, maximum winnings, etc.;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.2.b			
c) The balance of the Player Online Account for the current Play Session;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.2.c			
d) The current wager. This refers only to the phase of the Game where the Player can add funds to the current Wager or place new Wagers in that phase.	☐	☐	☒	N/A, the games under evaluation do not have phases where player can bet or add funds during an on-going game cycle, and this requirement doesn't apply to jackpot evaluation
	17.3.2.d			
e) The current placement of all Wagers (such as roulette numbers, Blackjack insurance, etc.).	☐	☐	☒	N/A, the games under evaluation are online slot games, and this requirement doesn't apply to jackpot evaluation
	17.3.2.e			
f) The denomination of the bet.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.2.f			
g) The amount won in the last completed game (until the next game starts or changes the wager options).	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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).	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.).	☐	☐	☒	N/A, the games under evaluation doesn't provide initial player options to players, and this requirement doesn't apply to jackpot evaluation
	17.3.2.i			
j) The winning amount for each wager and the total amount won must be displayed on the screen.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.3.a			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.3.b			
c) If an auto-play mode is integrated, it must be possible to deactivate that mode at any time during the game.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.4			
a) In Games designed to give the Player the feeling that he/she controls the Game outcome through his/her Player skill, although in reality that is not the case (which is to say the game outcome is random) the help screens must indicate that the Game outcome depends on luck.	☐	☐	☒	N/A, the games under evaluation are not skill-based games and they do not provide the player with the feeling of them being in control, and this requirement doesn't apply to jackpot evaluation
	17.3.4.a			
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.5.			
17.3.6. Odds				
The Authority may lay down the policy on winning odds. The testing laboratory must conduct an independent evaluation of these policies.	☐	☐	☒	N/A, At the time of evaluation, no specific policies on winning odds have been published by the Authority, and this requirement doesn't apply to jackpot evaluation.
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.7			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
a) The Game Outcome must not be affected by the bandwidth, link utilisation, bit error rate or other feature of the communication channel between the Gaming Platform and the Player Device.	17.3.7.a			This requirement is only applicable to games and doesn't apply to jackpot evaluation
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.7.b			
c) Any possible change and/or combination of Game elements which generates win/lose outcomes, must be available for random selection at the start of each game, unless otherwise stated by the Game.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.7.c			
d) The results specified in accordance with the resulting combinations based on the rules of the Game must be applied immediately.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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'.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.3.7.h			
17.3.8. Simulation of physical devices				
When a Game depicts or insinuates that it includes a simulation of a real device (such as the spinning of wheels, the rolling of dice, the tossing of coins, the sharing out of cards, etc.), the simulator's behaviour must follow the expected behaviour of the real device, unless otherwise stated in the rules of the Game. In other words:	17.3.8			
a) For Games that simulate reality, the visual representation of the simulation must correspond to the features of the real device.	☐	☐	☒	N/A, the games under evaluation are not simulations of a real device and this requirement is out of the scope for jackpot evaluation.
	17.3.8.a			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 games under evaluation are not simulations of a real device and this requirement is out of the scope for jackpot evaluation.
	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 games under evaluation are not simulations of a real device and this requirement is out of the scope for jackpot evaluation.
	17.3.8.c			
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 games under evaluation are not simulations of a real device and this requirement is out of the scope for jackpot evaluation.
	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 games under evaluation are not time dependent, and this requirement is out of the scope for jackpot evaluation
	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 games under evaluation are not time dependent, and this requirement is out of the scope for jackpot evaluation
	17.3.9.b			
17.4 Game/Bonus Features				
17.4.1 Game/Bonus Features				
This section refers to Games where one or more of the bonus features/prizes are paid to the Player. In general terms, bonus prizes must be awarded as a result of some second (or subsequent) moving image screen and, unless otherwise provided to the Player, must be part of the theoretical %RTP for the overall payable. For those games which rely on bonuses, the Design must cover the following topics:	17.4.1			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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			This requirement is only applicable to games and doesn't apply to jackpot evaluation
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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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, and this requirement doesn't apply to jackpot evaluation
	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 games under evaluation do not require the acquisition of various events/symbols to activate a bonus, and this requirement doesn't apply to jackpot evaluation
	17.4.1.d			
e) Where applicable, the Game must show the rules for cases where the correct number of events/symbols needed to activate a bonus are not acquired.	☐	☐	☒	N/A. The games under evaluation do not require the acquisition of various events/symbols to activate a bonus, and this requirement doesn't apply to jackpot evaluation
	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 tokens, and this requirement doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement doesn't apply to 40 Hell's Cherries, Blazing Flower, Cave of Clovers, Hell's Cherries, Hell's Hot Sevens, Lucky Clover 20, this requirement is only applicable to games and doesn't apply to jackpot evaluation
	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].	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.4.1.h			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
i) Where the bonus of a Game is activated after the accumulation of a certain number of events / symbols (events / symbols) or a combination of events / symbols of different nature in multiple Games, the probability of acquiring new same events / symbols (events / symbols) does not deteriorate as the Game evolves, unless this possibility of the game has been clearly communicated to the player before his participation in it [e.g. for similar events / symbols, the last events / symbols required are not more difficult to obtain than previous events / symbols of this kind].	☐	☐	☒	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, and this requirement doesn't apply to jackpot evaluation
	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 games under evaluation does not allow the plauer to hold symbols/reels, and this requirement doesn't apply to jackpot evaluation
	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. A Player who opts to enter the bonus game but does not have enough credit to continue:	☐	☐	☒	N/A, the game doesn't offer optional bonus entry requiring additional player bets, and this requirement doesn't apply to jackpot evaluation
	17.4.1.k			
i) must use the temporary winnings from the main game or previous stages of the bonus game, where that is permitted by the rules of the Game;	☐	☐	☒	N/A, the game doesn't offer optional bonus entry requiring additional player bets, and this requirement doesn't apply to jackpot evaluation
	17.4.1.k.i			
ii) authorise the transfer of amounts to his/her Online Account;	☐	☐	☒	N/A, the game doesn't offer optional bonus entry requiring additional player bets, and this requirement doesn't apply to jackpot evaluation
	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 game doesn't offer optional bonus entry requiring additional player bets, and this requirement doesn't apply to jackpot evaluation
	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	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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			This requirement is only applicable to games and doesn't apply to jackpot evaluation
a) The prize limit (if applicable) and the maximum number of wagers available.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.4.2.b			
c) Any unusual game conditions must be stated during which the gamble feature is not available.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.4.2.d			
e) The moment the Player chooses a multiplier, the multiplier chosen must be clearly stated on-screen.	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.4.2.e			
17.5 P2P Requirements				
Bots are a type of AI which can help a Player learn the Game environment and its rules, and help him/her practice the Game before taking part in it.	17.5			
17.5.1 Peer to Peer (P2P)				
P2P game rooms are rooms which offer Players the chance to play Games and participate together or against others. In such rooms the Licence Holder (Operator) usually does not have an active role in the Game (such as 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			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
a) They must provide a mechanism that detects and prevents Players' collusion, artificial Player software, unfair advantages to Players, and the ability for one person to influence the outcome of a Game or Tournament.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer games, and this requirement doesn't apply to jackpot evaluation
	17.5.1.a			
b) They must provide warnings about how bots can affect a game so that Players can take an informed decision on whether to participate. In addition, they must provide instructions about reporting on abnormal bot usage in the Game. The afore must be referred to clearly in the terms and Conditions of running a Game.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer games, and this requirement doesn't apply to jackpot evaluation
	17.5.1.b			
c) They must dissuade authorised Players from occupying more than one position at each individual table.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer games, and this requirement doesn't apply to jackpot evaluation
	17.5.1.c			
d) They must provide authorised Players the option to participate in a table where all authorised Players have been randomly selected.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer games, and this requirement doesn't apply to jackpot evaluation
	17.5.1.d			
e) They must inform authorised Players about the time each Player sits at a particular table.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer games, and this requirement doesn't apply to jackpot evaluation
	17.5.1.e			
f) They must not use artificial Player software that acts as an authorised Player except in the case of free play or in training modes.	☐	☐	☒	N/A, the games under evaluation are not peer-to-peer games, and this requirement doesn't apply to jackpot evaluation
	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 computerised players in free play or training modes, and this requirement doesn't apply to jackpot evaluation
	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 computerised players in free play or training modes, and this requirement doesn't apply to jackpot evaluation
	17.5.2.b			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 computerised players in free play or training modes, and this requirement doesn't apply to jackpot evaluation
	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 games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.a			
b) The rules of the game contests/tournaments must be available to authorised Players through the Licence Holder's website.	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
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 games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	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 games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.b.ii			
iii) Specific information on any single contest/tournament, including the amount of monies available in the prize pool.	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.b.iii			
iv) The allocation of amounts based on specific results.	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.b.iv			
v) The name of the organisation (or individuals) running the contest/tournament on its behalf or in cooperation with the Licence Holder (Operator) as appropriate.	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.b.v			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
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 games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c			
i) the name of the event,	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c.i			
ii) the date(s) of the event,	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c.ii			
iii) the total number of entries,	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c.iii			
iv) the entry fees,	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c.iv			
v) the total prize pool,	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c.v			
vi) an amount paid for each winning category.	☐	☐	☒	N/A, the games under evaluation are not tournament games, and this requirement doesn't apply to jackpot evaluation
	17.5.3.c.vi			
Note: In the case of free contests/tournaments (i.e. where the authorised Player does not pay an entry fee) all information needed about the above must be recorded apart from the number of participants, the entry fee and the total prize pool.				
17.6 Game Recall				
The option to replay the last game should be offered, either by reproduction or by description. The replay must clearly state that it is a replay of the entire previous game cycle and must provide the following information (as a minimum):	17.6.1			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	NOTES
	REF.			
a) the game date and start/end time;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	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;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.6.1.b			
c) all cash amounts/credits of Players at the start and end of the Game;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.6.1.c			
d) total amount wagered;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.6.1.d			
e) total cash amounts/credits won for the prize (including any progressive jackpots);	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.6.1.e			
f) the results of Player choices involved in the outcome of the Game;	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.6.1.f			
g) the results of any intermediate stages of the Game (such as gambles or feature games);	☒	☐	☐	This requirement is only applicable to games and doesn't apply to jackpot evaluation
	17.6.1.g			
h) amounts obtained from promotions.	☐	☐	☒	N/A, the games under evaluation do not have promotions, and this requirement doesn't apply to jackpot evaluation
	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.	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, these requirements apply to the operator and is out of scope for games and jackpot evaluation
	13.2			
	☐	☐	☒	

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				
13.3. It is not permitted for two or more Licence Holders to jointly run a Jackpot.	13.3			N/A, these requirements apply to the operator and is out of scope for games and jackpot evaluation
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, these requirements apply to the operator and is out of scope for games and jackpot evaluation
	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, these requirements apply to the operator and is out of scope for games and jackpot evaluation
	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, these requirements apply to the operator and is out of scope for games and jackpot evaluation
	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, these requirements apply to the operator and is out of scope for games and jackpot evaluation
	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, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5			
	☐	☐	☒	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
a) the unique ID and commercial name of the progressive function;	16.5.a			N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
b) the date and time when the progressive pool took effect;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	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, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.c			
d) the unique ID for the payable for each participating game;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.d			
e) the amount required to participate in a progressive jackpot;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.e			
f) the total amount of winnings which have been paid out per progressive jackpot;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.f			
g) the total jackpot contributions made;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.g			
h) the Jackpot startup or other seeds not financed by contributions;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.h			
i) the current amount of the jackpot for each progressive pool;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.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				
j) the current value of jackpot contributions diverted (for other purposes);	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.j			
k) the date and time the jackpot was retired;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.k			
l) the amount transferred;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.l			
m) the date and time the jackpot was transferred, if applicable;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.m			
n) the progressive jackpot limit (amount), if applicable;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.5.n			
o) the amount over the limit, if applicable.	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	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, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6			
a) the unique ID and commercial name of the progressive function;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.a			
b) the unique ID for the game's payable;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.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				
c) the unique Player Session ID;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.c			
d) the unique Player ID;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.d			
e) the game cycle ID;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.e			
f) the date and time the progressive jackpot was paid out;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.f			
g) the progressive jackpot level hit;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.g			
h) the amount of Progressive Jackpot paid out;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.h			
i) the user ID and name of the employee who processed the win, if required;	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.i			
j) the user ID and name of the supervisor who confirmed the win, if required.	☐	☐	☒	N/A, this requirement applies to the platform/operator handling the CIS, doesn't apply to games and jackpot evaluation
	16.6.j			
Progressive Jackpot				
Article 26 PROGRESSIVE JACKPOT REQUIREMENTS				
26.1 Introduction	26.1			
The Progressive Jackpot is a progressively increasing prize based on the credit units added/won. This includes prizes awarded on the basis of criteria other than winning a Game, such as the Mystery Jackpot. However, it does not include non-parametered increasing prizes resulting from bonus features, which are part of the Game's payable (theoretical %RTP).	☒	☐	☐	
	26.1			

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 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:	☒	☐	☐	
	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.	☒	☐	☐	
	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.	☒	☐	☐	The game does not have capping on jackpot.
	26.2.1.b			
(c) The rules of the Game must include the way in which the Progressive Jackpot is funded and determined.	☒	☐	☐	
	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.	☒	☐	☐	
	26.2.1.d			
(e) The current amount of the Progressive Jackpot must be displayed on the devices of the Players participating in it. This screen must be displayed on all Players' devices, at least every 30 seconds.	☒	☐	☐	
	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.	☒	☐	☐	
	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.	☒	☐	☐	
	26.2.1.g			

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
(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 jackpot is not awarded based on any combination.
	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, All the jackpots hit with unique ID, it is not possible two or more players to take the same jackpot.
	26.2.1.i			
26.2.2 Slave Progressive Jackpot controllers	26.2.2			
When a 'Master Controller' uses 'Slave Controllers' to verify a Progressive Jackpot, the following requirements apply:	☐	☐	☒	N/A, only online games evaluation and jackpot evaluation under scope
	26.2.2			
(a) All the 'Slave Controllers' must be time synchronised with the 'Master Controller'.	☐	☐	☒	N/A, no slave controllers are used.
	26.2.2.a			
(b) The 'Master Controller' must be time synchronised with the CIS.	☐	☐	☒	N/A, no slave controllers are used.
	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, no slave controllers are used.
	26.2.2.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 minimum 'window' period (Progressive Jackpot Reset Period) must not be less than the longest time period required to:	☐	☐	☒	N/A, no slave controllers are used.
	26.2.2.d			
i) register that a Progressive Jackpot has been won;	☐	☐	☒	N/A, no slave controllers are used.
	26.2.2.d.i			
ii) announce the victory on the screens of the devices of all participating Players with active sessions;	☐	☐	☒	N/A, no slave controllers are used.
	26.2.2.d.ii			
iii) reset the Progressive Jackpot meters.	☐	☐	☒	N/A, no slave controllers are used.
	26.2.2.d.iii			
(e) In the event that a Progressive Jackpot is supported that is determined by increases in the Stakes of individual Players, the processing of the receipt of the increases from all Player devices, whether they are connected to the 'Master Controller' or the 'Slave Controller', must be fair.	☐	☐	☒	N/A, no slave controllers are used.
	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:	☒	☐	☐	
	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	☒	☐	☐	
	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	☒	☐	☐	
	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.	☒	☐	☐	
	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:	☒	☐	☐	
	26.2.4			
	☒	☐	☐	

GREECE REGULATIONS & ONLINE GAMING	PASS	FAIL	N/A	
	EXTERNAL REF #			
Gaming technical specification regulations for the organisation and running of online games of chance				
(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.	26.2.4.a			
(b) A Progressive Mystery Jackpot that uses a Hidden Progressive Jackpot amount in order to determine the winning of the Progressive Jackpot must not change the amount of the Hidden Progressive Jackpot when the parameters change, if the Progressive Jackpot is active (i.e. where contributions from the Progressive Jackpot are added to it).	☐	☐	☒	N/A, the Jackpot is not a progressive mystery jackpot
	26.2.4.b			
(c) The CIS must provide a way to display the current and pending parameters of the Progressive Jackpot.	☒	☐	☐	
	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.	☒	☐	☐	
	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, only online games evaluation and jackpot evaluation under scope
	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, only online games evaluation and jackpot evaluation under scope
	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);	☒	☐	☐	
	26.2.6.a			
(b) It must not be possible to win a Progressive Jackpot while it is in a shutdown state;	☒	☐	☐	
	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	☒	☐	☐	
	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				
implemented when Progressive Jackpot contributions are included, the other Game may be provided only when the Progressive Jackpot is available;				
(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.	☒	☐	☐	
	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:	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	☒	☐	☐	
	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, to rest the current values of progressive jackpot, the controller work as per requirement 26.2.7.a
	26.2.7.b			

4. ADDITIONAL INFORMATION/OBSERVATIONS.

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

5. CONCLUSION.

According to the test results^{1,2}, BMM Spain Testlabs s.l.u. confirms that the item submitted for testing is compliant with all the relevant technical requirements in section “3.BMM Evaluation Performed”.

Yours sincerely,

Rubén Baptista

SVP Operations ERSAM

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

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

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