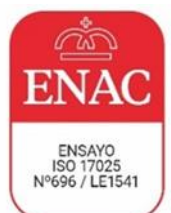


Evaluation Report for CT INTERACTIVE EOOD 20 Online Games

Manufacturer: CT INTERACTIVE EOOD
ATF Report Number: ROM.CATE-OL.1010.01.02
Document Number: 02
Date: 10 September 2024
Number of Pages: 37

BMM Spain Testlabs s.l.u.

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GENERAL INFORMATION

Name and address of the petitioner:	CT INTERACTIVE EOOD 7 Kukush str. 1345 Sofia, Bulgaria
Petitioner Reference Number:	Submission request letter dated 23 rd May 2024
Testing dates:	Start date: 28 th June 2024 End date: 28 th August 2024
Evaluation type:	Online Slot Game Evaluation
Product Style:	Slot Game
Product Description: Name: Version: Platform and Version:	20 Online Games See section 2.1 See section 2.1 N/A
Test Category:	Category 0
Jurisdictions Recommended:	Romania
Technical Standard / Regulation used for Evaluation:	Romania – GOVERNMENT DECISION no. 111/2016 approving the Methodological Norms for the implementation of Government Emergency Ordinance No 77/2009 on the organization and operation of games of chance and for the modification and supplementation of the Government's Decision no. 298/2013 regarding the organization and functioning of the National Office for Gambling and for the amendment of the Government's Decision no. 870/2009 for the approval of the Methodological Norms for applying the Government's Emergency Ordinance no. 77/2009 and for repeal of Government Decision no. 870/2009
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 of Evaluation	Pass

BMM Ref Number:	CATE-OL.1010
Method/Procedures used:	EURSAM-SPA-MO-04 v6.0
Test Engineer:	Gazal Gupta Jyoti kumari, Devansh Singh Pathania, Ganesh Shukla, Francesco Scorza, Gabriele Roletti, Jasbir Kumar, Giacomo Quaranta, Miguel Oliveira

1. SCOPE OF EVALUATION.

CT INTERACTIVE EOOD requested to evaluate the products listed in section 2 for operation in the relevant below Romania market:

- Romania – GOVERNMENT DECISION no. 111/2016 approving the Methodological Norms for the implementation of Government Emergency Ordinance No 77/2009 on the organization and operation of games of chance and for the modification and supplementation of the Government's Decision no. 298/2013 regarding the organization and functioning of the National Office for Gambling and for the amendment of the Government's Decision no. 870/2009 for the approval of the Methodological Norms for applying the Government's Emergency Ordinance no. 77/2009 and for repeal of Government Decision no. 870/2009.

2. EVALUATION CHARACTERISTICS.

2.1. GAME DESCRIPTION.

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
40 Fruitata Wins	1.53	-	-	X	X	-	-	-	04 th September 2024
5x Cherry Party	1.53	-	-	X	X	-	-	-	04 th September 2024
Celestial Dragon	1.53	-	-	X	X	-	-	-	04 th September 2024
Chilli Madness	1.53	-	-	X	X	-	-	-	04 th September 2024
Christmas Storm	1.53	-	-	X	X	-	-	-	04 th September 2024
Fire Egg	1.53	-	-	X	X	-	-	-	04 th September 2024
Goblin'S Gold	1.53	-	-	X	X	-	-	-	04 th September 2024
Guardian of Asgard	1.53	-	-	X	X	-	-	-	04 th September 2024
Hit the Hot	1.53	-	-	X	X	-	-	-	04 th September 2024
Jester Jack	1.53	-	-	X	X	-	-	-	04 th September 2024
Lord of Luck the Wheel	1.53	-	-	X	X	-	-	-	04 th September 2024
Lucky Kiwi	1.53	-	-	X	X	-	-	-	04 th September 2024
Mega Gnome	1.53	-	-	X	X	-	-	-	04 th September 2024

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
Piggy Crash	1.53	-	-	X	X	-	-	-	04 th September 2024
Power Storm	1.53	-	-	X	X	-	-	-	04 th September 2024
Star Girl	1.53	-	-	X	X	-	-	-	04 th September 2024
The Big Chilli	1.53	-	-	X	X	-	-	-	04 th September 2024
The Magic Web	1.53	-	-	X	X	-	-	-	04 th September 2024
The New Queen of Fruits	1.53	-	-	X	X	-	-	-	04 th September 2024
Treasure Chase	1.53	-	-	X	X	-	-	-	04 th September 2024

1. 40 FRUITATA WINS

“40 Fruitata Wins” is five (5) reels, 40 lines technical game. The characteristics of the game are given below:

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

2. 5x CHERRY PARTY

“5x Cherry Party” is five (5) reels, 40 fixed lines technical game. The characteristics of the game are given below:

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

MULTIPLIER Feature

- When the five (5) reels on the screen are filled with the same symbol or wild, all winnings are multiplied by five (5).
- When four (4) adjacent reels on the screen, from left to right, are filled with the same symbol or wild, all winnings are multiplied by four (4).
- When three (3) adjacent reels on the screen, from left to right, are filled with the same symbol or wild, all winnings are multiplied by three (3).

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

3. CELESTIAL DRAGON

“Celestial Dragon” is five (5) reels, three (3) rows and 40 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.

- The wild “Dragon” substitutes for all other symbols, except for the scattered “Yin-Yang” and “Pearl” symbols.
- The top award is achieved with five (5) “Samurai” symbols on a payline.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Yin-Yang” symbols appear in any position.
- “Yin-Yang” scatter symbol does not appear during free games.

FREE GAMES Feature

- Three (3), four (4) or five (5) “Yin-Yang” scatter symbols trigger five (5), 12 or 20 free games, respectively.
- During the free games, each new “Pearl” symbol that appears on the screen, leaves a small symbol “Pearl” in that position, that will remain stuck until the end of free games.
- After the end of the free games, the “BONUS PEARL” is activated. It will count the number of small “Pearl” symbols available on the screen:
 - If the player has collected less than five (5) symbols, he wins 2x total bet.
 - If the player has collected from five (5) to nine (9) symbols, he wins 15x total bet.
 - If the player has collected from 10 to 15 symbols, he wins 500x total bet.
- Free games use a different reel band respect to the ones used in the base game.
- Free games use the same number of lines and the same bet per line as the ones in the last paid game that trigger the Free Games mode.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

4. CHILLI MADNESS

“Chilli Madness” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only.
- Only highest win is paid on each played line.
- All wins on different paylines in one round are added together to the total round win.
- The wild “Piñata” substitutes for all other symbols at all positions on the reels.

- During the base game, the wild “Piñata” appears on reel (1) only. During free games, it does not appear.
- The wild “Pepper” symbol substitutes for all the symbols except “Piñata” wild symbol.
- During the base game, the wild “Pepper” symbol appears on reels two (2), three (3), four (4) and five (5) only. During free games, it appears on all reels.
- The top award is achieved with five (5) “Man” symbols on a payline.

BONUS SCATTER WINS

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

FREE GAMES Feature

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

5. CHRISTMAS STORM

“Christmas Storm” is five (5) reels, 30 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Santa” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Star” symbol.
- The top award is achieved with five (5) “Star” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.

CASCADING Feature

- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

6. FIRE EGG

“Fire Egg” is five (5) reels, 40 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Dragon Eye” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Dragon Egg” symbol.
- The top award is achieved with five (5) “Woman” symbols on a payline.

MULTIPLIER Feature

- When the five (5) reels on the screen are filled with the same symbol or wild, all winnings are multiplied by five (5).
- When four (4) adjacent reels on the screen, from left to right, are filled with the same symbol or wild, all winnings are multiplied by four (4).
- When three (3) adjacent reels on the screen, from left to right, are filled with the same symbol or wild, all winnings are multiplied by three (3).
- Scatter wins are not multiplied.

WHEEL BONUS Feature

- When three (3), four (4) or five (5) “Dragon Egg” scatter symbols appear on the reels during the base game, the “Wheel Bonus” feature is activated and the player wins a spin of the bonus wheel. The winning options are:
 - 10x, 20x or 100x total bet.
 - “Chest” symbol: a sum is accumulated to the chest.
 - “Bonus” symbol: the player wins the entire prize from the chest that has been accumulated till that moment.
 - Free Games: the player wins 12, 20 or 50 free games.
- The winnings in the bonus wheel depend on the number of initiating “Dragon Egg” scatter symbols.

FREE GAMES Feature

- The “Wheel Bonus” feature may trigger 12, 20 or 50 free games.
- During the free games mode, if two (2) or more “Dragon Egg” scatter symbols appear on the screen, the player is awarded with five (5), 12, 20 or 50 additional free games.
- If, during the free games the player gets two (2), three (3), four (4) or five (5) “Dragon Egg” scatter symbols, he is awarded a prize and five (5), 12, 20 or 50 additional free games, respectively.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

7. GOBLIN'S GOLD

"Goblin's Gold" is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except for scatters which are paid on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild "Goblin" symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered "Coin" symbol.
- The top award is achieved with five (5) "Coin" scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered "Coin" symbols appear in any position.

FREE GAMES Feature

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double "x2" button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with "Cancel" button.
- The player can decide to gamble half of his win by pressing the "Half Gamble" button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

8. GUARDIAN OF ASGARD

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

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

- The top award is achieved with five (5) “Three” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Coin” symbols appear in any position.

CLUSTER CASCADING Feature

- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

9. HIT THE HOT

“Hit the Hot” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.

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

10. JESTER JACK

“Jester Jack” is five (5) reels, 25 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except for scatters which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild and scatter “Jester Jack” symbol substitutes for all other symbols, except for the “Joker in the Box” and “The Box” symbols that appear during free games.
- The top award is achieved with five (5) “Jester Jack” wild/scatter symbols on any position.
- The scatter wins are awarded when two (2), three (3), four (4) or five (5) scattered “Jester Jack” symbols appear in any position.

FREE GAMES Feature

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).

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

11. LORD OF LUCK THE WHEEL

“Lord of Luck The Wheel ” is five (5) reels, 40 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Elf” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols in all position on the reels, except for the scattered “Lucky Pot” and “Clover” symbols.
- The “Clover” scatter symbols appear on the reels one (1), three (3) and five (5) only.
- The top award is achieved with five (5) “Lucky Pot” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Lucky Pot” symbols appear in any position.

WHEEL OF FORTUNE Feature

- When three (3) “Clover” scatter symbols appear on the reels, the “Wheel of Fortune” feature is activated, and the player is awarded a spin on the wheel of fortune. The winning options are:
 - 20x total bet.
 - “Chest” symbol: a sum is accumulated to the chest.
 - “Bonus” symbol: the player wins the entire prize from the chest that has been accumulated till that moment.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.

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

12. LUCKY KIWI

“Lucky Kiwi ” is five (5) reels, all way wins technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatters which pay on any position.
- Only the highest win is paid per winning combination on bought reels.
- All wins on different ways and scatter wins in one round are added together to the total round win.
- The wild “Lucky Kiwi” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols.
- All the wins where the wild “Wild x2” symbol appears, except for 3x, 4x and 5x “Flower” scatter symbol:
 - Are multiplied by two (2) during base game.
 - Are multiplied by three (3) during the free games
- All the wins where a couple of “Wild x2” symbol appears, except for 3x, 4x and 5x “Flower” scatter symbol:
 - Are multiplied by four (4) during base game.
 - Are multiplied by nine (9) during the free games
- The top award is achieved with five (5) “Flower” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Flower” symbols appear in any position.

TURBO MODE

- The Turbo mode can be played on five (5) reels at 40 credits bet.
- The player can increase his win by increasing the bet multiplier.
- The wins are paid if two (2), three (3), four (4) or five (5) of the same symbols or the wild symbols appear on the 2nd, 3rd, 4th or 5th adjacent reels, starting from the leftmost reel.
- If there are two (2) or more of the same symbols or wild symbols on the same reel in a winning combination, then the combination will be awarded once for each symbol.
- Only the highest combination for every symbol is paid.

FREE GAMES Feature

- Three (3), four (4) or five (5) “Flower” scatter symbols trigger 15 free games.
- During the free games, if three (3), four (4) or five (5) “Flower” scatter symbols appear on the screen, will award 15 additional free games.
- Free games use a different reel band respect to the ones used in the base game.
- Free games use the same number of lines and the same bet per line as the ones in the last paid game that trigger the Free Games mode.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.

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

13. MEGA GNOME

“Mega Gnome” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only.
- Only highest win is paid on each played line.
- All wins on different paylines in one round are added together to the total round win.
- The wild “Clover” substitutes for all other symbols at all positions on the reels.
- During the base game, the wild “Clover” appears on reel (1) only. During free games, it does not appear.
- The wild “Gnome” symbol substitutes for all the symbols except “Clover” wild symbol.
- During the base game, the wild “Gnome” symbol appears on reels two (2), three (3), four (4) and five (5) only. During free games, it appears on all reels.
- The top award is achieved with five (5) “Harp” symbols on a payline.

BONUS SCATTER WINS

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

FREE GAMES Feature

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

14. PIGGY CRASH

“Piggy Crash” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

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

FREE GAMES Feature

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.

- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

15. POWER STORM

“Power Storm” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Power Storm” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Vortex” symbol.
- The top award is achieved with five (5) “Vortex” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Vortex” symbols appear in any position.

CASCADING Feature

- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

CASCADE BONUS

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.

- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

16. STAR GIRL

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

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

FREE RE-SPINS Feature

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

17. THE BIG CHILLI

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

- All wins are paid from left to right and from right to left on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.

- All wins on different paylines and scatter wins in one round are added together to the total round win.
- The wild “Chilli” symbol substitutes for all other symbols, except for scattered “Star” and “Treasure Chest” symbols.
- The top award is achieved with five (5) “7” symbols on a payline.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Star” symbols appear in any position.
- “Star” scatter symbol does not appear during free games.

FREE GAMES Feature

- Three (3), four (4) or five (5) “Star” scatter symbols trigger five (5), 12 or 20 free games, respectively.
- During the free games, each new “Treasure Chest” symbol that appears on the screen, leaves a small symbol “Treasure Chest” in that position, that will remain stuck until the end of free games.
- After the end of the free games, the “TREASURE CHEST BONUS” is activated. It will count the number of small “Treasure Chest” symbols available on the screen:
 - If the player has collected less than five (5) symbols, he wins 2x total bet.
 - If the player has collected from five (5) to nine (9) symbols, he wins 15x total bet.
 - If the player has collected from 10 to 15 symbols, he wins 500x total bet.
- Free games use a different reel band respect to the ones used in the base game.
- Free games use the same number of lines and the same bet per line as the ones in the last paid game that trigger the Free Games mode.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

18. THE MAGIC WEB

“The Magic Web” is five (5) reels, 30 fixed lines technical game. The characteristics of the game are given below:

- All wins begin with the leftmost reel and pay left to right on adjacent reels only, except scatter which pay on any position.
- Only highest win is paid on each played line.
- All wins on different paylines and scatter wins in one round are added together to the total round win.

- The wild “Witch” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Spider Web” symbol.
- The top award is achieved with five (5) “Spider Web” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Spider Web” symbols appear in any position.

CASCADING Feature

- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

BONUS

- When three (3) reels on the screen are filled only with wild “Witch” symbols, all line wins are multiplied x10.
- When two (2) reels on the screen are filled only with wild “Witch” symbols, all line wins are multiplied x2.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

19. THE NEW QUEEN OF FRUITS

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

- All wins on different clusters and scatter wins in one round are added together to the total round win.
- This game is a cluster-based game without paylines. All wins are paid for five (5) or more symbols regardless of their position, except for the “Crown” scatter symbol.
- When an animation of “Queen” wild symbol appears on the screen, the player wins a prize of at least five (5) “Queen” wild symbols.

- The wild “Queen” symbol appears on reels two (2), three (3) and four (4) and substitutes for all other symbols, except for the scattered “Crown” symbol.
- The top award is achieved with five (5) “Crown” scatter symbols on any position.
- The scatter wins are awarded when three (3), four (4) or five (5) scattered “Crown” symbols appear in any position.

CLUSTER CASCADING Feature

- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

20. TREASURE CHASE

“Treasure Chase” is five (5) reels, 20 fixed lines technical game. The characteristics of the game are given below:

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

CASCADING Feature

- When the wins from the current game are paid, all the symbols involved in the winning combination disappear. The symbols above them cascade down in their places and the free space left on the reels is taken by new symbols.
- If there is a winning combination after this cascade, it is paid as well.
- The process continues until a screen with no winning combinations appears.
- The replacement of symbols is free.

CASCADE BONUS

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

GAMBLE Option

- After a win lower than 10x total bet, the player can enter the gamble feature (double-up) by pressing the double “x2” button.
- In the middle of the screen, a card is displayed face down.
- The player should guess whether the card is red or black, or the suit of the card.
- If the player has guessed the correct card colour, the gambled amount is multiplied by two (2).
- If the player has guessed the correct card suit, the gambled amount is multiplied by four (4).
- If the player has guessed an incorrect card colour or suits, the gambled amount is lost.
- At any time, the player can decide to exit the gamble feature and return to the main game by collecting his win with “Cancel” button.
- The player can decide to gamble half of his win by pressing the “Half Gamble” button.
- The win doubling is allowed up to 50x total bet.
- When the limit is reached, the player collects the win automatically and returns to the main game.

21. HOT LUCK BONUS

“HOT LUCK” is an interactive mystery Bonus 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 Bonus 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 Bonus levels, that when is selected, is attached to the corresponding Bonus level in the upper part of the game screen.

After collecting four (4) plates with the same symbol, the player is awarded the corresponding Bonus 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 Bonus amount resulting from the bonus.

SCATTER MODE

Scatter wins are activated when reaching one of the three (3) mystery Bonus levels. The total amount of bonus scatter is equal to the current value of the Lead level of the Bonus (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 Bonus 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 BONUS” is applicable for all the games above.

2.2. 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 Fruitata Wins	96	95.89%	95.89%	95.89%	95.89%	95.89% (**)

Notes: (*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
5x Cherry Party	A	97.99%	97.99%	98.01%	98.01%	98.01% (**)
	B	95.92%	95.92%	95.93%	95.93%	95.93% (**)
	C	94.04%	94.04%	94.04%	94.04%	94.04% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Celestial Dragon	95	95.40%	95.40%	95.51%	95.51%	95.51% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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 Madness	95	95.77%	95.77%	95.65%	95.65%	95.65% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Christmas Storm	A	95.94%	95.94%	95.95%	95.95%	95.95% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Fire Egg	95	95.82%	95.82%	95.74%	95.74%	95.74% (**)
	98	98.12%	98.12%	98.11%	98.11%	98.11% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Goblin's Gold	A	96.65%	96.65%	96.63%	96.63%	96.63% (**)
	B	95.34%	95.34%	95.29%	95.29%	95.29% (**)
	C	94.19%	94.19%	94.12%	94.12%	94.12% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Guardian of Asgard	96	96.07%	96.07%	96.05%	96.05%	96.05% (**)
	93	93.95%	93.95%	93.97%	93.97%	93.97% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Hit the Hot	95	95.09%	95.09%	95.11%	95.11%	95.11% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Jester Jack	95	95.36%	95.36%	95.39%	95.39%	95.39% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Lord of Luck The Wheel	95	95.80%	95.80%	95.83%	95.83%	95.83% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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 Kiwi	95	95.28%	95.28%	95.35%	95.35%	95.35% (**)
	96	96.66%	96.66%	96.58%	96.58%	96.58% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Mega Gnome	95	95.77%	95.77%	95.65%	95.65%	95.65% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Piggy Crash	95	95.45%	95.45%	95.37%	95.37%	95.37% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Power Storm	95	95.79%	95.79%	95.76%	95.76%	95.76% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Star Girl	96	96.50%	96.50%	96.52%	96.52%	96.52% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	95	95.40%	95.40%	95.51%	95.51%	95.51% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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 Magic Web	96	96.32%	96.32%	96.29%	96.29%	96.29% (**)
	93	93.80%	93.80%	93.83%	93.83%	93.83% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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 New Queen of Fruits	96	96.07%	96.07%	96.05%	96.05%	96.05% (**)
	93	93.95%	93.95%	93.97%	93.97%	93.97% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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	
Treasure Chase	95	95.79%	95.79%	95.76%	95.76%	95.76% (**)

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

(*) The RTP values in the table are those calculated by CT Interactive EOOD and verified by BMM.

(**) 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.

BONUS/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	2,000	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) As declared by the Client, the Minimum RTP% contribution is 0.05% and Maximum RTP% contribution is 1.50% for each of the 3 levels. The RTP% contribution used by BMM for testing of the Minor Bonus is 0.23% - 1.23%; the RTP% contribution of the Major Bonus is 0.16% - 0.21% and the RTP% contribution of the Mega Bonus is 0.30% - 0.31%.

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

2.3. EVALUATED SOFTWARE.

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

Product: 5x Cherry Party					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	E9050FCAF54A589C7D4AC0FBAD8E525AD2848B02
game.conf	1.53	Server	Configuration	SHA-1	4CB8DCFE43481825F6510999B6971AB4E74CB798
GameData_296.json	1.53	Server	Game Logic	SHA-1	FDB64961078E687A6B9111B6AA37A2D91D183053
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: Celestial Dragon					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	D26126CE181B98B2EB338E324C28C3451DA87B45
game.conf	1.53	Server	Configuration	SHA-1	FE265DE3DC8DC92BE42A448799562CEA62C93481
GameData_352.json	1.53	Server	Game Logic	SHA-1	67B0B8BFD467847F1BA1BBA64C68AAE0E77FF196
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Chilli Madness					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	63B71F98321AA066987D8417906D922592A8DAC1
game.conf	1.53	Server	Configuration	SHA-1	11B5AC6B577A2D7C821026C0AF8C9649382CBB05
GameData_308.json	1.53	Server	Game Logic	SHA-1	B3EE0804798F13A1BB31F3FDFB8FFAD5A0842224
GiraffeWild.pm	1.53	Server	Game Logic	SHA-1	2B79071857901CBFDE41585A50074B190FA651E0
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Christmas Storm					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	F4E0810D29039D34EB5CA11A6256FE8EFE19598B
game.conf	1.53	Server	Configuration	SHA-1	3E844767736CCFFAD452573FE057F4394D9DA742
GameData_283.json	1.53	Server	Game Logic	SHA-1	37A86E824DBEC0502444450216ADA3815C33B178
WinStorm.pm	1.53	Server	Game Logic	SHA-1	48B9769F3D0B0B9ACA2554EF6797938CF0C0D485
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: Fire Egg					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	FC7846C88D477741CD88648E57BFA2E70BBE1652
game.conf	1.53	Server	Configuration	SHA-1	641A9FD47398E8E6995AD8FE1B24D20C52A0D6AA
GameData_309.json	1.53	Server	Game Logic	SHA-1	FB9656A760618319003C1AE3A3D2B8EA4B6B22FA
FireEgg.pm	1.53	Server	Game Logic	SHA-1	AB4143286B3D616CB75A926EF66DD27CCA698072
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D

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

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

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

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

Product: Hit the Hot					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
GameData_262.json	1.53	Server	Game Logic	SHA-1	9458C494A15A6EC2F8EFC280A4BE8E5C1570AFB0
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

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

Product: Lord of Luck The Wheel					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	2E4468BC270DF4537084D9168D5E0AD484A779C3
game.conf	1.53	Server	Configuration	SHA-1	EC40E6D20974EF97836EDF967D9CD82964E8101C
GameData_300.json	1.53	Server	Game Logic	SHA-1	AF8B055927D01AA30A713C4AC4B348DC5E127A60
LordOfLuckTheWheel.pm	1.53	Server	Game Logic	SHA-1	6800F7F088CE424A836422CBD6383ECD4FCBCBFD
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 Kiwi					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	8C5F503C3572E15735D3A98A67C598A531C2B775
game.conf	1.53	Server	Configuration	SHA-1	54CCAAF436874EB89FA73BCB75AB4AB357F55E36
GameData_345.json	1.53	Server	Game Logic	SHA-1	DAA4D48EA57C2F86CBE63DA393B2A45550153A5B
LuckyKiwi.pm	1.53	Server	Game Logic	SHA-1	4F7ACA168CFAA1E4B14D19E806E96D87F84DF932
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: Mega Gnome					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	470CCB72347A8F79D93FE961ED1DF7B1FB9782D7
game.conf	1.53	Server	Configuration	SHA-1	AEC519DF5E5CE5D16190783E8CD538B790B52F04
GameData_308.json	1.53	Server	Game Logic	SHA-1	B3EE0804798F13A1BB31F3FDFB8FFAD5A0842224
GiraffeWild.pm	1.53	Server	Game Logic	SHA-1	2B79071857901CBFDE41585A50074B190FA651E0
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

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

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

Product: Power Storm					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	9F4EC2675B015443B3F9A60C054F709C6519CB7E
game.conf	1.53	Server	Configuration	SHA-1	62F879C655FB0A201CA598C4CEACE2A70347C910
GameData_342.json	1.53	Server	Game Logic	SHA-1	CF1FF78A071D67B3B643393C4DF9A2EF1D639A01
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

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

Product: The Big Chilli					
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	Configuration	SHA-1	0FE0E4FEB1367632DC0582BF8B04E9C4CEE2677C

Product: The Big Chili					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
GameData_352.json	1.53	Server	Game Logic	SHA-1	67B0B8BFD467847F1BA1BBA64C68AAE0E77FF196
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 Magic Web					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	1.53	Server	Game Client	SHA-1	76FE030D440E449757B774BE4039A8AE3BF5B445
game.conf	1.53	Server	Configuration	SHA-1	2FB4241311AF5F111473AA7725553B1222FA6E14
GameData_353.json	1.53	Server	Game Logic	SHA-1	3278A72830244971E563D38E87BE9904D3F7766E
FireLord.pm	1.53	Server	Game Logic	SHA-1	4BC08900DFEE2D77A8B7A9B1242DEB8593C2F64A
Double.pm	1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

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

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

Product: Hot Luck Bonus					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
cmsjpot_s_exe	1.53	Server	Bonus Logic	SHA-1	CD39629D32AC7092D9636CF20CA962647CA1CFFA
JPIO.pm	1.53	Server	Bonus Logic	SHA-1	4FCD4400BF50D8527873AEDE7B01A0F0A2C14F04

3. BMM EVALUATION PERFORMED.

BMM has tested the ne CT INTERACTIVE EOOD software 20 Online Games, against the relevant requirements of the Romania online market:

Romania – GOVERNMENT DECISION no. 111/2016 approving the Methodological Norms for the implementation of Government Emergency Ordinance No 77/2009 on the organization and operation of games of chance and for the modification and supplementation of the Government's Decision no. 298/2013 regarding the organization and functioning of the National Office for Gambling and for the amendment of the Government's Decision no. 870/2009 for the approval of the Methodological Norms for applying the Government's Emergency Ordinance no. 77/2009 and for repeal of Government Decision no. 870/2009	Results		
	OK	Fail	Observations
Annex 7 – Chap 2- For Remote Games of Chance			
Documents proving the performance of the certifications for the gaming program, the theoretical award percentage rate (TAP) and the random numbers generator (RNG). <u>-Only applies to the games provider.</u>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The RNG has been previously evaluated in the report RNG.ROM.CATE.1008.02.01 on date 27 th October 2021 by BMM Spain Testlabs s.l.u.

4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1. Note that the numbering format used in this document uses the period symbol (,) to separate the thousands and the decimal point (.) to indicate fractions (eg: 1,234.56 = one thousand two hundred thirty-four point fifty-six).
- 4.2. The RNG was previously evaluated in the previous report with reference “RNG.ROM.CATE.1008.02.01” issued on 27th October 2021 by BMM Spain Testlabs s.l.u.
- 4.3. The mentioned evaluated games have been tested using the game platform “Elephant RGS” v5.4 in the environment of the game provider.

4.4. MODIFICATION 1:

This report is a modification and replaces the report issued previously by BMM detailed in ROM.CATE-OL.1010.01.01, issued on 04th September 2024 by BMM Spain Testlabs s.l.u.:

- From page 23 to page 28, section 2.2 Mathematical Evaluation, due to a Client’s request, the values inside the column of the “PUBLISHED % RTP” have been substituted from values including Bonus Hot Luck contribution to the values of the base game RTP % only, for all the games. To better explain the modification, a note marked with (**) has been added after every game table.

**The applicant is responsible to annul, eliminate, and/or to replace the previous evaluation report with this current evaluation report, and to communicate it to whom it is pertinent.*

5. CONCLUSION.

According to the test results¹, BMM Spain Testlabs s.l.u. confirms that the item submitted for testing is compliant with all the relevant Regulations listed in section “1” of this report.

Yours sincerely,

Rubén Baptista

SVP Operations EUSAM

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

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