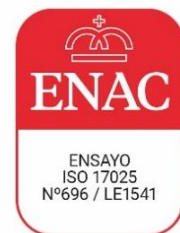


Evaluation Report for CT Interactive EOOD 25 Online Games

Manufacturer:	CT Interactive EOOD
ATF Report Number:	ROM.CATE-OL.1019.01.01
Document Number:	01
Date:	9 June 2026
Number of Pages:	43

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 4 th February 2026
Testing dates:	Start date: 6 th February 2026 End date: 4 th June 2026
Evaluation type	25 Online Games
Product Style:	Online Games
Product Description: Name: Version: Platform and Version:	25 Online Games See section 2.1 for games names See section 2.1 for games versions 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.1019
Method/Procedures used:	EURSAM-SPA-MO-12 v2.01 EURSAM-SPA-MO-26 v2.7 EURSAM-SPA-MO-220 v1.3
Test Engineer:	Jasbir Kumar, M. Hesam Khosravi, Gazal Gupta, Ganesh Shukla, Ankita Bajpai Sharma, Mauricio Ferradas, Ysaac Suaña, Giacomo Quaranta, Enric Ferres, Oriol Baños, Luca Borchini, Salvatore Bianco, Francesco Scorza

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	
20 Mega Slot Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
20 Star Party Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
40 Hell's Cherries	1.53	-	-	X	X	-	-	-	9 th June 2026
40 Mega Slot Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
40 Treasures Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
5 Chilli Fruits	1.53	-	-	X	X	-	-	-	9 th June 2026
Blazing Flower	1.53	-	-	X	X	-	-	-	9 th June 2026
Cave of Clovers	1.53	-	-	X	X	-	-	-	9 th June 2026
Chilli Fruits Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Happy Miner	1.53	-	-	X	X	-	-	-	9 th June 2026
Hell's Cherries	1.53	-	-	X	X	-	-	-	9 th June 2026

GAME NAME	GAME VERSION	CHANNELS							APPROVAL DATE
		DESKTOP	FLASH	HTML5 DESKTOP	HTML5 MOBILE	NATIVE IOS	NATIVE ANDROID	MINI VERSION	
Hell's Hot Sevens	1.53	-	-	X	X	-	-	-	9 th June 2026
Hot 7's x 2 Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
King of Clovers Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Lord of Luck Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Lucky Clover 20	1.53	-	-	X	X	-	-	-	9 th June 2026
Lucky Clover 20 Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Lucky Clover Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Moon Lord Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Mystic Moon Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Nice Nice Penguin	1.53	-	-	X	X	-	-	-	9 th June 2026
The Big Chilli Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Wild Clover Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026
Win Storm Deluxe	1.53	-	-	X	X	-	-	-	9 th June 2026
Win Storm Diamond Tree	1.53	-	-	X	X	-	-	-	9 th June 2026

2.1.1. 20 MEGA SLOT DIAMOND TREE

“20 Mega Slot Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.2. 20 STAR PARTY DIAMOND TREE

“20 Star Party Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.3. 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.

2.1.4. 40 MEGA SLOT DIAMOND TREE

“40 Mega Slot Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.5. 40 TREASURES DIAMOND TREE

“40 Treasures Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.6. 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.

2.1.7. 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.

2.1.8. 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.

2.1.9. CHILLI FRUITS DIAMOND TREE

“Chilli Fruits Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.10. 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.

2.1.11. 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.

2.1.12. 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.

2.1.13. HOT 7’S X 2 DIAMOND TREE

“Hot 7’s x 2 Diamond Tree” 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 BONUS

- 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 bonus.

- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.14. KING OF CLOVERS DIAMOND TREE

“King of Clovers Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.15. LORD OF LUCK DIAMOND TREE

“Lord of Luck Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.16. 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.

2.1.17. LUCKY CLOVER 20 DIAMOND TREE

“Lucky Clover 20 Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.18. LUCKY CLOVER DIAMOND TREE

“Lucky Clover Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.19. MOON LORD DIAMOND TREE

“Moon Lord Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.20. MYSTIC MOON DIAMOND TREE

“Mystic Moon Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus 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.

2.1.21. 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.

2.1.22. THE BIG CHILLI DIAMOND TREE

“The Big Chilli Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus 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.

2.1.23. WILD CLOVER DIAMOND TREE

“Wild Clover Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.24. 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.

2.1.25. WIN STORM DIAMOND TREE

“Win Storm Diamond Tree” 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 BONUS

- 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 bonus.
- If there is a number in front of the inscription, then the corresponding bonus level is given as many times as the number.

2.1.26. “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	
20 Mega Slot Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
20 Star Party Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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 Hell's Cherries	A	96.58%	96.58%	96.58%	96.58%	98.25%**
	B	95.89%	95.89%	95.89%	95.89%	97.56%**
	C	93.88%	93.88%	93.88%	93.88%	95.55%**

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	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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 Treasures Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
5 Chilli Fruits	B	95.77%	95.77%	95.79%	95.79%	97.46%**

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	
Blazing Flower	96	96.44%	96.44%	96.45%	96.45%	98.12%**

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%**

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	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 BONUS RTP, which is set at 2%.
 For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Happy Miner	94	94.76%	94.76%	94.74%	94.74%	96.41%**
	95	96.00%	96.00%	95.98%	95.98%	97.65%**

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%**
	95	95.83%	95.83%	95.83%	95.83%	97.50%**
	96	96.31%	96.31%	96.31%	96.31%	97.98%**

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%**
	95	95.04%	95.04%	95.03%	95.03%	96.70%**
	96	96.49%	96.49%	96.43%	96.43%	98.10%**

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	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
King of Clovers Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Lord of Luck Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Lucky Clover 20	A	95.04%	95.04%	95.07%	95.07%	96.74%**
	B	92.72%	92.72%	92.74%	92.74%	94.41%**

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	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Lucky Clover Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Moon Lord Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Mystic Moon Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Nice Nice Penguin	A	95.57%	95.57%	95.62%	95.62%	97.29%**
	B	94.11%	94.11%	94.07%	94.07%	95.74%**

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 Chillli Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Wild Clover Diamond Tree	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 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	
Win Storm Deluxe	95	95.71%	95.71%	95.69%	95.69%	97.36%**
	94	94.16%	94.16%	94.22%	94.22%	95.89%**

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	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 BONUS RTP, which is set at 2%.

For details on the DIAMOND TREE BONUS, see the table at the end of Section 2.2: MATHEMATICAL EVALUATION.

BONUS/S NAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP		HIT RATE	BASE (START) VALUE	BET % CONTRIBUTION /S
	% RTP	% RTP	% RTP	% RTP			
	MINIMUM	MAXIMUM	MINIMUM	MAXIMUM			
Bonus Diamond Tree - Mega	1.56%	1.56%	1.56%	1.56%	70,640,177	7,500	1.06%
Bonus Diamond Tree - Maxi	2.75%	2.75%	2.75%	2.75%	3,744,004	750	2.00%
Bonus Diamond Tree - Mini	2.75%	2.75%	2.75%	2.75%	99,825	20	2.00%

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.

2.3. EVALUATED SOFTWARE.

Product: 20 Mega Slot Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	F478DEC2A4367C4FE35B65B86C32CC591268DD31
game.conf	v1.53	Server	Game Configuration	SHA-1	038340A0C0F96F1EA1F233C7D02AED22ACE3F65A
GameData_341.json	v1.53	Server	Game Logic	SHA-1	216F4923F4EB5B11A41F5191E0D9AE2A85D0F0C7
Double.pm	v1.53	Server	Game Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 20 Star Party Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	F2CBD2B6868BCBB00F436BA312A879A3B4154DBA
game.conf	v1.53	Server	Game Configuration	SHA-1	CDA85F2B63F5DAA717878391C06C3AB1814E2057
GameData_340.json	v1.53	Server	Game Logic	SHA-1	2AF321E6F4EC662411D9D6FC4A86631DC0DF9F0B
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 40 Hell's Cherries					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	EE556815B478CC342CD08E08803F9581457D6E8C
GameData_381.json	v1.53	Server	Game Logic	SHA-1	F8DC1ABD4BC8630F278E00B8182BB74BC831EC4E
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: 40 Mega Slot Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	989E595590120200B7FA12B847B2A646C04313BE
game.conf	v1.53	Server	Game Configuration	SHA-1	1DDB895FB3470A9E74DCE86EC59B71716F965CF3
GameData_336.json	v1.53	Server	Game Logic	SHA-1	26D8DFE8CCD1FCEBD98CEF0F803AC30598A38389
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 40 Treasures Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	65DE4805F531F0616C7A2CF1CA97585B9BDB190F
game.conf	v1.53	Server	Game Configuration	SHA-1	ACD75F2FDBD985C1C35F9D7976C66088A33A86FC
GameData_334.json	v1.53	Server	Game Logic	SHA-1	19F265DE979D12A000E5741EBC9D61FC02F2946E
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: 5 Chilli Fruits					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	966C3724EF21580F700E198E5708E9FE8D904F38
GameData_411.json	v1.53	Server	Game Logic	SHA-1	D96B78A1383E7210AED5204973F0151437B77376
ChiliFruits5.pm	v1.53	Server	Game Logic	SHA-1	25EA0987F498B79204F0195117A865EE8B05C117
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Blazing Flower					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	C26098D3042078D05F5CEFA5E9190B22789D7CE9
GameData_394.json	v1.53	Server	Game Logic	SHA-1	DF75E5BA2EBBCAB11F2DEE9DB70CEFB2E2ABA8EA
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Cave of Clovers					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	982E28AF2F36F6D0FEF435E166DAC5FB82CE25F9
GameData_397.json	v1.53	Server	Game Logic	SHA-1	457EF1F7A6721E04221C1402DE3A81BD9710ED7D
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Chilli Fruits Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	1D2A6229224B87DD3B96099E3B36271BF034F1B1
game.conf	v1.53	Server	Game Configuration	SHA-1	F718D4B4539CC57FCDB37AF9AFE596A124AA0EBB
ChiliFruitsDT.pm	v1.53	Server	Game Logic	SHA-1	44353D7E0651FC58B86C9F113F79255B1E96194D
GameData_328.json	v1.53	Server	Game Logic	SHA-1	7DCE4E406932D2EBDC3B49C7538299C1E726338F
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Happy Miner					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	D23B21BFF1B7DD931FCFD87F34BAE7C9B7F09604
GameData_393.json	v1.53	Server	Game Logic	SHA-1	226A0502D3724FB395FB74D7873199B13F6E756C
HappyMiner.pm	v1.53	Server	Game Logic	SHA-1	D344EA853CD642DD2F831FCAFD35A41930C2FB94
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hell's Cherries					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	A1680625B3B35358BCBD74FC611D255CBCDB75C7
GameData_380.json	v1.53	Server	Game Logic	SHA-1	AEF22044C7093B1CF49C76A4392D00C17C30547D
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hell's Hot Sevens					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	FDF720BB836F34456D24EC79F59BC41D461B312C
GameData_384.json	v1.53	Server	Game Logic	SHA-1	C27AA2F60B85A2B2A3219DACEF5B44D1731122A7
Hot7sX2.pm	v1.53	Server	Game Logic	SHA-1	6AF2468507A63935494314759B39EF79FCDB17CD
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Hot 7's x 2 Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	C7504E5B307BC7FE98F68E00B1482DD301D85F19
game.conf	v1.53	Server	Game Configuration	SHA-1	76E67C6947431A0023AFAAA8139903768F682A43
GameData_400.json	v1.53	Server	Game Logic	SHA-1	BD7D4425724808BC719C184B0F666A466092BA4D
Hot7sX2.pm	v1.53	Server	Game Logic	SHA-1	6AF2468507A63935494314759B39EF79FCDB17CD
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: King of Clovers Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	309BF2B6762ADB41549052C4715C3D5429D4591
game.conf	v1.53	Server	Game Configuration	SHA-1	CD2D546D081A7B09B7A773092DB8EFA5EDD44A38
KingOfCloversDT.pm	v1.53	Server	Game Logic	SHA-1	F9F37DE5242394ABA354C7142F79C5816F604D3E
GameData_406.json	v1.53	Server	Game Logic	SHA-1	404C669EC9EED4902BF80B669887DAA242CBBC4E
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Lord of Luck Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	87DD570DA4F8F3547565452FB43D8A4B7C97645E
game.conf	v1.53	Server	Game Configuration	SHA-1	9BA07FD82899EE2AA971E6F55DE8CCE60F4697DD
GameData_335.json	v1.53	Server	Game Logic	SHA-1	D8945D4EE9101E333D36EA6B923003E017EC7B39
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Lord of Luck Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Lucky Clover 20					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	E1CEF00A0669A0CE079B1E4F35EBF85E17E5B3A1
GameData_389.json	v1.53	Server	Game Logic	SHA-1	B361E241BA053E058C3F5DA9F2071159CE96AC90
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: Lucky Clover 20 Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	E1CEF00A0669A0CE079B1E4F35EBF85E17E5B3A1
GameData_399.json	v1.53	Server	Game Logic	SHA-1	60F615F183E13B8E5EB056B9CD4876C5D58C23A7
Double.pm	v1.53	Server	Game Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Lucky Clover Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	36310AA3AEDF640B0708E402A0FC89A2E262C86D
game.conf	v1.53	Server	Game Configuration	SHA-1	35295C0060B4D325C50E43040D3C0EC0597EE7FA
GameData_311.json	v1.53	Server	Game Logic	SHA-1	B9E31390939CE67274422EB9218FF75E6D37C7F8
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D

Product: Lucky Clover Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Moon Lord Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	9728C265282E7165782DB2EFE2402CFF9F3B5ADE
game.conf	v1.53	Server	Game Configuration	SHA-1	6002A911B746234484E67C2DECBB7A993057C379
WizardBlizzardsDT.pm	v1.53	Server	Game Logic	SHA-1	1784CC63AF9003A97D879D35DE4F72CCC27BC545
GameData_338.json	v1.53	Server	Game Logic	SHA-1	9B22A23ED028A354A03C10F88600D744FDCA9F55
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Mystic Moon Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	A2DC7E47F17D378D8F1E4FEB842F4F43A73E5399
game.conf	v1.53	Server	Game Configuration	SHA-1	884C07591D2F1AD5078E310F8EFB9FD7F57F76B8
SelectableWild678.pm	v1.53	Server	Game Logic	SHA-1	AA1EAD67632377CD14B140B0DBCDE836D194A888
GameData_339.json	v1.53	Server	Game Logic	SHA-1	D530DCA5CC9E22A7E9E7FC53EA1D750DFBF9C515
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Nice Nice Penguin					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	5F680C4D3B90E391DF0184D54CE549F732FD9F2D
game.conf	v1.53	Server	Game Configuration	SHA-1	41C77238C7B1AED816D422DDBE225C3988655AA3
GameData_386.json	v1.53	Server	Game Logic	SHA-1	A420FEFB8F6898A3D7B90301A5DA0B52A196B338
NiceNicePenguin.pm	v1.53	Server	Game Logic	SHA-1	CF641A8D2DFF9E2C088B86F463B0A901710252A3
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98

Product: The Big Chilli Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	A77FCB1AEFC2CB1A4AB403D399C4D534B6F31F89
game.conf	v1.53	Server	Game Configuration	SHA-1	0FE0E4FEB1367632DC0582BF8B04E9C4CEE2677C
TheBigChilliNoPjp.pm	v1.53	Server	Game Logic	SHA-1	DE0494F176E2B53A3E8CCB86345D959C0694F4D2
GameData_405.json	v1.53	Server	Game Logic	SHA-1	4FAB699F0048CFDB8119065E70EA740928EBB202
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Wild Clover Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	2D804001027D0B6576265B8026CA8AC487CAFA0C
game.conf	v1.53	Server	Game Configuration	SHA-1	3370E20D036990877EEF583FCABB0845D22694A9
GameData_404.json	v1.53	Server	Game Logic	SHA-1	20682E88960009E882277B3208A23A5E75B2F3D0
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	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	309BF2B6762ADB4F41549052C4715C3D5429D4591
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					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
app.html	v1.53	Server	Game Client	SHA-1	90429E9BCA4AF7E490FACCAD53FDC59E3017D556
game.conf	v1.53	Server	Game Configuration	SHA-1	6830000CB204D76E69C09B45ABEA1488DA2F2F73
GameData_337.json	v1.53	Server	Game Logic	SHA-1	B49FB789FE4D63F0AFE339619CBB65F5FE4F6108
WinStormDT.pm	v1.53	Server	Game Logic	SHA-1	FB24CD3538D2047FDDCF9FB8FB858C881CA208C7
Double.pm	v1.53	Server	Shared Logic	SHA-1	A300D09896BB57831E95600A080D2CFC821FD25B
SlotGame.pm	v1.53	Server	Shared Logic	SHA-1	8CD2A35ECCD6F60298A6944EF0AF91E94267063D
SlotSubgame.pm	v1.53	Server	Shared Logic	SHA-1	DB4F07BB0465C5782B7BE03D8AC825F098E86C98
DiamondTreeJP.pm	v1.53	Server	Shared Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

Product: Bonus Diamond Tree					
File Name	Version	Location	Function	Digital Signature Type	Digital Signature
DiamondTreeJP.pm	v1.53	Server	Game Logic	SHA-1	734D5F0FC0B856990A1220471264C89DBD63E367

3. BMM EVALUATION PERFORMED.

BMM has tested the new CT Interactive EOOD software 25 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). <i>-Only applies to the games provider.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	The RNG has been previously evaluated in report with reference "RNG.ROM.CATE.1008.02.01" on "27 th October 2021" by BMM Spain Testlabs S.L.U.

4. ADDITIONAL INFORMATION/OBSERVATIONS.

- 4.1. The RNG was previously evaluated in the report with reference "RNG.ROM.CATE.1008.02.01" dated "27th October 2021" 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 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 EURSAM

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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