DIRECTOR OF GAMING CONTROL AUTHORITY UNDER THE MINISTRY OF FINANCE OF THE REPUBLIC OF LITHUANIA ('GAMING CONTROL AUTHORITY')

INDEPENDENT REMOTE GAMBLING DEVICES CERTIFICATE

FOR

ALCHEMYBET LTD
SLINGO MONEY TRAIN, HTML5-DESKTOP; HTML5-MOBILE, 1.0.0

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SECTION 1. GENERAL INFORMATION

Client:	AlchemyBet Ltd Two Valentine Place, London SE1 8QH, United Kingdom
Platform Supplier:	Not applicable
Core Game Suppliers:	Not applicable
Aggregator:	Not applicable
Aggregation Platform:	Not applicable
Product Name:	Slingo Money Train
Product Type:	Casino Other
Scope of Testing:	Law of the Republic of Lithuania on Gambling; and Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 and Order No. DIE-496 of 2 July 2020 issued by the Director of Control Authority 'Regarding the Approval of Requirements for Remote Gaming Devices'
Assessment Scope	Game engine and functional evaluation of new game
Testing House:	eCOGRA Limited, trading as 'eCOGRA' 2/F Berkeley Square House, Berkeley Square, London W1J 6 BD, United Kingdom
Testing House Accreditation:	A UKAS accredited testing laboratory No. 4656
Test Engineers:	Sumeshan Padayachee; Collin Zondi; Stephen Coombe
Test Supervisor:	Thabang Maganedisa
Request for Certificate:	24 April 2023
Certificate Date:	12 May 2023
Certificate Number:	e235593GRLLTUM
Evaluation Result:	Compliant

I hereby certify that the abovementioned Slingo Money Train 1.0.0 complies with the requirements of Law of the Republic of Lithuania on Gambling and Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 and Order No. DIE-496 of 2 July 2020 issued by the Director of the Gaming Control Authority 'Regarding the Approval of Requirements for Remote Gaming Devices'. In addition, we have verified that the game under certification does not contain the option to purchase direct access to any features.

Pierre Jordaan
Compliance Director
eCOGRA

SECTION 2. INTRODUCTION AND TESTING PERFORMED

eCOGRA has been appointed by AlchemyBet Ltd to evaluate and certify the following HTML5-Desktop; HTML5-Mobile Casino Other game for compliance with the Law of the Republic of Lithuania on Gambling and Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 and Order No. DIE-496 of 2 July 2020 issued by the Director of the Gaming Control Authority "Regarding the Approval of Requirements for Remote Gaming Devices", and to highlight any exceptions identified during testing.

> **Slingo Money Train**, HTML5-Desktop; HTML5-Mobile (1.0.0)

Compliance testing of the game operation (integrated on the platform) has been conducted on the certified game and associated RNG, including an evaluation and verification of the software implementation of the game artwork, maths and theoretical RTP. The game testing has been conducted on HTML5-Desktop; HTML5-Mobile Version 1.0.0 which represents a pre-production testing environment, and which is essentially the same as the live environment, with verification procedures conducted over the actual RTP and games rules utilising the RNG tested, and where the digital signatures taken on the test platform are the same as those taken on the live environment. The testing was conducted on the aforementioned platform established at the platform and RNG provider, AlchemyBet Ltd, during the period 24 April 2023 to 12 May 2023 .

The game evaluation included the following tests where applicable, amongst others:
- Verification procedures over sufficiency and appropriateness of the client's internal testing conducted over the game under certification;
- Review of game documentation;
- Review of the mapping of the random inputs to game outcomes in accordance with prevailing probabilities and pay tables;
- Evaluation of the pertinent modules of the game source code for mapping of rules and RNG calling;
- Evaluation of game accounting in accordance with game pay tables;
- Inspection of game interface including artwork and graphics, and clear and correct presentation of the game rules;
- Comprehensive operational and functional client-side tests over the game mechanics to ensure that game pay tables, game rules and help files are correctly implemented in the operation of the game;
- Testing of rare outcomes through emulation to ensure that game pay outs, top prizes and jackpot features operate correctly;
- Review of the game design and game mathematics that determine the theoretical RTP%; and
- A check on whether it is possible to place a wager outside of the base game and ordinary course of play; and if this wager directly activates a game feature outside of the ordinary course of play.
- Independent mathematical calculations of RTP% utilising complete, accurate and valid simulated game data output, to verify the theoretical RTP% as per the game mathematics documentation.

Detailed analysis was performed on the game simulation results for the game Slingo Money Train, HTML5-Desktop; HTML5-Mobile 1.0.0 The game simulation testing was performed to ensure that the game implements the rules as described in the rules to the players before play commenced.

The game simulation evaluation was performed to ensure the following requirements were met:
- The game outcomes were randomly generated; and
- The game produces results fairly reflecting the theoretical RTP%.

The RNG utilised in evaluating the game output and games rules has been sufficiently and appropriately tested in a separately issued test house summary report. Please refer to Refer to RNG report: e2212765GRLLTU.

SECTION 3. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical % RTP	eCOGRA % RTP Recalculation
Slingo Money Train	Base Game: 94.42%	Base Game: 95.66%
	Purchase Spins: 94.47%	Purchase Spins: 94.74%

The Theoretical RTP percentage indicated in the table above is extracted from the game documentation as provided by AlchemyBet Ltd. eCOGRA recalculated the RTP percentage by performing additional independent mathematical calculations on the output of simulation game data.

SECTION 4. SOFTWARE DETAILS

Details of the critical software tested during this evaluation are as follows:

Core Game: HTML5-Desktop; HTML5-Mobile – Slingo Money Train 1.0.0

Software Provider	Certification Reference		
AlchemyBet Ltd	e235593GRLLTUM		
File Name / Identifier	Version Date	Version Number	MD5 Hash Sum / SHA-1 Hash Sum
ChanceEngine.class	N/A	1.5.0	81C5870FE866DBF9F76BEF4F8D1C2371 F13C9090CCC0FAA67602EEA89FB44EAAD4A52C1A
chance-moneytrain-10-config.yml	N/A	1.5.0	71BEC1E0D7795D76A8FC500AA3FD3BE9 35A09FD920AC26EEB47B06F4724C179505E27F29
chance-moneytrain-12-config.yml	N/A	1.5.0	C59C8577F154F30DAF8780428F815DE8 41970821AAC7A20DA6CE56ACA5EB0C6BF2059B3C
chance-moneytrain-4-config.yml	N/A	1.5.0	44CAB244479AB563D804D0A500D8E8A7 CFF8828442F45CFDA8E26B9367B0139EF48ACF7F
chance-moneytrain-5-config.yml	N/A	1.5.0	0E55E21F1A952F89591C43F69AD2A7D1 3B764FEB1B0A1BFB37BEFD1B82B37D90AD50AF53
chance-moneytrain-6-config.yml	N/A	1.5.0	BE70CB540B8C116908B16FFBAEC618B3 4AC22B5CCB0E8849F51B3E7A8C0CE513282F4985
chance-moneytrain-7-config.yml	N/A	1.5.0	B05126CA5057434A7DDFD0F78EDE329F 7E7821EF0D9F75C9C896B9E7011188B292B98BC1
chance-moneytrain-8-config.yml	N/A	1.5.0	701CD02A0FE376F483A89D89C11AF17E 753D6030CA9D3A3670AE85A0E37999313E54E82C
chance-moneytrain-9-config.yml	N/A	1.5.0	E8F8E45331EDA2A35347BF45A8C05728 C178CC5C9A6260781E5439DDBB39BB80D73E5C4C
chance-moneytrain-bronze-config.yml	N/A	1.5.0	AC9BC1EFB2972A137F225BDDC2343967 51A0C40198B39019EA59FA5C2F12BBE3912E97C0
chance-moneytrain-gold-config.yml	N/A	1.5.0	848CBB37A4451B075211A36547BF919D 272B4BFEA400655704E6B4DB19F5BD34B8DA59AA
chance-moneytrain-silver-config.yml	N/A	1.5.0	AD0C723FB61B332123AAD969583B6F38 008FE92DF5F79F933DA6AA936015063B7DCD2D81
chance-moneytrain-slots-config.yml	N/A	1.5.0	BB25B3D8E829E78961500D50E85967FD 4E96B2008F5EA25B040E9D53577EE9EFCC56B1E4
SlingoEngine.class	N/A	1.5.0	1DD78871EE7E34022882E5BD91EF1059 E8F4516E8A9C1656E8884E3716077E85CCA7738F
SlotsMoneyTrainEngine.class	N/A	1.5.0	50E8072F9847B58D930697F45DDE0B01 E7F81103F3581E81822B2BA6FDD881A1C08DD52F
SlotsMoneyTrainRNGService.class	N/A	1.5.0	14657DAB32A78E4D916B5B3C69F81949 ABD7EC3B8D7E6EAA3F52E792CEC325DD835BE117
slots-moneytrain-config.yml	N/A	1.5.0	C377A729694584074D9F9D7194855684 C10C183853F1903A067851B60EC7B20C813ACA7A
slingo-moneytrain-config.yml	N/A	1.5.0	053ABA1F122FCB981ABF093CCAE178D9 7D4A49A25D93B578BAC532A25C8CB9898DCCC2DD
SlotsEngine.class	N/A	1.5.0	D91C496C5521B50F1B263A947D18A47F E1EB3F614653434CEDC32E164B6EB42D1DAD41B7
slingo-moneytrain-prices.csv.gz	N/A	1.5.0	9B016D4F614E950C0528586E1492C8C7 A89C2C1292A2FE961B93F28720B21BAC809858DB

RNG

Software Provider	Certification Reference		
AlchemyBet Ltd	e2212765GRLLTU		
File Name	**Version Date**	**Version Number**	**MD5 Hash Sum / SHA-1 Hash Sum**
RNG.class	N/A	1.0.51	24b872ccac8d36c4d5694cc5d523e8b0e19846b3 / 11eb3a558bcad225abbc630db5847871
SecureRNG.class	N/A	1.0.51	c051b2292f000afcc6cc782d581ba6507b83817d / 2ff576ad343e1910b785fd0d65304c8f
RNG.java	N/A	1.0.51	c09cf366a0351e6f346bce00a3a0583bb7ee45d5/ e21b7d1977d0b437f45f5d94415e754c
SecureRNG.java	N/A	1.0.51	794cc18d0b853715a0e2e4bbc623007819dd3644/ 8bf70f81bb37c05ab806be8cba712a1e

SECTION 5. GAME DESCRIPTION

Slingo Money Train (HTML5-Desktop; HTML5-Mobile), 1.0.0

Slingo Basics
How to Play
Select your stake and press SPIN to begin.
You have 10 spins to match numbers on the reel with numbers on the grid.
Complete Slingos to move up the pay ladder.

Slingo Lines
Multiple Slingo lines can be awarded by one dab.
There are 12 win lines and 11 awards because the last number on the grid will always award at least 2 winning lines.

WILD
Wilds allows you to mark any number in the column above.

SUPER WILD
Super Wilds allow you to mark any number in the grid.

Free Spin
Free Spin symbols add an extra spin.
Extra Spins
Extra Spins are available after each game.
The price of each spin is dependent on the grid position and potential prizes.
Prices may be in excess of your base stake.
You can control extra spin limits in play controls.
Collect or buy extra spins.
The price of the next spin is shown on the spin button.
You Could Win
The potential wins available are displayed in turn.
The numbers required are highlighted.
Press collect to end the game.

Bonus Wheels

Gold Wheel
You can win a Gold Wheel by completing 8 Slingos
The Gold Wheel offers cash or an entry to the Money Train Bonus at 1 x current stake. Min Multiplier x8 and Max Multiplier x50.

Silver Wheel
You can win a Silver Wheel by completing 7 Slingos.
The Silver Wheel offers cash or an entry to the Money Train Bonus at 0.5 x current stake. Min Multiplier x4 and Max Multiplier x25.

Bronze Wheels
You can win a Bronze Wheel by completing 4, 5 or 6 Slingos.
The Bronze Wheel offers cash or an entry to the Money Train Bonus at 0.25 x current stake. Min Multiplier x1 and Max Multiplier x15.

Money Train Bonus Game
The Money Train Bonus is played on a 5x4 with Slot with 20 separate reels spinning.
If a column has 4 symbols displayed then the reel will expand and this can expand to a maximum size of 7x4.
All wins are delivered as multipliers of the Bonus Stake on the completion of each spin.

Bonus Symbols
Payer
Reveals a value as a multiplier of the bonus bet and adds its own value to all other visible symbols on the reels.
Min Multiplier x1 and Max Multiplier x10.

Collector
Reveals a value as a multiplier of the bonus bet and then collects all visible values on the reels and adds them to its own value. Min Multiplier x1 and Max Multiplier x10.

Collector-Payer
Reveals a value as a multiplier of the bonus bet and adds the sum of all other visible values to its own value, then adds the updated value to all other visible symbols on the reels. Min Multiplier x1 and Max Multiplier x200

Sniper
Reveals a value as a multiplication of bet and doubles the values of 3 to 8 other bonus symbols. It can act on the same bonus symbol several times. Min Multiplier x1 and Max Multiplier x10.

Necromancer
Reveals a value as a multiplier of the bonus bet and brings between 2 and 7 already used non-persistent special bonus symbols to life again.
(Collector, Payer, Collector/Payer or Sniper). Min Multiplier x1 and Max Multiplier x10.

Reset Plus
Reveals a value as a multiplier of the bonus bet and increases by one the starting value
of the remaining spins. Min Multiplier x1 and Max Multiplier x10.
Bonus Symbol
Reveals a value as a multiplier of the bonus bet. Min Multiplier x1 and Max Multiplier x200

Persistent Symbols
Persistent Payer
Reveals a value as a multiplier of the bonus bet and adds it to all other visible symbols on the reels for that spin and any subsequent spin. This symbol does not pay itself. Min Multiplier x1 and Max Multiplier x10

Persistent Sniper
Reveals a value as a multiplier of the bonus bet and doubles the value of 3 to 8 other bonus symbols at the end of that spin and any subsequent spin. It can act on the same bonus symbol several times. Min Multiplier x1 and Max Multiplier x10

Persistent Collector
Reveals a value as a multiplier of the bonus bet and collects all visible values on the reels and adds them to its own value at the end of that spin and any subsequent spin. This symbol does not collect its own value. Min Multiplier x1 and Max Multiplier x10.

Money Train Bonus Game Rules
The Bonus game can be triggered directly from the Slingo Ladder or via a Bonus Wheel.
Gold Bonus bet is equal to 100% of initial game bet.

Silver Bonus bet is equal to 50% of initial game bet.

Bronze Bonus bet is equal to 25% of initial game bet.

All values in the feature will be displayed as a multiplication of the Bonus bet.

When the Bonus is triggered, 3 Bonus Symbols will appear on the reels before the Bonus begins.

Each symbol will reveal a value and play their action before the first spin.

The bonus round always starts with 3 spins and each time a new symbol is landed the spin count resets.

When you fill a reel with symbols, an additional reel will be opened. This can happen a maximum of twice per bonus round.

If both additional reels have been revealed and a symbol is placed in every possible position, the bonus round will end whilst awarding 500x the bonus bet used when triggering the feature.

Slingo Information

Best Strategy

The best strategy dictates that the selection for positions of Wilds and Super Wilds is always in the position that will move the player closer to completing a Slingo.

Where multiple positions with the same criteria are available, the preference is given to positions which are included in the most Slingos (win lines). Where this is not applicable, a random choice is made.

For example the central square would be given preference since it is included in a horizontal, vertical and two diagonal lines.

Rules

All symbols occur on all reels.

Free spins symbols award an additional spin.

Extra spins are available after each game.

Based on best strategy the standard game has a theoretical RTP of 94.42%.

Based on best strategy each extra spin has a theoretical RTP of 94.47%.

Minimum multiplier win in the Bonus Game wheels is x1.

Maximum multiplier win in the Bonus Game wheels is x50.

The maximum win from the Money Train Bonus Game is x10000.

Prices are rounded to the nearest whole value which may alter the RTP.

Malfunction voids pays and plays.

In extra spins some potential prizes may require Super Wilds.

Pending Games

Incomplete games will be automatically completed 3 hours after launch.

Any remaining spins will be played out with a random number generator used to make any player decisions.

Any winnings will be automatically credited.

Player Controls

Play Controls can be selected from the options menu.

Set the maximum number of extra spins to be offered.

Set the maximum price to be offered as an extra spin.

Set the maximum total stake for any single game.

Set the maximum total loss for any single game.

The game will automatically end if any of the set limits are reached.

SECTION 6. REVIEW FINDINGS

The key findings of our review of the game for compliance with the relevant sections of the Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 and Order No. DIE-496 of 2 July 2020 issued by the Director of Control Authority "Regarding the Approval of Requirements for Remote Gaming Devices", are as follows:

Technical Requirement	Assessment	Comments
GENERAL PROVISIONS		
1. The Requirements for remote gambling devices (hereinafter, "Requirements") provide the basic and technical requirements for remote gambling devices used to provide remote gambling services in the Republic of Lithuania.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2. These Regulations have been prepared in compliance with the requirements of Directive 98/48/EC of the European Parliament and of the Council of 20 July 1998 amending Directive 98/34/EC laying down a procedure for the provision of information in the field of technical standards and regulations.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
3. The following terms are used in these Requirements: 3.1. "client software" means software designed to conduct remote gambling and installed on the player device; 3.2. "client interface" means the interface between the client's software and internet browser, which the player uses to interact with a remote gambling device; 3.3. "game cycle" means the totality of all actions and communications of a remote gambling device occurring in the course of one game; 3.4. "player device" means a device through which a player participates in remote gambling; 3.5. "game cycle element" means a constituent part of a game, which can only be started after the presentation of the result of the main game and completed before the end of the game cycle; 3.6. "player session" means all actions and communications carried out by a player of confirmed identity and a remote gambling device in the course of the period commencing	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirement	Assessment	Comments
when the player of confirmed identity connects to the remote gambling device and ending when the player disconnects from the device.		
4. Other terms used in the Requirements are in accord with the terms used in the Law of the Republic of Lithuania on gambling.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
5. Types of remote gambling employing remote gambling devices shall be as follows:	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
5.1. betting - gambling through a remote gambling device by betting on dog or horse races which will not occur in objective reality (i.e. which are invented by the remote gambling device);		
5.2. remote bingo - gambling through remote gambling devices which imitate bingo games;		
5.3. remote gambling on a Category A machine - gambling through remote gambling devices which imitate gambling on a Category A machine;		
5.4. remote gambling on a Category B machine - gambling through remote gambling devices which imitate gambling on a Category B machine;		
5.5. remote table games - gambling through remote gambling devices which imitate table games.		
5.6. Remote real-time table game – a table game played on a remote gaming device where the event determining the result of the game is generated in real time and directly by means of mechanical, electronic, or electromechanical equipment and/or a random number generator as well as by means of remote-gaming communication that are given to gamblers.		
BASIC REQUIREMENTS FOR REMOTE GAMBLING DEVICES		
6. Remote gambling devices must automatically check the following:		
6.1. the authenticity of its constituent and other components which affect the outcome of games, through the means of digital signature (for example SHA checksums) or other equivalent methods, at the time when the remote gambling device is switched on and then at a frequency of no more than 24 hours after switching on; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier

Technical Requirement	Assessment	Comments
6.2. the authenticity of the client software (where this is used to connect a remote gambling device and a player device), through the means of digital signature (for example SHA checksums) or other equivalent methods, at the time when the client software establishes a connection to the remote gambling device and then at a frequency of no more than 24 hours after establishment of the connection.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
7. The results of authenticity checks performed by a remote gambling device must be stored in its database for at least 90 calendar days.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
8. A remote gaming device that detects discrepancies (error) in the authenticity of its constituent components must stop the operation of all remote games that contain discrepancies (error) and those components that may be affected by discrepancies (error).	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
9. Whenever a remote gambling device or client software detects authenticity inconsistencies in constituent components of the client software, or detects connection interruptions between the remote gambling device and the client software, they must disable the operation of client software.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
10. Remote gambling devices must be designed so as to have the capability to be securely checked, both locally and remotely, to identify at the system level any installed software, including components of the automatic checking software of the remote gambling device itself (hereinafter, "remote gambling device software") and their versions, using a reliable external inspection device prepared by a third party (hereinafter, "external inspection device"). The reliability of external inspection devices must be assessed by an accredited body (laboratory).	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
11. The design of remote gambling devices must be such as to allow for checking their software with an external inspection device.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
12. Remote gambling devices must ensure that only persons authorised to do so are able to change information in its own records and logs of operations (switching on and off of the device, malfunctions, disabling and enabling of games) (hereinafter, "key	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier

Technical Requirement	Assessment	Comments
operations"). When any of the said data are changed, remote gambling devices must log and store the following for at least 90 days: 12.1. the changed data element; 12.2. the initial value of the data element; 12.3. the changed value of the data element; 12.4. the date and time of the data element change; and 12.5. the person who made the change.		
13. Remote gambling devices must log and store the following for at least 90 days: 13.1. the player's unique identification number (ID); 13.2. *Item deleted as per DIE-496.* 13.3. the game status (in progress, completed, etc.); 13.4. the unique identification number of the game and table (if the game was played at a table); 13.5. the unique identification number of the winnings table; 13.6. the identification number and version of gambling software installed on a remote gambling device; 13.7. the version of client software (where this is used); and 13.8. information on the reasons for disabling and enabling games and player sessions.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
14. Remote gambling devices must have an internal clock which keeps the date and time or a built-in timestamp server (hereinafter, "internal clock"), which shall be used to: 14.1. form timestamps for key operation; 14.2. prepare reports; 14.3. form timestamps for bets placed and gambling operations carried out.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
15. The time kept by the internal clock of a remote gambling device must be clearly visible to the player at all times.	Compliant	
16. Remote gambling devices must be able to reproduce the following gambling data for at least the last game played by a player:	Compliant	

Technical Requirement	Assessment	Comments
16.1. the date and time when a game starts and finishes;	Compliant	
16.2. the amount of money or credits possessed by a player prior to and after a game;	Compliant	
16.3. the total bet amount;	Compliant	
16.4. the amount of money won or the number of credits;	Compliant	
16.5. *Item deleted as per DIE-496.*	Not applicable	Out of scope
16.6. the total amount of money won or the number of credits;	Compliant	
16.7. gambling offers;	Not Applicable	Not applicable to game type.
16.8. gambling operations and their results;	Compliant	
16.9. choices made by the player while gambling and their outcomes;	Compliant	
16.10. results of game cycle elements; and	Compliant	
16.11. a replay of the entire game.	Compliant	
17. Client software and player devices may not:	Refer below:	
17.1. have logic that generates game results;	Compliant	
17.2. continue games after loss of connection to the remote gambling device; or	Compliant	
17.3. store restricted data.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier
18. Exchange of data between and among client software and player devices, except for chat (text, audio, video, etc.) and permitted files (photo and user description, other photos, etc.), shall be prohibited.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier
19. Data transmission between remote gambling devices and client software must be encrypted.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier
20. Client software functions unrelated to games must not influence gambling.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier
21. Prior to initialising a player session, client software and the remote gambling device must detect any incompatibilities or limitations which would prevent client software from working adequately with the remote gambling device.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier

Technical Requirement	Assessment	Comments
22. Whenever a remote gambling device detects incompatibilities or limitations, the following must be performed:	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier
22.1. the player must be informed about the incompatibilities or limitations detected; and		
22.2. a player session must not be initialised until the incompatibilities or limitations have been removed.		
22.3. remote gambling devices must have the capability to disable and enable all or certain games and player sessions.		
BASIC REQUIREMENTS FOR GAMES CONDUCTED THROUGH REMOTE GAMBLING DEVICES		
23. The purpose of touching (pressing) areas depicted in the player interface must be clearly indicated adjacent to the respective areas and/or in the game rules. Touching (pressing) areas and keyboard key combinations lacking a description may not appear in the player interface.	Compliant	
24. Amounts of money represented in the player interface must be in a currency which is a lawful payment and settlement instrument in the Republic of Lithuania.	Compliant	
25. Any player interface or website accessible through an active link displayed in a clearly visible place in another player interface must at all times provide the possibility to familiarise oneself with the rules of the game.	Compliant	
26. In the rules of the game, illustrations, payment tables and help screens, all claims and images must be clear and not be misleading to the player. They must also contain the following:	Refer Below	
26.1. information on how costs related to acceptance of bets and paying of winnings will be shared (transfer and other costs, if any), and their amount if these costs will be deducted from the player's prize money;	Not Applicable	Does not apply to this product offering
26.2. an indication of the theoretical percentage of the prize pool and a detailed explanation of how it was determined and how the player can achieve it (e.g. use of an optimal strategy);	Compliant	The theoretical return to player percentage of the game is: Standard: 94.42% and Purchase Spin: 94.47%

Technical Requirement	Assessment	Comments
26.3. data of winnings tables (This information must include all lucky outcomes and combinations together with the corresponding prize payments expressed as values and in a currency which is a lawful payment and settlement instrument in the Republic of Lithuania. All prize payments and methods must be theoretically possible.);	Compliant	
26.4. explanation of how to play all elements of the game;	Compliant	
26.5. the procedure for ending and cancelling unfinished game cycles.	Compliant	
27. The maximum prize must be attainable in one game cycle.	Compliant	
28. Game cycles may only be started after all of the following conditions have been met:	Refer Below	
28.1. the player's gambling account has a sufficient amount of money;	Compliant	
28.2. the player has allocated a sufficient amount of money or credit for the game;	Compliant	
28.3. the player has pressed and released the game-starter button (for example, "Play") or performed an equivalent action.	Compliant	
29. In addition to the main game, a game cycle may have the following game cycle elements:	Refer below:	
29.1. games, which determine entitlement to free games;	Compliant	
29.2. bonus "second screen" games;	Compliant	
29.3. games where the player has a right of choice;	Compliant	
29.4. games with rules which allow allocating an additional amount of money or credits; and	Not applicable	Game does not allow additional wagers during a game round.
29.5. secondary gambling functions, i.e. risk options (risk level functions).	Not applicable	Game does not comprise a gamble feature.
30. A play cycle shall be considered completed when the amount of money or credits in the player's respective counters is fully reached or lost.	Compliant	
31. A play cycle shall not be considered complete when its result is undetermined or is not clearly visible to the player.	Compliant	
32. Unfinished game cycles must be completed prior to starting a new game cycle.	Compliant	

Technical Requirement	Assessment	Comments
33. When players connect to a remote gambling device, the device must present an unfinished game cycle for the player to finish it.	Compliant	Gambling organisers terms and conditions not managed by the supplier.
33.1. Where the player does not need to perform any actions in order to finish a previously unfinished game cycle, the remote gambling device must display to the player the final result of the game cycle and account for the amount of money or credits in the player's respective counters.	Compliant	Gambling organisers wallet functionality and terms and conditions not managed by the supplier.
33.2. Where the player does need to perform actions in order to finish a previously unfinished game cycle, the remote gambling device must return the player to the position in the game cycle where the player was prior to the game being interrupted.	Compliant	Gambling organisers terms and conditions not managed by the supplier.
34. Remote gambling devices must hold any bets placed in unfinished game cycles which can still be completed until this is done. Remote gambling devices must clearly display to the player any amounts of money which are on hold in unfinished game cycles.	Compliant	Gambling organisers wallet functionality and terms and conditions not managed by the supplier.
35. In the event of remote gambling device malfunctions which prevent the completion of a game cycle, the remote gambling device must cancel such a cycle and refund the bets placed by the player.	Compliant	Gambling organisers wallet functionality and terms and conditions not managed by the supplier.
36. The following information must be visible to and easy to locate for the player at all times in the course of a game cycle:	Refer below:	
36.1. the name of the game being played;	Compliant	
36.2. limits on gambling or bets, such as limits on the duration of gambling, maximum prize value, etc.;	Compliant	
36.3. gambling offers;	Compliant	Testing has been conducted to validate that all betting options are accessible to the player at the time of wagering opportunities in the game.
36.4. gambling operations and their results;	Compliant	
36.5. the balance of player's current session; and	Compliant	
36.6. the value of the bet placed (this information must be displayed in game cycle elements where the player can place or increase bets);	Compliant	

Technical Requirement	Assessment	Comments
36.7. the value of winnings in the completed game cycle (this information must be displayed until another game cycle is started or bet selections are changed);	Compliant	
36.8. selections made by the player in the course of the completed game cycle (this information must be displayed until another game cycle is started or until selection changes are made);	Compliant	
36.9. the player's initial selections and player's selection options once the game cycle has started;	Compliant	
36.10. values of winnings for each bet separately and total amount of winnings;	Compliant	
36.11. the series and number of the special identification mark issued by the Gaming Control Authority under the Ministry of Finance of the Republic of Lithuania; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
36.12. the identification number and version of the client software.	Compliant	
37. Gambling through a player interface may not be started before the relevant counter readings, connection information and player's session balance for that interface have been updated in the remote gambling device.	Compliant	The relevant counter readings, connection information and player's session balance are not managed by the supplier.
38. Gambling may not be started automatically when:	Refer below:	
38.1. a game is being selected;	Compliant	Gambling organisers game lobby not managed by the supplier.
38.2. the player's gambling account has a sufficient amount of money for gambling; or	Compliant	Gambling organisers wallet and account functionality not managed by the supplier.
38.3. the game-starter button has been pressed and is being held down.	Not applicable	
39. A game must not create a false impression for the player that the player is able to control the course of the game using skill.	Compliant	
40. Gambling functions which influence the creation of any game result or outcome must be performed by the remote gambling device. Their performance must be independent of external factors and devices.	Compliant	
41. Remote gambling devices must display each game result selected and may not change this result.	Compliant	

Technical Requirement	Assessment	Comments
42. Remote gambling devices which imitate real devices and their operation (revolving discs, rolling dice, flipping coins, dealing cards, etc.) must ensure that:	Not applicable	Game does not imitate real devices.
42.1. the imitation it creates corresponds to the behaviour and appearance of the real device;		
42.2. the probability of any event which may occur in the course of the imitation must be equivalent to the probability of the same event occurring on the real device;		
42.3. when several real devices are imitated in the course of a game, the device imitations must be independent of each other;		
43. The percentage of the winning fund where the optimal strategy is played according to the information provided in the gambling rules must not be less than that specified in the gambling rules.	Not applicable	There is no optimal strategy in the game.
44. Any strategy advice or automatic delays must be fair, not be misleading, not present a bad choice and ensure the minimum share per cent of the winning fund.	Not applicable	No strategic advice is provided during the course of the game and there are no automatic delays.
45. Players must have the possibility to adjust automatic delays and strategy.	Not applicable	No strategic advice is provided during the course of the game and there are no automatic delays.
46. Games in which the result depends on the player's physical skill and/or reaction time to the gambling device shall be prohibited.	Not applicable	Game is not a game of skill.
47. Random number generators used in remote gambling must be statistically independent and evenly distributed, and their reliability level (confidence interval) must be at least 99 %.	Compliant	Refer to report e2212765GRLLTU for RNG certification testing conducted.
48. Any sorting or distribution method used by a remote gambling device must ensure that all described game results are achievable and created in accordance with prevailing probabilities. Any sorting and matching algorithms must not be biased.	Compliant	Refer to report e2212765GRLLTU for RNG certification testing conducted.
49. Random number generators must continually generate random numbers irrespective of whether they are being used at a given time to select a game result or not.	Compliant	Refer to report e2212765GRLLTU for RNG certification testing conducted.
SPECIAL REQUIREMENTS FOR CATEGORY A AND B MACHINE GAMES CONDUCTED THROUGH REMOTE GAMBLING DEVICES		

Technical Requirement	Assessment	Comments
50. The share per cent of a winning fund must be:	Refer below:	
50.1. no less than 90 % and no more than 100 % of the total sum of bets received for Category A games; and	Compliant	The theoretical return to player percentage of the game is: Standard: 96.45% and Purchase: 95.08%
50.2. no less than 80 % and no more than 100 % of the total sum of bets received for Category B games.	Not applicable	The game does not meet the definition of a Category B game.
51. The duration of a single game must be:	Refer below:	
51.1. at least 1 second for Category A games; and	Compliant	
51.2. at least 3 second for Category B games.	Not applicable	The game does not meet the definition of a Category B game.
52. In Category B games, the maximum bet value shall be EUR 0.5, while the winnings per single game must not be more than 200 times greater than the bet amount.	Not applicable	The game does not meet the definition of a Category B game.
SPECIAL REQUIREMENTS FOR TABLE GAMES CONDUCTED THROUGH REMOTE GAMBLING DEVICES		
53. Use of software imitating a gambler shall be prohibited.	Not applicable	Not applicable to this game type.
54. Remote gambling devices which enable players to play remote table games against one another must:	Refer below:	
54.1. warn players about how software imitating a gambler used by other players can influence the game and must provide the possibility for players to inform the gambling organiser about the potential use of such software; and	Not applicable	Not applicable to this game type.
54.2. ensure that any one player is unable to take more than one gambling seat at the table.	Not applicable	Not applicable to this game type.
55. Remote real-time table game must be continuously filmed in such a way that the video record would clearly show the gambling activity and the actions performed by the croupier (if the event determining the result of the game is generated with the help of a croupier) and make it possible to determine whether the game is played in accordance with the approved rules.	Not applicable	Not applicable to this game type.

Technical Requirement	Assessment	Comments
56. The videos referred to in Clause 55 of the Requirements must be time-stamped and kept for 90 days	Not applicable	Not applicable to this game type.
57. The electronic, electromechanical and mechanical equipment used to hold remote real-time table games must ensure that the game result is random.	Not applicable	Not applicable to this game type.