

eCOGRA LIMITED

KANSSPELAUTORITEIT

NETHERLANDS ONLINE GAMBLING SYSTEM

CONFORMITY ASSESSMENT REPORT

GAME OR GAMING TECHNOLOGY (INCLUDING RNG)

FOR

HGMT LTD

REPORT REFERENCE NUMBER:**e226544HCKNLDM**

REPORT ISSUE DATE: **06 MAY 2022**

CONFIDENTIAL

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1. GENERAL INFORMATION

CLIENT NAME:	HGMT Ltd
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CLIENT CONTACT PERSON:	Daniel Camilleri
CLIENT E-MAIL ADDRESS:	daniel@hacksawgaming.com
CLIENT TELEPHONE NUMBER:	+46731050000
PRODUCT NAME:	Buffalo Stack'n'Sync
UNIFORM RESOURCE LOCATORS: (WEBSITE ADDRESS)	Not applicable, this report relates to the assessment of a supplier to license holders.
ASSESSMENT BODY FULL NAME:	eCOGRA Limited
ASSESSMENT BODY LEGAL FORM:	Private Company
ASSESSMENT BODY MANAGING ADDRESS:	2nd Floor Berkeley Square House, Berkeley Square, London, W1J 6BD, United Kingdom
ASSESSMENT BODY ACCREDITATIONS HELD:	An Accredited Testing Laboratory No. 4656. ISO/IEC 17025:2017, Issued By The United Kingdom Accreditation Service (Issue: 027, Issue Date: 25 February 2022). An Accredited Inspection Body No. 4656. ISO/IEC 17020:2012, Issued By The United Kingdom Accreditation Service (Issue: 010, Issue Date: 31 January 2022). An Accredited Certification Body No. 4656. ISO/IEC 17021-1:2015, Issued By The United Kingdom Accreditation Service (Issue: 007, Issue Date: 09 August 2021). An Accredited Certification Body no 4656. ISO/IEC 17065:2012, Issued By The United Kingdom Accreditation Service (Issue: 007, Issue Date: 31 January 2022).

ASSESSMENT BODY EXPERIENCE:	19 Years' Testing And Inspection Of Online Gambling Systems; 6 Years' Auditing and Certifying Information Security Management Systems, 7 Years' Experience Of Risk And Vulnerability Analyses.
ASSESSMENT BODY CONTACT PERSON:	Bradley Khoury
ASSESSMENT BODY CONTACT EMAIL:	info@ecogra.org
ASSESSMENT BODY CONTACT NUMBER:	Tel: +44 20 7887 1480
ASSESSMENT SCOPE:	Game or gaming technology (including RNG)
ASSESSMENT STANDARDS AND CRITERIA:	Netherlands Gambling Authority Online Gambling Assessment Scheme (Version 1.4, May 2021); Netherlands Remote Gambling Decree (January 2021); and Netherlands Remote Gambling Regulation (January 2021).
REPORT TYPE:	Conformity Assessment Report
REPORT REFERENCE NUMBER:	e226544HCKNLDM
REPORT ISSUE DATE:	06 May 2022
DATES OF ASSESSMENT:	18 April 2022 - 03 May 2022
PLACE OF TESTING:	The Assessment Body's Premises with remote access to the Pre-Production Environment emulating the Live environment, where applicable.
ASSESSMENT RESULT:	Compliant
ASSESSMENT BODY REPORT APPROVAL:	

Bradley Khoury
Chief Technical Director
eCOGRA

2. TESTING AND INSPECTION WORK – QUALIFICATIONS AND EXPERIENCE

2.1. Testing and Inspection Supervisors

Name:	Temesgen Zewotir
Education/Qualification:	PhD in Statistics
Date Obtained:	28 November 2001
Other Relevant Qualifications:	MSc in Statistics, BSc in Mathematics
Date Obtained:	1991, 1987
Number of Years' Experience in Testing and Inspection of Online Gaming Systems:	From 2016 to date

Name:	Tyrone Rajah
Education/Qualification:	Bachelor of Science
Date Obtained:	2014
Number of Years' Experience in Testing and Inspection of Online Gaming Systems:	2 years

2.2. Testing and Inspection Assessors

Name:	Filipe Alves
Position:	Team Lead
Name:	Bokang Mogaladi; Paulinah Ndhambi
Position:	Game Tester
Name:	Tyrone Rajah; Josephine Govender; Ridhwaan Shariff
Position:	Data analyst

3. OVERVIEW OF ONLINE GAMING SYSTEM COMPONENTS ASSESSED

Game or gaming technology (including RNG)

Please note that this is an initial certification conducted over Buffalo Stack'n'Sync and therefore this game certificate does not supersede any previous certifications.

3.1. Game Overview

Game Name	Game ID	Version	Platform	Game Type
Buffalo Stack'n'Sync	1176	1.0.0	HTML5-Desktop; HTML5-Mobile	Slot
	1177			
	1178			
	1179			

Game Description: The great buffalo, soaring eagles and grass swaying in the wind. These are the iconic themes of the Great Plains of North America, the essence of which is captured in this re-imagining of the classic Vegas slot. Buffalo Stack'n'Sync™ is a 5x4 grid slot with two awesome bonus games and a max win of up to 10,000x!

Further details regarding the betting characteristics, features and detailed game rules can be found in the game instructions which can be provided upon request.

This certification report highlights our key findings as a result of the evaluation conducted on the following channels:

- Desktop Channel - Windows 10, Google Chrome Browser Version 100.0.4896.127 (Official Build) (64-bit)
- Mobile Channel - Samsung A8, Android 11; SM-X205 Build/RP1A.200720.012 Google Chrome Browser, Version 100.0.4896.127

3.2. Percentage Return to Player ('RTP')

Theoretical RTP %	eCOGRA RTP % Recalculation
96.36% Feature Spins Bonus Buy: 96.40% Freespins Bonus Buy: 96.46% Stampede Spins Bonus Buy: 96.50%	97.17% Feature Spins Bonus Buy: 96.12% Freespins Bonus Buy: 96.52% Stampede Spins Bonus Buy: 96.63%
94.38% Feature Spins Bonus Buy: 94.40% Freespins Bonus Buy: 94.23% Stampede Spins Bonus Buy: 94.38%	94.07% Feature Spins Bonus Buy: 94.55% Freespins Bonus Buy: 94.41% Stampede Spins Bonus Buy: 94.18%
92.37% Feature Spins Bonus Buy: 92.33% Freespins Bonus Buy: 92.41% Stampede Spins Bonus Buy: 92.47%	92.22% Feature Spins Bonus Buy: 93.04% Freespins Bonus Buy: 92.12% Stampede Spins Bonus Buy: 92.38%
88.46%	89.42%

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

3.3. Game Critical Software Components

The following critical software elements formed part of the assessment scope:

Software Element Name	Version Date	Version Number	Digital Signature (SHA#1 Hash)
HacksawGaming.Games.ReactionsSlotMachine.dll	N/A	N/A	67F263C2DD2F801B4207010EE145D2C77D7E39B8
HacksawGaming.Games.ReactionsSlotMachine.BuffaloStackNSync.dll	N/A	N/A	8EA0D8E956854A0530A1B91C70A9585FC8D5BA97

3.4. Random Number Generator

The RNG utilised in evaluating the game output and games rules has been sufficiently and appropriately tested under a separate RNG testing report. Please refer to RNG report e216683HCKNLD issued by eCOGRA Limited on 30 August 2021 for further details of testing conducted over RNG.

4. ASSESSMENT AND EVALUATION METHODS APPLIED

The sections below provide a high-level overview of the assessment and evaluation methods applied.

4.1. Games and Gaming Technology

Game design testing has included verification of the game mathematics, game artwork, the theoretical RTP and player-facing game rules. Software testing has included evaluation and verification of the software implementation of the game design aspects tested, with verification procedures conducted over games rules and the actual RTP, using methods of simulation, emulation, and manual testing. Game engine testing included verification of the scaling and mapping used to convert raw RNG output to game outcomes.

Game Assessments	
Game Software Assessment	Verification procedures over sufficiency and appropriateness of the client's internal testing conducted over the game under certification.
Documentation Assessment	Evaluation of the supporting game documentation to ensure that it is consistent and supports the game rules and logic present in the game.
Source Code Assessment	Evaluation of the pertinent modules of the game source code for mapping of rules and RNG calling.
Mathematical Assessment	Review of the mapping of the random inputs to game outcomes in accordance with prevailing probabilities and pay tables. Review of the game design and game mathematics that determine the theoretical RTP%. 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. Game simulation (output) testing to ensure the game outcomes are randomly generated and the actual RTP is within an acceptable range of the expected RTP.
Playability Assessment	Inspection of game interface including artwork and graphics, and clear and correct presentation of the game rules. Evaluation of game accounting in accordance with game pay tables.
Functionality Assessment	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. 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.
Emulation Assessment	Testing of rare outcomes through emulation to ensure that game pay outs, top prizes and jackpot features (if applicable) operate correctly.

Further documentation assessments, game functionality assessments and game artwork and game rule review assessments were conducted to verify that the game conformed to relevant certifiable requirements.

5. DETAILED ASSESSMENT RESULTS

Testing, inspection procedures and certification auditing procedures were performed against certifiable sections of the following laws and regulations of Kansspelautoriteit, as applicable to the components relevant to the products within scope:

- Netherlands Gambling Authority Online Gambling Assessment Scheme (Version 1.4, May 2021);
- Netherlands Remote Gambling Decree (January 2021); and
- Netherlands Remote Gambling Regulation (January 2021).

The results of our assessment for conformity with the relevant requirements are detailed below. Different values used in the "Assessment Result" column is described as follows:

- **Compliant**: The components within the assessment scope conform to the assessment standards and criteria.
- **Not Applicable**: The requirement is not applicable for the assessment of conformance. Refer to comments for further information.
- **Out of Scope**: The requirement for the assessment of conformance cannot be evaluated at this stage due to the current scope of testing/inspection or limitation of the test/inspection environment. Refer to comments for further information.
- **Non-Compliant**: Non-compliance with the regulatory requirement has been identified. Refer to comments for further information.
- **Compliant with Observation**: The components within the assessment scope conform to the assessment standards and criteria with certain limitations or an area of moderate risk of potential non-compliance identified. Refer to comments for further information.

6. REMOTE GAMBLING CONFORMITY ASSESSMENT SCHEME VERSION 1.4 MAY 2021

6.1. Dutch Framework

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
3.1.2 Payment transactions				
7 – Section number Decree: B4.28.2	ID NL: KS.02.05.NL_1.4	Confirm that the design does not allow the licensee to enable a player to place bets or gamble if the balance (including any gambling credit) on his gambling account does not allow them to do so. Rule out the fact that players can end up with a negative balance on their gambling account.	Compliant	
12 - Section number Decree: B4.31.2	ID NL: KS.02.10.NL_1.4	Confirm that the design ensures that the licensee provides the player with access to the necessary information relating to their gambling account and the changes to the gambling account on each page or screen of the player interface. This information shall in any case include: a. the current balance of the gambling account; b. the opening balance of the gambling account at the most recent login; c. the total stake since the most recent login; d. the total profits and the total losses since the most recent login, and e. an overview of all transactions on the gambling account for a period of at least the last 90 days.	Compliant	Requirements b, c, d and e are not managed by the game supplier. The scope of assessment is limited to aspects directly managed by the supplier.

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
3.1.8 Gambling technology				
42 - Regulations number Decree: R3.4.1	ID NL: KS.09.02.NL_1.4	In terms of design, confirm that the licensee only uses names for the games on offer that match the types of game actually being played (poker, roulette, betting, etc.).	Compliant	
44 - Regulations number Decree: R3.7	ID NL: KS.09.04.NL_1.4	In terms of design and implementation, confirm that devices cannot automatically begin taking part in betting or gambling activities without the input of the player. In terms of design and implementation, confirm that a player will not begin participating in a game until they press a (real or virtual) button to confirm their stake. In terms of design and implementation, confirm that the so called autoplay functionality cannot be used until a game has begun in which a player plays against other players.	Compliant	The game under certification is not a multi-player game.

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
45 - Regulations number Decree: R3.9	ID NL: KS.09.05.NL_1.4	In terms of design, confirm that the autoplay function operates in accordance with the rules of the game, as communicated to the player. At the very least, confirm that the fairness of the function and the timeliness of choices are addressed. In terms of design, confirm that a player cannot simply stake money on something by using the autoplay function, unless this is necessary for the progress of the game, in accordance with rules that must be easily understood by the players (e.g. blinds in a game of poker).	Not applicable	The game under certification is not a multi-player game.

46 - Regulations number Decree: R3.9a	ID NL: KS.09.06.NL_1.4	In terms of design and implementation, confirm that the platform has been set up in such a way that fair play is guaranteed at all times in live casino games, by way of the technical requirements laid down in Section 3.9a, namely: 1. The licensee shall only organise live casino games if: a. the fair play of the live casino games is guaranteed at all times; b. the player is able to take part in those casino games via a direct video link; c. the direct video link and, where applicable, other communication connections and means of communication: i. have been sufficiently protected against malfunctions; ii. are protected against unlawful access, unauthorised use and manipulation; d. the progress of the live casino games and the gambling behaviour of players is analysed and recorded on the basis of video surveillance and video reporting; e. the analysis and registration, referred to under d, shall in any case be aimed at identifying and countering fraud and abuse, as well as risks of gambling addition; f. only personnel who have the requisite qualifications, and have received training either internally or externally or have attended training course, shall be used to organise the live casino games; g. it is satisfied of the reliability of the personnel referred to under f.	Not applicable	This is not a live casino game.

6.2. Danish Framework

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
3.2.1 Payment transactions				
71 - Section number Decree: B4.31.3	DK REF: SCP.02.03.EN.1.1	4.2.1.3 The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	Compliant	
		4.2.1.4 The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	Compliant	
3.2.3 Gambling Technology				
92 - Regulations number Decree: R3.3	DK REF: SCP.02.03.EN.1.1	6.1.2.1 The gambling system shall allow the customer to complete any incomplete games.	Compliant	
		6.1.2.2 The gambling system shall ensure that all incomplete games are accounted for, and that the customer knows the status of these games and his or her stake.	Compliant	The scope of assessment is limited to aspects directly managed by the supplier.
		5.1.2.5 The rules shall address how interruptions of ongoing games are handled.	Not applicable	The game under certification is not a multi-player game.
93 – Regulations number Decree: R3.5	DK REF: SCP.02.03.EN.1.1 4.2.2.2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	Compliant	

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
94 – Regulations number Decree: R3.5	DK REF: SCP.02.03.EN.1.1 4.2.2.1	The gambling system shall clearly display the bet denomination or currency of the game.	Compliant	
95 - Regulations number Decree: R3.8, R3.2.1	DK REF: SCP.02.03.EN.1.1	6.1.4.1 The gambling system shall ensure that a customer cannot start a new game until the ongoing game is completed and all logs and balances have been updated.	Compliant	
96 - Section number Decree and Regulations number Decree: B4.2.3, R3.2.1.	DK REF: SCP.01.03.EN.1.1 3.2.2.1	Games without stakes (free games, games for fun, trial games etc.) shall present the chance of winning in a correct and balanced way so as not to create an impression that the chance of winning is bigger than it actually is in games with stakes.	Compliant	HGMT Ltd has confirmed that the real and free play modes of the game will run off the same XML, and therefore have the same hash sums.
97 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.1.2	The RNG shall be generally recognised as being a cryptographically strong source for drawing random numbers.	Compliant	Refer to RNG Report: e216683HCKNLD
98 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.1.3	The RNG output shall pass the following statistical tests: • the DIEHARD test suite (Marsaglia); • the NIST (National Institute of Standards and Technology) Statistical Test Suite, or • a similar test suite of the same level. The tests shall be conducted on a data set, which the accredited testing organisation considers to be sufficient for securing statistical valid results.	Compliant	Refer to RNG Report: e216683HCKNLD

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
99 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.1.4	The RNG output shall be statistically independent.	Compliant	Refer to RNG Report: e216683HCKNLD
100 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.1.5	The RNG output shall have a correct statistical standard deviation.	Compliant	Refer to RNG Report: e216683HCKNLD
101 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.1.6	The RNG output shall be unpredictable without knowledge of its algorithm, implementation and the current value of the seed.	Compliant	Refer to RNG Report: e216683HCKNLD
102 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.1.7	The RNG shall pass all tests during maximum load.	Compliant	Refer to RNG Report: e216683HCKNLD
103 – Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.2.1	Functionality with an element of chance but not used for generating results shall be based on a certified Random Number Generator (RNG) and related functionality (seeding, mapping, shuffling, etc.).	Compliant	Also refer to RNG Report: e216683HCKNLD
104 – Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.2.3	The RNG output shall pass the following statistical tests: • the DIEHARD test suite (Marsaglia); • the NIST (National Institute of Standards and Technology) Statistical Test Suite, or • a similar test suite of the same level. The tests shall be conducted on a data set, which the accredited testing organisation considers to be sufficient for securing statistical valid results.	Compliant	Refer to RNG Report: e216683HCKNLD

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
105 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.1	Drawings from an RNG shall be distributed uniformly. Statistical tests should demonstrate a normal distribution.	Compliant	Refer to RNG Report: e216683HCKNLD
106 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.2	The series of numbers selected by the RNG shall be adequate to provide a sufficient likely chance that the outcome achieved corresponds to the desired and expected return to player.	Compliant	Also refer to RNG Report: e216683HCKNLD
107 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.3	Mapping and scaling of the RNG for symbols or events shall ensure that the output can be approved through the corresponding randomness tests of the RNG they were taken from.	Compliant	Also refer to RNG Report: e216683HCKNLD
108 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.4	The licensee shall be able to verify that the results of the RNG are the same as those found in the gambling system after the event.	Compliant	Also refer to RNG Report: e216683HCKNLD
109 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.5	If the rules of the game require a sequence or mapping of units or events to be set up in advance (e.g. location of hidden objects within a labyrinth), it is not permitted to assign a new sequence or new mapping to the units or events unless this is stated in the rules.	Not applicable	Predetermined layouts are not part of the game offering.

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
110 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.6	Unless it is stated in the game rules, the events based on randomness in the game shall be independent of (not related to) other events in the game or events in previous games.	Compliant	Also refer to RNG Report: e216683HCKNLD
111 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.3.7	Random outcomes that decide games shall not be affected or controlled by anything else than number values produced in an approved manner by the verified RNG combined with the rules of the game.	Compliant	Also refer to RNG Report: e216683HCKNLD
112 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.4.1	If a hardware RNG is being used, the gambling system shall use a failsafe mechanism to deactivate the game in the event of errors in the unit.	Not applicable	Refer to RNG Report: e216683HCKNLD
113 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.5.1	The gambling system shall secure the RNG output by applying an appropriate and efficient method for seeding and reseeding.	Compliant	Refer to RNG Report: e216683HCKNLD
114 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.1.6.1	RNG output which is mapped and scaled for a symbol or an event shall be applied immediately and in accordance with the game rules.	Compliant	Also refer to RNG Report: e216683HCKNLD
115 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.2.1.1	Games shall be independent of the characteristics of the customer's equipment and/ or communication channel.	Compliant	

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
116 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.2.3.1	Games shall give customers fair expectations of their chances of winning by correctly presenting all outcomes and/or events on which the games are based.	Compliant	
117 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.2.3.2	Games shall give a fair impression of whether a customer is able to affect the outcome.	Compliant	
118 – Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.2.3.3	The gambling system shall ensure that all games which are being presented as being based on random outcomes actually have the same likely chance of producing a given combination each time the game is played.	Compliant	
119 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.2.3.4	Games which involve the simulation of a physical object (dice, roulette wheels, etc.) shall provide true and fair outcomes in accordance with expectations to this physical object.	Not applicable	This game does not simulate any physical objects (dice, roulette wheels, etc.).
120 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.3.3.1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question.	Not applicable	This game does not contain a progressive jackpot.
121 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.3.3.2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	Not applicable	This game does not contain a progressive jackpot.

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
122 - Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.3.3.3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	Not applicable	This game does not contain a progressive jackpot.
123 – Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.3.3.4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	Not applicable	This game does not contain a progressive jackpot.
124 – Regulations number Decree: R3.2.1	DK REF: SCP.01.03.EN.1.1 3.3.3.5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	Not applicable	This game does not contain a progressive jackpot.
125 - Regulations number Decree: R3.2.1	DK REF: SCP.02.03.EN.1.1 5.2.1.1	Game symbols applied in live casino games shall be automatically registered by 'studio technology'.	Not applicable	This is not a live casino game.
126 - Regulations number Decree: R3.2.1	DK REF: SCP.02.03.EN.1.1 5.2.1.2	Game symbols applied in live casino games shall be reported to the gambling system.	Not applicable	This is not a live casino game.
127 - Regulations number Decree: R3.2.1	DK REF: SCP.02.03.EN.1.1 5.2.1.3	Game rules for live casino games shall be programmed into the gambling system.	Not applicable	This is not a live casino game.
137 - Regulations number Decree: R3.2.2	DK REF: SCP.02.03.EN.1.1 5.1.3.3	The gambling system shall have technical methods to support the rules (5.1.2.4) regarding the customer's use of addon applications for automation of games.	Not applicable	This is not a multi-player game and does not allow a player to automate games

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
139 - Regulations number Decree: R3.2.3	DK REF: SCP.02.03.EN.1.1 4.3.1.4	The game rules shall not change during the actual game.	Compliant	
140 - Regulations number Decree: R3.4.2	DK REF: SCP.02.03.EN.1.1 4.3.1.1	All games shall have associated rules and instructions covering all aspects of the game.	Compliant	
141 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.1.2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	Compliant	
142 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.1.3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	Compliant	
143 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.1.5	Games shall always be arranged in accordance with the current game rules.	Compliant	
144 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.2.1	Written instructions shall be in Danish and be both grammatically and syntactically correct.	Compliant	
145 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.2.2	The base version language is Danish (if several languages are used).	Compliant	

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
146 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.2.4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	Compliant	
147 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.2.6	Game rules and instructions shall be available without it being necessary to place a stake.	Compliant	
148 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.2.7	Game rules and instructions shall be available during the entire game.	Compliant	
149 - Section number Decree: B4.34.1, B4.34.2, B4.38.1	DK REF: SCP.02.03.EN.1.1 – 4.3.3.1	The gambling system shall inform the customer of the theoretical return to player when using an optimal game strategy and it shall be clear which game options are not parts of an optimal game strategy. The information shall be available in the game rules for each game	Not applicable	This game does not contain an optimal game strategy.
3.2.4 Addiction prevention				
151 - Regulations number Decree: R9	DK REF: SCP.02.03.EN.1.1	4.2.1.1. The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are easily available from all game pages related to the game.	Compliant	
		4.2.1.2. The gambling system shall ensure that the name of the game is shown on all pages related to the game.	Compliant	

Section No. Decree	Theme / Article	Requirement Assessed	Assessment Result	Comments
		4.2.1.6 The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	Compliant	