

eCOGRA LIMITED

ALCOHOL AND GAMING COMMISSION OF ONTARIO (AGCO)

GAME CERTIFICATION REPORT

BUFFALO STACK'N'SYNC, HTML5-DESKTOP; HTML5-MOBILE, 1.0.0

FOR

HGMT LTD

REPORT REFERENCE NUMBER: **e226554HCKONTM**

REPORT ISSUE DATE: **06 MAY 2022**

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1. General Information

Client Name:	HGMT Ltd
Client address:	1st Floor, Suite 3, Central Business Centre, Mdina Road, Zebbug, ZBG 9015, Malta
Game Name:	Buffalo Stack'n'Sync
Game ID:	1176; 1177; 1178; 1179
Game Type:	Casino Slot
Product Version:	1.0.0
Manufacturer:	HGMT Ltd 1st Floor, Suite 3, Central Business Centre, Mdina Road, Zebbug, ZBG 9015, Malta
Platform Type:	HTML5-Desktop; HTML5-Mobile
Platform Version:	2.0.0
Platform Supplier:	HGMT Ltd 1st Floor, Suite 3, Central Business Centre, Mdina Road, Zebbug, ZBG 9015, Malta
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
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Assessment scope:	Core game assessment
Assessment standards and criteria:	Registrar's Standards for Internet Gaming – 08/02/2022
Report type:	Initial certification
Report reference number:	e226554HCKONTM
Request for report:	18 April 2022
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 Officer
eCOGRA

2. Overview of Online Gaming System Components Assessed

Game or gaming technology (including RNG)

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

- Desktop Channel - Windows 10 Pro, 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

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.

2.1. Game Overview

Game Name	Game ID	Version	Platform	Game Type	Manufacturer
Buffalo Stack'n'Sync	1176	1.0.0	HTML5-Desktop; HTML5-Mobile	Slot	HGMT Ltd
	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.

2.2. 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.

2.3. 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

2.4. 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 with reference number e225080HCKONT issued by eCOGRA on 31 March 2022 for further details of testing conducted over RNG.

3. ASSESSMENT AND EVALUATION METHODS APPLIED

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

3.1. 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 Assessment Approach	
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.

4. Detailed Assessment Results

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

- Registrar's Standards for Internet Gaming – 08/02/2022

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 relevant components conform to the assessment standards and criteria.
- **Not Applicable**: The requirement is not applicable to the assessment of conformance. Refer to comments for further information.
- **Out of Scope**: The requirement for the assessment of conformance has been excluded from the scope of the assessment. 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.

4.1. Registrar's Standards for Internet Gaming – 08/02/2022

Assessment Standard	Requirement	Assessment Result	Comments
2.15 Game designs and features shall be clear and shall not mislead the player. This Standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Game design shall not give the player the perception that speed of play or skill affects the outcome of the game when it does not.	Compliant	
	At a minimum: 2. After the selection of game outcome, the game shall not make a variable secondary decision which affects the result shown to the player. If the outcome is chosen that the game will lose then the game shall not substitute a particular type of loss to show to the player (i.e. near miss).	Compliant	
	At a minimum: 3. Where the game requires a pre-determined pattern (for example, hidden prizes on a map), the locations of the winning spots shall not change during play, except as provided for in the terms governing play.	Not Applicable	The game under certification does not contain hidden features.
	At a minimum: 4. Games shall not display amounts or symbols that are unachievable.	Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
2.15 Game designs and features shall be clear and shall not mislead the player. This Standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)	At a minimum: 5. Free-to-play games available through the gaming site or related websites shall not misrepresent or mislead players as to the likelihood of winning or prize distribution of similar games, and shall have the same odds of winning as games played for money.	Not Applicable	The game under certification does not provide for free-to-play games.
2.15 Game designs and features shall be clear and shall not mislead the player. This Standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)	At a minimum: 6. The denomination of each credit shall be clearly displayed on game screens.	Compliant	
Assessment Standard	**Requirement**	**Assessment Result**	**Comments**
2.15.1 The method of making bets in sport and event betting must be straightforward and understandable. Information	At a minimum: 1. Bets on multiple events (parlays) must be identified as parlays.	Not Applicable	The game under certification is not a sports/events betting game.
	At a minimum: 2. The player must be informed that a bet selected by the player has or has not been accepted.	Not Applicable	The game under certification is not a sports/events betting game.

Assessment Standard	Requirement	Assessment Result	Comments
must be made available so that the player is clearly informed of the details of the bet prior to making the bet. All selections in a bet must be displayed to the player. (Also applicable to Gaming-Related Suppliers)	At a minimum: 3. Where the player has placed a bet and the odds, payout odds, or prices of the bet change prior to the bet being confirmed by the operator, the player must have the option of confirming or with drawing the bet (with refund of the bet). This requirement may not apply to an option for automatic acceptance of changes in bets described in Requirement 4 below.	Not Applicable	The game under certification is not a sports/events betting game.
	At a minimum: 4. Where operators offer an option of automatic acceptance of changes in bets offered, the player must manually opt in to activate this this functionality and must be able to opt out at any time. The details of this auto-accept function and any options for the function must be clearly explained to the player prior to their consent to the application of the function.	Not Applicable	The game under certification is not a sports/events betting game.
	At a minimum: 5. The player must be informed of the period in which bets can be made on an event or series of events and bets cannot be placed after the close of the betting period.	Not Applicable	The game under certification is not a sports/events betting game.
	At a minimum: 6. Free to play sport and event betting games must not mislead players about the odds, payouts or any element of a bet for value available in sport and event betting.	Not Applicable	The game under certification is not a sports/events betting game.

Assessment Standard	Requirement	Assessment Result	Comments
2.15.1 The method of making bets in sport and event betting must be straightforward and understandable. Information must be made available so that the player is clearly informed of the details of the bet prior to making the bet. All selections in a bet must be displayed to the player. Sport and event betting offerings shall help to prevent extended and continuous play. (Also applicable to Gaming-Related Suppliers)	At a minimum: 7. All bets and payouts must be expressed in Canadian currency.	Not Applicable	The game under certification is not a sports/events betting game.
2.15.2 Players must be able to access information regarding available sport and event bets without having to place a bet. This information includes.	At a minimum: 1. Information on the bets available;	Not Applicable	The game under certification is not a sports/events betting game.
	At a minimum: 2. Odds, payouts and prices for available bets;	Not Applicable	The game under certification is not a sports/events betting game.
	At a minimum: 3. In a dynamic betting environment, including those where individuals' wagers are gathered into pools: a. The most up-to-date odds and payouts; b. The up-to-date total value of the pool for market pools and pool bets that are offered.	Not Applicable	The game under certification is not a sports/events betting game.

Assessment Standard	Requirement	Assessment Result	Comments
2.16 Game designs and features shall help to prevent extended, continuous and impulsive play and facilitate low risk play behaviours. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Games shall not encourage players to chase their losses, or increase the amount they have decided to gamble, or continue to gamble after they have indicated that they want to stop.	Compliant	
	At a minimum: 2. Games shall not provide auto-play features for slots.	Compliant	
2.16 Game designs and features shall help to prevent extended, continuous and impulsive play and facilitate low risk play behaviours. (Also applicable to Gaming-Related Suppliers)	At a minimum: 3. Game play shall be initiated only after the player has placed a wager and activated play. No player shall be forced into game play by selecting the game for review or reviewing information about how the game is played or how bets are made.	Compliant	
	At a minimum: 4. A player should commit to each game individually, releasing and then depressing the 'start button' or taking equivalent action. Continued contact with a button, key or screen should not initiate anew game.	Compliant	
Assessment Standard		**Assessment Result**	**Comments**
2.17 The gaming system must not offer functionality which facilitates playing multiple slots games at the same time. This includes, but is not limited to, split screen or multi-screen functionality. (Also applicable to Gaming-Related Suppliers) Combining multiple slots titles in a way which facilitates simultaneous play is not permitted.		Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Assessment Standard	Requirement	Assessment Result	Comments
2.18 It must be a minimum of 2.5 seconds from the time a game is started until the next game cycle can be commenced. It must always be necessary to release and then depress the 'start button' or take equivalent action to commence a game cycle. (Also applicable to Gaming-Related Suppliers) A game cycle starts when a player depresses the 'start button' or takes equivalent action to initiate the game and ends when all money or money's worth staked or won during the game has been either lost or delivered to, or made available for collection by the player and the start button or equivalent becomes available to initiate the next game. A player should commit to each game cycle individually, continued contact with a button, key or screen should not initiate a new game cycle.		Compliant	
Assessment Standard	**Requirement**	**Assessment Result**	**Comments**
2.19 For slots games, the gaming system must not permit a customer to reduce the time until the result is presented. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Features such as turbo, quick spin and slam stop are not permitted. This is not intended to be an exhaustive list but to illustrate the types of features the requirement is referring to.	Compliant	
Assessment Standard		**Assessment Result**	**Comments**
2.20 For slot games, the gaming system must not use auditory or visual effects that are associated with a win for returns which are less than or equal to last total amount wagered. (Also applicable to Gaming-Related Suppliers)		Compliant	
Assessment Standard		**Assessment Result**	**Comments**
2.21 For slot games, gaming sessions must clearly display a customer's net position (the total of all winnings minus the sum of all losses since the start of the session), in Canadian dollars. (Also applicable to Gaming-Related Suppliers)		Compliant	
2.22 Players shall have the means to track the passage of time. (Also applicable to Gaming-Related Suppliers)		Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
2.23 Players shall be provided with an easy and obvious way to set gaming limits (financial and time-based) upon registration and at any time after registration. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Players shall be provided with the option to set loss and deposit limits during registration.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
	At a minimum: 2. Operators must offer players the options of setting limits on any number of the following: a. Deposit limits, where the amount a player deposits into their account is limited over a period of time chosen by the player,	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
	At a minimum: 2. Operators must offer players the options of setting limits on any number of the following: b. Loss limits, where the amount lost (i.e., winnings subtracted from the amount spent) is restricted.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
Assessment Standard	**Requirement**	**Assessment Result**	**Comments**
2.23 Players shall be provided with an easy and obvious way to set gaming limits (financial and time-based) upon registration and at any time after registration. (Also applicable to Gaming-Related Suppliers)	At a minimum: 3. The period or duration of the financial or time-based limits offered must include, 24 hours, 7 days and one month. Where the player sets simultaneous periods (e.g., a deposit limit for a day and for a week), the lowest limit must apply.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
	At a minimum: 4. Financial and time limit functions must be easy to find, reach and initiate or change at any time after the player has registered and opened an account.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2.24 Where a gaming limit has been previously established by a player, a request by the player to relax or eliminate that	At a minimum: 1. The Operator must not relax or eliminate a gaming limit without a request from the player and only after the expiry of the cooling-off period.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Assessment Standard	Requirement	Assessment Result	Comments
limit shall only be implemented after a cooling-off period of at least 24 hours. (Also applicable to Gaming-Related Suppliers)	At a minimum: 2. Gaming limits must be enforced by the gaming system.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
3.15 Information about player account transactions shall be made readily available and clear to the player. (Also applicable to Gaming-Related Suppliers)	At a minimum, the gaming system shall give the player access to the following information: 4. Gaming event and transaction history (game session outcomes and game transactions) including, in sport and event betting, the date and time of past and current bets, and the date and time at which past bets were settled, and information about current bets.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
Assessment Standard	**Requirement**	**Assessment Result**	**Comments**
4.05 Game specifications must be documented that clearly indicate (Also applicable to Gaming-Related Suppliers):	1. The objectives of the game;	Compliant	
	2. The wagers that may be made;	Compliant	
	3. How the game is operated and played;	Compliant	
	4. Odds of winning for each prize available to players;	Compliant	
	5. The advantage of the operator in relation to each wager.	Compliant	
4.06 Prior to placing a bet or wager, the player shall be provided with sufficient information to make informed decisions about betting or wagering based on chances of winning, the way the game is	At a minimum: 1. Comprehensive and accurate information that explains the applicable terms governing play must be easily available to the player prior to the placing of a bet or wager through such supports as “game rules”, “help” or “how to play” pages placed prominently to allow players to easily locate them. All reasonable steps must be taken to ensure the content is understandable.	Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
played, and how prizes and payouts are made. (Also applicable to Gaming-Related Suppliers)	At a minimum: 2.The explanatory content shall: a. Indicate the methods of how players may participate in the game and provide instructions and any terms for each of these methods,	Compliant	
	At a minimum: 2.The explanatory content shall: b. Provide clear instructions on how to interact with the game,	Compliant	
	At a minimum: 2.The explanatory content shall: c. Provide clear descriptions of what constitutes a winning outcome,	Compliant	
	At a minimum: 2.The explanatory content shall: d. Indicate any restrictions on play or betting (e.g., play duration limits, maximum wins),	Compliant	
4.06 Prior to placing a bet or wager, the player shall be provided with sufficient information to make informed decisions about betting or wagering based on chances of winning, the way the game is	At a minimum: 2.The explanatory content shall: e. Contain comprehensive, accurate and understandable information on the odds of winning, payout odds, or returns to players,	Compliant	
	At a minimum: 2.The explanatory content shall: f. Indicate prize value units (e.g., currency or credits),	Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
played, and how prizes and payouts are made. (Also applicable to Gaming-Related Suppliers)	At a minimum: 2.The explanatory content shall: g. provide any other information on elements that will affect play (e.g., the number of decks or frequency of shuffles in virtual card games, the method of in-game betting) or results (e.g., how progressive jackpots work, number and kind of tokens to be collected to enter a bonus round, the rules and behaviour in a bonus round, how the results of pool betting in sport and event betting work, the procedures for confirming the results),	Compliant	
	At a minimum: 2.The explanatory content shall: h. Contain the same information and be consistent across all languages it is provided in.	Compliant	
	At a minimum: 3. If certain outcomes, prizes or features are only available under limited circumstances, the explanatory content must clearly indicate what these circumstances are.	Compliant	
4.06 Prior to placing a bet or wager, the player shall be provided with sufficient information to make informed decisions about betting or wagering based on chances of winning, the way the game is played, and how prizes and payouts are made.	At a minimum: 4. Where speed of interaction has an effect on the player's chances of winning, players must be informed that the speed of connection or processor may have an effect on the game.	Not Applicable	The speed of interaction has no effect on the player's chance of winning.
	At a minimum: 5. Where player skill and/or strategy has an impact on the player's chances of winning, players must be informed that their skill and/or strategy will have an impact on their chances of winning.	Not Applicable	The game under certification is not a game of skill.

Assessment Standard	Requirement	Assessment Result	Comments
(Also applicable to Gaming-Related Suppliers)	At a minimum: 6. For all peer-to-peer games, players must be informed of possible communication loss and the impact to the player in such an event.	Not Applicable	The game under certification is not peer-to-peer.
	At a minimum: 7. The denomination of each credit shall be clearly displayed.	Compliant	
	At a minimum: 8. The units of displayed prizes and payouts (e.g. denominational units, currency) must be clear.	Compliant	
	At a minimum: 9. Cash out options and how to redeem winning bets in sport and event betting.	Not Applicable	The game under certification is not a sport/event betting game.
	At a minimum: 10. Players shall be provided with information that indicates circumstances in which a game can be declared void.	Compliant	
4.07 Information provided to players prior to and during game play shall not mislead players or misrepresent games. (Also applicable to Gaming-Related Suppliers)	At a minimum, information shall not: 1. Describe any outcomes, prizes, or features that are not achievable.	Compliant	
	At a minimum, information shall not: 2. Encourage play as a means of recovering past gambling or other financial losses.	Compliant	
	At a minimum, information shall not: 3. Be designed so as to make false promises or present winning as the probable outcome.	Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
	At a minimum, information shall not: 4. Imply that chances of winning increase: a. The longer one plays;	Compliant	
	At a minimum, information shall not: 4. Imply that chances of winning increase: b. The more one spends; or	Compliant	
	At a minimum, information shall not: 4. Imply that chances of winning increase: c. Suggest that skill can influence the outcome (for games where skill is not a factor);	Compliant	
	At a minimum, information shall not: 5. Use language that suggests the probability of a particular outcome is more likely to occur than its actual probability. Examples include the use of the terms, “due”, “overdue”, “ready”, and “ready to hit”.	Compliant	
4.07 Information provided to players prior to and during game play shall not mislead players or misrepresent games. (Also applicable to Gaming-Related Suppliers)	At a minimum, information shall not: 6. Mischaracterize the nature of the game by giving it a commonly accepted name, such as “European Roulette”, if the game does not operate as a player would reasonably expect.	Compliant	
Assessment Standard		**Assessment Result**	**Comments**
4.12 Game outcomes and sport and event betting transactions shall be recoverable, where technically possible, so that player bets can be settled appropriately. (Also applicable to Gaming-Related Suppliers)		Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
4.14 Mechanisms shall be in place to allow a game to be recreated up to and including the last communicated state to the player. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Selected electronic game elements and game outcomes shall be logged before they are displayed to the player.	Compliant	
	At a minimum: 2. Information shall be captured that is needed to continue a partially complete game within a reasonable period of time.	Compliant	
Assessment Standard		**Assessment Result**	**Comments**
4.15 A player's bet and the outcome of the game shall be clearly displayed, easy to understand, and available for a sufficient length of time for the player to review. (Also applicable to Gaming-Related Suppliers)		Compliant	
4.16 Games shall pay out accurately, completely and within a reasonable time of winning, subject to checks and verifications. (Also applicable to Gaming-Related Suppliers)		Compliant	
4.20 Where speed of interaction has an effect on the player's chances of winning, the Operator shall take reasonable steps to ensure the player is not unfairly disadvantaged due to gaming system related performance issues.		Not Applicable	The speed of interaction has no effect on the player's chance of winning.
Assessment Standard	**Assessment Result**	**Comments**	**Assessment Standard**
4.21 Service interruptions shall be responded to and dealt with in a way that does not disadvantage players. (Also applicable to Gaming-Related Suppliers)	At a minimum, the gaming system shall: 1. Inform players that the speed of connection or processor may have, or appear to have, an effect on the game;	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
	At a minimum, the gaming system shall: 2. Recover from failures that cause interruptions to the game in a timely fashion;	Compliant	
	At a minimum, the gaming system shall: 3. Where appropriate, void bets;	Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
	At a minimum, the gaming system shall: 4. Retain sufficient information to be able to restore events to their pre-failure state, if possible;	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
	At a minimum, the gaming system shall: 5. Pay players the amount won up to that point, or return bets to players where a game cannot be continued after a service interruption, whichever is the better outcome for the player.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
4.22 In peer-to-peer games, Operators must implement measures intended to deter, prevent and detect the use by players of software programs to automatically participate in game play (referred toas a bot) or to provide the player with an unfair advantage over other players.	At a minimum: 1. Operators must clearly provide notice to players of peer-to-peer games that the use of such software is not permitted and, if a player is found to have used such software, it will be considered to be cheating and the player may be sanctioned by the Operator accordingly.	Not Applicable	The game under certification is not peer-to-peer.
4.23 Games must be conducted in a manner that ensures players are treated fairly and	At a minimum: 2. Information regarding specific game elements (such as a player's hand or cards) shall not be accessible to give advantage to any player during games, unless by the player themselves.	Not Applicable	The game under certification is not a card game.

Assessment Standard	Requirement	Assessment Result	Comments
not unfairly disadvantaged by other players. (Also applicable to Gaming-Related Suppliers)	At a minimum: 3. A mechanism shall be in place to ensure that a player cannot play against themselves or occupy more than one seat at an individual table.	Not Applicable	The game under certification is not a multi-player game.
4.24 Games must operate according to their game specifications and the outcomes must be determined in accordance with the terms governing play and prevailing payouts as they are described to the player. Sport and event betting must be conducted fairly, honestly and in accordance with the terms of the bet placed by the player. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. All possible game outcomes (winning and losing outcomes) shall be available in each play, unless clearly explained to the player.	Compliant	
	At a minimum: 2. The probability of game outcomes in virtual games shall be the same as in the associated live game (e.g., card games), unless the differences are set out in the terms governing play and communicated to players.	Not Applicable	The game under certification does not simulate any physical objects (dice, roulette wheels, etc.).
	At a minimum: 3. The probability of achieving a specific game outcome shall be constant and independent of game history, player or any other factor, unless clearly explained in the terms governing play. Where the game outcome is intended to be random (e.g., dice games or slot games), the outcome must not be dependent or based upon any history or other factors.	Compliant	

Assessment Standard	Requirement	Assessment Result	Comments
	At a minimum: 4. Sport and event bets shall be accepted, processed, and settled in accordance with the terms of the bet placed by the player, including any applicable betting rules.	Not Applicable	The game under certification is not a sports and event wagering game.
Assessment Standard		**Assessment Result**	**Comments**
4.25 Bets shall be committed before the determination of game outcomes. Any wager received after the determination of game outcomes associated with the wager shall be voided and returned to the player. (Also applicable to Gaming-Related Suppliers)		Compliant	
4.26 A mechanism shall be in place to randomly select game elements used to determine game outcomes. This Standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Initial values and conditions shall be selected and used to seed the random selection process in a way that ensures the randomness of the resulting game outcomes and avoids any correlation of selected game elements with elements selected by any other instances of the mechanism.	Compliant	Refer to RNG Report: e225080HCKONT
	At a minimum: 2. The selected game elements and their associated game outcomes shall not be influenced, affected or controlled by the amount wagered, or by the style or method of play unless the conditions are changed and are disclosed clearly to the player.	Compliant	Refer to RNG Report: e225080HCKONT

Assessment Standard	Requirement	Assessment Result	Comments
	At a minimum: 3. The mechanism used to select game elements and their associated game outcomes shall be impervious to outside influences (such as electro-magnetic interference, devices within or external to the gaming system; the characteristics of the communication channel between the system and the end player device, the player or the Operator) and its components shall not be subject to deterioration that impacts, before any scheduled replacement lifecycle, the randomness of selection.	Compliant	Refer to RNG Report: e225080HCKONT
	At a minimum: 4. The selected game elements and their associated game outcomes shall not be altered, discarded or otherwise manipulated through a secondary decision by the game program and shall not be impacted by load on the gaming system.	Compliant	Refer to RNG Report: e225080HCKONT
4.26 A mechanism shall be in place to randomly select game elements used to determine game outcomes. This Standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)	At a minimum: 5. Any failure by the mechanism to randomly select game elements, including an interruption in the selection process, must be identified and responded to quickly and appropriately to minimize the effect on players.	Compliant	Refer to RNG Report: e225080HCKONT
4.27 Mechanisms used to select game elements and their associated game outcome must be capable of being monitored and inspected to ensure the integrity of the mechanisms and its component devices and the randomness of the generated outcomes. This Standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)		Compliant	Refer to RNG Report: e225080HCKONT

Assessment Standard	Requirement	Assessment Result	Comments
4.28 Terms governing play must not be changed during a game session unless the player is made aware of the change before the player places any wagers in the game. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. Where applicable, game interface changes made by the player shall be appropriately limited by the gaming system to ensure that information and representation of the game remains fair and accurate and in accordance with the terms governing play.	Compliant	
	At a minimum: 2. Information on the current state of multi-state games must be clearly displayed,	Compliant	
	At a minimum: 3. Displays of jackpot amounts that change over time should be updated as frequently as practicable and particularly after the amount has been reset after a win.	Not Applicable	The game under certification does not contain a progressive jackpot.
4.28 Terms governing play must not be changed during a game session unless the player is made aware of the change before the player places any wagers in the game. (Also applicable to Gaming-Related Suppliers)	4. Odds in sport and event betting sometimes change prior to or during an event. Changes in odds must be updated and publicly available to all players. This is not intended to entitle a player who has previously placed a bet to receive new odds on that bet.	Not Applicable	The game under certification is not a sports and event wagering game.
Assessment Standard		**Assessment Result**	**Comments**
4.31 All critical functions, including the generation of the outcome of any game, shall be generated by the gaming system, independent of the end player device.		Compliant	
5.74 Operators shall not extend credit or lend money to players or refer players to credit providers or imply or infer that a player should seek additional credit to play games.		Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Assessment Standard	Requirement	Assessment Result	Comments
5.76 Players shall be provided with a clear and accurate representation of their funds account balance that is easily accessible and readily available at all times. (Also applicable to Gaming-Related Suppliers)	At a minimum: 1. The player balance shall be displayed in Canadian dollars.	Compliant	