Gaming Associates

RNG Evaluation Report

Report Reference – HPC-UK-260428-01-RC-R1

Date of Certification – 28-04-2026

Report Prepared For – High Peak Comps Ltd

Compliance Status – **Compliant**

Independently Verified Randomness

The Random Number Generator used by High Peak Comps to select winning tickets has been independently tested and certified as producing genuinely unpredictable, unbiased and fair outcomes.

Every ticket drawn has an equal chance of being selected. Outcomes cannot be predicted, influenced, or repeated, and there is no adaptive behaviour of any kind — meaning the system never adjusts the odds based on prior results, the prize on offer, or any other factor.

These properties have been verified to a 99% confidence interval through more than ten million sample outcomes, evaluated against the full Diehard battery of statistical randomness tests as well as Chi-Square, Runs, and Correlation analyses across multiple scaling ranges. Every test passed.

Conclusion

Gaming Associates (ga) has independently evaluated the High Peak Comps Random Number Generator (RNG) against the applicable technical requirements for remote gaming systems.

The current implementation of the High Peak Comps RNG is suitable for use in gaming applications and meets all applicable requirements within the scope of testing.

Signed: Qasim Raza, Test Supervisor — Gaming Associates Europe Ltd

Date: 28-04-2026

At a Glance

Client	High Peak Comps Ltd
Address	6 Manchester Road, Buxton, SK17 6SB
Market	United Kingdom
Type of Certification	RNG Certification
Compliance Status	Compliant
Testing Laboratory	Gaming Associates Europe Ltd (UKAS Accreditation No. 9263)
Test Supervisor	Qasim Raza
Assessor	Moona Siddiqui
Date of Testing	04-03-2026 to 08-04-2026
Date of Certification	28-04-2026

Scope and Approach

This was a new RNG certification carried out for High Peak Comps Ltd. Testing was performed against the applicable Remote Gambling and Software Technical Standards (RTS 7 — Generation of random outcomes) using ga's accredited in-house test methods and quality procedures.

The evaluation included three complementary activities:

- Statistical testing of both raw and scaled RNG output
- Source code review of the RNG components
- Documentation review of the supporting algorithm and monitoring documents

The RNG operates without adaptive behaviour, does not rely on external events, and is software-based. It produces independent, non-deterministic outputs suitable for ticket selection in the High Peak Comps platform.

Compliance Results — RTS 7

The table below summarises the assessed status of each applicable RTS 7 requirement.

Req #	Requirement	Status
RTS 7	Generation of random outcomes — overall aim to ensure games and virtual events operate fairly.	**Acknowledged**
RTS 7A	RNG output and game outcomes must be acceptably random, demonstrable to a high degree of confidence. Adaptive (compensated) behaviour is not permitted.	**Compliant**
RTS 7A	Where lotteries use external events to determine the result, outcomes must be unpredictable and externally verifiable.	**N/A**
RTS 7A (i)	RNG output is uniformly distributed across the entire output range, with outcomes matching expected probabilities.	**Compliant**
RTS 7A (ii)	RNG output is unpredictable; it is computationally infeasible to predict the next number without complete knowledge of the algorithm and seed.	**Compliant**
RTS 7A (iii)	The RNG does not reproduce the same output stream, and two instances do not synchronise.	**Compliant**
RTS 7A (iv)	Seeding and re-seeding mechanisms do not introduce predictability.	**Compliant**
RTS 7A (v)	Any scaling applied to the RNG output preserves the qualities above.	**Compliant**
RTS 7A (b)	Lottery requirements relating to external events.	**N/A**
RTS 7A (c)	Mechanical RNG requirements.	**N/A**
RTS 7A (d)	Adaptive behaviour is restricted; bonus or special features based on random events are still permitted.	**Compliant**
RTS 7B	Games and events must be implemented fairly and in accordance with the rules and prevailing payouts as described to the customer.	**Acknowledged**
RTS 7B (a)	Games implement the rules as described to the customer before play.	**Out of scope**
RTS 7B (b)	The mapping of random inputs to game outcomes is in accordance with prevailing probabilities and pay tables.	**Compliant**
RTS 7B (c)	Random numbers are used in the order received and not discarded due to adaptive behaviour.	**Compliant**

Req #	Requirement	Status
RTS 7B (d)	Numbers are not discarded unless they fall outside the expected range, in which case an error is logged and investigated.	**Compliant**

Statistical Test Results

Statistical analysis was performed on both the raw RNG output and the scaled output used to determine game results. All tests passed within a 99% confidence interval, which is the accepted standard for tests of this nature.

Diehard Tests — Raw Output

The Diehard battery was applied to two independent raw output streams. Every test passed on both streams.

Diehard Test	Stream 1 Result	Stream 2 Result
Birthday Spacings Test	Pass	Pass
Binary Rank Test (31×31, 32×32, 6×8 matrices)	Pass	Pass
Bitstream Test	Pass	Pass
Overlapping Pairs Sparse Occupancy (OPSO)	Pass	Pass
Overlapping Quadruples Sparse Occupancy (OQSO)	Pass	Pass
DNA Test	Pass	Pass
Count-the-1's Test (byte stream)	Pass	Pass
Count-the-1's Test (specific bytes)	Pass	Pass
Parking Lot Test	Pass	Pass
Minimum Distance Test	Pass	Pass
3D Spheres Test	Pass	Pass
Squeeze Test	Pass	Pass
Overlapping Sums Test	Pass	Pass
Run Test (Runs Up / Runs Down, both passes)	Pass	Pass
Craps Test (wins and throws/game)	Pass	Pass
Overlapping 5-Permutation Test	Pass	Pass

Scaled Output Tests

Scaled output was tested across a range of scaling intervals to confirm that the qualities of the raw RNG are preserved when outputs are mapped into the ranges required by the platform's games. All Chi-Square, Runs-Up, Runs-Down and Correlation tests passed at every range tested.

Scaling Range	Chi-Square	Runs Up / Down	Correlation
1 to 1,000	**Pass**	**Pass**	**Pass**
1 to 2,000	**Pass**	**Pass**	**Pass**
1 to 5,000	**Pass**	**Pass**	**Pass**
1 to 10,000	**Pass**	**Pass**	**Pass**
1 to 100,000	**Pass**	**Pass**	**Pass**
1 to 1,000,000	**Pass**	**Pass**	**Pass**

Sampling size for each scaled test: 10,000,000 outcomes per range.

References

- RNG_Algorithm_Documentation.md
- RNG_Monitoring_and_Error_Process.md

Confidentiality and Disclaimer

ga has reported on its findings from the assessment of the client's RNG within the technical scope of testing as defined by jurisdictional requirements. Inherent limitations exist in performing compliance testing in a laboratory environment; ga has applied its best endeavours to ensure a thorough assessment and a sound conclusion.

Document Control

Version	Description	Date
V0.1	Initial draft – MUHA	15-04-2026
V0.2	Reviewed and Updated – MSID	16-04-2026
V0.3	QA – QRAZ	17-04-2026
V1.0	Final Report	28-04-2026

End of Document