



**MICHIGAN GAMING CONTROL BOARD (MGCB)
INDEPENDENT GAME TESTING SUMMARY REPORT**

FOR

**EVERYMATRIX AMERICAS CORPORATION
MYTHOLOGICAL MAYHEM
HTML5-DESKTOP; HTML5-MOBILE**

CONFIDENTIAL
CERTIFICATE NUMBER: E244177EVEMICM

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SECTION 1. GENERAL INFORMATION

License Holder:	EveryMatrix Americas Corporation 1001 Brickell Bay Drive Suite 3102 Miami United States of America FL 33131
Game Name:	Mythological Mayhem
Game ID:	MythologicalMayhem
Game Type:	Casino Slot game
Platform Type/s:	HTML5-Desktop; HTML5-Mobile
Platform Version:	1.0.0
Platform Supplier:	EveryMatrix Americas Corporation 1001 Brickell Bay Drive Suite 3102 Miami United States of America FL 33131
Channels (Game Clients) Tested:	Desktop: Platform – Windows 11 Pro, Google Chrome Browser Version 121.0.6167.140 (Official Build) (64-bit) Mobile: Platform – Apple iPhone - SE, Mobile Device Phone, MMXH3AA/A, iOS Version 17.2.1
Scope of Testing:	Relevant requirements of Michigan’s Gaming Control Board “Internet Gaming Rules”, as updated December 02, 2020, as follows: Internet Gaming Rules, as updated December 02, 2020, limited to Part 3: Technical Standards (Internet game submission and approval process, Rule 633a Additional internet gaming software and platform technical standards, Rule 633b Additional standards for approval of internet games, Rule 647 Negative internet wagering account balance prohibited) and; Relevant requirements of GLI-19 “Standards for Interactive Gaming Systems” version 3.0, as updated July 17, 2020 limited to Standards for Interactive Gaming Systems version 3.0, as updated July 17, 2020 limited to Chapter 3: Random Number Generator (RNG) Requirements (Sub-section 3.2.1 Source Code Review, 3.2.2 Statistical Analysis, 3.2.3 Distribution, 3.2.4 Independence, 3.2.5 Available

Outcomes, 3.3.1 RNG Strength for Outcome Determination, 3.3.2 Cryptographic RNG Attacks) and Chapter 4: Game Requirements (Sub-section 4.2.2 Player Interface Requirements, 4.2.3 Simultaneous Inputs, 4.3.2 Selection of Game, 4.3.3 Game Play Requirements, 4.3.4 Information to be Displayed, 4.4.1 Game Information and Rules of Play, 4.4.3 Line Games, 4.5.1 RNG and Evaluation of Game Outcome, 4.5.2 Game Selection Process, 4.6.1 Game Fairness, 4.6.5 Random Event Probability, 4.7.1 Software Requirements for Percentage Payout, 4.7.2 Return to Player (RTP) Display, 4.7.3 Odds, 4.8.1 Bonus/Feature Games, 4.8.2 Player Selection or Interaction in a Bonus/Feature, 4.9.2 Autoplay Mode, 4.14.1 Player Facing Recall, 4.14.2 Last Play Information Required, 4.14.3 Bonus/Feature Game Recall, 4.16.2 Wagers in Interrupted Games, 4.16.3 Completion of Interrupted Games) and Appendix A: Operational Audit for Gaming Procedures and Practices (Sub-section A.5.1 Gaming Rules)

Certification Type:	Initial pre-release testing
Test House:	eCOGRA Limited 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom
Test House Accreditation:	A UKAS accredited testing laboratory No. 4656 ISO/IEC 17025:2017, issued by the United Kingdom Accreditation Service
Test Engineers:	Mpilehile Hlatshwayo; Antonia Letsoalo; Ridhwaan Shariff; Tyrone Rajah
Test Supervisor:	Chris Heydenrych
Request for Report:	23 January 2024
Certificate Date:	19 April 2024
Certificate Number:	e244177EVEMICM
Result of Testing:	Compliant (Refer to Test Results under Schedule 1)

I hereby certify that the above-mentioned game complies with the relevant requirements of Michigan’s Gaming Control Board “Internet Gaming Rules” and GLI-19 “Standards for Interactive Gaming Systems” described in Section 6 of this report.

A handwritten signature in black ink, appearing to be "BK" or similar initials, written in a cursive style.

Bradley Khoury
Chief Technical Officer, eCOGRA

SECTION 2. INTRODUCTION

eCOGRA has been appointed by EveryMatrix Americas Corporation to evaluate and certify the following Casino Slot game for compliance with the relevant requirements of Michigan’s Gaming Control Board “Internet Gaming Rules” and GLI-19 “Standards for Interactive Gaming Systems”, and to highlight any exceptions identified during testing.

- Mythological Mayhem (HTML5-Desktop; HTML5-Mobile)

This certification report highlights our key findings as a result of the evaluation conducted on HTML5-Desktop; HTML5-Mobile which is representative of the pre-production environment which is essentially the same as the live environment. The testing was conducted on the aforementioned platform established by EveryMatrix Americas Corporation during the period 23 January 2024 to 19 April 2024.

This is an initial certification conducted over Mythological Mayhem - (HTML5-Desktop; HTML5-Mobile).

Please note: A number of requirements within Section 6. Review Findings below that have been assessed as compliant at supplier level, may in fact be managed or controlled at operator level dependent on the custom solution that has been supplied to the operator. An indication of the custom solution provided to the operator should be available in documentation provided by the supplier to the operator. Careful consideration must be given to the solution provided to the operator and undue reliance should not be placed on the compliance assessment of certain requirements if compliance is not managed by the supplier. Additional certification testing may therefore be needed where the solution implemented by the operator differs to the solution that has undergone certification testing.

SECTION 3. GAME DESCRIPTION

Mythological Mayhem

Game Description:

Mythological Mayhem is a 6 reel by 4 row ways game paying from the leftmost reel to adjacent reels rightward. The game has dynamic reels, allowing the 6 reel by 4 row 4096 initial ways to extend to a maximum of 6 reel by 7 row max reel height (4096 – 117,649 Ways)

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

SECTION 4. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Bet Level	Theoretical RTP %	eCOGRA RTP % Recalculation	RTP% Displayed in Game Rules
Mythological Mayhem	All Bet Levels	94.14% Fortune Bet: 94.77% Without Increment Rate: N/A, no jackpot linked to game. With Lowest Configurable (or Hard-Coded) Increment Rate: N/A, no jackpot linked to game.	94.14% Fortune Bet: 93.28% Without Increment Rate: N/A, no jackpot linked to game. With Lowest Configurable (or Hard-Coded) Increment Rate: N/A, no jackpot linked to game.	94.14% Fortune Bet: 94.77% Without Increment Rate: N/A, no jackpot linked to game. With Lowest Configurable (or Hard-Coded) Increment Rate: N/A, no jackpot linked to game.

The Theoretical RTP percentage indicated in the table above is extracted from the game documentation as provided by EveryMatrix Americas Corporation. eCOGRA recalculated the RTP percentage by performing additional independent mathematical calculations on the output of simulation game data. The recalculated RTP is based on simulated data using the supplied theoretical mean and standard deviation, where a two-sided Z-test is used to determine the acceptability of any difference between the recalculated RTP and the theoretical RTP. Any difference between the recalculated RTP and the theoretical RTP has been assessed as acceptable as it is within an allowable tolerance with consideration to the game's volatility and the sample size used for certification testing.

PROGRESSIVE JACKPOTS:

Game Name	Progressive Levels	Reset Value	Increment Rate	Reset and Increment Values Hard Coded or Configurable
Mythological Mayhem	N/A, no jackpot linked to game.	N/A, no jackpot linked to game.	N/A, no jackpot linked to game.	N/A, no jackpot linked to game.

MAXIMUM ODDS CALCULATION AND DESCRIPTION OF THE MAXIMUM ODDS WINNING COMBINATION

The maximum odds in the game were calculated to be 1: 142857 for the following winning combination:

Description of winning combination:

- The prize with the maximum odds is the prizepot symbol 9 which, in this case, is the 2000x Jackpot prize.

Calculation of maximum odds:

$$\begin{aligned} 2000x \text{ Jackpot Prize, Hit Rate} &= \frac{7}{1000000} \\ &= 0.000007 \end{aligned}$$

$$2000x \text{ Jackpot Prize max odds} = 1 \text{ in } 142857 \text{ spins}$$

Please refer to Appendix 1 for full calculations of the maximum odds.

SECTION 5. SOFTWARE DETAILS

The scope of the game evaluation and certification applies solely to the critical game files, critical game file's server versions and associated hashes provided in the table below:

Mythological Mayhem – Server-side Game Critical Files

File Name / Identifier	Server Version	Binary SHA1 Sum	MD5 Checksum
actions_controller.js	NA	DDF5DA9B1EA570CFA863616149E8E6008C90DB15	E107CA50F5C7A207FC64AB2EB53B61C1
oceanCascadeLite.js	NA	692EDBCAC242EDD1F32972070C895222412005E6	289EAE30A81AAD7DEF92C4E7091D635C
set00.js	NA	CD27BA1C3ACA93C0F4372DC7A27A583E623CD913	87299649960B747F54A0AB0DF7E1379D
set94.js	NA	3359CA13C7A715495AC9F72D79DB25E8D1B88516	1FB51DDB39F08FFE9201D94FDB86A114
settings.js	NA	307A18BD1C219EA18B892AA0BF623E1D632AF543	86E635AE55BC18F1C8A886359F6EDF2A
skyCascade.js	NA	A92AAAE2DD6CD5C6C3CB2EC846B5FAAA06EA86CF	B88CD42A437FB4D836951F4F4C97CF99
spinAction.js	NA	B62DE73F67299C19E6629D7465C7FC6194CC76F	145E99EC1872E41A2867786945312325
zero.js	NA	5D5D895F7B68A3068DA281F102307748B04744B3	87E75CB552C69F308A41A5384294CC0A
base.js	NA	4F1EF708BF07319AB2D05E668E9822A8567374D1	9EFA6A9E56CA0E22400C95EEBB8676EB
bishop.js	NA	168F4B2B2D5EF1498D0F5570768713C65931FF3C	8E84A553917AC05131B0FCAD6ED65716
cascadeAction.js	NA	7CC1E4E9FF9E99DDD8DF58DF600E22ADBD14248B	D8F325A2530C2BA033E26D5A8F1AAD46
freepinAction.js	NA	58285CB0138D2CC8D003CE5C1A804701B9AA816A	37E6276D8BE21F130E4C2805C2EBACF2
hellCascade.js	NA	7754A9FE01EDB19A9FE0BCB1F12B34053360EA87	264FC58856292ABE7308E65324532F6F
mainSpin.js	NA	9974BB8F9FB4D109B71EA3E72533D19910A79B7F	11B4C51DAD776F3AB546450FE16636AD
oceanCascade.js	NA	C2B95FA79DE3A714B287EE47BDE50E3EDBED45DA	1D8763236CDCFB5F84AD3D387D56F26F

SECTION 6. REVIEW FINDINGS

The key findings of our evaluation of the game for compliance with the relevant sections of Michigan’s Gaming Control Board “Internet Gaming Rules”, as updated December 02, 2020, are as follows:

Michigan Control Board “Internet Gaming Rules”

Requirement Assessed	Assessment Result	Comments
Rule 632a Internet gaming platform and internet game submission and approval process		
(8) The internet gaming platform provider or internet gaming supplier must provide the board with a method to compensate for or resolve any differences between the compiled program and the submitted program. The internet gaming platform provider or internet game supplier may employ other equivalent methods that ensure the results of the complied source code are identical to the storage medium submitted for evaluation upon written request and approval of the board.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
Rule 633a Additional internet gaming software and platform technical standards		
(2) An internet gaming platform must not induce an authorized participant to continue placing internet wagers when play is in session, when the authorized participant attempts to end an internet gaming authorized participant session, or when the authorized participant wins or loses an internet wager.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
(3) No auto play feature will be permitted in internet game software unless authorized by the board.	Compliant	eCOGRA inspected the auto play feature and observed the functionality during participation in multiple auto play rounds, and verified that: the auto play feature is compliant with 4.9.2 Autoplay Mode requirements of GLI-19 “Standards for Interactive Gaming Systems”;

Requirement Assessed	Assessment Result	Comments
		- the maximum number of autoplays that can be requested by a player during an autoplay session is 50 spins; and - if a disconnection occurs during an autoplay session, upon reconnection to the game, autoplay is turned off by default and requires the player to initiate autoplay again. The autoplay functionality is thus assessed as compliant with the applicable autoplay requirements; final approval of the feature lies with the MGCB.
(4) All internet games must operate in accordance with the game rules and internet wagering account terms and conditions approved by the board.	Compliant	
Rule 633b Additional standards for approval of internet games		
(1) Each house-banked internet game that requires an internet wager must have an RTP equal to or greater than 80% but not more than 100% unless otherwise authorized by the board. The RTP must be calculated using both the highest and lowest level of skill, where player skill impacts the RTP.	Compliant	
(2) An house-banked internet game must comply with all odds-related requirements prescribed in the technical standards adopted in R 432.633(2), including those prescribed in section 4.7.3 of the referenced technical standards, except that the odds of achieving the highest advertised award that is based solely upon chance must occur at least once in every 50 million games	Compliant	
(4) The projected contribution from a progressive award may not count toward the RTP of a house-banked internet game in order to achieve the minimum RTP as approved by the board.	Not Applicable	Not applicable to this game.

Requirement Assessed	Assessment Result	Comments
Rule 639c Progressive jackpots		
(1) An internet gaming operator or its internet gaming platform provider may offer a progressive jackpot that increases uniformly in value as the internet game is played based upon an approved rate of progression and is awarded for a specific outcome or event.	Not Applicable	This game does not consist of a progressive jackpot.
(2) The rules governing the award and the value of the progressive award must be readily available to individuals and authorized participants.	Not Applicable	This game does not consist of a progressive jackpot.
(4) Two or more linked internet games offering the same progressive jackpot may be of different denominations or have different minimum internet wagers required to win the progressive jackpot, or both, if the probability of winning the progressive jackpot is directly proportional to the minimum internet wager required to win that jackpot. For example, if on the same link, a nickel game requires 20 credits (a \$1.00 wager), a quarter game requires 8 credits (a \$2.00 wager), and a dollar game requires 3 credits (a \$3.00 wager) to win the progressive jackpot, the probability of a winning internet wager must be 3 times more likely on a linked dollar game than on the linked nickel game, and twice as likely on a linked quarter game than on the linked nickel game. Similarly, if among 3 linked quarter denomination games, the first required 2 credits (a 50 cent wager), the second required 4 credits (a \$1.00 wager), and the third required 8 credits (a \$2.00 wager) to play for the progressive jackpot, on each wager, the probability of winning the jackpot would be twice as likely on the second game than on the first game, and 4 times more likely on the third game than on the first game.	Not Applicable	This game does not consist of a progressive jackpot.
(8) An internet gaming operator or its internet gaming platform provider, or both must remove or make the progressive game unavailable to individuals and authorized participants for all occurrences in which a game malfunctions or if otherwise required by the board.	Not Applicable	This game does not consist of a progressive jackpot.
(9) The internet gaming operator or its internet gaming platform provider, or both that chooses to restore a progressive jackpot previously made unavailable pursuant to this rule, must restore the entire progressive jackpot amount. The amount restored must include the entire jackpot, including the seed amount and all previously collected authorized participant contributions.	Not Applicable	This game does not consist of a progressive jackpot.

Requirement Assessed	Assessment Result	Comments
(11) If a wide area progressive offered on the internet is removed, it must be restored or transferred by the internet gaming platform provider or internet gaming supplier as applicable. The amount restored or transferred must include the entire jackpot, including the seed amount and all previously collected authorized participant contributions.	Not Applicable	This game does not consist of a progressive jackpot.
Rule 647 Negative internet wagering account balance prohibited		
An internet gaming platform must employ a mechanism that can detect and prevent any internet wagering or withdrawal activity initiated by an authorized participant that would result in a negative balance of the internet wagering account.	Compliant	

The key findings of our evaluation of the game for compliance with the relevant sections of GLI-19 “Standards for Interactive Gaming Systems” version 3.0, as updated July 17, 2020, are as follows:

Chapter 2: Platform/System Requirements

Sub-Section	Requirement Assessed	Assessment Result	Comments
2.4 Gaming Management			
2.4.1 Gaming Management	The Interactive Gaming System shall be able to disable the following on demand: a) All gaming activity; b) Individual game themes/paytables or versions (e.g., desktop, mobile, tablet, etc.); and c) Individual player logins.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
2.4.2 Changes to Jackpot Parameters	The following requirements apply to modifying progressive jackpot or incrementing jackpot parameter values once the current jackpot’s payoff has already had player contributions to it and without requiring it to be decommissioned: a) For jackpots with a configurable increment rate which affects the return to player (RTP) of the game(s), changes to the increment rate may not take effect until the current jackpot is won;	Not Applicable	This game does not consist of a progressive jackpot.
2.4.2 Changes to Jackpot Parameters	The following requirements apply to modifying progressive jackpot or incrementing jackpot parameter values once the current jackpot’s payoff has already had player contributions to it and without requiring it to be decommissioned: b) For jackpots with a configurable ceiling which does not affect the RTP of the game(s), changes to the ceiling may only be to a value greater than the current payoff. Alternatively, changes to the ceiling may not take effect until the current jackpot is won;	Not Applicable	This game does not consist of a progressive jackpot.
2.4.2 Changes to Jackpot Parameters	The following requirements apply to modifying progressive jackpot or incrementing jackpot parameter values once the current jackpot’s payoff has already had player contributions to it and without requiring it to be decommissioned:	Not Applicable	This game does not consist of a progressive jackpot.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	c) Changes to the parameters shall not affect the probabilities of triggering the current jackpot;		
2.4.2 Changes to Jackpot Parameters	The following requirements apply to modifying progressive jackpot or incrementing jackpot parameter values once the current jackpot's payoff has already had player contributions to it and without requiring it to be decommissioned: d) For mystery-triggered jackpots which use a hidden trigger amount to determine the jackpot win: i. The hidden trigger amount shall be reselected when modifying any parameters that could result in an immediate trigger due to the modification; and	Not Applicable	This game does not consist of a progressive jackpot.
2.4.2 Changes to Jackpot Parameters	The following requirements apply to modifying progressive jackpot or incrementing jackpot parameter values once the current jackpot's payoff has already had player contributions to it and without requiring it to be decommissioned: d) For mystery-triggered jackpots which use a hidden trigger amount to determine the jackpot win: ii. The reselected amount shall be in the range of the current payoff to the ceiling and shall not result in a trigger without any contribution after the modification.	Not Applicable	This game does not consist of a progressive jackpot.
2.4.3 Jackpot Modifications	The Interactive Gaming System shall contain a secure means for transferring or combining contributions from a decommissioned jackpot (and any overflow or diversion pools specific to that jackpot), correcting errors with a jackpot, or any other reasons required by the regulatory body.	Not Applicable	This game does not consist of a progressive jackpot.
2.5 Player Account Management			
2.5.7 Transaction Log or Account Statement	The Interactive Gaming System shall be able to provide a transaction log or account statement history to a player upon request. The information provided shall include sufficient information to allow the player to reconcile the statement or log against their own financial records. Information to be provided shall include at a minimum, details on	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	the following types of transactions within the past year or other time period as requested by the player or as required by the regulatory body: b) Game History (by game theme); i. The name of the game theme and game type (reel, blackjack, poker, table, etc.); ii. Total amount wagered, including any incentive credits (if applicable); and iii. Total amount won for completed games, including, any incentive credits and/or prizes, and any progressive jackpots and/or incrementing jackpots (if applicable).		

Chapter 3: Random Number Generator (RNG) Requirements

Sub-Section	Requirement Assessed	Assessment Result	Comments
3.2 General RNG Requirements			
3.2.1 Source Code Review	The independent test laboratory shall review the source code pertaining to any and all core randomness algorithms, scaling algorithms, shuffling algorithms, and other algorithms or functions that play a critical role in the final random outcome selected for use by a game. This review shall include comparison to published references, where applicable, and an examination for sources of bias, errors in implementation, malicious code, code with the potential to corrupt behavior, or undisclosed switches or parameters having a possible influence on randomness and fair play.	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.2.2 Statistical Analysis	The independent test laboratory shall employ statistical tests to assess the outcomes produced by the RNG, after scaling, shuffling, or other mapping (hereafter referred to as “final outcome output”). The independent test laboratory shall choose appropriate tests on a case-by-case basis, depending on the RNG under review and its usage within the game. The tests shall be selected to assure conformance to intended distribution of values, statistical independence between draws, and, if applicable, statistical independence between multiple values within a single draw. The applied tests shall be evaluated, collectively, at a 99% confidence level. The amount of data tested shall be such that significant deviations from applicable RNG testing criteria can be detected with high frequency. In the case of an RNG intended for variable usage, it is the responsibility of the independent test laboratory to select and test a representative set of usages as test cases. Statistical tests may include any one or more of the following: a) Total Distribution or Chi-square test; b) Overlaps test; c) Coupon Collector’s test; d) Runs test;	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	e) Interplay Correlation test; f) Serial Correlation test; and g) Duplicates test.		
3.2.3 Distribution	Each possible RNG selection shall be equally likely to be chosen. Where the game design specifies a non-uniform distribution, the final outcome shall conform to the intended distribution. a) All scaling, mapping, and shuffling algorithms used shall be unbiased, as verified by source code review. The discard of RNG values is permissible in this context and may be necessary to eliminate bias. b) The final outcome output shall be tested against intended distribution using appropriate statistical tests (e.g., Total Distribution test).	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.2.4 Independence	Knowledge of the numbers chosen in one draw shall not provide information on the numbers that may be chosen in a future draw. If the RNG selects multiple values within the context of a single draw, knowing one or more values shall not provide information on the other values within the draw, unless provided for by the game design. a) As verified by source code review, the RNG shall not discard or modify selections based on previous selections, except where intended by game design (e.g., without-replacement functionality). b) The final outcome output shall be tested for independence between draws and, as applicable, independence within a draw, using appropriate statistical tests (e.g., Serial or Interplay Correlation tests, and Runs test).	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.2.5 Available Outcomes	As verified by source code review, the set of possible outcomes produced by the RNG solution (i.e., the RNG period), taken as a whole, shall be sufficiently large to ensure that all outcomes shall be available on every draw with the appropriate likelihood, independent of previously produced outcomes, except where specified by the game design.	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.

Sub-Section	Requirement Assessed	Assessment Result	Comments
3.3 RNG Strength and Monitoring			
3.3.1 RNG Strength for Outcome Determination	The RNG used in the determination of game outcomes in a Gaming Platform shall be cryptographically strong. “Cryptographically strong” means that the RNG is resistant to attack or compromise by an intelligent attacker with modern computational resources, and who may have knowledge of the source code of the RNG.	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.3.2 Cryptographic RNG Attacks	A cryptographic RNG cannot be feasibly compromised by a skilled attacker with knowledge of the source code. At a minimum, cryptographic RNGs shall be resistant to the following types of attack: a) Direct Cryptanalytic Attack: Given a sequence of past values produced by the RNG, it shall be computationally infeasible to predict or estimate future RNG values. This shall be ensured through the appropriate use of a recognized cryptographic algorithm (RNG algorithm, hash, cipher, etc.). Note that a hardware-based RNG or a mechanical RNGs may potentially qualify as a cryptographic algorithm, provided it passes statistical testing; b) Known Input Attack: It shall be infeasible to computationally determine or reasonably estimate the state of the RNG after initial seeding. In particular, the RNG shall not be seeded from a time value alone. The manufacturer shall ensure that games will not have the same initial seed. Seeding methods shall not compromise the cryptographic strength of the RNG; and c) State Compromise Extension Attack: The RNG shall periodically modify its state, through the use of external entropy, limiting the effective duration of any potential exploit by a successful attacker.	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.3.3 Dynamic Output Monitoring for	Due to their physical nature, the performance of hardware-based RNGs may deteriorate over time or otherwise malfunction, independent of the Gaming Platform. The failure of a hardware-based RNG could have serious consequences for the intended usage of the	Not Applicable	The RNG has been certified in a separate independent test lab report, dated

Sub-Section	Requirement Assessed	Assessment Result	Comments
Hardware-Based RNGs	RNG. For this reason, if a hardware-based RNG is used, there shall be dynamic monitoring of the output by statistical testing. This monitoring process shall disable game play when malfunction or degradation is detected.		November 08, 2022, with reference RN-120-EMT-22-01-614.
3.4 Mechanical RNG (Physical Randomness Device)			
3.4.2 Data Collection	To provide best assurance of random behavior, the independent test laboratory shall collect game outcome data for at least 10,000 game outcomes. The data collection shall be accomplished in a fashion reasonably similar to the intended use of the device in the field. In particular, the recommended setup and calibration shall be executed initially, and the device and components (cards, balls, etc.) shall be replaced or serviced during the collection period as recommended by the manufacturer.	Not Applicable	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.4.3 Durability	All mechanical pieces shall be constructed of materials to prevent degradation of any component over its intended lifespan.	Not Applicable	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.
3.4.4 Tampering	The players and/or gaming attendants (e.g., dealers, croupiers, etc.) used in live games shall not have the ability to manipulate or influence the physical randomness devices in a physical manner with respect to the production of game outcome data, except as intended by game design.	Not Applicable	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614.

Chapter 4: Game Requirements

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.2 Player Interface			
4.2.2 Player Interface Requirements	The player interface shall meet the following requirements: a) Any resizing or overlay of the player interface screen shall be mapped accurately to reflect the revised display and touch/click points.	Compliant	
4.2.2 Player Interface Requirements	The player interface shall meet the following requirements: b) All player-selectable touch/click points or buttons represented on the player interface that impact game play and/or the integrity or outcome of the game shall be clearly labeled according to their function and shall operate in accordance with applicable game rules.	Compliant	
4.2.2 Player Interface Requirements	The player interface shall meet the following requirements: c) There shall be no hidden or undocumented touch/click points or buttons anywhere on the player interface that affect game play and/or that impact the integrity or outcome of the game, except as provided for by the game rules.	Compliant	
4.2.2 Player Interface Requirements	The player interface shall meet the following requirements: d) The display of the instructions and information shall be adapted to the player interface. For example, where a device uses technologies with a smaller display screen, it is permissible to present an abridged version of the game information accessible directly from within the game screen and make available the full/complete version of the game information via another method, such as a secondary screen, help screen, or other interface that is easily identified on the visual game screen.	Compliant	
4.2.2 Player Interface Requirements	The player interface shall meet the following requirements: e) Where multiple items of instructions and information are displayed on the player interface, it is acceptable to have this information displayed in an alternating fashion	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	provided that, the rate at which information alternates permits a player a reasonable opportunity to read each item.		
4.2.3 Simultaneous Inputs	Simultaneous or sequential activation of various player interaction devices comprising a player interface shall not cause game malfunctions and shall not lead to results that are contrary to a game's design intent.	Compliant	
4.3 Gaming Session Requirements			
4.3.2 Selection of Game	The following requirements apply to the selection of a specific game on the player interface: a) The Gaming Platform shall clearly inform the player of all games available for play.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
4.3.2 Selection of Game	The following requirements apply to the selection of a specific game on the player interface: b) The player shall be made aware of which game theme has been selected for play and is being played.	Compliant	
4.3.2 Selection of Game	The following requirements apply to the selection of a specific game on the player interface: c) The player shall not be forced to play a game just by selecting a game theme, unless the game screen clearly indicates the game selection is unchangeable. If not disclosed, the player shall be able to return to the main menu or game chooser screen prior to committing a wager.	Compliant	
4.3.2 Selection of Game	The following requirements apply to the selection of a specific game on the player interface: d) The default game display upon entering game play mode from a main menu or game chooser screen, shall not correspond to the highest advertised award (unless that was the outcome of the player's last game play). This applies to the primary game only and not to any secondary bonuses/features.	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.3.3 Game Play Requirements	The following requirements apply to game play within a gaming session: a) A game cycle consists of all player actions and game play activity that occur from wager to wager. Game cycle initiation shall occur after the player: i. Places a wager or commits a bet; and/or ii. Presses a "play" button or performs a similar action to initiate a game in accordance with the rules of the game.	Compliant	
4.3.3 Game Play Requirements	The following requirements apply to game play within a gaming session: b) Amounts wagered or committed at any point at the start of, or within the course of a game cycle shall be subtracted from the player's credit meter or player account balance. A wager shall not be accepted that could cause the player to have a negative balance.	Compliant	
4.3.3 Game Play Requirements	The following requirements apply to game play within a gaming session: c) The following game elements shall be considered to be part of a single game cycle: i. Games that trigger a free game bonus/feature and any subsequent free games; ii. "Second screen" bonuses/features; iii. Games with player choice (e.g., draw poker or blackjack); iv. Games where the rules permit wagering of additional credits (e.g., blackjack insurance, or the second part of a two-part keno game); and v. Double-up/gamble features.	Not Applicable	Information purposes only.
4.3.3 Game Play Requirements	The following requirements apply to game play within a gaming session: d) A game cycle shall be considered complete when all funds wagered are lost or when the final transfer to the player's credit meter or player account balance takes place. The value of every award at the end of a game cycle is added to the player's credit meter or player account balance, except for merchandise and large payouts where required by the regulatory body.	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.3.3 Game Play Requirements	The following requirements apply to game play within a gaming session: e) It shall not be possible to start a new game within the same gaming session before the current game cycle is completed and the funds available for wagering and the game history have been updated, including the game elements listed above, unless the action to start a new game terminates the current game in an orderly manner. Some exceptions may be granted in instances where, for example, if the operator elects to conduct offline, manual consideration of large payouts, or if a player chooses to continue gaming while a large payout is pending.	Compliant	
4.3.4 Information to be Displayed	A player interface shall display the following information within a gaming session, with the exception of when the player is viewing an informational screen such as a menu or help screen: a) Current funds available for wagering;	Compliant	
4.3.4 Information to be Displayed	A player interface shall display the following information within a gaming session, with the exception of when the player is viewing an informational screen such as a menu or help screen: b) Denomination being played (if applicable);	Compliant	
4.3.4 Information to be Displayed	A player interface shall display the following information within a gaming session, with the exception of when the player is viewing an informational screen such as a menu or help screen: c) Current wager amount and placement of all active wagers, or sufficient display information to otherwise derive these parameters;	Compliant	
4.3.4 Information to be Displayed	A player interface shall display the following information within a gaming session, with the exception of when the player is viewing an informational screen such as a menu or help screen: d) Any player wager options that occur prior to game initiation, or during the course of game play;	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.3.4 Information to be Displayed	A player interface shall display the following information within a gaming session, with the exception of when the player is viewing an informational screen such as a menu or help screen: e) For the last completed game, the following information until the next game starts, wager options are modified, or the player exits the game; i. Accurate representation of the game outcome; ii. Amount won; and iii. Any player wager options in effect.	Compliant	
4.3.5 Credit Meter	Depending on the implementation within the Gaming Platform, funds may be transferred from the player account balance to a credit meter for the gaming session. This may be automatic where the player account balance is automatically transferred to the credit meter or the Gaming Platform presents transfer options to the player, which require selection before occurring. Such options would include how much the player wishes to transfer to the session's credit meter. Once play is complete the player shall have the option to transfer some or all of their funds back to their player account balance. Exiting a gaming session shall cause all funds to be automatically transferred back to their player account balance. Additionally, the credit meter, shall conform to the following requirements when in use: a) The credit meter shall be visible to the player at any time a wager may be placed, at any time a transfer to or from the player account balance is allowed, or at any time the meter is actively being incremented or decremented. b) The credit meter shall be displayed in credits or local currency format. If the game's credit meter allows for toggling between credits and currency, this functionality shall be easily understood by the player. The credit meter shall clearly indicate whether credits or currency are currently being displayed.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	c) If the current local currency amount is not an even multiple of the denomination for a game, or the credit amount has a fractional value, the credits displayed for that game may be displayed and played as a truncated amount, (i.e., fractional part removed). However, the fractional credit amount shall be made available to the player when the truncated credit balance is zero. d) If restricted incentive credits and unrestricted player funds are combined on one credit meter, restricted credits shall be wagered first, as allowed by the rules of the game, before any unrestricted player funds are wagered.		
4.4 Game Information and Rules of Play			
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: a) Player interface and player interaction device usage instructions, payable information, and rules of play shall be complete and unambiguous and shall not be misleading or unfair to the player.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: b) Help screen information shall be accessible by a player without the need for funds deposited or commitment of a wager. This information shall include descriptions of unique game bonuses/features, extended play, free spins, double-up, autoplay, countdown timers, symbol transformations, community bonuses, progressive jackpots, incrementing jackpots, etc.).	Compliant	
4.4.1 Game Information	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player:	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
and Rules of Play	c) Minimum, maximum, and other available wagers shall be stated within, or be able to be deduced from, the artwork, with adequate instruction for any available wager option.		
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: d) Paytable information shall include all possible winning outcomes and combinations, along with their corresponding payouts, for any available modifiers and/or wager options.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: e) The artwork shall clearly indicate whether awards are designated in credits, currency, or some other unit.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: f) For artwork that contains game instructions explicitly advertising a credit award or merchandise prize, it shall be possible to win the advertised award/prize from a single game, or series of games enabled by an initiating game, when including bonuses/features, or other game options, or the artwork shall clearly specify the criteria necessary to win the advertised award/prize.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player:	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	g) The game shall reflect any change in award value, which may occur during the course of play. This may be accomplished with a digital display in a conspicuous location of the player interface. The game shall clearly state the criteria for which any award value is modified.		
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: h) Game instructions that are presented aurally shall also be presented in written form within the artwork.	Not Applicable	Not applicable to this game.
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: i) Game instructions shall be rendered in a color that contrasts with the background color to ensure that all instructions are clearly visible/readable.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: j) The artwork shall clearly state the rules for payments of awards. If a specific winning combination is paid where multiple wins are possible, then the payment method shall be described. i. The artwork shall clearly communicate the treatment of coinciding game outcomes. For example, whether or not a straight flush is construed as both a flush and a straight, or if 3/4/5 of a kind can be construed as paying all of kind or just the highest. Where a payline may be interpreted to have more than one such winning combination, there shall be a statement if only the highest winning combination is paid per line.	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	ii. Where the same symbol can qualify for a line pay and scatter pay simultaneously or where line and scatter pays occur simultaneously on the same line, the artwork shall indicate if the player will be paid for both wins, or the greater of the two. iii. The artwork shall clearly communicate the treatment of coinciding scattered wins with respect to other possible scattered wins. For example, the artwork shall state whether combinations of scattered symbols pay all possible awards or only the highest award.		
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: k) Where multiplier instructions are displayed in artwork, it shall be clear what the multiplier does and does not apply to.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: l) All game symbols/objects shall be clearly displayed to the player and shall not be misleading. i. Game instructions that specifically correspond to one or more symbols/awards, shall be clearly associated with those symbols/awards. For example, this may be achieved with appropriate framing or boxing. Additional wording such as “these symbols” may also be used. ii. If game instructions refer to a particular symbol, and the written name for the symbol may be mistaken for another symbol, or may imply other characteristics, then the visual display of the instructions shall clearly indicate to which symbol the instruction refers. iii. Game symbols and objects shall retain their shape throughout all artwork, except while animation is in progress. Any symbol that changes shape or color during an	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	animation process shall not appear in a way that can be misinterpreted to be some other symbol defined in the paytable. iv. If the function of a symbol changes (e.g., a non-substitute symbol becomes a substitute symbol during a feature), or the symbol's appearance changes, the artwork shall clearly indicate this change of function or appearance and any special conditions that apply to it. v. If limitations exist with respect to the location and/or appearance of any symbol, the limitation shall be disclosed in the artwork. For example, if a symbol is only available in a bonus game, or on a specific reel strip, then the artwork shall disclose this.		
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: m) The artwork shall clearly state which symbols/objects may act as a substitute or wild, and in which winning combinations the substitute or wild may be applied; this description shall address any/all phases of game play where a wild or substitute symbol operates.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: n) The artwork shall clearly state which symbols/objects may act as a scatter and in which winning combinations the scatter may be applied.	Not applicable	Not applicable to this game.
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: o) The artwork shall contain textual and/or graphical information to clearly explain the order in which symbols are to appear, in order for an award to be issued or a feature to	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	be triggered, including numbers to indicate how many correct symbols/objects each pattern corresponds to.		
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: p) The game shall not advertise ‘upcoming wins’, for example, “three times pay coming soon”, unless the advertisement is accurate and mathematically demonstrable, or unless the player has a direct advertisement of the current progress to that win (e.g., they have two of four tokens collected that are required to win an award).	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: q) The game artwork shall clearly explain to the player any non-wager purchase option and its value in credits or local currency.	Not Applicable	Not applicable to this game.
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: r) The artwork shall disclose any restrictive features of game play, such as any play duration limits, maximum win values, etc. which are implemented as an element of game design.	Compliant	
4.4.1 Game Information and Rules of Play	The following requirements apply to the game information, artwork, paytables, and help screens including any written, graphical, and auditory information provided to the player either directly from the player interface or from a page accessible to the player: s) There shall be sufficient information regarding any award payout adjustments such as a rake, commission, or fee taken by the operator, as applicable.	Not Applicable	This game does not contain rakes or commission.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.4.2 Multi-Wager Games	The following requirements shall apply, as relevant to the specific game design, to games where multiple, independent wagers can simultaneously be applied towards advertised awards: a) Each individual wager placed shall be clearly indicated so that the player is in no doubt as to which wagers have been made and the credits bet per wager;	Not Applicable	Not applicable to this game.
4.4.2 Multi-Wager Games	The following requirements shall apply, as relevant to the specific game design, to games where multiple, independent wagers can simultaneously be applied towards advertised awards: b) The winning amount for each separate wager, and total winning amount, shall be displayed on the game screen; and	Not Applicable	Not applicable to this game.
4.4.2 Multi-Wager Games	The following requirements shall apply, as relevant to the specific game design, to games where multiple, independent wagers can simultaneously be applied towards advertised awards: c) Each winning award obtained shall be displayed to the player in a way that clearly associates the award to the appropriate wager. Where there are wins associated with multiple wagers, each winning wager may be indicated in turn. In cases where there is a multitude of wager information to convey, a summary screen may suffice. Any exceptions will be reviewed by the independent test laboratory on a case-by-case basis.	Not Applicable	Not applicable to this game.
4.4.3 Line Games	The following requirements apply, as relevant to the specific game design, to line games: a) For multi-line games, the game shall provide a summary display of the paylines that are available to form winning combinations;	Compliant	
4.4.3 Line Games	The following requirements apply, as relevant to the specific game design, to line games: b) Each individual line to be played shall be clearly indicated by the game so that the player is in no doubt as to which lines are being wagered upon. Displaying the number of wagered lines shall be sufficient to meet this requirement;	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.4.3 Line Games	The following requirements apply, as relevant to the specific game design, to line games: c) For games that permit multiple credits to be wagered on selected lines, the artwork shall: i. For linear pays, clearly state that the win(s) for each selected line will be multiplied by the bet multiplier; or ii. For non-linear pays, convey all possible wagers and their awards;	Not Applicable	Not applicable to this game.
4.4.3 Line Games	The following requirements apply, as relevant to the specific game design, to line games: d) The bet multiplier shall be shown. It is acceptable if this may be easily derived from other displayed information;	Compliant	
4.4.3 Line Games	The following requirements apply, as relevant to the specific game design, to line games: e) The artwork shall indicate any rules and/or limitations which pertain to how pays are evaluated, including an indication of: i. How line wins are evaluated (i.e., left to right, right to left, or both ways); ii. How individual symbols are evaluated (i.e., whether pays are awarded on adjacent reels only, or as scatter pays); and	Compliant	
4.4.3 Line Games	The following requirements apply, as relevant to the specific game design, to line games: f) Winning paylines shall be clearly discernible to the player. Where there are wins on multiple lines, each winning payline shall be indicated in turn. This requirement shall not preclude other intuitive methods of displaying line wins such as the grouping of common win types, nor shall it prohibit a player option to bypass a detailed outcome display of line wins, where supported.	Compliant	
4.4.4 Card Games	The following requirements apply, as relevant to the specific game design, to games depicting cards being drawn from one or more card decks: a) At the start of each game and/or hand, the cards shall be drawn from a randomly shuffled deck(s). It is acceptable to draw random numbers for replacement cards at the	Not Applicable	This is not a card game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	time of the first hand's random number draw, provided that the replacement cards are sequentially used as needed, and so long as any stored RNG values are encrypted;		
4.4.4 Card Games	The following requirements apply, as relevant to the specific game design, to games depicting cards being drawn from one or more card decks: b) Cards once removed from the deck(s) shall not be returned to the deck(s) except as provided by the rules of the game;	Not Applicable	This is not a card game.
4.4.4 Card Games	The following requirements apply, as relevant to the specific game design, to games depicting cards being drawn from one or more card decks: c) The deck(s) shall not be reshuffled except as provided by the rules of the game;	Not Applicable	This is not a card game.
4.4.4 Card Games	The following requirements apply, as relevant to the specific game design, to games depicting cards being drawn from one or more card decks: d) The game shall alert the player as to the number of cards in a deck and the number of decks in play;	Not Applicable	This is not a card game.
4.4.4 Card Games	The following requirements apply, as relevant to the specific game design, to games depicting cards being drawn from one or more card decks: e) Card faces shall clearly display the card value and the suit; and	Not Applicable	This is not a card game.
4.4.4 Card Games	The following requirements apply, as relevant to the specific game design, to games depicting cards being drawn from one or more card decks: f) Jokers and wild cards shall be distinguishable from all other cards.	Not Applicable	This is not a card game.
4.4.5 Poker Games	The following requirements apply, as relevant to the specific game design, to simulations of poker games: a) The artwork shall provide clear indication of what variant of poker is being played and the rules that apply;	Not Applicable	This is not a poker game.
4.4.5 Poker Games	The following requirements apply, as relevant to the specific game design, to simulations of poker games: b) Wild card rules shall be clearly explained in the help screens; and	Not Applicable	This is not a poker game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.4.5 Poker Games	The following requirements apply, as relevant to the specific game design, to simulations of poker games: c) Held and non-held cards, including recommended holds where allowed, shall be clearly marked on the screen. The method for changing a selected card state shall be clearly displayed to the player.	Not Applicable	This is not a poker game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: a) Insurance rules shall be clearly explained, if insurance is available;	Not Applicable	This is not a blackjack game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: b) Pair split rules shall be explained to include: i. Split aces have only one card dealt to each ace, if this is the game rule; ii. Further splits, if available; iii. Double-down after splits, if available;	Not Applicable	This is not a blackjack game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: c) Double-down rules shall be clearly explained, including limitations of which totals may allow a double-down to be selected;	Not Applicable	This is not a blackjack game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: d) Any limits on the number of cards that may be drawn by player and/or dealer shall be explained, including winners declared (if any) when the limit is reached (e.g., five under wins);	Not Applicable	This is not a blackjack game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: e) Surrender rules, if any, shall be explained;	Not Applicable	This is not a blackjack game.

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4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: f) If pair splits have occurred, the results for each hand shall be shown (e.g., total points, resultant win or loss category, amount won, amount wagered);	Not Applicable	This is not a blackjack game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: g) Special rules, if any, shall be clearly explained; and	Not Applicable	This is not a blackjack game.
4.4.6 Blackjack Games	The following requirements apply, as relevant to the specific game design, to simulations of blackjack games: h) All player options that are available at any point in time shall be shown in the artwork.	Not Applicable	This is not a blackjack game.
4.4.7 Roulette Games	The following requirements apply, as relevant to the specific game design, to simulations of roulette games: a) The method of selecting individual wagers shall be explained by the game rules;	Not Applicable	This is not a Roulette game.
4.4.7 Roulette Games	The following requirements apply, as relevant to the specific game design, to simulations of roulette games: b) The wager(s) already selected by the player shall be displayed on the screen; and	Not Applicable	This is not a Roulette game.
4.4.7 Roulette Games	The following requirements apply, as relevant to the specific game design, to simulations of roulette games: c) The result of each spin of the roulette wheel shall be clearly shown to the player.	Not Applicable	This is not a Roulette game.
4.4.8 Dice Games	The following requirements apply, as relevant to the specific game design, to simulations of dice games: a) Each die face shall clearly show the number of spots or other indication of the face value;	Not Applicable	The game does not utilize dice.
4.4.8 Dice Games	The following requirements apply, as relevant to the specific game design, to simulations of dice games: b) It shall be obvious which is the up face on each die, after the dice are thrown; and	Not Applicable	The game does not utilize dice.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.4.8 Dice Games	The following requirements apply, as relevant to the specific game design, to simulations of dice games: c) The result of each die shall be clearly visible or displayed.	Not Applicable	The game does not utilize dice.
4.4.9 Sports/Racing Games	The following requirements apply, as relevant to the specific game design, to simulations of sports or racing games: a) Each participant in a game shall be unique in appearance, where applicable to the wager;	Not Applicable	This is not a sports/racing game.
4.4.9 Sports/Racing Games	The following requirements apply, as relevant to the specific game design, to simulations of sports or racing games: b) The results of a game shall be clear and not open to misinterpretation by the player;	Not Applicable	This is not a sports/racing game.
4.4.9 Sports/Racing Games	The following requirements apply, as relevant to the specific game design, to simulations of sports or racing games: c) If awards are to be paid for combinations involving participants other than solely the first-place finisher, the order of the participants that can be involved with these awards shall be clearly shown on the screen (e.g., result 8-4-7); and	Not Applicable	This is not a sports/racing game.
4.4.9 Sports/Racing Games	The following requirements apply, as relevant to the specific game design, to simulations of sports or racing games: d) The rules for any exotic wagering options (e.g., perfecta, trifecta, quinella, etc.), and the expected payouts, shall be clearly explained in the artwork.	Not Applicable	This is not a sports/racing game.
4.4.10 Ball/Number Drawing Games	The following requirements apply, as relevant to the specific game design, to games depicting balls or numbers being drawn from a pool: a) Simulated balls/numbers shall be drawn from a randomly mixed pool consisting of the full set of balls/numbers applicable to the game rules;	Not Applicable	The game does not utilize a ball or drawing functionality.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.4.10 Ball/Number Drawing Games	The following requirements apply, as relevant to the specific game design, to games depicting balls or numbers being drawn from a pool: b) At the start of each game, only the balls/numbers applicable to the game are to be depicted. For games with bonuses/features and additional balls/numbers that are selected, they shall be chosen from the original selection unless otherwise allowed for by the game rules;	Not Applicable	The game does not utilize a ball or drawing functionality.
4.4.10 Ball/Number Drawing Games	The following requirements apply, as relevant to the specific game design, to games depicting balls or numbers being drawn from a pool: c) The pool shall not be re-mixed except as provided by the rules of the game depicted; and	Not Applicable	The game does not utilize a ball or drawing functionality.
4.4.10 Ball/Number Drawing Games	The following requirements apply, as relevant to the specific game design, to games depicting balls or numbers being drawn from a pool: d) All balls/numbers drawn shall be clearly displayed to the player.	Not Applicable	The game does not utilize a ball or drawing functionality.
4.4.11 Keno/Bingo/Lottery Games	The following requirements apply, as relevant to the specific game design, to simulations of keno, bingo, or lottery games, where balls or numbers are drawn, and a player tries to pick in advance which of the balls/numbers will be selected: a) All of the player's selections shall be clearly identified directly on the game screen. Where the game uses multiple player cards, it is acceptable for the player's selections to be accessible by flipping or switching through the cards;	Not Applicable	This is not a Keno, Bingo or Lottery game.
4.4.11 Keno/Bingo/Lottery Games	The following requirements apply, as relevant to the specific game design, to simulations of keno, bingo, or lottery games, where balls or numbers are drawn, and a player tries to pick in advance which of the balls/numbers will be selected: b) The drawn numbers shall be clearly identified on the screen;	Not Applicable	This is not a Keno, Bingo or Lottery game.

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4.4.11 Keno/Bingo/Lottery Games	The following requirements apply, as relevant to the specific game design, to simulations of keno, bingo, or lottery games, where balls or numbers are drawn, and a player tries to pick in advance which of the balls/numbers will be selected: c) The game shall highlight numbers drawn which match the player's selections;	Not Applicable	This is not a Keno, Bingo or Lottery game.
4.4.11 Keno/Bingo/Lottery Games	The following requirements apply, as relevant to the specific game design, to simulations of keno, bingo, or lottery games, where balls or numbers are drawn, and a player tries to pick in advance which of the balls/numbers will be selected: d) Special hits, if any, shall be clearly identified;	Not Applicable	This is not a Keno, Bingo or Lottery game.
4.4.11 Keno/Bingo/Lottery Games	The following requirements apply, as relevant to the specific game design, to simulations of keno, bingo, or lottery games, where balls or numbers are drawn, and a player tries to pick in advance which of the balls/numbers will be selected: e) The screen shall provide clear indication of how many spots were selected and how many hits were achieved; and	Not Applicable	This is not a Keno, Bingo or Lottery game.
4.4.11 Keno/Bingo/Lottery Games	The following requirements apply, as relevant to the specific game design, to simulations of keno, bingo, or lottery games, where balls or numbers are drawn, and a player tries to pick in advance which of the balls/numbers will be selected: f) Rules for purchase of additional features of the game, if any, shall be explained.	Not Applicable	This is not a Keno, Bingo or Lottery game.
4.4.12 Scratch Ticket Games	The following requirements apply, as relevant to the specific game design, to simulations of scratch ticket games, where an electronic scratch ticket is purchased by the player: a) Electronic scratch ticket games shall rely on randomness as opposed to player skill;	Not Applicable	This is not a scratch ticket game.
4.4.12 Scratch Ticket Games	The following requirements apply, as relevant to the specific game design, to simulations of scratch ticket games, where an electronic scratch ticket is purchased by the player: b) A precise definition of which player choices are required to complete the game shall be shown on the artwork;	Not Applicable	This is not a scratch ticket game.
4.4.12 Scratch Ticket Games	The following requirements apply, as relevant to the specific game design, to simulations of scratch ticket games, where an electronic scratch ticket is purchased by the player:	Not Applicable	This is not a scratch ticket game.

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	c) For games that leverage popular real-life themes (cards, dice, etc.), but do not mirror actual game play and probabilities a disclaimer shall be added to the artwork that states outcomes are not distributed with the probabilities that would typically be expected from this game; and		
4.4.12 Scratch Ticket Games	The following requirements apply, as relevant to the specific game design, to simulations of scratch ticket games, where an electronic scratch ticket is purchased by the player: d) After the player purchases an electronic scratch ticket, the outcome and prize of the game shall be revealed to the player. The player may or may not have to interact with the electronic scratch ticket to reveal the win/loss results, as required by the regulatory body.	Not Applicable	This is not a scratch ticket game.
4.4.13 Multi-Player Games	The following requirements apply, as relevant to the specific game design, to multi-player games: a) The multi-player game shall be designed such that the actions of or results obtained by any one player do not affect the outcome(s) of any other player, unless otherwise denoted by the game rules; and	Not Applicable	This is not a multiplayer game.
4.4.13 Multi-Player Games	The following requirements apply, as relevant to the specific game design, to multi-player games: b) There shall be a method provided by a multi-player game for each player to know when the next game will begin.	Not Applicable	This is not a multiplayer game.
4.5 Game Outcome Using a Random Number Generator (RNG)			
4.5.1 RNG and Evaluation of Game Outcome	The evaluation of game outcome using an RNG shall comply with the following rules: a) Where more than one RNG is used to determine different game outcomes, each RNG shall be separately evaluated; and b) Where each instance of an RNG is identical, but involves a different implementation within the game, each implementation shall be separately evaluated.	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.5.2 Game Selection Process	Determination of events of chance that result in a monetary award shall not be influenced, affected, or controlled by anything other than the values selected by an approved RNG, in accordance with the following requirements: a) When making calls to the RNG, the game shall not limit the outcomes available for selection, except as provided for by game design;	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614
4.5.2 Game Selection Process	Determination of events of chance that result in a monetary award shall not be influenced, affected, or controlled by anything other than the values selected by an approved RNG, in accordance with the following requirements: b) The game shall not modify or discard outcomes selected by the RNG due to adaptive behavior. Additionally, outcomes shall be used as directed by the rules of the game;	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614
4.5.2 Game Selection Process	Determination of events of chance that result in a monetary award shall not be influenced, affected, or controlled by anything other than the values selected by an approved RNG, in accordance with the following requirements: c) After selection of the game outcome, the game shall not display a “near miss” where it makes a variable secondary decision which affects the result shown to the player. For example, if the RNG chooses a losing outcome, the game shall not substitute a different losing outcome to show to the player than that originally selected;	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614
4.5.2 Game Selection Process	Determination of events of chance that result in a monetary award shall not be influenced, affected, or controlled by anything other than the values selected by an approved RNG, in accordance with the following requirements: d) Except as provided for by the rules of the game, events of chance shall be independent and shall not correlate with any other events within the same game, or events within previous games: i. A game shall not adjust the likelihood of a bonus/feature occurring, based on the history of awards obtained in previous games;	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614

Sub-Section	Requirement Assessed	Assessment Result	Comments
	ii. A game shall not adapt its theoretical return to the player based on past payouts;		
4.5.2 Game Selection Process	Determination of events of chance that result in a monetary award shall not be influenced, affected, or controlled by anything other than the values selected by an approved RNG, in accordance with the following requirements: e) Any associated equipment used in conjunction with a Gaming Platform shall not influence or modify the behaviors of the game's RNG and/or random selection process, except as authorized, or intended by design; and	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614
4.5.2 Game Selection Process	Determination of events of chance that result in a monetary award shall not be influenced, affected, or controlled by anything other than the values selected by an approved RNG, in accordance with the following requirements: f) Events of chance shall not be affected by the effective bandwidth, link utilization, bit error rate or other characteristic of the communications channel between the Gaming Platform and the Remote Player Device. The player shall be informed where these characteristics may have, or appear to have, any other effect on the game, such as in decision making where speed is a factor, the update of the jackpot displays, or disconnection from multi-player games.	Compliant	The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614
4.6 Game Fairness			
4.6.1 Game Fairness	The following requirements shall apply to the fairness of the game: a) Games that are designed to give a player the perception that they have control over the outcome of the game due to skill or dexterity, when they actually do not (i.e., the game outcome is random, and the illusion of skill is for entertainment value only), shall fully disclose this fact within the game help screens. This does not apply to games that have no basis for skill and/or where no strategy applies. An example would be a simple pick-a-bonus game, where it is obvious to the player that the outcome is chance-based;	Compliant	
4.6.1 Game Fairness	The following requirements shall apply to the fairness of the game:	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	b) Games shall not include any hidden source code that can be leveraged by a player to circumvent the rules of play and/or the intended behaviors of game design; this requirement shall not preclude reasonably identifiable “discovery features” offered by a game which are intentional from a design perspective, but which may be undocumented or unknown to the player; and		
4.6.1 Game Fairness	The following requirements shall apply to the fairness of the game: c) The final outcome of each game shall be displayed for a sufficient length of time that permits a player a reasonable opportunity to verify the outcome of the game; this requirement shall not preclude an option for the player to bypass the outcome display.	Compliant	
4.6.2 Simulation of Physical Objects	Where a game incorporates a graphical representation or simulation of a physical object that is used to determine game outcome, the behaviors portrayed by the simulation shall be consistent with the real-world object, unless otherwise denoted by the game artwork. This requirement does not apply to graphical representations or simulations that are utilized for entertainment purposes only. The following shall apply to the simulation: a) The probability of any event occurring in the simulation that affects the outcome of the game shall be analogous to the properties of the physical object, unless otherwise disclosed to the player;	Not Applicable	This game does not use a simulation of a physical machine.
4.6.2 Simulation of Physical Objects	Where a game incorporates a graphical representation or simulation of a physical object that is used to determine game outcome, the behaviors portrayed by the simulation shall be consistent with the real-world object, unless otherwise denoted by the game artwork. This requirement does not apply to graphical representations or simulations that are utilized for entertainment purposes only. The following shall apply to the simulation: b) Where the game simulates multiple physical objects that would normally be expected to be independent of one another based on the rules of the game, each simulation shall be independent of any other simulations; and	Not Applicable	This game does not use a simulation of a physical machine.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.6.2 Simulation of Physical Objects	Where a game incorporates a graphical representation or simulation of a physical object that is used to determine game outcome, the behaviors portrayed by the simulation shall be consistent with the real-world object, unless otherwise denoted by the game artwork. This requirement does not apply to graphical representations or simulations that are utilized for entertainment purposes only. The following shall apply to the simulation: c) Where the game simulates physical objects that have no memory of previous events, the behavior of the simulated objects shall be independent of their previous behavior, so as to be non-adaptive and non-predictable, unless otherwise disclosed to the player.	Not Applicable	This game does not use a simulation of a physical machine.
4.6.3 Physics Engine	Games may utilize a “physics engine” which is specialized software that approximates or simulates a physical environment, including behaviors such as motion, gravity, speed, acceleration, inertia, trajectory, etc. A physics engine shall be designed to maintain consistent play behaviors and game play environment unless an indication is otherwise provided to the player by the game artwork. A physics engine may utilize the random properties of an RNG to impact game outcome, in which case, the “Random Number Generator (RNG) Requirements” shall apply.	Not Applicable	The game does not utilize a physics engine
4.6.4 Live Game Correlation	Unless otherwise denoted in the game artwork, where the Gaming Platform offers a game that is recognizable as a simulation of a live casino game such as poker, blackjack, roulette, etc., the same probabilities associated with the live game shall be evident in the simulated game. For example, the odds of getting any particular number in roulette where there is a single zero (0) and a double zero (00) on the wheel, shall be 1 in 38; the odds of drawing a specific card or cards in poker shall be the same as in the live game.	Not Applicable	Not a live casino game.
4.6.5 Random Event Probability	For games that incorporate a random event or an element of chance that affects the outcome, the mathematical probability of any chance event occurring for a paid game shall be constant, unless otherwise denoted by the game artwork.	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.7 Game Payout Percentages, Odds, and Non-Cash Awards			
4.7.1 Software Requirements for Percentage Payout	Each house-banked game shall theoretically payout a minimum of seventy-five percent (75%) during the expected lifetime of the game unless otherwise specified by the regulatory body. Progressive jackpots, incrementing jackpots, incentive awards, merchandise, etc. shall not be included in the percentage payout if they are external to the game, unless required for operation.	Compliant	
4.7.1 Software Requirements for Percentage Payout	a) The minimum percentage requirement shall be met for all wagering configurations. If a game is continuously played at any single bet level, line configuration, etc. for the life of the game, the minimum percentage requirement shall be satisfied.	Compliant	
4.7.1 Software Requirements for Percentage Payout	b) Games that may be affected by player skill shall meet the minimum percentage requirement when using an optimal method of play that provides the greatest return to the player over a period of continuous play.	Not Applicable	Not applicable to this game.
4.7.1 Software Requirements for Percentage Payout	c) For progressive jackpots and incrementing jackpots used in the return to player (RTP) calculations for the game, the minimum percentage requirement shall be met using the lowest available parameters for the jackpot during the expected lifetime of the game.	Not Applicable	Not applicable to this game.
4.7.1 Software Requirements for Percentage Payout	d) Where allowed by the regulatory body for games in which the above minimum percentage requirements are not met (e.g., electronic scratch ticket games or lottery games), the minimum RTP of the game shall be displayed to the player and shall meet the "Return to Player (RTP) Display" requirements.	Not Applicable	Not applicable to this game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.7.2 Return to Player (RTP) Display	At its discretion, a regulatory body may elect to require the artwork to contain the RTP for each house-banked game. If the RTP is displayed, the following requirements shall be met: a) The artwork shall fully explain how the displayed RTP was determined (i.e., minimum, maximum, average, etc.) and thus how the player may realize it (i.e., wager requirements).	Compliant	
4.7.2 Return to Player (RTP) Display	At its discretion, a regulatory body may elect to require the artwork to contain the RTP for each house-banked game. If the RTP is displayed, the following requirements shall be met: b) For games that may be affected by player skill, the displayed RTP shall be based on a strategy specifically advertised in the game rules or an optimal strategy that is derivable from the game rules.	Not Applicable	Player cannot influence game outcome by skill or strategy.
4.7.2 Return to Player (RTP) Display	At its discretion, a regulatory body may elect to require the artwork to contain the RTP for each house-banked game. If the RTP is displayed, the following requirements shall be met: c) For games that offer progressive jackpots or incrementing jackpots, limited time awards, or other bonuses/features, the variable contribution of such awards to the displayed RTP shall be clearly disclosed.	Not Applicable	This game does not consist of a progressive jackpot.
4.7.2 Return to Player (RTP) Display	At its discretion, a regulatory body may elect to require the artwork to contain the RTP for each house-banked game. If the RTP is displayed, the following requirements shall be met: d) For games that offer bonus/feature games which require extra credits to be wagered, the displayed RTP shall consider that an additional wager was placed unless otherwise advertised.	Not Applicable	Not applicable to this game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.7.2 Return to Player (RTP) Display	At its discretion, a regulatory body may elect to require the artwork to contain the RTP for each house-banked game. If the RTP is displayed, the following requirements shall be met: e) If the displayed RTP represents the actual RTP, the number of game plays associated with that calculation shall be advertised along with the period with which the game plays took place.	Not Applicable	Not applicable to this game.
4.7.3 Odds	The odds of achieving the highest advertised award that is based solely upon chance shall occur at least once in one hundred million (100,000,000) games, unless the game artwork prominently displays the actual odds of that award to the player. This does not apply to multiple awards won together on the same game where the aggregate prize is not advertised. This odds rule shall not apply to games which make it possible for a player to win the highest advertised award multiple times through the use of a bonus/feature. This rule shall apply to all wager categories that can win the highest advertised award. If the highest advertised award can occur within a bonus/feature, the odds calculation shall include the odds of obtaining the bonus/feature including the odds to achieve the award. This rule does not apply towards incentive awards.	Compliant	
4.7.4 Limitations on Awards	Limitations on the award amounts in lieu of merchandise, annuities, or payment plans shall be clearly explained to the player on the game theme that is offering such a prize.	Not Applicable	Not applicable to this game type.
4.8 Bonus/Feature Requirements			
4.8.1 Bonus/Feature Games	Games which offer a bonus/feature shall meet the following requirements: a) A game which offers a bonus/feature, other than those that occur randomly, shall display to the player sufficient information to indicate the current status towards the triggering of the next bonus/feature;	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.8.1 Bonus/Feature Games	Games which offer a bonus/feature shall meet the following requirements: b) If a game requires obtaining several achievements towards the activation of a bonus/feature, or the issuance of an award, the number of achievements needed to trigger the bonus/feature, or win the award, shall be indicated, along with the number collected at any point;	Compliant	
4.8.1 Bonus/Feature Games	Games which offer a bonus/feature shall meet the following requirements: c) The game shall make it clear to the player that they are in a bonus/feature mode;	Compliant	
4.8.1 Bonus/Feature Games	Games which offer a bonus/feature shall meet the following requirements: d) If a game offers a bonus/feature which allows the player to hold one or more reels/cards/symbols for the purpose of a re-spin or draw, then the held reels/cards/symbols shall be clearly indicated and the method for changing holds shall be clearly explained to the player;	Not Applicable	This game does not have a respin/held reels.
4.8.1 Bonus/Feature Games	Games which offer a bonus/feature shall meet the following requirements: e) If a bonus/feature is triggered after accruing a certain number of events/symbols or combination of events/symbols of a different kind over multiple games, the probability of obtaining like events/symbols shall not deteriorate as the bonus/feature progresses, unless otherwise disclosed to the player; and	Compliant	
4.8.1 Bonus/Feature Games	Games which offer a bonus/feature shall meet the following requirements: f) If a bonus/feature consists of multiple events or spins, then a counter shall be maintained and displayed to the player to indicate the number of spins initially awarded and the number of spins remaining during bonus/feature play, or alternatively, the number of spins that have been played.	Compliant	
4.8.2 Player Selection or	Games which offer a bonus/feature which requires player selection or interaction are prohibited from automatically making selections or initiating the bonus/feature, unless	Not Applicable	This game does not have player selection or interaction.

Sub-Section	Requirement Assessed	Assessment Result	Comments
Interaction in a Bonus/Feature	the game meets one of the requirements listed below and explains the mechanism for automatic initiation or selection in the artwork: a) The player is presented with a choice and specifically acknowledges their intent to have the game auto-initiate the bonus/feature by means of a button press or another player interaction;		
4.8.2 Player Selection or Interaction in a Bonus/Feature	Games which offer a bonus/feature which requires player selection or interaction are prohibited from automatically making selections or initiating the bonus/feature, unless the game meets one of the requirements listed below and explains the mechanism for automatic initiation or selection in the artwork: b) The bonus/feature provides only one choice to the player, i.e., press button to spin wheel. In this case, the bonus/feature may auto-initiate after a time out period of at least two minutes; or	Not Applicable	The game does not have player selection or interaction.
4.8.2 Player Selection or Interaction in a Bonus/Feature	Games which offer a bonus/feature which requires player selection or interaction are prohibited from automatically making selections or initiating the bonus/feature, unless the game meets one of the requirements listed below and explains the mechanism for automatic initiation or selection in the artwork: c) The bonus/feature is offered as part of a community bonus that involves two or more players and where the delay of an offered selection or game initiation will directly impact the ability for other players to continue their bonus/feature. Prior to automatically making selections or initiating a community bonus the player shall be made aware of the time remaining in which they shall make their selection or initiate play.	Not Applicable	The game does not have player selection or interaction.
4.8.3 Extra Credits Wagered During a Bonus/Feature	If a bonus/feature in progress requires extra funds to be wagered in order to continue, the player shall be provided an opportunity not to participate. If all winnings from the game in progress are accumulated to a temporary “win” meter, rather than directly to the credit meter or player account balance, the game shall:	Not Applicable	The game does not consist of extra credits wagered during a bonus feature.

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	a) Provide a means where winnings on the temporary “win” meter can be wagered (i.e., add funds to the credit meter or player account balance) to allow for instances where the player has an insufficient amount of funds available to complete the bonus/feature, or allow the player to add funds to the credit meter or player account balance; and		
4.8.3 Extra Credits Wagered During a Bonus/Feature	If a bonus/feature in progress requires extra funds to be wagered in order to continue, the player shall be provided an opportunity not to participate. If all winnings from the game in progress are accumulated to a temporary “win” meter, rather than directly to the credit meter or player account balance, the game shall: b) Transfer all funds on the temporary “win” meter to the credit meter or player account balance upon completion of the bonus/feature.	Not Applicable	The game does not consist of extra credits wagered during a bonus feature.
4.8.4 Community Bonuses	Community bonuses, where players collaborate and/or compete for a shared award, shall: a) Contain an appropriate description of the rules governing each community bonus, each payout and any conditions regarding player eligibility for the community bonus award(s);	Not Applicable	This game does not contain community bonuses.
4.8.4 Community Bonuses	Community bonuses, where players collaborate and/or compete for a shared award, shall: b) Continuously and conspicuously display the player’s eligibility for a community bonus, regardless of the number of credits on the game. For example, if the player has thirty seconds of eligibility time remaining but has run out of credits, the game will continue to display and count down the seconds remaining; and	Not Applicable	This game does not contain community bonuses.
4.8.4 Community Bonuses	Community bonuses, where players collaborate and/or compete for a shared award, shall: c) For community bonuses not dependent on the number of credits available, alert the player of their continued eligibility regardless of whether the player has credits remaining on the game.	Not Applicable	This game does not contain community bonuses.

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4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: a) All double-up/gamble feature instructions shall be fully disclosed in the game's artwork and shall be accessible without committing to the feature;	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: b) Entry to a double-up/gamble feature shall only occur upon completion of a winning primary game;	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: c) The player shall have a choice as to whether or not they want to participate in the double-up/gamble feature;	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: d) The double-up/gamble feature shall have a theoretical return to the player of one hundred percent (100%);	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: e) The maximum number of double-ups/gambles available shall be clearly stated, or as a suitable alternative, the award limit for double-up/gamble shall be disclosed to the player;	Not Applicable	The game does not consist of double-up/gamble features.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: f) Only credits won on the primary game shall be available for wagering on a double-up/gamble feature (i.e., it is not possible to wager any funds from the credit meter or player account balance on double-up/gamble);	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: g) When the double-up/gamble feature is discontinued automatically before reaching the maximum number of double-ups/gambles available, the reason shall be clearly stated;	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: h) Any game conditions during which the double-up/gamble feature is not available shall be specified;	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature: i) If a double-up/gamble feature offers a choice of multipliers, it shall be clear to the player what the range of choices and payouts are; and	Not Applicable	The game does not consist of double-up/gamble features.
4.8.5 Double-Up/Gamble Features	The following requirements apply to games which offer some form of a double-up/gamble feature. Such games may use alternative terminology such as “Triple-Up” or “Take-or-Risk” to describe a double-up/gamble feature:	Not Applicable	The game does not consist of double-up/gamble features.

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	j) If the player selects a multiplier for a double-up/gamble feature, it shall be clearly stated on the screen which multiplier has been selected.		
4.8.6 Mystery Award Features	A mystery award is an award paid by a game that is not associated with a specific payable combination. It is acceptable for games to offer a mystery award; however, the game artwork shall indicate the minimum and maximum amounts that the player could potentially win. If the minimum amount that could potentially be awarded is zero, then it is not required to be explicitly displayed. If the value of the mystery award depends on credits wagered, or any other factors, the conditions shall be clearly stated.	Not Applicable	The game does not consist of Mystery Award Features.
4.9 Alternative Game Modes			
4.9.1 Free Play Mode	Free play mode allows a player to participate in a game without placing a wager. If the game supports a free play mode of operation, the following requirements apply: a) Free play games shall accurately represent the normal operation of a paid game. Games played in free play mode shall not mislead the player about the likelihood of winning any awards available in the wagered version of the game;	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
4.9.1 Free Play Mode	Free play mode allows a player to participate in a game without placing a wager. If the game supports a free play mode of operation, the following requirements apply: b) Free play mode shall be prominently displayed so a player knows at all times if/when this mode is active;	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
4.9.1 Free Play Mode	Free play mode allows a player to participate in a game without placing a wager. If the game supports a free play mode of operation, the following requirements apply: c) Free play mode shall not increment the credit meter or the player account balance. Specific meters are permissible for this mode provided the meters clearly indicate as such;	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
4.9.1 Free Play Mode	Free play mode allows a player to participate in a game without placing a wager. If the game supports a free play mode of operation, the following requirements apply:	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to

Sub-Section	Requirement Assessed	Assessment Result	Comments
	d) Free play mode shall be terminated whenever the player opts to exit this mode, or when the free play game(s) are concluded; and		assessment of game integration at operator level.
4.9.1 Free Play Mode	Free play mode allows a player to participate in a game without placing a wager. If the game supports a free play mode of operation, the following requirements apply: e) When free play mode is exited, the game shall return to its previous state.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
4.9.2 Autoplay Mode	Autoplay mode allows a game to place wagers automatically without player interaction, once a denomination, wager, and other play attributes have been selected by the player. If the game supports an autoplay mode, the following rules apply: a) Autoplay mode shall be securely controlled using a function that either allows or disallows the feature, reflective of jurisdictional preference;	Compliant	
4.9.2 Autoplay Mode	Autoplay mode allows a game to place wagers automatically without player interaction, once a denomination, wager, and other play attributes have been selected by the player. If the game supports an autoplay mode, the following rules apply: b) Autoplay mode may allow the player to choose the individual game wager, the number of autoplay wagers, and/or the total amount to be wagered; i. All player-defined thresholds shall remain in effect for the duration of autoplay; ii. The game shall display the number of autoplay wagers remaining or the number used, reflective of a player-defined threshold; iii. Autoplay mode shall end automatically and return to manual game play when player-defined thresholds are reached;	Compliant	
4.9.2 Autoplay Mode	Autoplay mode allows a game to place wagers automatically without player interaction, once a denomination, wager, and other play attributes have been selected by the player. If the game supports an autoplay mode, the following rules apply:	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	c) Autoplay mode shall offer the player an option to terminate autoplay mode at the completion of a current game, regardless of how many autoplay wagers they initially chose or how many remain; and		
4.9.2 Autoplay Mode	Autoplay mode allows a game to place wagers automatically without player interaction, once a denomination, wager, and other play attributes have been selected by the player. If the game supports an autoplay mode, the following rules apply: d) If player options are supported for autoplay mode, these options shall default to the manual mode of game play.	Compliant	
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: a) All of the rules within the “Contests/Tournaments” section of this document shall be disclosed to the player;	Not Applicable	The game does not consist of a tournament mode.
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: b) The player shall be provided with an option on whether or not to participate. If/when opting in, the player shall be able to complete their non-tournament game prior to entering the tournament mode of play, unless the Gaming Platform supports simultaneous tournament and non-tournament modes of play;	Not Applicable	The game does not consist of a tournament mode.
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply:	Not Applicable	The game does not consist of a tournament mode.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	c) A message shall be prominently displayed on the game informing the player that it is operating in a tournament mode;		
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: d) For out-of-revenue tournaments, the game shall not accept real money from any source, nor pay out real money in any way. The tournament mode shall utilize tournament-specific credits, points, or chips which shall have no cash value;	Not Applicable	The game does not consist of a tournament mode.
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: e) For time-based tournaments, a timer shall be displayed to players to indicate the remaining period of play. If a tournament is based on some extended duration of play or is initiated or concluded based upon the occurrence of a specific event, then this information shall be disclosed to the players;	Not Applicable	The game does not consist of a tournament mode.
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: f) At the conclusion of the tournament, the player rankings shall be displayed, and the winner(s) notified;	Not Applicable	The game does not consist of a tournament mode.
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-	Not Applicable	The game does not consist of a tournament mode.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: g) When exiting tournament mode, the game shall return to the original state it was in prior to entering the tournament mode; and		
4.9.3 Tournament Mode	Tournament mode allows a player to engage in competitive play against other players in an organized, measured event. Play during tournament mode may be in-revenue or out-of-revenue. If the game supports a specific tournament mode, which is separate from regular game play, the following requirements apply: h) Any tournament-specific game meters displayed to the player on the game shall be automatically cleared when the tournament mode is exited.	Not Applicable	The game does not consist of a tournament mode.
4.10 Games with Skill			
4.10.2 Display for Games with Skill	A game with skill shall conform to the applicable display requirements found in related sections of this standard for “Game Information and Rules of Play”, “Information to be Displayed”, and “Game Fairness”. In addition, any game with skill other than traditional casino games (e.g., poker, blackjack, etc.) shall prominently disclose that the outcome is affected by player skill. This disclosure shall be prominently displayed on the game prior to committing a wager.	Not Applicable	This is not a game of skill.
4.10.3 Virtual Opponent	A game with skill may offer a player the opportunity to compete against a virtual opponent provided that the Gaming Platform: a) Clearly and prominently discloses when a virtual opponent is participating; and	Not Applicable	This is not a game of skill.
4.10.3 Virtual Opponent	A game with skill may offer a player the opportunity to compete against a virtual opponent provided that the Gaming Platform: b) Prevents the virtual opponent from utilizing privileged information of the live player upon which a decision is made, unless otherwise disclosed to the player.	Not Applicable	This is not a game of skill.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.10.4 Outcome for Games with Skill	Except as otherwise disclosed to the player, once a game with skill is initiated, no function of the game related to game outcome shall be altered during play. Additionally, in the event that available paytables or rules of play change between games, notice of the change shall be prominently displayed to the player through the game artwork and shall provide adequate information so a player can make an informed decision. An example of the latter case might be the use of an identifier to change the paytables available to the player during the course of play.	Not Applicable	This is not a game of skill.
4.10.5 Odds for Skill-Based Awards	If the highest advertised award is a skill-based award, it shall be available to be achieved by a player. If this skill-based award incorporates an element of chance, the opportunity to achieve the award shall meet the “Odds” requirement specified earlier in this chapter.	Not Applicable	This is not a game of skill.
4.10.6 Player Advice Features	A game with skill may support a feature that offers advice, hints, or suggestions to a player. An illustrative example might be a trivia game that provides hints, clues, or other player assistance in making a selection. A game with skill may support player advice features provided that it conforms to the following requirements: a) The player advice feature shall clearly describe to the player that it is available and what options exist for selection;	Not Applicable	This is not a game of skill.
4.10.6 Player Advice Features	A game with skill may support a feature that offers advice, hints, or suggestions to a player. An illustrative example might be a trivia game that provides hints, clues, or other player assistance in making a selection. A game with skill may support player advice features provided that it conforms to the following requirements: b) Any player advice that is offered to the player for purchase shall clearly disclose the cost and benefit;	Not Applicable	This is not a game of skill.
4.10.6 Player Advice Features	A game with skill may support a feature that offers advice, hints, or suggestions to a player. An illustrative example might be a trivia game that provides hints, clues, or other	Not Applicable	This is not a game of skill.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	player assistance in making a selection. A game with skill may support player advice features provided that it conforms to the following requirements: c) The player advice shall not be misleading or inaccurate, and shall reflect the rules of play for the game, while noting that the game rules may change as a function of the advice offered, providing any such changes are disclosed to the player prior to acceptance of the advice;		
4.10.6 Player Advice Features	A game with skill may support a feature that offers advice, hints, or suggestions to a player. An illustrative example might be a trivia game that provides hints, clues, or other player assistance in making a selection. A game with skill may support player advice features provided that it conforms to the following requirements: d) The game design shall prevent access to any “information store” such that data related to the skill element is not readily available through software tampering (for example, a trivia game shall prevent access to an answers database);	Not Applicable	This is not a game of skill.
4.10.6 Player Advice Features	A game with skill may support a feature that offers advice, hints, or suggestions to a player. An illustrative example might be a trivia game that provides hints, clues, or other player assistance in making a selection. A game with skill may support player advice features provided that it conforms to the following requirements: e) The player advice feature shall allow the player the option of accepting the advice, and shall not force the player to accept the assistance unless it reflects the only possible option for the player to pursue at the time; and	Not Applicable	This is not a game of skill.
4.10.6 Player Advice Features	A game with skill may support a feature that offers advice, hints, or suggestions to a player. An illustrative example might be a trivia game that provides hints, clues, or other player assistance in making a selection. A game with skill may support player advice features provided that it conforms to the following requirements:	Not Applicable	This is not a game of skill.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	f) The availability and content of player advice shall remain consistent unless otherwise disclosed and shall not adapt in a way that disadvantages the player based upon prior game play or game events.		
4.10.7 Player Interaction Devices Used with Games Containing Skill	If unique player interaction devices (e.g., joysticks, game controllers, camera systems, sound systems, motion sensors, image sensors, accelerometers, etc.) are employed by the game to support skill, then the game with skill shall provide adequate and clear instruction on their purpose, usage, and effect. If there are multiple player interaction devices able to affect the same player action involving skill, then all such options shall be clearly explained to the player.	Not Applicable	This is not a game of skill.
4.11 Peer-to-Peer (P2P) Gaming			
4.11.1 P2P Gaming Sessions	Peer-to-Peer (P2P) gaming sessions are environments which offer players the opportunity to play with and against each other. In these environments, the operator usually does not engage in the P2P gaming session as a party (e.g., house-banked gaming), but usually provides the environment for use by its players, and may take a rake, commission, or fee for the service. The following requirements apply: a) Players shall be prevented from occupying more than one position in any P2P gaming session unless authorized by the rules of the game;	Not Applicable	This is not a peer to peer game.
4.11.1 P2P Gaming Sessions	Peer-to-Peer (P2P) gaming sessions are environments which offer players the opportunity to play with and against each other. In these environments, the operator usually does not engage in the P2P gaming session as a party (e.g., house-banked gaming), but usually provides the environment for use by its players, and may take a rake, commission, or fee for the service. The following requirements apply: b) Players shall be provided with the option to join a P2P gaming session where all players have been selected at random;	Not Applicable	This is not a peer to peer game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.11.1 P2P Gaming Sessions	Peer-to-Peer (P2P) gaming sessions are environments which offer players the opportunity to play with and against each other. In these environments, the operator usually does not engage in the P2P gaming session as a party (e.g., house-banked gaming), but usually provides the environment for use by its players, and may take a rake, commission, or fee for the service. The following requirements apply: c) Any players that are playing with house money (shills) or are proposition players shall be clearly indicated to all other players in that P2P gaming session; and	Not Applicable	This is not a peer to peer game.
4.11.1 P2P Gaming Sessions	Peer-to-Peer (P2P) gaming sessions are environments which offer players the opportunity to play with and against each other. In these environments, the operator usually does not engage in the P2P gaming session as a party (e.g., house-banked gaming), but usually provides the environment for use by its players, and may take a rake, commission, or fee for the service. The following requirements apply: d) Players shall be provided with warnings where the use of bots or other unauthorized player software can affect play so that they can make an informed decision whether to participate.	Not Applicable	This is not a peer to peer game.
4.11.2 P2P Advantage Feature	A P2P gaming session may contain a feature that allows a player or players to gain an advantage over other players provided that the game: a) Clearly describes to all players that the feature is available and the advantage it offers;	Not Applicable	This is not a peer to peer game.
4.11.2 P2P Advantage Feature	A P2P gaming session may contain a feature that allows a player or players to gain an advantage over other players provided that the game: b) Discloses the method for obtaining the feature, including any required wager; and	Not Applicable	This is not a peer to peer game.
4.11.2 P2P Advantage Feature	A P2P gaming session may contain a feature that allows a player or players to gain an advantage over other players provided that the game:	Not Applicable	This is not a peer to peer game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	c) Provides players with sufficient information to make an informed decision, prior to game play, as to whether or not to compete against other player(s) who may possess such a feature.		
4.11.3 “Away from Play” Status	The Gaming Platform shall support an “Away from Play” status which can be triggered either by player request or upon a period of inactivity, which shall be disclosed to the player and be less than or equal to the inactivity timeout period specified under the “Player Inactivity” section of this document. This status shall be fully described in the help screens or applicable gaming rules.	Not Applicable	This is not a peer to peer game.
4.11.3 “Away from Play” Status	a) The player shall be informed when the “Away from Play” status is triggered.	Not Applicable	This is not a peer to peer game.
4.11.3 “Away from Play” Status	b) The “Away from Play” status shall disallow all play and cause the player’s turn to be automatically skipped during any round of play which takes place while this status is active.	Not Applicable	This is not a peer to peer game.
4.11.3 “Away from Play” Status	c) If the “Away from Play” status is triggered during the middle of a game, that game shall be treated as an interrupted game and meet the requirements under the section entitled “Completion of Interrupted Games”.	Not Applicable	This is not a peer to peer game.
4.11.3 “Away from Play” Status	d) If a player performs any game sensitive action while in an “Away from Play” status (i.e., selecting an amount to wager, etc.), the status shall be removed, and the player will be enrolled into the next game. Non-game sensitive actions, such as accessing the help menu do not require this status to be removed.	Not Applicable	This is not a peer to peer game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.11.3 “Away from Play” Status	e) If a player has been in “Away from Play” status for more than a period of time disclosed to the player, the player shall be automatically removed from the P2P gaming session they are currently enrolled in.	Not Applicable	This is not a peer to peer game.
4.12 Persistence Games			
4.12.2 Persistence Game Thresholds	A persistence game shall recognize a particular attribute for the purpose of restoring previously earned thresholds during each subsequent visit to a game. A persistence game shall contain in its help screens, a clear description of each persistence game-related feature and/or function, and the requirements for achieving persistence game thresholds, as well as information regarding how the player restores previously earned thresholds. Additionally, players shall be notified each time a persistence game threshold has been achieved.	Not Applicable	This is not a persistence game.
4.12.3 Play from Save	Play from save is a feature utilized in some persistence game designs where complexity increases, or additional elements are added to the game, as play continues. Additionally, play from save allows the player to save a persistence game at critical points (i.e., save points), typically after some accomplishment or goal has been achieved. The player can resume game play from that point at a later date and continue on to the next goal. The following requirements apply to play from save: a) Awards issued or made available for reaching a save point shall be clearly defined and displayed to the player prior to placing any wager. If a random type award may be won, the details and all possible payouts shall be displayed to the player;	Not Applicable	This is not a persistence game.
4.12.3 Play from Save	Play from save is a feature utilized in some persistence game designs where complexity increases, or additional elements are added to the game, as play continues. Additionally, play from save allows the player to save a persistence game at critical points (i.e., save points), typically after some accomplishment or goal has been achieved. The player can	Not Applicable	This is not a persistence game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	resume game play from that point at a later date and continue on to the next goal. The following requirements apply to play from save: b) The game shall provide a suitable notification to the player whenever a designated save point is reached during play;		
4.12.3 Play from Save	Play from save is a feature utilized in some persistence game designs where complexity increases, or additional elements are added to the game, as play continues. Additionally, play from save allows the player to save a persistence game at critical points (i.e., save points), typically after some accomplishment or goal has been achieved. The player can resume game play from that point at a later date and continue on to the next goal. The following requirements apply to play from save: c) If game rules or awards change as different levels are reached during play from save activity, these changes shall be clearly displayed to the player; and	Not Applicable	This is not a persistence game.
4.12.3 Play from Save	Play from save is a feature utilized in some persistence game designs where complexity increases, or additional elements are added to the game, as play continues. Additionally, play from save allows the player to save a persistence game at critical points (i.e., save points), typically after some accomplishment or goal has been achieved. The player can resume game play from that point at a later date and continue on to the next goal. The following requirements apply to play from save: d) If the play from save state is not indefinitely maintained, then the game shall provide an indication to the player of any limitation and/or expiration of saved data that is stored for use in supporting game play at a later period in time.	Not Applicable	This is not a persistence game.
4.13 Progressive Jackpots and Incrementing Jackpots			
4.13.2 Jackpot Display	The jackpot display is used to indicate the current jackpot award amount or "payoff" for each jackpot in credits or the local currency format to all players who are playing a game which may potentially trigger the jackpot. If the jackpot offers a "mystery payoff" where	Not Applicable	This game does not consist of a progressive jackpot.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	the actual payoff is not displayed to the player, the “Mystery Award Features” shall apply.		
4.13.2 Jackpot Display	a) As games are played, the current payoff for each jackpot shall be updated on the jackpot display at least every thirty seconds from the incrementing game event to reasonably reflect the actual size of the payoff. The use of odometer and other “paced” updating displays are allowed.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.2 Jackpot Display	b) Where the jackpot display has a maximum display limitation (i.e., it could only display a certain number of digits), a maximum payoff limit or “ceiling” shall be required and shall meet the requirements for “Maximum Payoff Limits”.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.3 Maximum Payoff Limits	If a maximum payoff limit or “ceiling” is supported by the jackpot, once the payoff reaches its ceiling, it shall remain at that value until awarded to a player.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.3 Maximum Payoff Limits	a) Where required by the regulatory body, all additional contributions shall be credited to an overflow or diversion pool.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.3 Maximum Payoff Limits	b) Where disclosed to the player in the artwork, the displayed ceiling amount shall be accurate.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.4 Linked Odds	For jackpots linked to multiple game themes, unless otherwise clearly disclosed to the player, the probability of winning the linked jackpot shall be proportional to the player’s monetary wager.	Not Applicable	This game does not consist of a progressive jackpot.

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4.13.5 Jackpot Diversion	Where allowed by the regulatory body, a Jackpot Diversion Scheme may be used, where a portion of the jackpot contributions are diverted to another pool or “diversion pool” to be used as needed by the design of the jackpot (e.g., the diversion pool may be added to the reset value of the next jackpot or be used to pay simultaneous wins of a jackpot).	Not Applicable	This game does not consist of a progressive jackpot.
4.13.5 Jackpot Diversion	a) A Jackpot Diversion Scheme shall be able to be implemented such that it does not have a mathematical expectation of infinity.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.5 Jackpot Diversion	b) Diversion pools shall not be truncated. Diverted contributions once that diversion pool has reached its upper limit shall be accounted for.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.5 Jackpot Diversion	c) Where a diversion pool is used to fund the reset value of a jackpot, the reset value shall assume an empty diversion pool for the purposes of RTP calculations.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.6 Jackpot Wins	Jackpots may be awarded based on obtaining winning symbols, or by other criteria, such as mystery-triggered jackpots, bad-beat jackpots, etc. When a jackpot is triggered: a) A winning player shall be notified of a jackpot win, and its payoff, by the end of the game in play.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.6 Jackpot Wins	Jackpots may be awarded based on obtaining winning symbols, or by other criteria, such as mystery-triggered jackpots, bad-beat jackpots, etc. When a jackpot is triggered: b) Contributions toward the jackpot shall not be lost. Jackpot payoffs when awarded shall not be rounded down or truncated unless carried over to the reset amount.	Not Applicable	This game does not consist of a progressive jackpot.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.13.6 Jackpot Wins	Jackpots may be awarded based on obtaining winning symbols, or by other criteria, such as mystery-triggered jackpots, bad-beat jackpots, etc. When a jackpot is triggered: c) When in use, the jackpot payoff may be added to the player's credit meter if either: i. The credit meter is maintained in the local currency amount format; ii. The jackpot payoff is incremented in whole credit amounts; or iii. The jackpot payoff in local currency amount format is converted properly to credits upon transfer to the credit meter in a manner that does not mislead the player.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.6 Jackpot Wins	Jackpots may be awarded based on obtaining winning symbols, or by other criteria, such as mystery-triggered jackpots, bad-beat jackpots, etc. When a jackpot is triggered: d) The jackpot payoff shall update to the reset value and continue normal operations.	Not Applicable	This game does not consist of a progressive jackpot.
4.13.7 Swapping Jackpot Levels	For jackpots offering multiple levels of awards, when a single winning combination may be evaluated as more than one of the available payable combinations, unless otherwise explicitly defined in the game rules, the player shall always be paid the highest possible value based on all combinations to which the outcome may correlate (e.g., if "Jackpot A" is awarded for five aces on a payline and "Jackpot B" is awarded for four aces on a payline, and "Jackpot B" has a larger award than "Jackpot A", the player shall be awarded the payoff for "Jackpot B" if the player obtains an outcome of five aces on a payline).	Not Applicable	This game does not consist of a progressive jackpot.
4.13.8 Mystery-Triggered Jackpots	For mystery-triggered jackpots which use a hidden trigger amount to determine the when the jackpot is awarded: a) The hidden trigger amount shall be set randomly upon each jackpot reset and shall remain unknown at all times; and	Not Applicable	This game does not consist of a progressive jackpot.
4.13.8 Mystery-Triggered Jackpots	For mystery-triggered jackpots which use a hidden trigger amount to determine the when the jackpot is awarded: b) It shall not be possible to gain access to or knowledge of the hidden trigger amount at any time.	Not Applicable	This game does not consist of a progressive jackpot.

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4.13.9 Jackpot Triggers for Multiple Players	The Gaming Platform shall be designed to accurately identify and record the order of triggers when multiple players trigger at nearly the same time, such that the full amount of the displayed payoff can be awarded to winning player who triggered first. When this is not possible or if it's possible that multiple players trigger at the exact same time (e.g., in a multi-player game), one of the following shall occur: a) The full amount of the displayed payoff shall be awarded to each winning player; or	Not Applicable	This game does not consist of a progressive jackpot.
4.13.9 Jackpot Triggers for Multiple Players	The Gaming Platform shall be designed to accurately identify and record the order of triggers when multiple players trigger at nearly the same time, such that the full amount of the displayed payoff can be awarded to winning player who triggered first. When this is not possible or if it's possible that multiple players trigger at the exact same time (e.g., in a multi-player game), one of the following shall occur: b) Accurate information on how the payoff is distributed shall be disclosed to the player.	Not Applicable	This game does not consist of a progressive jackpot.
4.14 Game Recall			
4.14.1 Player Facing Recall	A 'game recall' facility shall be provided to the player, either as a re-enactment or by description. The 'game recall' facility shall clearly indicate that it is a replay of the previous game.	Compliant	
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., "flight recorder" mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: a) The date and time the game was played;	Compliant	
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., "flight recorder" mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: b) The denomination played for the game, if a multi-denomination game type;		
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: c) The display associated with the final outcome of the game, either graphically or via a clear text description;	Compliant	
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: d) The funds available for wagering at the start of play and/or at the end of play;	Not Applicable	Scope of testing is limited to aspects controlled by the manufacturer.
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: e) Total amount wagered, including any incentive credits;	Compliant	
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: f) Total amount won, including: i. Any incentive credits and/or prizes; ii. Any progressive jackpots and/or incrementing jackpots;		
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: g) Any non-wager purchase that occurred between the start of play and the end of play;	Not Applicable	There are no non-wager purchases applicable to this game.
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: h) Rake, commission, or fees collected;	Not Applicable	The game does not have commission or rakes.
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: i) The results of any player choices involved in the game outcome;	Not Applicable	Not applicable to this game.
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
	allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: j) The results of any intermediate game phases, such as double-up/gamble or bonus/feature games;		
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: k) If a progressive jackpot and/or incrementing jackpot was won, an indication that the jackpot was awarded; and	Not Applicable	This game does not consist of progressive jackpot.
4.14.2 Last Play Information Required	Game recall shall consist of graphical, textual, or video content, or some combination of these options, or other means (e.g., “flight recorder” mechanism), so long as the full and accurate reconstruction of game outcome and/or player actions is possible. It is allowable to display values in currency in place of credits. Game recall shall display the following information as applicable: l) Any player advice that is offered to the player for games with skill.	Not Applicable	This is not a game of skill.
4.14.3 Bonus/Feature Game Recall	Game recall shall reflect at least the last fifty events of completed bonus/feature games. If a bonus/feature game consists of 'x number of events,' each with separate outcomes, each of the 'x events', up to fifty, shall be displayed with its corresponding outcome, regardless of whether the result was a win or loss.	Compliant	
4.15 Disable Requirements			
4.15.1 Game Disable	When a game or gaming activity is disabled by the Gaming Platform while a game is in progress, all players playing that game shall be permitted to conclude their current game in play (i.e., bonus rounds, double-up/gamble and other game features related to the wager shall be fully concluded right away or the next time that game becomes available	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	to the player). Once the game has fully concluded it shall no longer be accessible to a player.		
4.15.2 Jackpot Disable	For cases where a progressive jackpot or incrementing jackpot is disabled (e.g., operator intervention, error condition, time limit has expired, etc.), the following requirements shall apply: a) An indication shall be displayed when the jackpot is not available;	Not Applicable	This game does not consist of a progressive jackpot.
4.15.2 Jackpot Disable	For cases where a progressive jackpot or incrementing jackpot is disabled (e.g., operator intervention, error condition, time limit has expired, etc.), the following requirements shall apply: b) It shall not be possible for the jackpot to be incremented or won while in this state; and	Not Applicable	This game does not consist of a progressive jackpot.
4.15.2 Jackpot Disable	For cases where a progressive jackpot or incrementing jackpot is disabled (e.g., operator intervention, error condition, time limit has expired, etc.), the following requirements shall apply: c) Upon resumption of the jackpot from the disabled state, it shall be possible to return the jackpot with the identical parameters as before the disable, including the payoff. The hidden trigger amount, if used to determine jackpot win for a mystery-triggered jackpot, may only be reselected if the reselected amount is in the range of the current payoff to the ceiling.	Not Applicable	This game does not consist of a progressive jackpot.
4.16 Interrupted Games			
4.16.2 Wagers in Interrupted Games	Wagers associated with an interrupted game that can be continued shall be held by the Gaming Platform until the game completes. Player accounts shall reflect any funds held in interrupted games.	Compliant	

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.16.3 Completion of Interrupted Games	The Gaming Platform shall provide a mechanism for a player to complete an interrupted game. An interrupted game shall be resolved before a player is permitted to participate in another instance of the same game.	Compliant	
4.16.3 Completion of Interrupted Games	a) Where no player input is required to complete the game, it is acceptable for the game to return to a game completion state, provided the game history and the credit meter or player account balance reflects a completed game.	Compliant	
4.16.3 Completion of Interrupted Games	b) For single-player games, where player input is required to complete the game, the game shall return the player to the game state immediately prior to the interruption and allow the player to complete the game, unless any superseding game rules and/or terms and conditions for game recovery is disclosed to the player.	Compliant	
4.16.3 Completion of Interrupted Games	c) For multi-player games, where player input is required to complete the game and the player cannot complete an action required of them to allow a game to continue within the allotted time: i. The Gaming Platform shall complete the game on behalf of the player in accordance with the game rules and/or terms and conditions; ii. The game history and credit meters or player account balances shall be updated accordingly; iii. The results of the game shall be available to the player and shall indicate which decisions, if any, were made by the Gaming Platform on behalf of the player; and	Not Applicable	This is not a multi-player game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	iv. The Gaming Platform shall be designed such that one player not completing an action in the required time shall not impact any other players in the same gaming session with regards to completing the game and being credited for wins or debited for losses.		
4.18 Live Game Requirements			
4.18.1 General Statement	Where authorized by a regulatory body, the following requirements apply where wagers are placed through a Gaming Platform on live games conducted by a gaming attendant (e.g., dealer, croupier, etc.) and/or other gaming equipment (e.g., automated roulette wheel, ball blower, gaming device, etc.) in a live game environment. This includes, but is not limited to live drawings, live card games, live table games, live keno games, live bingo games, and live play of gaming devices or other games as allowed by the regulatory body.	Not Applicable	This is not a live game.
4.18.1 General Statement	a) The entire process is viewed by all players through real-time remote audio and video feed using streaming, narrowcast, broadcast or other technology and a graphical interface.	Not Applicable	This is not a live game.
4.18.1 General Statement	b) The Gaming Platform receives instructions from each player through the player interface or another communication channel to facilitate player decisions where required.	Not Applicable	This is not a live game.
4.18.1 General Statement	c) In addition to the requirements contained within this section, the operator or third-party service provider maintaining these components, services and/or applications shall meet the operational procedures and controls indicated in the “Live Game Services” section of this document.	Not Applicable	This is not a live game.
4.18.2 Live Game Information	A live game shall conform to the applicable display requirements found in related sections of this standard for “Game Information and Rules of Play”, “Information to be Displayed”, and “Game Fairness”. In addition, the following display requirements apply: a) The Gaming Platform shall provide information to the player which:	Not Applicable	This is not a live game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	i. Describes procedures in place to deal with live game interruptions caused by the discontinuity of data flow, video and voice from the network server during a game (e.g., internet connection outage, simulcast control server malfunction, etc.); ii. Indicates the possibility of human error by the gaming attendant and system error by the specialized device and how errors are resolved; and iii. Identifies any correlation between the player’s wager selection through the Gaming Platform and what will be displayed in the video feed, such as physical player chips and their values.		
4.18.2 Live Game Information	A live game shall conform to the applicable display requirements found in related sections of this standard for “Game Information and Rules of Play”, “Information to be Displayed”, and “Game Fairness”. In addition, the following display requirements apply: b) The Gaming Platform may not provide any real time information, for the current live game being played, that can be used to aid in: i. Projecting or predicting the outcome of a game; ii. For card games, tracking the cards played and cards remaining to be played; iii. Analyzing the probability of the occurrence of an event relating to a game; or iv. Analyzing the strategy for playing or wagering to be used in a game, unless allowed by the rules of the game.	Not Applicable	This is not a live game.
4.18.2 Live Game Information	A live game shall conform to the applicable display requirements found in related sections of this standard for “Game Information and Rules of Play”, “Information to be Displayed”, and “Game Fairness”. In addition, the following display requirements apply: c) Players shall be informed for any live game relying on ‘live’ monitoring of an event (e.g., bingo) that ‘live’ transmissions may be subject to delay or interruption. Where a delay is apparent or created by the Gaming Platform, the scale of the delay shall be displayed to the player.	Not Applicable	This is not a live game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
4.18.3 Player Fairness in Live Games	The following rules apply when players participate in games through the Gaming Platform with in-person players, who are playing at the actual game in a gaming venue (e.g., casino, bingo hall, card room, etc.): a) The rules, artwork and functionality of the live game, as made available to the player through the Gaming Platform, shall include no more or no less information than that which is made available to an in-person player, where applicable; and	Not Applicable	This is not a live game.
4.18.3 Player Fairness in Live Games	The following rules apply when players participate in games through the Gaming Platform with in-person players, who are playing at the actual game in a gaming venue (e.g., casino, bingo hall, card room, etc.): b) Players who are playing through a Gaming Platform shall be no more or no less eligible to win the game than in-person players.	Not Applicable	This is not a live game.
4.18.4 Game Outcome Data	Game outcome data refers to any result generated or detected by specialized devices during the live game up to and including the result of the player's wager including any intermediate phases that impact the result, as determined by the Gaming Platform. Game outcome data shall be transmitted to the player immediately following its generation or detection (subject to the natural limitations of system processing and Internet communication delays). If allowed by the regulatory body, game outcome data may be automatically registered by specialized devices, provided that the software used for automated recognition shall: a) Ensure a very high degree of accuracy in identifying and reporting the game outcome data to the Gaming Platform. The rules of the game shall be programmed into the Gaming Platform;	Not Applicable	This is not a live game.
4.18.4 Game Outcome Data	Game outcome data refers to any result generated or detected by specialized devices during the live game up to and including the result of the player's wager including any intermediate phases that impact the result, as determined by the Gaming Platform. Game outcome data shall be transmitted to the player immediately following its	Not Applicable	This is not a live game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	generation or detection (subject to the natural limitations of system processing and Internet communication delays). If allowed by the regulatory body, game outcome data may be automatically registered by specialized devices, provided that the software used for automated recognition shall: b) Not provide any information that may be used to compromise the device and its components (e.g., cards contained in the current shuffle or dealing shoe);		
4.18.4 Game Outcome Data	Game outcome data refers to any result generated or detected by specialized devices during the live game up to and including the result of the player's wager including any intermediate phases that impact the result, as determined by the Gaming Platform. Game outcome data shall be transmitted to the player immediately following its generation or detection (subject to the natural limitations of system processing and Internet communication delays). If allowed by the regulatory body, game outcome data may be automatically registered by specialized devices, provided that the software used for automated recognition shall: c) Not interfere with or modify the device's behavior beyond what functionality is associated with that software; and	Not Applicable	This is not a live game.
4.18.4 Game Outcome Data	Game outcome data refers to any result generated or detected by specialized devices during the live game up to and including the result of the player's wager including any intermediate phases that impact the result, as determined by the Gaming Platform. Game outcome data shall be transmitted to the player immediately following its generation or detection (subject to the natural limitations of system processing and Internet communication delays). If allowed by the regulatory body, game outcome data may be automatically registered by specialized devices, provided that the software used for automated recognition shall: d) Include a manual operation mode to allow for corrections of an erroneous result (where the device misreads a card, the position of the ball, etc.) if such corrections are	Not Applicable	This is not a live game.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	not done directly on the Gaming Platform. The player shall be made aware that the manual operation mode is in use.		
4.18.5 Physical Randomness Devices	Live games may utilize physical randomness devices, as described within the “Mechanical RNG (Physical Randomness Device)” section of this document, to generate game outcomes.	Not Applicable	This is not a live game.
4.18.5 Physical Randomness Devices	a) Physical randomness device outcomes shall be digitized into game outcome data and securely transmitted to the Gaming Platform via specialized devices for processing without alterations unless approved by the regulatory body.	Not Applicable	This is not a live game.
4.18.5 Physical Randomness Devices	b) Game outcome data shall be recorded by the Gaming Platform and made available to the player for review immediately following its generation (subject to the natural limitations of system processing and network communication delays).	Not Applicable	This is not a live game.
4.18.5 Physical Randomness Devices	c) Except for a human error or an error correctable with a manual override, at any time during the game the game outcome data shall match the outcome generated by the physical randomness device. Where a discrepancy between the physical randomness device and the game outcome data exists, the physical randomness device’s outcome shall be considered correct.	Not Applicable	This is not a live game.

Appendix A: Operational Audit for Gaming Procedures and Practices:

Sub-Section	Requirement Assessed	Assessment Result	Comments
A.5 Gaming Rules and Content			
A.5.1 Gaming Rules	Gaming rules refers to any written, graphical, and auditory information provided to the public regarding gaming operations. The operator shall adopt and adhere to comprehensive gaming rules which shall be approved by the regulatory body. a) Gaming rules shall be complete, unambiguous, and not misleading or unfair to the player.	Compliant	
A.5.1 Gaming Rules	Gaming rules refers to any written, graphical, and auditory information provided to the public regarding gaming operations. The operator shall adopt and adhere to comprehensive gaming rules which shall be approved by the regulatory body. b) Gaming rules that are presented aurally (via sound or voice) shall also be displayed in written form.	Not Applicable	The game rules are only presented in written form.
A.5.1 Gaming Rules	Gaming rules refers to any written, graphical, and auditory information provided to the public regarding gaming operations. The operator shall adopt and adhere to comprehensive gaming rules which shall be approved by the regulatory body. c) Gaming rules shall be rendered in a color that contrasts with the background color to ensure that all information is clearly visible/readable.	Compliant	
A.5.1 Gaming Rules	Gaming rules refers to any written, graphical, and auditory information provided to the public regarding gaming operations. The operator shall adopt and adhere to comprehensive gaming rules which shall be approved by the regulatory body. d) The operator shall keep a log of any changes to the gaming rules relating to playing games.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to assessment of game integration at operator level.
A.5.1 Gaming Rules	Gaming rules refers to any written, graphical, and auditory information provided to the public regarding gaming operations. The operator shall adopt and adhere to comprehensive gaming rules which shall be approved by the regulatory body.	Not Applicable	Compliance with this requirement is not managed by the manufacturer. Refer to

Sub-Section	Requirement Assessed	Assessment Result	Comments
	e) Where gaming rules are altered for games being offered, all rule changes shall be time and date stamped showing the rule applicable in each period. If multiple rules apply to a game, the operator shall apply the rules that were in place when the wager was accepted.		assessment of game integration at operator level.
A.5.4 Contests/Tournaments	A contest/tournament, which permits a player to either purchase or be awarded the opportunity to engage in competitive gaming against other players, may be permitted provided the following rules are met: a) Rules shall be made available to a player for review in the gaming rules prior to contest/tournament registration. The rules shall include at a minimum: i. All conditions registered players shall meet to qualify for entry and advancement through, the contest/tournament; ii. Specific information pertaining to any single contest/tournament, including the available prizes or awards and distribution of funds based on specific outcomes; and iii. The name of the organization (or persons) that conducted the contest/tournament on behalf of, or in conjunction with, the operator, if applicable.	Not Applicable	The game does not consist of a contest/tournament.
A.5.4 Contests/Tournaments	A contest/tournament, which permits a player to either purchase or be awarded the opportunity to engage in competitive gaming against other players, may be permitted provided the following rules are met: b) Procedures shall be in place to record the results of each contest/tournament and make publicly available for the registered players to review for a reasonable period of time. Subsequent to being posted publicly, the results of each contest/tournament shall be made available upon request. The results include the following: i. Name of the contest/tournament; ii. Date(s)/times(s) of the contest/tournament; iii. Total number of entries; iv. Amount of entry fees;	Not Applicable	The game does not consist of a contest/tournament.

Sub-Section	Requirement Assessed	Assessment Result	Comments
	v. Total prize pool; and vi. Amount paid for each winning category.		
A.6 Gaming Procedures and Controls			
A.6.1 Evaluating Theoretical and Actual Return to Player Percentages	The operator shall maintain accurate and current documentation (e.g., PAR sheets) indicating the theoretical return to player (RTP) percentages for each house-banked game based on adequate levels of credits wagered, as well as the number of credits that may be played, the payout schedule and other information descriptive of the particular type of game. In addition: a) Records shall be maintained for each game indicating the initial theoretical RTP percentage, dates and type of changes made affecting the game's theoretical RTP percentage, and the recalculation of theoretical RTP percentage because of the changes.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
A.6.1 Evaluating Theoretical and Actual Return to Player Percentages	The operator shall maintain accurate and current documentation (e.g., PAR sheets) indicating the theoretical return to player (RTP) percentages for each house-banked game based on adequate levels of credits wagered, as well as the number of credits that may be played, the payout schedule and other information descriptive of the particular type of game. In addition: b) Each change to a game's theoretical RTP percentage, including adding and/or changing progressive jackpot or incrementing jackpot increments, shall result in that game being treated as new for all reports and records.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
A.6.1 Evaluating Theoretical and Actual Return to Player Percentages	The operator shall maintain accurate and current documentation (e.g., PAR sheets) indicating the theoretical return to player (RTP) percentages for each house-banked game based on adequate levels of credits wagered, as well as the number of credits that may be played, the payout schedule and other information descriptive of the particular type of game. In addition: c) If incentive awards are included in the reports and records for the game, it shall be in a manner that prevents distorting the actual RTP percentages of the affected paytables.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Sub-Section	Requirement Assessed	Assessment Result	Comments
A.6.1 Evaluating Theoretical and Actual Return to Player Percentages	The operator shall maintain accurate and current documentation (e.g., PAR sheets) indicating the theoretical return to player (RTP) percentages for each house-banked game based on adequate levels of credits wagered, as well as the number of credits that may be played, the payout schedule and other information descriptive of the particular type of game. In addition: d) The operator shall have procedures in place to periodically compare the theoretical and actual RTP percentage to identify, investigate, and resolve large variances between these two values.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
A.7 Procedures and Controls for Peer-to-Peer (P2P) Gaming Sessions			
A.7.1 Shills and Proposition Players	The operator shall have processes to ensure the player is not disadvantaged by players that are playing with house money (shills) or proposition players participating in a P2P gaming session. The following risks are expected to be mitigated: a) The shills and proposition players shall be clearly indicated to all other players for that P2P gaming session;	Not Applicable	This game does not consist of shills or proposition players.
A.7.1 Shills and Proposition Players	The operator shall have processes to ensure the player is not disadvantaged by players that are playing with house money (shills) or proposition players participating in a P2P gaming session. The following risks are expected to be mitigated: b) The operator's controls shall mitigate the conflict between the role of the shill or proposition player and the role of the gaming attendant who has access to the operational environment (both physically and virtually) to be able to manipulate the games or have information not available to all the other players and be able to take advantage of it;	Not Applicable	This game does not consist of shills or proposition players.
A.7.1 Shills and Proposition Players	The operator shall have processes to ensure the player is not disadvantaged by players that are playing with house money (shills) or proposition players participating in a P2P gaming session. The following risks are expected to be mitigated: c) The operator shall not profit from the play (beyond the rake);	Not Applicable	This game does not consist of shills or proposition players.

Sub-Section	Requirement Assessed	Assessment Result	Comments
A.7.1 Shills and Proposition Players	The operator shall have processes to ensure the player is not disadvantaged by players that are playing with house money (shills) or proposition players participating in a P2P gaming session. The following risks are expected to be mitigated: d) If the shill or proposition player's wager is funded by the operator, neither the operator nor the shill or proposition player may profit from the play, the funds may not be withdrawn, and so shall ultimately be lost/played; and	Not Applicable	This game does not consist of shills or proposition players.
A.7.1 Shills and Proposition Players	The operator shall have processes to ensure the player is not disadvantaged by players that are playing with house money (shills) or proposition players participating in a P2P gaming session. The following risks are expected to be mitigated: e) Procedures shall be in place to address the risk that the shill or proposition player is motivated to protect personal wagers beyond the assignment of stimulating play. If the shill or proposition player risks private wagers, then the shill or proposition player shall not have any knowledge of software or other PII (the shill or proposition player is a bona fide independent contractor with no prior relationship with the operator).	Not Applicable	This game does not consist of shills or proposition players.

SCHEDULE 1. GAME TESTING

1. TESTS PERFORMED

Game design testing has included verification of the game mathematics, game artwork, player-facing game rules and the theoretical RTP. Software testing has included evaluation and verification of the software implementation of the game design aspects tested. The game software testing has been conducted on HTML5-Desktop; HTML5-Mobile, which is representative of a pre-production environment which is reflective of the live environment, with verification procedures conducted over games rules and the actual RTP, using methods of simulation, emulation and manual testing, and verification of the scaling and mapping used to convert raw RNG output to game outcomes.

The game evaluation included the following tests, 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 (if applicable) operate correctly;
- Review of the game design and game mathematics that determine the theoretical RTP%;
- 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; and
- 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.

The RNG has been certified in a separate independent test lab report, dated November 08, 2022, with reference RN-120-EMT-22-01-614

2. TEST RESULTS

Numerous tests were performed to ensure the game operated in compliance with relevant sections of Michigan’s Gaming Control Board “Internet Gaming Rules” and GLI-19 “Standards for Interactive Gaming Systems”, including an evaluation and verification of the software implementation of the game artwork, maths and theoretical RTP. Based on the testing conducted, the game is assessed as compliant with the requirements of relevant sections of Michigan’s Gaming Control Board “Internet Gaming Rules” and GLI-19 “Standards for Interactive Gaming Systems”.

APPENDIX 1. FULL CALCULATIONS OF THE MAXIMUM ODDS FOR THE BASE GAME AND FREE SPINS

Base game maximum odds:

The maximum odds of an outcome occurring in the game is calculated to be 1: 142857

Description of the winning combination:

The winning combination is achieved by landing the prizepot symbol 9 which, in this case, is the 2000x Jackpot prize.

Calculation of the maximum odds:

- Mythological Mayhem is a 6 reels 4 rows slot.
- The game has dynamic reels, allowing the 6 reel by 4 row 4096 initial ways to extend to a maximum of 6 reel by 7 row max reel height (4096 – 117,649 Ways).
- Landing 5, 6, 7, 8, or 9 prizepot symbols on a single feature will award the corresponding prizepot amount as displayed in the game.
- The prize with the maximum odds is the prizepot symbol 9 which, in this case, is the 2000x Jackpot prize.

2000x Jackpot Prize: Odds Calculation

- The calculation is based off a large sample of 500 million simulations.
- From this sample, the Hit Rate for the 2000x Jackpot prize is given as 146242 which we will verify below.
- eCOGRA used a sample of 1 million simulations and noted that the 2000x Jackpot Prize occurred 7 times.
- This results in the following Hit Rate:

$$\begin{aligned} 2000x \text{ Jackpot Prize, Hit Rate} &= \frac{7}{1000000} \\ &= 0.000007 \end{aligned}$$

2000x Jackpot Prize max odds = 1 in 142857 spins