



RANDOMNESS EVALUATION REPORT

FOR

**QUICKSPIN AB
STICKY BANDITS TRAIL OF BLOOD, HTML5-DESKTOP; HTML5-MOBILE,
1.0.3**

CONFIDENTIAL
CERTIFICATE NUMBER: E224902QSAMLTM

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SECTION 1. GENERAL INFORMATION

License Holder:	Quickspin AB Atlasmuren 1 Stockholm 11321
Game Name:	Sticky Bandits Trail of Blood
Game Type:	Slot
Game Version:	1.0.3
Platform Type:	HTML5-Desktop; HTML5-Mobile
Platform Version:	1.0.0
Channels Tested:	Desktop: Microsoft Windows [Version 10.0.19044.1586]; Google Chrome [Version 99.0.4844.82 (Official Build) (64-bit)] Mobile: Huawei MediaPad T5 - AGS2-L09; S/N - VQTBB19219200493; Android Version 8.0.0; Google Chrome Version 99.0.4844.73
Applicable Technical Standards:	Licensing requirements of the Malta Gaming Authority ('MGA') Subsidiary Legislation 438.04 Remote Gaming Regulations Third Schedule, Regulation 25
Testing Laboratory:	eCOGRA Limited 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom
Test Engineers:	Kabelo Williams; Gift Sebonyane; Tyrone Rajah; Sphamandla Langa
Supervisor:	Filipe Alves
Request for Report:	21 March 2022
Report Date:	08 April 2022
Certificate Number:	e224902QSAMLTM

In our opinion the game listed as tested in this report complies with the relevant sections of the licensing requirements of the Malta Gaming Authority ('MGA').

The test results obtained for Quickspin AB's Sticky Bandits Trail of Blood HTML5-Desktop; HTML5-Mobile 1.0.3 game produced statistically acceptable random numbers that were free of any significant statistical bias or predictability.

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

Bradley Khoury
Chief Technical Officer

SECTION 2. INTRODUCTION

eCOGRA has been appointed by Quickspin AB to evaluate and certify the following Slot game for compliance with the relevant licensing requirements Subsidiary Legislation 438.04 Remote Gaming Regulations, Third Schedule, Regulation 25 of the Malta Gaming Authority ('MGA').

- Sticky Bandits Trail of Blood (1.0.3) - Quickspin AB

This certification report highlights our key findings as a result of the evaluation conducted on HTML5-Desktop; HTML5-Mobile, Platform Version: 1.0.0, which is the pre-production environment which is essentially the same as the live environment. The testing was conducted on the aforementioned platform established at Quickspin AB during the period 21 March 2022 to 08 April 2022.

Please note that this is an initial certification conducted over Sticky Bandits Trail of Blood, HTML5-Desktop; HTML5-Mobile, 1.0.3 and therefore this game certificate does not supersede any previous certifications.

SECTION 3. RNG COMPONENTS

The Random Number Generator (RNG) as detailed in Section 2 and used by Quickspin AB in their Sticky Bandits Trail of Blood 1.0.3 product was previously certified by eCOGRA (Refer to RNG report: 21335QSAMJ002). The scope of eCOGRA's randomness testing was limited to testing the randomness of the game output of the Sticky Bandits Trail of Blood 1.0.3 game.

Software Provider:	Quickspin AB
Software Provider Address:	Atlasmuren 1 Stockholm 11321
Product Name:	RNG 2.0
Product Description:	Pseudo-random RNG
Jurisdiction:	Malta Gaming Authority, Malta
Jurisdiction address:	Building SCM 02-03, Level 4, SmartCity Malta, Ricasoli SCM1001, Malta
Test entity:	eCOGRA Limited
Test entity address:	2 nd Floor Berkeley Square House, Berkeley Square, London, W1J6BD
Date:	12 August 2020
Approval:	Gary Lupton Smith

SECTION 4. TEST RESULTS

Numerous recognised statistical and mathematical tests were performed on a 1,000,000 rows of sample data, provided by Quickspin AB, of the game output to verify the RNG operates in a random and fair manner. This included tests for probability (to ensure the expected number of occurrences), randomness (so that the following occurrence cannot be predicted with any degree of certainty) and uniformity (to determine that each possible outcome is equally likely over the long-term). The acceptance criteria for the statistical tests is a pass at a 95% confidence level.

SECTION 5. GAME DESCRIPTION

Sticky Bandits Trail of Blood (1.0.3)

Game Description:

Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.

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 6. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical RTP %	eCOGRA RTP % Recalculation
Sticky Bandits Trail of Blood	96.23%	96.41%
	Buy Feature 100x bet: 96.36%	Buy Feature 100x bet: 96.08%
	Buy Feature 400x bet: 96.68%	Buy Feature 400x bet: 96.55%
	94.19%	94.34%
	Buy Feature 100x bet: 94.33%	Buy Feature 100x bet: 94.69%
	Buy Feature 400x bet: 94.63%	Buy Feature 400x bet: 94.46%
	87.15%	86.50%
	Buy Feature 100x bet: 87.35%	Buy Feature 100x bet: 87.49%
	Buy Feature 400x bet: 87.58%	Buy Feature 400x bet: 87.32%

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

SECTION 7. GAME SOFTWARE DETAILS

The scope of the game evaluation and certification applies solely to the critical game files, game versions and associated hashes provided in the tables below:

Game Files

File Name / Identifier	Version Date	Version Number	MD5 Hash Sum / SHA-1 Hash Sum
config_trailofblood.xml	15/03/2022	1.0	4C7E357DE9AF722B6CCA3D404492EA25 1837A4C83AE211CAD6BB4BDC1C27AB78AB0F35A1
config_trailofblood94.xml	04/04/2022	1.1	9E5462536A2DE0369538929751F6466B 1CF19F9305DEAB478396C1A944E996B3BFF37FD9
config_trailofblood87.xml	15/03/2022	1.0	4504BEB2D18F685E2308FD9D9CC9D337 2CB60DA1B777503E59204CBB41288439271B9BCF

SECTION 8. REVIEW FINDINGS

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
1. The gaming system must:		
a. faithfully follow the game rules published by the operator; and	Compliant	
b. provide over time no more than the expected house advantage to the operator.	Not applicable	Not applicable to this game type.
2. Both the gaming and financial transactions must be congruent and secure.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
3. The gaming system must satisfy the following criteria for randomness, following Schneier:		
a. the data must be randomly generated, passing appropriate statistical tests of randomness;	Compliant	Refer to RNG certificate: 21335QSAMJ002
b. the data must be unpredictable, i.e. it must be computationally infeasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers;	Compliant	Refer to RNG certificate: 21335QSAMJ002
c. the series cannot be reliably reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as is reasonably possible) it will produce two completely unrelated random sequences.	Compliant	Refer to RNG certificate: 21335QSAMJ002
4. The outcome of any game event, and the return to the player, must be independent of the CPU, memory, disk or other components used in the playing device used by the player.	Compliant	Refer to RNG certificate: 21335QSAMJ002
5. The game or any game event outcome must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communication channel between the gaming system and the playing device used by the player.	Compliant	
6. The gaming system must be able to display for each game the following information on the current page or on a page directly accessible from the current page via a hyperlink:		
a. the name of the game;	Compliant	
b. restrictions on play;	Compliant	

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
c. instructions on how to play, including a pay-table for all prizes and special features;	Compliant	
d. the player's current account balance;	Compliant	Wallet functionality is not directly managed by the supplier.
e. unit and total bets permitted;	Compliant	
f. the rules of the game.	Compliant	
7. All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely available to the Authority.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
8. The gaming system must:		
a. be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
b. calculate accurately all taxation and other monies due to the Authority.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
9. The gaming system must maintain information about all games played, including:		
a. the identity of the player;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
b. the time the game began as recorded on the game's server;	Compliant	The recording of the results within the gambling system are not managed by the supplier.
c. the balance on the player's account at the start of the game;	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
d. the stakes placed in the game (time stamped by the games server);	Compliant	The recording of the stakes placed within the gambling system and account functionality are not managed by the supplier.
e. the game status (in progress, complete, etc.);	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
f. the result of the game (time stamped by the games server);	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
g. the time the game ended as recorded by the games server;	Compliant	The recording of the results within the gambling system are not managed by the supplier.
h. the amount won or lost by the player; and	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
i. the balance on the player's account at the end of the game.	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
10. The gaming system must maintain information about significant events as follows:		
a. large wins;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
b. transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
c. changes made by the operator to game parameters.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
11. Any variations to any of the requirements specified in this Schedule shall be submitted to the Authority for its approval by notice in writing.	Not applicable	No variations identified for the product under certification.