



**ISLE OF MAN GAMBLING SUPERVISION COMMISSION**

**EVALUATION REPORT**

**FOR**

**QUICKSPIN AB**

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

**CONFIDENTIAL**

**CERTIFICATE NUMBER: E224901QSAIMNM**

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**SECTION 1. GENERAL INFORMATION**

Software Supplier: Quickspin AB  
Atlasmuren 1  
Stockholm  
11321

Product Name: Sticky Bandits Trail of Blood

Product Type: Slot

Approved Test House: 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

Report Number: e224901QSAIMNM

In our opinion the game listed as tested in this report complies with the relevant sections of the Online Gambling (Systems Verification) (No.2) Regulations 2007 – Schedule 1, as described in Section 7 of this report.

eCOGRA hereby recommends that the game listed as tested in this report be approved for use in the Isle of Man Jurisdiction.

Bradley Khoury



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Chief Technical Officer, eCOGRA

**SECTION 2. INTRODUCTION**

eCOGRA has been appointed by Quickspin AB to evaluate and certify the Slot game (Sticky Bandits Trail of Blood) for compliance with the Online Gambling (Systems Verification) (No.2) Regulations 2007 – Schedule 1, and to highlight any exceptions identified during testing:

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, reflective of 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) and therefore this game certificate does not supersede any previous certifications.

### SECTION 3. PRODUCT DESCRIPTION

The following description provides a basic outline of the game operation as designed by Quickspin AB.

A player will logon to the operator's website. Where the player selects a game hosted by the operator and developed by Quickspin AB, token validation will occur whereby the player is able to download the selected game. The token validation redirects the player to the Quickspin AB site from where the game is downloaded.

The betting process is facilitated through credit validation, whereby Quickspin AB validates the available credit in a player's account before the player's bet is processed. The bet result is reported to the operator and the result of the bet is displayed to the client. Where a player's bet is not validated due to insufficient funds the bet will not be accepted and an error message will be displayed.

The above-mentioned communications are encrypted and use International Private Leased Circuit.

Quickspin AB in its capacity as software provider assumes responsibility for the following functions:

- RNG;
- Core game services;
- Game front-end; and
- Application programming interface.

The operator using gaming software developed by Quickspin AB assumes the following responsibility:

- Terms and Conditions;
- Player management;
- Marketing;
- Application programming interface; and

Payment management.

**SECTION 4. GAMES 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 5. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical Return to Player percentage	eCOGRA re-calculated Return to Player percentage
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 6. SOFTWARE DETAILS**

Details of the software tested during this evaluation are as follows:

**Sticky Bandits Trail of Blood - HTML5-Desktop; HTML5-Mobile**

File Name / Identifier	Version Date	Version Number	Binary MD5 Hash / Binary SHA 1 Hash
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

**RANDOM NUMBER GENERATOR**

File Name / Identifier	Version Date	Version Number	Binary MD5 Hash / Binary SHA 1 Hash
RNG.jar	11/12/2015	2.0	5863170A231DB171413F2664B0DC2305 2AADB91A9B0CD1466ADA084721080423D7821C9E

## SECTION 7. REVIEW FINDINGS

The key findings of our review of the casino product for compliance with the relevant sections of Schedule 1 are as follows:

Technical Requirements	Assessment	Comments
<b>General</b>		
(1) The System must:		
(a) follow the rules for Online Gambling published to the Participant or potential Participant prior to its placing any sums with the Operator for participation in Online Gambling; and,	Compliant	
(b) provide over specified periods no more than the house advantage (if any) agreed by the Commissioners with the Operator; and	Not applicable	Quickspin AB has advised eCOGRA that no house advantage has been communicated to Quickspin AB by the GSC or any casino operators.
(c) integrate contingencies for loss of continuity of play; and	Compliant	
(d) if utilised in any peer to peer game, ensure that over the specified periods that no one Player has any advantage over any other Player playing the same game.	Not applicable	This game is a single player game and does not allow for multiple player interactions.
(2) Both the Online Gambling and financial transactions software must be congruent and secure.	Compliant	
<b>Randomness</b>		
(3) The System must satisfy the following criteria for randomness for any Gaming or Lottery (save where different rules apply and have been approved by the Commissioners and published to the Participant or potential Participant prior to its participation), following Schneier:		
(a) the data must be randomly generated, passing appropriate statistical non static output results tests of randomness (e.g., Marsaglia's "Diehard" set of tests) uniformly distributed over the set range;	Compliant	Refer to RNG report: 21335QSAMJ002
(b) the data must be unpredictable, i.e. it must not be computationally feasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers; and	Compliant	Refer to RNG report: 21335QSAMJ002
(c) the series cannot reliably be reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as humanly possible) it will produce two completely unrelated random sequences.	Compliant	Refer to RNG report: 21335QSAMJ002
(4) The Operator must disclose the methodology of any random seeding and any seeding must be proven to result in an unpredictable output.	Compliant	Refer to RNG report: 21335QSAMJ002

Technical Requirements	Assessment	Comments
(5) The outcome of any Game or Lottery, as the case may be, and the return to the Participant, must be independent of the CPU, memory, disk or other components used in the computer or other device used by the Participant.	Compliant	Refer to RNG report: 21335QSAMJ002
(6) The Game or Lottery outcome, as the case may be, must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communications channel between the System and the computer or other device used by the Participant.	Compliant	
(7) The System must be able to display for each Game or Lottery, as the case may be, the following information on the current page or on a page directly accessible from the current page via a hyperlink:		
(a) the name and rules of the Game and/or Lottery;	Compliant	
(b) restrictions on play	Compliant	
(c) instructions on how to play, including a pay-table for all prizes and special features,	Compliant	
(d) the Participant's current account balance and currency or currencies utilised by the Participant to participate in the Game and/or Lottery;	Compliant	Wallet functionality is not directly managed by the supplier.
(e) unit and total sums permitted to be played by a Participant in relation to the Online Gambling,	Compliant	
(f) the return to the Participant, disregarding any exercise of skill by him; and,	Compliant	
(g) pursuant to the testing of the System, the percentage of total sums returned to Participant in relation to all house Games or Lottery, as the case may be, offered by the Operator.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
<b>Reporting Requirements</b>		
(8) All financial reports produced by the System must be readily reconcilable with Gaming or Lottery transaction reports (as relevant) and conversely. All such reports shall be freely available to the Commissioners.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
(9) The System must:		
(a) be capable of producing auditable and aggregated financial statements of Gaming and/or Lottery transactions (as relevant); and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
(b) calculate accurately all excise of duty payable under the Act and other monies due to the Treasury under the Act.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
(10) The System must maintain information about all Games and/or Lotteries played, including:		
(a) the identity of the Participant;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirements	Assessment	Comments
(b) the time the Game began;	Compliant	The recording of the results within the gambling system are not managed by the supplier.
(c) the balance on the Participant's account at the start of the Game or the start of the Participant's participation in the Lottery (as relevant);	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
(d) the sums placed by Participant placed in the Game (timestamped);	Compliant	The recording of the sums 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 and/or Lottery (timestamped);	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
(g) the time the Game ended;	Compliant	The recording of the results within the gambling system are not managed by the supplier.
(h) amount won or lost by the Participant;	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
(i) the balance on the Participant's account at the end of the Game and/or Lottery (as relevant); and	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.
(j) the currency or currencies utilised by the Participant'	Compliant	Wallet functionality is not directly managed by the supplier.
(11) The System must maintain information about significant events as follows:		
(a) large wins (as agreed by the Commissioners from time to time);	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
(b) transfers of funds (between Participants or between any Participant and the Operator) in excess of such amount as the Commissioners 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) material changes made by the Operator to Game and/or Lottery returns, disclosed under paragraph 7 above; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirements	Assessment	Comments
(d) material fluctuations in theoretical/estimated statistical return to Participants (agreed with the Commissioners from time to time).	Compliant	No material fluctuation amount agreed with Commissioners, however an RTP analysis report is monitored by management on a monthly basis to identify material fluctuations.