



COMPLIANCE REVIEW CERTIFICATE

FOR
QUICKSPIN AB

Licensee	Not Applicable
Licensee Code	Not Applicable
Platform Code	Not Applicable
Verified Skins	Not Applicable

Games Certified				
Manufacturer	Quickspin AB Drottninggatan 95A, 113 60 Stockholm, Sweden			
Game Name	Game Code	Game Type	Platform	Game Description
Sticky Bandits Trail of Blood	Not Applicable	Slot	HTML5 (Desktop and Mobile)	Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.

Inspection Date	21 March 2022 - 08 April 2022
Type of Certifications	Initial Certification
Type of Changes	Not applicable
Change Comments	Not applicable
Inspection Entity	eCOGRA Limited 2nd Floor Berkeley Square House, Berkeley Square, London, W1J 6BD Tel: +44 (0) 20 7887 1480
Comments	Please see comment added under Section 1. General Information below.
Guideline Reference	Guidelines for the Certification of Gaming Platforms and Games, Version 2.1 - 01/01/2021
Platform Supplier:	Not applicable
Aggregator:	Not applicable
Aggregation Platform:	Not applicable
Scope of Testing:	Game engine and functional evaluation of new game
Report Reference	e224983QSAITAM
Certification Date	08 April 2022
Certification Approval	Ansonette Rees, Quality Director

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The nature, timing and extent of testing conducted for the purpose of the certification is considered sufficient and appropriate based on the applicable certifiable regulations and professional judgement applied to the associated risk of non-compliance. The certification of compliance should not be construed to imply any warranty over the functionality, quality or performance of the subject of certification. eCOGRA reserves the right to withdraw this certificate if any non-compliances are subsequently detected by or reported to eCOGRA.

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TABLE OF CONTENTS

1.	GENERAL INFORMATION.....	4
2.	HARDWARE COMPONENTS	5
3.	SOFTWARE COMPONENTS	6
4.	DETAILS OF TESTS PERFORMED	8
5.	TEST REQUIREMENT RESULTS	10
6.	DECLARATION OF CONFORMITY.....	18

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Legal Representative for Acceptance: Not Applicable

COMPLIANCE REVIEW REPORT

1. GENERAL INFORMATION

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Platform Code	Not Applicable
Verified Skins	Not Applicable

Games Certified				
Manufacturer	Quickspin AB Drottninggatan 95A, 113 60 Stockholm, Sweden			
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Inspection Entity	eCOGRA Limited 2nd Floor Berkeley Square House, Berkeley Square, London, W1J 6BD Tel: +44 (0) 20 7887 1480
Comments	A number of requirements within the Section 5. Testing Requirement Results 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 at operator level may therefore be needed, even where an indication of compliance is stipulated in the table below.
Guideline Reference	Guidelines for the Certification of Gaming Platforms and Games Version 2.1 - 01/01/2021
Platform Supplier:	Not applicable
Aggregator:	Not applicable
Aggregation Platform:	Not applicable
Scope of Testing:	Game engine and functional evaluation of new game
Report Reference	e224983QSAITAM
Certification Start Date	21 March 2022
Certification Completion Date	08 April 2022
Certification Result	Compliant
Test Engineer	Kabelo Williams; Gift Sebonyane; Tyrone Rajah; Sphamandla Langa
Test Supervisor	Filipe Alves

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2. HARDWARE COMPONENTS

Not applicable.

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3. SOFTWARE COMPONENTS

Manufacturer	Quickspin AB Drottninggatan 95A, 113 60 Stockholm, Sweden	
Game Name	Sticky Bandits Trail of Blood	
Game Type	HTML5 Slot Game	
Game Description	Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.	
File Name	File Version Number	
config_trailofblood.xml	1.0.	
Theoretical Return to Player Percentage (RTP%)	96.23% Buy feature 100x bet: 96.36% Buy feature 400x bet: 96.68%	
Report Reference	e224983QSAITAM	
Specification Document	Not Applicable	
Comment	The characteristics indicated for the bet sizes are the default values at the time of production and testing of the game. These values are configurable by the operator. Further information about the phases, features and rules of the game are accessible in the game instructions that are available on request.	

Manufacturer	Quickspin AB Drottninggatan 95A, 113 60 Stockholm, Sweden	
Game Name	Sticky Bandits Trail of Blood	
Game Type	HTML5 Slot Game	
Game Description	Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.	
File Name	File Version Number	
config_trailofblood94.xml	1.1	
Theoretical Return to Player Percentage (RTP%)	94.19% Buy feature 100x bet: 94.33% Buy feature 400x bet: 94.63%	
Report Reference	e224983QSAITAM	
Specification Document	Not Applicable	
Comment	The characteristics indicated for the bet sizes are the default values at the time of production and testing of the game. These values are configurable by the operator. Further information about the phases, features and rules of the game are accessible in the game instructions that are available on request.	

Manufacturer	Quickspin AB Drottninggatan 95A, 113 60 Stockholm, Sweden	
Game Name	Sticky Bandits Trail of Blood	
Game Type	HTML5 Slot Game	
Game Description	Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.	
File Name	File Version Number	
config_trailofblood87.xml	1.0	
Theoretical Return to Player Percentage (RTP%)	87.15% Buy feature 100x bet: 87.35%	

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	Buy feature 400x BET: 87.58%
Report Reference	e224983QSAITAM
Specification Document	Not Applicable
Comment	<p>The characteristics indicated for the bet sizes are the default values at the time of production and testing of the game. These values are configurable by the operator.</p> <p>Further information about the phases, features and rules of the game are accessible in the game instructions that are available on request.</p>

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4. DETAILS OF TESTS PERFORMED

Test Performed	Comment
<p>Quickspin AB requested eCOGRA to evaluate the software components listed in Section 3 for compliance with the ADM requirements to achieve satisfactory operation in the relevant remote gambling market.</p> <p>eCOGRA have evaluated the software components listed in Section 3 in line with the ADM Guidelines for The Certification of Gaming Platforms and Games, version 2.1 - 01/01/2021.</p>	A complete list of all the tests performed is described in Section 5: Results of the Evaluation.
<p>Software Evaluation</p> <p>We evaluated the game software and confirm that it meets the requirements specified in the relevant Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021.</p>	Compliant
<p>Evaluation of The Artwork and The Rules of the Game</p> <p>We examined the artwork along with the manufacturer's documentation for compliance with the relevant Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021.</p> <p>For details on the work of the evaluation carried out, refer to section 5 (2.6.4 and 2.6.9).</p>	Compliant
<p>Mathematical evaluation</p> <p>Consideration was given to the return to player percentage. A recalculated return to player was compared to the theoretical return to player as stipulated in the specifications in the manufacturer's documentation and tested in accordance with the relevant Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021.</p> <p>For details on the work of the evaluation carried out, refer to section 5 (2.6.1 and 2.6.5).</p>	Compliant
<p>Playability Evaluation</p> <p>Game playability was examined to ensure functionality agreed to the published game rules. Actual game play was executed to test functionality in accordance with the Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021.</p> <p>For details of the evaluation work conducted, refer to Section 5 (2.6.6, 2.6.7 and 2.6.8).</p>	Compliant
<p>Functionality Evaluation</p> <p>Functionality tests were performed to ensure the game operated in accordance with the Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021.</p>	Compliant

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Test Performed	Comment
Detailed checklists were used to test compliance and for details of the evaluation work conducted, refer to Section 5 (2.6.1, 2.6.2, 2.6.3, 2.6.7, 2.6.8 and 2.6.10).	
Gamble Option Requirements Functionality tests were performed to ensure the game operated in accordance with the Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021. Detailed checklists were used to test compliance and for details of the evaluation work conducted, refer to Section 5 Appendix B.	Not applicable
Slot Games with Reels Functionality tests were performed to ensure the game operated in accordance with the Italian rules for games of skill and games of chance with fixed odds and non-tournament card games with remote participation, version 2.1 of 01/01/2021. Detailed checklists were used to test compliance and for details of the evaluation work conducted, refer to Section 5 Appendix C.	Compliant
Verification of Game Project Documentation Verification of the truthfulness of the game project documentation has been performed through inspection of the game project documentation versus the actual game on a test environment.	Not applicable

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5. TEST REQUIREMENT RESULTS

Requirements		Testing Result	Comments
	Truthfulness Verification of Game Project Documentation An authorisation, for each of the games that it intends to operate, accompanied by the game design and the related certification.	Not Applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2 Requirements applicable to the gaming platform			
2.1	General Characteristics of The SGAD and The Associated Architecture	Not Applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.2	Requirements of The Player Registration and Requirements of the Player Account		
2.2.1	Agreement	Not Applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.2.2	Verification	Not Applicable	
2.2.3	Password Recovery Questions	Not Applicable	
2.2.4	Under Aged Persons	Not Applicable	
2.2.5	Controls over game access	Not Applicable	
2.2.6	Player Gaming Account	Not Applicable	
2.2.7	Security	Not Applicable	
2.2.8	User Inactivity Timeout	Not Applicable	
2.2.9	Player Activity Statement	Not Applicable	
2.2.10	Player Funds Maintenance	Not Applicable	
2.2.11	Validated Session Within the SGAD (Understood as The Interval Between Player Login And Logout)	Not Applicable	
2.2.12	Funds Not Withdrawn from Inactive Player Accounts	Not Applicable	
2.3 Requirements Concerning Privacy			

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Requirements		Testing Result	Comments
2.3.1	General Rules	Not Applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.3.2	Use of Data	Not Applicable	
2.3.3	Consent	Not Applicable	
2.3.4	Cookies	Not Applicable	
2.3.5	Normative Use	Not Applicable	
2.4 Requirements for The Protection of Players			
2.4.1	General Information	Not Applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.4.2	Display of Last Login Time	Not Applicable	
2.4.3	Security Information	Not Applicable	
2.4.4	Self-Exclusion	Not Applicable	
2.4.5	Exclusion Imposed by The Licensee	Not Applicable	
2.4.6	Self-Imposed Limitations	Not Applicable	
2.4.7	Limits Imposed by The Licensee	Not Applicable	
2.4.8	The Right to Play and The Entry Fee	Not Applicable	
2.4.9	Information on The Use Of The "Bonuses"	Not Applicable	
2.4.10	Payment Tools	Not Applicable	
2.4.11	Record of Operations	Not Applicable	
2.4.12	Skins Alternative	Not Applicable	
2.4.13	Malfunction	Not Applicable	
2.5 RNG Requirements			
2.5.1	General Introduction	Compliant	Refer to report: 21335QSAMJ002 by eCOGRA. Issue Date: 12 August 2020
2.5.2	Scaling	Compliant	Refer to report: 21335QSAMJ002 by eCOGRA.

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Requirements		Testing Result	Comments
			Issue Date: 12 August 2020
2.5.3	Mapping	Compliant	Refer to report: 21335QSAMJ002 by eCOGRA. Issue Date: 12 August 2020
2.5.4	RNG selection	Compliant	Refer to report: 21335QSAMJ002 by eCOGRA. Issue Date: 12 August 2020
2.5.5	Hardware-based RNG	Not applicable	Refer to report: 21335QSAMJ002 by eCOGRA. Issue Date: 12 August 2020
2.5.6	Software-based RNG	Compliant	Refer to report: 21335QSAMJ002 by eCOGRA. Issue Date: 12 August 2020
2.5.7	Background Cycling / Activity	Not applicable	Refer to report: 21335QSAMJ002 by eCOGRA. Issue Date: 12 August 2020
2.6 Game Requirements			
2.6.1	Game Fairness	Compliant	
2.6.2	Inadmissibility of Adaptive Behaviour in Games	Compliant	
2.6.3	Inadmissibility of Forced Game Play	Compliant	
2.6.4	Requirements for the game	Compliant	
2.6.5	Game Design	Compliant	
2.6.6	Game Play	Compliant	
2.6.7	Deactivation of the game	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2.6.8	Incomplete Game Plays	Compliant	

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Requirements		Testing Result	Comments
2.6.9 Game Artwork (Displayed Information)			
2.6.9.1	Instructions and Information	Compliant	
2.6.9.2	Displaying the bets	Compliant	
2.6.9.3	Displaying the results	Compliant	
2.6.9.4	Multi-player Games	Not applicable	The product offering is not a multiplayer game.
2.6.9.5	Specific requirements for each game	Compliant	
2.6.10	Playing limits for each gaming session	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2.6.11	Specific Requirements for "Mobile Gaming"	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2.6.12	Information about single rounds/hands	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2.6.13	Information about significant events	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2.7 Data Logging Requirements			
2.7.1	General Requirements	Not applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.7.2	Information about a player's gaming account	Not applicable	
2.7.3	Information about a validated session within the SGAD	Not applicable	
2.8 System requirements			
2.8.1	Transmission and memorization of data	Not applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.8.2	Shut-downs and backups	Not applicable	
2.8.3	Service Reliability	Not applicable	
2.8.4	Real-time conversation between the SGAD and the centralized system of the ADM	Not applicable	

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Requirements		Testing Result	Comments
2.8.5	Monitoring and control by the ADM	Not applicable	
2.9 Requirements for Information Systems Security (ISS)			
2.9.1	Security Policies and Procedures	Not applicable	The scope of this certification is limited to the game and software components of the particular game being assessed.
2.9.2	Physical and Environmental Security	Not applicable	
2.9.3	Administrative Controls	Not applicable	
2.9.4	Specialized controls	Not applicable	
2.9.5	ODV verifications of the digital infrastructure	Not applicable	
2.9.5.1	Penetration Test	Not applicable	
2.9.5.2	Vulnerability Assessment	Not applicable	
2.9.5.3	Anti-Collusion, Anti-Money Laundering, Anti-Fraud	Not applicable	
A Annex A: Progressive Jackpot Gaming Requirements			
A.1	Accuracy of The Progressive Jackpot	Not applicable	The game under certification does not consist of a progressive jackpot feature.
A.2	Notification of the Amount of Progressive Jackpot	Not applicable	
A.3	Notification of Winning the Progressive Jackpot	Not applicable	
A.4	Modifications to the Parameters of The Progressive Jackpot	Not applicable	
A.5	Redirecting of the Partial Progressive Jackpot	Not applicable	
A.6	Multiple Progressive Jackpot Winners	Not applicable	
A.7	Conversion of Progressive Jackpots	Not applicable	
A.8	Financial Liability in The Progressive Jackpot	Not applicable	
A.9	Closure of The Progressive Jackpot	Not applicable	
A.10	Progressive Jackpot Metrics	Not applicable	
A.11	Recovery of the Progressive Jackpot	Not applicable	
A.12	Jackpot Control Device	Not applicable	
B Annex B: Gamble Option Requirements		Not applicable	The game under certification does not consist of a gamble feature.

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Requirements		Testing Result	Comments
C	Annex C: Reel / Slot Machine Games		
C.1	Symbol / Prize Relationship	Compliant	
C.2	Number of Symbols Required to Win	Compliant	
C.3	Mixed or Grouped Symbols	Not applicable	The game under certification does not consist Mixed or Grouped Symbols.
C.4	Prize Tables for Betting Multiple Credits	Compliant	
C.5	Payment of The Winning Line (Pay lines)	Compliant	
C.6	Bonus Payments	Compliant	
C.7	Bonus	Compliant	
C.8	Positioning, Size, Colour and Shape	Compliant	
C.9	Substitutes	Compliant	
C.10	Winning Combinations	Compliant	
C.11	Reel/Slot Game Options	Compliant	
C.11.1	Feature Trigger Patterns	Compliant	
C.11.2	Tokens Accumulation	Not applicable	The game under certification does not consist of Tokens Accumulation.
C.11.3	Free Spins	Compliant	
C.11.4	Respins / Held Reels	Not applicable	The game under certification does not consist of Respins.
C.11.5	Bonus Prizes	Compliant	
C.11.6	Metamorphic Sequences	Not applicable	The game under certification is not of metamorphic nature.
C.11.7	Held Reel Games	Not applicable	The game under certification does not consist of Held Reels.
C.11.8	Miscellaneous Symbols	Compliant	

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Requirements		Testing Result	Comments
D	Annex D: Roulette Game Requirements	Not applicable	Not applicable to the game type under certification.
E	Annex E: Dice Games Requirements	Not applicable	Not applicable to the game type under certification.
F	Annex F: General Card Game Requirements	Not applicable	Not applicable to the game type under certification.
G	Annex G: Single-Player Poker Requirements	Not applicable	Not applicable to the game type under certification.
H	Annex H: Multi-Player Poker Game Requirements	Not applicable	Not applicable to the game type under certification.
I	Annex I: Blackjack Game Requirements	Not applicable	Not applicable to the game type under certification.
J	Annex J: Live Dealer Games		
J.1	Live Dealer Registry Environment	Not applicable	Not applicable to the game type under certification.
J.2	Stationary Game Equipment	Not applicable	
J.3	Consumable Gaming Equipment	Not applicable	
J.4	Personnel	Not applicable	
J.5	Game Operations	Not applicable	
K	Annex K: Other Games	Not applicable	Not applicable to the game type under certification.
L	Annex L: Pure Skill Games		
L.1	Introduction	Not applicable	Not applicable to the game type under certification.
L.2	Cover Letter	Not applicable	
L.3	Documentation	Not applicable	
L.4	Source Code	Not applicable	

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Requirements		Testing Result	Comments
L.5	Monitoring by The ATF and ADM	Not applicable	
L.6	Request for Periodical Compliance Testing of "Pure Skill Games"	Not applicable	
M	Annex M: Betting Exchange		
M.1	Gaming Requirements - Acceptance	Not applicable	Not applicable to the game type under certification.
M.2	Gaming Account Balance	Not applicable	
M.3	Best Execution	Not applicable	
M.4	Delay for Live Markets	Not applicable	
M.5	Payment of Winnings and Refunds	Not applicable	
M.6	Technical Requirements of the Website / Channel	Not applicable	
M.7	Market Display (Bets Display)	Not applicable	
M.8	Disclosure Requirements	Not applicable	
N	Annex N: Bingo Game Requirements		
N.1	Introduction	Not applicable	Not applicable to the game type under certification.
N.2	Determination of Prizes	Not applicable	
N.3	Prices of The Cards	Not applicable	
N.4	Playing with A Coupon	Not applicable	
N.5	Game Operation	Not applicable	
N.6	Obligations Concerning Information	Not applicable	
N.7	Player Protection	Not applicable	

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6. DECLARATION OF CONFORMITY

The results obtained from eCOGRA's testing of the game per Section 3 comply with the ADM Guidelines for The Certification of Gaming Platforms and Games, version 2.1 - 01/01/2021.

Project Approval:

Ansonette Rees - Quality Director

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