DIRECTOR OF GAMING CONTROL AUTHORITY UNDER THE MINISTRY OF FINANCE OF THE REPUBLIC OF LITHUANIA ('GAMING CONTROL AUTHORITY')

INDEPENDENT REMOTE GAMBLING DEVICES CERTIFICATE

FOR

QUICKSPIN AB

STICKY BANDITS TRAIL OF BLOOD

HTML5-DESKTOP; HTML5-MOBILE

1.0.3

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SECTION 1. GENERAL INFORMATION

Client:	Quickspin AB Drottninggatan 95A 113 60 Stockholm Sweden
Platform Supplier:	Not applicable
Core Game Suppliers:	Not applicable
Aggregator:	Not applicable
Aggregation Platform:	Not applicable
Product Name:	Sticky Bandits Trail of Blood
Product Type:	Casino Slot
Scope of Testing:	Law of the Republic of Lithuania on Gambling; and Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 issued by the Director of Control Authority 'Regarding the Approval of Requirements for Remote Gaming Devices'
Assessment Scope	Game engine and functional evaluation of new game
Testing House:	eCOGRA Limited 2/F Berkeley Square House, Berkeley Square, London W1J 6 BD, United Kingdom
Testing House Accreditation:	A UKAS accredited testing laboratory No. 4656
Test Engineers:	Kabelo Williams; Gift Sebonyane; Tyrone Rajah; Sphamandla Langa
Test Supervisor:	Filipe Alves
Request for Certificate:	21 March 2022
Certificate Date:	08 April 2022
Certificate Number:	e224908QSALTUM
Evaluation Result:	Compliant

I hereby certify that the abovementioned Sticky Bandits Trail of Blood 1.0.3 complies with the requirements of Law of the Republic of Lithuania on Gambling and Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 issued by the Director of the Gaming Control Authority 'Regarding the Approval of Requirements for Remote Gaming Devices'.

Bradley Khoury
Chief Technical Officer
eCOGRA

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GAMING CONTROL AUTHORITY
REMOTE GAMBLING DEVICES CERTIFICATE - QUICKSPIN AB
STICKY BANDITS TRAIL OF BLOOD, HTML5-DESKTOP; HTML5-MOBILE, 1.0.3
CERTIFICATE NUMBER: E224908QSALTUM

SECTION 2. INTRODUCTION AND TESTING PERFORMED

eCOGRA has been appointed by Quickspin AB to evaluate and certify the following HTML5-Desktop; HTML5-Mobile Casino Slot game for compliance with the Law of the Republic of Lithuania on Gambling and Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 issued by the Director of the Gaming Control Authority "Regarding the Approval of Requirements for Remote Gaming Devices", and to highlight any exceptions identified during testing.

> **Sticky Bandits Trail of Blood, HTML5-Desktop; HTML5-Mobile (1.0.3)**

Compliance testing of the game operation (integrated on the platform) has been conducted on the certified game and associated RNG, including an evaluation and verification of the software implementation of the game artwork, maths and theoretical RTP. The game testing has been conducted on HTML5-Desktop; HTML5-Mobile, Platform Version: 1.0.0, which represents a pre-production testing environment, and which is essentially the same as the live environment, with verification procedures conducted over the actual RTP and games rules utilising the RNG tested, and where the digital signatures taken on the test platform are the same as those taken on the live environment. The testing was conducted on the aforementioned platform established at the platform and RNG provider, Quickspin AB, during the period 21 March 2022 to 08 April 2022.

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

Detailed analysis was performed on the game simulation results for the game Sticky Bandits Trail of Blood, HTML5-Desktop; HTML5-Mobile , Version 1.0.3. The game simulation testing was performed to ensure that the game implements the rules as described in the rules to the players before play commenced.

The game simulation evaluation was performed to ensure the following requirements were met:
- The game outcomes were randomly generated; and
- The game produces results fairly reflecting the theoretical RTP%.

The RNG utilised in evaluating the game output and games rules has been sufficiently and appropriately tested in a separately issued test house summary report. Please refer to Refer to RNG report: e213905QSALTU

SECTION 3. PERCENTAGE RETURN TO PLAYER ('RTP')

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

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 4. SOFTWARE DETAILS

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

Core Game: (HTML5-Desktop; HTML5-Mobile) – Sticky Bandits Trail of Blood 1.0.3

Software Provider	Certification Reference		
Quickspin AB	e224908QSALTUM - Quickspin AB LTU Sticky Bandits Trail of Blood (1.0.2)		
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

RNG

Software Provider	Certification Reference		
Quickspin AB	e213905QSALTU		
File Name	**Version Date**	**Version Number**	**MD5 Hash Sum / SHA-1 Hash Sum**
RNG.jar	11/12/2015	2.0	5863170A231DB171413F2664B0DC2305 2AADB91A9B0CD1466ADA084721080423D7821C9E

SECTION 5. GAME DESCRIPTION

Sticky Bandits Trail of Blood (HTML5-Desktop; HTML5-Mobile), 1.0.3

Sticky Bandits Trail of Blood

About the game

Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.
Theoretical payout is 96.23%.

Special symbols

Wild Symbols

The game has 5 different Wild Symbols. One type of Wild per reel. They all work the same way:

Wilds In Base Game

Wilds appear on all reels and replace all other symbols.
Landing 3 or more Wilds anywhere in a single spin awards Revenge Free Spins.
- o   3 Wilds anywhere award 10 Revenge Free Spins.
- o   4 Wilds anywhere award 12 Revenge Free Spins.
- o   5 Wilds anywhere award 15 Revenge Free Spins.

Wilds In Revenge Free Spins

Wilds appear on all reels and replace all other symbols.

All Wilds that initiated Revenge Free Spins stick in place until the end of Revenge Free Spins.

Any additional Wilds stick in place until the end of Revenge Free Spins and award 1 extra Free Spin.

Game Features

Revenge Free Spins

3 or more Wild symbols will initiate Revenge Free Spins.
- 3 Wilds anywhere award 10 Revenge Free Spins.
- 4 Wilds anywhere award 12 Revenge Free Spins.
- 5 Wilds anywhere award 15 Revenge Free Spins.

All Wilds that initiated Revenge Free Spins stick in place until the end of Revenge Free Spins.

In Revenge Free Spins, additional Wilds stick in place until the end of Revenge Free Spins and award 1 extra Free Spin.

Sticking Wilds to an entire line triggers a Trail of Blood and pays you 300x bet per locked line every Revenge Free Spin.

Buy Feature

- You can buy entry into the Revenge Free Spins.
- By paying 100x bet the feature will trigger with 3 or more Wilds with the same frequency as when triggering it by chance.
- By paying 400x bet the feature will trigger with 4 or more Wilds with the same frequency as when triggering it by chance.
- The Free Spins works the same as when triggering by chance.
- The payout for the 100x bet option is 96.36%.
- The payout for the 400x bet option is 96.68%.
- Buy Feature may not be available in all markets.

How to Play

Video slots are very easy to play. Just follow the 3 steps:

1. Choose your total bet
2. Press the SPIN symbol button
3. Check for any win in the WIN field

For more understanding of Settings, Game Rules, and Game Features read the text below.

Description Of Game Functionality

Bet

The Total bet is shown in the TOTAL BET display. Change the bet by clicking on the display and choosing the total bet of your choice.

The number of bet lines used in the game is fixed at 10.

Spin

The game is started by pressing the SPIN symbol button.
While the reels are spinning, you can quick stop the game by pressing the screen (where available).

Win

Any total win in a game round will be displayed in the WIN field.
Symbol pays are displayed in the paytable, and reflects the current bet configuration.
Line wins pay in succession from leftmost to right.
Only the highest win per line is paid.
The separate line wins will be displayed on the winning line during the win presentation.
In Free Spins only the total win for each spin is shown in the WIN field while the accumulating win for all Free Spins is shown in the TOTAL WIN field.

Paytable

All winning combinations in the game can be viewed in the paytable, which can be reached through the 'i' button in the keypad menu.

Autoplay

Using Autoplay will let you play a number of game rounds automatically.
Press AUTOPLAY and choose a number of game rounds to initiate Autoplay.
The remaining number of spins is displayed while Autoplay is active.
Autoplay is stopped by pressing the STOP button.

Advanced Autoplay Settings (where available)

The Advanced Autoplay settings allow the player to set number of plays, total session loss limit, and single win limit.
Autoplay will stop when any of the selected limits are exceeded.

Fast Play (where available)

The Fast Play functionality is used to get the shortest game round possible.
Fast Play is initiated from the button in the keypad.

Desktop Version Settings (where available)
In the settings panel at the lower left of the game you can choose:

Sound

This setting allows you to choose if the game should play sounds and music.

Use SPACE for spin

This setting allows you to use your Space Bar on your keyboard to initiate game rounds.

Show Splash Screen on start up

This setting allows you to switch the games Splash Screen on and off.

Mobile Version Settings

Player Controls

HOME symbol redirects back to the mobile game lobby.
GAME CONTROLS are reached by tapping the GAME CONTROLS icon.

Game Controls

Access GAME CONTROLS to change TOTAL BET size and access the AUTOPLAY settings.
On the side panel access CLIENT SETTINGS by tapping the SETTINGS ICON.
In SETTINGS, SOUND selection allows you to choose if the game should play sounds and music.
In SETTINGS, REPLAY will take you to game play history.
PAYTABLE icon accesses game PAYTABLE.
The '?' Symbol opens GAME RULES.

Rules

Malfunction voids all pays and plays.
Incomplete games will be automatically resolved after 2 days. Any winnings resulting from automatic resolve shall be paid to player's account.

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Sticky Bandits Trail of Blood

About the game

Sticky Bandits Trail of Blood is a 5-reel, 10-line game, featuring FREE SPINS, and STICKY WILDS during FREE SPINS.
Theoretical payout is 94.19%.

Special symbols

Wild Symbols

The game has 5 different Wild Symbols. One type of Wild per reel. They all work the same way:

Wilds In Base Game

Wilds appear on all reels and replace all other symbols.
Landing 3 or more Wilds anywhere in a single spin awards Revenge Free Spins.
- o   3 Wilds anywhere award 10 Revenge Free Spins.
- o   4 Wilds anywhere award 12 Revenge Free Spins.
- o   5 Wilds anywhere award 15 Revenge Free Spins.

Wilds In Revenge Free Spins

Wilds appear on all reels and replace all other symbols.
All Wilds that initiated Revenge Free Spins stick in place until the end of Revenge Free Spins.
Any additional Wilds stick in place until the end of Revenge Free Spins and award 1 extra Free Spin.

Game Features

Revenge Free Spins

3 or more Wild symbols will initiate Revenge Free Spins.
- o   3 Wilds anywhere award 10 Revenge Free Spins.
- o   4 Wilds anywhere award 12 Revenge Free Spins.
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In Revenge Free Spins, additional Wilds stick in place until the end of Revenge Free Spins and award 1 extra Free Spin.

Sticking Wilds to an entire line triggers a Trail of Blood and pays you 300x bet per locked line every Revenge Free Spin.

Buy Feature

- o   You can buy entry into the Revenge Free Spins.
- o   By paying 100x bet the feature will trigger with 3 or more Wilds with the same frequency as when triggering it by chance.
- o   By paying 400x bet the feature will trigger with 4 or more Wilds with the same frequency as when triggering it by chance.
- o   The Free Spins works the same as when triggering by chance.
- o   The payout for the 100x bet option is 94,33%.
- o   The payout for the 400x bet option is 94,64%.
- o   Buy Feature may not be available in all markets.

How to Play

Video slots are very easy to play. Just follow the 3 steps:

1.   Choose your total bet

2. Press the SPIN symbol button
3. Check for any win in the WIN field

For more understanding of Settings, Game Rules, and Game Features read the text below.

Description Of Game Functionality

Bet

The Total bet is shown in the TOTAL BET display. Change the bet by clicking on the display and choosing the total bet of your choice.
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Game Controls

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On the side panel access CLIENT SETTINGS by tapping the SETTINGS ICON.
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PAYTABLE icon accesses game PAYTABLE.
The '?' Symbol opens GAME RULES.

Rules

Malfunction voids all pays and plays.
Incomplete games will be automatically resolved after 2 days. Any winnings resulting from automatic resolve shall be paid to player's account.
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SECTION 6. REVIEW FINDINGS

The key findings of our review of the game for compliance with the relevant sections of the Order No. DI-678 of 16 November 2015 and as amended by Order No. DIE-443 of 21 July 2021 issued by the Director of Control Authority "Regarding the Approval of Requirements for Remote Gaming Devices", are as follows:

Technical Requirement	Assessment	Comments
GENERAL PROVISIONS		
1. The Requirements for remote gambling devices (hereinafter, "Requirements") provide the basic and technical requirements for remote gambling devices used to provide remote gambling services in the Republic of Lithuania.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
2. These Regulations have been prepared in compliance with the requirements of Directive 98/48/EC of the European Parliament and of the Council of 20 July 1998 amending Directive 98/34/EC laying down a procedure for the provision of information in the field of technical standards and regulations.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
3. The following terms are used in these Requirements: 3.1. "client software" means software designed to conduct remote gambling and installed on the player device; 3.2. "client interface" means the interface between the client's software and internet browser, which the player uses to interact with a remote gambling device; 3.3. "game cycle" means the totality of all actions and communications of a remote gambling device occurring in the course of one game; 3.4. "player device" means a device through which a player participates in remote gambling; 3.5. "game cycle element" means a constituent part of a game, which can only be started after the presentation of the result of the main game and completed before the end of the game cycle;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirement	Assessment	Comments
3.6. "player session" means all actions and communications carried out by a player of confirmed identity and a remote gambling device in the course of the period commencing when the player of confirmed identity connects to the remote gambling device and ending when the player disconnects from the device.		
4. Other terms used in the Requirements are in accord with the terms used in the Law of the Republic of Lithuania on gambling.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
5. Types of remote gambling employing remote gambling devices shall be as follows: 5.1. betting - gambling through a remote gambling device by betting on dog or horse races which will not occur in objective reality (i.e. which are invented by the remote gambling device); 5.2. remote bingo - gambling through remote gambling devices which imitate bingo games; 5.3. remote gambling on a Category A machine - gambling through remote gambling devices which imitate gambling on a Category A machine; 5.4. remote gambling on a Category B machine - gambling through remote gambling devices which imitate gambling on a Category B machine; 5.5. remote table games - gambling through remote gambling devices which imitate table games. 5.6. Remote real-time table game – a table game played on a remote gaming device where the event determining the result of the game is generated in real time and directly by means of mechanical, electronic, or electromechanical equipment and/or a random number generator as well as by means of remote-gaming communication that are given to gamblers.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirement	Assessment	Comments
BASIC REQUIREMENTS FOR REMOTE GAMBLING DEVICES		
6. Remote gambling devices must automatically check the following: 6.1. the authenticity of its constituent and other components which affect the outcome of games, through the means of digital signature (for example SHA checksums) or other equivalent methods, at the time when the remote gambling device is switched on and then at a frequency of no more than 24 hours after switching on; and 6.2. the authenticity of the client software (where this is used to connect a remote gambling device and a player device), through the means of digital signature (for example SHA checksums) or other equivalent methods, at the time when the client software establishes a connection to the remote gambling device and then at a frequency of no more than 24 hours after establishment of the connection.	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.
7. The results of authenticity checks performed by a remote gambling device must be stored in its database for at least 90 calendar days.	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.
8. A remote gaming device that detects discrepancies (error) in the authenticity of its constituent components must stop the operation of all remote games that contain discrepancies (error) and those components that may be affected by discrepancies (error).	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.
9. Whenever a remote gambling device or client software detects authenticity inconsistencies in constituent components of the client software, or detects connection interruptions between the remote gambling device and the client software, they must disable the operation of client software.	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.
10. Remote gambling devices must be designed so as to have the capability to be securely checked, both locally and remotely, to identify at the system level any installed software, including components of the automatic checking software of the remote gambling device itself (hereinafter, "remote gambling device software") and their versions, using a reliable	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.

Technical Requirement	Assessment	Comments
external inspection device prepared by a third party (hereinafter, "external inspection device"). The reliability of external inspection devices must be assessed by an accredited body (laboratory).		
11. The design of remote gambling devices must be such as to allow for checking their software with an external inspection device.	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.
12. Remote gambling devices must ensure that only persons authorised to do so are able to change information in its own records and logs of operations (switching on and off of the device, malfunctions, disabling and enabling of games) (hereinafter, "key operations"). When any of the said data are changed, remote gambling devices must log and store the following for at least 90 days:	Compliant	Refer to: 21830QSNLIT001 report for certification testing conducted on the Integrity Checker.
12.1. the changed data element;		
12.2. the initial value of the data element;		
12.3. the changed value of the data element;		
12.4. the date and time of the data element change; and		
12.5. the person who made the change.		
13. Remote gambling devices must log and store the following for at least 90 days:	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
13.1. the player's unique identification number (ID);		
13.2. the game status (in progress, completed, etc.);		
13.3. the unique identification number of the game and table (if the game was played at a table);		
13.4. the unique identification number of the winnings table;		
13.5. the identification number and version of gambling software installed on a remote gambling device;		
13.6. the version of client software (where this is used); and		
13.7. information on the reasons for disabling and enabling games and player sessions.		

Technical Requirement	Assessment	Comments
14. Remote gambling devices must have an internal clock which keeps the date and time or a built-in timestamp server (hereinafter, "internal clock"), which shall be used to:	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
14.1. form timestamps for key operation;		
14.2. prepare reports;		
14.3. form timestamps for bets placed and gambling operations carried out.		
15. The time kept by the internal clock of a remote gambling device must be clearly visible to the player at all times.	Compliant	
16. Remote gambling devices must be able to reproduce the following gambling data for at least the last game played by a player:		
16.1. the date and time when a game starts and finishes;	Compliant	
16.2. the amount of money or credits possessed by a player prior to and after a game;	Compliant	
16.3. the total bet amount;	Compliant	
16.4. amounts of money won or number of credits;	Compliant	
16.5. the total amount of money won or the number of credits;	Compliant	
16.6. gambling offers;	Compliant	Testing has been conducted to validate that all betting options are accessible to the player at the time of wagering opportunities in the game.
16.7. gambling operations and their results;	Compliant	
16.8. choices made by the player while gambling and their outcomes;	Compliant	
16.9. results of game cycle elements; and	Compliant	
16.10. a replay of the entire game.	Compliant	
17. Client software and player devices may not:		
17.1. have logic that generates game results;	Compliant	
17.2. continue games after loss of connection to the remote gambling device; or	Compliant	
17.3. store restricted data.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirement	Assessment	Comments
18. Exchange of data between and among client software and player devices, except for chat (text, audio, video, etc.) and permitted files (photo and user description, other photos, etc.), shall be prohibited.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
19. Data transmission between remote gambling devices and client software must be encrypted.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
20. Client software functions unrelated to games must not influence gambling.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
21. Prior to initialising a player session, client software and the remote gambling device must detect any incompatibilities or limitations which would prevent client software from working adequately with the remote gambling device.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
22. Whenever a remote gambling device detects incompatibilities or limitations, the following must be performed: 22.1. the player must be informed about the incompatibilities or limitations detected; and 22.2. a player session must not be initialised until the incompatibilities or limitations have been removed. 22.3. remote gambling devices must have the capability to disable and enable all or certain games and player sessions.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
BASIC REQUIREMENTS FOR GAMES CONDUCTED THROUGH REMOTE GAMBLING DEVICES		
23. The purpose of touching (pressing) areas depicted in the player interface must be clearly indicated adjacent to the respective areas and/or in the game rules. Touching (pressing) areas and keyboard key combinations lacking a description may not appear in the player interface.	Compliant	
24. Amounts of money represented in the player interface must be in a currency which is a lawful payment and settlement instrument in the Republic of Lithuania.	Compliant	

Technical Requirement	Assessment	Comments
25. Any player interface or website accessible through an active link displayed in a clearly visible place in another player interface must at all times provide the possibility to familiarise oneself with the rules of the game.	Compliant	
26. In the rules of the game, illustrations, payment tables and help screens, all claims and images must be clear and not be misleading to the player. They must also contain the following:		
26.1. information on how costs related to acceptance of bets and paying of winnings will be shared (transfer and other costs, if any), and their amount if these costs will be deducted from the player's prize money;	Not applicable	Does not apply to this product offering.
26.2. an indication of the theoretical percentage of the winning fund and a detailed explanation of how it was determined and how the player can achieve it (eg use of an optimal strategy);	Compliant	The theoretical return to player percentage of the game is: 96.23% Buy Feature 100x bet: 96.36% Buy Feature 400x bet: 96.68% 94.19% Buy Feature 100x bet: 94.33% Buy Feature 400x bet: 94.63%
26.3. data of winning tables (This information must include all lucky outcomes and combinations together with the corresponding prize payments expressed as values and in a currency which is a lawful payment and settlement instrument in the Republic of Lithuania. All prize payments and methods must be theoretically possible.);	Compliant	
26.4. explanation of how to play all elements of the game;	Compliant	
26.5. the procedure for ending and cancelling unfinished game cycles.	Compliant	
27. The maximum prize must be attainable in one game cycle.	Compliant	
28. Game cycles may only be started after all of the following conditions have been met:		

Technical Requirement	Assessment	Comments
28.1. the player's gambling account has a sufficient amount of money;	Compliant	
28.2. the player has allocated a sufficient amount of money or credit for the game;	Compliant	
28.3. the player has pressed and released the game-starter button (for example, "Play") or performed an equivalent action.	Compliant	Auto Play functionality to be disabled.
29. In addition to the main game, a game cycle may have the following game cycle elements:		
29.1. games, which determine entitlement to free games;	Compliant	
29.2. bonus "second screen" games;	Compliant	
29.3. games where the player has a right of choice;	Compliant	
29.4. games with rules which allow allocating an additional amount of money or credits; and	Not applicable	Game does not allow additional wagers during a game round.
29.5. secondary gambling functions, i.e. risk options (risk level functions).	Not applicable	Game does not comprise a gamble feature.
30. A play cycle shall be considered completed when the amount of money or credits in the player's respective counters is fully reached or lost.	Compliant	
31. A play cycle shall not be considered completed when its result is undetermined or is not clearly visible to the player.	Compliant	
32. Unfinished game cycles must be completed prior to starting a new game cycle.	Compliant	
33. When players connect to a remote gambling device, the device must present an unfinished game cycle for the player to finish it.	Compliant	Gambling organisers terms and conditions not managed by the supplier.
33.1. Where the player does not need to perform any actions in order to finish a previously unfinished game cycle, the remote gambling device must display to the player the final result of the game cycle and account for the amount of money or credits in the player's respective counters.	Compliant	Gambling organisers wallet functionality and terms and conditions not managed by the supplier.
33.2. Where the player does need to perform actions in order to finish a previously unfinished game cycle, the remote gambling device must return the player to the position in the game cycle where the player was prior to the game being interrupted.	Compliant	Gambling organisers terms and conditions not managed by the supplier.

Technical Requirement	Assessment	Comments
34. Remote gambling devices must hold any bets placed in unfinished game cycles which can still be completed until this is done. Remote gambling devices must clearly display to the player any amounts of money which are on hold in unfinished game cycles.	Compliant	Gambling organisers wallet functionality and terms and conditions not managed by the supplier.
35. In the event of remote gambling device malfunctions which prevent the completion of a game cycle, the remote gambling device must cancel such a cycle and refund the bets placed by the player.	Compliant	Gambling organisers wallet functionality and terms and conditions not managed by the supplier.
36. The following information must be visible to and easy to locate for the player at all times in the course of a game cycle:		
36.1. the name of the game being played;	Compliant	
36.2. limits on gambling or bets, such as limits on the duration of gambling, maximum prize value, etc.;	Compliant	
36.3. gambling offers;	Compliant	Testing has been conducted to validate that all betting options are accessible to the player at the time of wagering opportunities in the game.
36.4. gambling operations and their results;	Compliant	
36.5. the balance of player's current session; and	Compliant	
36.6. the value of the bet placed (this information must be displayed in game cycle elements where the player can place or increase bets);	Compliant	
36.7. the value of winnings in the completed game cycle (this information must be displayed until another game cycle is started or bet selections are changed);	Compliant	
36.8. selections made by the player in the course of the completed game cycle (this information must be displayed until another game cycle is started or until selection changes are made);	Compliant	
36.9. the player's initial selections and player's selection options once the game cycle has started;	Compliant	
36.10. values of winnings for each bet separately and total amount of winnings;	Compliant	

Technical Requirement	Assessment	Comments
36.11. the series and number of the special identification mark issued by the Gaming Control Authority under the Ministry of Finance of the Republic of Lithuania; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
36.12. the identification number and version of the client software.	Compliant	
37. Gambling through a player interface may not be started before the relevant counter readings, connection information and player's session balance for that interface have been updated in the remote gambling device.	Compliant	The relevant counter readings, connection information and player's session balance are not managed by the supplier.
38. Gambling may not be started automatically when:	Refer below:	
38.1. a game is being selected;	Compliant	Gambling organisers game lobby not managed by the supplier.
38.2. the player's gambling account has a sufficient amount of money for gambling; or	Compliant	Gambling organisers wallet and account functionality not managed by the supplier.
38.3. the game-starter button has been pressed and is being held down.	Compliant	
39. A game must not create a false impression for the player that the player is able to control the course of the game using skill.	Compliant	
40. Gambling functions which influence the creation of any game result or outcome must be performed by the remote gambling device. Their performance must be independent of external factors and devices.	Compliant	
41. Remote gambling devices must display each game result selected and may not change this result.	Compliant	
42. Remote gambling devices which imitate real devices and their operation (revolving discs, rolling dice, flipping coins, dealing cards, etc.) must ensure that: 42.1. the imitation it creates corresponds to the behaviour and appearance of the real device; 42.2. the probability of any event which may occur in the course of the imitation must be equivalent to the probability of the same event occurring on the real device; 42.3. when several real devices are imitated in the course of a game, the device imitations must be independent of each other.	Not applicable	Game does not imitate real devices.

Technical Requirement	Assessment	Comments
43. The percentage of the winning fund where the optimal strategy is played according to the information provided in the gambling rules must not be less than that specified in the gambling rules.	Not applicable	There is no optimal strategy in the game.
44. Any strategy advice or automatic delays must be fair, not be misleading, not present a bad choice and ensure the minimum share per cent of the winning fund.	Not applicable	No strategic advice is provided during the course of the game and there are no automatic delays.
45. Players must have the possibility to adjust automatic delays and strategy.	Not applicable	No strategic advice is provided during the course of the game and there are no automatic delays.
46. Games in which the result depends on the player's physical skill and/or reaction time to the gambling device shall be prohibited.	Not applicable	The game is not a game of skill.
47. Random number generators used in remote gambling must be statistically independent and evenly distributed, and their reliability level (confidence interval) must be at least 99 %.	Compliant	Refer to report e213905QSALTU for RNG certification testing conducted.
48. Any sorting or distribution method used by a remote gambling device must ensure that all described game results are achievable and created in accordance with prevailing probabilities. Any sorting and matching algorithms must not be biased.	Compliant	Refer to report e213905QSALTU for RNG certification testing conducted.
49. Random number generators must continually generate random numbers irrespective of whether they are being used at a given time to select a game result or not.	Compliant	Refer to report e213905QSALTU for RNG certification testing conducted.
SPECIAL REQUIREMENTS FOR CATEGORY A AND B MACHINE GAMES CONDUCTED THROUGH REMOTE GAMBLING DEVICES		
50. The share per cent of a winning fund must be:	Refer below:	
50.1. no less than 90 % and no more than 100 % of the total sum of bets received for Category A games; and	Compliant	The theoretical return to player percentage of the game is: 96.23% Buy Feature 100x bet: 96.36% Buy Feature 400x bet: 96.68% 94.19%

Technical Requirement	Assessment	Comments
		Buy Feature 100x bet: 94.33%
		Buy Feature 400x bet: 94.63%
50.2. no less than 80 % and no more than 100 % of the total sum of bets received for Category B games.	Not applicable	The game does not meet the definition of a Category B game.
51. The duration of a single game must be:	Refer below:	
51.1. at least 1 second for Category A games; and	Compliant	
51.2. at least 3 second for Category B games.	Not applicable	The game does not meet the definition of a Category B game.
52. In Category B games, the maximum bet value shall be EUR 0.5, while the winnings per single game must not be more than 200 times greater than the bet amount.	Not applicable	The game does not meet the definition of a Category B game.
SPECIAL REQUIREMENTS FOR TABLE GAMES CONDUCTED THROUGH REMOTE GAMBLING DEVICES		
53. Use of software imitating a gambler shall be prohibited.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
54. Remote gambling devices which enable players to play remote table games against one another must:	Refer below:	
54.1. warn players about how software imitating a gambler used by other players can influence the game and must provide the possibility for players to inform the gambling organiser about the potential use of such software; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
54.2. ensure that any one player is unable to take more than one gambling seat at the table.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
55. Remote real-time table game must be continuously filmed in such a way that the video record would clearly show the gambling activity and the actions performed by the croupier (if the event determining the result of the game is generated with the help of a croupier) and make it possible to determine whether the game is played in accordance with the approved rules.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.

Technical Requirement	Assessment	Comments
57. The electronic, electromechanical and mechanical equipment used to hold remote real-time table games must ensure that the game result is random.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.