



<b>Date of Report:</b>	23 August 2023
<b>Issuing Laboratory:</b>	GLI Europe B.V. Diakenhuisweg 29-35 2033AP Haarlem The Netherlands
<b>Report Recipient:</b>	Arrise Solutions (Malta) Limited Block E, Falcon House High Street, Sliema SLM 1544 Malta
<b>Jurisdiction:</b>	Greece Online
<b>Technical Standards for Testing:</b>	<ul style="list-style-type: none"><li>• Decision with Reference number 79835 EΞ 2020 (B' 3265) entitled "Adoption of Gaming Regulation on the Organisation and Operation of online games of chance." published on 05/08/2020 as amended by Decisions No 56604 EΞ 2022 published on 4/05/2022 and No 67663 EΞ 2022 (B' 2483) published on 20/05/2022</li><li>• Decision with Reference number 79841 EΞ 2020 (B' 3266) entitled "Adoption of Regulation on the Technical Specification (TEP) for the Organisation and Operation of online games of chance" published on 05/08/2020, as amended with the decision with reference number 58876 EΞ 2022 (B 2232)</li></ul>
<b>Software Suppliers:</b>	Arrise Solutions (Malta) Limited Block E, Falcon House High Street, Sliema SLM 1544 Malta
<b>Submitting Party:</b>	Arrise Solutions (Malta) Limited Block E, Falcon House High Street, Sliema SLM 1544 Malta



<b>Products Tested:</b>	Big Bass Crash
<b>File Numbers:</b>	MO-246-PPD-23-07
<b>Testing Results:</b>	<b>Complies</b>
<b>Report Type:</b>	Evaluation and Certification
<b>Request Date:</b>	18 July 2023
<b>Evaluation Period:</b>	24 July 2023 – 22 August 2023
<b>Evaluating Laboratories:</b>	<ul style="list-style-type: none"><li>• GLI Italy B.V. - Filiale italiana (Sede di Bologna) Via Maestri del Lavoro, 3 40138 Bologna – BO Italy</li><li>• GLI Africa (Pty) Ltd 7 River Road, River View Park Janadel Avenue Halfway Gardens, Midrand South Africa</li><li>• GLI Europe B.V. Diakenhuisweg 29-35 2033AP Haarlem The Netherlands</li><li>• GLI UK Gaming Ltd Llys Helyg Ffordd y Llyn, Parc Menai Bangor Gwynedd LL57 4EZ United Kingdom</li></ul>



<b>Internal methods used reference</b>	PC-TC-001, WI-EN-010, WI-EN-023, WI-EN-477, WIP 24, WI-EN- 013, WI-EN-052, SOP-MA: Math
<b>Expiration Date</b>	23 August 2028
<b>Manufacturer</b>	Arrise Solutions (Malta) Limited Block E, Falcon House High Street, Sliema SLM 1544 Malta



**Product Details**

GLI tested the following game during the evaluation:

Game Name	Program ID	Server Version	Client Version	iOS Version	Config Version
1: Big Bass Crash	N/A	1.66.123	--	--	--

## Software

A description of the submitted software is listed below.

### 1. Game Name:

Big Bass Crash

"Big Bass Crash" is crash game. The objective is to collect the highest possible win before the multiplier crashes. The player can collect the current win at any given moment using the "CASHOUT" or "CASHOUT 50%" buttons.

The player can also choose a value for "Auto Cashout" or "50% Auto Cashout" which will perform automatic cashout, without the intervention of the player, if the current value in game exceeds the set by the player value.

For version-control of the software, GLI gathered the following signatures:

Description	Game Name	File/Directory Name	Version
N/A	Big Bass Crash	/bea/domains/casino/servers/Casino/upload/CasinoEAR/ap p/GameServer-X.XX.XX.war/WEB-INF/lib/critical.jar/com/ex tremelivegaming/game/critical/BetCodeVO.class	1.66.123
SHA-1	1E0C535C5357F06538B84B936AA34670D86BB931		
MD5	1A20AAF103CD5F2427F0BCF12A2D1694		
N/A	Big Bass Crash	/bea/domains/casino/servers/Casino/upload/CasinoEAR/ap p/GameServer-X.XX.XX.war/WEB-INF/lib/critical.jar/com/ex tremelivegaming/game/critical/ResultCodeVO.class	1.66.123
SHA-1	F7FF44C528A4C6F22A90E936CC299C497045D6B3		
MD5	65C73A564769AB8F1999C94DE478C832		
N/A	Big Bass Crash	/bea/domains/casino/servers/Casino/upload/CasinoEAR/ap p/GameServer-X.XX.XX.war/WEB-INF/lib/critical.jar/com/ex tremelivegaming/game/critical/SpaceManRNGObject.class	1.66.123
SHA-1	D060B63B5707666CE67386EB89E95C311BFA2EBF		
MD5	9B436DAC91C2A33A8B9E629D9BF5A239		

## Software

For version-control of the software, GLI gathered the following signatures:

Description	Game Name	File/Directory Name	Version
N/A	Big Bass Crash	SpacemanFirstLevelRngConfiguration	1.66.123
SHA-1	8DB017E2163384EF1A8AEFCEACCB72F4AF5F8BC3		
MD5	EC37DA5649224F2FE43DB3136C3A5E7A		
N/A	Big Bass Crash	SpacemanSecondLevelRngConfiguration	1.66.123
SHA-1	868735FD0446E6F561C41AAA9328D1CFCC8BF23D		
MD5	081386A32117C0146BC6D23B55A57C1A		

## Game Information

GLI performed an independent calculation of the theoretical Percentage Return to Player (%RTP) values of the game and the results are listed in the table below.

Game Name	Supplier's Paytable ID	In Game RTP %	Supplier's RTP %	GLI's RTP %
Big Bass Crash	N/A	95.50%	95.50%	95.50%

Game Name	Supplier's Paytable ID	Minimum Bet	Maximum Bet	Max Win
Big Bass Crash	N/A	1.00€	100.00€	500,000.00€

GLI has confirmed that the published RTP values (shown) either:

- a) lie within expected statistical limits of equivalent values computed from simulated test data, or
- b) match those derived analytically from a mathematical model of the game.

## Notes

GLI's compliance evaluation of the software was related only to the technical scope of work elements discussed herein. This specifically excludes any other features or functions provided by the submission not related to these elements. Any sections of the aforementioned Technical Standards specific to the Random Number Generator (RNG), Platform or Financial Reporting were outside of the scope of this software and/or integration evaluation.

Testing was completed in a test environment where the game is integrated into the platform using the RNG as documented in GLI report RN-400-PPL-22-02-484\_1, issued on 24 January 2023.

GLI's Evaluation of the software included (but was not necessarily limited to) the following elements to the extent necessary to evaluate the software for compliance with the requirements in the aforementioned Technical Standards:

- Software and System Version Control
- Submitted Documentation Review
- Artwork and Game Rules Review
- Source Code Review
- Game Accounting
- Game Mathematics
- Emulation Testing
- Jurisdictional Requirements Verification
- Game Error/Event Handling
- Functionality Testing



## Verification Procedures

GLI generated the checksums of the files and/or directories using the methods stated below:

### Verify+ by Kobetron™ - Verification Procedure

1. Open Verify+ by Kobetron™.
2. Select the 'File' or 'Directory' radio button.
3. Select the 'Browse' button and then choose the file or the top directory for which a signature is being requested.
4. Click the "Verify" button.
5. The current file/directory being checked will be displayed in the window.
6. The program will generate the aforementioned signatures and display the results.

## Test Environment

The software was tested in an environment consisting of the following components:

Client Side Details	
Delivery Mechanism(s)	Desktop Web-based, Mobile Web-based
Client Installer Package(s)	N/A
Delivery Mechanism Type(s)	HTML5
Testing Details	
Platform(s) and Version(s) Tested With	N/A
Browser(s) and Version(s) Tested With	Google Chrome Desktop (116.0.5845.97), Google Chrome Google Mobile Emulator (116.0.5845.97)
Operating Systems(s) With Version	Windows Enterprise Desktop (21H1)
Mobile Device(s)	N/A
iOS Client(s)	N/A

**RvA Registration Number of Accreditation applicable to this Report:**

Testing	L372
Products	C577

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Subject to the Conditions of Evaluation, GLI has determined that the evaluated elements comply with the requirements of the applicable Technical Standard(s) of the aforementioned jurisdiction.

If you should have any questions regarding this information, please feel free to contact our office.

Sincerely,

A handwritten signature in black ink, appearing to read "Martin Britton".

Martin Britton

Managing Director

## Jurisdictional Annex

Decision with Reference number 79835 EE 2020 (B' 3265) entitled "Adoption of Gaming Regulation on the Organisation and Operation of online games of chance." published on 05/08/2020.			
Article 11 WAGERING EVENTS		Determination	Result/Explanation
11.1	The following may be offered for wagering under a Type 1 License:	N/A	
	a. Sporting events, group or individual, sports meetings or competitions organised by the Olympic Committee, by an International or National Athletic Confederation/Federation/Association or the members thereof, as well as by any other athletic or sporting organisation recognised at a national or international level, and includes a sporting event held in the context of a championship or event or meeting, conducted in accordance with the rules of the Olympic Committee or the relevant national or international federation, or association, including horse racing and dog racing, as well as a friendly sporting event.	N/A	
	b. Virtual sports events involving virtual teams (fantasy sports) formed by the player by selecting athletes of one or more real teams, the result of which is derived by the participation and/or performance of the selected athletes forming the virtual teams, in real sporting events where real teams participate in.	N/A	
	c. Virtual events, the result of which is generated using a Random Number Generator.	N/A	
	d. Other events, non-recorded, virtual or not, the nature of which is suitable for wagering.	N/A	
	e. Other sporting events on which wagering is permitted pursuant to Article 3 of Act 4603/2019 (A 48).	N/A	
11.2	To offer events referred to in point a, prior notification to the HGC is required. The notification includes the events within which the Wagering Events are held and the organising authority.	N/A	
11.3	To offer events referred to in points b and d, the approval of the HGC is required, upon the request of the Licensee. In the application is described each individual event or set of events, the potential frequency thereof, the applicable rules, the means of transmission, the place and time of the event, the manner and time of the conclusion and notification of the result, the manner of ensuring the integrity of the event, the organiser, the agreement between the Licensee and the organiser, if required, as well as any other information, documents or supporting documents requested by the HGC in order to be able to rule on the integrity of the event. The HGC shall decide on the approval of the offering event for wagering within thirty (30) days of the submission of the application. If the deadline expires without a decision, the application will be deemed tacitly rejected. The above deadline ceases to apply if the HGC requests additional information. In this case, the thirty (30) day time limit commences upon the submission of the additional information.	N/A	

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11.4	In particular, for non-virtual events of point d at a national, pan-European or global level falling within the scope of politics, art, entertainment and social life, the Licensee does not apply for approval, but notifies the HGC of the above.	N/A	
11.5	Offering wagering events on the following is not allowed:	N/A	
	a. Championships/competitions of minors in any sport/event.	N/A	
	b. Local championships/competitions.	N/A	
	c. School championships/competitions.	N/A	
	d. The outcome of which depends on the outcome of other games of chance.	N/A	
	e. For events whose wagering thereon has been prohibited by a decision of the Professional Sports Committee or other competent authority.	N/A	
	f. For events whose wagering thereon has been prohibited by a decision of the HGC.	N/A	
11.6	The operation of betting exchanges is prohibited.	N/A	
11.7	The organisation and operating of games of chance which violates the exclusive rights already granted by the Greek State is prohibited.	N/A	
11.8	The Licensees are not allowed to offer, accept and in any way mediate in the following bets:	N/A	
	a. Bets that demean human beings in particular because of their gender, sexual orientation, ethnic origin, religious beliefs, age or disability, and generally offend human dignity and moral order.	N/A	
	b. Bets related to the killing or injuring of humans or animals.	N/A	
	c. Betting on events that have already been completed at the time the bet is made.	N/A	
11.9	The maximum amount of winnings per wager must not exceed five hundred thousand (500,000) euros. The Licensee may set a maximum amount of winnings per wager per event, sport and/or competition, up to the amount of five hundred thousand (500,000) euros. In the case of wagers on multiple events for which there are different limits at the level of the sport or event, the above limit shall be equal to the sum of the maximum individual limits set by the Licensee at the level of sport and/or event. The Licensee may increase the above limits at the request of the player in the event of concluding a written agreement.	PASS	
Decision with Reference number 79841 EE 2020 (B' 3266) entitled "Adoption of Regulation on the Technical Specification (TEP) for the Organisation and Operation of online games of chance" published on 05/08/2020.			
Chapter 5. EVENT WAGERING			
Article 19 Event Wagering			
19.1 General requirements		Determination	Result/Explanation
The following requirements apply only to wagers on wagering events (in accordance with the Regulation), where the player bets on future events/markets. The requirements of this article are general in nature and do not indicate specific types of sports, competitions, matches, or wagers. The intention is to cover the types of sports, competitions, matches and bets that are known and permitted by the current regulations, and to provide a framework for future types of wagers.		N/A	

## Jurisdictional Annex

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Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.2 Wagering requirements		
19.2.1 Wagering information	Determination	Result/Explanation
The following sections describe the information which must be made available to the player regarding the events/markets (and associated wager types) available on the CIS, as well as the methods for placing a bet (wager):	N/A	
a) A list, or equivalent representation, of all available wager types is made available to the player.	PASS	
b) The player is able to view descriptions of those wager types prior to placing a wager (e.g.: via a hotlink to a help/rules screen).	PASS	
c) The description of each wager type includes all available options for that type.	PASS	
d) A list, or equivalent representation, of all active events/markets is made available to the player.	PASS	
19.2.2 Placing wagers	Determination	Result/Explanation
a) No wager amount is greater than the current balance of the online player's account.	PASS	
b) The method of placing a wager is straightforward, with all selections (including their order, if relevant) being clearly obvious to a typical player.	PASS	
c) When the wager involves combining events/markets (e.g.: Doubles/Trebles bets), such groupings are clearly obvious to the player, given the combination of information on the betting page and help/rules screen.	N/A	No groupings or combining of events/markets
d) There is a clear notification that the wager has been accepted by the system and details are provided to the player (e.g. displayed as a betting ticket with wager details, in combination with generic wager information presented in the help/rules screen).	PASS	
e) If a wager attempt is rejected (in full or in part) by the Gaming Platform, the player is informed of the reason(s) for the rejection.	N/A	Gaming Platform is not in scope of this activity
f) The balance of the Online Player Account is debited with the Wager amount when notification of the acceptance of the Wager is received by the system.	PASS	
g) Wager confirmation includes the amount of the wager accepted by the CIS.	PASS	

## Jurisdictional Annex

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<b>Chapter 5. EVENT WAGERING</b>		
<b>Article 19 Event Wagering</b>		
<b>19.2 Wagering requirements</b>		
<b>19.2.3 Event/market close</b>	<b>Determination</b>	<b>Result/Explanation</b>
a) The system performs an automatic wager close when the scheduled time for the event arrives.	N/A	No automatic wagers are made for the player
b) There may be a manual override to the automatic close time.	N/A	Operator's Responsibility
c) Players in a game session are able to view when an event or market is closed (upon the player's next immediate interaction with the website, which causes the on-screen information to be refreshed).	PASS	
d) It is not possible to place wagers on the event or market once it has closed. This requirement does not preclude the implementation of in-running betting.	PASS	
e) If the Licensee offers the possibility to cancel an incorrectly placed wager, this is done within a short period of time from the placement of the wager, and in any event prior to the start of the betting event.	PASS	
f) It is possible to re-open an event or market when the circumstances permit it. Players are able to view when an event or market re-opens (upon the player's next immediate interaction with the website, which causes the on-screen information to be refreshed).	N/A	No event can be re-opened to the player
<b>19.2.4 In-Running betting</b>	<b>Determination</b>	<b>Result/Explanation</b>
The Rules help screen and / or the Terms and Conditions of the Site contain information on how Players are treated with more up-to-date information or faster Internet access and take advantage of system delays.	PASS	
<b>19.3 Results</b>		
<b>19.3.1 Posting results</b>	<b>Determination</b>	<b>Result/Explanation</b>
a) The CIS informs the Player of the manner in which reliable official results for betting events are obtained and published.	PASS	
b) The CIS clearly informs the Player of the means by which a winning wager will be determined.	PASS	
c) The rules available to the Player clearly state what is to occur when there is potential for multiple events / markets to share the same winning outcome (e.g.: a dead heat).	N/A	No multiple events taking place
d) The rules available to the Player clearly describe the status of winning results being entered for outcomes that were not offered for wagering.	N/A	All outcomes present are available for wagering

## Jurisdictional Annex

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Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.3 Results		
19.3.1 Posting results	Determination	Result/Explanation
e) The rules available to the player clearly state what is to occur when only a portion of a wagering event is withdrawn, covering issues such as:	PASS	
i) Circumstances when all wagers on that portion of the wagering event are lost when withdrawn.	PASS	
ii) Circumstances when all wagers on that portion of the wagering event are refunded when withdrawn.	PASS	
iii) Handling of the withdrawn portion of the wagering event for wagers involving multiple events/markets (e.g.: parlays).	PASS	
f) If a wagering event is cancelled for any reason, all wagers involving solely events/markets associated with that wagering event are refunded in full.	PASS	
g) Wager types that involve multiple events/markets (e.g.: parlays) are treated as if every selection for that leg of the cancelled event/market is a winning wager (in order to allow the parlay wager to remain active) but with a 1.00 payout (i.e.: no profit to the player), which in turn causes the potential payout for the overall parlay wager to be adjusted accordingly.	PASS	No multiple events occur
19.3.2 Entering results	Determination	Result/Explanation
a) Results cannot be entered for an event/market unless the event/market is closed. This does not preclude the settling of events/markets within any given sport/contest/match before that sport/contest/match is concluded.	PASS	
b) Results entry includes the entry of all information which may affect the outcome of all wager types offered for that event/market, regardless if any such wagers were actually placed or not.	PASS	
c) Results may be changed but not after they are confirmed, except in the case of resettlement.	N/A	Results do not change after game completion
19.3.3 Displaying of results	Determination	Result/Explanation
a) It is accepted that the system will unavoidably, up to a certain degree, be subjected to delay of results confirmation and synchronization delay for updates to the information displayed on the player's screen, and it is possible that information may only be updated at the player's next interaction with the website, which causes the on-screen information to be refreshed.	PASS	
b) Players in a game session are able to view the results when an event/market is closed.	PASS	
c) The player is able to view the results of any decided event/market once they have been confirmed.	PASS	
d) Players are able to view any change of results.	N/A	Results do not change after game completion
e) Where individual wager amounts are gathered into pools, the player is able to view the dividends of all decided wagers once they have been confirmed.	N/A	No wager pools are present in this game



## Jurisdictional Annex

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Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.4 Winnings		
19.4.1 Payment of winnings	Determination	Result/Explanation
Winning wagers are directly credited to the Online Player Account when the results of the event/market are entered, confirmed and settled. If the player is not in an active game session when the results are entered and confirmed, it is acceptable to transfer the winnings the next time the online player account is accessed, e.g. upon the next game session or the next online player account withdrawal request.	PASS	
19.4.2 Rounding	Determination	Result/Explanation
Where the calculation of pay-outs involves rounding, information on how the system handles these circumstances are provided to the player through the help/rules screen, which clearly specify	N/A	No rounding present in game
a) Rounding to what level (e.g.: 5 cents).	N/A	No rounding present in game
b) Rounding up, down (truncation), or true rounding.	N/A	No rounding present in game
c) Rounding amounts must be measured in accordance with the relevant metering of rounding amounts.	N/A	No rounding present in game
19.4.3 Withdrawn Selections	Determination	Result/Explanation
The rules available to the player clearly state what is to occur when only a portion of a sport/contest/match is withdrawn, covering issues such as:	N/A	No withdraws present in game
a) Circumstances when all wagers on that portion of the sport/contest/match are lost when withdrawn.	N/A	No withdraws present in game
b) Circumstances when all wagers on that portion of the sport/contest/match are refunded when withdrawn.	N/A	No withdraws present in game
c) Handling of the withdrawn part of the sport/contest/match for wagers involving multiple events/markets (e.g. parlays).	N/A	No withdraws present in game
d) Handling of reinstated selections - especially if "Field" selections are offered.	N/A	No withdraws present in game
19.4.4 Abandoned Events	Determination	Result/Explanation
a) If a sport / contest / market is abandoned for any reason, all wagers involving solely events/markets associated with that sport/contest/market are refunded in full.	N/A	No abandoned events are possible
b) The Licensee, through its terms and conditions, specify when an event is considered abandoned (for example, if the event has not been completed 24 hours after it was originally scheduled).	N/A	No abandoned events are possible
c) Wager types that involve multiple events / markets (e.g.: parlays) are treated as if every selection for that leg of the abandoned event / market is a winning wager with odds of 1 (in order to allow the parlay wager to remain active).	N/A	No abandoned events are possible

## Jurisdictional Annex

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<b>Chapter 5. EVENT WAGERING</b>		
<b>Article 19 Event Wagering</b>		
<b>19.5 Fixed Odds Wagers</b>		
<b>19.5.1 General Statement</b>	<b>Determination</b>	<b>Result/Explanation</b>
This section refers to specific requirements for bet types where the payout is to be fixed at the time the wager is placed. Players are able to access all current odds/pay-outs for all available events/markets at all times. In addition to the general requirements, the following requirements apply:	N/A	This is not a fixed odds game
<b>19.5.2 Wagers</b>	<b>Determination</b>	<b>Result/Explanation</b>
a) If the wager involves more than one prize table, the system stores and the confirmation indicates the prize table to which it applies.	N/A	This is not a fixed odds game
b) If the wager involves bet types where the prize table may change dynamically, the system stores them and the confirmation indicates the prize table payout(s) version (e.g. odds) that will apply to this wager should it be a winner.	N/A	This is not a fixed odds game
<b>19.5.3 Limitation of liability</b>	<b>Determination</b>	<b>Result/Explanation</b>
The rules available to the player clearly state circumstances where potential liability may be reduced for future events/markets by any means such as:	N/A	Not limitations of liability
a) Prorating – abatement of large winnings in an event/market when the overall payout liability is large.	N/A	Not limitations of liability
b) Liability limits – wagers are automatically rejected if the liability for an event/market exceeds a predefined limit.	N/A	Not limitations of liability
c) Partial wager acceptance/wager rejection – any circumstances where a wager is partially or completely rejected. This is commonly followed by a change of the odds/pay-outs.	N/A	Not limitations of liability
<b>19.5.4 Prize payout modification</b>	<b>Determination</b>	<b>Result/Explanation</b>
a) The rules made available to the player clearly state the circumstances when it is permitted to dynamically modify the odds/pay-outs on an event market.	N/A	No modifications to prize payouts
b) Players are able to view the changes to odds/pay-outs.	N/A	No modifications to prize payouts
c) Subsequent access to odds/pay-outs, e.g.: via a hotlink, shows the current values.	N/A	No modifications to prize payouts
d) The system inevitably, to some extent, is subject to confirmation delay and synchronization delay for updates to this information as displayed on the player's screen, and information may only be updated at the player's next interaction with the website, which causes the on-screen information to be refreshed. In order to ensure player fairness, the system identifies situations where the player has placed a wager for which the associated odds/pay-outs have actually changed (but not yet refreshed on the player's screen), and notifies the player accordingly and ask for confirmation of the wager given the new odds/pay-outs.	N/A	No modifications to prize payouts

## Jurisdictional Annex

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Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.5 Fixed Odds Wagers		
19.5.5 Adjustments to Fixed Prize Payouts		Determination
		Result/Explanation
The rules made available to the player clearly state the circumstances when the odds/pay-outs must be adjusted, such as:		N/A
	a) Multiple winning outcomes (e.g. dead heats).	N/A
	b) Withdrawn selections for which wagers are refunded.	N/A
	c) Abandoned legs of parlays.	N/A
	d) Prorating.	N/A
19.6 Pari-mutuel betting		
19.6.1 General statement		Determination
		Result/Explanation
This section refers to specific requirements for bet types where individual wagers are gathered into pools. The results of the event of each pool are divided by the total bet of winning selections to form the unit payout amount for that bet type.		N/A
19.6.2 Commission		Determination
		Result/Explanation
The commission amount for each bet type is fully displayed in the graphics.		N/A

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Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.6 Pari-mutuel betting		
19.6.3 Dividends		
Determination		Result/Explanation
The rules for calculating the dividend must be clearly defined in order to precisely determine the following:		N/A
a) Mathematical type of dividend (Dividend formula).	N/A	No dividends present in game
b) Handling of withdrawn selections.	N/A	No dividends present in game
c) Handling of multiple winners of a bet type through dead heats, abandoned events etc.	N/A	No dividends present in game
d) Handling of postponed events.	N/A	No dividends present in game
e) Handling of circumstances where there are no winners must be clearly defined. Issues to be addressed are the following:	N/A	No dividends present in game
i) Countback levels.	N/A	No dividends present in game
ii) Progressive Jackpots.	N/A	No dividends present in game
iii) Pool refunds (with or without commission subtracted).	N/A	No dividends present in game
f) The treatment of minimum prize pay-outs, calculation of other dividends and possible pool subsidies.	N/A	No dividends present in game
g) The treatment of Field wagers where changes of the state of selections" withdrawn status can occur e.g. selection reinstatement.	N/A	No dividends present in game
19.6.4 Wagers		Result/Explanation
a) The Player views updated information on the expected odds/pay-outs for all simple wagering pools.	N/A	No wagering pools
b) The Player views updated values of the total investments for all wagering pools.	N/A	No wagering pools
c) The system inevitably, to some extent, is subject to confirmation delay and synchronization delay for updates to this information as displayed on the player's screen, and information may only be updated at the player's next interaction with the website, which causes the on-screen information to be refreshed. In order to ensure player fairness, the system identifies situations where the player has placed a wager for which the associated odds/pay-outs have changed (but not yet refreshed on the player's screen), and notifies the player accordingly and ask for confirmation of the wager given the new odds/pay-outs.	PASS	
d) For complex wagering pools, there may be limitations to the real-time accuracy of the pool win estimates displayed to the player.	N/A	No wagering pools
e) The Player is able to view the results of all decided events including those which have not been confirmed.	PASS	
f) The Player is able to view the dividends of all decided bet types including those which have not been confirmed.	N/A	No dividends present
g) The Player is able to view withdrawn selections for all events.	N/A	No withdrawals

## Jurisdictional Annex

Decision with Reference number 79841 EE 2020 (B' 3266) entitled "Adoption of Regulation on the Technical Specification (TEP) for the Organisation and Operation of online games of chance" published on 05/08/2020.		
Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.7 External Wagering Systems		
19.7.1 General Statement	Determination	Result/Explanation
This section contains requirements for event types where the wagers placed through the CIS are forwarded to an external Wagering System that controls the wagering, processes results and determines winning wagers. An example might be the interconnection of the CIS with a totalisator system.	N/A	Operator's Responsibility
19.7.2 Communications	Determination	Result/Explanation
Communication with an external wagering system meets the requirements of the "Technical Checks" section.	N/A	Operator's Responsibility
a) The Licensee concerned justifies the security associated with all communications through a formal risk analysis.	N/A	Operator's Responsibility
b) All communications are logged in a log file in accordance with the requirements applicable to transaction logs.	N/A	Operator's Responsibility
19.7.3 Information	Determination	Result/Explanation
a) If the external wagering system provides pari-mutuel wagering facilities to the CIS, it periodically passes current dividends estimates for active pools to the CIS. Cautionary notes accompany these estimates.	N/A	Operator's Responsibility
b) If the external wagering system provides progressive jackpot facilities to the CIS, it periodically passes the current amounts of the Progressive Jackpot to the CIS. Cautionary notes accompany such forecasts (especially if cancellations are allowed).	N/A	Operator's Responsibility
c) If the external wagering system provides fixed price wagering facilities to the CIS, where the odds/pay-outs can be dynamically changed, it passes the current odds whenever they change to the CIS.	N/A	Operator's Responsibility
d) The external wagering system passes change of event status information to the CIS whenever any change occurs, including:	N/A	Operator's Responsibility
i) Withdrawn/reinstated selections.	N/A	Operator's Responsibility
ii) Altered event starting time.	N/A	Operator's Responsibility
iii) Event opened/closed.	N/A	Operator's Responsibility
iv) Results entered/modified.	N/A	Operator's Responsibility
v) Results confirmed.	N/A	Operator's Responsibility
vi) Event cancellation.	N/A	Operator's Responsibility

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<b>Chapter 5. EVENT WAGERING</b>		
<b>Article 19 Event Wagering</b>		
<b>19.7 External Wagering Systems</b>		
<b>19.7.4 Wagers</b>	<b>Determination</b>	<b>Result/Explanation</b>
a) Wagers placed on the CIS receive clear acknowledgment of acceptance, partial acceptance (including details), or rejection by the external wagering system.	N/A	Operator's Responsibility
b) If the cost of the wager is determined by the external wagering system, there must be a positive confirmation sequence in place to enable the player to accept the wager cost and the CIS to certify that there are sufficient funds in the Online Player Account to cover the costs. This activity is performed by the CIS before making an offer on the external wagering system.	N/A	Operator's Responsibility
c) The balance of the Online Player Account is debited an amount equalling the offer (and cost) to the external wagering system. The funds remain as a "pending" transaction with details of the offer to the external wagering system logged in accordance with the transaction logging requirements. On receipt of acknowledgment (which will be recorded) from the external wagering system, the appropriate adjustments are made to the "pending" account and to the Online Player Account (if a refund is necessary due to partial acceptance or rejection of the offer).	N/A	Operator's Responsibility
d) Cancellation requests from the CIS receive clear acknowledgment of acceptance or rejection by the external wagering system.	N/A	Operator's Responsibility
e) The balance of the Online Player Account is not to be credited by the CIS until final confirmation is received from the external wagering system including the amount of the cancelled wager.	N/A	Operator's Responsibility
<b>19.7.5 Results</b>	<b>Determination</b>	<b>Result/Explanation</b>
When results are entered and confirmed on the external wagering system, each winning wager placed by the CIS is transferred to it along with the amount of the win. Online Player Accounts are then updated with the win.	N/A	Operator's Responsibility
<b>19.7.6 Restart and Recovery</b>	<b>Determination</b>	<b>Result/Explanation</b>
The processing of all wagering activities between the two systems are not adversely affected by the restart/recovery of any of the systems (e.g. wagering transactions must not be lost or duplicated due to the system reset of one or the other systems).	PASS	
<b>19.8 Wager History and Logs</b>		
<b>19.8.1 Wager History</b>	<b>Determination</b>	<b>Result/Explanation</b>
For games that involve wagering on a future event, such as sports wagering, a "Wager History" is provided. The history clearly state that this is the history of previous wagers (wagering), and provides the following information (at a minimum):	PASS	
a) The date and time of placement of the wager.	PASS	
b) A description of the final outcome of the event for which the wager was placed, either by graphic illustration or by a clear text message.	PASS	
c) The total amount/credits of the Players at the placement of the wager.	PASS	
d) The total amount/credits of the Players upon settlement of the wager.	PASS	
e) Total Participation Amount, including any multipliers.	PASS	
f) The total amount/credits won (including Progressive Jackpot).	PASS	
g) Player Options related to wagers.	N/A	No player options related to wagers are present
h) Results of any intermediate phases.	N/A	No intermediate phases are present

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Chapter 5. EVENT WAGERING		
Article 19 Event Wagering		
19.8 Wager History and Logs		
19.8.2 Logs		Determination
		Result/Explanation
All major event wagering transactions are logged in the CIS. A transaction is classified as a major transaction on a case-by-case basis, considering, as a minimum:		N/A
	a) All communications including offers to place, amend, or cancel Player wagers even before the offer is accepted.	N/A
	b) Wager acceptance (sells), rejections (including reason for rejection) and cancellations.	N/A
	c) Winnings credited to the Online Player Accounts.	N/A
	d) Change of odds / pay-outs, commissions, rates, or other payment options (not including dynamic odds/pay-outs setting).	N/A
	e) Change of event/market status:	N/A
	i) Wager start/stop.	N/A
	ii) Introduction/modification/confirmation of results.	N/A
	iii) Withdrawal/reinstatements of event/purchase wager types.	N/A
	iv) Abandoned events/Markets.	N/A
	v) Change of start times.	N/A