

Certification Report.	Pragmatic Play Game Conformity Assessment Report – Spaceman
Report Identification	PPL-NL-220616-01-GC-R1
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UKAS ISO/IEC 17025 and ISO/IEC 17020 Accreditation No:	9263
Dates of testing	30 May 2022 to 09 June 2022
Date of issue of Certification Report	09 June 2022
Report prepared for	Pragmatic Play Ltd Block E, Falcon House, Main Street, Sliema - SLM 1544 Malta
Jurisdiction	Netherlands Gambling Authority (KSA: Kansspelautoriteit) The Netherlands
Technical Standard used for testing	Remote Gambling conformity assessment scheme, version 1.4, May 2021

Gaming Associates

1 Notations

1.1 Confidentiality

This document, all related documents, and methodologies embodied in this document and related documents ("*the documents*") are the property of Gaming Associates Europe Limited (ga). Unauthorized copying and distribution of the documents, by any means, on any media is prohibited.

This document, its themes, and ideas are strictly confidential and may not be used in any manner other than its expressed purpose, without the author's written permission. The document is for Pragmatic Play Ltd and Netherlands Gambling Authority (KSA: Kansspelautoriteit) to advise the compliance status of Pragmatic Play Ltd's game, Spaceman, against Dutch Technical Standards.

The documents are copyrighted.

1.2 Disclaimer

ga has reported on what it has discovered through evaluation of the Spaceman game.

2 Administration

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2.2 Version

Version	Description	Date
V0.1	Initial draft – MHAS	2022-06-10
V0.2	Reviewed & Updated – WKAS	2022-06-13
V0.3	QA – UVAS	2022-06-14
V1.0	Issued to Pragmatic Play Ltd	2022-06-16

3 Executive summary

3.1 Introduction

Pragmatic Play Ltd has requested Gaming Associates (**ga**) to test their game, Spaceman, against requirements of Netherlands Gambling Authority (KSA: Kansspelautoriteit) Remote Gambling conformity assessment scheme, version 1.4, May 2021.

This report presents the results of testing performed by **ga** for the Spaceman game against KSA requirements. Hashes of game are listed in **Annex A** : of this report.

3.2 Scope of evaluation

Pragmatic Play Ltd's game, Spaceman, has been tested against the following requirements of KSA conformity assessment scheme:

Dutch Framework:

- ♣ 3.1.2 Payment transactions
- ♣ 3.1.8 Gambling technology

Danish Framework:

- ♣ Section 3.2.3 - Gambling technology
- ♣ Section 3.2.4 - Addiction prevention

3.3 Assessment plan

Game assessment plan including information such as assessment methods used, assessment activities performed, and findings is provided in **Annex B** :

3.4 Test summary

Below is a summary of the information about the game.

Game Name	Game Type	Channels (game clients)	Game version / Software build ID	Return to Player (RTP %)
Spaceman	Other Game	Desktop and Mobile	1.60.22	95.50%

3.5 Conclusions and recommendations

Pragmatic Play Ltd's game, Spaceman, complies with the requirements of KSA Remote Gambling conformity assessment scheme.

ga recommends Spaceman to be approved for use in KSA approved platform production systems.

4 Test Results

This section summarises the results of the tests performed on Pragmatic Play Ltd's game, Spaceman. The tables in the following sub-sections provide the compliance status of the game against KSA requirements as per scope of testing.

Different values used in the compliance status column are described as follows:

Compliant: The game complies with the requirement.

Pending: The requirement could not be verified at the time of game evaluation.

Acknowledged: The requirement is only a statement or information.

N/A: The requirement is not applicable to the game.

Out of scope: The requirement cannot be evaluated at this stage due to the current scope of testing or limitation of test environment.

4.1 Dutch Framework

Remote Gambling Conformity Assessment Scheme	Compliance Status
3.1.2 Payment transactions	
3 - Section number Decree: B4.25.1 (ID NL: KS.02.01.NL_1.4)	
In terms of design and implementation, confirm that all payment transactions between the licensee and the player are carried out exclusively through the gambling account.	N/A
4- Section number Decree: B4.25.2 (ID NL: KS.02.02.NL_1.4)	
In terms of design and implementation, confirm that the licensee exclusively allows the use of payment instruments for payment transactions that:	N/A
a. have been issued by a credit institution registered in a Member State and which holds a licence as referred to in Article 8 of Directive 2013/36/EU or by a payment service provider registered in a Member State with a licence as referred to in Article 11 of Directive (EU) 2015/2366; b. can be clearly traced back to the player	N/A
Explanatory note: The gambling account must be linked to a payment account at a bank or with a payment service provider (the current account). This follows from the definition of the gambling account in Section 1.1. The identity of the account holder will have been confirmed and verified by the relevant bank or payment service provider when that account was opened. The payment of the current account into the gambling account (Section 4.27(1)) confirms that the player is also the holder of the current account. In principle, the money to be waged when placing bets or gambling in licensed gambling activities must come from that current account, onto which the winnings that are obtained will similarly be paid so that they can be made available to the player. Following the initial credit of the gambling account, the player may also credit the gambling account with money from another payment account. In doing so, the player may use any payment instrument accepted by the licensee, provided that it has been issued by a licensed credit institution or payment service provider and is not an anonymous payment instrument (subsection two). The requirements under section 1a and b of the standard must be observed in relation to credit from another payment account under the second section of the standard The player should be able to be traced back to the accounts for which they have identified themselves with the relevant payment institution.	Acknowledged
5 - Section number Decree: B4.27.1 (ID NL: KS.02.03.NL_1.4)	
In terms of design and implementation, confirm that, except for corrections, the licensee will only credit a player's gambling account with money that:	
a. came from said player's current account or from a different payment account with a credit institution or payment service provider and can be clearly and unambiguously traced back to the player in question; and	N/A
b. resulted from winnings; or	N/A
c. resulted from free play credits (bonus) granted to the player in question.	N/A
6 - Section number Decree: B4.27.2 (ID NL: KS.02.04.NL_1.4)	
In terms of design and implementation, confirm that the licensee does not credit the player's gambling account with money if:	
a. this should exceed one or more maximum limits set by the player pursuant to Section 4.14;	N/A
b. the possibility of placing bets or gambling has been suspended	N/A

Remote Gambling Conformity Assessment Scheme	Compliance Status
7 - Section number Decree: B4.28.2 (ID NL: KS.02.05.NL_1.4)	
Confirm that the design does not allow the licensee to enable a player to place bets or gamble if the balance (including any gambling credit) on his gambling account does not allow them to do so. Rule out the fact that players can end up with a negative balance on their gambling account.	Compliant
8- Section number Decree: B4.29.2 (ID NL: KS.02.06.NL_1.4)	
In terms of design and implementation, confirm that the licensee will only debit a player's gambling account in favour of the player's current account after that gambling account has been credited with money from that current account, with the payment account having to meet the relevant criteria (nonanonymously). If the player switches current (bank) accounts, the foregoing shall likewise apply (in Section 4.25 of the Order in Council).	N/A
9 - Section number Decree: B4.29.34 (ID NL: KS.02.07.NL_1.4)	
In terms of design and implementation, confirm that the licensee will only debit the gambling account in favour of the current account, unless the reliable, responsible and verifiable organisation of the licensed betting and gambling activities resists such a transaction	
a. at the player's own request	N/A
b. in the event that the balance on the player's gambling account exceeds the maximum specified by the player on their profile;	N/A
c. in the event that the player's registration is terminated at their request in accordance with Section 4.17, under a	N/A
Confirm that the aforementioned procedures are not carried out as long as a player is suspended from placing bets or gambling on the platform because the licensee has reason to believe that the player does not meet or has stopped meeting the conditions for registration	N/A
10 - Regulations number Decree: R4.11 (ID NL: KS.02.08.NL_1.4)	
In terms of design and implementation, confirm that the licensee systematically records the following information as part of its registration process with regard to each transaction carried out to or from a gambling account:	
a. the identity of the player whose gambling account is debited or credited	N/A
b. the date and time of the transaction;	N/A
c. the amount debited or credited by the transaction;	N/A
d. the nature of the transaction; this must take place on the basis of clearly identifiable, unique signifiers such as deposit, payment, winnings, bonus credit and other sufficiently recognisable signifiers, such that these signifiers allow others to reconstruct the course of a game;	N/A
e. the nature of the payment instrument used for the transaction;	N/A
f. the account number or another unique signifier for the payment account that has been debited or credited by the transaction;	N/A
g. the account number or another unique signifier for the payment instrument used for the transaction.	N/A
Confirm that the licensee records the following information in the Controle data bank for each gambling account where applicable:	
a. any amount that is not debited in favour of the player's current account, given that the reliable, responsible and verifiable organisation of the licensed betting and gambling activities has resisted such a transaction;	N/A
b. the date and time of any request to credit the gambling account that the licensee has rejected due to the use of a payment instrument that is not compliant (with Section 4.27(1), heading and under a, of the Decree).	N/A
11 - Section number Decree: B4.31.1 (ID NL: KS.02.09.NL_1.4)	
Confirm that the design ensures that the licensee provides the player with access to general information regarding the way in which and the conditions under which payment transactions with the player take place on the publicly accessible area of the betting and gambling interface and on the player interface.	N/A
12 - Section number Decree: B4.31.2 (ID NL: KS.02.10.NL_1.4)	
Confirm that the design ensures that the licensee provides the player with access to the necessary information relating to their gambling account and the changes to the gambling account on each page or screen of the player interface. This information shall in any case include:	
a. the current balance of the gambling account;	N/A
b. the opening balance of the gambling account at the most recent login	N/A
c. the total stake since the most recent login	N/A
d. the total profits and the total losses since the most recent login, and	N/A
e. an overview of all transactions on the gambling account for a period of at least the last 90 days	N/A
13 - Section number Decree: B4.31.4 (ID NL: KS.02.11.NL_1.4)	
In terms of design, confirm that the licensee will, at the player's request, provide them with an overview of the transactions on the gambling account covering a period of at least the last 12 months	N/A

Remote Gambling Conformity Assessment Scheme	Compliance Status
Section 3.1.8 - Gambling technology	
40 - Regulations number Decree: R3.11 (ID NL: KS.09.07.NL_1.4)	
In terms of design, confirm that the licensee identifies, analyses and evaluates potential integrity risks and always includes the following issues in its considerations:	
a. the relevant characteristics of players;	N/A
b. the payment transactions and the payment instruments authorised by the licensee and used by players;	N/A
c. the geographic location of players;	N/A
d. the behaviour of players, including at least their gambling behaviour	N/A
Explanatory note The geographic location from which players sign in may pose an integrity risk. Such risks may include players who log into their Dutch gambling account from abroad, in particular if this takes place from countries that are subject to sanctions. Another example of an integrity risk is if attempts are made to log in simultaneously or in short succession from various locations or attempts to log into the same gambling account, particularly if there are large physical distances between these locations. This may be a sign that someone is attempting to log in under a different name or that an attempt is being made to gain unauthorised access to a gambling account. Where the likelihood of collusion, as referred to in the foregoing, is greater, if players are registered at the same address, this will also be the case if multiple players are placing bets or gambling in the same game of chance from the same location.	Acknowledged
41 - Regulations number Decree: R3.2.2 (ID NL: KS.09.01.NL_1.4)	
In terms of design, implementation and operation, confirm that the licensee has ensured that the gaming system is configured in such a way that players will not be able to bet or gamble against themselves. To this end, the gaming system must, inter alia, prevent multiple players from using the same device at once. Licensees are not permitted to allow players to create more than one gambling account	N/A
42 - Regulations number Decree: R3.4.1 (ID NL: KS.09.02.NL_1.4)	
In terms of design, confirm that the licensee only uses names for the games on offer that match the types of game actually being played (poker, roulette, betting, etc.)	N/A
43 - Regulations number Decree: R3.6 (ID NL: KS.09.03.NL_1.4)	
In terms of design, confirm that the licensee will only award noncash prizes to people who have actually won them, and that the licensee will not do so until it has reliably confirmed and verified the player's identity and current account as specified in the foregoing standards.	N/A
Noncash prizes must also be documented in such a way that they can be traced back to the player's person	N/A
44 - Regulations number Decree: R3.7 (ID NL: KS.09.04.NL_1.4)	
In terms of design and implementation, confirm that devices cannot automatically begin taking part in betting or gambling activities without the input of the player.	Compliant
In terms of design and implementation, confirm that a player will not begin participating in a game until they press a (real or virtual) button to confirm their stake	Compliant
In terms of design and implementation, confirm that the so called autoplay functionality cannot be used until a game has begun in which a player plays against other players	N/A
Explanatory note on autoplay: The key principle in this case is that the input of a choice is the direct result of an action taken by the player. If a player does not make use of the facility made available, the gaming system can enter and record a choice – in accordance with the applicable rules of the game. In doing so, it will remain necessary for the player to place the stake themselves and, as such, autoplay for the placement of stakes is not permitted. It may be the case that when participating in licensed gambling activities the player does not enter or cannot enter a choice to influence the course of the game, for example, if the player has taken a break. This is why casino games in which players play against each other, such as poker, have an autoplay functionality, that enters the choice required to further the course of play.	Acknowledged
45 - Regulations number Decree: R3.9 (ID NL: KS.09.05.NL_1.4)	
In terms of design, confirm that the autoplay function operates in accordance with the rules of the game, as communicated to the player. At the very least, confirm that the fairness of the function and the timeliness of choices are addressed. In terms of design, confirm that a player cannot simply stake money on something by using the autoplay function, unless this is necessary for the progress of the game, in accordance with rules that must be easily understood by the players (e.g. blinds in a game of poker)	N/A

Remote Gambling Conformity Assessment Scheme	Compliance Status
Explanatory note on autoplay: The key principle in this case is that the input of a choice is the direct result of an action taken by the player. If a player does not make use of the facility made available, the gaming system can enter and record a choice – in accordance with the applicable rules of the game. In doing so, it will remain necessary for the player to place the stake themselves and, as such, autoplay for the placement of stakes is not permitted. It may be the case that when participating in licensed gambling activities the player does not enter or cannot enter a choice to influence the course of the game, for example, if the player has taken a break. This is why casino games in which players play against each other, such as poker, have an autoplay functionality, that enters the choice required to further the progress of the game.	Acknowledged
46 - Regulations number Decree: R3.9a (ID NL: KS.09.06.NL_1.4)	
In terms of design and implementation, confirm that the platform has been set up in such a way that fair play is guaranteed at all times in live casino games, by way of the technical requirements laid down in Section 3.9a, namely:	
1. The licensee shall only organise live casino games if:	N/A
a. the fair play of the live casino games is guaranteed at all times;	N/A
b. the player is able to take part in those casino games via a direct video link;	N/A
c. the direct video link and, where applicable, other communication connections and means of communication:	N/A
i. have been sufficiently protected against malfunctions	N/A
ii. are protected against unlawful access, unauthorised use and manipulation;	N/A
d. the progress of the live casino games and the gambling behaviour of players is analysed and recorded on the basis of video surveillance and video reporting;	N/A
e. the analysis and registration, referred to under d, shall in any case be aimed at identifying and countering fraud and abuse, as well as risks of gambling addiction;	N/A
f. only personnel who have the requisite qualifications, and have received training either internally or externally or have attended training course, shall be used to organise the live casino games;	N/A
g. it is satisfied of the reliability of the personnel referred to under f.	N/A

4.2 Danish Framework

Remote Gambling Conformity Assessment Scheme	Compliance Status
3.2.3 - Gambling technology	
92 - Regulations number Decree: R3.3 (DK REF: SCP.02.03.EN.1.1, SCP.02.03.EN.1.1)	
1. The gambling system shall allow the customer to complete any incomplete games.	Compliant
2. The gambling system shall ensure that all incomplete games are accounted for, and that the customer knows the status of these games and his or her stake.	Compliant
5.1.2.5 The rules shall address how interruptions of ongoing games are handled.	Compliant
93 - Regulations number Decree: R3.5 (DK REF: SCP.02.03.EN.1.1 4.2.2.2)	
The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	Compliant
94 - Regulations number Decree: R3.5 (DK REF: SCP.02.03.EN.1.1 4.2.2.1)	
The gambling system shall clearly display the bet denomination or currency of the game.	Compliant
95 - Regulations number Decree: R3.8 (DK NL: SCP.02.03.EN.1.1)	
6.1.4.1 The gambling system shall ensure that a customer cannot start a new game until the ongoing game is completed and all logs and balances have been updated. Guidance: This does not prevent a customer from playing several different games at the same time	Compliant
96 - Section number Decree and Regulations number Decree: B4.2.3, R3.2.1. (DK REF: SCP.01.03.EN.1.1 3.2.2.1)	
Games without stakes (free games, games for fun, trial games etc.) shall present the chance of winning in a correct and balanced way so as not to create an impression that the chance of winning is bigger than it actually is in games with stakes.	N/A
Regulations 97 to 114 – RNG requirements	

Remote Gambling Conformity Assessment Scheme	Compliance Status
Regulations 97 to 114 of this section relate to RNG which has been evaluated separately and a separate report "RNG Report "609RN-330-PPL-21-01-609_1 - Random Number Generator, version 2.0" version 1.0, 15 February 2022." has been issued.	Out of scope
115 - Regulations number Decree: R3.2.1 (DK NL: SCP.01.03.EN.1.1 3.2.1.1)	
Games shall be independent of the characteristics of the customer's equipment and/ or communication channel.	Compliant
116 - Regulations number Decree: R3.2.1 (DK NL: SCP.01.03.EN.1.1 3.2.3.1)	
Games shall give customers fair expectations of their chances of winning by correctly presenting all outcomes and/or events on which the games are based. Guidance: concepts such as "nearmiss" are not regarded to be fair in this connection.	Compliant
117 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1 3.2.3.2)	
Games shall give a fair impression of whether a customer is able to affect the outcome. Guidance: Games which give the customers the impression that they have control over the outcome of the game when they do not (i.e. the result is completely random) are not permitted.	Compliant
118 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1 3.2.3.3)	
The gambling system shall ensure that all games which are being presented as being based on random outcomes actually have the same likely chance of producing a given combination each time the game is played. Guidance: the return to player shall not be manipulated by the system or by manual interference to maintain a constant return to player to the player. Guidance: the games are not allowed to adjust to the behavior of the player	Compliant
119 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1 3.2.3.4)	
Games which involve the simulation of a physical object (dice, roulette wheels, etc.) shall provide true and fair outcomes in accordance with expectations to this physical object. Guidance: if a game is presented as a direct or indirect simulation of a physical object, the simulation shall be identical with the expected behavior of the physical object.	N/A
120 - Regulations number Decree: R3.2.1 (DK NL: SCP.01.03.EN.1.1 - 3.3.1)	
The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: if there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	N/A
121 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1-3.3.2)	
The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	N/A
122 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1 3.3.3)	
If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	N/A
123 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1 3.3.4)	
The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	N/A
124 - Regulations number Decree: R3.2.1 (DK REF: SCP.01.03.EN.1.1 3.3.5)	
The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	N/A
125 - Regulations number Decree: R3.2.1 (DK NL: SCP.02.03.EN.1.1 5.2.1.1)	
Game symbols applied in live casino games shall be automatically registered by 'studio technology'.	N/A
126 - Regulations number Decree: R3.2.1 (DK REF: SCP.02.03.EN.1.1 5.2.1.2)	
Game symbols applied in live casino games shall be reported to the gambling system	N/A
127 - Regulations number Decree: R3.2.1 (DK REF: SCP.02.03.EN.1.1 5.2.1.3)	
Game rules for live casino games shall be programmed into the gambling system.	N/A
128 - Regulations number Decree: R3.2.1 (DK REF: SCP.02.03.EN.1.1 5.2.3.1)	
The live casino gaming components of the gambling system shall include video surveillance.	N/A
129 - Regulations number Decree: R3.2.1 (DK REF: SCP.02.03.EN.1.1 5.2.4.1)	
There shall be formal physical access control to the live casino game studio and the adjoining facilities.	N/A
130 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.1.2)	

Remote Gambling Conformity Assessment Scheme	Compliance Status
All participants playing against one of the licensee's customers shall be connected to a gambling operator and unequivocally identifiable by the licensee. Guidance: this does not prevent any player from being anonymous to other players	Out of Scope
131 - Regulations number Decree: R3.2.2 (DK NL: SCP.02.03.EN.1.1 5.1.1.3)	
As referred to in 5.1.1.1, data shall be kept within the licensee's gambling system.	Out of Scope
132 - Regulations number Decree: R3.2.2 (DK NL: SCP.02.03.EN.1.1 5.1.1.4)	
The gambling system shall include steps to prevent the customers from playing against themselves.	N/A
133 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.1.5)	
The gambling system shall have methods for discovering whether the same equipment is being used by one or more participants in the peer-to-peer system at the same time.	N/A
134 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.1.6)	
The gambling system shall, as far as possible, include a limitation so that the same equipment is not being used by one or more participants in the peer-to-peer system at the same time	N/A
135 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.3.1)	
The gambling system shall have technical methods for disclosing suspicious circumstances on an ongoing basis (realtime).	N/A
136 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.3.2)	
The gambling system shall be capable of analysing suspicious events and use this as a basis for generating reports.	N/A
137 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.3.3)	
The gambling system shall have technical methods to support the rules (5.1.2.4) regarding the customer's use of add-on applications for automation of games	N/A
138 - Regulations number Decree: R3.2.2 (DK REF: SCP.02.03.EN.1.1 5.1.1.1)	
The gambling system shall keep a log of all participants in the games of the licensee.	N/A
139 - Regulations number Decree: R3.2.3 (DK REF: SCP.02.03.EN.1.1 4.3.1.4)	
The game rules shall not change during the actual game.	Compliant
140 - Regulations number Decree: R3.4.2 (DK REF: SCP.02.03.EN.1.1 4.3.1.1)	
All games shall have associated rules and instructions covering all aspects of the game.	Compliant
141 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.1.2)	
The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	Compliant
142 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DE normenkader: SCP.02.03.EN.1.1 – 4.3.1.3)	
The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	Compliant
143 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.1.5)	
Games shall always be arranged in accordance with the current game rules.	Compliant
144 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.2.1)	
Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	Compliant
145 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.2.2)	
The base version language is Danish (if several languages are used)	Compliant
146 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.2.4)	
All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	Compliant
147 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.2.6)	
Game rules and instructions shall be available without it being necessary to place a stake.	Compliant
148 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.2.7)	
Game rules and instructions shall be available during the entire game.	Compliant
Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	
149 - Section number Decree: B4.34.1, B4.34.2, B4.38.1 (DK REF: SCP.02.03.EN.1.1 – 4.3.3.1)	

Remote Gambling Conformity Assessment Scheme		Compliance Status
The gambling system shall inform the customer of the theoretical return to player when using an optimal game strategy and it shall be clear which game options are not parts of an optimal game strategy. The information shall be available in the game rules for each game. Guidance: When a progressive prize is offered, it shall be implemented in a manner ensuring, that the theoretical minimum return to player is correctly displayed to the customer.		Compliant
150 - Section number Decree: B9 (DK REF: SCP.02.03.EN.1.1 5.2.1.4)		
The gambling system shall be capable of analysing live casino games with a view to mapping irregularities and deviations and use this as a basis for generating reports		N/A
Section 3.2.4 - Addiction prevention		
151 - Section number Decree and Regulations number Decree: 9 (DK REF: SCP.02.03.EN.1.1 4.2.1.1, 4.2.1.2, 4.2.1.3, 4.2.1.4, 4.2.1.5 & 4.2.1.6 = SCP 02.01.EN.1.3. 4.2.1.1, 4.2.1.2, 4.2.1.3, 4.2.1.4, 4.2.1.5 & 4.2.1.6)		
4.2.1.1. The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are easily available from all game pages related to the game.		Compliant
4.2.1.2. The gambling system shall ensure that the name of the game is shown on all pages related to the game. Guidance: the game name may be visible in the title bar of the window or the tab in which the game is running.		Compliant
4.2.1.6 The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.		N/A

4.3 Return to Player

The Client has provided a Mathematical treatise of the game which included calculation of theoretical RTP. **ga** performed independent calculations and confirmed the theoretical RTP provided in the mathematical treatise and advertised in-game rules. No issues were found.

Game Name	Simulation of games run	Return to Player (RTP %)	Actual RTP (calculated from simulated game results)
Spaceman	100 million	95.50%	95.50%

5 References

1. *Netherlands Gambling Authority (KSA: Kansspelautoriteit) Remote Gambling conformity assessment scheme, version 1.4, May 2021*
2. *RNG Report “609RN-330-PPL-21-01-609_1 - Random Number Generator.pdf”, version 2.0, version 2.0, date, 15 September 2021.*
3. *Maths’s spreadsheet “Spaceman_math.xls”, no version, no date.*
4. *Game Description “Spaceman Game Design”, no version, no date.*

Annex A : SHA-1 Hashes of game

Game Name	Critical Component	SHA-1 Hashes
Spaceman	<i>SpaceManRNGObject.class</i>	<i>d060b63b5707666ce67386eb89e95c311bfa2ebf</i>
	<i>SpacemanSecondLevelRngConfiguration</i>	<i>868735fd0446e6f561c41aaa9328d1cfcc8bf23d</i>
	<i>SpacemanFirstLevelRngConfiguration</i>	<i>8db017e2163384ef1a8aefceacbb72f4af5f8bc3</i>
	<i>ResultCodeVO.class</i>	<i>f7ff44c528a4c6f22a90e936cc299c497045d6b3</i>
	<i>BetCodeVO.class</i>	<i>1e0c535c5357f06538b84b936aa34670d86bb931</i>

Annex B : Game Assessment Plan

The assessment plan for evaluation of online games is described below:

ONLINE GAME ASSESSMENT PLAN				
Assessment item: Online game	Game name: Spaceman			
Game type: Other game	Channels (Game clients): Desktop and mobile			
Jackpot: No	Game version: 1.60.22			
Jurisdiction: Netherlands	Technical Standard: Remote Gambling conformity assessment scheme, version 1.4, May 2021			
Assessor/s: Alina Ather, Moona Siddiqui, and Wajahat Kashan				
Test environment and access method: Supplied by client and accessed remotely from our white-listed Ips				
Test procedures for all game related KSA requirements: Netherlands testing procedures v1.0				
ASSESSMENT MATRIX				
KSA requirements	A	B	C	D
Regulations 92 to 96 – Gambling technology	x		x	
Regulations 97 to 114 – RNG requirements		x	x	x
Regulations 115 to 150 – Gambling technology (game requirements such as game rules, artwork, game functionality, return to player, game information recording, and jackpot)	x	x	x	x
Regulations 151 – Addiction prevention	x		x	
Game elements	A	B	C	D
Game rules	x	x	x	
Artwork	x			
Game functionality	x	x	x	
Return to player		x	x	x

ONLINE GAME ASSESSMENT PLAN				
Game information	X		X	
KEY: A: Functional testing B: Source code review C: Documentation review D: Calculation/Simulation				
Assessment methods:		Assessment instruments required for each method		
1. Functional testing 2. Source code review 3. Documentation review 4. Calculation/Simulation		1. Test environment, test procedures 2. Game source code 3. Game submission including specifications, maths, rules, help files 4. Game maths, game simulator		
Place or Context for assessment to occur (onsite/remote): Performed remotely				
Materials/resources/any documents needed for assessment: <ol style="list-style-type: none"> 1. Test environment 2. Documentation (game rules, help files, maths) 3. Game source code 4. Game simulator for actual RTP calculation 5. Supervised build (remote) to verify source code and binaries used for game and to obtain hashes for future verification 				
Special arrangements for assessment: <ol style="list-style-type: none"> 1. Test environment and simulator supplied by the client 2. Remote session for supervised build 				
Assessment result: COMPLIANT				
Non-conformities (provide a summary and reference to details): None				
Reports generated for this assessment: <ol style="list-style-type: none"> 1. Game Conformity Assessment report 2. Summary of the Assessment report 				

End of document