

# Evidence document for Pragmatic Play's Crash Type Game Spaceman

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## Pragmatic Play Limited Crash game “Spaceman” technical requirement evidence

- Game Rules are provided with the game. For reference, please see the section [RES\\_TEC Annex I. 3.4 Table of prizes](#)

### **Area: Percentage return and winnings tables**

#### **RES\_TEC Annex I. 3.3 Percentage return to player**

<b>3.3 Percentage return to player</b>
1) In those games where possible, the operators will determine the theoretical percentage return to the participant. The theoretical percentage return to the participant will be public and accessible to participants, and will be included, at least in the particular rules of the game.
2) For the theoretical percentage return the participant should always be informed of the minimum or the expected range, and an explanation of its meaning for each game or family of games. A participant who follows an optimal game strategy should get a percentage back to the superior participant than the participant reported. The operator must guarantee a percentage return to the participant equal or superior to a participant to following the strategy.
3) The operator shall certify to the National Gambling Commission the percentage return to the participant in each game.

The statistical return to player (RTP) for this game is:

Game Name	RTP (%)
Spaceman	95.50%

### **Return to Player Verification**

Gaming Associates (**ga**) has employed the following methodology to verify the RTP of the games:

1. GA receives the Mathematical Treatise of the games, from the game provider, as part of the game’s submission. This mathematics is reviewed and independently verified.
2. Implementation of the mathematical model and pay-table is validated by the source code review.
3. Game simulation is run, and game results are obtained. The number of game play in this simulation range from 10 million to 5 billion game rounds depending on the type of game. Results of the simulated game play are analyzed to obtain the actual RTP. If the simulated game play sample is about 5 billion, theoretical RTP and simulated RTP are very similar. If there is variation, then further analysis is performed to ensure that results are within the acceptable standard deviation.

#### **RES\_TEC Annex I. 3.4 Table of prizes**

<b>3.4 Table of prizes</b>
1) The Tables of prizes in those games in which they exist will be public and accessible to participants and include all possible winning combinations and a corresponding prize description for each combination.
2) The awards program information should be clear whether the awards are quantified in units of account, currency or some other unit established.
6) The tables of prizes cannot be changed during the game, except in those cases in which this fact is provided in the particular rules and the participant is correctly informed.

Online pay-table can be accessible. The table of prizes is not changed during the game.

Desktop:



Mobile:



Online pay-table and game rules can be accessible. The table of prizes and game rules is not changed during the game:

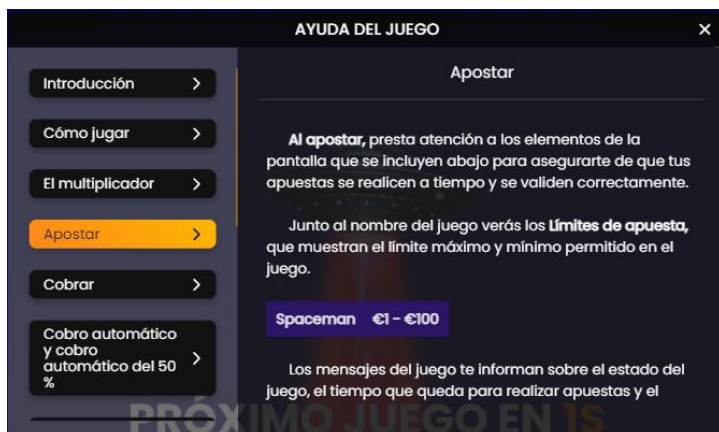
Pay-table:

N/A This Game is a Crash type game, all sufficient information is provided in the online game rules.

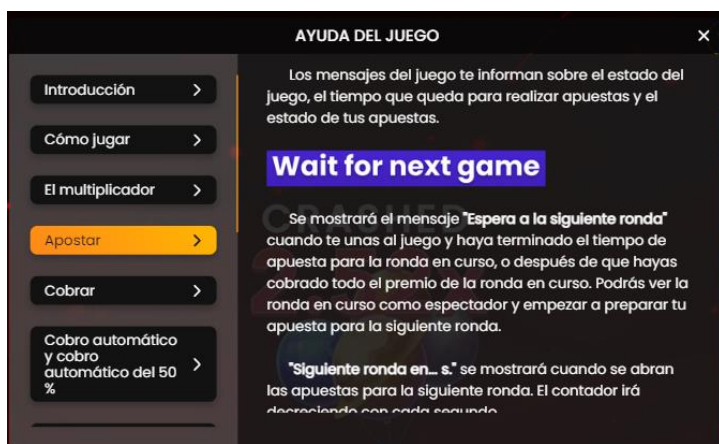
Rules:

Desktop:







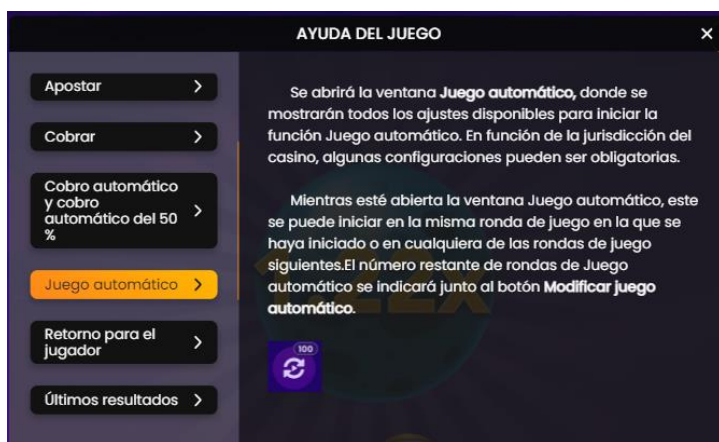


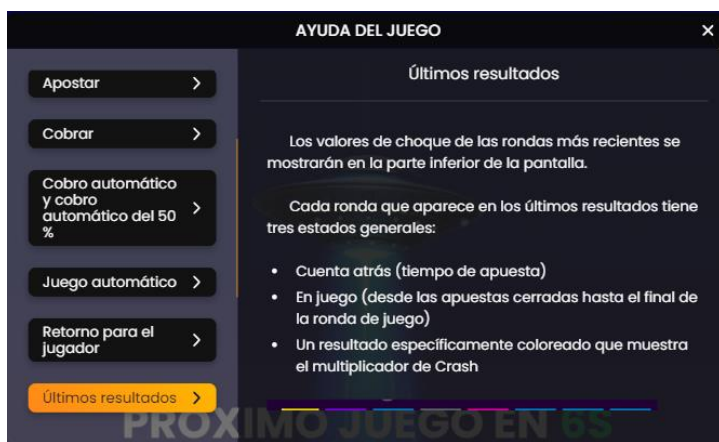












Retorno para el jugador >

Últimos resultados >

El marcador >

Estadísticas >

Controles de navegación >

Problemas del juego >

AYUDA DEL JUEGO

LeoLeo	€25	4.00x	€100
CasinoMast...	€25	4.00x	€100
Porchy	€1	4.00x	€4
Noe	€1	4.00x	€4
Oxymiron	€1	4.00x	€4
IDQDD	€1	4.00x	€4

El resumen de la Tabla de clasificación muestra el número total de jugadores activos para la ronda de juego actual, el número total de jugadores que han cobrado y el importe total de sus ganancias en euros o su equivalente en otra moneda. Es de carácter esencialmente informativo.

899
699
CASHOUT
3,700,000 €

Retorno para el jugador >

Últimos resultados >

El marcador >

Estadísticas >

Controles de navegación >

Problemas del juego >

AYUDA DEL JUEGO

Estadísticas

Abre las Estadísticas haciendo clic en el botón Estadísticas.

El panel ÚLTIMOS RESULTADOS muestra los valores de los multiplicadores de choque más recientes. Puedes ver hasta los últimos 500 resultados si cambias el número de rondas del escalador.

LAST RESULTS

Retorno para el jugador >

Últimos resultados >

El marcador >

Estadísticas >

Controles de navegación >

Problemas del juego >

AYUDA DEL JUEGO

LAST RESULTS

8s

1.99x

25.99x

4999.99x

100.99x

1x

5.99x

1.99x

1.99x

25.99x

1.99x

1.99x

1.99x

1.99x

25.99x

1.99x

100.99x

4999.99x

4999.99x

1.99x

1.99x

1.99x

25.99x

1.99x

100.99x

4999.99x

5.99x

1x

1.99x

25.99x

5000x

1.99x

1.99x

1.99x

Retorno para el jugador >

Últimos resultados >

El marcador >

Estadísticas >

Controles de navegación >

Problemas del juego >

AYUDA DEL JUEGO

1.99x

1.99x

1.99x

1.99x

1.99x

1.99x

1.99x

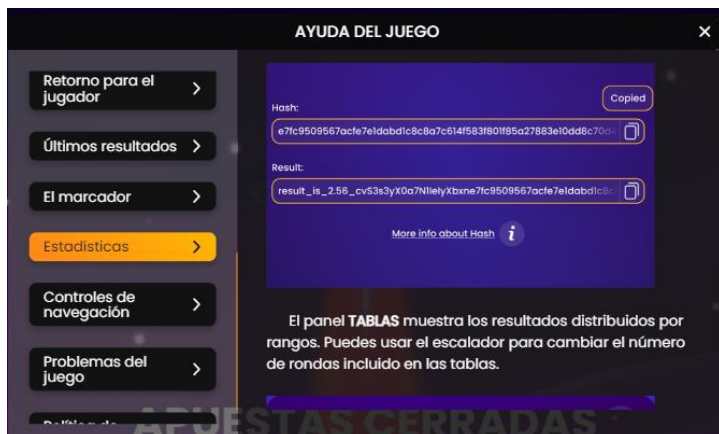
1.99x

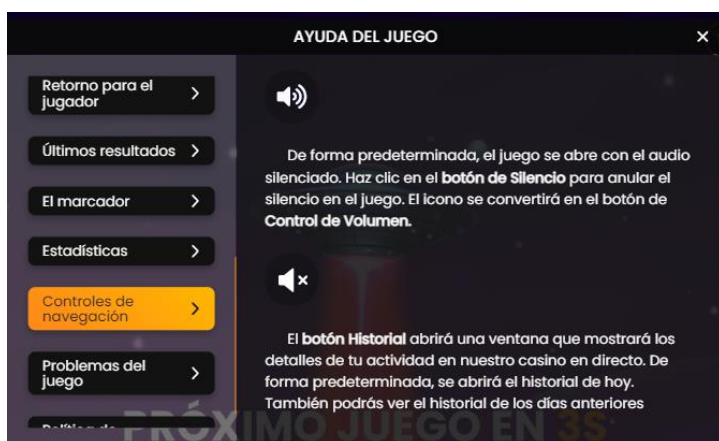
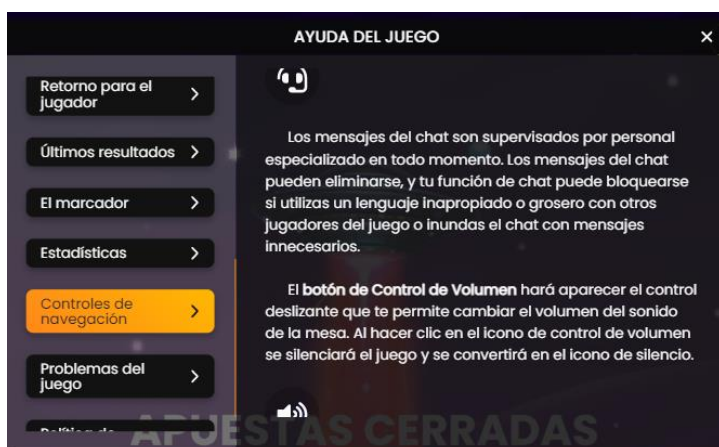
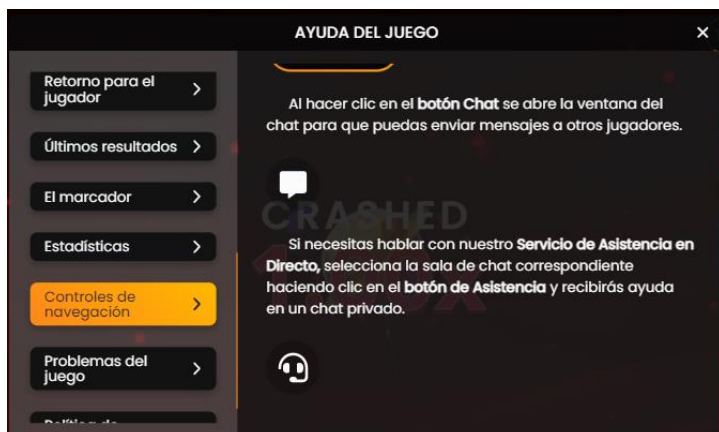
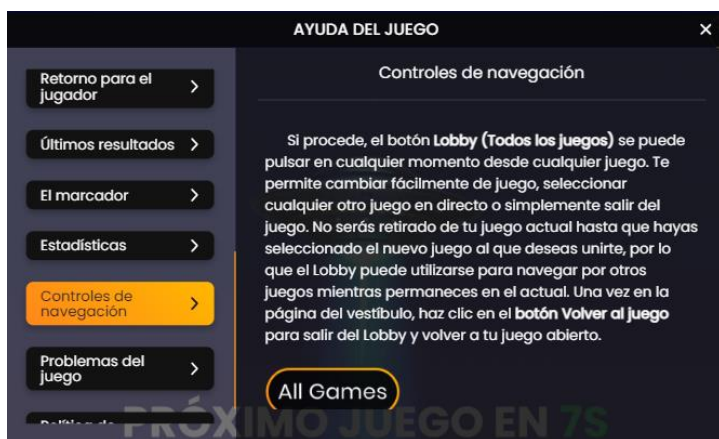
100 ROUNDS

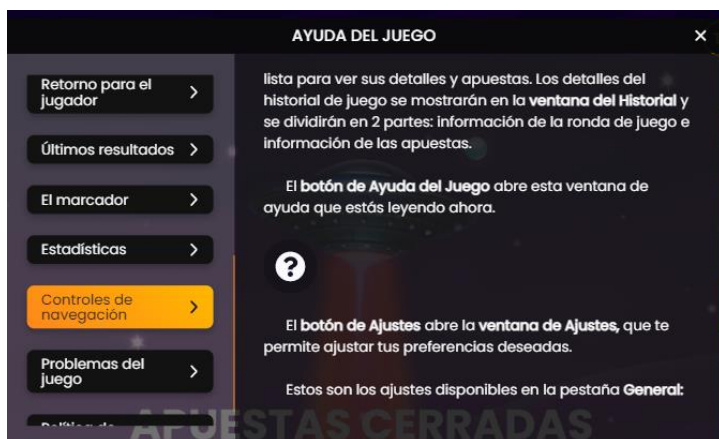
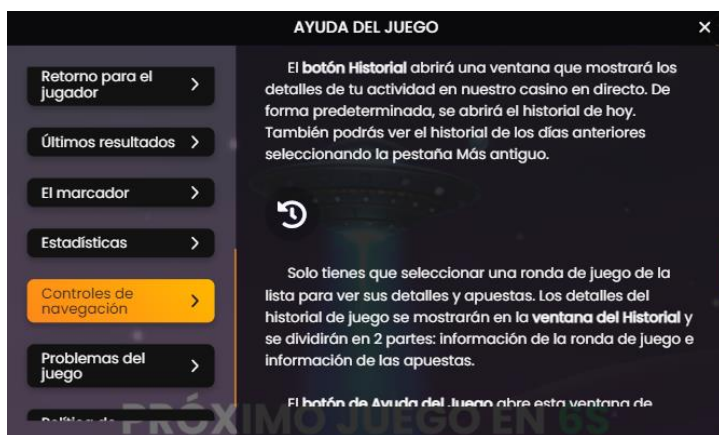
Haz clic en una ventana de resultados para ver más detalles sobre el mismo:

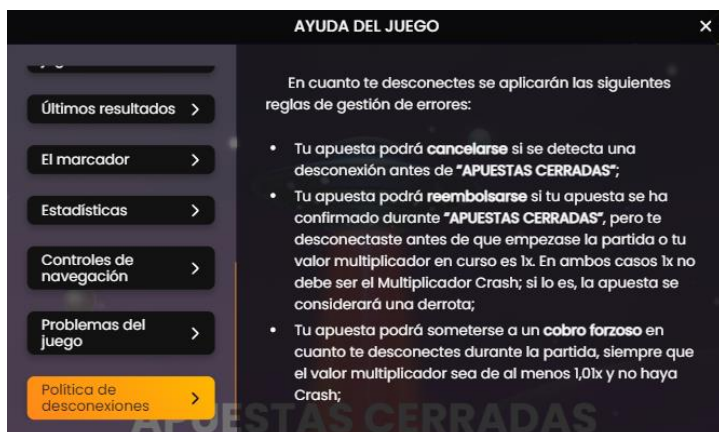
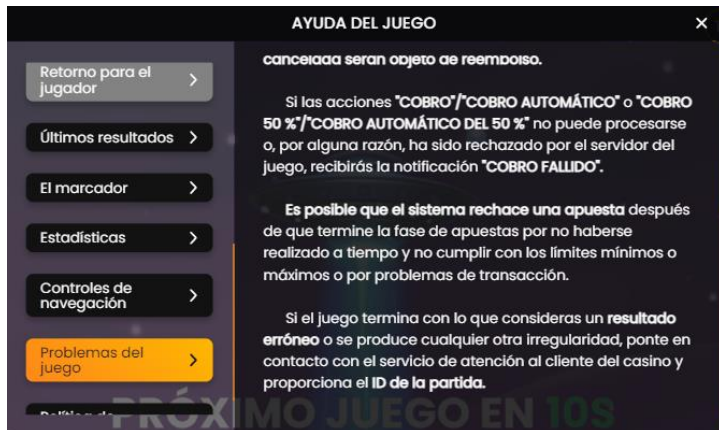
- Fecha de la ronda
- Cadena hash: el hash enviado antes de que la ronda empezase. Puedes usarlo para comprobar que el resultado de una ronda es justo.



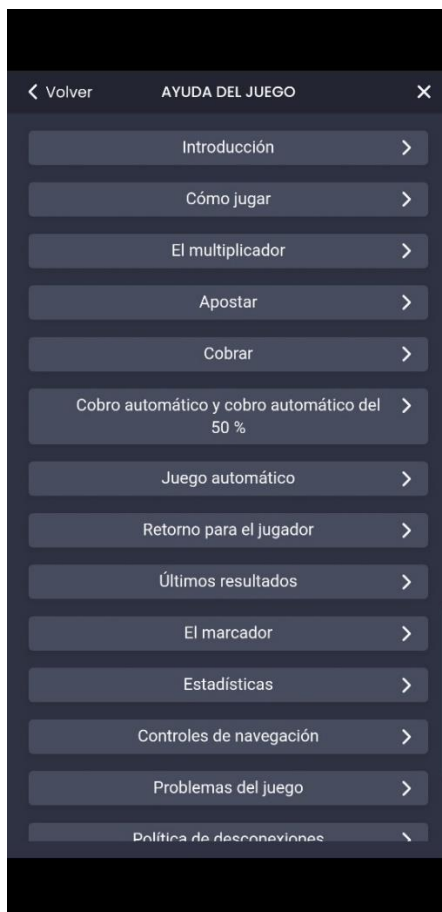


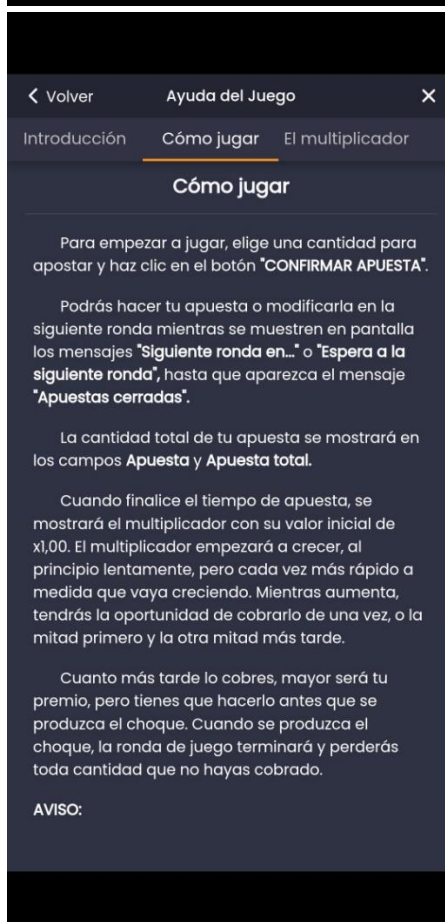


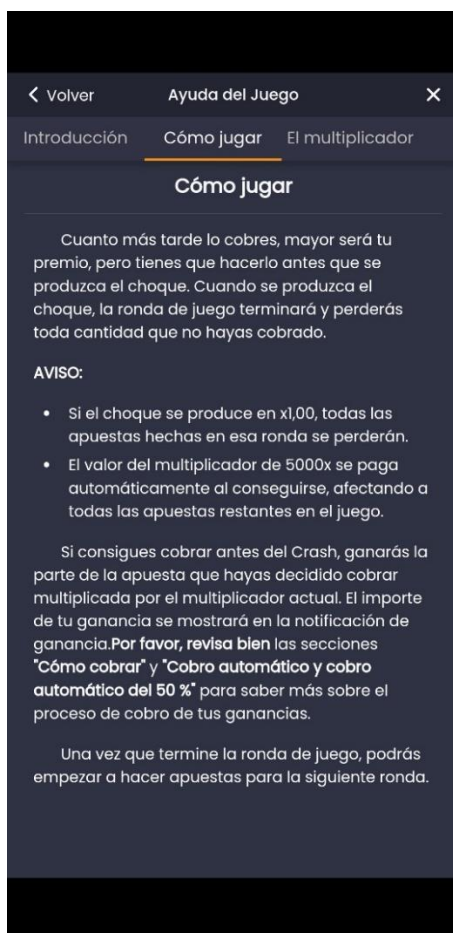






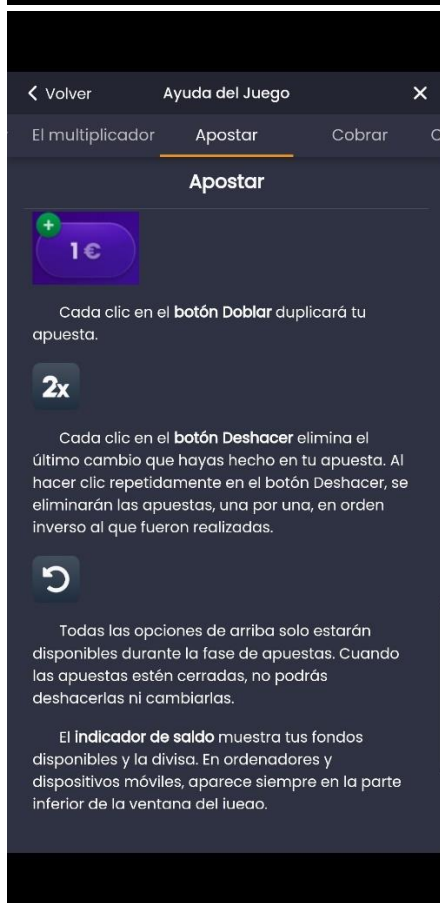
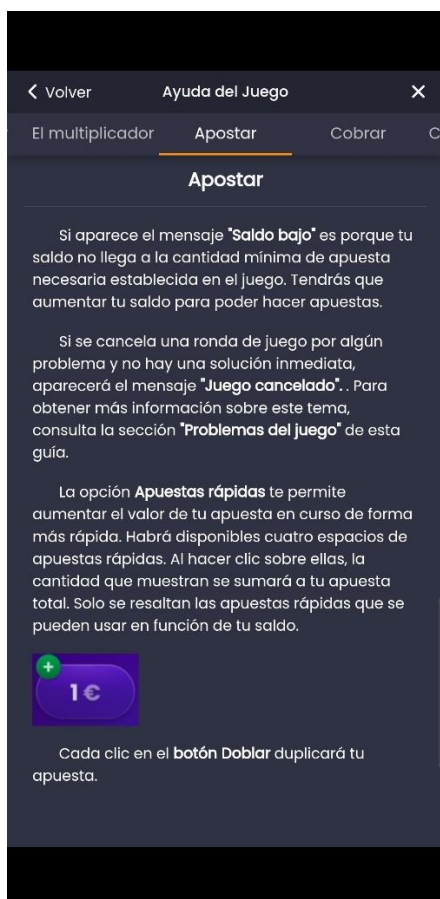


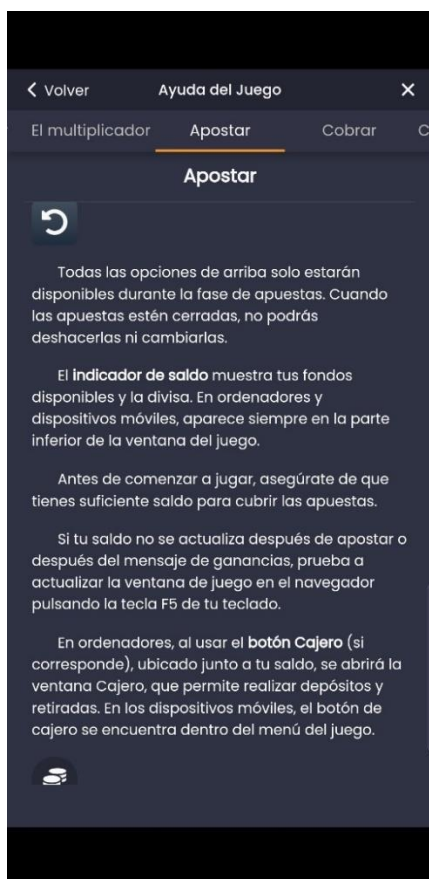


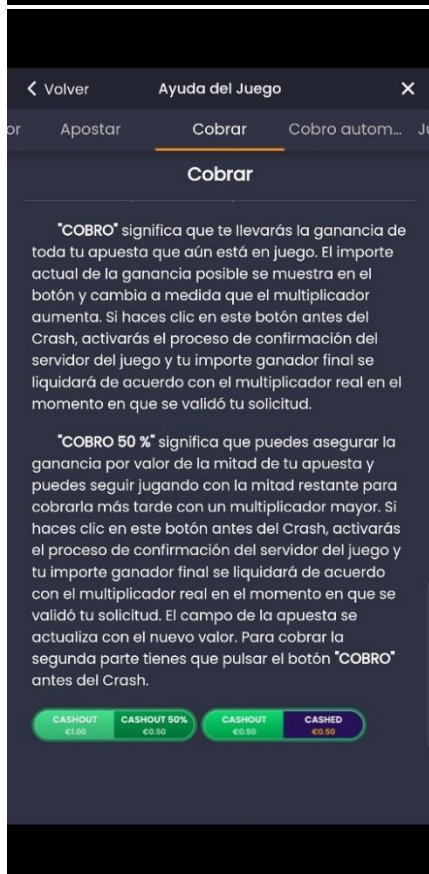
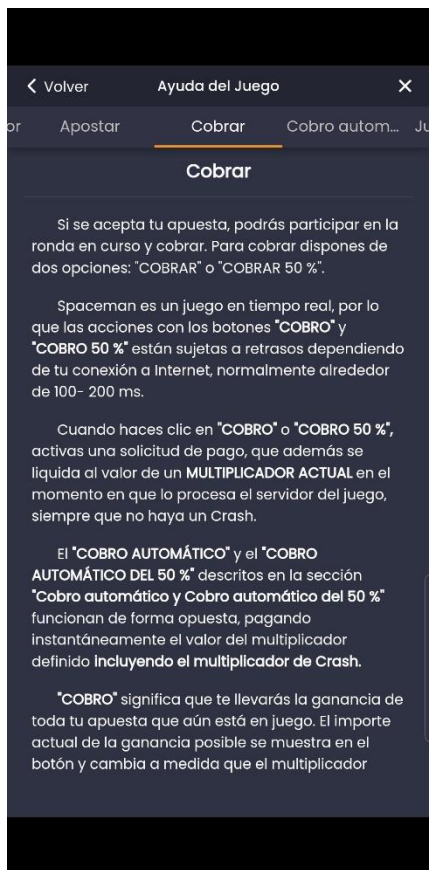


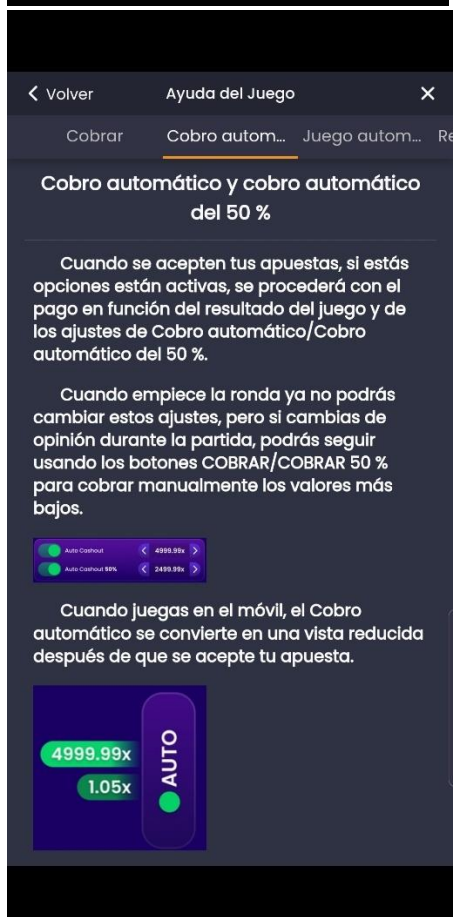
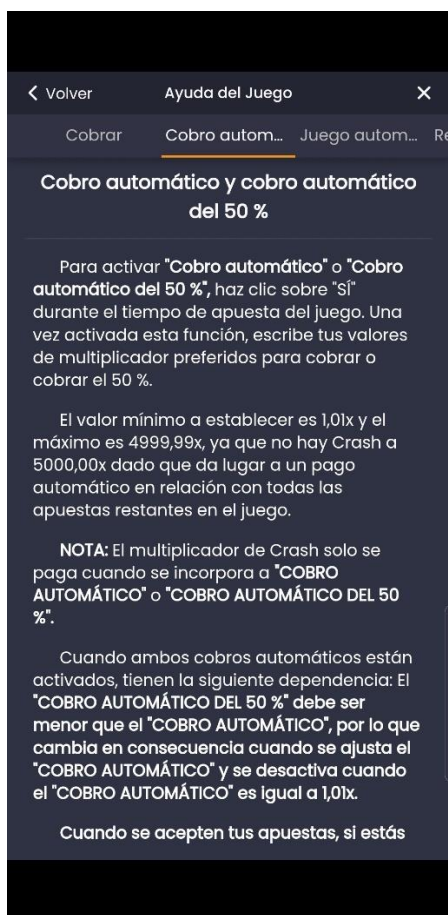




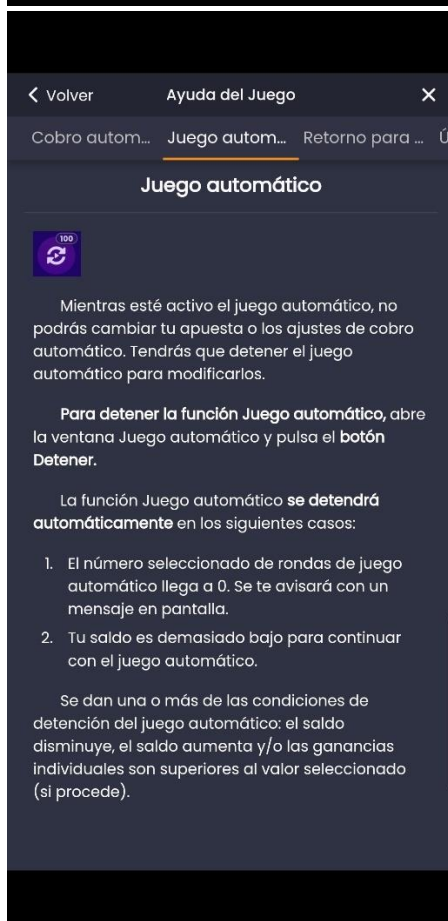


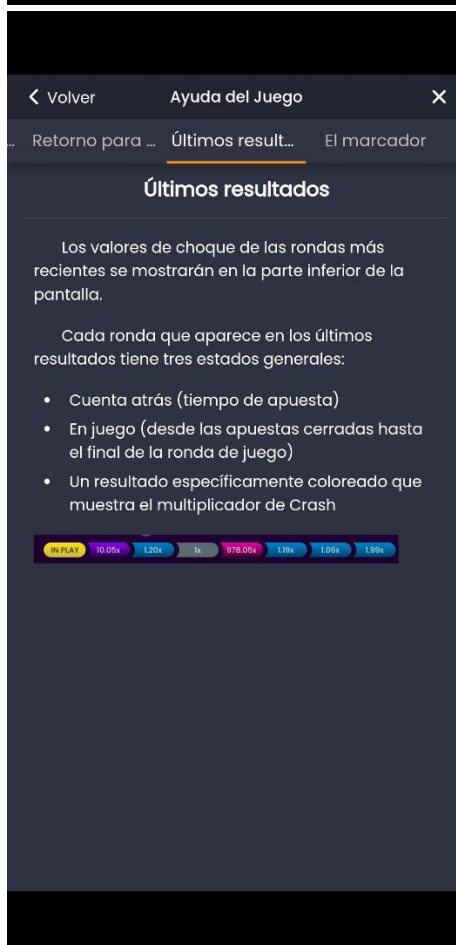




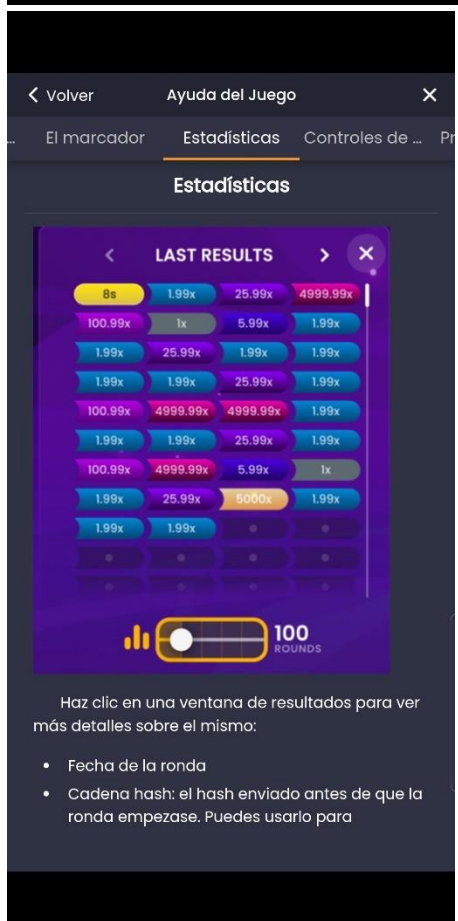




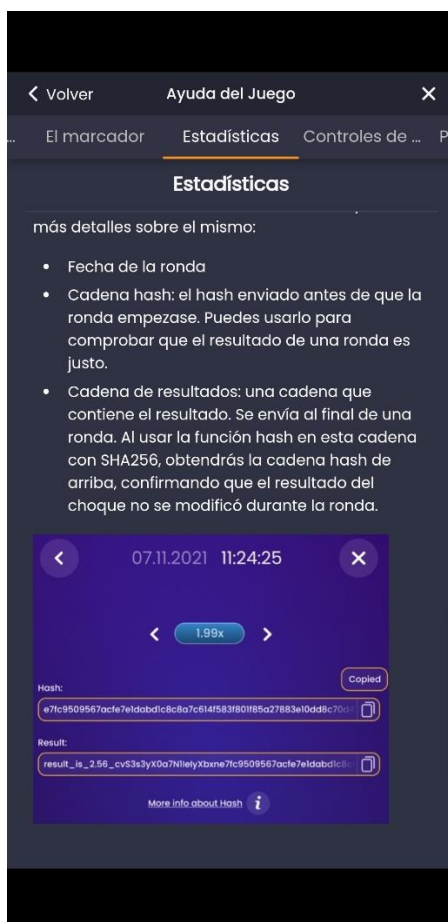






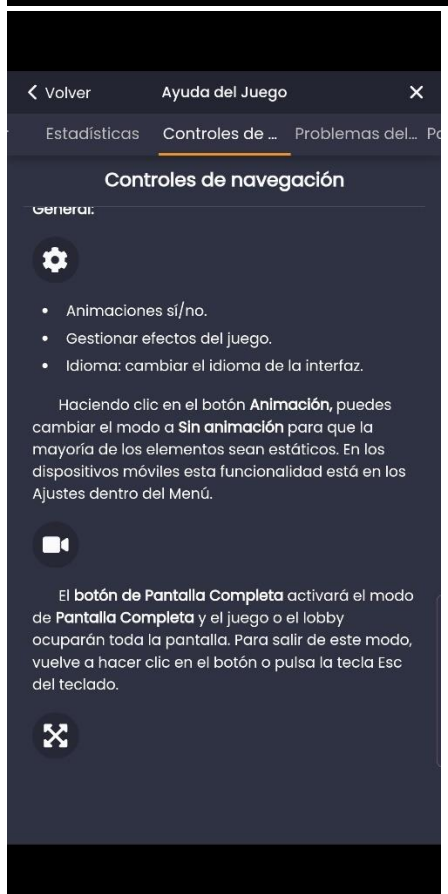
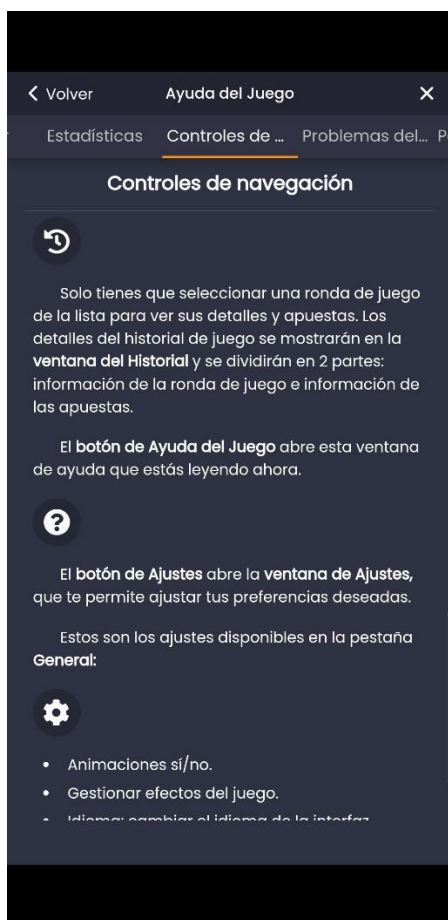




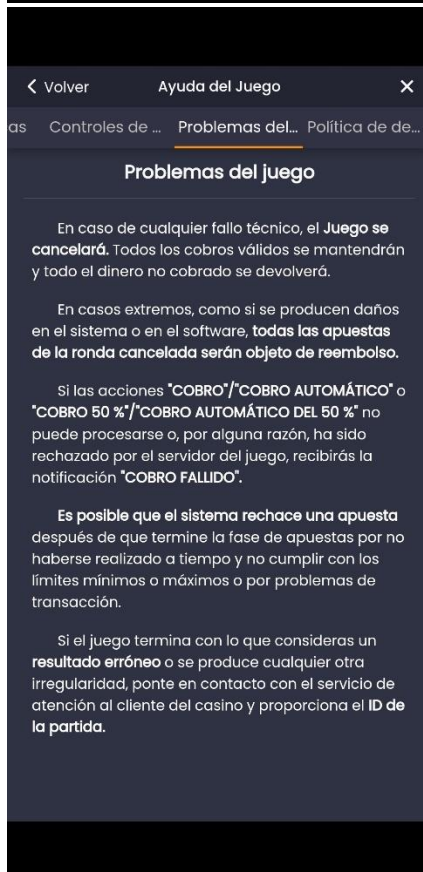
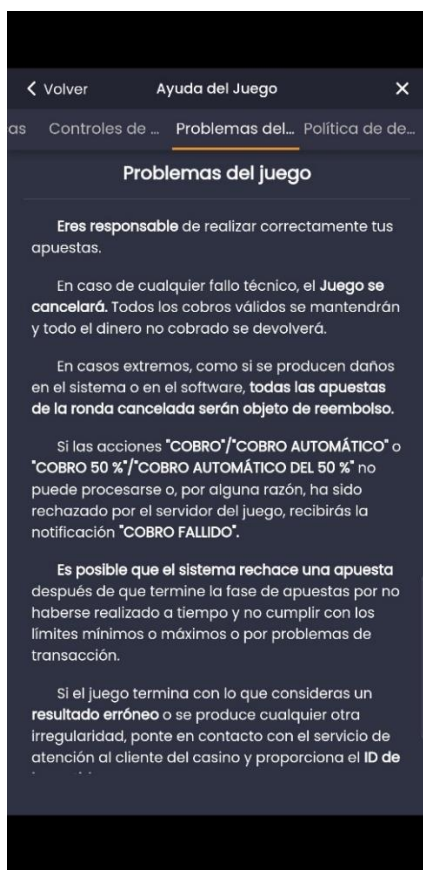


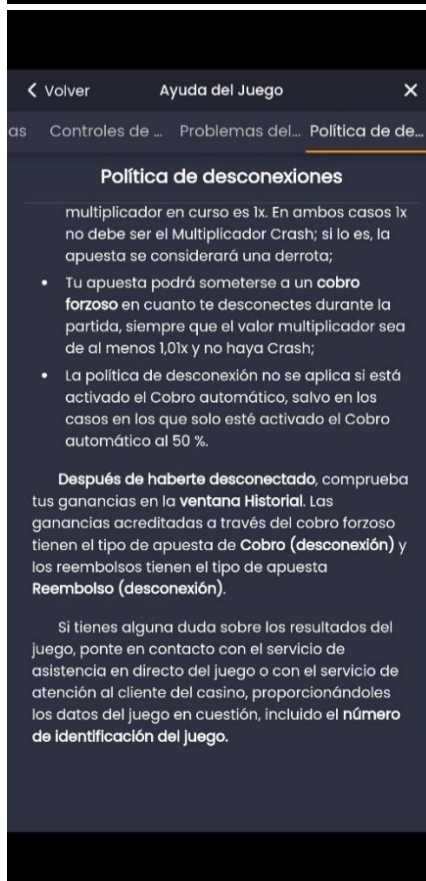
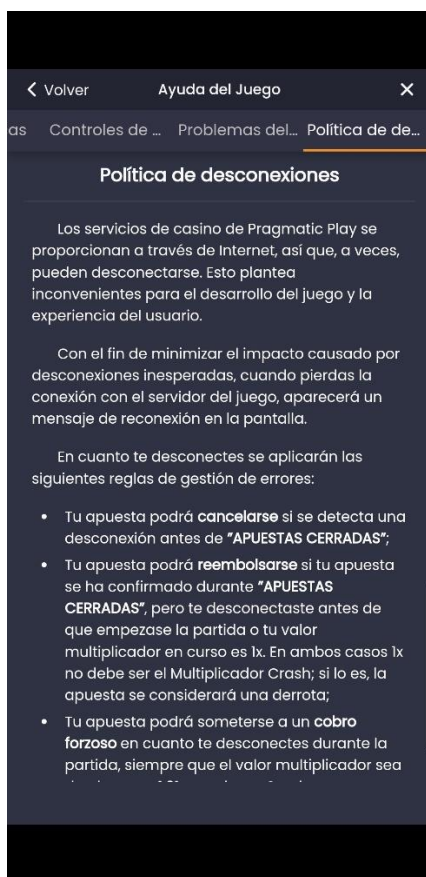












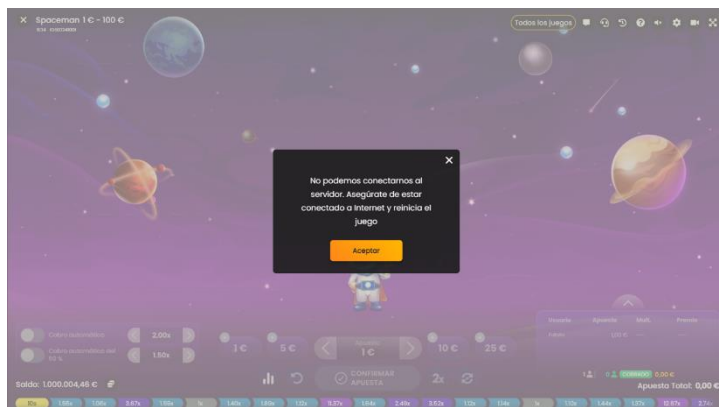
## RES\_TEC Annex I. 3.7.4 Information about connection quality

### 3.7.4 Information about connection quality

The system will inform the participant about the unavailability of communication with the game system as soon as detected.

If internet disconnected because of any reason below message displayed to the player within few seconds.

Desktop:



## Mobile:



If there is any internet speed problem, then this message is displayed to the participant which means Game is unavailable.

## RES\_TEC Annex I. 3.8.1 Disconnection due to inactivity

### 3.8.1 Disconnection due to inactivity

- 1) The time of disconnection due to user inactivity will be a maximum of 20 minutes; after this time, the platform should disconnect the user.
- 2) If technically possible, inform the participant that the session has ended.

Whenever the player left the game up to 20 minutes without doing any activity like playing then game will be disconnected automatically with providing info on the play bet and amount won with a disconnection messaged as shown in the screen shot below:

## Operators Responsibility.

## Area: Graphical interface

### RES\_TEC Annex I. 3.9.1 Game data

#### 3.9.1 Game data

- 1) The name of the game that the participant is playing must be clearly visible in all related screens.
- 2) Game instructions must be easily accessible. The GUI must include all information necessary for the development of the game. The function of all the action buttons represented on the screen should be clear.
- 3) The result of each play should be shown, if technically possible, instantly to the participant and maintained for a reasonable period of time.

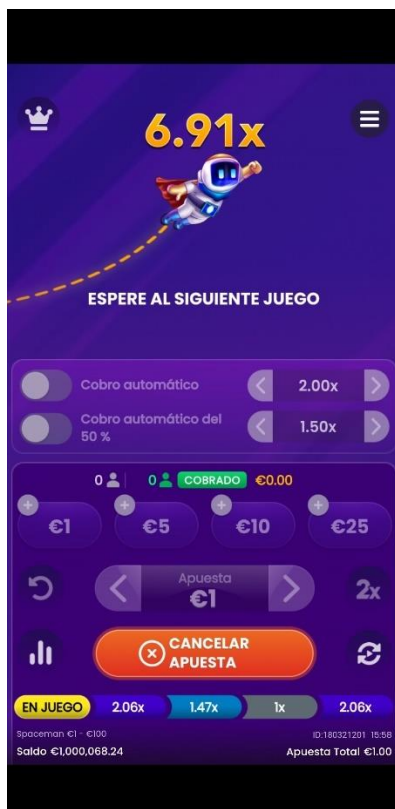
Game name is clearly displayed on the “Bet Screen” and “online Pay-table”. Please refer the online game rules and pay-table presented under “[RES\\_TEC Annex I. 3.4 Table of prizes](#)”.

Button displayed on the bet screen clearly represents their function. Game instruction can be accessible. Please see the attached screen below for more details.

#### Desktop:



#### Mobile:



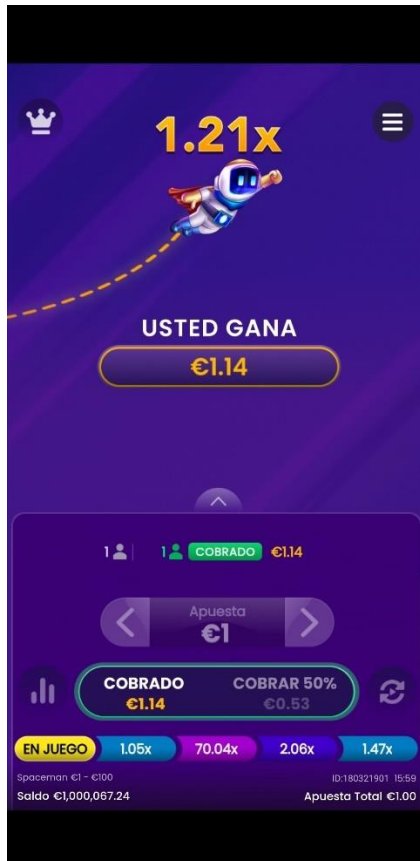
Result of each win is clearly displayed. Please see the attached screen below for more details.



Desktop:



Mobile:



### RES\_TEC Annex I. 3.9.2 Participant data

#### 3.9.2 Participant Data

The display should show the current balance of the participant at least in euro and bets, and total units.

Player's account balance is always available as displayed in the screen shot below:

Desktop:



Mobile:



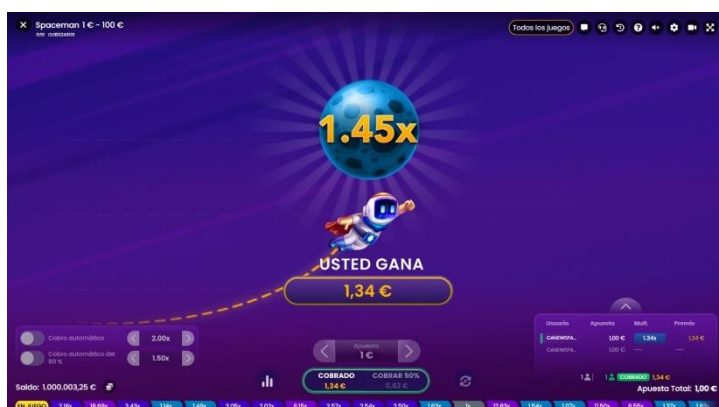
## RES\_TEC Annex I. 3.9.3 Winnings

### 3.9.3 Winning

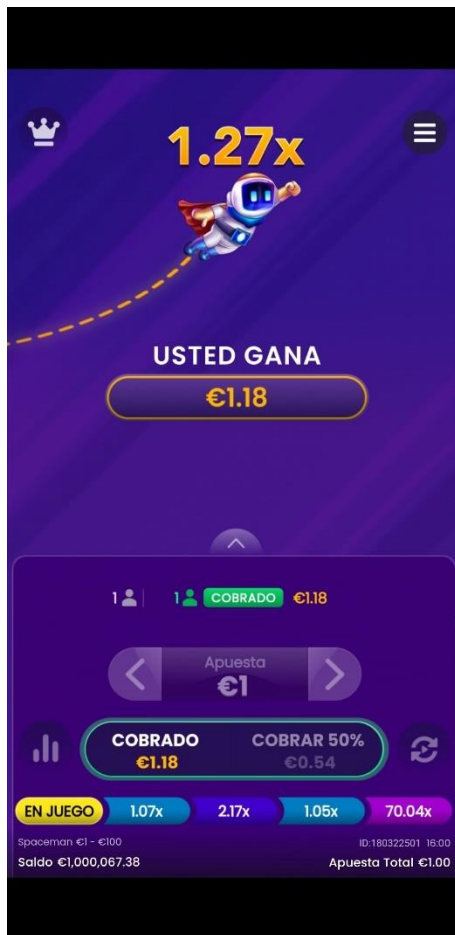
The interface should clearly indicate whether awards are shown in Euros or credit and should not alternate different representations that mislead the participant.

Bets and winnings are in “Euros” as displayed in screen shot below:

Desktop:



Mobile:



## **Area: Response to technical errors**

### **RES\_TEC Annex I. 3.12 Incomplete Game**

#### **3.12 Incomplete Game**

An incomplete game is a game whose result has not yet occurred or, if it occurred, the participant could not be informed of this fact.

In an incomplete game, the particular rules of the game will determine the action of the platform, that may wait for the participant, cancel the game or stay in the same until it is completed.

- If the game is incomplete due to a loss of connection of the user terminal, the platform will show the incomplete game when the participant is reconnected.

Whenever game left incomplete upon resuming incomplete game is provided and player can complete the game.

Not applicable, The Game will carry on and any Winnings will be automatically credited to the Player's account.

## **Area: Auto-Play**

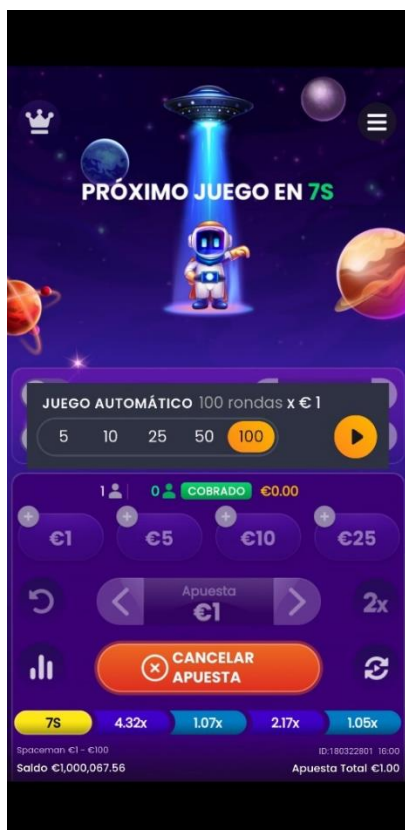
### **RES\_TEC Annex I. 3.13 Auto-play**

On the bet screen where player can select the number of auto spin **10 to 100**.

Desktop:



### Mobile:



And player can also stop the auto-play at any time.

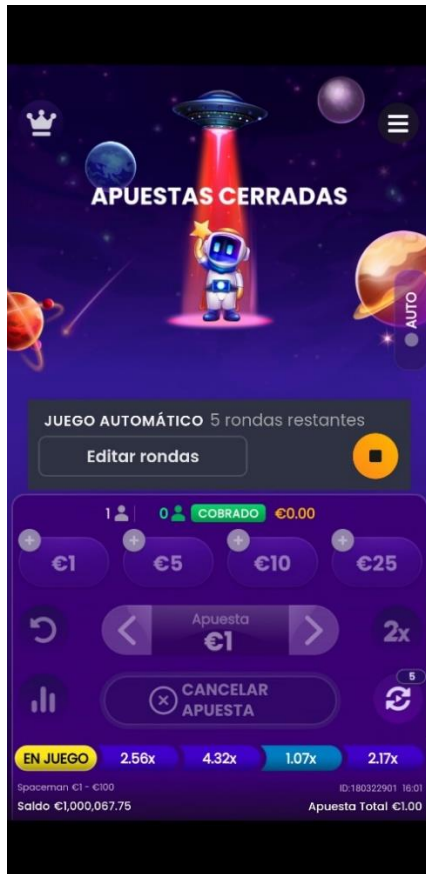
Following screen shots further elaborate it:

Stop Auto Play can be done. Please attached screen shot below for more details.

### Desktop:



## Mobile:



## Area: Replay

### RES\_TEC Annex I. 3.14 Replay

#### 3.14 Replay

The platform must provide the participant the option to replay, showing it as a graphic reconstruction or intelligible description that must reproduce all sets of the game that may have an impact on their development. The repeat option must provide all information necessary to reconstruct the last ten games of the session.

## Desktop:



## History



HISTORIAL: GANEWSpain				
Spaceman	Tipo de Ap.	Multiplicador	€ Apuesta	€ Efect. neto
Apuesta Total <b>€ 1.00</b> Efect. neto <b>€ 0.21</b> ID de Juego <b># 180247501</b>	Cashout	1.2x	1,00	0,21
Multiplicador Crash <b>3.84x</b> 14/06/2022 06:55:48 GMT				
STAS CERRADAS				
< Anterior			Siguiete >	

Mobile:

History:

The mobile app interface for the Spaceman game shows a win of 1.24x. A rocket is depicted flying upwards. Below the multiplier, it says "USTED GANA" (You Win) and shows a cashout of €1.17. The interface includes a bet amount of €1 and a "COBRADO" (Paid) status. A progress bar shows the multiplier increasing from 1.67x to 1.07x. The bottom of the screen displays the player's balance and the total bet amount.

1.24x

USTED GANA

€1.17

COBRADO €1.17

Apuesta €1

COBRAR 50% €0.54

EN JUEGO 1.67x 2.56x 4.32x 1.07x

Spaceman €1 - €100 Saldo €1,000,068.02 ID:180323101 16:02 Apuesta Total €1.00



## Single Licence Crash Game requirements

### Area: Conduct of the game

#### **Article 8. Gaming operators' obligations.**

##### **Article 2. Definitions.**

**1. Slot machine.** A game in which, in exchange for the price of a game, the user is granted a period of use with the purpose of obtaining a combination of symbols or graphic representations that, according to the specific game rules, is awarded a specific prize. Any game in which the essential elements pertain to other games that are already regulated will not be deemed a slot machine.

**2. Game.** Each activation, with a cost for the participant, of the mechanism for determining a combination of symbols or graphic representations, including, as the case may be, the metamorphic evolutions derived from it. The game will end with the determination of the result and the allocation of the preset prize, if any.

**3. Slot machine game session.** The series of games played by the participant, whether on one or more slot machines, during the period of time specified by each of the connections to slot machines of the gaming operator.

**4. Progressive jackpot.** Prize pool that the gaming operator formed from the proceeds deducted from the amount of each game played.

“**Spaceman**” game is a Crash game.

Specific game rules with regarding of the prizes of the symbol is presented in section [RES\\_TEC Annex I. 3.4 Table of prizes](#)

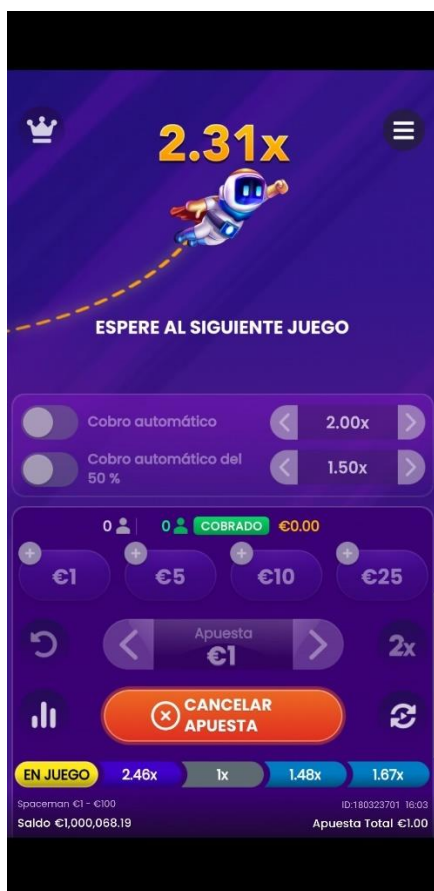
On each single spin player wagered amount is deducted. This game is not a metamorphic game.

Desktop:



## Mobile:





## Article 6. Specific rules for slot machine games.

### Article 6. Specific rules for slot machine games.

1. The development and operation of slot machine games requires the prior publication of its specific rules, which are of a private nature and are drawn up by the gaming operator, without prejudice to the supervisory powers of the Directorate General of Gaming.

The specific rules shall establish the rules of the game for slot machines operated by the operator, and in particular the program and prize categories linked to the game. Likewise, the specific rules shall establish the principles and rules that govern the relationship between the operator and the participants.

2. The specific slot machine game rules shall be published by the operator on its website, and, using the appropriate techniques for the medium used, shall be accessible to participants permanently, easily and free of charge.

3. The operator shall notify the Directorate General of Gaming of the publication date of the particular rules and any changes made to them.

Please refer the presented game rules under the section: [RES TEC Annex I. 3.4 Table of prizes](#)

## Article 11. Development of games.

### Article 11. Development of games.

1. Slot machine games shall be operated in accordance with the provisions of this basic Regulation, any provisions implementing these under the terms of the corresponding singular license granted and the specific rules.

2. When, whether through direct knowledge or a notification or complaint lodged by a third party, the Directorate General of Gaming becomes aware of the fact that a symbol or graphic representation in a game offered by an operator violates the provisions of Article 6 of Law 13/2011, regulating gaming, the Directorate General of Gaming may order its suspension and removal, without prejudice to the exercise of its sanctioning powers.

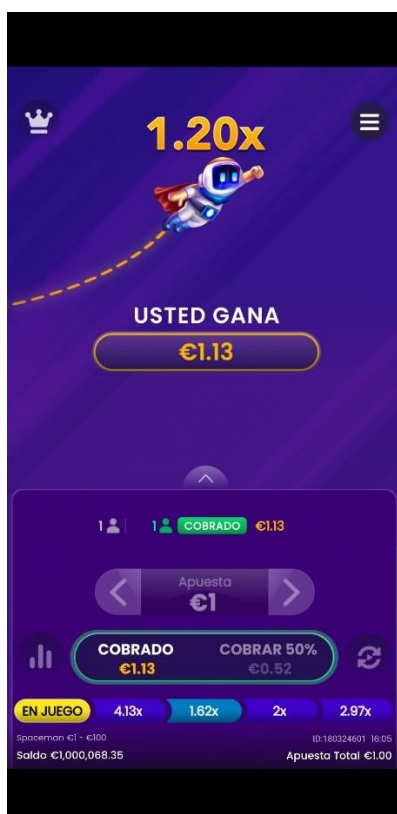
The game behaves in accordance with online published games rules. Please see the following screen shots for more detail and refer the word document attached in above section:

Base Game Winning

Desktop:



Mobile:



## Article 12. Limits to participation in slot machine games.

### Article 12. Limits to participation in slot machine games.

1. The maximum and minimum amount of each game shall be established by the gaming operators with their particular rules and shall be expressed in euros.

Bet choices are presented in way where Minimum and Maximum available bet can be deduced. For reference please see the screen shots below:

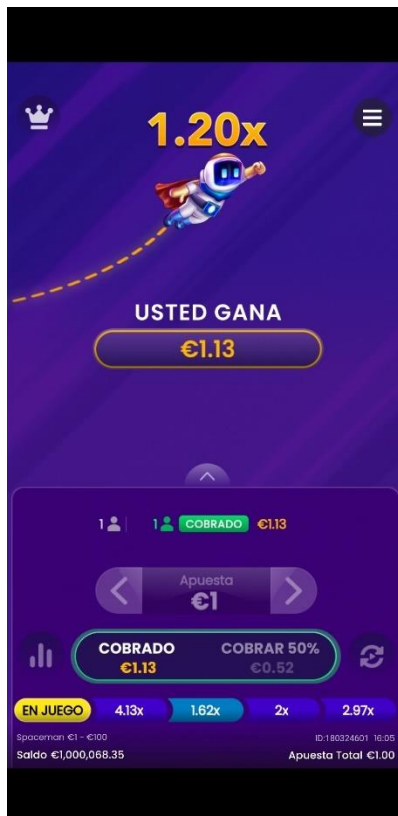
### Minimum Bet

Desktop:





Mobile:



Maximum Bet

Desktop:



Mobile:



## Article 14. Development, determination and allocation of prizes.

### Article 14. Development, determination and allocation of prizes.

4. Participation in slot machine games may be done manually or automatically.

In manual mode, the game shall commence when the participant manually activates the mechanism for determining the resulting combination of symbols.

In automatic mode, the game shall commence once this game mode has been configured. Not more than 100 games may be configured in automatic mode, and in any event, this mode may be abandoned at any time.

5. The game shall have a minimum duration of 3 seconds.

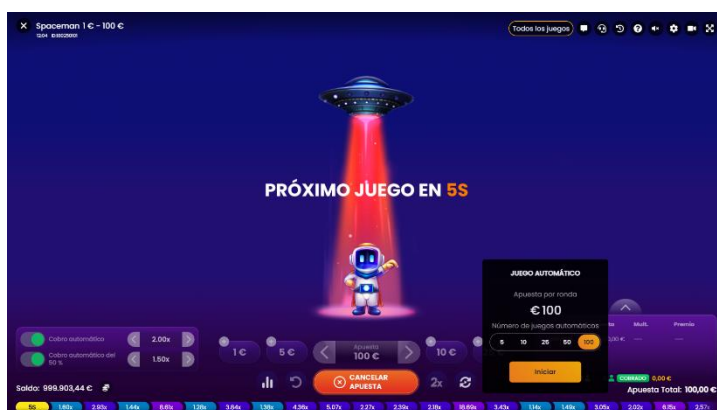
6. The resulting combination having been determined by chance, it shall be checked to see whether it matches any of the prizes preset by the gaming operator. If so, the participant in question shall be allocated the prize corresponding to this resulting combination.

7. Operators may only offer progressive jackpots. Under no circumstances may they offer guaranteed jackpots, defined as those that originate fully or partly from the operator's own funds or from sources other than stakes in the game.

Player can play the game manually and also automatically by using the option “**Auto-play's**”. Please refer the attached screen shot below for more details.

Total number of Auto-play allowed to the player to play is up to **100**.

Desktop:



Mobile:

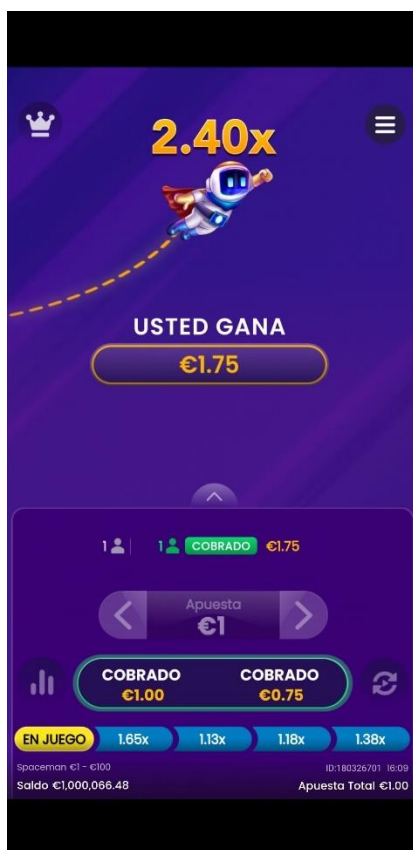


Resulting combination with the prizes of symbol combination are displayed in the screen shot below in auto-play mode:

Desktop:



Mobile:

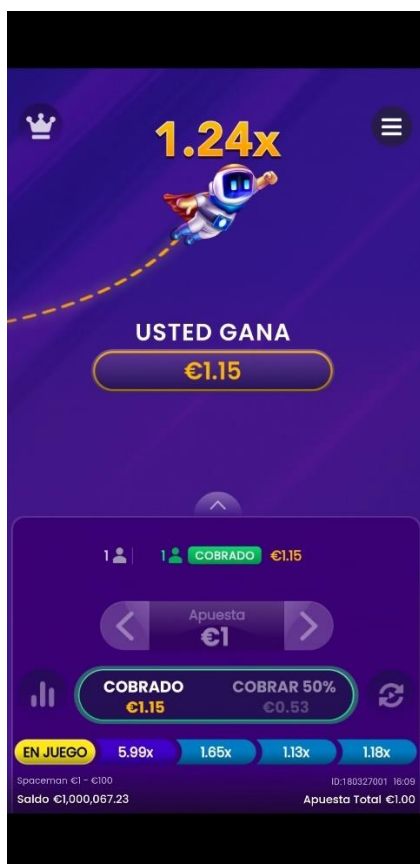


Resulting combination with the prizes of symbol combination are displayed in the screen shot below in manual mode:

Desktop:



Mobile:



The game play duration is 3 second for each spin cycle.

## Article 15. Payment of prizes.

### Article 15. Payment of prizes.

1. Those receiving the prizes shall be users who have participated in slot machine games and who, in accordance with the result of the games and the specific rules of the game, have been winners.
  2. The operator is obliged to pay the prizes obtained in the game once each slot machine game which gave rise to it has ended and shall pay the prizes to the winning participants in accordance with the terms and conditions laid down in the specific rules of the game.
  3. The operator shall pay the prizes in accordance with the provisions of the specific rules of the game and, in default thereof, by the same means used for the payment of their stake. Under no circumstances shall the payment of the prize involve any additional cost or obligation for the prize-winning participant.
- The right to be paid prizes shall expire within the period laid down in the specific rules of the game, which shall not be less than three months from the day after the end of the game in which the prizes were won.
4. The Directorate General of Gaming shall lay down the additional procedures and obligations which may be required in relation to the payment of the prizes in order to provide the best protection for participants and the public interest.

The prizes are awarded as according to the online pay-table displayed prizes with number of symbols. It can be further viewed from the following screen shot:

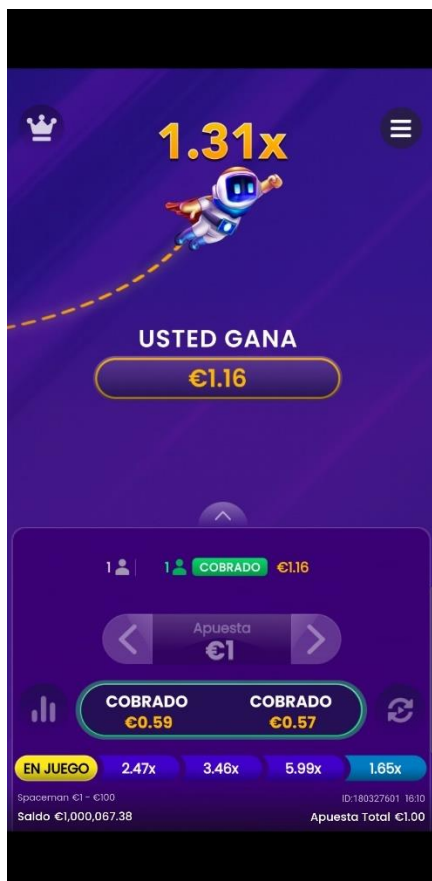
The game pays according to the online game rules

Desktop:





## Mobile:



## Area Obligations to provide information to participants

### Article 8. Gaming operators' obligations.

#### Article 8. Gaming operators' obligations.

##### 1. Gaming operators shall:

##### 1.1. Make public the specific rules.

##### 1.2. Provide clear, complete, accurate, updated information in Castilian Spanish to the participants in relation to at least the following matters:

a) Identification of the gaming operator, in particular with respect to possession and validity of licenses granted by the Directorate General of Gaming, trade name, company name, registered office and, where applicable, the address of their representative in Spain.

b) The system for dealing with complaints that the operator has implemented and referred to in the previous Article. The information shall contain at least the following: postal and e-mail addresses to which complaints can be sent, deadlines for making them, and, where appropriate, standard forms, and deadlines for notification of the decision. In addition, the operator's obligation to reply to every complaint received shall be cited. The operator shall notify the complainants of the identity of the contact person.

c) Specific rules of the games offered and the ways of participating in them. This information shall be accurate and readily available before the start of participation and at any time during play.
d) Responsible Gaming Policies implemented by the operator.
e) Mathematical forecast of the game return, calculated on the basis of one year, together with the actual percentage return of prizes in relation to the amount gambled for each of the games in each of the preceding six months. The prizes allocated to jackpots will be excluded from the calculation of this percentage, without prejudice to the information which the operator wishes to provide in relation to these.
f) Maximum and minimum amount of each game.
g) Mode in which each game is played, whether automatic or manual.
h) A description of the winning combinations and of the prizes allocated to each winning combination.
k) Percentage of the amount gambled by each player which is allocated to the jackpot.
The information relating to slot machine games, the name and form of presentation shall be offered in such a way that it avoids similarities with any other game or induces confusion on the part of the participant.

- On the bet screen specific game rules can be accessible and presented in the section [RES\\_TEC Annex I. 3.4 Table of prizes](#)
- All the information provided in “Spanish” language throughout the game artwork.
- The statistical return to player (RTP) for this game is:
  - ❖ 95.50%
- Minimum and maximum stated on the online game help page and can be deduced on the bet screen.
- Player can be playing the game manual as well as automatic mode as stated in the game help page and also options provided on the bet screen.
- Description of winning combination and prizes allocated to each symbol is provided on the online pay-table.
- All the combinations, winning line and symbols are provided on the online pay-table in a box so that player should not be confused in any way during the game play.

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**End of Document**

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