



Technical Evidence Document for Pragmatic Play’s Virtual Racing games “Force1”

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CHAPTER III. GENERAL ASPECTS OF THE GAMES OPERATED BY INTERNET

3.4 Design of the game

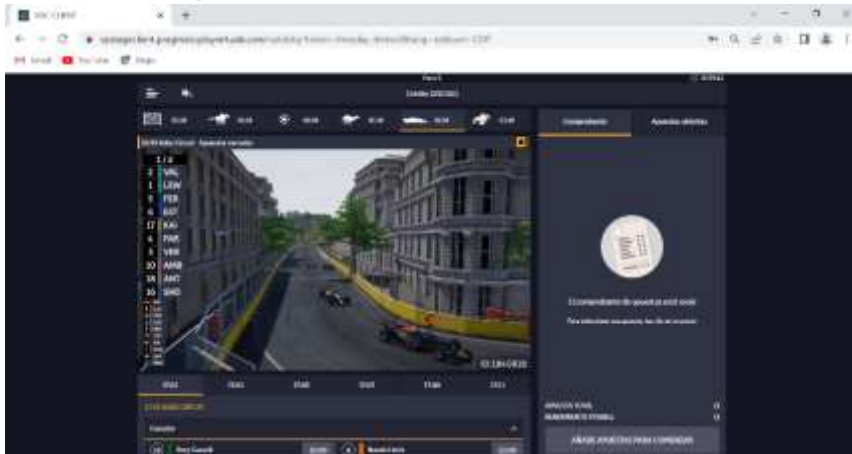
- | |
|---|
| <ul style="list-style-type: none"> • The name of the game must be clearly visible on all screens and associated apparent to the player. |
| <ul style="list-style-type: none"> • The graphical interface should include all information necessary for the development of the game. |
| <ul style="list-style-type: none"> • The function of all action buttons represented on the screen should be clear |
| <ul style="list-style-type: none"> • The result of each play will be displayed. If technically possible so instantly to the player and maintained for a reasonable period. |

The game name “Force1” is displayed on the “Bet Screen” and “online Pay-table”. Please refer to the online game rules and pay-table presented under “[Online payable and online game rules](#)”.

The button displayed on the bet screen represents their function.

Game instruction can be accessible. Please see the attached screen below for more details.

▪ Desktop



- Mobile



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

- Desktop



▪ Mobile



3.5 Logic Game

- All the logic of the game must be independent of the terminal of the player. This means all functions and logic that are critical to the implementation of the rules of the game and determination of the result they must be generated by the game server, independent of the device used by the player.

3.6 Controls Logic Game

- The game should be designed to minimize the risk of manipulation. They take the technical, administrative, and procedural measures to prevent behaviors that involving deviations from the rules of the game. The operator shall have a procedure documented that describes the measures applied to your system to ensure that:
- The game is played according to the rules of the game.
- Game data are recorded correctly in the system.
- Guards or identification documents of a bet or participation protect against possible manipulation.

The game behaviour is per published game rules. Please see the screenshots for more detail. Please see the section [Online game rules](#).

▪ Desktop



▪ Mobile



3.7 Game Interface

- The screens should display the current balance of the player credit for participation and bets placed.
- The interface should show awards as credits.
- Should not be toggled different representations that can confuse the player.
- Any event resizing or overlapping Player Interface It must be mapped to exactly reflect the modified screen and points tap / click. one

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

▪ Desktop



▪ Mobile



3.8 Return to Player

- The operator shall implement a procedure to ensure compliance return theoretical games offered, so that the rate of return obtained by players for each game, modalities or variants, corresponds to the value or expected ranges in the regulations.
- The operator shall keep the record of changes in the percentage return to the player for those games where the percentage may depend on configurable parameters in technical gaming system.
- The percentage return to the player may not be changed during the game, except in those cases where this fact is provided for in the particular rules and player is properly informed

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

Simulation of games run	Actual RTP (Calculated RTP)	Single Market	
		Market	RTP
10 million	92.00%	Winner	92.00%
		Driver on Podium	
		Points Finish	
		Podium in Order	
		Podium in any Order	
		Podium Car Number	
		Double Podium Finish	
		Double points Finish	
		More points than Teammate	
		Lap 1 Leader	
		Winning Margin	

Return to Player Verification:

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

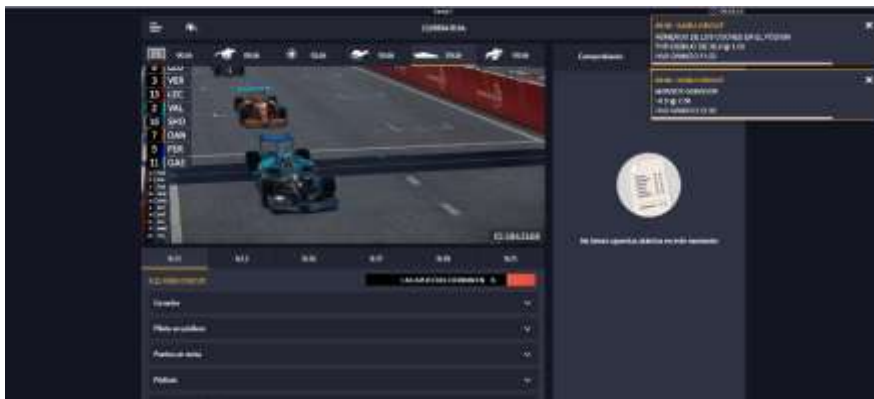
1. GA receives the Mathematical Treatise of the games, from the game provider, as part of the game's submission. This mathematics is reviewed and independently verified.
2. Implementation of the mathematical model and pay-table is validated by the source code review.
3. Game simulation is run and game results are obtained. The number of game play in this simulation range from 10 million game rounds depending on the type of game. Results of the simulated gameplay are analyzed to obtain the actual RTP. If the simulated gameplay sample is about 100 million, 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.

3.9 PLAN OF PRIZES

<ul style="list-style-type: none"> The plan awards in those games there will be public and accessible to players and will include all possible winning combinations and a Description of the corresponding prize to each combination.
<ul style="list-style-type: none"> Information plan awards should clearly indicate the value in credits the possible bets.
<ul style="list-style-type: none"> The player must know the maximum monetary value that can be obtained from the bet or play that you are performing.
<ul style="list-style-type: none"> When there are boats or jackpots or prizes multipliers to be displayed in screens must be specified if the pot or multiplier affects the program awards or not.
<ul style="list-style-type: none"> The award scheme cannot be changed during the game, except in where this fact is specified in the particular rules.
<ul style="list-style-type: none"> The award scheme should reflect any change in the value of the prize, for which, it is sufficient that the operator has a box and show prominently in the graphical interface of the game in which the aforementioned changes to appear in the value of the awards.
<ul style="list-style-type: none"> The operator shall keep record of the plan awards for each game, so that these changes can be audited.

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

- Desktop



- Mobile



- Desktop

Online Pay-table:



Game Rules:

<
VOLVER
✕

Ayuda del juego

DEPORTES VIRTUALES: REGLAS DE FORCE 1

Force 1 de Pragmatic Play te ofrece acción ininterrumpida de carreras de coches open-wheel.

Todas las apuestas efectuadas en Force 1 estarán sujetas a estas reglas de Force 1, así como a nuestros términos y condiciones.

FORCE 1:

- Cada carrera la disputan 20 coches (pertencientes a 10 equipos, que incluyen 2 coches cada uno).
- La frecuencia máxima de carreras es de una cada 2 minutos.
- Los equipos y los pilotos se combinan en un complejo modelo matemático para que cada carrera sea única.
- Las carreras duran aproximadamente 300 segundos.

REGLAS GENERALES:

- Cada carrera virtual comienza con los coches en la parrilla de salida. Tras apagarse las luces, comenzará una vertiginosa carrera de 2 vueltas, desde la salida hasta la meta.
- Al final de cada carrera, se mostrará una repetición a cámara lenta de los 3 primeros coches cruzando la meta, y una tabla con el resultado de la carrera.
- Debido a la naturaleza de las transmisiones, los comentarios podrían no estar sincronizados con la transmisión de vídeo. Esto es habitual y no afecta al resultado de la carrera.
- Las carreras no pueden acabar en empate.
- Todas las apuestas se ejecutarán con las probabilidades indicadas antes de la carrera.
- La siguiente carrera se presenta una vez que se muestra el resultado de la anterior.

Ayuda del juego

muestra el resultado de la anterior:

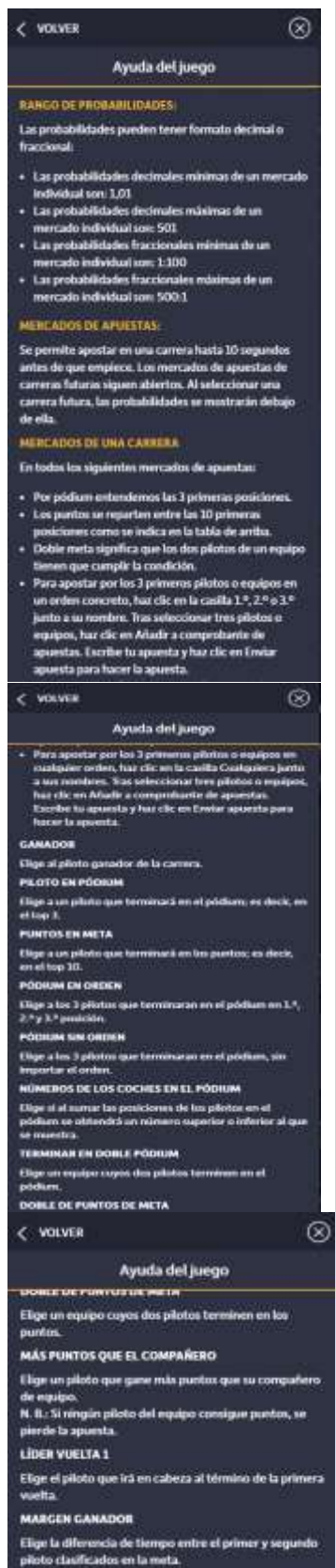
- Cuando se cierran las apuestas para la carrera en curso, los mercados de apuestas se actualizarán para mostrar las opciones de apuesta de la siguiente carrera disponible.

Si una carrera no empieza o el resultado no está completo, el resultado no se podrá determinar (por cualquier motivo) y la carrera se anulará. Se procederá con las devoluciones según lo especificado en las reglas de apuesta de los términos y condiciones.

Todas las apuestas que se hayan efectuado, pero que permanezcan sin resolver en partidas incompletas, se anularán transcurridos 90 días y se devolverán al jugador.

Se premiará con puntos a los pilotos y equipos que terminen la carrera entre los 10 primeros. Los puntos se entregan de la siguiente forma:

Posición	Puntos
1.º	15
2.º	12
3.º	10
4.º	8
5.º	6
6.º	5
7.º	4
8.º	3
9.º	2
10.º	1



RTP	
Mercado	RTP
Ganador	92.0%
Piloto en pódium	92.0%
Puntos en meta	92.0%
Pódium en orden	92.0%
Pódium sin orden	92.0%
Números de los coches en el pódium	92.0%
Terminar en doble pódium	92.0%
Doble de puntos de meta	92.0%
Más puntos que el competidor	92.0%
Líder vuelta 1	92.0%
Margen ganador	92.0%

Mobile

Online pay table:

Force 1		10:57:45
Crédito 12832202		Comprobante
01:13	01:13	02:13
01:13	01:13	01:13
10:57 Kabu Circuit Apuestas cerradas		
10:59	11:01	11:03
11:05	11:07	11:09
10:59 KABU CIRCUIT		
Ganador		
9	Kettle Red	10.00
4	Sergio Paris	11.00
2	Bottieri Villas	12.00
13	Charlie Leclank	13.00
14	Carlo Signs	13.00
1	Hamill Lewiston	14.00
3	Drax Verstoppoff	15.00
8	Nando Lloris	15.00
7	Rico Danielardo	21.00
11	Peter Gass	21.00
18	Giacomo Antonazzi	21.00



Force 1		10:57:52
Crédito 12832202	Comprobante	
01:06	01:06	02:06
01:06	01:06	01:06
01:06	01:06	01:06
10:57 Kabu Circuit Apuestas cerradas		
5	Alonzo Fernandes	23.00
6	Orcoban Estens	23.00
10	Lance Amble	23.00
15	Niki Marzipan	26.00
17	Rimi Kaikonen	29.00
19	Rory Gussell	29.00
20	Nick Talifi	34.00
16	Mike Shoemaker	36.00
12	Suki Yanoda	42.00
Piloto en pódium		
Puntos en meta		
Pódium		
Terminar en doble pódium		
Force 1		10:58:06
Crédito 12832202	Comprobante	
00:53	00:53	01:53
00:53	00:53	00:53
00:53	00:53	00:53
10:57 Kabu Circuit Apuestas cerradas		
Piloto en pódium		
9	Kettle Red	3.60
2	Bottieri Vallas	4.00
4	Sergio Paris	4.00
14	Carlo Signs	4.33
13	Charlie Leclank	4.50
1	Hamil Lewiston	5.00
3	Drax Verstoppoff	5.00
8	Nando Lloris	5.00
7	Rico Danielardo	7.00
11	Peter Gass	7.00
18	Giacomo Antonazzi	7.00
6	Orcoban Estens	7.50
10	Lance Amble	7.50
5	Alonzo Fernandes	8.00



Force 1

10:58:10

Crédito 12832202

Comprobante

00:48

00:48

01:48

00:48

00:48

00:48

10:57 Kabu Circuit

Apuestas cerradas

5	Alonzo Fernandes	8.00
15	Niki Marzipan	8.50
17	Rimi Kaikonen	9.50
19	Rory Gussell	9.50
20	Nick Talifi	11.00
16	Mike Shoemaker	12.00
12	Suki Yanoda	14.00

Puntos en meta

▼

Pódium

▼

Terminar en doble pódium

▼

Doble de puntos de meta

▼

Más puntos que el compañero

▼

Lider vuelta 1

▼

Force 1

10:58:18

Crédito 12832202

Comprobante

00:40

00:40

01:40

00:40

00:40

00:40

10:57 Kabu Circuit

Apuestas cerradas

Puntos en meta

▲

Force 1 10:58:23

Crédito 12832202 Comprobante

00:35 00:35 01:35 00:35 00:35 00:35

10:57 Kabu Circuit Apuestas cerradas

5	Alonzo Fernandes	2.20
15	Niki Marzipan	2.38
17	Rimi Kaikonnen	2.50
19	Rory Gussell	2.50
20	Nick Talifi	2.75
16	Mike Shoemaker	3.10
12	Suki Yanoda	3.40

Pódium

Terminar en doble pódium

Doble de puntos de meta

Más puntos que el compañero

Líder vuelta 1

Margen ganador

Force 1 10:58:31

Crédito 12832202 Comprobante

00:28 00:28 01:28 00:28 00:28 00:28

10:57 Kabu Circuit Apuestas cerradas

Pódium

9	Kettle Red	1.º	2.º	3.º	Cualquiera
4	Sergio Paris	1.º	2.º	3.º	Cualquiera
2	Bottieri Vallas	1.º	2.º	3.º	Cualquiera
13	Charlie Leclank	1.º	2.º	3.º	Cualquiera
14	Carlo Signs	1.º	2.º	3.º	Cualquiera
1	Hamill Lewiston	1.º	2.º	3.º	Cualquiera
3	Drax Verstoppoff	1.º	2.º	3.º	Cualquiera



Online game rules:





Force 1 10:58:44

Crédito 12832202 Comprobante

00:14 00:14 01:14 00:14 00:14 00:14

10:57 Kabu Circuit Apuestas cerradas

Terminar en doble pódium

Mersedes	29.00
Red Cow Racing	29.00
Ferraro	29.00
Astan Marton	40.00
MacLarin	53.00
Altitude	95.00
Alpha Romano	109.00
AlfaTaurus	152.00
Williams	166.00
Hass Force 1	171.00
Ningún equipo	1.11

Doble de puntos de meta

Más puntos que el compañero

Force 1 10:58:51

Crédito 12832202 Comprobante

00:07 00:07 01:07 00:07 00:07 00:07

10:59 Kabu Circuit Apuestas cerradas

Doble de puntos de meta

Red Cow Racing	1.83
Mersedes	2.00
Ferraro	2.50
Astan Marton	4.00
AlfaTaurus	4.33
Altitude	5.00
MacLarin	5.50
Alpha Romano	6.00
Williams	8.00
Hass Force 1	11.00
Ningún equipo	245.00

Más puntos que el compañero

Lider vuelta 1

Force 1 10:58:57

Crédito 12832202 Comprobante

00:01 00:01 01:01 00:01 00:01 00:01

10:59 Kabu Circuit Apuestas cerradas

Más puntos que el compañero

13	Charlie Leclank	1.50
4	Sergio Paris	1.73
11	Peter Gass	1.73
1	Hamill Lewiston	1.83
5	Alonzo Fernandes	2.00
9	Kettle Red	2.00
19	Rory Gussell	2.00
2	Bottieri Vallas	2.20
3	Drax Verstoppoff	2.25
15	Niki Marzipan	2.25
7	Rico Danielardo	2.38
17	Rimi Kaikonnen	2.75
10	Lance Amble	2.88

Force 1 10:59:02

Crédito 12832202 Comprobante

01:56 01:56 00:56 01:56 01:56 01:56

10:59 Kabu Circuit Apuestas cerradas

7	Rico Danielardo	2.38
17	Rimi Kaikonnen	2.75
10	Lance Amble	2.88
18	Giacomo Antonazzi	2.88
8	Nando Lloris	3.20
14	Carlo Signs	3.25
6	Orcoban Estens	3.50
12	Suki Yanoda	3.80
20	Nick Talifi	5.00
16	Mike Shoemaker	6.50

Líder vuelta 1

Margen ganador

Números de los coches en el pódium

Force 1 10:59:07

Crédito 12832202 Comprobante

01:51 01:51 00:51 01:51 01:51 01:51

10:59 Kabu Circuit Apuestas cerradas

Lider vuelta 1

4	Sergio Paris	9.50
13	Charlie Leclank	9.50
1	Hamill Lewiston	11.00
2	Bottieri Vallas	13.00
3	Drax Verstoppoff	13.00
11	Peter Gass	14.00
9	Kettle Red	17.00
5	Alonzo Fernandes	18.00
19	Rory Gussell	19.00
7	Rico Danielardo	21.00
14	Carlo Signs	21.00
10	Lance Amble	23.00
15	Niki Marzipan	23.00
18	Rimi Kaikonnen	26.00

Force 1 10:59:10

Crédito 12832202 Comprobante

01:48 01:48 00:48 01:48 01:48 01:48

10:59 Kabu Circuit Apuestas cerradas

7	Rico Danielardo	21.00
14	Carlo Signs	21.00
10	Lance Amble	23.00
15	Niki Marzipan	23.00
17	Rimi Kaikonnen	26.00
18	Giacomo Antonazzi	26.00
8	Nando Lloris	29.00
6	Orcoban Estens	31.00
12	Suki Yanoda	31.00
20	Nick Talifi	48.00
16	Mike Shoemaker	68.00

Margen ganador

Números de los coches en el pódium

Force 1 10:59:15

Crédito 12832202 Comprobante

01:44 01:44 00:44 01:44 01:44 01:44

10:59 Kabu Circuit Apuestas cerradas

15	Niki Marzipan	23.00
17	Rimi Kaikonnen	26.00
18	Giacomo Antonazzi	26.00
8	Nando Lloris	29.00
6	Orcoban Estens	31.00
12	Suki Yanoda	31.00
20	Nick Talifi	48.00
16	Mike Shoemaker	68.00

Margen ganador

<0.1	0.1 - <0.25
4.33	2.88
0.25 - <0.5	>0.5
6.00	3.00

Números de los coches en el pódium

Force 1 10:59:19

Crédito 12832202 Comprobante

01:39 01:39 00:39 01:39 01:39 01:39

10:59 Kabu Circuit Apuestas cerradas

17	Rimi Kaikonnen	26.00
18	Giacomo Antonazzi	26.00
8	Nando Lloris	29.00
6	Orcoban Estens	31.00
12	Suki Yanoda	31.00
20	Nick Talifi	48.00
16	Mike Shoemaker	68.00

Margen ganador

<0.1	0.1 - <0.25
4.33	2.88
0.25 - <0.5	>0.5
6.00	3.00

Números de los coches en el pódium

POR DEBAJO DE 30.5	POR ENCIMA DE 30.5
1.44	2.60

Since, the game is not integrated with player management platform. Hence, this is operator's responsibility to provide the game in Colombian currency whenever it is launched on operator's platform. Currently Bets and winnings are displayed in COP Currency in the screenshot below:

- Desktop

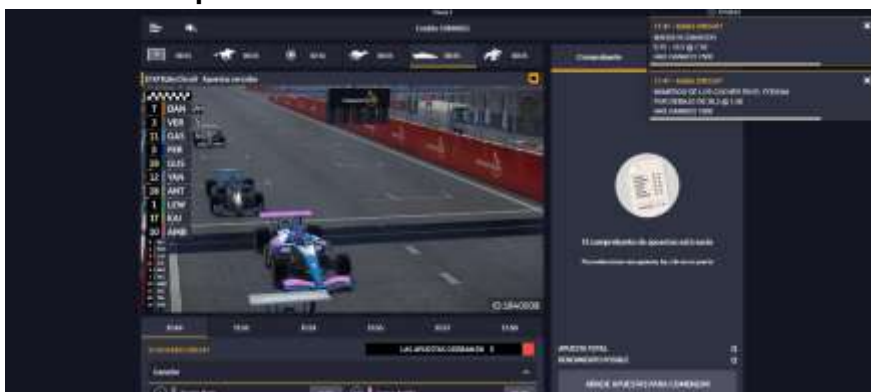


- Mobile



Maximum Bet:

- Desktop:



▪ **Mobile:**



Game is not linked with a jackpot.

3.10 BOATS OR JACKPOTS AND ADDITIONAL PRIZES

<ul style="list-style-type: none"> • The platform will inform the player clearly when providing funds to boats and how a player can choose to them.
<ul style="list-style-type: none"> • All players contributing to the jackpots or boats have the option of winning along the development of the game. The description of the terms of the jackpot or jackpot and requirements to earn it must be communicated to the player.
<ul style="list-style-type: none"> • A jackpot or boat is considered active from the moment players choose or they can contribute to it, until it is closed, usually by sharing all awards associates or, where appropriate, by re-routing to another jackpot or pot.
<ul style="list-style-type: none"> • The conditions of the boat must consider any conclusion or interruption, scheduled or unforeseen, of the game and technical interruptions in the system.
<ul style="list-style-type: none"> • The operator must provide a process which allows control of the boat, ensuring that:
<ul style="list-style-type: none"> • The jackpot or jackpot is created, managed, and is awarded a manner consistent with the rules particulars of the game.
<ul style="list-style-type: none"> • Once constituted, open the can, the conditions do not change until it has It has been won by one or more players and made cash value.
<ul style="list-style-type: none"> • The procedure should not be allowed to introduce winners who do not meet the conditions to be rewarded, nor do winners not take for those who do comply.



<ul style="list-style-type: none"> • The system gives prizes to the players on the list of winners.
<ul style="list-style-type: none"> • If they exist, special attention will be given to the redirection systems on the boat that part of the jackpot is redirected to another fund, where it can be won later. The system redirection pot cannot be used for the purpose to postpone indefinitely the delivery of a prize.
<ul style="list-style-type: none"> • The procedures involved in determining winners must leave traces to allow further review of the whole process of decisions made.
<ul style="list-style-type: none"> • The amount of the pot should appear updated on all the devices Players who participate in it.
<ul style="list-style-type: none"> • The inoperability of the boat must be communicated to the players by display on your device similar messages as "closed pot" or.
<ul style="list-style-type: none"> • It will not be possible to win a jackpot that is previously closed.
<ul style="list-style-type: none"> • The operator will monitor boats account where you collect information corresponding to amounts played by players incorporated into cans gaming machines, additional prizes bingo, gambling funds not spread no winners in a category in the pari-mutuel, and generally all game funds had been provided or incorporated in a game or game and they are to be distributed or used in a game or different game.

Game is not linked with a jackpot.

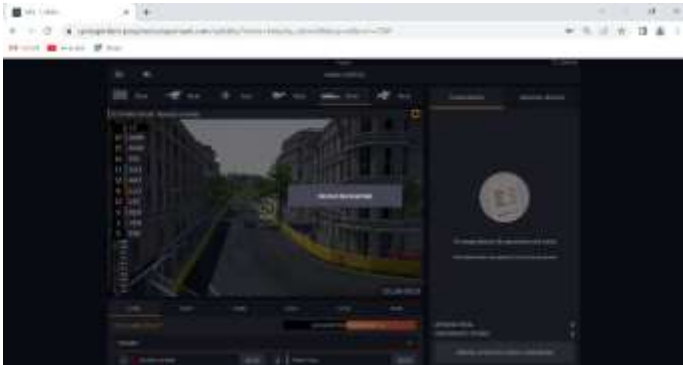
Chapter IV. GAME SYSTEM

4.6 MINIMUM CONNECTION AND RESOURCES

- The system will inform the player about the unavailability of communication with the game system as soon as detected

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

▪ Desktop



▪ Mobile



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

4.7 INCOMPLETE GAME

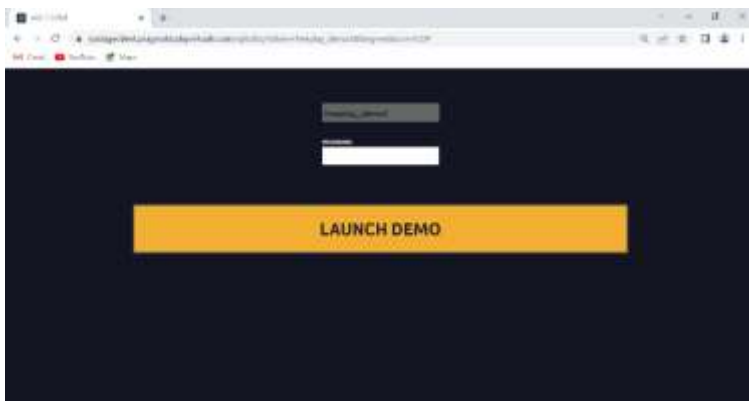
- An incomplete game is one whose result has not yet occurred or, if it has produced, the player has not been informed of this fact. Before a game incomplete, the rules of the game will determine the performance of the platform, you can expect the participation of a player, override the game or follow in it until it is completed. After recovering a game

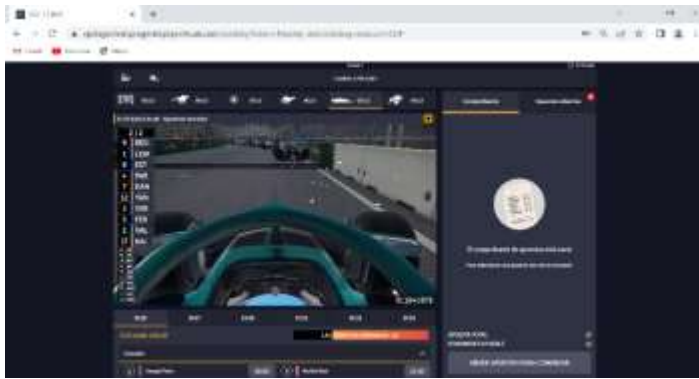
Incomplete, Technical Gaming System must keep a record of the event, its onset, duration, and services affected for later review.

- If the game is incomplete due to a lost connection of the device player, when the player reconnects, the platform will show at least results and status of the bet as long as you have generated the result thereof.

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

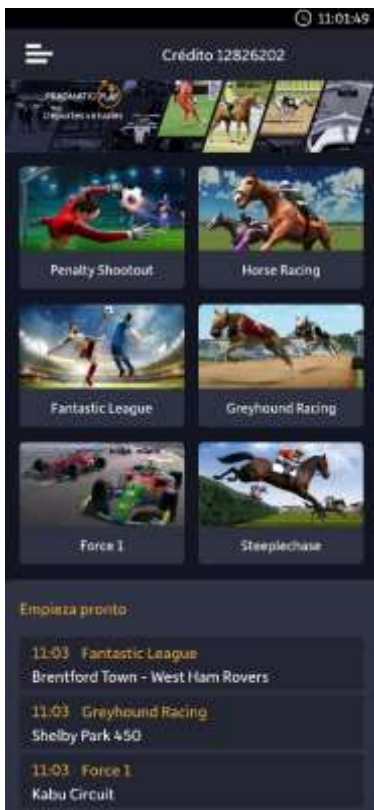
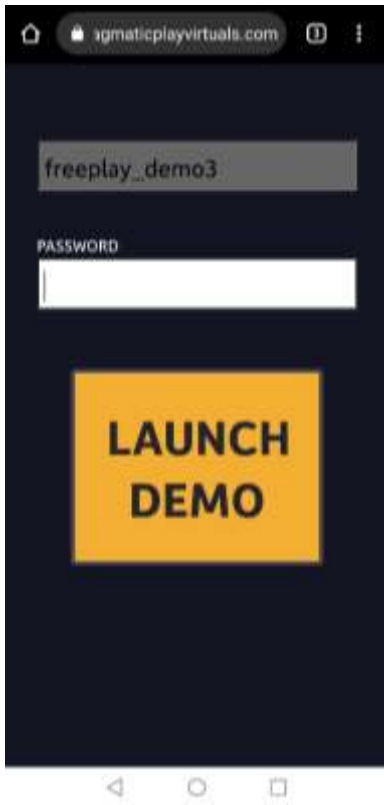
▪ Desktop





▪ Mobile







4.10 SESSION PLAYER

- Where technically possible operator must ensure that the time Inactivity disconnect the player is at most twenty (20) minutes; after this time, the platform should disconnect the player.

Whenever the player left the game up to 20 minutes without doing any activity like playing. The player will be disconnected from the game providing information with a disconnection message as shown in the screenshot below:

▪ Desktop:



▪ **Mobile:**



4.12 AUTOMATIC GAMES

- | |
|--|
| <ul style="list-style-type: none"> • If the system offers advice on automatic gaming strategy or functionalities, such recommendations or functionalities must be truthful and ensure that the return rate is reached. |
| <ul style="list-style-type: none"> • The player will be ensured to maintain control of the game when automatic game functionality is provided. |
| <ul style="list-style-type: none"> • The player will be able to control the maximum value of the automatic game or the maximum bet and the number of automatic bets. |
| <ul style="list-style-type: none"> • It will be possible for the player to disable the automatic gaming functionality at any time. |
| <ul style="list-style-type: none"> • When using the automatic game functionality, the information displayed on the device (duration, graphic elements or others) will be the same and will have the same characteristics as when the game is not automatic. The interface will additionally show the number of automatic plays that have elapsed or remain. |
| <ul style="list-style-type: none"> • The automatic replay functionality cannot disadvantage a player, and neither the sequence of the automatic games nor any strategy that is recommended to the player should be misleading. |
| <ul style="list-style-type: none"> • In the case of games involving more than one player simultaneously, all players must be informed and accept a player who has established the automatic game functionality. |

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

*Not Applicable (Autoplay is not provided).

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.

*Not Applicable (Autoplay is not provided).

4.16 REPLAYS

- The platform will provide the player the option to replay, showing it as a graphical reconstruction or intelligible description should play all sets of the game that may have an impact on their development.
- Repeat option must provide all information necessary to rebuild the last ten games of the session

▪ Desktop

Bet screen:



History:



▪ Mobile:

Bet screen:



History:





End of Document