



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

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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 “Fantastic League” 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%	Match Result	92.00%
		Correct Score	
		Total Score	
		Total Goals	
		Double Result	
		Yellow Card in Match	
		Penalty in Match	
		1 st Team to Score	
		Time of 1st Goal	
		1 st Goal scorer	
		Double Chance	

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:

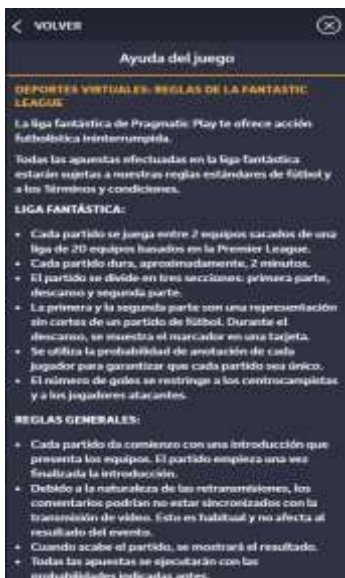


NEWCASTLE	EMPATE	CRYSTAL CITY
2.20	4.00	2.75

Marcador exacto		
1 - 0	0 - 0	0 - 1
17.00	67.00	19.00
2 - 0	1 - 1	0 - 2
11.00	6.00	15.00
2 - 1	3 - 2	1 - 2
8.00	13.00	8.00



Game Rules:





- Nos proponemos liquidar la apuesta inmediatamente después de que el partido haya finalizado, pero ten en cuenta que es posible que haya un pequeño retraso en el proceso.
- La introducción del próximo partido comienza una vez mostrado el resultado del anterior. El resultado de cada partido se mostrará en el sitio web durante un periodo breve de tiempo.
- Cuando comienza un partido, los mercados de apuestas se actualizarán para mostrar las opciones de apuesta del siguiente partido disponible.

Si un partido no da comienzo o el resultado no está completo, lo que implica que el resultado no se podrá determinar (por cualquier motivo), el partido quedará anulado y se procederá con las devoluciones según lo especificado en las reglas de apuesta de los Términos y condiciones.

Todas las apuestas no resueltas que se hayan efectuado, pero que permanezcan sin resolver en partido incompletos, se anularán transcurridos 90 días y se devolverán al jugador.

RANGO DE PROBABILIDADES:

Las probabilidades pueden tener formato decimal o fraccional:

- Las probabilidades decimales mínimas de un mercado individual son: 1.01
- Las probabilidades decimales máximas de un mercado individual son: 9999
- Las probabilidades fraccionales mínimas de un mercado individual son: 1/100
- Las probabilidades fraccionales máximas de un mercado individual son: 9998/1

En caso de producirse errores de funcionamiento, se anularán todos los pagos y jugadas de acuerdo con los Términos y condiciones.

MERCADOS DE APUESTAS:

Se permite apostar en un partido de liga fantástica hasta 20 segundos antes del comienzo. Los mercados de apuestas de partidos futuros permanecen abiertos. Cuando se selecciona un partido futuro, las probabilidades se mostrarán debajo de él. Estas son las opciones de apuesta relacionadas con los partidos:

MERCADOS:

- Resultado del partido (local; empate; visitante)
- Marcador exacto (0-0 a 4-0)
- Total de goles (0 a 4)
- Total de goles 2.5 (Por encima/por debajo)
- Doblar resultado
- Tarjeta amarilla en partido
- Penalti en partido
- Primer equipo en marcar (local; visitante; sin goles)
- Momento del primer gol (sin goles: 0-22; 23-44; 45-67; 68-90)
- Primer goleador (jugador 6 a 11 de cualquier equipo; sin goles)
- Doble oportunidad (1-2; 1-X; X-2)

RTP

Mercado	RTP
Resultado del partido	92.0%
Marcador exacto/td>	92.0%
Total de goles	92.0%
Total de goles 2.5	92.0%
Doblar resultado	92.0%
Tarjeta amarilla en partido	92.0%
Penalti en partido	92.0%
Primer equipo en marcar	92.0%
Momento del primer gol	92.0%
Primer goleador	92.0%
Doble oportunidad	92.0%

Mobile

Online pay table:

sgmaticplayvirtals.com 16:12:32

Fantastic League

Crédito 12858197 Comprobante

00:27 00:27 02:27 00:27 00:27 00:27

16:12 Finch Road Apuestas cerradas

16:12

SC

Re

SOUTHAMPTON	EMPATE	CHELSEA
3.40	4.00	1.83

Marcador exacto

1 - 0	0 - 0	0 - 1
21.00	67.00	13.00
2 - 0	1 - 1	0 - 2
17.00	6.00	8.50
2 - 1	2 - 2	1 - 2
8.00	15.00	5.50
3 - 0		0 - 3
34.00		12.00

Fantastic League 16:12:40

Crédito 12858197 Comprobante

00:19 00:19 02:19 00:19 00:19 00:19

16:12 Finch Road Apuestas cerradas

34.00	12.00
1 - 1	1 - 3
34.00	15.00
4 - 0	0 - 4
201.00	41.00

Total de goles

1	2	3	4
8.00	3.00	2.40	5.00
SIN GOLES			
67.00			

Total de goles 2.5

POR DEBAJO	POR ENCIMA
2.10	1.62

Primer tiempo / Resultado final

LOCAL/ LOCAL	EMPATE/ LOCAL	VISITANTE/ LOCAL
5.50	11.00	51.00
LOCAL/ LOCAL	EMPATE/ LOCAL	VISITANTE/ LOCAL

Fantastic League 16:12:49

Crédito 12858197 Comprobante

00:10 00:10 02:10 00:10 00:10 00:10

16:12 Finch Road Apuestas cerradas

LOCAL/ EMPATE	EMPATE/ EMPATE	VISITANTE/ EMPATE
15.00	8.50	15.00
LOCAL/ VISITANTE	EMPATE/ VISITANTE	VISITANTE/ VISITANTE
34.00	7.00	2.75

Tarjeta amarilla en partido 3.25

PENALTI EN PARTIDO 17.00

Primer equipo en marcar

SOUTHAMPTON	SIN GOLES	CHELSEA
2.25	67.00	1.57

Minuto del primer gol

0 - 22	1.44
23 - 44	4.00
45 - 67	12.00
68 - 90	34.00

Fantastic League 16:12:57

Crédito 12858197 Comprobante

00:02 00:02 02:02 00:02 00:02 00:02

16:12 Finch Road Apuestas cerradas

68 - 90	34.00
SIN GOLES	67.00

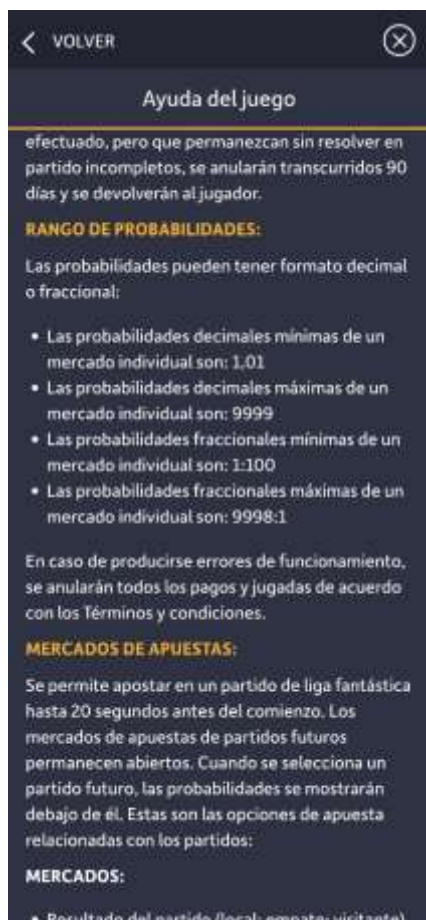
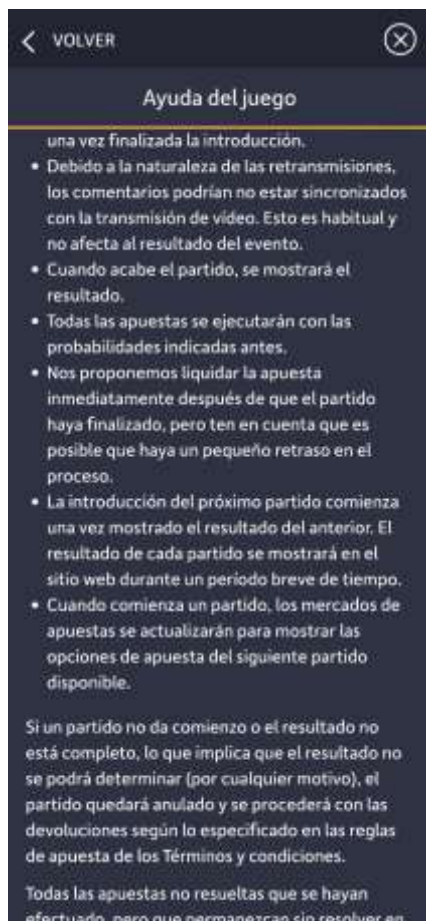
Primer goleador

SOUTHAMPTON	6 Strongarm	23.00
	7 Word-Price	23.00
	8 Lang	23.00
	9 Adam	11.00
	10 Redman	11.00
	11 Dings	7.50
CHELSEA	6 Zayach	34.00
	7 Berkeley	34.00
	8 Pusilac	15.00
	9 Havatz	8.00



Online game rules:





<div> <div><</div> <div>VOLVER</div> <div>✕</div> </div>	
Ayuda del juego	
<ul style="list-style-type: none"> • Resultado del partido (local; empate; visitante) • Marcador exacto (0-0 a 4-0) • Total de goles (0 a 4) • Total de goles 2.5 (Por encima/por debajo) • Doblar resultado • Tarjeta amarilla en partido • Penalti en partido • Primer equipo en marcar (local; visitante; sin goles) • Momento del primer gol (sin goles; 0-22; 23-44; 45-67; 68-90) • Primer goleador (jugador 6 a 11 de cualquier equipo; sin goles) • Doble oportunidad (1-2; 1-X; X-2) 	
RTP	
Mercado	RTP
Resultado del partido	92.0%
Marcador exacto/td>	92.0%
Total de goles	92.0%
Total de goles 2.5	92.0%
Doblar resultado	92.0%
Tarjeta amarilla en partido	92.0%
Penalti en partido	92.0%
Primer equipo en marcar	92.0%
Momento del primer gol	92.0%

<div> <div><</div> <div>VOLVER</div> <div>✕</div> </div>	
Ayuda del juego	
<ul style="list-style-type: none"> • Total de goles (0 a 4) • Total de goles 2.5 (Por encima/por debajo) • Doblar resultado • Tarjeta amarilla en partido • Penalti en partido • Primer equipo en marcar (local; visitante; sin goles) • Momento del primer gol (sin goles; 0-22; 23-44; 45-67; 68-90) • Primer goleador (jugador 6 a 11 de cualquier equipo; sin goles) • Doble oportunidad (1-2; 1-X; X-2) 	
RTP	
Mercado	RTP
Resultado del partido	92.0%
Marcador exacto/td>	92.0%
Total de goles	92.0%
Total de goles 2.5	92.0%
Doblar resultado	92.0%
Tarjeta amarilla en partido	92.0%
Penalti en partido	92.0%
Primer equipo en marcar	92.0%
Momento del primer gol	92.0%
Primer goleador	92.0%
Doble oportunidad	92.0%

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

- The platform will inform the player clearly when providing funds to boats and how a player can choose to them.
- 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.
- 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

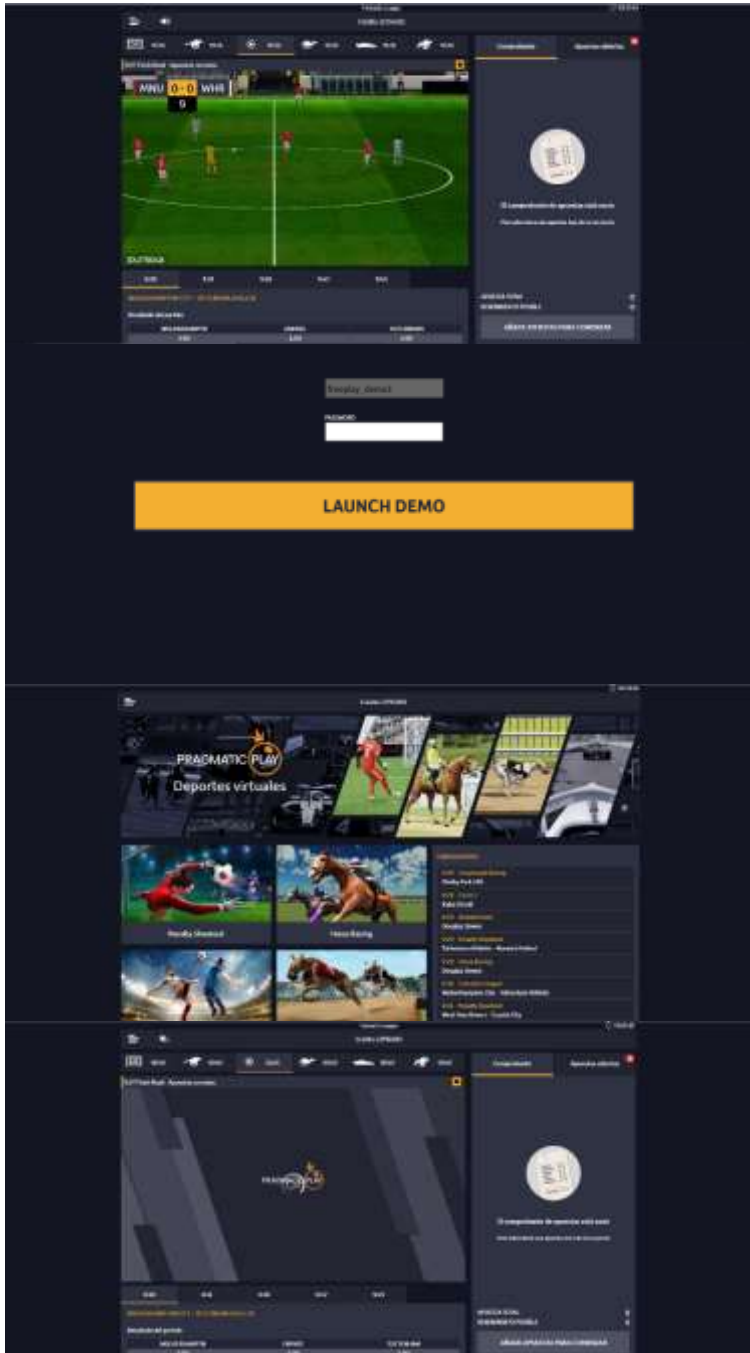
- An incomplete game is one whose result has not yet occurred or, if it has produced, the player has not been informed of this fact. Before a game incomplete, the rules of the game will determine the performance of the platform, you can expect the participation of a player, override the game or follow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

- 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.
- The player will be ensured to maintain control of the game when automatic game functionality is provided.
- The player will be able to control the maximum value of the automatic game or the maximum bet and the number of automatic bets.
- It will be possible for the player to disable the automatic gaming functionality at any time.
- 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.
- 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.

- 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

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

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:



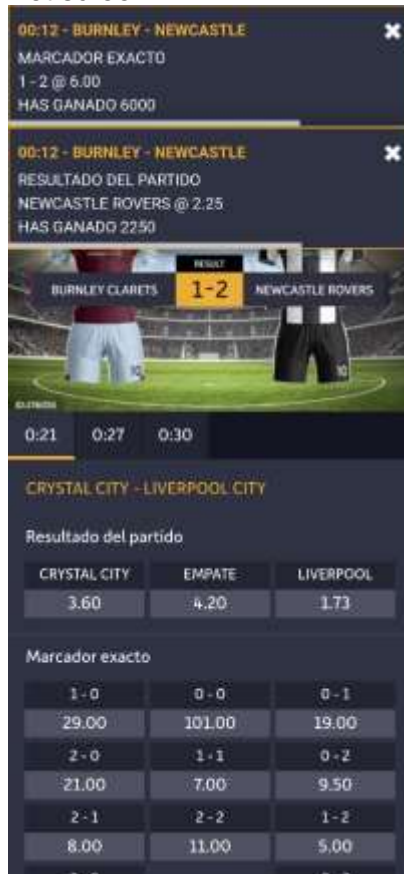
History:

23/06/2022 09:27:09 ID: 0000000042802
 09:30 WOLVERHAMPTON CITY - TOTTENHAM ATHLETIC
 RESULTADO DEL PARTIDO: WOLVERHAMPTON CITY
 A GANAR 1000 @ 3.00 GANADO: 3000

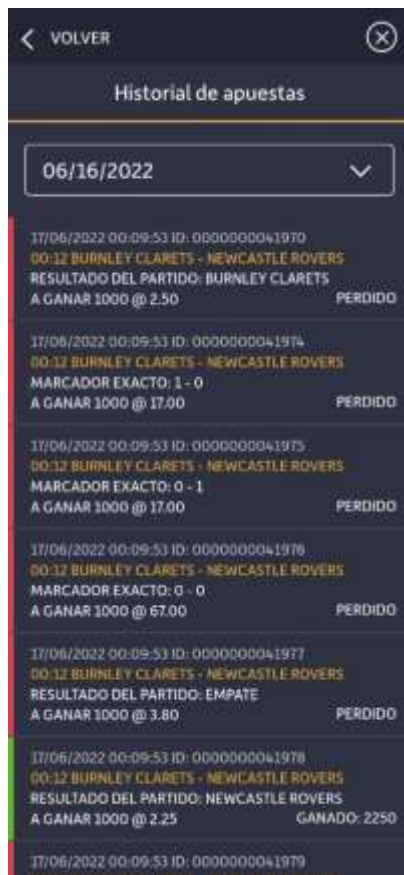
23/06/2022 09:27:09 ID: 0000000042813
 09:30 WOLVERHAMPTON CITY - TOTTENHAM ATHLETIC
 MARCADOR EXACTO: 3 - 0
 A GANAR 1000 @ 26.00 GANADO: 26000

▪ **Mobile:**

Bet screen:



History:





← VOLVER	
Historial de apuestas	
06/16/2022	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 1 - 1	
A GANAR 1000 @ 6.00	PERDIDO
17/06/2022 00:09:53 ID: 0000000041981	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 0 - 2	
A GANAR 1000 @ 11.00	PERDIDO
17/06/2022 00:09:53 ID: 0000000041982	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 2 - 1	
A GANAR 1000 @ 6.50	PERDIDO
17/06/2022 00:09:53 ID: 0000000041983	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 2 - 2	
A GANAR 1000 @ 13.00	PERDIDO
17/06/2022 00:09:53 ID: 0000000041984	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 1 - 2	
A GANAR 1000 @ 6.00	GANADO: 6000
17/06/2022 00:09:53 ID: 0000000041985	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 3 - 0	
A GANAR 1000 @ 21.00	PERDIDO
17/06/2022 00:09:53 ID: 0000000041987	
00:12 BURNLEY CLARETS - NEWCASTLE ROVERS	
MARCADOR EXACTO: 3 - 1	



End of Document