Gaming Associates

Evaluation Report

25 Games
Report Reference – RVS-CO-240621-01-GC-R1
Dates of certification – 21-06-2024
Report prepared for – RS Reevo Services Ltd
Compliance Status – Compliant
Jurisdiction – Coljuegos

ISO/IEC 17025:2017

UKAS
TESTING

9263

Technical Standards
Coljuegos Technical Requirements for Internet Operated Games – October 5, 2022. Coljuegos Agreement 8 of 16 September 2020. Coljuegos Agreement 2 of 30 March 2021. Coljuegos Agreement 2 of 30 September 2022. Coljuegos Agreement 06 of October 26, 2023.

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Company Information

Testing Laboratory	Gaming Associates Europe Ltd
Address	• 178 Merton High Street, London SW19 1AY, United Kingdom • Office 7, 82 London Road, Leicester, LE2 0QR, United Kingdom • Hamngatan 27 101 33 Stockholm, Sweden
Laboratory Location	Leicester, United Kingdom
Website	www.gamingassociates.com
Contact number	+44 207 846 3707
Date of Submission received	08-01-2024
Date of Testing	11-01-2024 to 20-06-2024
Test Supervisor	Aftab Rizvi
Assessor	Moona Siddiqui

Conclusions and Recommendations

Subject to the scope of testing and based on testing performed by **ga** for client's game(s) provided, has formed an opinion that the assessed game(s) comply with the applicable technical standards of Colombia.

ga recommends that the game(s) listed in this document to be approved for use in Coljuegos approved gaming platforms.

Aftab Rizvi

aftab.rizvi@gamingassociates.com

21-06-2024

The Client

Manufacturer	RS Reevo Services Ltd ((RS Reevo)
Address	Ioanni Stylianou, 6 2nd floor, Flat/Office 202 P.C. 2003, Nicosia, Cyprus
Website	https://stage-aggr.reevotech.com/casino
Tax Identification Number	TIN - CY99000249A
Market	Colombia
Type of certification	Game Certification
Technical guidelines used for testing	The above-mentioned product is compliant with the regulations listed below: • Coljuegos Technical Requirements for Internet Operated Games – October 5, 2022. • Coljuegos Agreement 8 of 16 September 2020. • Coljuegos Agreement 2 of 30 March 2021. • Coljuegos Agreement 2 of 30 September 2022. • Coljuegos Agreement 06 of October 26, 2023.

Introduction

RS Reevo Services Ltd ((RS Reevo) has requested Gaming Associates (**ga**) to test their game(s) against the compliance requirements set by Coljuegos.

Description of the Change or Correction in Report

This is a new game certification.

Scope of Testing

The scope of testing included compliance evaluation was performed against following compliance requirements set by Coljuegos.

- Coljuegos Technical Requirements for Internet Operated Games – October 5, 2022."
    - o Chapter III. General aspects of the games operated by Internet
    - o Chapter IV. Game system
- Coljuegos Agreement 8 of 16 September 2020
    - o Title 1 of the Game of Luck and Chance of the Modality of Novelty-Type Games Internet Operate
- Coljuegos Agreement 02 of March 30, 2021
- Coljuegos Agreement 2 of 30 September 2022
- Coljuegos Agreement 06 of October 26, 2023

This compliance evaluation does not include the evaluation of technical standards specific to the Platform, and Random Number Generator (RNG) as these are outside of the scope of this assessment.

Test Methods

Testing for the game(s) is conducted using following in-house developed test methods and quality procedures.

- QP15_ GA
- QP25_GA
- TSM-CO_GA
- TPM-02_GA
- TPM-07_GA

The following tests have been used for compliance evaluation of the game:

- functional testing;
- documentation review;
- source code review;
- emulation of game payout combinations;
- verification of theoretical return to player (RTP), and
- calculation of actual RTP using simulated game results.

No sampling has been used during game testing as this is not applicable. The test results have been provided in section

Test Results against requirements set by Coljuegos.

Description of the system being certified

RS Reevo Services Ltd's game is provided in HTML5 format that supports both Desktop and Mobile browsers. The game is not deployed on any gaming platform or gaming servers at the time of evaluation. Therefore, gaming platform-related requirements are out of scope and operator will be responsible for meeting these requirements.

Test Summary

Product Details	
Channels (game clients)	HTML5: Desktop and Mobile
Device Used for Testing	Lenovo Laptop (Windows OS – Browsers: Chrome/MS Edge/Firefox)
	Android Mobile Device (Browsers: Chrome)
	iOS Mobile Device (Browsers: Safari/Chrome)
Testing URL	https://stage-lobby.reevotech.com/casino
Platform Name	REEVO Aggregation Platform
Platform Version	24.6.1.0

Gold Rush Shooter	
Game Description	Gold Rush Shooter consist of a 5x5 grid of targets that when shot will reveal either bags of gold that will award the player increasing payouts or TNT that will explode and end the game.
Game Type	Instant game
Game Version n	1.1.0
Theoretical return to player	96.70% - 97.30%
Actual RTP (calculated from simulated game results)	96.69%
Number of Simulations	100 million
Bonus	☐Yes ☒No
Free Spins	☐Yes ☒No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☐Yes ☒No

Electro Reels	
Game Description	Electro Reels is a 5-reel slot with 5 paylines that pay from left to right. It features Respins including retriggers, Additive symbols and Multiplier symbols.
Game Type	Slot game
Game Version n	1.0.0
Theoretical return to player	95.33%
Actual RTP (calculated from simulated game results)	95.34%
Number of Simulations	One billion
Bonus	☐Yes ☒No

Free Spins	☐Yes ☒No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Diamond Luck	
Game Description	Diamond Luck is a 5-reel slot with 20 paylines that pay from left to right. It features Free Spins including retriggers. Super symbols found anywhere on the reels pay Super wins.
Game Type	Slot game
Game Version n	1.0.1
Theoretical return to player	95.40%
Actual RTP (calculated from simulated game results)	95.39%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Reel Fortune	
Game Description	Reel Fortune is a 5-reel slot with 5 paylines that pay from left to right. It features Respins including retriggers, Additive symbols and Multiplier symbols.
Game Type	Slot game
Game Version n	1.0.0
Theoretical return to player	95.33%
Actual RTP (calculated from simulated game results)	95.34%
Number of Simulations	One billion
Bonus	☐Yes ☒No
Free Spins	☐Yes ☒No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Snow King	
Game Description	Snow King is a 5-reel slot with 25 paylines that pay from left to right. It features Free Spins with in sync reels and special Cash Respins awarded by 5 or more CASH symbols anywhere on reels of the main game.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.44%
Actual RTP (calculated from simulated game results)	95.44%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Casino Chic VIP	
Game Description	Casino Chic VIP is a 5-reel slot with 10 paylines that pay from left to right. It features CASH SPIN, Free Spins with only CASH symbols and HIGH ROLLER BET that can trigger 3 SUPER RESPINS with sticky CASH symbols.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.52% - 96.44%
Actual RTP (calculated from simulated game results)	95.51% - 96.43%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Moulin Reels	
Game Description	Moulin Reels is a 5-reel slot with 25 paylines that pay from left to right. Features include Free Spins, Stacked Walking Wild Respins and increasing multipliers with each consecutive cascade.
Game Type	Slot game
Game Version n	1.0.0

Theoretical return to player	96.03%
Actual RTP (calculated from simulated game results)	96.02%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Wolf Wild	
Game Description	Wolf Wild is a 5-reel slot with 20 paylines that pay from left to right. It features Free Spins including retriggers, Colossal Wild Spins and Cash Respins.
Game Type	Slot game
Game Version n	1.0.1
Theoretical return to player	95.36%
Actual RTP (calculated from simulated game results)	95.35%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Royal Bets	
Game Description	Royal Bets is a 5-reel slot with 10 paylines that pay from left to right. It features CASH SPIN, Free Spins with only CASH symbols, and KING'S BET that can trigger 3 SUPER RESPINS with sticky CASH symbols.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.52% - 96.44%
Actual RTP (calculated from simulated game results)	95.51% - 96.43%
Number of Simulations	Five billion
Bonus	☐Yes ☒No

Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Submarine Riches	
Game Description	Submarine Riches is a 5-reel slot with 30 paylines that pay from left to right. It features Free Spins with Multipliers, Wild symbols, Sticky Wild symbols in Free Spins and a Grand Prize. If the bonus is retriggered, 5 more Free Spins are added, with the same multiplier. The maximum number of Free Spins that can be won per Free Spin round is 100.
Game Type	Slot game
Game Version n	4.0.1
Theoretical return to player	95.58%
Actual RTP (calculated from simulated game results)	95.58%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Crazy Crocs	
Game Description	Crazy Crocs is a 5-reel slot with 20 paylines. All winnings are paid from left to right except for CASH symbols. It features Cash Respins awarded by y 5 or more CASH symbols anywhere on the reels of the main game and 3 types of modifiers that can transform any symbol except for the CASH symbols into WILD symbols, transform symbols into CASH symbols and transform lower paying symbols into higher paying symbols.
Game Type	Slot game
Game Version n	6.0.0
Theoretical return to player	95.50%
Actual RTP (calculated from simulated game results)	95.50%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☐Yes ☒No

Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Super Goals & Reels	
Game Description	Super Goals & Reels is a 5-reel slot with 20 paylines. All winnings are paid from left to right. It features Free Spins including Retriggers.
Game Type	Slot game
Game Version n	1.0.1
Theoretical return to player	95.40%
Actual RTP (calculated from simulated game results)	95.39%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Football Ultimate Champions' King	
Game Description	Football Ultimate Champions' King is a 5-reel slot with 10 paylines. All winnings are paid from left to right. It features CASH SPIN, Free Spins with only CASH symbols, and KING'S BET that can trigger 3 SUPER RESPINS with sticky CASH symbols.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.52%-96.44%
Actual RTP (calculated from simulated game results)	95.51% - 96.43%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Treasures God

Game Description	Treasures God is a 5-reel slot with 25 paylines. All winnings are paid from left to right. It features Free Spins with in sync CASH Respins awarded by 5 or more CASH symbols anywhere on reels of the main game.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.44%
Actual RTP (calculated from simulated game results)	95.44%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Mardi Gras Reels	
Game Description	Mardi Gras Reels is a 5-reel slot with 5 paylines. All winnings are paid from left to right. It features Respins including retriggers, Additive symbols and Multiplier Symbols.
Game Type	Slot game
Game Version n	1.0.0
Theoretical return to player	95.33%
Actual RTP (calculated from simulated game results)	95.34%
Number of Simulations	One billion
Bonus	☐Yes ☒No
Free Spins	☐Yes ☒No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Eggs With Legs	
Game Description	Eggs With Legs is a 5-reel slot with 5 paylines. All winnings are paid from left to right. It features Respins including retriggers, Additive symbols and Multiplier Symbols.
Game Type	Slot game
Game Version n	1.0.0
Theoretical return to player	95.33%

Actual RTP (calculated from simulated game results)	95.34%
Number of Simulations	One billion
Bonus	☐Yes ☒No
Free Spins	☐Yes ☒No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Ruby Treasures	
Game Description	Ruby Treasures is a 5-reel slot with 10 paylines. All winnings are paid from left to right. It features CASH SPIN, Free Spins with only CASH symbols, and KING'S BET that can trigger 3 SUPER RESPINS with sticky CASH symbols.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.52%-96.44%
Actual RTP (calculated from simulated game results)	95.51% - 96.43%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Blue Beard's Chest	
Game Description	Blue Beard's Chest is a 5-reel slot with 25 paylines. All winnings are paid from left to right. It features Free Spins with in sync CASH Respins awarded by 5 or more CASH symbols anywhere on reels of the main game.
Game Type	Slot game
Game Version n	2.0.0
Theoretical return to player	95.44%
Actual RTP (calculated from simulated game results)	95.44%
Number of Simulations	Five billion
Bonus	☐Yes ☒No

Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Pokie Vegas	
Game Description	Pokie Vegas is a 5-reel slot with 25 paylines. All winnings are paid from left to right. It features Cash Respins awarded by 5 or more Cash Symbols anywhere on the reels of the main game, Free Spins awarded by 3 BONUS symbols in view and also 4 types of in game modifiers that can be triggered on any spin.
Game Type	Slot game
Game Version n	9.0.3
Theoretical return to player	95.49%
Actual RTP (calculated from simulated game results)	95.49%
Number of Simulations	Ten billion
Bonus	☐Yes ☒No
Free Spins	☐Yes ☒No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Le Bo$$u: Richesse Royale	
Game Description	Le Bo$$u: Richesse Royale is a 5-reel slot with 50 paylines that pay from left to right. Features include Free Spins that feature only high paying symbols, WILD symbols and Wild Multiplier Symbols. Wild Multiplier symbols multiply your wins each time they land in screen, both in Main Game and Free Spins.
Game Type	Slot game
Game Version n	6.0.0
Theoretical return to player	95.53%
Actual RTP (calculated from simulated game results)	95.53%
Number of Simulations	Ten billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No

Autoplay	☒Yes ☐No

Yin Yang Twins	
Game Description	Yin Yang Twins is a 5-reel slot with 25 paylines that pay from left to right. It features Free Spins including retriggers, and special BONUS Free Spins awarded by 2 BONUS symbols on the first reel.
Game Type	Slot game
Game Version n	1.0.1
Theoretical return to player	95.33%
Actual RTP (calculated from simulated game results)	95.33%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Rays of Ra	
Game Description	Rays of Ra is a 5-reel slot with 25 paylines that pay from left to right. It features WILD upgrades, multipliers and Free Spins with multiple transforms, upgrades and multipliers.
Game Type	Slot game
Game Version n	1.0.1
Theoretical return to player	95.52%
Actual RTP (calculated from simulated game results)	95.51%
Number of Simulations	Ten billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Joker's Super Wins	
Game Description	Joker's Super Wins is a 5-reel slot with 5 paylines that pay from left to right. It features JOKER symbols that award SUPER wins and WILD multipliers that award BONUS wins.

Game Type	Slot game
Game Version n	1.0.4
Theoretical return to player	95.67%
Actual RTP (calculated from simulated game results)	95.67%
Number of Simulations	Ten billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Altar de Muertos	
Game Description	Altar de Muertos is a 5-reel slot with 20 paylines that pay from left to right. The features are: Free Spins including retriggers, the Colossal Wild Spins and the Cash Respins.
Game Type	Slot game
Game Version n	1.0.1
Theoretical return to player	95.36%
Actual RTP (calculated from simulated game results)	95.35%
Number of Simulations	Five billion
Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Miceketeers: The Cheese Guardian	
Game Description	Miceketeers: The Cheese Guardian is a 5-reel slot with 40 paylines that pay from left to right.It features colossal symbols, stacked WILD symbols and Free Spins with guaranteed colossal symbols.
Game Type	Slot game
Game Version n	1.6.0
Theoretical return to player	95.50%
Actual RTP (calculated from simulated game results)	95.49%
Number of Simulations	Ten billion

Bonus	☐Yes ☒No
Free Spins	☒Yes ☐No
Gamble Feature	☐Yes ☒No
Progressive Jackpot	☐Yes ☒No
Autoplay	☒Yes ☐No

Product Fingerprint

Game

Pay-Model

Game Name	Critical Component	Version	Description	Hashes
Gold Rush Shooter	goldrushshooter_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	9970a577048c2b3e04e5d55845230f7d9e9cc8be
Electro Reels	electroreels_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	c2e4798dfbb87a882ca78343b0eaa86039a5c310
Diamond Luck	diamondluck_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	08c74c68a33fa02f4a2591e5362b9839cc64f6fa
Reel Fortune	electroreels_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	c2e4798dfbb87a882ca78343b0eaa86039a5c310
Snow King	snowking_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	d33adff2a08c30655b3078ba7ed78d25b8b9e7c2
Casino Chic VIP	casinochicvip_kb_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	a549df7ddf0638ed0570242795505b22015318d5
Moulin Reels	moulinreels_96.js	N/A	Game server file. Provides the outcome of the received action	82dbd6eec75b6bb213d9e61d646aaf0aaaa8affa

Game Name	Critical Component	Version	Description	Hashes
			based on the input	
Wolf Wild	wolfwild_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	f3beb49bd27bbda4c1fcf995b3eb63309ac08712
Royal Bets	casinochicvip_main_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	a549df7ddf0638ed0570242795505b22015318d5
Submarine Riches	submarineriches_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	aeb3039f7d124d7243b643e40d21bec85a59b182
Crazy Crocs	crazycrocs_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	f695ea916b71ae747fa2ae4254407b4fc4e9529b
Super Goals & Reels	diamondluck_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	08c74c68a33fa02f4a2591e5362b9839cc64f6fa
Football Ultimate Champions' King	casinochicvip_main_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	a549df7ddf0638ed0570242795505b22015318d5
Treasures God	snowking_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	d33adff2a08c30655b3078ba7ed78d25b8b9e7c2
Mardi Gras Reels	electroreels_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	9e1f9a57e583933f66cea3d8b7676de804a7821b
Eggs With Legs	electroreels_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	9e1f9a57e583933f66cea3d8b7676de804a7821b

Game Name	Critical Component	Version	Description	Hashes
Ruby Treasures	casinochicvip_main_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	a549df7ddf0638ed0570242795505b22015318d5
Blue Beard's Chest	snowking_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	d33adff2a08c30655b3078ba7ed78d25b8b9e7c2
Pokie Vegas	pokievegas_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	11934b276bcc9c2d1b6a19208d29861cf8bcfe67
Le Bo$$u: Richesse Royale	lebossurichesseroyale_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	3899fc5afb447a7ba8762e602ad06fddf76ba0f1
Yin Yang Twins	sugarfruitfrenzy_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	c2e4798dfbb87a882ca78343b0eaa86039a5c310
Rays of Ra	raysofra_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	4c2943d2c34c7bc1508ceff464a7c3afaa9e3d5e
Joker's Super Wins	jokerssuperwins_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	2b2068a01038a85185b37e6c5f7affbfbe9d9043
Altar de Muertos	wolfwild_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	f3beb49bd27bbda4c1fcf995b3eb63309ac08712
Miceketeers: The Cheese Guardian	miceketeersthecheeseguardian_96.js	N/A	Game server file. Provides the outcome of the received action based on the input	13ecb69adeb42e7aaaf0e33c9bfaa145dfdea725

RNG

Report Reference: "RVS-CO-230925-01-RC-R1 - RS Reevo Services Ltd RNG Evaluation Report.pdf" version 1.0, date September 25, 2023.

Critical Component	Version	Description	Hashes
rng.js	N/A	Algorithm	cfd7630b8871c57663a27c312f8117b419114fad
engine.js	N/A	Game server engine file that loads up the RNG and the slot game logic, responsible for the processing of game events.	e4d91311dfbf0be5767d3e1852937f67dc618caf

RNG

Test Results

The following table provides compliance status of the game(s) against Coljuegos requirements.

- **Compliant**:   The game complies with the requirement.
- **Does Not Comply**:   The game does not comply with the requirement.
- **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 the test environment.

Coljuegos Technical Requirements for Internet Games Operated in Colombia

Req #	Requirement Description	Compliance Status	Comments/Anomalies
Chapter III.	**General Aspects of the Games Operated By Internet**		
3.1	**Basic Rules**	**N/A**	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**
3.2	**Random Number Generator - RNG**	**Compliant**	**Refer to the RNG Report: "RVS-CO-230925-01-RC-R1 - RS Reevo Services Ltd RNG Evaluation Report.pdf"**
	Random Number Generator - RNG must meet at least the following requirements:		
	Random data generated must be statistically independent.		
	Random data generated will be unpredictable and undeterminable purposes predict outcomes of future game. (Its prediction must be impossible for computer without knowing the algorithm and the seed).		
	Series data generated will not be reproducible.		
	Scaling methods will be linear and will not introduce any bias, pattern or Predictability.		
	The translation method of the symbols or the game results will not be subjected to influence or control of a factor other than numerical values derived from the random number generator		

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	The random data must be uniformly distributed within the range settled down.		
	Random data must remain within the range established		
	Different instances of a RNG should not be synchronized with each other so that the results of some to predict the other.		
	Seeded techniques / Re-Seeded should not allow making predictions on the results.		
	Generation mechanisms must have successfully passed various tests statistics showing its random nature.		
	Technical Gaming System may require several RNG, in which case all must meet the above requirements; it can also happen that share one or RNG instance of the same for one or more games, this applies if the behaviour does not affect random system.		
	The operator shall implement a monitoring system that allows you RNG detect its faults and define the methods and criteria for evaluation of the ruling that allow the mechanisms established to make the decision whether to or not to disable the play when a fault in the RNG that impact on the development of the game takes place.		
3.3	**Application of Random Number Games**		
	The range of values of the RNG must be precise and not distort the percentage of return to the player.	Compliant	
	The game should not handle random events, or manually, or automatically, or to maintain a minimum percentage return to the player.	Compliant	
	The translation method of the symbols or the game results should not be under the influence or controlled by another factor than the values numerical derivatives of the RNG.	Compliant	
	Random events should be governed exclusively by the RNG and should not there is no correlation between a few plays and others.	Compliant	

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	The game should not rule out any random event, except in cases this circumstance is contemplated in the rules of the game.	Compliant	
	When the rules of the game require the drawing of a sequence of events random (for example, cards in a deck), random events will not be sequenced during the course of the game, except in those cases where this circumstance is contemplated in the rules of the game.	N/A	
3.4	**Design of The Game**		
	The design of the game to ensure fairness and transparency of the game.	Compliant	The game is working according to the game rules. "Please refer to the technical documents that are listed in "Section References" of this report."
	The name of the game must be clearly visible on all screens and associated apparent to the player.	Compliant	The game name is clearly visible. "Please refer to the technical documents that are listed in "Section References" of this report."
	The graphical interface should include all information necessary for the development of the game.	Compliant	The graphical interface includes the necessary information. "Please refer to the technical documents that are listed in "Section References" of this report."
	The function of all action buttons represented on the screen should be clear.	Compliant	All buttons are clearly visible and working. "Please refer to the technical documents that are listed in "Section References" of this report."
	The result of each play will be displayed, if technically possible so instantly to the player and maintained for a reasonable period.	Compliant	Game results is displayed on time. "Please refer to the technical documents that are listed in "Section References" of this report."
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	Compliant	Logics that are critical to the implementation of the rules of the game and the determination of the result are generated by the game server and not by the device of the player.

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	server, independent of the device used by the player.		
3.6	**Controls Logic Game**	N/A	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**
3.7	**Game Interface**		
	The screens should display the current balance of the player credit for participation and bets placed.	Compliant	The balance is displayed to the player. "Please refer to the technical documents that are listed in "Section References" of this report."
	The interface should show awards as credits.	Compliant	The awards are displayed to the player. "Please refer to the technical documents that are listed in "Section References" of this report."
	Should not be toggled different representations that can confuse the player.	Compliant	All information is clearly visible. "Please refer to the technical documents that are listed in "Section References" of this report."
	Any event resizing or overlapping Player Interface It must be mapped to exactly reflect the modified screen and points tap / click. one	Compliant	Any resizing or overlapping happening in the game rules are mapped. "Please refer to the technical documents that are listed in "Section References" of this report."
3.8	**Return to Player**	N/A	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**
3.9	**Plan of Prizes**		
	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.	Compliant	The Possible winnings are provided in the game for the players. "Please refer to the technical documents that are listed in "Section References" of this report."
	Information plan awards should clearly indicate the value in credits the possible bets.	Compliant	The relevant information is provided.

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			"Please refer to the technical documents that are listed in "Section References" of this report."
	The player must know the maximum monetary value that can be obtained from the bet or play that you are performing.	Compliant	Players can know the maximum value that can be obtained from the bet. "Please refer to the technical documents that are listed in "Section References" of this report."
	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.	N/A	The game is not linked to a jackpot.
	The award scheme cannot be changed during the game, except in Where this fact is specified in the particular rules.	Compliant	The reward scheme does not change during the game. See the document: Please refer to the technical documents that are listed in "Section References" of this report."
	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.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	The operator shall keep record of the plan awards for each game, so that these changes can be audited.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
3.10	**Boats or Jackpots and Additional Prizes**	**N/A**	**The game is not linked to a jackpot.**
Chapter IV	**Game System**		
4 .1	**Verification and authentication**	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4 .2	**Channel Interactive**	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4.3	**Continuity Plan Service**	N/A	The requirement related to platform and/or operational procedures. is not in the

Req #	Requirement Description	Compliance Status	Comments/Anomalies
			scope. The scope is limited to game testing.
4.4	Identification Devices	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4.5	Functionality of the Device	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4.6	Minimum Connection and Resources		
	The operator is obliged to introduce into their technical systems all means possible to try to reduce the risk that certain players are at a disadvantage compared to other technical factors that can affect the speed of the connection.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	The player must be informed in those cases where the response time You may have a significant impact on the probability of winning.	N/A	Slow connection will not affect the game outcome/results.
	The system will inform the player about the unavailability of communication with the game system as soon as detected.	Compliant	A disconnection message is displayed when internet connection is not available. "Please refer to the technical documents that are listed in "Section References" of this report."
	The software game should not be affected by the malfunction players end devices, except for the operationalization the procedures for end items or incomplete games.	Compliant	The relevant information is provided in the online game rules.
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.	Compliant	The relevant information is provided in the online game rules.

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	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.	Compliant	The policy of an incomplete game is mentioned in the game rules and the game is working accordingly.
	The platform will keep track of the causes of disconnection or inactivity sessions of the player, with details of the start and end of the session, as the authentication mechanism used by the player to reactivate its session.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	The operator must have a documented procedure for managing incidents of unavailability of one, several or all components, including associated technical measures for recovery. Components must perform self-diagnosis, check for critical files and check communications between the various components.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4.8	**Reduced By Other Terminals Functionality**		
	Devices that have a GUI limited by size, as by such as mobile devices, compared with personal computers, should provide content to visually complement the games as seen in the other devices.	Compliant	The devices provide content to visually complement the game as seen on the other devices.
	The platform can offer, for purely technical reasons arising from characteristics of the device, different functionality in different types of devices as long as they identify and document these differences.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	The player must be informed of the limitations of information or functionality of the device and client application using, and so to accept express.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	Operator mitigate the risks arising from lack of information or functionality on a given device by providing the same information other media.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	Unless duly justified technical impediments, all information should appear at the interface of the game must also be displayed in all devices. When it is not possible to include all information or links on the game interface, will be offered from a link	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	from a menu or another application of the same device.		
	The platform will not process sets the device if you do not have all minimum technical and connectivity resources to enable smooth play technicians without disadvantages.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4.9	**Fairness in The Game**		
	The games should not be designed to give the player a false expectation of better likely representing fictitiously any game event. They're not here games allowed "almost won" type designed to give the player's perception He was about to win the prize, in order to induce the player to continue betting.	Compliant	The game does not give false expectations to the player. "Please refer to the technical documents that are listed in "Section References" of this report."
4.10	**Session Player**		
	Where technically possible, the platform will keep recording meetings game, with details of the start and end of session, of the mechanism authentication used by the player, and the cause of disconnection or inactivity.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	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.	Compliant	The inactivity message pops up after 20 minutes of inactivity. "Please refer to the technical documents that are listed in "Section References" of this report."
	When the operator perform communications basically unidirectional character where the expected behaviour of the player is passive, such as the broadcast of a live sporting event, it will be understood that the player still active, but take no action. If technically possible, inform the player that the session has ended.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
4.11	**Disabling a Game Playing of Session**	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
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.	Compliant	The autoplay strategy tips are truthful. Please refer to the technical documents that are listed in "Section References" of this report.

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	The player will be ensured to maintain control of the game when automatic game functionality is provided.	Compliant	The game requires the Player`s input to maintain control of the automatic game functionality. "Please refer to the technical documents that are listed in "Section References" of this report."
	The player will be able to control the maximum value of the automatic game or the maximum bet and the number of automatic bets.	Compliant	The game requires the Player`s input and does not automatically place the bets. "Please refer to the technical documents that are listed in "Section References" of this report."
	It will be possible for the player to disable the automatic gaming functionality at any time.	Compliant	Players can be stop the autoplay feature at any time. "Please refer to the technical documents that are listed in "Section References" of this report."
	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.	Compliant	During the auto-play feature same characteristics as when the game is not automatic. "Please refer to the technical documents that are listed in "Section References" of this report."
	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.	Compliant	Autoplay feature history is available and not 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.	N/A	This is a single player game.
4.13	**Metamorphic Games**	**N/A**	**The game is not a metamorphic game.**
4.14	**Virtual Players**	**N/A**	**Not applicable on slot games.**
4.15	**Absentee Participation**	**N/A**	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**
4.16	**Replays**		

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	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.	Compliant	Please refer to the technical documents that are listed in "Section References" of this report.
	Repeat option must provide all information necessary to rebuild the last ten games of the session.	Compliant	Please refer to the technical documents that are listed in "Section References" of this report.
4.17	**Management Changes**	**N/A**	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**
4.18	**Management Service Availability**	**N/A**	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**
4.19	**Prevention Plan For Loss Of Information**	**N/A**	**The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.**

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Req #	Requirement Description	Compliance Status	Comments/Anomalies
Title 1:	**The Game of Luck and Chance of the Modality of Novelty-Type Games Internet Operated**		
Chapter 1	**General Features**		
1.1.1	**Object** *(Article 1, Agreement 4 of 2016)*		
	The purpose of this agreement is to establish the Regulation of the game of luck and chance in the novel modality of games operated by the Internet. (Article 1, Agreement 4 of 2016	Compliant	
1.1.2.	**Scope** *(Article 2, Agreement 4 of 2016)*		
	This Regulation applies to the legal entities that operate the game, to the players and in general, to all the legal and natural persons that, in accordance with the provisions of Law 643 of 2001 and other applicable regulations, are directly or indirectly	Compliant	

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	involved in the operation and exploitation of the game of luck and chance object of regulation. (Article 2, Agreement 4 of 2016		
1.1.3	**Definitions**	Compliant	
1.1.4.	**Deposit Account**	**N/A**	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
1.1.5	**Exploitation Rights**	**N/A**	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
1.1.6	**Administration Expenses**	**N/A**	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
1.1.7	**Declaration, Settlement and Payment of Exploitation Rights and Administration Expenses**	**N/A**	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
1.1.8	**Coverage for Payment of Prizes and Return of Funds from Players**	**N/A**	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
1.1.9	**Sending of Information**	**N/A**	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
1.1.10	**Return of the Player (RTP%)** *(Article 10, Agreement 4 of 2016. Amended by Article 1 of Agreement 2 of 2019)*		
	Games operated over the internet will present a minimum return to the player of 83%, in which case the exploitation rights will have a minimum rate of 15% on the gross income minus the prizes paid.	Compliant	The minimum RTP is above 83%.
	In accordance with the foregoing and these regulations, Internet gaming operators must guarantee the theoretical return through the design of the game, the determination of the quotas that are offered or the setting of the commission, for each type of game.	Compliant	Theoretical RTP is provided to the player.
	COLJUEGOS must carry out annual reviews of the return to the player based on the information reported by the operator, without prejudice to the random reviews carried out at any time in the operation contract, using	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.

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	the last year executed as the reference period.		
	COLJUEGOS may require the operators to provide the data and information that proves that in the game design or in the determination of the quotas offered or the setting of the commission, within the period indicated for these purposes, they have adopted the necessary measures to guarantee the theoretical return referred to in this article.	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	In the case of bets on real events, if the return to the player is below 83%, to determine that the theoretical return to the player defined in these regulations is met, COLJUEGOS will apply the following statistical test:	N/A	The requirement related to platform and/or operational procedures. is not in the scope. The scope is limited to game testing.
	1. Define the day as the minimum unit of observation of the Payout.		
	2. Calculate the actual Payout for each of the days during the twelve-month period.		
	3. Calculate the mean and variance of the Payout.		
	4. Calculate the test statistic.		
	5. Calculate the value of the cumulative probability of PE in a standard normal distribution. The result of this calculation is the so-called test value or p-value.		
	6. Contrast the following hypothesis tests.		
	In general, it is decided if p-value ≤5% is rejected H 0, therefore, there will be evidence that the Payout theoretical is less than 83%. In the same way, if p-value> 5% there is no evidence to reject H 0, therefore, there is no evidence to say that the theoretical payout is not 83%.		
	Paragraph. Without prejudice to the sanctioning process that takes place on the occasion of the breach of the theoretical return to the player required in these regulations, the operator must make the corresponding adjustments with the rate of 17% of the gross income on the settlement, declaration and payment on the type of authorized gambling that generated the breach for a specified period.		
Chapter 2	**DEFINITION AND DESCRIPTION OF THE GAME**		
1.2.1	**Definition of Internet Operated Games** *(Article 11, Agreement 4 of 2016).*		

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	According to *article 38 of Law 643 of 2001*, modified by *Article 93 of Law 1753 of 2015* and for the purposes of this agreement, games operated over the internet are understood to be those in which the bet and the payment of prizes are made by means that do not require the presence of the player, after registering on the authorized site or portal and whose mechanics are supported by the intervention of a random number generator or by the occurrence of real events whose results are not controlled by the game operator.	Compliant	
1.2.2	**Game Description** *(Article 12, Agreement 4 of 2016)*		
	Games operated by the internet are a new type of game of luck and chance, in which the player, using remote connection devices, enters the operator's interactive channels, accessing a user account where they must register their data in the first deposit and in which, through the authorized means of payment, You can purchase credits for participation in the games. The value of the credits for participation acquired by the player is reflected in his gaming account from which he can place his bets on the different games offered by the game operator that have been authorized by COLJUEGOS. Once the bet is made, the game is played, obtaining the result immediately or later, depending on the type of game and its rules. The development of the game and its duration depend on the mechanics of the selected game and the general and particular rules that apply to it.	Compliant	
	Once the game is finished and the result is known, the player is entitled to the prizes that, according to the rules of the game and its prize plan and depending on the result, correspond to him. The prizes are reflected in the player's account and are added to the balance of their gaming account. At the player's request, the balances of the gaming account associated with his user account will be transferred by the operator to the means of payment requested by the player (among those offered by the operator in accordance with those authorized in this	Compliant	

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	regulation), after compliance of the corresponding tax obligations.		
1.2.3	**Publication of Results** *(Article 13, Agreement 4 of 2016)*		
	After each game match or After the event, the results must be published clearly and visibly on the operator's interactive channel, ensuring that players know if their bets were winners.	Compliant	The results are published clearly and are available to the player for a reasonable time.
	The results of each game or real event in which the player participates must be recorded and stored in the Central Game Unit and can be requested by COLJUEGOS when it deems it pertinent during the execution of the contract and in the settlement period of the same.	Compliant	Results of each game are stored in the back office and shall be presented upon request. Operator's responsibility to make this information available for COLJUEGOS.
1.2.4	**Game Features** *(Article 14, Agreement 4 of 2016)*		
	1. The games are operated over the internet using remote connection devices.	Compliant	The games are operated on mobile and desktop using the device's internet connection.
	2. The games offer is presented on the gaming operator's interactive channel through remote connection devices through the use of interfaces or applications specifically designed to enable access to the operator's game offer.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	3. Depending on the type of game, the result can be generated through the intervention of a Random Number Generator -GNA- by determining the result of a real event in which neither the operator nor the player intervene or present any degree of influence.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	4. The game is developed through a Technical Game System in accordance with the Technical requirements of this Regulation.	Compliant	Refer to the technical evidence documents accompanied with this report.
	5. The player must create a user account in order to participate in the games offered by the operator.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	6. The acquisition of the credits for participation and the withdrawal of the value thereof are made through the means of payment registered by the player in his user account among those offered by the operator.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
1.2.5	**Game Elements** *(Article 15, Agreement 4 of 2016)*	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.

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1.2.6	**Game Operation Form** *(Article 16, Agreement 4 of 2016)*		
	The game is operated over the Internet, through a technological platform managed by the operator that must guarantee the correct functioning of the game, comply with the technical requirements that COLJUEGOS establishes within the Technical Requirement of these Regulations, as well as allowing access to technical users authorized by COLJUEGOS for the purposes of controlling the Technical Gaming System when the entity so requires. (Article 16, Agreement 4 of 2016	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
1.2.7	**Game Rules** *(Article 17, Agreement 4 of 2016)*		
	The basic regulations that apply to games operated by the Internet are determined by the technical requirements issued by Coljuegos and these Regulations, which must be published on the operator's website for the players to consult.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	Additionally, the operator must publish the particular rules that it has established regarding the games it offers to the public and they must be in accordance with what is described in this regulation.	Compliant	The auditee published the game rules within the game which are accessible.
	Said particular rules must be stored by the Operator and keep a control record with the effective dates of operation and must be provided in the inspection system for the purposes of information and control by the Entity, as well as be available at the end. the concession periods. Notwithstanding the foregoing, COLJUEGOS may request the particular rules at any time.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	The Technical Requirements of this Regulation may have changes in the procedures, requirements and technical conditions that, due to their nature, may be subject to improvements derived from technological innovation or in the control and supervision of gambling, and therefore, COLJUEGOS must establish a transition process that allows the operator to implement the changes.	Compliant	
Chapter 3	**Authorized Games and Operating Conditions**		
1.3.1	**Types of Game Authorized**		

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	Coljuegos Agreement 2 of 30 March 2021 by which title 1 of the Agreement 08 of September 16, 2020 is modified **Article 1 of Chapter 3: Authorized Games and Operating Condition of the agreement 08 cited on September 16, 2020 is superseded by agreement number 02 cited on March 30, 2021 as below:**		
	The internet gaming operator may offer different types of games within one of the following categories:	Compliant	
	a) Games operated by Internet in which the determination of the result or the development of the game involves a Random Number Generator. Within this category, the Internet gaming operator may develop the following games: 1. Slot or gambling machines. 2. Roulette. 3. Blackjack. 4. Baccarat. 5. Bingo. 6. Poker. 7. Virtual Games. 8. Instant prize games.	Compliant	The game is a slot machine game.
	B) Games operated by Internet whose result is determined by the occurrence of a real event on which the player makes a prediction that, in case of success, makes him the recipient of the prize that results from the application of the corresponding prize plan in accordance with the rules of the game. Within this category, the Internet gaming operator may develop the following games: 1. Betting on real sporting events. 2. Betting on real non-sporting events.	N/A	The game is a slot machine game.
	C) Games operated by internet called Live Casino, whose transmission is carried out in real time and the result is determined by a hand or play made by a dealer / dealer in a recording studio or a commercial establishment destined to the operation of localized games, inside and / or outside the national territory. The games that may be offered in this category will be those that meet the definition provided in article 1.3.10. of	Compliant	The game is a slot machine game.

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	this Agreement and they must be previously certified by a laboratory authorized by Coljuegos. *(Paragraph c was added through article 1 of Agreement 5 of 2020)*		
	PARAGRAPH 1º. Once the concession contract has been granted, the internet gaming operator is authorized to offer the types of games covered by this article provided that they are certified by a certifying body authorized by COLJUEGOS and the request has been valued by the Entity.	Compliant	
	PARAGRAPH 2. The operator may add those games that have not been certified with the initial application to be an internet gaming operator in Colombia. For this, the operator must submit to COLJUEGOS the request for the inclusion of new games accompanied by the certification of the same as may be appropriate. Once compliance with the requirement to provide the corresponding certification to COLJUEGOS is verified, the operator is notified of the viability of operating the game and including it in the offer to the public. Additionally, the operator can modify, update or make the change that corresponds to a certain game, and in any case in the event that affects critical elements, understood as those that deal with managing parts of the technical system of the game, the corresponding certification to COLJUEGOS who will communicate to the operator the viability of operating the game and include it in the offer to the public.	Compliant	
	PARAGRAPH 3. The operator is not obliged to exploit all the games included in the contract. However, you must notify COLJUEGOS of the start of development of each one of those that you exploit and, where appropriate, the cessation of development of those that have been operating in case you want to withdraw it from the offer to the public.	Compliant	
	PARAGRAPH 4. It is up to the operator to publish on its interactive channels the terms that regulate the conditions under which jackpots or jackpots and bonuses are offered and awarded.	Compliant	
	PARAGRAPH 5. The operator will not allow the combination of events in the same bet or play as dealt with in paragraph 7 of literal	Compliant	

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	a) and literal b) of this article.(Article 18, Agreement 4 of 2016. Amended by Article 1 of Agreement 04 of 2019)		
	PARAGRAPH 6. The authorizations for the addition of games on types of games already authorized in the concession contract will be made by the contract supervisor, after verification of the corresponding certifications.	Compliant	
1.3.2	**Slot or Gambling Machines** *(Article 19, Agreement 4 of 2016)*		
	They are those games in which, change of the price of the game, the user is granted a time of use in order to obtain a combination of signs or graphic representations that, in accordance with the particular rules of the game, is favoured with a certain prize.	Compliant	
	Participation in the slot machine game can be offered by the operator in manual or automatic mode, the player being the one who chooses one or the other game option.	Compliant	Games with manual and automatic modes are available. The player has options on how they intend to play.
	In manual mode, the game starts the moment the player manually activates the function for determining the combination of signs, while in automatic mode, the game starts once said game mode is configured.	Compliant	The game starts as soon as a player makes his choice whether in Manual Mode or Automatic Mode.
	It will not be possible to configure in automatic mode more than one hundred (100) games in a row, the player being able to leave the automatic mode at any time.	Compliant	The game has a maximum of 100 Auto-Play rounds in a row. The player has the option to "Stop" auto-play at any time.
	The game will have a minimum duration of three (3) seconds.	Compliant	The game Cycle duration between each round is set to minimum 3 (three) Seconds.
	Determined by the Random Number Generator the combination resulting from the game, if it is favoured with any of the prizes established by the operator in the corresponding prize plan, it is by assigning the player in their gaming account the one that, if any, reciprocated.	Compliant	The player's account is instantly updated soon as the result is generated in the production environment. However, the game is not integrated with the operator's platform. Since, operator's responsibility to manage the player's account in accordance with the game results.
1.3.3	**Roulette**	N/A	The game is not a roulette game.
1.3.4	**Blackjack**	N/A	The game is not a blackjack game.
1.3.5	**Baccarat**	N/A	The game is not a Baccarat game.
1.3.6	**Bingo**	N/A	The game is a slot game.

Req #	Requirement Description	Compliance Status	Comments/Anomalies
1.3.7	**Poker**	N/A	The game is a slot game.
1.3.8	**Virtual Games**	N/A	The game is a slot game.
1.3.9	**Bets on Real Events**	N/A	The game is a slot game.
1.3.10	**Live Casino**	N/A	The game is a slot game.
1.3.11	**Co-organized Operation**	N/A	The game is a slot game.
1.3.12	**Immediate Prize Games**	Compliant	One of the games is an instant prize game.
	It corresponds to the modality of a series of counterpart games in which, in exchange for paying a bet value for each game, the user is granted the possibility of predicting the number, letter, image, symbol and/or the combination, sequence or pattern between them, which must coincide with the result of a random number generator (RNG) as determined by the rules of the game.		
	Paragraph		
	The following games of luck and chance can continue to operate and operate under the modality of immediate prize: Aviator, Lucky Super 6 and Cops and Robbers, and the others that are regulated by the Board of Directors through Agreement.		
	Therefore, other immediate gaming modalities that are not contemplated in this paragraph shall be understood as NOT authorised. The following are not authorised in immediate prize games: permanent betting echanisms (chance), traditional lottery, instant lottery (scratch), pre-printed lotto, online lotto and super astro and other authorised lottery games, among others.		
	Paragraph		
	The modality, called KENO, is not an immediate prize game. The use of this brand as well as its operation must be regulated by means of an Agreement issued by the Board of Directors.		
Chapter 4	**Awards Plan**		
1.4.1	**Distribution of the Prize Plan** *(Article 27, Agreement 4 of 2016)*		

Req #	Requirement Description	Compliance Status	Comments/Anomalies
	The determination of the prizes depends on the type of game, the bet made and, where appropriate, the return to the player that results from the application of the game design and its resulting odds.	Compliant	
	In games that allow paramutual bets, the determination of the prizes is carried out in accordance with the prize plan defined for the game and based on a previously established percentage of the total bets or participations	Compliant	Pay-table is visible and available for players which pertains to the outcome of games with different bet options. RTP% is available in online game rules.
	The prize plan must be defined by the operator and informed to the players before the start of the game.	Compliant	The pay-table is always accessible and visible without any betting requirement.
	In games that allow cross bets, the determination of the prizes is made by matching the offer of one or more bets in favour and one or more offers of bet against, made by players, where the prize will be the total of Gross income from the game by previously subtracting the value of the commission established by the operator. Which must be defined by the operator in the particular rules of the game known to the players	N/A	The game is a slot game.
1.4.2	**Form of Payment of Prizes and Withdrawal of Funds** *(Article 28 of Agreement 4 of 2016, modified by Article 3, Agreement 2 of 2019)*		
	Once the player won a prize, it is immediately reflected in the gaming account associated with your user account.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	When the player wishes to withdraw the funds from his gaming account, the operator must accept and order the payment within a period of no more than 72 hours, payment to be made by the means of payment chosen by the player, of those offered in the game, the above provided that the operator has verified	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	1. The information provided by the player in the process of opening a user account.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	2. That the player has made a maximum of (3) three daily withdrawals of funds.	N/A	The requirement related to platform and/or operational procedures is not in the

Req #	Requirement Description	Compliance Status	Comments/Anomalies
			scope. The scope is limited to game testing.
	3. That at the time of withdrawal the sum of the bets made, is greater than or equal to 50% of the totality of the deposits. The foregoing applies accumulated from the technological implementation and start-up of this agreement. This condition does not apply to the prizes obtained by the player.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	The foregoing must be expressly stated in the terms and conditions that will be published on the gaming platform, since they are an integral part of the contract entered into between the operator and the player.	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
	PARAGRAPH 1: The operator must integrate these changes into its technological platform and will store and record the data in the Inspection System in compliance with what Coljuegos establishes in the Technical Requirements and in accordance with the Data Model.	Compliant	
	PARAGRAPH 2: The operator may not at any time establish monetary charges to the player for the withdrawal of funds from the gaming account, with the exception of those established by current regulations. Similarly, in the event that the withdrawal is not authorized by the reasons described here, the operator must immediately inform the player through the platform. (Article 28 of Agreement 4 of 2016, modified by Article 3, Agreement 2 of 2019)	Compliant	
Chapter 5:	**Participation Conditions**	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
Article 3.	**Modify the Article 1.5.8. Commercial Activities or Supporting Services Authorized to Offer Bets on Real Events and Virtual Games of Agreement 08 of 2020**	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
Chapter 6:	**Technical Requirements of the Game**	N/A	The requirement related to platform and/or operational procedures is not in the scope. The scope is limited to game testing.
Chapter 7:	**Advertising and Responsible Gaming**	N/A	The requirement related to platform and/or operational

Req #	Requirement Description	Compliance Status	Comments/Anomalies
			procedures is not in the scope. The scope is limited to game testing.
Chapter 8:	**Final Provisions of the Games of Luck and Chance of the Form of Brand-New Internet Operated Games**	Compliant	

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ga has reported on what was discovered throughout the assessment of the client's game(s) and the components listed in the section Product Fingerprint of this report, related to the technical scope of testing as per jurisdictional requirements

Inherently there are limitations in performing compliance testing within a laboratory environment and accordingly **ga** has undertaken its best endeavours to ensure a thorough assessment is performed and conclusion stated

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