



RANDOMNESS EVALUATION REPORT

FOR

NG ENTERTAINMENT LTD.

MYSTIC OCEAN

HTML5-DESKTOP

1.0

CONFIDENTIAL
CERTIFICATE NUMBER: 28540NGMALM

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SECTION 1. GENERAL INFORMATION

License Holder:	NG Entertainment Ltd. 97 Windsor Street Sliema SLM 1853 Malta
Game Name:	Mystic Ocean
Game Type:	Casino Slot
Platform Type:	HTML5-Desktop
Game Version:	1.0
Applicable Technical Standards:	Licensing requirements of the Malta Gaming Authority ('MGA') Subsidiary Legislation 438.04 Remote Gaming Regulations Third Schedule, Regulation 25
Testing Laboratory:	eGaming Compliance Services Limited, trading as 'eCOGRA' 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom
Test Engineers:	Joanne Johnson, Dario Pillay, Tyrone Rajah
Supervisor:	Craig Nichol
Request for Report:	10 August 2020
Report Date:	21 August 2020
Certificate Number:	28540NGMALM

In our opinion the game listed as tested in this report complies with the relevant sections of the licensing requirements of the Malta Gaming Authority ('MGA').

The test results obtained for NG Entertainment Ltd.'s Mystic Ocean HTML5-Desktop 1.0 game produced statistically acceptable random numbers that were free of any significant statistical bias or predictability.



Gary Lupton-Smith,
Technical Services Manager

SECTION 2. INTRODUCTION

eCOGRA has been appointed by NG Entertainment Ltd. to evaluate and certify the following Slot game for compliance with the relevant licensing requirements Subsidiary Legislation 438.04 Remote Gaming Regulations, Third Schedule, Regulation 25 of the Malta Gaming Authority ('MGA').

- Mystic Ocean (1.0) - NG Entertainment Ltd.

This certification report highlights our key findings as a result of the evaluation conducted on HTML5 - Desktop, Platform 1.0, which is the pre-production environment which is essentially the same as the live environment. The testing was conducted on the aforementioned platform established at NG Entertainment Ltd. during the period 11 August 2020 to 17 August 2020.

Please note that this is an initial certification conducted over Mystic Ocean, HTML5-Desktop, 1.0 and therefore this game certificate does not supersede any previous certifications.

SECTION 3. RNG COMPONENTS

The Random Number Generator (RNG) as detailed in Section 2 and used by NG Entertainment Ltd. in their Mystic Ocean 1.0 product was previously certified by GLI UK Gaming (GLI UK) refer to RNG report: 413-19-001-UK-RTS-01-Report_en. The scope of eCOGRA's randomness testing was limited to testing the randomness of the game output of the Mystic Ocean 1.0 game.

Software Provider:	NG Entertainment Ltd.
Software Provider Address:	97 Windsor Street Sliema SLM 1853 Malta
Product Name:	Random Number Generator
Product Description:	RNG Version 1.0
Jurisdiction:	Malta Gaming Authority, Malta
Jurisdiction address:	Building SCM 02-03, Level 4, SmartCity Malta, Ricasoli SCM1001, Malta
Test entity:	GLI UK Gaming Ltd (GLI UK)
Test entity address:	Llys Helyg, Parc Menai, Bangor LL57 4EZ, United Kingdom
Date:	21 June 2019
Approval:	Dr. Richard Edwards, Director

SECTION 4. TEST RESULTS

Numerous recognised statistical and mathematical tests were performed on a 1,000,000 rows of sample data, provided by NG Entertainment Ltd., of the game output to verify the RNG operates in a random and fair manner. This included tests for probability (to ensure the expected number of occurrences), randomness (so that the following occurrence cannot be predicted with any degree of certainty) and uniformity (to determine that each possible outcome is equally likely over the long-term). The acceptance criteria for the statistical tests is a pass at a 95% confidence level.

SECTION 5. GAME DESCRIPTION

Mystic Ocean (1.0)

Game Description:

Mystic Ocean is an online slot game with 10 fixed pay lines, featuring "Free Spins with Expanding Symbols" and a "Gamble" Feature.

Further details regarding the betting characteristics, features and detailed game rules can be found in the game instructions which can be provided upon request.

SECTION 6. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical RTP %	eCOGRA RTP % Recalculation
Mystic Ocean	96.50%	96.69%

The Theoretical RTP percentage indicated in the table above is extracted from the game documentation as provided by NG Entertainment Ltd. eCOGRA recalculated the RTP percentage by performing additional independent mathematical calculations on the output of simulation game data.

SECTION 7. GAME SOFTWARE DETAILS

The scope of the game evaluation and certification applies solely to the critical game files, game versions and associated hashes provided in the tables below:

Game Files

File Name / Identifier	Version Date	Version Number	SHA-1 Hash Sum
configurationMO.txt	07-08-2020	1.0	2B1C16A55AECD5D08E280438891AB47D087EBAE6
line_wins_handler.inc.php	20-01-2020	1.0	4265BFE2ACF6549D2A8C2708DDCCC26E6657D396

SECTION 8. REVIEW FINDINGS

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
1. The gaming system must:		
a. faithfully follow the game rules published by the operator; and	Compliant	Further testing to be conducted at operator integration.
b. provide over time no more than the expected house advantage to the operator.	Not applicable	Not applicable to this game type.
2. Both the gaming and financial transactions must be congruent and secure.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
3. The gaming system must satisfy the following criteria for randomness, following Schneier:		
a. the data must be randomly generated, passing appropriate statistical tests of randomness;	Compliant	Refer to RNG certificate: 413-19-001-UK-RTS-01-Report_en
b. the data must be unpredictable, i.e. it must be computationally infeasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers;	Compliant	Refer to RNG certificate: 413-19-001-UK-RTS-01-Report_en
c. the series cannot be reliably reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as is reasonably possible) it will produce two completely unrelated random sequences.	Compliant	Refer to RNG certificate: 413-19-001-UK-RTS-01-Report_en
4. The outcome of any game event, and the return to the player, must be independent of the CPU, memory, disk or other components used in the playing device used by the player.	Compliant	Refer to RNG certificate: 413-19-001-UK-RTS-01-Report_en

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
5. The game or any game event outcome must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communication channel between the gaming system and the playing device used by the player.	Compliant	
6. The gaming system must be able to display for each game the following information on the current page or on a page directly accessible from the current page via a hyperlink:		
a. the name of the game;	Compliant	
b. restrictions on play;	Compliant	Further testing to be conducted at operator integration.
c. instructions on how to play, including a pay-table for all prizes and special features;	Compliant	
d. the player's current account balance;	Compliant	
e. unit and total bets permitted;	Compliant	
f. the rules of the game.	Compliant	
7. All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely available to the Authority.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
8. The gaming system must:		
a. be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
b. calculate accurately all taxation and other monies due to the Authority.	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
9. The gaming system must maintain information about all games played, including:		
a. the identity of the player;	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
b. the time the game began as recorded on the game's server;	Not applicable	To be tested at Operator Integration.
c. the balance on the player's account at the start of the game;	Not applicable	To be tested at Operator Integration.
d. the stakes placed in the game (time stamped by the games server);	Not applicable	To be tested at Operator Integration.
e. the game status (in progress, complete, etc.);	Not applicable	To be tested at Operator Integration.
f. the result of the game (time stamped by the games server);	Not applicable	To be tested at Operator Integration.
g. the time the game ended as recorded by the games server;	Not applicable	To be tested at Operator Integration.
h. the amount won or lost by the player; and	Not applicable	To be tested at Operator Integration.
i. the balance on the player's account at the end of the game.	Not applicable	To be tested at Operator Integration.
10. The gaming system must maintain information about significant events as follows:		
a. large wins;	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
<p>b. transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator;</p>	<p>Not applicable</p>	<p>The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.</p>
<p>c. changes made by the operator to game parameters.</p>	<p>Not applicable</p>	<p>The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.</p>
<p>11. Any variations to any of the requirements specified in this Schedule shall be submitted to the Authority for its approval by notice in writing.</p>	<p>Not applicable</p>	<p>No variations identified for the product under certification.</p>