

RANDOMNESS EVALUATION REPORT

FOR

NG ENTERTAINMENT LTD LUCKY CHRISTMAS, HTML5-DESKTOP; HTML5-MOBILE, 1

> **CONFIDENTIAL** CERTIFICATE NUMBER: E2214502NTGMLTM



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SECTION 1. GENERAL INFORMATION

License Holder:	NG Entertainment Ltd 97 Windsor Street Sliema SLM 1853 Malta
Game Name:	Lucky Christmas
Game Type:	Slot
Platform Type:	HTML5-Desktop; HTML5-Mobile
Game Version:	1
Applicable Technical Standards:	Licensing requirements of the Malta Gaming Authority ('MGA') Subsidiary Legislation 438.04 Remote Gaming Regulations Third Schedule, Regulation 25
Testing Laboratory:	eCOGRA Limited 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom
Test Engineers:	Sumeshan Padayachee; Gift Sebonyane; Stephen Coombe
Supervisor:	Bokang Mogaladi
Request for Report:	21 October 2022
Report Date:	08 November 2022
Certificate Number:	e2214502NTGMLTM

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 Lucky Christmas HTML5-Desktop; HTML5-Mobile 1 game produced statistically acceptable random numbers that were free of any significant statistical bias or predictability.





Bradley Khoury Chief Technical Officer



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').

Lucky Christmas (1) - NG Entertainment Ltd

This certification report highlights our key findings as a result of the evaluation conducted on HTML5-Desktop; HTML5-Mobile, 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 21 October 2022 to 08 November 2022.

Please note that this is an initial certification conducted over Lucky Christmas, HTML5-Desktop; HTML5-Mobile , 1 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 Lucky Christmas 1 product was previously certified by GLI (Refer to RNG report: 413/19/001/UK/RTS/02). The scope of eCOGRA's randomness testing was limited to testing the randomness of the game output of the Lucky Christmas 1 game.

Software Provider:				
Software Provider Address:				
Product Name:				
Product Description:				
Jurisdiction:				
Jurisdiction address:	Refer to GLI RNG report: 413/19/001/UK/RTS/02			
Test entity:				
Test entity address:				
Date:				
Approval:				



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

Lucky Christmas (1)

Game Description:

The game is played with 10 fixed paylines featuring free spins, progressive points and bonus symbols.

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
Lucky Christmas	94.47%	94.35%
	Buy Feature: 94.63%	Buy Feature: 94.60%

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	Version	SHA-1 Hash Sum	
	Date	Number		
line_wins_handler.inc.php	20/01/2020	1.0	4265BFE2ACF6549D2A8C2708DDCCC26E6657D396	
ConfigurationLC.txt	21/10/2022	1.0	1D13DF3310841623D7CD974E8A75D0E37105DD82	



SECTION 8. REVIEW FINDINGS

Re	mote Gaming Regulations	Rating	Comments
Th	rd Schedule - Regulation 25 - Technical require	ment for gaming syste	em
1.	The gaming system must:		
	a. faithfully follow the game rules published by the operator; and	Compliant	
	 b. provide over time no more than the expected house advantage to the operator. 		Not applicable to this game type.
2.	Both the gaming and financial transactions must be congruent and secure.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.
3.	The gaming system must satisfy the following of	riteria for randomnes	s, following Schneier:
	 a. the data must be randomly generated passing appropriate statistical tests o randomness; 		Refer to RNG certificate: 413/19/001/UK/RTS/02
	 b. the data must be unpredictable, i.e. if 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; 		Refer to RNG certificate: 413/19/001/UK/RTS/02
	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.		Refer to RNG certificate: 413/19/001/UK/RTS/02
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.		Refer to RNG certificate: 413/19/001/UK/RTS/02
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.		



Rer	note Gai	ming Regulations	Rating	Comments
Thi	rd Sched	ule - Regulation 25 - Technical requirem	ent for gaming syste	em
6.	The gar	ning system must be able to display for ea	ach game the follow	ing 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	
	с.	instructions on how to play, including	Compliant	Wallet functionality is not directly
		a pay-table for all prizes and special		managed by the supplier.
		features;		
	d.	the player's current account balance;	Compliant	
	e.	unit and total bets permitted;	Compliant	
	f.	the rules of the game.	Compliant	
7.	All fina	ncial reports produced by the gaming	Not applicable	The scope of assessment is limited to
	system	must be congruent with gaming		aspects directly managed by the
	transac	tion reports and conversely:		supplier.
	Provide	d that all such reports shall be readily		
	and free	ely available to the Authority.		
8.	The gar	ning system must:	Not applicable	The scope of assessment is limited to
	a.	be capable of producing monthly		aspects directly managed by the
		auditable and aggregate financial		supplier.
		statements of gaming transactions,		
		and		
	b.	calculate accurately all taxation and	Not applicable	The scope of assessment is limited to
		other monies due to the Authority.		aspects directly managed by the
-				supplier.
9.	The gar	ning system must maintain information a	bout all games playe	ed, including:
	a.	the identity of the player;	Not applicable	The scope of assessment is limited to
				aspects directly managed by the
				supplier.
	b.	the time the game began as recorded	Compliant	The recording of the results within the
		on the game's server;		gambling system are not managed by
				the supplier.
	с.	the balance on the player's account at	Not applicable	The scope of assessment is limited to
		the start of the game;		aspects directly managed by the
				supplier.
	d.	the stakes placed in the game (time	Compliant	The recording of the results within the
		stamped by the games server);		gambling system are not managed by
				the supplier.
	e.	the game status (in progress,	Not applicable	The scope of assessment is limited to
		complete, etc.);		aspects directly managed by the
				supplier.
	f.	the result of the game (time stamped	Compliant	The recording of the results within the
		by the games server);		gambling system and account
				functionality are not managed by the
				supplier.



Remote Ga	ming Regulations	Rating	Comments		
Third Sched	Third Schedule - Regulation 25 - Technical requirement for gaming system				
g.	the time the game ended as recorded by the games server;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.		
h.	the amount won or lost by the player; and	Compliant	The recording of the results within the gambling system and account functionality are not managed by the supplier.		
i.	the balance on the player's account at the end of the game.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.		
10. The gar	ning system must maintain information a	bout significant ever	nts as follows:		
a.	large wins;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.		
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;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.		
C.	changes made by the operator to game parameters.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier.		
specifie	riations to any of the requirements of in this Schedule shall be submitted to thority for its approval by notice in	Not applicable	No variations identified for the product under certification.		