



RANDOMNESS EVALUATION REPORT

FOR

NG ENTERTAINMENT LTD

SANTA'S WILD REELS

HTML5-DESKTOP

1.0

CONFIDENTIAL

CERTIFICATE NUMBER: e2315859NTGMLTM

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SECTION 1. GENERAL INFORMATION

| | |
|---------------------------------|---|
| License Holder: | NG Entertainment Ltd 30/1 Kenilworth Court Sir Augustus Bartolo Street TA' Xbiex XBX 1093 Malta |
| Game Name: | Santa's Wild Reels |
| 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: | eCOGRA Limited, trading as 'eCOGRA' 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom |
| Test Engineers: | Tshavhungwa Mukhanu; Humbulani Nedondwe; Stephen Coombe |
| Supervisor: | Kabelo Williams |
| Request for Report: | 13 November 2023 |
| Report Date: | 22 November 2023 |
| Certificate Number: | e2315859NTGMLTM |

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 Santa's Wild Reels HTML5-Desktop 1.0 game produced statistically acceptable random numbers that were free of any significant statistical bias or predictability.

A handwritten signature in black ink, appearing to be 'Pierre Jordaan'.

Pierre Jordaan,
Compliance Director

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').

- Santa's Wild Reels (1.0) - NG Entertainment Ltd

This certification report highlights our key findings as a result of the evaluation conducted on HTML5-Desktop, 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 13 November 2023 to 17 November 2023.

Please note that this is an initial certification conducted over Santa's Wild Reels, 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 Santa's Wild Reels (1.0) product was previously certified by Gaming Laboratories international (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 Santa's Wild Reels (1.0) game.

| | |
|-----------------------------------|---|
| Software Provider: | Refer to GLI RNG report: 413/19/001/UK/RTS/02 |
| Software Provider Address: | |
| Product Name: | |
| Product Description: | |
| Jurisdiction: | |
| Jurisdiction address: | |
| 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

Santa's Wild Reels (1.0)

Game Description:

Santa's Wild Reels is a slot game played with 40 fixed paylines. Each game costs a minimum of 10 fixed coins. The game consist of Wild Reels Spins, Santa's Wheel, Christmas Free Spins, and a Buy Bonus 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 |
|--------------------|---------------------------|----------------------------|
| Santa's Wild Reels | 94.00% | 93.83% |
| | Buy Bonus Feature: 94.10% | Buy Bonus Feature: 94.22% |

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 |
|---------------------------|--------------|----------------|--|
| line_wins_handler.inc.php | 20/01/2020 | 1.0 | 4265BFE2ACF6549D2A8C2708DDCCC26E6657D396 |
| ConfigurationSWR.txt | N/A | 1.0 | E9C41168950A0C3C88E2D61DDE737B7754DAC29F |

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 | |
| 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/02 |
| 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/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. | Compliant | 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. | Compliant | 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 | Compliant | |

| Remote Gaming Regulations | Rating | Comments |
|---|----------------|--|
| Third Schedule - Regulation 25 - Technical requirement for gaming system | | |
| gaming system and the playing device used by the player. | | |
| 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 | |
| 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: | 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. |
| a. be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and | | |
| 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. |
| 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 |

| Remote Gaming Regulations | Rating | Comments |
|---|----------------|--|
| Third Schedule - Regulation 25 - Technical requirement for gaming system | | |
| | | 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; | Compliant | The recording of the results within the gambling system are not managed by the supplier. |
| c. the balance on the player's account at the start of the game; | 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. |
| d. the stakes placed in the game (time stamped by the games server); | Compliant | The recording of the results within the gambling system are not managed by the supplier. |
| e. the game status (in progress, complete, etc.); | 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. |
| f. the result of the game (time stamped by the games server); | Compliant | The recording of the results within the gambling system and account functionality are not managed by the supplier. |
| g. the time the game ended as recorded by the games server; | 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 | | |
| 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 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. |
| 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. |
| 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 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. |
| c. changes made by the operator to game parameters. | 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. |
| 11. Any variations to any of the requirements specified in this Schedule shall be submitted to | Not applicable | No variations identified for the product under certification. |

| Remote Gaming Regulations | Rating | Comments |
|---|--------|----------|
| Third Schedule - Regulation 25 - Technical requirement for gaming system | | |
| the Authority for its approval by notice in writing. | | |