Test report

Product name	: Burst Slot (HTML5-Desktop-Tablet)
Jurisdiction	: Gibraltar
Applicant	: Virtue Fusion Ltd
Test institute	: Trisigma B.V.
Type of product	: Slot game

Author: D. Zoer

Authorised by: Ing. R. Hubregtse   28-09-2016

Quality Manager

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 1 of 18

TABLE OF CONTENTS

Trisigma B.V.   Test report number: 3s.17.036_GI.R0
Oudenhof 2a   Product name: Burst Slot (HTML5-Desktop-Tablet)
4191 NW Geldermalsen
The Netherlands
www.trisigma.nl   Page 2 of 18

1. TEST INSTITUTE

Trisigma B.V. (here after Trisigma) provides compliance and type approval services to the gaming industry and authorities. The Trisigma test labs are located in The Netherlands and have extensive facilities for testing and approval of online and land based gaming systems. Trisigma has been accredited by the Dutch Council of Accreditation for both standards ISO/IEC 17020 (with identification I254) and ISO/IEC 17025 (with identification L531) within the scope of compliance testing and examination of gaming systems. It is Trisigma's policy to carry out all activities according to these high quality standards in order to assure the international recognition of Trisigma certifications, reports and declarations.

This report presents the Trisigma final conclusion of compliance, the scope of examination, the specific identification of the gaming system and an overview of the applicable requirements including the appraisal with regard to the gaming system under examination.

This report has been constructed under the supervision and responsibility of Trisigma's Quality Manager. Every effort has been made to ensure the quality and accuracy of the information contained in this report. If errors or omissions are discovered, please contact us with details. Trisigma B.V. reserves the right to issue revisions of this test report if additional information is presented or discovered.

2. TEST METHODS

Trisigma examines gaming systems using accredited and recognized assessment methods. These methods cover all applicable components and characteristics of the product under examination.

Qualified test engineers carry out a comprehensive compilation of test methods using documentation review, measurements, evaluation of calculations and simulations, statistical tests, functional tests, visual assessment and source code analyses and supervised builds in order to examine the product from a requirements point of view. These test methods comprises the functional and statistical behavior of the gaming system.

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 3 of 18

3. GENERAL REPORT DATA

Report number	3s.17.036_GI.R0
Jurisdiction	Gibraltar
Requirements	Remote Technical and Operating Standards for the Gibraltar Gambling Industry, Gambling Commissioner's Guidelines - v.1.1.0
Additional regulations or directions	-
Test period	September 2016
Project Engineer	S. Schoonderbeek
Revision information	-
References	3s.16.905_UK.R0 Report Dynamite Digger (HTML5-Desktop-Tablet) The slot game Burst Slot (HTML5-Desktop-Tablet) is a clone of Dynamite Digger (HTML5-Desktop-Tablet).

4. APPLICANT DATA

Company name	Virtue Fusion Ltd
Address	10 Jamestown Road NW1 7BY LONDON UNITED KINGDOM
Contact	Mr J. Sharrock

5. CONCLUSION AND RECOMMENDATION

The game complies with the Gibraltar Remote Technical and Operating Standards.

It is the recommendation of Trisigma that the game be approved for use in the jurisdiction of Gibraltar.

This was a game only compliance test. Platform and RNG have been separately tested.

The game has been assessed on the English language version.

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4191 NW Geldermalsen
The Netherlands
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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 4 of 18

6. GAME INFORMATION

Type of game	Slot game
Game rules	Burst Slot is a 5-reel, 3-row video slot game with 20 win lines.
Jackpot	No
Game software identification	16.4.0
Minimum bet	£0.01
Maximum bet	£100.00
Target percentage RTP	95.52%
Maximum autoplay games	100

7. PLATFORM AND TEST EQUIPMENT INFORMATION

Platform information:

Supplier	Virtue Fusion Ltd
Version	16.4.0

The game was tested with the following equipment:

Device	OS	Browser
PC HP ProDesk 490 G2 MT Intel i7 (8GB RAM)	Windows 10 Pro (64bit)	Google Chrome (version 52.0.2743.82 m) Mozilla Firefox (version 47.0.1)
Apple iPad Air 2	iOS (version 9.3.5)	Safari
Samsung Galaxy Tab S2	Android (version 6.0.1)	Android

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 5 of 18

8. REQUIREMENTS – TEST RESULTS OVERVIEW

Requirements within this scope are included in this test results overview. Where requirements are applicable to either game or platform these requirements are included in this test result overview, and are marked 'Not Applicable' when compliance is determined only by the platform.

Test results overview		
Article	**Requirement Text**	**Verdict**
Principle 3.a (Generic Code 6.1)	"All licence holders are required to publish their rules where they are visible and accessible to all those who visit or use their facilities for gambling. 'Rules' will be regarded as the terms and conditions of the gambling as well as the rules by which any particular game or activity has to be undertaken."	
	Remarks/Findings: This is an explanatory text only.	
Principle 3.b (Generic Code 6.2)	"The Gambling Commissioner understands the term 'readily accessible' to mean a live link from the home page(s), 'about us' page and the customer registration pages of the relevant website(s) to a dedicated presentation of the relevant rules. Where a remote licence holder controls a series of websites or brands or operates through joint ventures, the rules should be accessible as above for each specific website."	
	Remarks/Findings: This is an explanatory text only.	
3.4 Game rules and information (3)	For each game, the licence holder's game rules and information should be readily accessible and identifiable in a clear and intelligible manner by way of a conspicuous link to the game rules on the home pages for gaming products, game selection screens/menus, and within individual games.	**PASS**
	Remarks/Findings: The required information is presented correctly.	
3.4 Game rules and information (4)	The game rules should not be unfair or misleading.	**PASS**
	Remarks/Findings: The information given is correct and is not misleading.	
3.4 Game rules and information (5)	The availability of game rules and information should be checked regularly; if the information is not available the game should not be made available for gambling.	**PASS**
	Remarks/Findings: The required information is available and presented correctly.	
3.4 Game rules and information (6)	The published game rules and information should be sufficient to explain to customers all of the applicable rules and how to participate. As applicable, game information should include the following:	**PASS**
	Remarks/Findings: Instructions are clear and are deemed not to be misleading.	
3.4 Game rules and information (6) a)	the name of the game;	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) b)	the applicable rules, including clear descriptions of what constitutes a winning outcome;	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 6 of 18

3.4 Game rules and information (6) c)	any restrictions on play or betting, such as any play duration limits, maximum win values, bet limits, etc;	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) d)	the number of decks or frequency of shuffles in a virtual card game;	**Not Applicable**
	Remarks/Findings: This is not a card game.	
3.4 Game rules and information (6) e)	whether there are contributions to jackpots ('progressives') and the way in which the jackpot operates, for example, whether the jackpot is won by achieving a particular outcome;	**Not Applicable**
	Remarks/Findings: The game does not support a jackpot.	
(3.4 Game rules and information 6) f)	instructions on how to interact with the game; and	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) g)	any rules pertaining to metamorphosis of games, for example, the number and type of tokens that need to be collected in order to qualify for a feature or bonus round and the rules and behaviour of the bonus round where they differ from the main game.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) h)	Information about the likelihood of winning:	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) h) i)	a description of the way the game works and the way in which winners are determined and prizes allocated;	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) h) ii)	For each game, information about the potential prizes and/or payouts (including the means by which these are calculated) should be easily available. This should include, where applicable:	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) h) ii) (1)	Pay tables, or the odds paid for particular outcomes.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (6) h) ii) (2)	For peer-to-peer games where the prize is determined based on the actions of the participants a description of the way the game works and the rake or commission charged.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
3.4 Game rules and information (6) h) ii) (3)	For lotteries and other types of events where the potential amount or prize paid out may not be known before the customer commits to gamble, describing the way in which the prize amount is determined will be sufficient.	**Not Applicable**
	Remarks/Findings: This is not a lottery type of game.	

Trisigma B.V.
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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 7 of 18

3.4 Game rules and information (6) h) ii) (4)	Displays of jackpot amounts that change over time ('progressives') should be regularly updated and as soon as possible after the jackpot has been reset following a win.	**Not Applicable**
	Remarks/Findings: The game does not support a jackpot.	
3.4 Game rules and information (7)	The following information should be displayed on the game's interface for each game:	
	Remarks/Findings: This is an explanatory text only.	
3.4 Game rules and information (7) a)	The name of the game.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (7) b)	The game should display the unit and total stake for the customer's gamble including conversions to currencies or tokens.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (7) c)	The information displayed about the game result should be sufficient for the customer to determine whether they have lost or won and the value of any winnings.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (7) d)	The game should display the result of every game in which the customer participates for a reasonable period of time, that is, sufficient time for the customer to be able to understand the result of the game in the context of their gamble.	**PASS**
	Remarks/Findings: The game outcome is displayed until a new play is started by the player.	
3.4 Game rules and information (8)	For multi-state or metamorphic games, as the game progresses clear information sufficient to inform the customer about the current state of the game should be displayed on screen in text and/or artwork. For example:	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (8) a)	where a game builds up a collection of tokens (symbols, etc) the current number collected should be displayed,	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
(8) b)	where different rules apply an indication of the rules that are currently relevant, such as 'bonus round' or other feature labels.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	
3.4 Game rules and information (9)	The game rules (or terms and conditions) should cater for situations where the licence holder loses connectivity with the customer and how such customers will not be unfairly disadvantaged.	**Not Applicable**
	Remarks/Findings: The game does not support time critical events.	
3.4 Game rules and information (10)	Game rules should be date stamped and previous versions should be made available to customers on request.	**PASS**
	Remarks/Findings: The information is presented and clear to understand.	

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 8 of 18

3.4 Game rules and information (11)	The general playing rules and the payout percentage for a particular game should be the same in free play mode as it is in the real money game.	**Not Applicable**
	Remarks/Findings: The game does not support free play mode.	
3.4 Game rules and information (12)	Customers should be informed in any betting opportunity relying on 'live' monitoring of an event (e.g. betting in play) that 'live' transmissions may be subject to delay or interruption. Where a delay is apparent to the licence holder, or is created by the licence holder, the scale of the delay should be made apparent to the customer.	**Not Applicable**
	Remarks/Findings: The game does not support time critical betting events.	
3.4 Game rules and information (13)	Where any information about the progress of a betting event is made available to customers via an operator's website, the status and reliability of that information in terms of any future betting decisions by customers should be made readily apparent to the customer.	**Not Applicable**
	Remarks/Findings: The game does not support time critical betting events.	
3.5 Jackpots (1)	Where a simultaneous win, or the appearance of a simultaneous win, is possible, the rules of the game should include the possibility and the means of resolving this possibility.	**Not Applicable**
	Remarks/Findings: The game does not support simultaneous wins.	
3.6 Multi-customer games (1)	Where the licence holder uses programs to participate in gambling on their behalf in peer-to-peer gambling (e.g. 'robots'), information should be displayed which clearly informs customers that the licence holder uses this kind of software. The use of 'bots' is not encouraged and should be made apparent to customers if they are deployed.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
3.6 Multi-customer games (2)	Customers should be made aware that other customers may use bots or programmes. This information should be available on the game rules or terms and conditions and should warn customers of the risks of gambling against robots and of using robots themselves, that is, that the predictability of robots may be exploited by other customers.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
3.6 Multi-customer games (3)	Information should be made easily available on how customers should report suspected robot use and such reports should be properly investigated, and operators should adopt appropriate technology to detect and investigate robot use.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
3.6 Multi-customer games (4)	Customers should be informed on the game rules where performance characteristics of networks or end-user devices (e.g. speed of connection or processor) may have, or may appear to have, an effect on the game, such as in decision making where speed is a factor, the update of progressive jackpot values or disconnection from multi player games.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	

Trisigma B.V.
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4191 NW Geldermalsen
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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 9 of 18

Principle 4.a (Generic Code 5.8)	"A licence holder should provide readily accessible self limitation facilities to assist the customer manage and control their gambling, such as deposit, time, and/or other limits."	
	Remarks/Findings: This is an explanatory text only.	
5.1. Financial and time management limits (6)	Except for gambling provided via mobile phones and devices with similar limited display capabilities, a clock displaying the current time, local to the customer, should be clearly visible at all times. (This may be the PC clock, for example, found within the taskbar.) If for any reason the PC clock is automatically obscured by the game client then the operator should add an onscreen clock as part of the service.	**PASS**
	Remarks/Findings: The clock is not automatically obscured by the game client.	
Principle 7.a (Generic Code 1.3)	"The Commissioner takes the view that an industry that is recognised as providing properly and proportionately licensed and regulated facilities will enjoy greater success in satisfying governments and players alike that their facilities are fair, secure and transparent, and the best place for remote gambling to take place.	
	Remarks/Findings: This is an explanatory text only.	
Principle 7.b (Generic Code 13.1)	"Licence holders are required to use equipment, software and services that are compliant with the Commissioner's Technical Standards document and take responsibility for any failures in these arrangements."	
	Remarks/Findings: This is an explanatory text only.	
7.1 Game fairness (3)	Games should be implemented and operate fairly and strictly in accordance with the published rules and prevailing RTP where applicable.	**PASS**
	Remarks/Findings: The game operates and interacts according to the published rules.	
7.1 Game fairness (4)	Games designed to give the customer only the perception that speed or skill influences the outcome of a game (e.g. 'steering' or 'aiming') should make this apparent in the game description.	**PASS**
	Remarks/Findings: The game does not give a perception that speed or skill influences the game outcome.	
7.1 Game fairness (5)	A licence holder should not implement game designs or features that may reasonably be expected to mislead the customer about the likelihood of particular results occurring. This includes, but is not limited to the following:	**PASS**
	Remarks/Findings: The game design and/or game features are not misleading.	
7.1 Game fairness (5) (a)	Where a game simulates a physical device the theoretical probabilities and visual representation of the device should correspond to the features and actions of the physical device (e.g. roulette wheel).	**PASS**
	Remarks/Findings: The game design and/or game features are not misleading.	
7.1 Game fairness (5) (b)	Where multiple physical devices are simulated the probabilities of each outcome should be independent of the other simulated devices (e.g. dice games).	**PASS**
	Remarks/Findings: The game design and/or game features are not misleading.	
7.1 Game fairness (5) (c)	Where the game simulates physical devices that have no memory of previous events, the behaviour of the simulations should reflect the behaviour of the physical devices (e.g. roulette wheel, cards, dice games).	**PASS**
	Remarks/Findings: The game design and/or game features are not misleading.	

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4191 NW Geldermalsen
The Netherlands
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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 10 of 18

7.1 Game fairness (5) (d)	Games should not falsely display near-miss results, that is, the event may not substitute one random losing outcome with a different losing outcome.	**PASS**
	Remarks/Findings: The game design and/or game features are not misleading.	
7.1 Game fairness (5) (e)	Where the event requires a pre-determined layout (for example, hidden prizes on a map), the locations of the winning spots should not change during play, except as provided for in the rules of the game.	**PASS**
	Remarks/Findings: The game design and/or game features are not misleading.	
7.1 Game fairness (5) (f)	Where games involve an element of skill, every outcome described in the virtual event rules or artwork should be possible, that is, the customer should have some chance of achieving an advertised outcome regardless of skill.	**Not Applicable**
	Remarks/Findings: The game does not involve an element of skill.	
7.1 Game fairness (5) (g)	Where a customer contributes to a jackpot pool, that customer should be eligible to win the jackpot whilst they are playing that game, in accordance with the game and jackpot rules.	**Not Applicable**
	Remarks/Findings: The game is not connected to a jackpot.	
7.1 Game fairness (6)	If a cap is established on any jackpot, all additional contributions once that cap is reached should be credited to the next jackpot.	**Not Applicable**
	Remarks/Findings: The game is not connected to a jackpot.	
7.1 Game fairness (7)	If the artwork contains game instructions specifying a maximum win, then it should be possible to win this amount from a single game (including features or other game options).	**PASS**
	Remarks/Findings: Research demonstrates that the maximum win can be won in a single game.	
7.1 Game fairness (8)	Casino games should operate at a speed that allows the player to establish the result of each cycle of the game. Players may be permitted to accelerate the speed of a game where they are still able to establish the result of each cycle.	**PASS**
	Remarks/Findings: The result of each game cycle can be established given the operated speeds.	
7.2. 'Play for Free' Games (1)	Play for free games for no prize are not gambling but should accurately reflect any 'real-money' version of the game, and should not be used to encourage those under 18 to use licensed gambling facilities.	**Not Applicable**
	Remarks/Findings: The game does not support free play mode.	
7.2. 'Play for Free' Games (2)	In particular, such games should not be designed to mislead the player about the chances for success by, for example, using mappings that produce different outcomes than the cash game. Licence holders should be able to demonstrate this equivalence to the Gambling Commissioner upon request.	**Not Applicable**
	Remarks/Findings: The game does not support free play mode.	
7.2. 'Play for Free' Games (3)	Play for Free games for a prize, (ie games providing the opportunity to win a prize of money or monetary worth) do amount to gambling.	
	Remarks/Findings: This is an explanatory text only.	

Trisigma B.V.
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The Netherlands
www.trisigma.nl

Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 11 of 18

7.3. Compensated or adaptive games (1)	Games should not be 'adaptive' or 'compensated', that is, the probability of any particular outcome occurring should be the same every time the game is played, except as provided for in the (fair) rules of the game.	**PASS**
	Remarks/Findings: There is no adaptive or compensated behavior.	
7.4. No forced game play (1)	The customer should not be forced to play a game simply by selecting it.	**PASS**
	Remarks/Findings: The customer is not forced to play by selecting the game. The game can be viewed and rules can be read before laying a wager on the game.	
7.4. No forced game play (2)	A mechanism should be implemented to prevent repeated gamble instructions, (for example, where a customer repeatedly presses 'play' while waiting for a game result) to be executed.	**PASS**
	Remarks/Findings: Play' commands are not stored for later execution.	
7.5. Auto-play (1)	The customer should retain control of the gambling where auto-play functionality is provided. The auto-play functionality should:	**PASS**
	Remarks/Findings: The customer retains control.	
7.5. Auto-play (1) (a)	Enable the customer to choose the stake and either the number of auto-play gambles or the total amount to be gambled	**PASS**
	Remarks/Findings: The auto-play function is implemented consistently with the requirements.	
7.5. Auto-play (1) (b)	Enable the customer to stop the auto-play regardless of how many auto-play gambles they initially chose or how many remain.	**PASS**
	Remarks/Findings: The auto-play function is implemented consistently with the requirements.	
7.5. Auto-play (1) (c)	Not override any of the display requirements (e.g. the result of each gamble should be displayed for a reasonable length of time before the next play.)	**PASS**
	Remarks/Findings: The auto-play function is implemented consistently with the requirements.	
7.7. Incomplete games (1)	Where possible, licence holders should provide a mechanism in single player games for an incomplete game to be completed before a customer is able to participate in any other game. Incomplete games may occur as a result of: a) Loss of communications between the licence holder and end customer device, b) Licence holder restart, c) Game disabled by licence holder, d) End customer device restart, and e) Abnormal termination of gambling application on end customer device.	**PASS**
	Remarks/Findings: A game will be continued from the point of interruption after a renewed login.	
7.7. Incomplete games (2)	Gambles associated with a partially complete game that can be continued should be held by the licence holder and be apparent to the customer.	**PASS**
	Remarks/Findings: A game will be continued from the point of interruption after a renewed login.	

Trisigma B.V.
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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 12 of 18

7.7. Incomplete games (3)	The licence holder should ensure customer fairness, to the extent possible, in the event of a communication loss to one or more end customer devices during a multi-customer game.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.8. Game / website design (1)	The functions of all buttons represented on the website and games should be clearly indicated.	**PASS**
	Remarks/Findings: The required information is clearly stated on the artwork.	
7.8. Game / website design (2)	Edges of the 'hot' area of buttons should be clearly defined in the artwork to prevent clicking near buttons creating a gamble.	**PASS**
	Remarks/Findings: The required information is clearly stated on the artwork.	
7.9. Poker / P2P Games (1)	In respect of P2P games, in particular poker, licence holders should ensure appropriate collusion pattern analysis and reporting is in place to identify any biases or patterns that indicate collusion, and be able to provide an appropriate level of investigation/intervention. As a minimum the analysis should:	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.9. Poker / P2P Games (1) (a)	Aim to identify those individual players with unusually high/low levels of success, and be satisfied that these outcomes are consistent with fair and predictable playing patterns and do not arise through extraneous or irregular events or actions.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.9. Poker / P2P Games (1) (b)	Be able to identify players who routinely make decisions contrary to the mathematically-optimal course of action, and yet persist to have success levels greater than expected.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.9. Poker / P2P Games (1) (c)	Review player table placement and aim to identify players who tend to collude or operate inappropriately in team groupings.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.9. Poker / P2P Games (1) (d)	Be aware of existing and developing trends in player collusion methods and tactics.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.9. Poker / P2P Games (5)	Under their terms and conditions, poker rooms should make explicit that collusion of any form between players will not be tolerated and may lead to the suspension of funds pending investigation.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	
7.9. Poker / P2P Games (6)	Operators should not permit the use of robots by customers, and should have procedures in place to monitor the rooms for robots and, where detected, stop their play and conduct a review of the account.	**Not Applicable**
	Remarks/Findings: This is not a peer-to-peer game.	

Trisigma B.V.
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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 13 of 18

7.10. Sports betting and integrity (1)	Sports betting licence holders should have procedures for identifying suspicious betting transactions and patterns which might identify a threat to the sport's integrity or any form of cheating. Where a threat is identified there should be a procedure for notifying the relevant sporting body in line with applicable data protection requirements, and for informing the Gambling Commissioner.	**Not Applicable**
	Remarks/Findings: This is not a sports betting game.	
7.10. Sports betting and integrity (2)	Licence holders should give active consideration to joining properly structured and organized information sharing/alert mechanisms for managing suspicious bets or accounts.	**Not Applicable**
	Remarks/Findings: This is not a sports betting game.	
7.10. Sports betting and integrity (3)	Effective risk control mechanisms should be in place for managing events offered, bet sizes and prices, taking into consideration available cash and cash equivalents.	**Not Applicable**
	Remarks/Findings: This is not a sports betting game.	
7.10. Sports betting and integrity (4)	The terms and conditions for sports betting (and other betting events) should be 'fit for purpose' in terms of the products offered and the safeguards need to deter or disrupt corrupt betting, breaches of the rules of any sport or competition attracting bets, or any other attempt to cheat, commit fraud, breach terms and conditions or otherwise operate an account in a way that may undermine the integrity of the affected event or the betting on that event.	**Not Applicable**
	Remarks/Findings: This is not a sports betting game.	
Principle 11.a (Generic Code 13.1)	"Licence holders are required to use equipment, software and services that are compliant with the Commissioner's Technical Standards document and take responsibility for any failures in these arrangements."	
	Remarks/Findings: This is an explanatory text only.	
11.1 RNG and Game Randomness (1)	Licence holders should be able to demonstrate the fairness and randomness of all games to the Gambling Commissioner without any undue delay.	
	Remarks/Findings: This is an explanatory text only.	
11.1 RNG and Game Randomness (2)	The output obtained through the use of the RNG in games shall be proven to:	
	Remarks/Findings: This is an explanatory text only.	
11.1 RNG and Game Randomness (2) (a)	Be statistically independent.	**PASS**
	Remarks/Findings: Research demonstrates that events of chance are statistically random.	
11.1 RNG and Game Randomness (2) (b)	Be uniformly distributed over their range.	**PASS**
	Remarks/Findings: Research demonstrates that events of chance are statistically random.	
11.1 RNG and Game Randomness (2) (c)	Pass various recognised statistical tests intended to demonstrate a) and b) above and the absence of patterns.	**PASS**
	Remarks/Findings: Research demonstrates that events of chance are statistically random.	

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 14 of 18

11.1 RNG and Game Randomness (2) (d)	Be unpredictable without knowledge of the algorithm, its implementation, and the current seed value (all of which should be secure).	**PASS**
	Remarks/Findings: Research demonstrates that events of chance are statistically random.	
11.1 RNG and Game Randomness (2) (e)	be random and distributed in accordance with the rules and expected probabilities of the game.	**PASS**
	Remarks/Findings: Research demonstrates that events of chance are statistically random.	
11.2 Mechanical RNGs (1)	For games that use the laws of physics to generate game outcomes ('mechanical RNGs') the mechanical RNG should also meet the following guidelines:	**Not Applicable**
	Remarks/Findings: The game does not use a mechanical RNG.	
11.2 Mechanical RNGs (1) (a)	Components should be constructed of materials that will not degrade before their scheduled replacement lifecycle.	**Not Applicable**
	Remarks/Findings: The game does not use a mechanical RNG.	
11.2 Mechanical RNGs (1) (b)	The properties of the items used should not be altered.	**Not Applicable**
	Remarks/Findings: The game does not use a mechanical RNG.	
11.2 Mechanical RNGs (1) (c)	Customers should not have the ability to interact with, come into physical contact with, or manipulate the mechanics of the game.	**Not Applicable**
	Remarks/Findings: The game does not use a mechanical RNG.	
11.3 RNG Failure (1)	Systems should be in place to quickly identify any failure of the RNG (for example, if a short sequence is repeated, or if the output is a constant flow of the same value).	**Not Applicable**
	Remarks/Findings: This is a game only test report. Platform functions have not been tested.	

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 15 of 18

APPENDIX A: Game rules

Burst Slot

Burst Exploding Reels Slot

The Burst game is a five reel, twenty-line slot with an Exploding Reels feature.

Burst Slot Exploding Reels Feature

All symbol combinations defined in the pay table will trigger the Exploding Reels feature during game play. All winning symbol combinations are evaluated and values are displayed in the 'Won' field.

All winning symbols in the combination disappear. All symbol positions on each reel are filled as symbols tumble from above, in sequence, to fill the empty spaces. The game screen is re-evaluated for symbols in winning combinations and values are displayed in the 'Won' field. At the point when no winning symbol combinations are created and all wins are accumulated, winnings are credited to the user's account balance.

The Exploding Reels feature remains active until no winning symbol combinations are created.

Game Rules

The following game rules apply:

- You can bet up to £5.00 per line creating a total maximum bet of £100 per spin.
- The minimum bet is £0.01
- The maximum win amount for this game is £30k
- All wins pay from left to right. Any winning combination of matched symbols must start from reel 1 to 5 consecutively.
- Winnings are paid out on the highest combination on each enabled line only.
- Exploding Reels will activate on winning lines only. In the event of a winning line the winning symbols will be removed and symbols will fall from above to fill the space. This set of symbols will then be evaluated for winning lines and so on. The Exploding Reels feature will continue until there are no longer any winning symbol combinations.
- Players also have the option to Autobet. The autobet function will only stop when the stop button is pressed
- We reserve the right to amend these game rules at any time.

The RTP for the Burst Slot is 95.52% (based on a game with the maximum number of lines selected).

Game Help

Bet: **20 x £0.10 = £2.00** Win:

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 16 of 18

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Malfunction

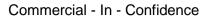In the case of any malfunction, all bets and winnings are null and void.

Game Version 16.4.0, 22/08/2016

Game Help

Bet: **20 x £0.10 = £2.00** Win:

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Test report number: 3s.17.036_GI.R0
Product name: Burst Slot (HTML5-Desktop-Tablet)

Page 17 of 18

APPENDIX B: Game software identification

File name	SHA1
less-master.css	ac4539f1461b60e7c6e1 f03dd4f939c430f7c9c5
update_16.4.0.012.sql	b10521a915fe172ed02d 9c54ea98887e3ef46224
TumblerConfig.java	c367c3a1b01715a098c8 65becc25cd45658aee08
DynamiteDiggerLogic.java	78d17fdd1eac1362dd10 c42cf3bafb205570dbd6
DefaultRNG.java	98306c88aa695325b5c5 11a53dd8defb7ee32ce0
RandomNumberGenerator.java	a438c442759f09a4d2a1 72ce00642f311ac14979
rng.properties	a3e8d9af3d1af890449e 010efbefb8891aac23de
vf-base.properties	f100d83df1d0ec07051c acef927c5c76190ae8b8

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Page 18 of 18