

Test report

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

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Quality Manager



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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.

3. GENERAL REPORT DATA

Report number	3s.17.113_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	November 2016
Project Engineer	D. van der Wal
Revision information	-
References	3s.15.597_UK.R0 Report RNG

4. APPLICANT DATA

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

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.

6. GAME INFORMATION

Type of game	Slot game
Game rules	Clover Rollover is a 5-reel, 3-row video slot game with 5 win lines.
Jackpot	Yes
Game software identification	16.5.0
Minimum bet	£ 0.10
Maximum bet	£ 25.00
Target percentage RTP	93%
Maximum autoplay games	100

7. PLATFORM AND TEST EQUIPMENT INFORMATION

Platform information:

Supplier	Virtue Fusion Ltd
Version	16.5.0

The game was tested with the following equipment:

Device	OS	Browser
Samsung Galaxy S4	Android (version 5.0.1)	Android
Apple iPhone 6 Plus	iOS (version 10.1.1)	Safari
Samsung Galaxy Tab S2	Android (version 6.0.1)	Android
Apple iPad Air 2	iOS (version 10.1.1)	Safari

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.	
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 required information is present.	
3.4 Game rules and information (6) b)	the applicable rules, including clear descriptions of what constitutes a winning outcome;	PASS
	Remarks/Findings: The required information is present.	

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 required information is present.	
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;	PASS
	Remarks/Findings: The required information is present.	
(3.4 Game rules and information 6) f)	instructions on how to interact with the game; and	PASS
	Remarks/Findings: The required information is present.	
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.	Not Applicable
	Remarks/Findings: The game does not support metamorphosis.	
3.4 Game rules and information (6) h)	Information about the likelihood of winning:	PASS
	Remarks/Findings: The required 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 required information is present.	
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 required 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 required information is present.	
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.	

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.	PASS
	Remarks/Findings: The required information is updated correctly.	
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 required information is presented in the game's interface.	
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 required information is presented in the game's interface.	
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 required 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:	Not Applicable
	Remarks/Findings: The game does not support multi-state or metamorphic games.	
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,	Not Applicable
	Remarks/Findings: The game does not support multi-state or metamorphic games.	
(8) b)	where different rules apply an indication of the rules that are currently relevant, such as 'bonus round' or other feature labels.	Not Applicable
	Remarks/Findings: The game does not support multi-state or metamorphic games.	
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.	PASS
	Remarks/Findings: The required information is available.	
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 required information is available.	

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.	PASS
	Remarks/Findings: The required information is present.	
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.	PASS
	Remarks/Findings: The required information is available.	
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.	PASS
	Remarks/Findings: The required information is present.	
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.	

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 client application displays the time of day.	
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 in accordance with 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.	Not Applicable
	Remarks/Findings: The game does not give the 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).	Not Applicable
	Remarks/Findings: The game does not simulate a physical device.	
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).	Not Applicable
	Remarks/Findings: The game does not simulate multiple physical devices.	
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).	Not Applicable
	Remarks/Findings: The game does not simulate a physical device.	

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.	PASS
	Remarks/Findings: The game is designed in accordance with the game and jackpot rules.	
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.	PASS
	Remarks/Findings: The game is designed in accordance with the game and jackpot rules.	
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).	Not Applicable
	Remarks/Findings: The game instructions do not specify a maximum win.	
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 by the player.	
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 play for free.	
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 play for free.	
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.	PASS
	Remarks/Findings: This is an explanatory text only.	

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: The game does not support 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 auto-play function is implemented consistently with the requirements.	
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: After a renewed login a message is displayed requesting the player to complete the incomplete game.	
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 partially completed game will after a renewed login either be continued or the results of the game will be displayed.	

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 multi-customer 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 artwork confirms to the requirements.	
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.	

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.	

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.	

APPENDIX A: Game rules

Clover Rollover Progressive Slot

Clover Rollover is a five reel, five-line slot with a progressive jackpot.

Progressive Jackpot Feature

To qualify for the full progressive jackpot amount, you must stake max bet (£5) on any one line or more to be eligible to win. If you place a stake amount below £5 on any line you qualify for a percentage of the full progressive jackpot amount. If five Lucky Shamrock symbols line up on any enabled line, you will win the following proportion of the progressive jackpot based on stake:

- £0.10 2%
- £0.20 4%
- £0.30 6%
- £0.50 10%
- £0.75 15%
- £1.00 20%
- £1.50 30%

←
Game Help

Balance: £400.00 Bet: 5 x £5.00 = £25.00 Win:
14:13

- £2.00 40%
- £3.00 60%
- £4.00 80%
- £5.00 100%

The current value of the progressive jackpot is displayed in the game. If you are lucky enough to be a confirmed winner of the progressive jackpot, you will be contacted to arrange the crediting of winnings to your account. The jackpot will be reduced by the amount you have won. The jackpot will be reset when the full progressive jackpot is won. In the event the Progressive Jackpot is won before the Jackpot amount can be reset, the player who wins the amount will not be eligible for the value shown; they will only be eligible for the re-seed amount specific to the game.

Game Rules

The following game rules apply:

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- You can bet up to £5.00 per line creating a total maximum bet of £25 per spin.
- The minimum bet is £0.10
- For a combination of regular symbols to produce a winning combination, the symbols must be next to each other anywhere on an enabled line
- Winnings are paid out on the highest combination on each enabled line only
- The jackpot on this game is funded by contributions from the networked operators not game stakes. On rare occasions we may vary how this jackpot is seeded or won, any updates will be reflected in these rules immediately.
- From time to time we may remove funds from the Jackpot in order to run promotions. Terms and Conditions relating to these promotions will be clearly displayed on our website throughout the promotional period.
- The jackpot will not be reset until the win is validated
- Progressive jackpots on slots games cannot have multiple winners
- Autoplay functionality is available for Clover Rollover, where the game will play out until triggered to stop via; a spin limit, wins of a set amount or losses of a set amount
- We reserve the right to amend these game rules at any time.



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The RTP for Clover Rollover is 93% (based on a game with the maximum number of lines selected).

Malfunction

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

Game Version 16.5.0, 29/11/2016



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APPENDIX B: Game software identification

File name	SHA1
less-master.css	90bc6f7b1ecff71a777a a6c7fd27398c3784b386
lines-x1.json	3c34cb60ed00ec9f6d2c e594aca61c48d990ae52
lines-x1.png	c77d537a20611c94e48b 2ad213f8be7e15bc76b0
sprite-x1.json	2a85e5ec9bae5ea7c103 457546eb5037eb8514a8
sprite-x1.png	0bf3ccc60f692f54cbe6 03dade4d806e71b56a67
backgrounds-x1.json	948b1549793aaf9370ed 9d9b2499a48db233ae96
backgrounds-x1.png	5613d245e4c20a07d3b3 5f53cb873a8613e80702
casinofruitmachine-16.5.0-0-SNAPSHOT.jar	15d097d256ccbbda8ddd 81a71f6a974905ddf17f