Test Report and Certificate

Eyecon Gaming products

Report Reference

FORCE Technology Task # 116-32611

Date: 10th August 2017

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Engineer

Version Control

Version	Date
1.0	27th April 2017
1.1	10th August 2017

Contents

General Information

Test Laboratory Address

FORCE Technology
Park Alle 345
DK-2605 Brøndby

Licensee Name and Address

Eyecon Alderney Limited
Inchalla, Le Val
Alderney GY9 3UL

Evaluation Period

February 2017 – April 2017

Evaluation Conclusion and Recommendation

FORCE Technology successfully completed the evaluation of the games.

FORCE Technology concludes that the evaluated elements of the games comply with the applicable requirements for a game.
FORCE Technology approves the game for use within the jurisdiction of Denmark.

This certification is the property of EYECON.

Test Equipment

Internet Explorer Version: 11.0.9600.18638

Game Server ID: StellaV 1.2.3, carbine 5.2.2

Applicable Standard Evaluation

DK - SCP.01.03.EN.1.0 & SCP.02.03.EN.1.0.

Game evaluation

System

Game Server: StellaV 1.2.3, carbine 5.2.2

Scope

FORCE Technology evaluation of EYECON games.

- Software and System Version Control
- Submitted Documentation review (incl. RNG)
- Verification of Game Features
- Verification of relevant meters
- Graphics and Game Rules review
- Game Execution
- Auto Play Execution

FORCE Technology's evaluation of the games are related to the technical scope.

FORCE Technology certifies that the Desktop (HTML5) games, known as "DH" and the games for the mobile platform, known as "MH" are applicable with the set of standards listed above and in accordance with the Danish Gambling Authority's (Spillemyndigheden) certification Program.

The evaluation is limited to game functionality. This excludes any other function provided by the submission not related to the games.

Results

The following games from EYECON Alderney Limited has previously certified the games in accordance with the UK – Remote gambling and software technical standards, UK – Testing strategy for compliance with remote gambling and software technical standards, Alderney – Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems and IoM – The online gambling regulation act 2001.

The following games from EYECON Alderney Limited has been certified in accordance with the Danish Gambling Authority's (Spillemyndigheden) certification Program regarding certification of Games. This is done in accordance with SCP.01.03.EN.1.0 – Testing Standard for online casino and SCP.02.03.EN.1.0 – Inspection Standard for online Casino

Doubleup Ducks

Rules ID and Client ID
Mobile Version – Rules ID: 0.0.0.14, Client ID: 4.4.29.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.14, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.14, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.14, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots		
3.3.1 General		
#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation		PASS / NOT PASS / N/A
4.2.1 General		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game. Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	PASS
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS

2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules

		PASS / NOT PASS / N/A
4.3.1 General		
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules		**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708

Enchanted Prince

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.11, Client ID: 4.4.29.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.11, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.11, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.11, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS
4.2 Visual presentation		**PASS / NOT PASS / N/A**
4.2.1 General		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS

4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference
Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003703 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.16, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.16, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	N/A
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	N/A
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	N/A
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	N/A
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	N/A

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A
4.2.1 General		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1 All games shall have associated rules and instructions covering all aspects of the game.	PASS
2 The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3 The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4 The game rules shall not change during the actual game.	PASS
5 Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	**PASS / NOT PASS / N/A**
1 Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2 The base version language is Danish (if several languages are used).	PASS
3 Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4 All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5 All instructions and information shall be clear and specific.	PASS
6 Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7 Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8 The name of the game shall be visible to the customer in all situations.	PASS
9 The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10 Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11 If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_2016003703

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.9, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.9, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_2016003703

Fluffy Favourites

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.12, Client ID: 4.3.19.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.10, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.12, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.10, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A
4.2.1 General		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003704 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.6, Client ID: 4.3.19.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.7, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.6, Client ID: 1.1.27.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.7, Client ID: 1.1.27.0

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3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A

4.2.1 General

1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference
Enex Report Reference: EYE_201600651

Irish Luck
Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.13, Client ID: 4.3.19.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.12, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.13, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.12, Client ID: 1.0.30.0

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3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 2.3.2.13, Client ID: 4.4.29.0
Mobile Version (Jackpot) – Rules ID: 2.3.2.13, Client ID: 4.4.29.0
Desktop Version – Rules ID: 2.3.2.13, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 2.3.2.13, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules		PASS / NOT PASS / N/A
4.3.1 General		
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules		**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003705 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.9, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.9, Client ID: 1.0.30.0

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3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	N/A
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	N/A
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	N/A
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	N/A
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	N/A

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules		PASS / NOT PASS / N/A
4.3.1 General		
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules		**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_2016003702

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3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	N/A
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	N/A
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	N/A
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	N/A
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	N/A

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_2016003702

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.9, Client ID: 4.3.19.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.9, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.9, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.9, Client ID: 1.0.30.0

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3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules		PASS / NOT PASS / N/A
4.3.1 General		
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules		**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003705 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.10, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.10, Client ID: 1.0.30.0

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3.3 Jackpots		
3.3.1 General		
#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	N/A
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	N/A
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	N/A
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	N/A
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	N/A

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_2016003705

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.12, Client ID: 4.4.29.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.12, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.12, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.12, Client ID: 1.0.30.0

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3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003705 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.11, Client ID: 4.4.29.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.11, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.11, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.11, Client ID: 1.0.30.0

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3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A
4.2.1 General		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003706 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.10, Client ID: 4.3.19.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.9, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.10, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.9, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots	
3.3.1 General	
#		**PASS / NOT PASS / N/A**

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.		
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS	
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS	
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS	
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS	

4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS

4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS

4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS

4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS

4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003701 / EYE_2016003708

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3.3 Jackpots

3.3.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A
4.2.1 General		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	

1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules		**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003701 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.4, Client ID: 4.3.19.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.4, Client ID: 4.3.19.0
Desktop Version – Rules ID: 0.0.0.4, Client ID: 1.0.31.1
Desktop Version (Jackpot) – Rules ID: 0.0.0.4, Client ID: 1.0.31.1

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3.3 Jackpots	
3.3.1 General	
#		**PASS / NOT PASS / N/A**

#		PASS / NOT PASS / N/A
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS

4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003707 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.9, Client ID: 4.4.29.0
Mobile Version (Jackpot) – Rules ID: 0.0.0.9, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.9, Client ID: 1.0.30.0
Desktop Version (Jackpot) – Rules ID: 0.0.0.9, Client ID: 1.0.30.0

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#	3.3 Jackpots	PASS / NOT PASS / N/A
	3.3.1 General	
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

		PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	PASS / NOT PASS / N/A
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.10, Client ID: 4.4.29.0
Desktop Version – Rules ID: 0.0.0.10, Client ID: 1.0.30.0

SCP.01.03.EN.1.0 – Testing Standard for online casino

3.3 Jackpots		
3.3.1 General		
#		**PASS / NOT PASS / N/A**
1	The gambling system shall ensure that the actual funds transferred to a jackpot correspond to what is stated in the rules governing the jackpot in question. Guidance: If there is a maximum amount on a jackpot, all further contributions after this maximum has been reached shall be credited to another pool (see below for details).	PASS / N/A for the games without Jackpot
2	The gambling system shall ensure that the return to player corresponds to what the customer has been led to expect, irrespective of the game unit stake.	PASS / N/A for the games without Jackpot
3	If a minimum stake is required for a customer to trigger a jackpot, the basic game (ex Jackpot) shall have the stated return to player.	PASS / N/A for the games without Jackpot
4	The gambling system shall ensure that all customers who contribute to a jackpot have a chance of winning the jackpot while playing the game in question.	PASS / N/A for the games without Jackpot
5	The gambling system shall ensure that the likely chance of winning the jackpot is linearly proportional to the customer's contribution to the jackpot.	PASS / N/A for the games without Jackpot

4. General gambling functionality

4.1 Game Execution

4.1.1 General

#		PASS / NOT PASS / N/A
1	The gambling system shall only allow customers to participate in games and events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games and events the licence holder is allowed to use for offering gambling.	N/A
2	The gambling system shall only permit participation in games by a gambling account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts.	N/A
3	In games with interactive gambling options (e.g. roulette, blackjack, etc.), the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.	N/A
4	The gambling system shall ensure a minimum value of at least three seconds for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning of a game, until the result is presented to the customer both events included. E.g. in poker it would be from the cards being dealt, until the show down. Guidance: When using "Auto play" functionality there shall be at least three seconds between each result.	PASS
5	The gambling system shall ensure that participation in all games is subject to informed consent. Guidance: It is not permitted to force customers to participate in a game just by selecting it (customers cannot be forced to play).	PASS
6	The gambling system shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Actions where the customer "clicks" on action images such as "play", "hold", "draw", "double", etc. only apply when the customer has had reasonable time to consider the consequences of his or her action (i.e. repeated clicks on an action button cannot be queued and executed later). Guidance: This does not exclude auto-games and similar functions.	PASS

4.2 Visual presentation

	PASS / NOT PASS / N/A

4.2.1 General

#		
1	The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily available from all game pages related to the game.	PASS
2	The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS

	Guidance: The game name may be visible in the title bar of the window or the tab in which the game is running.	
3	The gambling system shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.	PASS
4	The gambling system shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.	PASS
5	If the result may be affected by factors outside the control of the player and/or if another participating customer is using automation (or add-on applications for automation), the gambling system shall inform the customer of this (or provide a link with the information).	PASS
6	The gambling system shall display a clock that allows the customer to see how much time he or she spends. The clock shall be visible for the customer at all times, and it shall not be based on the customer's equipment.	PASS
4.2.2 Game actions		**PASS / NOT PASS / N/A**
1	The gambling system shall clearly display the bet denomination or currency of the game.	PASS
2	The gambling system shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).	PASS
3	The gambling system shall display all possible winnings and all possible combinations of winnings in a graphical manner.	PASS
4	The gambling system shall clearly display the maximum stake.	PASS
5	The gambling system shall clearly display the minimum stake to be placed in the game.	PASS
4.2.3 Outcomes		**PASS / NOT PASS / N/A**
1	The gambling system shall display outcomes clearly and unambiguously.	PASS
2	The gambling system shall display the outcome of the game for an appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4 Gaming machines		**PASS / NOT PASS / N/A**
1	The gambling system shall display all games in a clear and specific manner. Winnings for each symbol or combination of symbols shall be placed in an area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown. Guidance: If some symbols follow the same winnings scale, they should be placed in an area vis-ually related to this winnings scale. Guidance: If winnings can be won for different combinations of symbols, the illustration shall clearly show the combination.	PASS
2	The gambling system shall display the maximum stake, the number of credits it is possible to bet for each chosen line and the total number of possible lines available in a graphical manner.	PASS
4.2.5 Symbols		**PASS / NOT PASS / N/A**
1	A symbol shall have the same shape and colour consistently throughout each game unless ani-mations are used.	PASS

4.3 Instructions and game rules	PASS / NOT PASS / N/A
4.3.1 General	
1	All games shall have associated rules and instructions covering all aspects of the game.	PASS
2	The game rules (see 4.3.1.1) shall be true and fair and unambiguous.	PASS
3	The game rules shall be available to the customer through the same medium and on the same unit as that used for the actual game.	PASS
4	The game rules shall not change during the actual game.	PASS
5	Games shall always be arranged in accordance with the current game rules.	PASS
4.3.2 Instructions, information and game rules	**PASS / NOT PASS / N/A**
1	Written instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.	PASS
2	The base version language is Danish (if several languages are used).	PASS
3	Game rules shall be available to the customer online on the customer's medium/equipment.	PASS
4	All playing information shall be given to the customer in the language chosen by the customer. Game rules and instructions shall be the same in all language versions.	PASS
5	All instructions and information shall be clear and specific.	PASS
6	Game rules and instructions shall be available without it being necessary to place a stake (see 4.1.1.5).	PASS
7	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations. Guidance: When a game temporarily changes character when it is played, the game rules and instructions shall be changed correspondingly.	PASS
8	The name of the game shall be visible to the customer in all situations.	PASS
9	The game rules shall describe all potential prizes (including random ones) as well as the largest possible prize per game unit stake in connection with the customer's stake.	PASS
10	Game rules shall include adequate information about all functions by which the chances of winning and the sizes of prizes in individual games are increased.	PASS
11	If a game is able to temporarily change character so that it deviates significantly from the basic game, the game shall show the current status for the next change to the game.	PASS

Reference

Enex Report Reference: EYE_201600473 / EYE_2016003702

Reference

Enex Report Reference: EYE_201600473

Enex Report Reference: EYE_201600474

Enex Report Reference: EYE_201600651

Enex Report Reference: EYE_2016003701

Enex Report Reference: EYE_2016003702

Enex Report Reference: EYE_2016003703

Enex Report Reference: EYE_2016003704

Enex Report Reference: EYE_2016003705

Enex Report Reference: EYE_2016003706

Enex Report Reference: EYE_2016003707

Enex Report Reference: EYE_2016003708