

Test Report and Certificate

Eyecon Gaming products

Report Reference FORCE Technology Task # 116-32611 Date: 10th August 2017

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Version Control

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



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Piggy Payout
Secret Garden
Shamans Dream
Shopping Spree
Sugar Train
Temple Of Isis
Twinkle
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White Wizard Deluxe
Reference



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

3.3	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



SCP.02.03.EN.1.0 – Inspection Standard for online Casino

4. General gambling functionality

4.1 Game Execution

#		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	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
		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	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

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

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



4.1 Game Execution

#		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
4.2.3	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	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	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	I 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
4.3.3	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	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003703 / EYE_2016003708



Fiddle Dee Dough

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

3.3	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



4.1 Game Execution

#		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	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	B 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



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

Enex Report Reference: EYE_201600473 / EYE_2016003703



Fireworks Frenzy

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

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



4.1 Game Execution

#		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.:	L 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

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

3.3 Jackpots			
3.3.	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	



4.1 Game Execution

The gambling system shall only allow customers to participate in games and	N/A
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.	d N/A
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.	g N/A
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
 The gambling system shall ensure a minimum value of at least three second for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning 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. 	of PASS
The gambling system shall ensure that participation in all games is subject informed consent. Guidance: It is not permitted to force customers to participate in a game juby selecting it (customers cannot be forced to play).	PASS
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 ha 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
.2 Visual presentation	PASS / NOT PASS / N/A
2.1 General	
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
The gambling system shall ensure that the name of the game is shown on a 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	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708



Fluffy Too

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.2.13, Client ID: 4.3.19.0 Mobile Version (Jackpot) – Rules ID: 0.0.2.13, Client ID: 4.3.19.0 Desktop Version – Rules ID: 0.0.2.13, Client ID: 1.0.30.0 Desktop Version (Jackpot) – Rules ID: 0.0.2.13, Client ID: 1.0.30.0

3.3 Jackpots			
3.3.	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	



4.1 Game Execution

ŧ	PASS / NOT PASS / N/A
 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.	3 N/A
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
 The gambling system shall ensure a minimum value of at least three second for each game cycle. Guidance: Game cycle is to be interpreted, as the time from the beginning 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. 	of PASS
 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 jue by selecting it (customers cannot be forced to play). 	PASS
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 ha 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.	d PASS
1.2 Visual presentation	PASS / NOT PASS / N/A
I.2.1 General	
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
The gambling system shall ensure that the name of the game is shown on a pages related to the game.	II PASS



		19
	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	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	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	I 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	i 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	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003704 / EYE_2016003708



Happy Birthday

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

3.3 Jackpots			
3.3.	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	



4.1 Game Execution

#		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
4.2.2	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	PASS
	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	PASS
	she is placing, including the game unit stake and the total stake.	FASS
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	PASS
	of this (or provide a link with the information).	
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	PASS
	at all times, and it shall not be based on the customer's equipment.	
4.2.2	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	PASS
	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	PASS
	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	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	5400
	appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4	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	
	winnings for each symbol of combination of symbols shall be placed in an	
	area visually related to the symbol. Moreover, the number of symbols	
	· · ·	DASS
	area visually related to the symbol. Moreover, the number of symbols	PASS
	area visually related to the symbol. Moreover, the number of symbols resulting in a pay-out shall be shown.	PASS
	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	PASS
	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.	PASS
2	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. The gambling system shall display the maximum stake, the number of	PASS
2	 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. 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 	PASS
	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. 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.	
2 4.2. 5	 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. 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 	PASS PASS / NOT PASS /
	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. 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



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

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

3.3 Jackpots 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



4.1 Game Execution

#		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
4.2.3	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	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	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708



Kingdom Of Cash

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

3.3	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



4.1 Game Execution

#		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 of she is placing, including the game unit stake and the total stake.	r 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 custome of this (or provide a link with the information).	r 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	PASS
possible lines available in a graphical manner. 4.2.5 Symbols	PASS / NOT PASS / N/A



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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003705 / EYE_2016003708



Lost Island

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

3.3	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



4.1 Game Execution

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
 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
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
 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. 	f PASS
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 jus by selecting it (customers cannot be forced to play).	PASS
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
.2 Visual presentation	PASS / NOT PASS / N/A
.2.1 General	
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
The gambling system shall ensure that the name of the game is shown on al 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	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	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	1 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	5 Symbols	PASS / NOT PASS / N/A



	L. L	
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
4.3.3	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

Enex Report Reference: EYE_201600473 / EYE_2016003702



Paradise Reels

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.19, Client ID: 4.4.29.0 Desktop Version – Rules ID: 0.0.0.19, Client ID: 1.0.30.0

3.3	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



4.1 Game Execution

#		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	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	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	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	5 Symbols	PASS / NOT PASS / N/A



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

Enex Report Reference: EYE_201600473 / EYE_2016003702



Piggy Payout

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

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



4.1 Game Execution

#		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	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	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	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	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003705 / EYE_2016003708



Secret Garden

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

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



4.1 Game Execution

#		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	PASS
	is shown or readily accessible from all game pages.	FASS
4	The gambling system shall show the customer the amount of the stake he or	PASS
	she is placing, including the game unit stake and the total stake.	1755
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	PASS
_	of this (or provide a link with the information).	
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	PASS
	at all times, and it shall not be based on the customer's equipment.	
4.2.2	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	PASS
	denomination (in a manner that makes it easy to infer the rate of exchange).	FASS
3	The gambling system shall display all possible winnings and all possible	PASS
	combinations of winnings in a graphical manner.	FA55
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	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	DACC
	appropriate period of time.	PASS
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4	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.	DACC
	Guidance: If some symbols follow the same winnings scale, they should be	PASS
	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.	
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	PASS
	possible lines available in a graphical manner.	
4.2.5	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	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

Enex Report Reference: EYE_201600473 / EYE_2016003705



Shamans Dream

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

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



4.1 Game Execution

events covered by the Gambling Act. N/A 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. 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. PASS Guidance: Game cycle. Guidance: Game cycle. PASS 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. PASS 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. 4 The gambling system shall ensure that rules and instructions (including restrictions for games and mow the customer play) are readily available from all game pages related to the game. PASS / NOT	#		PASS / NOT PASS / N/A
account when the customer verification process has been correctly completed. N/A 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 	1	events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games	N/A
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 / NOT PA N/A 4.2. Visual presentation PASS / NOT PA N/A PASS 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 / NOT PA N/A 2 The gambling system shall ensure that the name of the game is shown on all	2	account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary	N/A
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. PASS 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. PASS 6 The gambling if (customer 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 / NOT PA N/A 4.2 Visual presentation PASS / NOT PA N/A 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 PASS	3	the illustrations shall unambiguously show the type and value of all stakes	N/A
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 / NOT PANASS 4.2.1 General Image: 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 DASS	4	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	PASS
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 PAN/A 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 PASS	5	informed consent. Guidance: It is not permitted to force customers to participate in a game just	PASS
A.2.1 General N/A 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 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).	PASS
1The gambling system shall ensure that rules and instructions (including restrictions for games and how the customer plays) are readily availablePASS2The gambling system shall ensure that the name of the game is shown on allPASS	4.2 Visual presentation		PASS / NOT PASS / N/A
restrictions for games and how the customer plays) are readily availablePASSfrom all game pages related to the game.PASS2The gambling system shall ensure that the name of the game is shown on all	4.2.:	L General	
2 The gambling system shall ensure that the name of the game is shown on all	1	restrictions for games and how the customer plays) are readily available	PASS
	2		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
4.2.3	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	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	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
	A symbol shall have the same shape and colour consistently throughout	



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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003705 / EYE_2016003708



Shopping Spree

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

3.3	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



4.1 Game Execution

#		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	L 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	DACC
	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	DACC
	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	PASS
	of this (or provide a link with the information).	
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	PASS
	at all times, and it shall not be based on the customer's equipment.	
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	B.4.66
	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	D 4 66
	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	PASS
	the game.	PASS
4.2.3	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	PASS
	appropriate period of time.	
3	The gambling system shall display winnings in a clear and specific manner.	PASS
4.2.4	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.	PASS
	Guidance: If some symbols follow the same winnings scale, they should be	PASS
	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.	
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	PASS
	possible lines available in a graphical manner.	
4.2.	5 Symbols	PASS / NOT PASS / N/A
1	A symbol shall have the same shape and colour consistently throughout	PASS
	each game unless ani-mations are used.	FA33



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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003706 / EYE_2016003708



Sugar Train

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

3.3	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



4.1 Game Execution

#		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	L 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	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	8 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	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003701 / EYE_2016003708



Temple Of Isis

Rules ID and Client ID

Mobile Version – Rules ID: 0.0.0.12, Client ID: 4.4.29.0 Mobile Version (Jackpot) – Rules ID: 0.0.0.11, 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: 0.0.0.11, Client ID: 1.0.30.0

3.3	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



4.1 Game Execution

#		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	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	BOutcomes	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003701 / EYE_2016003708



Twinkle

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

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

3.3	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	B 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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003707 / EYE_2016003708



White Wizard

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

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

3.3	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

Enex Report Reference: EYE_201600473 / EYE_201600474 / EYE_2016003702 / EYE_2016003708



White Wizard Deluxe

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	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

4.2.1 General 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.	/ NOT PASS / N/A		#
account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary gambling accounts. 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. 4 The gambling system shall ensure a minimum value of at least three seconds for each game cycle. 6 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. 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). 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. 4.2.1 General 1 1 The gambling system shall ensure that rules and instructions	N/A	events covered by the Gambling Act. Guidance: The Act and its associated executive orders details what games	1
the illustrations shall unambiguously show the type and value of all stakes and allow changing and resetting stakes.4The 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 	N/A	account when the customer verification process has been correctly completed. Guidance: This does not exclude participation in games from temporary	2
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. 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). 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 4.2.1 General 1 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.	N/A	the illustrations shall unambiguously show the type and value of all stakes	3
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). 6 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 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	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	4
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 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. Image: Comparison of the customer plays are readily available from all game pages related to the game.	PASS	informed consent. Guidance: It is not permitted to force customers to participate in a game just	5
4.2.1 General 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	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).	6
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.	/ NOT PASS / N/A	Visual presentation	4.2
restrictions for games and how the customer plays) are readily available from all game pages related to the game.		1 General	4.2.
	PASS	restrictions for games and how the customer plays) are readily available	1
2 The gambling system shall ensure that the name of the game is shown on all pages related to the game.	PASS	The gambling system shall ensure that the name of the game is shown on all	2



	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	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	8 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
		DAGE INOT DAGE I
4.2.5	Symbols	PASS / NOT PASS / N/A



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

Enex Report Reference: EYE_201600473 / EYE_2016003702



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_2016003707 Enex Report Reference: EYE_2016003707