



Report Type:	Inspection
Report Date:	19 September 2025
Inspection Body:	GLI Europe B.V. Diakenhuisweg 29-35 2033AP Haarlem The Netherlands
Report Recipient:	Playtech Software Limited Mid City Place 71 High Holborn London WC1V 6EA United Kingdom
Jurisdiction:	Netherlands Remote
Technical Standard(s) for Inspection:	<ul style="list-style-type: none">• Remote Gambling Assessment Scheme (Remote gambling conformity assessment scheme) Version 2.1
Supplementary Documentation:	<ul style="list-style-type: none">• RGD: Decree of 26 January 2021 laying down provisions for the implementation of the Remote Gambling Act (Remote Gambling Decree)• RGR: Regulation of the Minister for Legal Protection of 21 January 2021, no.3181155, laying down provisions for the implementation of the Remote Gambling Act (Remote Gambling Regulation), including amendment of 12 June 2024, no.5531723.
Software Suppliers:	Playtech Software Limited Mid City Place 71 High Holborn London WC1V 6EA United Kingdom



Submitting Party/Licensee Name: Playtech Software Limited
Mid City Place
71 High Holborn
London
WC1V 6EA
United Kingdom

Products Inspected: Fluffy Favourites Clawmania

as described in the Software Product Details section.

File Numbers: MO-246-PVI-25-145

Inspection Results: Subject to the Conditions of Evaluation section of this Report and to the applicable Inspected Items listed in the Jurisdictional requirements section of this Report:
Complies

Request Date: 25 August 2025

Evaluation Period: 01 September 2025 - 16 September 2025

Evaluating Laboratories:

- GLI Europe B.V.
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RvA Registration Number of Accreditation applicable to this Report:

Inspection

I111

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Software Product Details

The game was inspected in an environment containing the following components:

Client Side Details	
Delivery Mechanism(s)	Desktop Web-based, Mobile Web-based
Delivery Mechanism Type(s)	HTML5
Evaluation Details	
Platform(s) and Version(s) Evaluated With	Playtech (3.22.1)
Browser(s) and Version(s) Evaluated With	Google Chrome Desktop (140.0.7339.128)
Operating Systems(s) With Version	Windows Enterprise Desktop (11)
Mobile Device(s)	Apple iPhone XS (MTAJ2LL/A (A1920))

Software Product Details

For the control of critical files, the following verification signatures have been verified:

File Name:	CarbineGame.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	1B3F396E968B658ECF2334FBFA2233503D66E927
File Name:	CarbineGameComponent.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	88F0AEEE435A4C30BBC5147EBEF56BA3FE2E7300
File Name:	carbine-game-engine-5.20.1.jar
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	DB297AB416BF3592FAAAC3AF062B2ED86D2D4DDA

Software Product Details

File Name:	carbine-slots_fluffyFavouritesClawmania_93_standard-1.0.0.json
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	6ED49E5281CF9CEA3177D2F805EA7CA0AF4F8C1E
File Name:	carbine-slots_fluffyFavouritesClawmania_93_standard-1.0.0-config.jar
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	FC4C089B6804F3904E75F5156C4E69BB12417A02
File Name:	DisplayGenerator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	98934DD5144D30275E248F249D6BBD1E205F1E0F
File Name:	EvaluationChain.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	E9C22E7207EFD683DB6817F7FE83FD77CA054E89
File Name:	EvaluatorId.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	11F3DC0BE814A8458D40593B66CBFC0056FA549B
File Name:	EyeconSpinGameRules.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	E8D92D67F918AB4345BC762C8090B60AA64FDB07

**Software Product Details**

File Name:	GameWinsCalculatorImpl.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	BC67862F3ACB319099C003C43D3DC097D3A53D28
File Name:	LinesWinMultiPatternEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	66E0E54523D54065ADEDAD2D0DADEFABAD62AE91
File Name:	PatternMatchingEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	C49FE7C3EB24C4CDB74547B88232E4D36D12A031
File Name:	PrizeLinePatternMatchingEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	D95B04EA9A6BD03E511902829FCF07FD58AA3C96
File Name:	PrizeLineTriggerEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	FD3CA5480EF084048F53B9DF7D3B3F4A44748876
File Name:	ReactorGame.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	F902CEB8662E34AC5EBEEC7E0AFD3AC6092FF195

Software Product Details

File Name:	ReactorGameRulesImpl.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	0758844E9964DDBB7121630B9D5BA1DFB4E0386E
File Name:	RebetEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	917D2DB667E3CC9B7948E0FEDB865ACB6DC1560F
File Name:	ReelStripGenerator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	8BA9847BC3CAB82131028C7F006CB48158F962D9
File Name:	ResetRebetEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	8A575FE26CFF9E274584C71AECF4F078509F8005
File Name:	RngSequences.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	B5E85B10AB646B596E6BE2F98EA8230C6F966ED4
File Name:	TriggerRandomMultiplierEvaluator.class
Game Name:	Fluffy Favourites Clawmania
SHA-1 Checksum:	069F725B648D95A8C51C8285FCBE70C089792F78

Game Inspection

A description of the submitted software is listed below.

1. Fluffy Favourites Clawmania

Fluffy Favourites Clawmania is a 5-reel, 20-lines online video reel game. The base game contains a wild symbol and a scatter symbols. The game includes a 'Claw' feature and a 'Free Games' feature.

Inspection of the software included (but was not necessarily limited to) the following elements to the extent necessary to evaluate the software for compliance with the requirements in the aforementioned Technical Standards:

- Artwork and Game Rules Review
- Source Code Review
- Emulation Testing
- Jurisdictional Requirements Verification
- Functionality Testing
- Artwork and Interface Testing

An Independent calculation was performed of the theoretical Percentage Return to Player (%RTP) values of the game and the results are listed in the table below.

Game Name	Supplier's Paytable ID	In Game RTP %	Supplier's RTP %	Calculated RTP %
Fluffy Favourites Clawmania	93.00	93.316	93.316	93.316

Jurisdictional Requirements

Documentation Used for the Inspection

Document N ^o	Document Title	Version/Date of Issue
1	Game Interface Worksheet FM-EN-450.xlsm	10 September 2025
2	iGaming Emulation Test Script FM-EN-519.xlsm EmulationEvidence.zip	10 September 2025
3	iGaming Game Accounting and History Test FM-EN-338.xlsm AccountingVideoEvidence.zip	11 September 2025
4	GLI FluffyFavouritesClawmania 93%.xlsx	11 September 2025
5	RN-246-EYL-24-01-609.pdf	17 July 2024

The documents included in this table have been used during the assessment described herein and their references are noted in the ‘Documentation’ column of the Inspected Items table below.

Jurisdictional Requirements

Inspected Items

3. Assessment Framework

Gambling Technology		Determination	Result/Explanation	Documentation
54 R3.11 ID NL: KS.09.01_2.0	In terms of design, confirm that the licensee identifies, analyses and evaluates potential integrity risks and always includes the following issues in its considerations:			
	a. the relevant characteristics of players;	N/A	Out of scope, Game Inspection	
	b. the payment transactions and the payment instruments authorised by the licensee and used by players;	N/A	Out of scope, Game Inspection	
	c. the geographic location of players;	N/A	Out of scope, Game Inspection	
	d. the behaviour of players, including at least their gambling behaviour.	N/A	Out of scope, Game Inspection	
	Explanatory note The geographic location from which players sign in may pose an integrity risk. Such risks may include players who log into their Dutch gambling account from abroad, in particular if this takes place from countries that are subject to sanctions. Another example of an integrity risk is if attempts are made to log in simultaneously or in short succession from various locations or attempts to log into the same gambling account, particularly if there are large physical distances between these locations. This may be a sign that someone is attempting to log in under a different name or that an attempt is being made to gain unauthorised access to a gambling account. Where the likelihood of collusion, as referred to in the foregoing, is greater, if players are registered at the same address, this will also be the case if multiple players are placing bets or gambling in the same game of chance from the same location.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
55 R3.2.2 ID NL: KS.09.02_2.0	In terms of design, implementation and operation, establish that the licence holder has ensured that the gaming system is configured in such a way that players will not be able to bet or gamble against themselves.	PASS		[Ref.1,5]
	To this end, the gaming system must, inter alia, prevent multiple players from using the same device at once.	N/A	No such feature	
	License holders are not permitted to allow players to create more than one gambling account.	N/A	Out of scope (only game functionality is tested)	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
56 R3.4.1 ID NL: KS.09.03_2.0	In terms of design, establish that the licence holder only uses names for the games on offer that match the types of game actually being played (poker, roulette, betting, etc.).	PASS		[Ref.2,1]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
57 R3.6 ID NL: KS.09.04_2.0	In terms of design, establish that the licence holder will only award non-cash prizes to people who have actually won them and that the licence holder will not do so until it has reliably confirmed and verified the player's identity and current account as specified in the foregoing standards.	N/A	No non cash prizes are distributed	
	Non-cash prizes must also be documented in such a way that they can be traced back to the player's person.	N/A	No non cash prizes are distributed	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
58 R3.7 ID NL: KS.09.05_2.0	In terms of design and implementation, establish that devices cannot automatically begin taking part in betting or gambling activities without the input of the player.	PASS		[Ref.3,1]
	In terms of design and implementation, establish that a player will not begin participating in a game until they press a real or virtual button to confirm their stake.	PASS		[Ref.3,1]
	In terms of design and implementation, confirm that games against the licensee do not include any form of automatic stakes.	PASS		[Ref.3,1]
	In terms of design and implementation, establish that the so-called auto-play functionality can only be used after the start of a game in which another player is simultaneously being played against.	N/A	The game has no Autoplay feature	
	Explanatory notes on stakes and auto play: The stake in a game can also take the form of stakes that cannot be cashed in, such as "free spins", "bonus points", "bonus buys" or similar. The key principle in this case is that the input of a choice is the direct result of an action taken by the player. If a player does not make use of the facility made available, the gaming system can enter and record a choice – in accordance with the applicable rules of the game. In doing so, it will remain necessary for the player to place the stake themselves and, as such, auto-play for the placement of stakes is not permitted. Different types of autoplay exist. Some casino games feature a (traditional) autoplay button, which automatically places stakes for as long as sufficient gaming credit remains. The autoplay session is ended by pressing this button once more. In another variant, players are able to specify the number of consecutive games for which they wish to place automatic stakes, provided there is sufficient gaming credit. Other casino games use an indirect route, with players not indicating how much of their gaming credit they wish to use automatically and instead buying a number of "free spins" or "bonus spins". The spins are then automatically played in succession during a session that cannot be stopped early. The latter can also be referred to as "buy", "buy spins" and "buy feature". Holding down buttons on the keyboard in order to continue playing can also be regarded as a type of autoplay. Each of these cases enable a player to play consecutive games, without having to carry out any affirmative action in between in order to start the next game. Such types of autoplay are not permitted in casino games against the licensee. It may be the case that when participating in licensed gambling activities the player does not enter or cannot enter a choice to influence the course of the game, for example, if the player has taken a break. This is why casino games in which players play against each other, such as poker, have an auto-play functionality, which enters the choice required to further the course of play.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
59 R3.9 ID NL: KS.09.06_2.0	In terms of design, establish that the auto-play function operates in accordance with the rules of the game, as communicated to the player. At the very least, establish that the fairness of the function and the timeliness of choices are addressed.	N/A	The game has no Autoplay feature	
	In terms of design, establish that a player cannot simply stake money on something by using the auto-play function, unless this is necessary for the progress of the game, in accordance with rules that must be easily understood by the players (e.g. blinds in a game of poker).	N/A	The game has no Autoplay feature	
	Explanatory note on auto play: The key principle in this case is that the input of a choice is the direct result of an action taken by the player. If a player does not make use of the facility made available, the gaming system can enter and record a choice – in accordance with the applicable rules of the game. In this context, it must still be necessary for the player to perform an action in order to make the bet. Auto-play for betting purposes is therefore not permitted. It may be the case that when participating in licensed gambling activities the player does not enter or cannot enter a choice to influence the course of the game, for example, if the player has taken a break. This is why casino games in which players play against each other, such as poker, have an auto-play functionality that enters the choice required to further the progress of the game.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
60 R3.9a ID NL: KS.09.07_2.0	In terms of design and implementation, establish that the gaming system has been set up in such a way that fair play is guaranteed at all times in live casino games, by way of the following technical requirements:			
	a. The player is able to take part in those casino games via a direct video link.	N/A	This is a slot game	
	b. The direct video link and, where applicable, other communication connections and means of communication:			
	i. have been sufficiently protected against malfunctions;	N/A	This is a slot game	
	ii. are protected against unlawful access, unauthorised use and manipulation;	N/A	This is a slot game	
	c. the progress of the live casino games and the gambling behaviour of players is analysed and recorded on the basis of video surveillance and video reporting;	N/A	This is a slot game	
	d. the analysis and recording, as referred to under c., shall in any case be aimed at identifying and countering fraud and abuse, as well as risks of gambling addiction;	N/A	This is a slot game	
	e. Only personnel who have the requisite qualifications and have received training either internally or externally or have attended a training course shall be used to organise the live casino games.	N/A	This is a slot game	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
61 R3.3 ID NL: KS.09.08_2.0	In terms of design and implementation, establish that the gaming system allows the player to finish a game interrupted by malfunctions.	PASS		[Ref.3]
	In terms of design and implementation, establish that the gaming system provides information to the player about the status of a game interrupted by malfunctions.	PASS		[Ref.3]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
62 R3.5 ID NL: KS.09.09_2.1	In terms of design and implementation, establish that the player stakes, winnings and losses are at least* displayed as euro amounts in a clear, comprehensible and sufficiently distinctive manner by the gambling system.	PASS		[Ref.3]
	Notwithstanding the mandatory display in euro, player stakes, winnings and losses may be displayed as US dollar amounts when organizing poker, if:			
	- the game is organised in the form referred to in Section 2.1(1)(b) of the Remote Gambling Decree; and	N/A	This is a slot game	
	- the game involves both players registered with the licensee and players from foreign providers; and	N/A	This is a slot game	
	- the licensee takes appropriate measures to ensure that:			
	- the player is informed before the start of the game in a clear and comprehensible manner and as fully as possible about the US dollar display;	N/A	This is a slot game	
	- the player can obtain information on the value of stakes, winnings and losses in euros in a clear and understandable way during the game;	N/A	This is a slot game	
	- the indication and value of stakes, winnings or losses in US dollars is not changed during the game	N/A	This is a slot game	
	*Explanatory note: The licensee must ensure that players' stakes and also the winnings or losses incurred by them are at least expressed in euros in a clear and comprehensible manner. It is still possible to display the stakes (or winnings and losses) in the game as, for instance, spins, points, credits or tokens in addition to, but not instead of, euros. The licensee must ensure that the - equivalent - display in euros is displayed to the player in a sufficiently distinctive manner during the game of chance. The requirement applies not only to the gaming screen during participation in remote gambling, but also to other areas within the licensee's gambling system where stakes, winnings or losses are displayed. These requirements therefore also apply, for example, with regard to the information provided by the licensee pursuant to Section 4.31(2) of the Remote Gambling Decree regarding (the movements in) the player's gambling account.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
63 B4.2.3 and R3.2.1 ID NL: KS.09.10_2.0	In terms of design and implementation, establish that, with the exception of the actual betting and the actual payment of the prizes, the practice games are the same as the gambling activities offered by the licence holder.	PASS		[Ref.1]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
64 R3.2a.1 ID NL: KS.09.11_2.0	In terms of design and implementation, establish that the Random Number Generator applied is suitable for the form of gambling for which the Random Number Generator is used.	N/A	Covered by a separate RNG certification (REF: RN-246-EYL-24-01-609)	
	Explanatory note: The Random Number Generator must be suitable to be used for the random parts of the gambling activities. The results of the random aspects of the gambling activities are directly related to the draw by means of a Random Number Generator.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
65 R3.2a.3 ID NL: KS.09.12_2.0	In terms of design and implementation, establish that, for casino games, each Random Number Generator, with a data set of at least 1,000,000 outcomes, successfully passes the below tests in their entirety: <ul style="list-style-type: none"> the DIEHARD Test (Marsaglia); and the NIST (National Institute of Standards and Technology) or TESTU01; 	N/A	Covered by a separate RNG certification (REF: RN-246-EYL-24-01-609)	
	For mechanical random number generators such as roulette kettles, it is possible to limit the dataset to a minimum of 1000 times the possible outcomes. Explanatory note: When using a physical die that has 6 possible outcomes, the minimum dataset is 6 * 1000 = 6000.	N/A	Covered by a separate RNG certification (REF: RN-246-EYL-24-01-609)	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
66 R3.2.1 ID NL: KS.09.13_2.0	In terms of design and implementation, establish that each Random Number Generator is equipped with a suitable method of seeding and re-seeding so that predictability of results is avoided.	N/A	Covered by a separate RNG certification (REF: RN-246-EYL-24-01-609)	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
67 R3.2.1 ID NL: KS.09.14_2.0	In terms of design and implementation, establish that, except for the randomness of other players, the outcome of all random parts of the gambling activities are based on the Random Number Generator. Exception: when using a randomness mechanism without replacement, the outcome of the random parts can be predictable to a certain extent. Examples: a second draw from a real or virtual “deck of cards” without the first card drawn being put back or a draw of virtual bingo without the first draw being put back.	PASS		[Ref.2,5]
	Methods Used:			
	Performed by:			
68 R3.2.1 ID NL: KS.09.15_2.0	In terms of design and implementation, establish that each outcome of the Random Number Generator, and the result it has led to in the gambling, is recorded.	PASS		[Ref.2,5]
	Methods Used:			
	Performed by:			
69 R3.2.1 ID NL: KS.09.16_2.0	In terms of design and implementation, establish that the outcome of any game is determined solely by chance and the choice or choices made by the player within the framework of the game.	PASS		[Ref.2,5]
	Methods Used:			
	Performed by:			
70 R3.2.1 ID NL: KS.09.17_2.0	In terms of design and implementation, establish that the gambling can function in the same way, independently of the means used by the players.	PASS		[Ref.2,5]
	Methods Used:			
	Performed by:			
71 R3.2.1 ID NL: KS.09.18_2.0	In terms of design and implementation, establish that the odds of winning or losing expected by the player correspond to the odds generated and presented by the gambling activities.	PASS		[Ref.2,5]
	Explanatory note: constructions such as 'near miss', or similar constructions whereby situations of 'you almost won' are deliberately presented, are not permitted. For example, gambling activities in which a physical object is simulated (e.g. dice, roulette wheels, fruit machines) will have to provide fair results that are in line with expectations with regard to a physical object.			
	Methods Used:			
	Performed by:			

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
72 R3.2.1 ID NL: KS.09.19_2.0	In terms of design and implementation, establish that, where present, the jackpot is linked to a game outcome of the gambling activities and that the jackpot is part of the prize schedule of the gambling activities.	N/A	No such feature	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
73 R3.3 ID NL: KS.09.20_2.0	In terms of design and implementation, establish that the pay-out rate presented is the theoretical pay-out rate.	PASS		[Ref.2,4]
	Explanatory note: The theoretical pay-out rate must correspond to the pay-out rate. Below is an example with a bet of one euro. Examples: Option 1 = 0 euro (25% chance); Option 2 = 0 euro (25% chance); Option 3 = 1 euro (25% chance); Option 4 = 2 euro (25% chance). The theoretical pay-out rate = 75%.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
74 R3.2.2 ID NL: KS.09.21_2.0	In terms of design and implementation, establish that the identity of participants in gambling is known to the licence holder.	N/A	Out of scope (only game functionality is tested)	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
75 R3.2.2 ID NL: KS.09.22_2.0	In terms of design and implementation, establish that, in player-to-player gambling activities, the gaming system continuously analyses for collaborating or colluding players in real time.	N/A	This is a slot game	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
76 R3.2.2 ID NL: KS.09.23_2.0	In terms of design and implementation, establish that technical facilities are in place to recognise, analyse and record suspicious circumstances.	N/A	Out of scope (only game functionality is tested)	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
77 R3.2.2 ID NL: KS.09.24_2.0	In terms of design and implementation, establish that, in player-to-player gambling activities, the participants are registered per game.	N/A	This is a slot game	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
78 R3.3 ID NL: KS.09.25_2.0	In terms of design and implementation, establish that any deviations in a mechanical Random Number Generator are recorded.	N/A	No such feature	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
79 R3.8 ID NL: KS.09.26_2.0	In terms of design and implementation, establish that the gaming system will accept the player's bet and participation only if the outcome of the immediately preceding game is certain.	PASS		[Ref.2,3]
	In terms of design and implementation, establish that the gaming system gives the player sufficient opportunity to influence the further course of the game.	PASS		[Ref.1,2,3]
	Explanatory note: Acceptance of the stake and participation shall only follow if the outcome of the preceding game is known. In relation to the last single stake for that game, the outcome must be a clear win, draw or loss. The stake in a game may also have a form that cannot be cashed in, such as "free spins", "bonus points", "bonus buys" or similar. Sufficient opportunity means there must be sufficient time to absorb information and make a choice.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
80 B4.34 and R3.4 ID NL: KS.09.27_2.0	In terms of design and implementation, establish that the rules of the game and the pay-out percentage presented for the game do not change during the game.	PASS		[Ref.1,2,3]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
81 B4.34 and R3.4 ID NL: KS.09.28_2.0	In terms of design and implementation, establish that each game is provided with as comprehensive an explanation of the game as possible, including instructions on how to play.	PASS		[Ref.1,2]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
82 B4.34 and R3.4 ID NL: KS.09.29_2.0	In terms of design and implementation, establish that the game explanations and related instructions do not give rise to deception or misunderstanding.	PASS		[Ref.1,2]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
83 B4.34 and R3.4 ID NL: KS.09.30_2.0	In terms of design and implementation, establish that the game explanations and related instructions are displayed using the tool used by the player for the gambling.	PASS		[Ref.1,2]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
84 B4.34, B4.38 and R3.4 ID NL: KS.09.31_2.0	In terms of design and implementation, establish that the game explanations and accompanying instructions are in any case drawn up in the Dutch language.	PASS		[Ref.1]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
85 B4.34, B4.38 and R3.4 ID NL: KS.09.32_2.0	In terms of design and implementation, establish that the game explanations and corresponding instructions are set to Dutch by default.	PASS		[Ref.1]
	Explanatory note: the player must be able to change their default setting after registration.			
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
86 B4.34 and R3.4 ID NL: KS.09.33_2.0	In terms of design and implementation, establish that the available game explanations and related instructions are the same in all languages.	PASS		[Ref.1,2]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
87 B4.34 and R3.4 ID NL: KS.09.34_2.0	In terms of design and implementation, establish that game explanations and related instructions are available before the player places their bet.	PASS		[Ref.1]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Jurisdictional Requirements

Gambling Technology		Determination	Result/Explanation	Documentation
88 B4.34 and R3.4 ID NL: KS.09.35_2.0	In terms of design and implementation, establish that game explanations and corresponding instructions are also available during the game.	PASS		[Ref.1]
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		
89 B4.34 and R3.4 ID NL: KS.09.36_2.0	In terms of design and implementation, establish that the game explanations and accompanying instructions contain information on the theoretical pay-out rate of the gambling activities.	PASS		[Ref.2,4,5]
	In terms of design and implementation, establish that, where applicable, the pay-out percentage is displayed for different game strategies of the player.	N/A	No strategy based game	
	Methods Used:	PC-TC-001, WI-FI-009		
	Performed by:	GLI Europe B.V.		

Inspection Plan

Description of the inspection plan, drawn up on the basis of the features of the game system:

GLI has performed an Inspection assessment of the requirements applicable to the submitted game. The assessment consisted of the following elements:

Evaluation of provided documentation (Test report and test results generated by iTech Labs), and Assessment of requirements from the Assessment Schema based on the provided evidences.

In addition to this, GLI has confirmed the scope of accreditation and test methods used for the evaluation performed by iTech Labs.

Management System

Assessment and application of the Licence holder's management system for the assessment of the risk levels of the distinct components of the game system:

Please refer to operator's change management report.

Description of the manner in which the procedures referenced in the previous paragraph are applied by the licence holder:

Please refer to operator's change management report.

Methods used in the Inspection

Explanation and justification of the methods, techniques and principles used in the inspection.

Inspection Method	Reference No	Inspection Body	Explanation
GLI Policy for Testing Checkoffs and Forms	PC-TC-001	GLI Europe B.V.	The purpose of this policy is to establish procedures for handling Regulatory (Jurisdictional/Conformance Criteria) Checkoffs and other evaluation-related forms included in a completed submission by GLI employees.
Inspection Assessments for Netherlands Remote	WI-FI-009	GLI Europe B.V.	This Work Instruction prescribes the procedure for conducting Inspection Assessments for Remote Gaming Systems, or components thereof, against the requirements detailed in the Gaming System Assessment Scheme. Please note that part of the Inspection Assessment was based on the RTP Calculations performed by iTech Labs. GLI has been provided with the test results for the purpose of GLI's assessment, as well as the documented procedures under which the tests were performed in accordance to their applicable accreditation (ISO/IEC 17025 and ISO/IEC 17020) granted by NATA (Accreditation number 15690).

Findings

No non-conformities were found.

Conditions of Evaluation

The compliance evaluation of the game is subject to the following conditions:

The compliance evaluation of the game was related only to the technical scope of work elements discussed herein. This specifically excludes any other features or functions provided by the submission not related to these elements.

Checksums of the files and/or directories were generated using the methods stated below:

Verify+ by Kobetron™ - Verification Procedure

1. Open Verify+ by Kobetron™.
2. Select the 'File' or 'Directory' radio button.
3. Select the 'Browse' button and then choose the file or the top directory for which a signature is being requested.
4. Click the "Verify" button.
5. The current file/directory being checked will be displayed in the window.
6. The program will generate the aforementioned signatures and display the results.

Conclusion

Subject to the Conditions of Evaluation, the inspected elements comply with the requirements of the applicable Technical Standard(s) of the aforementioned jurisdiction.

If you should have any questions regarding this information, please feel free to contact our office.

A handwritten signature in black ink, appearing to read "J. Boje", is positioned above the printed name.

James Boje

Managing Director EMEA

Executive