GLI®

GLI Europe BV
Diakenhuisweg 29-35
2033 AP Haarlem
The Netherlands

Tel +31 (0)88 220 6600
www.gaminglabs.com

Chamber of Commerce
Leiden nr. 28117769
VAT Identification number
NL 8184.73.393.B.01

RvA Registration Number of Accreditation applicable to this Report:	
Testing	L372

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Type of Evaluation Report: Final Functionality Evaluation Report – Singular License – Slots

Evaluating Entity: GLI Europe B.V.

Dates of Performance of the Evaluation Work: 05 August 2025 / 27 August 2025

Jurisdiction: Spain Online

Technical Standards for Testing:
Law 13/2011, of May 27, on Gambling Regulation.
Royal Decree 958/2020, of 03 November, on commercial communications of gambling activities.
Royal Decree 1613/2011, of November 14, expanding on Law 13/2011, dated May 27, on Gambling Regulation, with respect to the technical requirements for gambling activities
Resolution of 06 October 2014 of the Gaming Regulation Board passing the provision developing the technical specifications of gaming, traceability and security which have to be fulfilled by technical gaming systems of a non-reserved nature forming the object of licenses granted under the Gaming Regulation Act nº 13/2011 of 27 May.
Resolution of 06 October 2014 by the General Gambling Control Directorate approving the provisions establishing the models for preliminary certification reports for technical projects and the model for the internal control system certification report, presented by applicants for general and single licenses for the operation and marketing of gambling.
Resolution of 06 October 2014, of the General Gambling Control Directorate, approving the regulation establishing the format and content of the definitive certification report for gaming operators' technical systems and extending the procedure for change management.
Resolution of December 29, 2017, the directorate-general of regulation of gaming agreeing to authorize a liquidity modality different from that proper to the participation of players with Spanish user registration for the game of online poker, and modifying certain decisions on the gaming activities provided for in the gaming regulation act nº 13/2011 of 27 May.
Resolution of 31 October 2018 of the Directorate-General for the Regulation of Gambling on the modification of certain resolutions about the gambling activities set out in Law 13/2011 of May 27 on Gambling Regulation.
Resolution of 06 June 2024 of General Directorate for Gambling Regulation, approving the data model of the monitoring system and amending Annexes I of the Resolutions of 06 October 2014 and 12 July 2012, regarding the technical specifications and the identification and subjective prohibitions on participation in gambling activities provided in Law 13/2011, 27th May, on the Gambling Regulation.
Order HAP/1370/2014, dated 25 July, by which the Basic Regulation of the chance machines gaming is approved.
Royal Decree 176/2023, of March 14, which develops safer gaming environments.

Evaluating Laboratories:

ITECH TEST LABS INDIA PRIVATE LIMITED
No.1, 2nd Floor, Aurobindo Street
Puducherry
Pondicherry
India 605001
A2LA 2428.10

GLI Europe B.V.
Diakenhuisweg 29 -35
2033AP Haarlem
The Netherlands
RvA L372

Evaluation Report Recipient:
Playtech Software Limited
Mid City Place
71 High Holborn
London
WC1V 6EA
United Kingdom

Software Supplier:
Playtech Software Limited
Mid City Place
71 High Holborn
London
WC1V 6EA
United Kingdom

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

Product Name: **Bouncy Balls Cascade Crazy**

Description of the Product Evaluated:	**Bouncy Balls Cascade Crazy** Evaluation requested on 01 August 2025.
Internal File Number:	MO-246-PVI-25-119-385
Testing Result:	**Compliant**

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

Identification details of the person signing the Evaluation Report:
James Boje
Managing Director EMEA
Executive

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[2] Description of the object of evaluation

This report relates only to the product(s) listed.

GLI tested Playtech Software Limited singular license - Slot Technical System for regulatory compliance against the current Spanish standards (listed on page 1 of this Report).

- For Playtech Software Limited the game type evaluation is Slots.
- The game is accessible via Internet (website)
- The game is accessible via Desktop, Tablet and Mobile.
- This report is for Playtech Software Limited, who is a B2B software provider to third party operators
- Playtech Software Limited does not own or manage players.

Game Name (Used by Operator)	Game Name (Used by Manufacturer)	Clients Evaluated				
		Windows Desktop Client	FLASH	HTML5	Native iOS Mobile Client	Native Android Mobile Client
"Bouncy Balls Cascade Crazy"	"Bouncy Balls Cascade Crazy"	-	-	X	-	-

For version-control of the **"Bouncy Balls Cascade Crazy"** GLI gathered Secure Hash Algorithm One (SHA-1) checksums of the following software files:

File Name	Location	SHA-1 Checksum	Manufacturer	Version	Critical	DPC
carbine-game-engine-5.19.0.jar	Server	DF75F5ED78A3731BDE383D7E8EAC34F6E0E062F6	Playtech Software Limited	5.19.0	Yes	N/A
EvaluationChain.class	Server	E9C22E7207EFD683DB6817F7FE83FD77CA054E89	Playtech Software Limited	5.19.0	Yes	N/A
DisplayGenerator.class	Server	98934DD5144D30275E248F249D6BBD1E205F1E0F	Playtech Software Limited	5.19.0	Yes	N/A
RebetEvaluator.class	Server	917D2DB667E3CC9B7948E0FEDB865ACB6DC1560F	Playtech Software Limited	5.19.0	Yes	N/A
LinesWinMultiPatternEvaluator.class	Server	66E0E54523D54065ADEDAD2D0DADEFABAD62AE91	Playtech Software Limited	5.19.0	Yes	N/A
PatternMatchingEvaluator.class	Server	445D14E7008AEB2ADC2F1D7F9501F07155E300BC	Playtech Software Limited	5.19.0	Yes	N/A
PrizeLinePatternMatchingEvaluator.class	Server	D95B04EA9A6BD03E511902829FCF07FD58AA3C96	Playtech Software Limited	5.19.0	Yes	N/A
ReactorGameCashClustersDisplayEvaluator.class	Server	DF964BDCE9B640C23CCFAAF67911246F5F3A49A3	Playtech Software Limited	5.19.0	Yes	N/A
CashCluster.class	Server	86A22A6CB2B09946F2E68CDA0DCE417EA6BF28D4	Playtech Software Limited	5.19.0	Yes	N/A
ReactorInstantPrizeEvaluator.class	Server	14EDE5147C15A15A6D9E84A7330F6C9B9950302E	Playtech Software Limited	5.19.0	Yes	N/A
ReactorGameFeatureEvaluator.class	Server	27CD1E6F650F00C1722279DD2EA88A8E7FED9663	Playtech Software Limited	5.19.0	Yes	N/A
InstantPrizeGame.class	Server	B81C9E74DCCC4E7420FEFE6F931AEC66E6A68D01	Playtech Software Limited	5.19.0	Yes	N/A
EvaluatorId.class	Server	11F3DC0BE814A8458D40593B66CBFC0056FA549B	Playtech Software Limited	5.19.0	Yes	N/A

[2] Description of the object of evaluation

For version-control of the **"Bouncy Balls Cascade Crazy"** GLI gathered Secure Hash Algorithm One (SHA-1) checksums of the following software files:

File Name	Location	SHA-1 Checksum	Manufacturer	Version	Critical	DPC
ReactorGame.class	Server	F902CEB8662E34AC5EBEEC7E0AFD3AC6092FF195	Playtech Software Limited	5.19.0	Yes	N/A
ReactorGameRulesImpl.class	Server	0758844E9964DDBB7121630B9D5BA1DFB4E0386E	Playtech Software Limited	5.19.0	Yes	N/A
ReelStripGenerator.class	Server	8BA9847BC3CAB82131028C7F006CB48158F962D9	Playtech Software Limited	5.19.0	Yes	N/A
ResetRebetEvaluator.class	Server	8A575FE26CFF9E274584C71AECF4F078509F8005	Playtech Software Limited	5.19.0	Yes	N/A
PrizeLineTriggerEvaluator.class	Server	FD3CA5480EF084048F53B9DF7D3B3F4A44748876	Playtech Software Limited	5.19.0	Yes	N/A
TriggerRandomMultiplierEvaluator.class	Server	069F725B648D95A8C51C8285FCBE70C089792F78	Playtech Software Limited	5.19.0	Yes	N/A
CarbineGame.class	Server	1B3F396E968B658ECF2334FBFA2233503D66E927	Playtech Software Limited	5.19.0	Yes	N/A
CarbineGameComponent.class	Server	88F0AEEE435A4C30BBC5147EBEF56BA3FE2E7300	Playtech Software Limited	5.19.0	Yes	N/A
GameWinsCalculatorImpl.class	Server	BC67862F3ACB319099C003C43D3DC097D3A53D28	Playtech Software Limited	5.19.0	Yes	N/A
RngSequences.class	Server	B5E85B10AB646B596E6BE2F98EA8230C6F966ED4	Playtech Software Limited	5.19.0	Yes	N/A
EyeconSpinGameRules.class	Server	44201515F1F86C8359960521DB5E26EDA0529C70	Playtech Software Limited	5.19.0	Yes	N/A
PotSymbolWin.class	Server	4012103A40FEA4147449EF3FFC82273E4CCCEFD2	Playtech Software Limited	5.19.0	Yes	N/A
carbine-reactor_bouncyBallsCascadeCrazy_93_standard-1.0.0-config.jar	Server	770661506D8D784DD6FF15D2F65DE11F7D0B66EB	Playtech Software Limited	5.19.0	Yes	N/A
carbine-reactor_bouncyBallsCascadeCrazy_93_standard-1.0.0.json	Server	DE7EE12280F32DE0C6DE7FCA6E869BB1C22B7C3D	Playtech Software Limited	5.19.0	Yes	N/A

The game is designed to allow configurable parameters and GLI has verified that the game provided for evaluation is operating in accordance with the game rules and any applicable regulatory requirements. It is therefore the operator's responsibility to ensure that configurations compliant with regulatory requirements are deployed in the production environment.

To comply with the requirement OM_AZA Article 14.4., the autoplay feature must be configured to not exceed a maximum of 100 autoplay games.

To comply with the requirement OM_AZA Article 14.5., the time per game must be configured so that each game has a minimum duration of 3 seconds.

It is the operator's responsibility to verify that each participant is provided a reproduction of all game replays with a graphic reconstruction, or an intelligible description as stated in the requirement RES_TEC Annex I. 3.14.

[3] Executive summary of the functionality evaluation

[3.1] GLOBAL CLASSIFICATION OF FUNCTIONALITY

Global classification of functionality	Compliant

[3.2] SUMMARY TABLE OF COMPLIANCE WITH TECHNICAL REQUIREMENTS

Technical requirements for singular licenses	Number of requirements	Number of compliant requirements	Number of non-compliant requirements	Number of non-applicable requirements
Area: Percentage return and prize tables	3	2	0	1
Area: Random number generator (RNG)	6	5	0	1
Area: Game logic	3	3	0	0
Area: Registration and traceability	4	1	0	3
Area: Terminals and session	13	3	0	10
Area: Communication channels	5	0	0	5
Area: Free gaming applications	1	0	0	1
Area: Graphic interface	7	4	0	3
Area: Behaviour in the event of technical errors	2	1	0	1
Area: Automatic game	1	1	0	0
Area: Repetition of the play	1	0	0	1
Area: "Live" games	1	0	0	1
Area: Various functionalities	5	0	0	5
Area: Progressive jackpots	1	0	0	1
Area: Internal control system	10	0	0	10

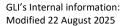## [3] Executive summary of the functionality evaluation

[3.2] SUMMARY TABLE OF COMPLIANCE WITH TECHNICAL REQUIREMENTS

Technical requirements for singular licenses for "Slots"	Number of requirements	Number of compliant requirements	Number of non-compliant requirements	Number of non-applicable requirements
Area: Game development	12	9	0	3
Area: Economic limits to participation	1	0	0	1
Area: Obligations to inform the participants	10	4	0	6
Area: Promotion of games.	1	0	0	1
Area: Configuration and development of the game session under the general license of "Other games"	5	0	0	5
Area: Information obligations to participants in relation to the gaming session under the general license of "Other games"	1	0	0	1

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[3] Executive summary of the functionality evaluation

[3.3] SUMMARY TABLE OF SPECIFIC ANALYSES:

[3.3.2] ANALYSIS OF THE RANDOM NUMBER GENERATOR

RNG testing is out of scope of this evaluation, RNG was tested by iTech Labs in report ITL2401052, dated 04 July 2024.

[3.3.3] ANALYSIS OF THE PERCENTAGE OF RETURN TO THE PLAYER

Published percentage of return to the player for the game.		
	Published RTP	**GLI's RTP**
	93.255%	93.255%

The percentage of return is published in the "Reactor Rules" section of the game rules.

[3.3.4] ANALYSIS OF THE LOGIC OF THE GAME AND THE RANDOM EVENTS

Compliance with particular rules of the game.	Yes.
Risk management system for straight bets.	Not applicable – It does not offer straight bets.
Audit of changes in the configuration by means of parameters of the risk management system for straight bets.	Not applicable – It does not offer straight bets.
Audit of changes on bets made by the operator's personnel.	Not applicable.
List of random events.	The return of random numbers determines the reel stops for base game and free spins. Also checks against weighted tables for bonus features to determine outcomes of those features.
Audit of changes in the configuration by means of parameters of the logic of the game.	Not applicable. Game logic can't be changed since a change in the game logic will lead to changes in critical files and a substantial change to the Singular License.

[3] Executive summary of the functionality evaluation

[3.4] SUMMARY TABLE OF THE INTEGRATION TESTS

Area and requirement	Classification
B.1 Range of games offered	
B.1.1. Range of games offered and game variants.	Not applicable*
B.1.2. Execution of the game and correct accounting.	Not applicable*
B.1.3. Trace of the participation for channels other than Internet.	Not applicable*
B.2 Economic limits on participation	
B.2.1. Economic limits on participation.	Not applicable*
B.3. Behaviour in response to technical errors	
B.3.1. Loss of communication with the client.	Not applicable*
B.3.2. Error in the client.	Not applicable*
B.4. Internal control system	
B.4.1. Integrity of OPT/ORT records.	Not applicable*
B.4.2. Integrity of JUC record.	Not applicable*

* Playtech Software Limited is not acting as an operator. This will be evaluated on the operator's side.

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[4] Details on compliance with the technical requirements

The rating and remarks listed in the table below are applicable to all games, variants and access channels except otherwise indicated in the remarks field.

Area and reference of the requirement	Rating	Remarks
Area: Percentage return and prize tables		
RES_TEC Annex I. 3.1. Basic gaming regulation.	Compliant	
RES_TEC Annex I. 3.3. Percentage return to participant.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 3.4. Prize tables.	Compliant	
Area: Random number generator (RNG)		
RES_TEC Annex I. 3.5.1. Functioning of the RNG.	Compliant	
RES_TEC Annex I. 3.5.1. Functioning of the RNG. (cryptographically strong RNG)	Compliant	
RES_TEC Annex I. 3.5.2. Scaling methods.	Compliant	
RES_TEC Annex I. 3.5.3. RNG Hardware.	Not applicable	Software RNG only.
RES_TEC Annex I. 3.5.4. Errors in the RNG	Compliant	
RES_TEC Annex I. 3.5.5. Reseeding of the RNG.	Compliant	
Area: Game logic		
RES_TEC Annex I. 3.6.1. Logic independent from the user terminal.	Compliant	
RES_TEC Annex I. 3.6.2. Application of the RNG in the games.	Compliant	
RES_TEC Annex I. 3.6.3. Controls of the game logic.	Compliant	
Area: Registration and traceability		
RD_TEC Article 4.1.a) and c) Requirements of the Central Gaming Unit.	Compliant	
RES_TEC Annex I. 6.1. Registration and traceability.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 6.3. Time source.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 7.5. Registration and traceability in international liquidity environment.	Not applicable	This is an operator's responsibility.

[4] Details on compliance with the technical requirements

The rating and remarks listed in the table below are applicable to all games, variants and access channels except otherwise indicated in the remarks field.

Area and reference of the requirement	Rating	Remarks
Area: Terminals and session		
RES_TEC Annex I. 3.7.1.1. Identification of terminals.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 3.7.1.2. Functionality of the terminal. Operations' traceability.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 3.7.2.1. Installation of components in the user's equipment.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I.3.7.2.2. Disadvantage due to connection quality.	Not applicable	The outcome or development of the game is not affected by the quality of the connection.
RES_TEC Annex I.3.7.2.3. Information on connection quality.	Compliant	
RES_TEC Annex I.3.7.2.4. Reduced functionality for certain terminals.	Compliant	
RES_TEC Annex I. 3.7.2.5. Minimum terminal resources.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 3.7.3.1. Management of participants' data	Not applicable	Such public terminals are not used under the scope of this evaluation.
RES_TEC Annex I. 3.7.3.2. Physical design.	Not applicable	Game outcome or development are not influenced by connection quality.
RES_TEC Annex I. 3.7.3.3. Terminal integrity.	Not applicable	Such public terminals are not used under the scope of this evaluation.
RES_TEC Annex I. 3.7.3.4. Mobile terminals.	Not applicable	Such public terminals are not used under the scope of this evaluation.
RES_TEC Annex I. 3.8.1. Disconnection due to inactivity.	Compliant	
RES_TEC Annex I. 3.8.2. Registration of the user sessions.	Not applicable	This is an operator's responsibility.
Area: Communication channels		
RD_TEC Article 15.1 and 2. Gaming activities undertaken via the Internet.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 3.2. Redirection to ".es" domain.	Not applicable	This is an operator's responsibility.
RD_TEC Article 16. Gaming activities undertaken via texting using fixed or mobile phones.	Not applicable	No gaming activities undertaken via texting.
RD_TEC Article 17. Gaming activities using voice communication services.	Not applicable	Gaming activities via voice communication is not offered.
RD_TEC Article 18. Gaming activities using audiovisual communication media.	Not applicable	No gambling activities via voice communication services.
Area: Free gaming applications		
RD_COM Article 14.1. Free gaming applications.	Not applicable	This is an operator's responsibility.

[4] Details on compliance with the technical requirements

The rating and remarks listed in the table below are applicable to all games, variants and access channels except otherwise indicated in the remarks field.

Area and reference of the requirement	Rating	Remarks
Area: Graphic interface		
LEY_RJU Article 6.1.a. Theme of the user interface.	Compliant	
RES_TEC Annex I. 3.9.1. Data of the game.	Compliant	
RES_TEC Annex I. 3.9.2. Data of the participant.	Compliant	
RES_TEC Annex I. 3.9.3. Prizes.	Compliant	
RES_TEC Annex I. 3.9.4. Card games.	Not applicable	No card games are present in this evaluation.
RES_TEC Annex I. 3.9.5. Simulation of elements from real life.	Not applicable	The games in this submission don't contain elements from real life.
RES_TEC Annex I. 3.9.6. Graphic interface of third parties.	Not applicable	No third party graphic interface is provided.
Area: Behaviour in the event of technical errors		
RES_TEC Annex I. 3.11. Disabling of a game or a user session.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 3.12. Incomplete game.	Compliant	
Area: Automatic game		
RES_TEC Annex I. 3.13. Autoplay.	Compliant	
Area: Repetition of the play		
RES_TEC Annex I. 3.14. Game replay.	Not applicable	This is an operator's responsibility.
Area: "Live" games		
RES_TEC Annex I. 3.19. "Live" gaming.	Not applicable	Live games are not offered.
Area: Various functionalities		
RES_TEC Annex I. 3.15. Virtual players.	Not applicable	No virtual players are available in the games under evaluation.
RES_TEC Annex I. 3.16. Metamorphic games.	Not applicable	No metamorphic games are under the scope of this evaluation.
RES_TEC Annex I. 3.17. Participant in "absent" status.	Not applicable	No multiplayer games are being approved.
RES_TEC Annex I. 3.18. Multi-participant games with host.	Not applicable	No multi-participant games are offered.
RES_TEC Annex I. 3.21. Games over "delayed" communication channels.	Not applicable	There is no such feature.
Area: Progressive jackpots		
RES_TEC Annex I. 3.20. Jackpots, progressive jackpots and additional prizes.	Not applicable	There is no such feature.

GLI's Internal information:
Modified 22 August 2025   Final Functionality Evaluation Report – LC385   Page 11 of 26

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[4] Details on compliance with the technical requirements

The rating and remarks listed in the table below are applicable to all games, variants and access channels except otherwise indicated in the remarks field.

Area and reference of the requirement	Rating	Remarks
Area: Internal control system		
RD_TEC Article 13. Internal control system.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.2. DGOJ access to the vault.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.3. ICS data model.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.4. ICS time source.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.5. Signing, compression and encryption of the ICS data.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.6. Performance of the grabber and vault.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.8. Unavailability of the ICS and suspension of the gaming offer.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.11. Quality of ICS data.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 5.1.14. Vault location in the European Union.	Not applicable	This is an operator's responsibility.
RES_MOD Annex I. Data model for monitoring.	Not applicable	This is an operator's responsibility.

[4] Details on compliance with the technical requirements

The rating and remarks listed in the table below are applicable to all games, variants and access channels except otherwise indicated in the remarks field.

Area and reference of the requirement	Rating	Remarks
Area: Game development		
OM_AZA Article 2. Definitions.	Compliant	
OM_AZA Article 6. Particular rules for the game of slot machines.	Compliant	
OM_AZA Article 11. Conduct of the game.	Compliant	
OM_AZA Article 12.1. Economic limits to participation in the game of slot machines.	Compliant	
OM_AZA Article 13.1. Participation in the game.	Compliant	
OM_AZA Article 13.3. Participation in the game. Interruption of a session or a game.	Not applicable	This is an operator's responsibility.
OM_AZA Article 13.4. Participation in the game. Cancelled game.	Not applicable	This is an operator's responsibility.
OM_AZA Article 14.4. Game's limit in autoplay mode.	Compliant	
OM_AZA Article 14.5. Minimum duration of a game.	Compliant	
OM_AZA Article 14.6. Assignation of prizes.	Compliant	
OM_AZA Article 14.7. Progressive Jackpots.	Not applicable	There is no such feature.
OM_AZA Article 15. Payment of winnings.	Compliant	
Area: Economic limits to participation		
OM_AZA. Article 12.2. Economic limits to participation in gambling machines	Not applicable	This is an operator's responsibility.
Area: Obligations to inform the participants		
OM_AZA Article 8.1.1. Specific rules publication.	Not applicable	This is an operator's responsibility.
OM_AZA Article 8.1.2.a. Operator information and enabling titles.	Not applicable	This is an operator's responsibility.
OM_AZA Article 8.1.2.b. Information in the complaints handling system.	Not applicable	This is an operator's responsibility.
OM_AZA Article 8.1.2.c. Rules and ways of participation.	Compliant	
OM_AZA Article 8.1.2.d. Responsible Gaming policies.	Not applicable	This is an operator's responsibility.
OM_AZA Article 8.1.2.e. Theoretical RTP% and actual RTP% in the last 6 months.	Not applicable	This is an operator's responsibility.
OM_AZA Article 8.1.2.f. Minimum and Maximum prize of a game.	Compliant	
OM_AZA Article 8.1.2.g. Ways to conduct the game.	Compliant	
OM_AZA Article 8.1.2.h. Description of wining combinations and prizes.	Compliant	
OM_AZA Article 8.1.2.k. Contribution to progressive jackpot.	Not applicable	There is no such feature.

[4] Details on compliance with the technical requirements

The rating and remarks listed in the table below are applicable to all games, variants and access channels except otherwise indicated in the remarks field.

Area and reference of the requirement	Rating	Remarks
Area: Promotion of games		
OM_AZA Article 9.2. Promotion of the games.	Not applicable	This is an operator's responsibility.
Area: Configuration and development of the game session under the general license of "Other games"		
RD_ESJ Article 13.3. Session configuration. Ability to restrict future session.	Not applicable	This is an operator's responsibility.
RD_ESJ. Article 13.4. Impossibility of modifying the session during the course of it.	Not applicable	This is an operator's responsibility.
RD_ESJ. Article 13.5. Automatic session closure for reaching the limit. The operator anticipates to the participant the proximity of compliance with limits.	Not applicable	This is an operator's responsibility.
RD_ESJ. Article 13.7. Warning compulsive gaming on session restart within 60 minutes.	Not applicable	This is an operator's responsibility.
RES_TEC Annex I. 2.1.14. Register of session configuration.	Not applicable	This is an operator's responsibility.
Area: Information obligations to participants in relation to the gaming session under the general license of "Other games"		
RD_ESJ Article 16. Specific autoevaluation messages	Not applicable	This is an operator's responsibility.

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Modified 22 August 2025

Final Functionality Evaluation Report – LC385

Page 14 of 26

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[5] Details on the specific analyses

[5.2] ANALYSIS OF THE RANDOM NUMBER GENERATOR

RNG testing is out of scope of this evaluation, RNG was tested by iTech Labs in report ITL2401052, dated 04 July 2024.

[5.3] ANALYSIS OF THE RETURN TO THE PLAYER IN THE GAMES

Published RTP	GLI's RTP
93.255%	93.255%

The percentage of return is published in the "Reactor Rules" section of the game rules.

[5.4] ANALYSIS OF THE LOGIC OF THE GAME AND RANDOM EVENTS

Source code has been reviewed and checked against the artwork. The correct payout and behaviour have been verified through functionality testing.

The return of random numbers determines the reel stops for base game, free spins and weighted tables for bonus features. The information has been verified during source code review and game emulation.

The gaming system does not have any configurable parameters which affect gameplay or manual changes that can be made to bets or wins.

Accounting in the game has been verified through functionality testing and review of back-office accounting reports. All bets and wins can be reviewed and audited via the same back-office reports.

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[6] Detail of the integration tests

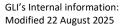### B. SINGULAR LICENSES

B.1. Range of games offered.

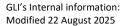| Area	Range of games offered.
Reference of the test	B.1.1
Name of the test	Range of games offered and game variants.
Description of the test	Not applicable
Expected result	The result will give a list, with the following information: - The commercial name of the games and variants found. - The applications or terminals from which they are available. - Their correspondence with the variants in the basic regulations. - The version of the particular rules assessed. This information shall be cross-checked against the descriptive license questionnaire filled in by the operator.
Type of test	FUNCTIONAL
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

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[6] Detail of the integration tests

B. SINGULAR LICENSES

B.1. Range of games offered.

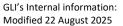| Area	Range of games offered.
Reference of the test	B.1.2
Name of the test	Execution of the game and correct accounting.
Description of the test	Not applicable
Expected result	FUNCTIONAL Compliance in the tests described above, broken down for each variant analysed. It shall be checked that it is not possible to stake a greater amount than the amount available in the gaming account. Also, the version of particular rules shall be indicated. TRACEABILITY The result shall describe the tables, files or others containing the information. A judgement shall be issued over whether the gaming technical system's recording system permits the retrieval of information to explain every one of the situations, and also to totally reconstruct what happened in every game.
Type of test	FUNCTIONAL, TRACEABILITY
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

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[6] Detail of the integration tests

B. SINGULAR LICENSES

B.1. Range of games offered.

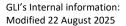| Area	Range of games offered.
Reference of the test	B.1.3
Name of the test	Trace of the participation via channels other than Internet.
Description of the test	Not applicable
Expected result	TRACEABILITY The system records and logs of each of the participation channels used shall be analysed, checking that in the case of SMS and telephone, the system stores the detail of: - Date/time of each message or call made. - Telephone number originating the message or call. - Contents of message or call.
Type of test	TRACEABILITY
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.2. Financial limits.

Area	Economic limits on participation.
Reference of the test	B.2.1
Name of the test	Financial limits.
Description of the test	Not applicable
Expected result	A statement shall be made of the tests performed and the result obtained.
Type of test	FUNCTIONAL
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

[6] Detail of the integration tests

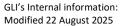### B. SINGULAR LICENSES

B.3. Behaviour in response to technical errors.

Area	Behaviour in response to technical errors.
Reference of the test	B.3.1
Name of the test	Loss of communication with the client.
Description of the test	Not applicable
Expected result	Compliance with the particular rules shall be indicated. The result shall show the behaviour observed for each terminal, application or client and for each game or modality. The version of particular rules analysed shall also be included.
Type of test	FUNCTIONAL
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.3. Behaviour in response to technical errors.

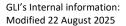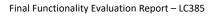| Area	Behaviour in response to technical errors.
Reference of the test	B.3.2
Name of the test	Error in the client.
Description of the test	Not applicable
Expected result	Compliance with the particular rules shall be indicated. The result shall show the behaviour observed for each terminal, application or client and for each game or modality. The version of particular rules analysed shall also be included.
Type of test	FUNCTIONAL
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.4. Internal control system.

Area	Internal control system.
Reference of the test	B.4.1
Name of the test	Integrity of OPT/ORT records.
Description of the test	Not applicable
Expected result	The data in the OPT/ORT files will be cross-checked against the listings obtained from the gaming technical system back office. The certifying body must satisfy itself of the accuracy of these listings, given that they are the source used to cross-check the integrity of ICS real data. As a result of this test, the certifying body must include: - The compliance of the tests carried out. - The following OPT/ORT data, calculated from the monthly data, for each month: The ratio of winnings amount to stake amount (expressed to 4 decimal places). Note: The result shall not directly include turnover. Note: The checks and calculations shall be carried out separately, in EUR monetary units and in any other unit, whether bonus points or others.
Type of test	REAL DATA
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

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[6] Detail of the integration tests

B. SINGULAR LICENSES

B.4. Internal control system.

Area	Internal control system.
Reference of the test	B.4.2
Name of the test	Integrity of JUC record.
Description of the test	Not applicable
Expected result	The data in the JUC files will be cross-checked against the listings obtained from the gaming technical system back office. The certifying body must satisfy itself of the accuracy of these listings, given that they are the source used to cross-check the integrity of ICS real data. As a result of this test, the certifying body must include: - The compliance of the tests carried out. Note: The result shall not directly include turnover. Note: The checks and calculations shall be carried out separately, in EUR monetary units and in any other unit, whether bonus points or others.
Type of test	REAL DATA
Date/time the test is performed	Not applicable
Result obtained	Not applicable
Classification	Not applicable
Comments	Not applicable

[7] Description of the place, equipment and dates of performance of the evaluation process

Place: ITECH TEST LABS INDIA PRIVATE LIMITED, No.1, 2nd Floor, Aurobindo Street, Puducherry, Pondicherry, India 605001.
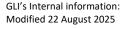
Place: GLI Europe B.V., Diakenhuisweg 29 -35, 2033AP Haarlem, The Netherlands.

Equipment: Testing workstations with Windows 11 based Operating Systems.

Evaluation Period: 05 August 2025 / 27 August 2025

[7.1] INTERNAL METHODS USED REFERENCE:

- PC-TC-001*
- WIP 24*
- WI-MA-002*

* The evaluation was conducted fully or partially by a subcontracted GLI office. Please refer to the above mentioned "Evaluating Laboratories".

[8] Description of any environments used in the tests different from that actually used by the operator for the execution of the gaming activity

The game content for **"Bouncy Balls Cascade Crazy"** was tested in a test environment. GLI has identified all critical files and documented them as such in the report.

[9] Description of the digital support which will accompany the evaluation report

GLI has gathered the evidence of evaluation of the technical requirements and/or Integration tests as part of the evaluation process in a file named MO-246-PVI-25-119-385.zip. This document is kept on file and can be provided to the recipient of this report should this be required by the DGOJ.