TEST REPORT SUMMARY

Client name & Address:	NSUS Limited Suite 15, The Cubes Offices, Beacon South Quarter, Sandyford Business Park, Dublin 18, Ireland, D18 X283.
Client Reference Number:	Client Submission Letter Dated 20 April 2022
Testing dates:	Start date: 28 April 2022 End date: 13 May 2022
Product / Game Description:	Poker Game RNG v 2.0.0 Software RNG
Test Category:	RNG Evaluation
Jurisdictions Recommended:	United Kingdom
Technical Standard used for Evaluation:	Remote Gambling and Software Technical Standards, February 2021
Location where test was performed, and report was issued:	BMM Spain Testlabs, s.l.u. Parque Empresarial Vallsolana, Edificio Vinson Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés, Barcelona – España

Testing Method used for Evaluation: EURSAM-SPA-MO-41 v.2.9

Result of the evaluation:

Requirement	***RESULT***
Random number generation and game results must be “acceptably random". Acceptably random here means that it is possible to demonstrate to a high degree of confidence that the output of the RNG. Game, lottery and virtual event outcomes are random through, for example, statistical analysis using generally accepted tests and methods of analysis. Adaptive behaviour (i.e. a compensated game) is not permitted. Where lotteries use the outcome of other events external to the lottery, to determine the result of the lottery the outcome must be unpredictable and externally verifiable.	*PASS*
RNGs should be capable of demonstrating the following qualities:	
The output from the RNG is uniformly distributed over the entire output range and game, lottery, or virtual event outcomes are distributed in accordance with the expected/theoretical probabilities	*PASS*
The output of the RNG, game, lottery, and virtual event outcomes should be unpredictable, for example, for a software RNG it should be computationally infeasible to predict what the next number will be without complete knowledge of the algorithm and seed value	*PASS*
Random number generation does not reproduce the same output stream (cycle), and that two instances of a RNG do not produce the same stream as each other (synchronise)	*PASS*
Any forms of seeding and re-seeding used do not introduce predictability	*PASS*
Any scaling applied to the output of the random number generator maintains the qualities above.	*PASS*
For lotteries using external events - where it is not practical to demonstrate 7A. - the events outcomes should be:	
Unpredictable, that is, events should be selected only where they may reasonably be assumed to be random events	*N/A*
Unable to be influenced by the lottery operator (or external lottery manager)	*N/A*
Publicly available and externally verifiable, for example, events that are published in local or national press would be acceptable.	*N/A*
For games or virtual events that use the laws of physics to generate the outcome of the game (mechanical RNGs), the mechanical RNG used should be capable of meeting the requirements in 7A. where applicable and in addition:	*N/A*
The mechanical pieces should be constructed of materials to prevent decomposition of any component over time (e.g. a ball shall not disintegrate)	*N/A*
The properties of physical items used to choose the selection should not be altered	*N/A*
Players should not have the ability to interact with, come into physical contact with, or manipulate the mechanics of the game.	*N/A*
Restricting adaptive behaviour prohibits automatic or manual interventions that change the probabilities of game outcomes occurring during play. Restricting adaptive behaviour is not intended to prevent games from offering bonus or special features that implement a different set of rules, if they are based on the occurrence of random events.	*N/A*
CONCLUSION	***PASS***

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Director of Service Delivery
Rubén Baptista

Note: This is a summary report only and not a valid test report. A detailed report with specific product information and evaluation results was issued to the customer. The reference of this report is RNG.UK.GGNE.1043.01.01.