ISLE OF MAN GAMBLING SUPERVISION COMMISSION

EVALUATION REPORT

FOR

MAVERICK ELYSIUM

SPIRIT HUNTERS

HTML5-DESKTOP; HTML5-MOBILE
1.0

CONFIDENTIAL
CERTIFICATE NUMBER: E221896MTLIMNM

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SECTION 1. GENERAL INFORMATION

Software Supplier:	ELYSIUM Studios Maverick Technology Limited The Cube Building LS3, Malta Life Sciences Park San Gwann SGN 3000 Malta
Product Name:	Spirit Hunters
Product Type:	Slot
Approved Test House:	eCOGRA Limited 2/F Berkeley Square House Berkeley Square London W1J 6 BD United Kingdom
Test Engineers:	Ethic Hadebe; Masego Msomi; Josephine Govender; Tyrone Rajah
Supervisor:	Thabang Maganedisa
Request for Report:	17 February 2022
Report Date:	24 February 2022
Report Number:	e221896MTLIMNM

In our opinion the game listed as tested in this report complies with the relevant sections of the Online Gambling (Systems Verification) (No.2) Regulations 2007 – Schedule 1, as described in Section 7 of this report.

eCOGRA hereby recommends that the game listed as tested in this report be approved for use in the Isle of Man Jurisdiction.

Gary Lupton-Smith

Technical Services Manager, eCOGRA

SECTION 2. INTRODUCTION

eCOGRA has been appointed by Maverick ELYSIUM to evaluate and certify the Slot game (Spirit Hunters) for compliance with the Online Gambling (Systems Verification) (No.2) Regulations 2007 – Schedule 1, and to highlight any exceptions identified during testing:

- Spirit Hunters (1.0)

This certification report highlights our key findings as a result of the evaluation conducted on HTML5-Desktop; HTML5-Mobile, Linux 3.10.0-957.1.3.el7.x86_64, which is the pre-production environment which is essentially the same as the live environment. The testing was conducted on the aforementioned platform established at Maverick ELYSIUM during the period 17 February 2022 to 24 February 2022.

Please note that this is an initial certification conducted over Spirit Hunters (HTML5-Desktop; HTML5-Mobile) and therefore this game certificate does not supersede any previous certifications.

SECTION 3. PRODUCT DESCRIPTION

The following description provides a basic outline of the game operation as designed by Maverick Technology Limited.

A player will logon to the operator's website. The player selects a game hosted by the operator and developed by Maverick Technology Limited.

Maverick Technology Limited in its capacity as software provider assumes responsibility for the following functions:

- RNG;
- Core game services;
- Game front-end; and
- Application programming interface.

The operator using gaming software developed by Maverick Technology Limited assumes the following responsibility:

- Term and Conditions;
- Player management;
- Marketing;
- Application programming interface; and
- Payment management.

SECTION 4. GAMES DESCRIPTION

Spirit Hunters, (1.0)

Game Description:
SPIRIT HUNTER is an Asian theme game which DEMANDS THE PLAYERS ENGAGEMENT. With FAT TILES

characters, created with astonishing graphics and FREE SPINS and a CRAZY AND PLAYFUL BONUS LEVEL, you will experience a NEW TYPE OF A SLOT GAME!

Further details regarding the betting characteristics, features and detailed game rules can be found in the game instructions which can be provided upon request.

SECTION 5. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical Return to Player percentage	eCOGRA re-calculated Return to Player percentage
Spirit Hunters	96.01%	95.63%

The Theoretical RTP percentage indicated in the table above is extracted from the game documentation as provided by Maverick ELYSIUM. eCOGRA recalculated the RTP percentage by performing additional independent mathematical calculations on the output of simulation game data.

SECTION 6. SOFTWARE DETAILS

Details of the software tested during this evaluation are as follows:

Spirit Hunters - HTML5-Desktop; HTML5-Mobile

File Name / Identifier	Version Date	Version Number	Binary SHA 1 Hash
mvgEngineGodot2.yml	N/A	N/A	4f27c7936cc1b242bad459b47cf62208b44dba67
mvgEngineGodot3.yml	N/A	N/A	8914afaef6e17a9243dd806c95c6e5ceb8e93e0e
mvgEngineI.yml	N/A	N/A	1c792b7d94f377e2398879b4c7d0112f63460652
mvgEngineII.yml	N/A	N/A	200dce848a47ea31c7ce9b9039674ff66c332607
mvgEngineIII.yml	N/A	N/A	fdb2ca393bb9efcf2b985c48c0e36f33271e9ded
mvgEngineIX.yml	N/A	N/A	6b7520c5f9d2b730290ad3acd346ddb1393fe0f4
mvgEngineRoulette1.yml	N/A	N/A	d95fc66af4f3d1041c7a409965464f0a84cb3821
mvgEngineUnity1.yml	N/A	N/A	25d3a5b30a9ee45c57de9a1c923a902e5beb7452
mvgEngineV.yml	N/A	N/A	ae94f316bd02cf2944c47e122970c5812b8180a4
mvgEngineVII.yml	N/A	N/A	740bc0c8691639bde0f093f8b6ca4bb643bb7901
mvgEngineX.yml	N/A	N/A	79961ce8e324360c7854d6fa78dfc7c4f93a860d
mvgEngineXI.yml	N/A	N/A	d8205b0a16d837329a2b24544175d0dbb0b94988
mvgEngineXII.yml	N/A	N/A	738f2a5c4e76502edbeb74ebeab41194aefa6b31
mvgEngineXIII.yml	N/A	N/A	39a079de0666e55258f5bf44f8a51b0893677e8d
mvgEngineXIV.yml	N/A	N/A	5648260ef5359444ed6acbd27be8dbe0c40fdcd2
mvgEngineXV.yml	N/A	N/A	665449cf532cefc6ce6de0ba7a6646176ee0e042
mvgEngineXVI.yml	N/A	N/A	521b67b43b2a86959d1f505a90b9a9d2e7c21b80
mvgEngineXVII.yml	N/A	N/A	a16848e96d9726d2f1a01f661de3b8a9d41ff7e5
mvgEngineXVIII.yml	N/A	N/A	c8c52c7cf35abe274c659f6df5b30f880f87ea9c
testRespin.yml	N/A	N/A	a0a9535b3b166175824f98c7386d4c3f158a62ac

RANDOM NUMBER GENERATOR

File Name / Identifier	Version Date	Version Number	MD5 and SHA1
mt19937.go	04/12/2019	2.0	e9439549da6c39e228dc6573544b7b827e619261 1f4e940a3440e1c30e7a60d7b8ff074e

SECTION 7. REVIEW FINDINGS

The key findings of our review of the casino product for compliance with the relevant sections of Schedule 1 are as follows:

Technical Requirements	Assessment	Comments
General		
(1) The System must:		
(a) follow the rules for Online Gambling published to the Participant or potential Participant prior to its placing any sums with the Operator for participation in Online Gambling; and,	Compliant	
(b) provide over specified periods no more than the house advantage (if any) agreed by the Commissioners with the Operator; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(c) integrate contingencies for loss of continuity of play; and	Compliant	
(d) if utilised in any peer to peer game, ensure that over the specified periods that no one Player has any advantage over any other Player playing the same game.	Not applicable	This game is a single player game and does not allow for multiple player interactions.
(2) Both the Online Gambling and financial transactions software must be congruent and secure.	Compliant	
Randomness		
(3) The System must satisfy the following criteria for randomness for any Gaming or Lottery (save where different rules apply and have been approved by the Commissioners and published to the Participant or potential Participant prior to its participation), following Schneier:		
(a) the data must be randomly generated, passing appropriate statistical non static output results tests of randomness (e.g., Marsaglia's "Diehard" set of tests) uniformly distributed over the set range;	Compliant	RNG certification completed, refer to e218954MTLIMN GSC Certification - RNG
(b) the data must be unpredictable, i.e. it must not be computationally feasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers; and	Compliant	RNG certification completed, refer to e218954MTLIMN GSC Certification - RNG.
(c) the series cannot reliably be reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as humanly possible) it will produce two completely unrelated random sequences.	Compliant	RNG certification completed, refer to e218954MTLIMN GSC Certification - RNG
(4) The Operator must disclose the methodology of any random seeding and any seeding must be proven to result in an unpredictable output.	Compliant	RNG certification completed, refer to e218954MTLIMN GSC Certification - RNG
(5) The outcome of any Game or Lottery, as the case may be, and the return to the Participant, must be	Compliant	

Technical Requirements	Assessment	Comments
independent of the CPU, memory, disk or other components used in the computer or other device used by the Participant.		
(6) The Game or Lottery outcome, as the case may be, must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communications channel between the System and the computer or other device used by the Participant.	Compliant	
(7) The System must be able to display for each Game or Lottery, as the case may be, the following information on the current page or on a page directly accessible from the current page via a hyperlink:		
(a) the name and rules of the Game and/or Lottery;	Compliant	
(b) restrictions on play	Compliant	
(c) instructions on how to play, including a pay-table for all prizes and special features,	Compliant	
(d) the Participant's current account balance and currency or currencies utilised by the Participant to participate in the Game and/or Lottery;	Compliant	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
(e) unit and total sums permitted to be played by a Participant in relation to the Online Gambling,	Compliant	
(f) the return to the Participant, disregarding any exercise of skill by him; and,	Compliant	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
(g) pursuant to the testing of the System, the percentage of total sums returned to Participant in relation to all house Games or Lottery, as the case may be, offered by the Operator.	Compliant	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification testing excludes the assessment of compliance against any requirements where the game functionality or

Technical Requirements	Assessment	Comments
		information is not directly managed by the game supplier.
Reporting Requirements		
(8) All financial reports produced by the System must be readily reconcilable with Gaming or Lottery transaction reports (as relevant) and conversely. All such reports shall be freely available to the Commissioners.	Compliant	
(9) The System must:		
(a) be capable of producing auditable and aggregated financial statements of Gaming and/or Lottery transactions (as relevant); and	Compliant	
(b) calculate accurately all excise of duty payable under the Act and other monies due to the Treasury under the Act.	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(10) The System must maintain information about all Games and/or Lotteries played, including:		
(a) the identity of the Participant;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(b) the time the Game began;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(c) the balance on the Participant's account at the start of the Game or the start of the Participant's participation in the Lottery (as relevant);	Compliant	The scope of assessment is limited to aspects directly managed by the supplier
(d) the sums placed by Participant placed in the Game (timestamped);	Compliant	
(e) the Game status (in progress, complete, etc.);	Compliant	
(f) the result of the Game and/or Lottery (timestamped);	Compliant	
(g) the time the Game ended;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(h) amount won or lost by the Participant;	Compliant	
(i) the balance on the Participant's account at the end of the Game and/or Lottery (as relevant); and	Compliant	
(j) the currency or currencies utilised by the Participant'	Compliant	
(11) The System must maintain information about significant events as follows:		
(a) large wins (as agreed by the Commissioners from time to time);	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(b) transfers of funds (between Participants or between any Participant and the Operator) in excess of such amount as the Commissioners may	Not applicable	Transfer of funds between Participants not permitted.

Technical Requirements	Assessment	Comments
from time to time direct by notice in writing to the Operator;		
(c) material changes made by the Operator to Game and/or Lottery returns, disclosed under paragraph 7 above; and	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
(d) material fluctuations in theoretical/estimated statistical return to Participants (agreed with the Commissioners from time to time).	Compliant	No material fluctuation amount agreed with Commissioners, however an RTP analysis report is monitored by management on a monthly basis to identify material fluctuations.