RANDOMNESS EVALUATION REPORT

FOR

MAVERICK ELYSIUM

SPIRIT HUNTERS
HTML5-DESKTOP; HTML5-MOBILE
1.0

CONFIDENTIAL
CERTIFICATE NUMBER: E221899MTLMLTM

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SECTION 1. GENERAL INFORMATION

License Holder:	ELYSIUM Studios Maverick Technology Limited The Cube Building LS3, Malta Life Sciences Park San Gwann SGN 3000 Malta
Game Name:	Spirit Hunters
Game Type:	Slot
Platform Type:	HTML5-Desktop;HTML5-Mobile
Game Version:	1.0
Applicable Technical Standards:	Licensing requirements of the Malta Gaming Authority ('MGA') Subsidiary Legislation 438.04 Remote Gaming Regulations Third Schedule, Regulation 25
Testing Laboratory:	eCOGRA Limited, trading as 'eCOGRA' 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
Certificate Number:	e221899MTLMLTM

In our opinion the game listed as tested in this report complies with the relevant sections of the licensing requirements of the Malta Gaming Authority ('MGA').

The test results obtained for Maverick ELYSIUM's Spirit Hunters HTML5-Desktop; HTML5-Mobile 1.0 game produced statistically acceptable random numbers that were free of any significant statistical bias or predictability.

Gary Lupton-Smith,
Technical Services Manager

SECTION 2. INTRODUCTION

eCOGRA has been appointed by Maverick ELYSIUM to evaluate and certify the following Slot game for compliance with the relevant licensing requirements Subsidiary Legislation 438.04 Remote Gaming Regulations, Third Schedule, Regulation 25 of the Malta Gaming Authority ('MGA').

- Spirit Hunters (1.0) - Maverick ELYSIUM

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, 1.0 and therefore this game certificate does not supersede any previous certifications.

SECTION 3. RNG COMPONENTS

The Random Number Generator (RNG) as detailed in Section 2 and used by Maverick ELYSIUM in their Spirit Hunters 1.0 product was previously certified by eCOGRA (Refer to RNG report: 92507MTLMJ001). The scope of eCOGRA's randomness testing was limited to testing the randomness of the game output of the Spirit Hunters 1.0 game.

Software Provider:	Maverick/ELYSIUM
Software Provider Address:	The Cube Building LS3, Malta Life Sciences Park San Gwann SGN 3000 Malta
Product Name:	Maverick Technology Ltd. RNG V2.0
Product Description:	The Random Number Generator is software based, developed in-house and written in the language Go.
Jurisdiction:	Malta Gaming Authority, Malta
Jurisdiction address:	Building SCM 02-03, Level 4, SmartCity Malta, Ricasoli SCM1001, Malta
Test entity:	eCOGRA Limited (eCOGRA)
Test entity address:	2nd Floor Berkeley Square House, Berkeley Square, London, W1J6BD
Date:	19 December 2019
Approval:	Gary Lupton Smith

SECTION 4. TEST RESULTS

Numerous recognised statistical and mathematical tests were performed on a 1,000,000 rows of sample data, provided by Maverick ELYSIUM, of the game output to verify the RNG operates in a random and fair manner. This included tests for probability (to ensure the expected number of occurrences), randomness (so that the following occurrence cannot be predicted with any degree of certainty) and uniformity (to determine that each possible outcome is equally likely over the long-term). The acceptance criteria for the statistical tests is a pass at a 95% confidence level.

SECTION 5. GAME 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 6. PERCENTAGE RETURN TO PLAYER ('RTP')

Game Name	Theoretical RTP %	eCOGRA RTP % Recalculation
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 7. GAME SOFTWARE DETAILS

The scope of the game evaluation and certification applies solely to the critical game files, game versions and associated hashes provided in the tables below:

Game Files

File Name / Identifier	Version Date	Version Number	SHA-1 Hash Sum
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

SECTION 8. REVIEW FINDINGS

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
1. The gaming system must:		
a. faithfully follow the game rules published by the operator; and	Compliant	
b. provide over time no more than the expected house advantage to the operator.	Compliant	
2. Both the gaming and financial transactions must be congruent and secure.	Not applicable	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.
3. The gaming system must satisfy the following criteria for randomness, following Schneier:		
a. the data must be randomly generated, passing appropriate statistical tests of randomness;	Compliant	Refer to RNG certificate: 92507MTLMJ001
b. the data must be unpredictable, i.e. it must be computationally infeasible to predict what the next number will be, given complete knowledge of the algorithm or hardware generating the sequence, and all previously generated numbers;	Compliant	Refer to RNG certificate: 92507MTLMJ001
c. the series cannot be reliably reproduced, i.e. if the sequence generator is activated again with the same input (as exactly as is reasonably possible) it will produce two completely unrelated random sequences.	Compliant	Refer to RNG certificate: 92507MTLMJ001
4. The outcome of any game event, and the return to the player, must be independent of the CPU, memory, disk or other components used in the playing device used by the player.	Compliant	
5. The game or any game event outcome must not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communication channel between the	Compliant	

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
gaming system and the playing device used by the player.		
6. The gaming system must be able to display for each game the following information on the current page or on a page directly accessible from the current page via a hyperlink:		
a. the name of the game;	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 player's current account balance;	Compliant	
e. unit and total bets permitted;	Compliant	
f. the rules of the game.	Compliant	
7. All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely available to the Authority.	Not applicable	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.
8. The gaming system must: a. be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and	Not applicable	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.
b. calculate accurately all taxation and other monies due to the Authority.	Not applicable	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.
9. The gaming system must maintain information about all games played, including:		
a. the identity of the player;	Not applicable	The certification testing included in this report is limited to relevant game requirements that can be assessed at game supplier level. The certification

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
		testing excludes the assessment of compliance against any requirements where the game functionality or information is not directly managed by the game supplier.
b. the time the game began as recorded on the game's server;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
c. the balance on the player's account at the start of the game;	Compliant	The scope of assessment is limited to aspects directly managed by the supplier
d. the stakes placed in the game (time stamped by the games server);	Compliant	
e. the game status (in progress, complete, etc.);	Compliant	
f. the result of the game (time stamped by the games server);	Compliant	
g. the time the game ended as recorded by the games server;	Not applicable	The scope of assessment is limited to aspects directly managed by the supplier
h. the amount won or lost by the player; and	Compliant	
i. the balance on the player's account at the end of the game.	Compliant	The scope of assessment is limited to aspects directly managed by the supplier
10. The gaming system must maintain information about significant events as follows:		
a. large wins;	Not applicable	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.
b. transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator;	Not applicable	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.

Remote Gaming Regulations	Rating	Comments
Third Schedule - Regulation 25 - Technical requirement for gaming system		
c. changes made by the operator to game parameters.	Not applicable	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.
11. Any variations to any of the requirements specified in this Schedule shall be submitted to the Authority for its approval by notice in writing.	Not applicable	No variations identified for the product under certification.