ISO 17025 ACCREDITED TESTING
NAB-MALTA Nº 014

SPILLEMYNDIGHEDEN

Client Name	Thunderkick Malta Ltd
Client Address	Level 5, The Mall Complex Floriana, Malta
Client Contact Person	Sven Grip
Test item	Birds on a wire
Test item type	Game (video slot) – HTML5 interface
Test item code	G006
Test item release	Variant: [RTP 96.00], Revision: 1.0
Test item payout	96.05%
Test item components	Ref to Annex report

Standard report

Online casino

Inspection standards – SCP.02.03.EN.1.0.SR

[X] Initial full certification
[ ] Renewal of certification based on SCP06.00.EN

Standard report for inspection standards for online casino

Certification dates	Previous certification	Current certification	Expected date for the *next* certification
	N.A.	03/12/2015	N.A.

Requirements for personnel at the testing organisation supervising and attesting the certification
To ensure that the necessary qualifications are in place during the certification the testing organisation and their staff shall be able to document that the minimum requirements are fulfilled.
The employee(s) of the testing organisation can only supervise and attest the certification when the testing organisation fulfils the following requirements:

a) Shall have at least three years' experience in inspecting gambling systems or a similar closely related subject area,
b) Shall work on the basis of the ISO/IEC 17020 accreditation and/or ISO/IEC 17025 accreditation, which refers to the requirements of SCP.02.03.EN.1.0, and
c) Shall ensure that staff with sufficient qualifications will carry through the certification.

Testing organisation	Name Quinel M Ltd	Telephone number +356 2713 1412
	Address Luxe Pavilion, Level 2, Portomaso Complex	
	Postal code and city STJ4010 St. Julians, Malta	CVR-/SE-no. N.A.
	Contact person/E-mail address Mauro Amigoni, mauro@quinel.com.mt	
	Does the testing organisation have a valid accreditation? [X] Yes - enclose documentation [ ] No	

The employee(s) shall ensure that the certification is carried out to adequate professional standards and shall supervise and attest the certification.
A number of employees who in conjunction fulfil the requirements can supervise and attest the certification together.

Employee	Name *Mauro Amigoni*	Telephone number *+39 339 2878024*
	Address *Via E.Prampolini, 28*	
	Postal code and city *43044 Lemignano di Collecchio, Italy*	CPR-/ID-no. N.A.

	E-mail address *mauro@quinel.com.mt*	
Employee	Name *Matteo Ferrarini*	Telephone number *+39 0521 627301*
	Address *Via E.Prampolini, 28*	
	Postal code and city *43044 Lemignano di Collecchio, Italy*	CPR-/ID-no. N.A.
	E-mail address *matteo@quinel.com.mt*	

Requirements for employees

a) The supervisor shall have a relevant education background or in other ways prove relevant qualifications

Name Mauro Amigoni	
Education MD – Telecommunication engineering	Period 2001
Other relevant qualifications ISACA – CISA, CISM	Period 2015
Name Mattero Ferrarini	
Education MD – Mathematics	Period 2005
Other relevant qualifications ISACA – CISA	Period 2014

b) The supervisor shall be certified as

International Information Systems Security Certification Consortium (ISC) 2 Certified Information Systems Security Professional (CISSP)

[ ] Yes [X] No

Name

Does the employee have five years of professional experience in inspecting gambling systems or a similar closely related subject area for an accredited or certified organisation

[X] Yes [ ] No - fill in section c

Payment Card Industry (PCI) Qualified Security Assessor (QSA)

[ ] Yes [X] No

Name

Does the employee have five years of professional experience in inspecting gambling systems or a similar closely related subject area for an accredited or certified organisation

[ ] Yes [X] No - fill in section c

Information Systems Audit and Control Association (ISACA) Certified Information Systems Auditor (CISA)

[X] Yes [ ] No

Name

Does the employee have five years of professional experience in inspecting gambling systems or a similar closely related subject area for an accredited or certified organisation

[Y] Yes [ ] No - fill in section c

c) Information concerning a supervisor with five years of professional experience in inspecting gambling systems or a similar closely related subject area for an accredited or certified organisation

Name

Education	Period
Qualifications and experience with inspection gambling systems	Period
Qualifications and experience with inspection gambling systems	Period

Supplier

It is the responsibility of the licence holder that their supplier(s) are certified. The testing organisation shall insure that the supplier(s) of the licence holder is certified to the Danish certification programme in a period covering the previous certification on to the current certification.

Is/are the supplier(s) of the licence holder certified?

☐ Yes - documentation has been presented ☒ No

Name of the supplier of the licence holder

Name of the supplier of the licence holder

Name of the supplier of the licence holder

Name of the supplier of the licence holder

Name of the supplier of the licence holder

Requirements for the inspection of gambling functionality

In the table below it shall be recorded whether the various requirements have passed assessment. If the assessment of the requirement is not a pass the requirement shall be added to the list in appendix1 with a description of why the requirements failed to pass assessment as well as when the failure was or is expected to be remedied. It is important that all failures are recorded even if the failure has been remedied before the submission of the certification report to Danish Gambling Authority. A description of the requirements can be found in the *Inspection Standards for Online Casino*.

3 Gambling accounts

3.1 General

3.1.1 General terms and conditions of the licence holder

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
3.1.1.1					[X]
3.1.1.2					[X]
3.1.1.3					[X]
3.1.1.4					[X]
3.1.1.5					[X]
3.1.1.6					[X]
3.1.1.7					[X]

3.1.1.8					[X]
3.1.1.9					[X]
3.1.1.10					[X]
3.1.1.11					[X]
3.1.1.12					[X]

3.1.2 Licence og supervision

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.1.2.1					[X]
3.1.2.2					[X]

3.1.3 Complaints

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.1.3.1					[X]
3.1.3.2					[X]
3.1.3.3					[X]

3.2 Management of gambling accounts

3.2.1 Customer registration

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.2.1.1					[X]
3.2.1.2					[X]
3.2.1.3					[X]
3.2.1.4					[X]
3.2.1.5					[X]
3.2.1.6					[X]

3.2.2 Customer verification process

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.2.2.1					[X]
3.2.2.2					[X]
3.2.2.3					[X]

3.2.2.4					[X]
3.2.2.5					[X]
3.2.2.6					[X]
3.2.2.7					[X]

3.2.3 Customer access

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.2.3.1					[X]
3.2.3.2					[X]
3.2.3.3					[X]
3.2.3.4					[X]
3.2.3.5					[X]

3.2.4 Changes to customer data

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.2.4.1					[X]
3.2.4.2					[X]
3.2.4.3					[X]
3.2.4.4					[X]
3.2.4.5					[X]

3.2.5 Activation and deactivation

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.2.5.1					[X]
3.2.5.2					[X]
3.2.5.3					[X]
3.2.5.4					[X]

3.3 Responsible gambling s

3.3.1 Suspension

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.3.1.1					[X]
3.3.1.2					[X]
3.3.1.3					[X]

3.3.1.4					[X]

3.3.2 Customer self-limitation

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.3.2.1					[X]
3.3.2.2					[X]
3.3.2.3					[X]
3.3.2.4					[X]
3.3.2.5					[X]
3.3.2.6					[X]
3.3.2.7					[X]
3.3.2.8					[X]
3.3.2.9					[X]
3.3.2.10					[X]

3.3.3 Customer protection information

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.3.3.1					[X]
3.3.3.2					[X]
3.3.3.3					[X]
3.3.3.4					[X]
3.3.3.5					[X]
3.3.3.6					[X]
3.3.3.7					[X]
3.3.3.8					[X]
3.3.3.9					[X]
3.3.3.10					[X]
3.3.3.11					[X]

3.4 Funds and transactions

3.4.1 Currencies

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.4.1.1					[X]
3.4.1.2					[X]

3.4.2 Deposits

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.4.2.1					[X]
3.4.2.2					[X]
3.4.2.3					[X]
3.4.2.4					[X]
3.4.2.5					[X]
3.4.2.6					[X]
3.4.2.7					[X]
3.4.2.8					[X]
3.4.2.9					[X]
3.4.2.10					[X]

3.4.3 Withdrawals

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]
3.4.3.					[X]

3.4.4 Other customer transactions

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.4.4.1					[X]
3.4.4.2					[X]
3.4.4.3					[X]
3.4.4.4					[X]
3.4.4.5					[X]
3.4.4.6					[X]
3.4.4.7					[X]

3.4.5 Adjustments, bonuses, etc.

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.4.5.1					[X]
3.4.5.2					[X]
3.4.5.3					[X]
3.4.5.4					[X]

3.5 Reports

3.5.1 General

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
3.5.1.1					[X]
3.5.1.2					[X]
3.5.1.3					[X]
3.5.1.4					[X]
3.5.1.5					[X]
3.5.1.6					[X]
3.5.1.7					[X]
3.5.1.8					[X]
3.5.1.9					[X]
3.5.1.10					[X]
3.5.1.11					[X]
3.5.1.12					[X]

4 General gambling functionality

4.1 Game execution

4.1.1 General

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.1.1.1	[X]				
4.1.1.2	[X]				
4.1.1.3	[X]				
4.1.1.4	[X]				
4.1.1.5	[X]				
4.1.1.6	[X]				

4.2 Visual Presentation

4.2.1 General

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.1.1	[X]				
4.2.1.2	[X]				
4.2.1.3	[X]				
4.2.1.4	[X]				
4.2.1.5	[X]				
4.2.1.6	[X]				

4.2.2 Game Actions

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.2.1	[X]				
4.2.2.2	[X]				
4.2.2.3	[X]				
4.2.2.4	[X]				
4.2.2.5	[X]				

4.2.3 Outcomes

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.3.1	[X]				
4.2.3.2	[X]				
4.2.3.3	[X]				

4.2.4 Gaming machines

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.4.1	[X]				
4.2.4.2	[X]				

4.2.5 Symbols

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.5.1	[X]				

4.2.6 Card Games

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.6.1					[X]
4.2.6.2					[X]
4.2.6.3					[X]

4.2.7 Roulette

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.7.1					[X]

4.2.8 Dice

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.8.1					[X]
4.2.8.2					[X]

4.2.9 Video Poker

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.9					[X]

4.2.10 Black Jack

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.10.1					[X]

4.2.11 Baccarat og punto banco

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.2.11.1					[X]

4.3 Instructions and game rules

4.3.1 General

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.3.1.1	[X]				
4.3.1.2	[X]				
4.3.1.3	[X]				
4.3.1.4	[X]				
4.3.1.5	[X]				

4.3.2 Instuctions, information and game rules

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.3.2.1	[X]				
4.3.2.2	[X]				
4.3.2.3	[X]				
4.3.2.4	[X]				
4.3.2.5	[X]				
4.3.2.6	[X]				
4.3.2.7	[X]				
4.3.2.8	[X]				
4.3.2.9	[X]				
4.3.2.10	[X]				
4.3.2.11	[X]				

4.3.3 Return to players

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
4.3.3.1					[X]

5 Special gambling functionality

5.1 Peer-to-peer-games

5.1.1 General

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.1.1.1					[X]
5.1.1.2					[X]
5.1.1.3					[X]
5.1.1.4					[X]
5.1.1.5					[X]

5.1.1.6					[X]

5.1.2 Rules and information

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.1.2.1					[X]
5.1.2.2					[X]
5.1.2.3					[X]
5.1.2.4					[X]
5.1.2.5					[X]
5.1.2.6					[X]

5.1.3 Monitoring

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.1.3.1					[X]
5.1.3.2					[X]
5.1.3.3					[X]

5.2 Live casino gambling

5.2.1 Games

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.2.1.1					[X]
5.2.1.2					[X]
5.2.1.3					[X]
5.2.1.4					

5.2.2 Customer interface

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.2.2.1					[X]

5.2.3 Surveillance

Req.	Pass	Pass	Pass	No	N/A

		Remedied (submit detail)	Risk assessment (submit detail)	(submit detail)	(submit detail)
5.2.3.1					[X]
5.2.3.2					[X]
5.2.3.3					[X]

5.2.4 Access control

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
5.2.4.1					[X]
5.2.4.2					[X]

5.3 jackpots

5.3.1 Rules

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
5.3.1.1					[X]
5.3.1.2					[X]
5.3.1.3					[X]
5.3.1.4					[X]
5.3.1.5					[X]
5.3.1.6					[X]

5.3.2 Jackpot setup

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
5.3.2.1					[X]
5.3.2.2					[X]
5.3.2.3					[X]

5.3.3 Jackpot notification

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
5.3.3.1					[X]
5.3.3.2					[X]
5.3.3.3					[X]
5.3.3.4					[X]

5.3.4 Jackpot triggers

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.3.4.1					[X]

5.3.5 Jackpot report

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.3.5.1					[X]
5.3.5.2					[X]
5.3.5.3					[X]

5.3.6 Jackpot discontinuation

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
5.3.6.1					[X]
5.3.6.2					[X]
5.3.6.3					[X]

6 Management

6.1 General

6.1.1 Activation and deactivation of games

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
6.1.1.1					[X]
6.1.1.2					[X]
6.1.1.3					[X]
6.1.1.4					[X]
6.1.1.5					[X]
6.1.1.6					[X]
6.1.1.7					[X]

6.1.2 Incomplete games

Req.	Pass	Pass Remedied (submit detail)	Pass Risk assessment (submit detail)	No (submit detail)	N/A (submit detail)
6.1.2.1					[X]
6.1.2.2					[X]
6.1.2.3					[X]
6.1.2.4					[X]

6.1.3 Error handling procedures

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
6.1.3.1					[X]
6.1.3.2					[X]
6.1.3.3					[X]
6.1.3.4					[X]

6.1.4 Customer sessions and play sequence

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
6.1.4.1					[X]
6.1.4.2					[X]

6.1.5 Records, logs and data retention

Req.	**Pass**	**Pass** Remedied (submit detail)	**Pass** Risk assessment (submit detail)	**No** (submit detail)	**N/A** (submit detail)
6.1.5.1					[X]
6.1.5.2					[X]
6.1.5.3					[X]
6.1.5.4					[X]
6.1.5.5					[X]
6.1.5.6					[X]
6.1.5.7					[X]
6.1.5.8					[X]
6.1.5.9					[X]

Further information	Other information relevant for the Danish Gambling Authority shall be stated in the appendix.

Declaration and signature
By my signature below I declare that the information supplied in this certification report is correct. I acknowledge that missing information or deliberate misinformation can lead to the certification report being rejected. Any changes in the supplied information shall be forwarded to the Danish Gambling Authority without delay.

Date	Signature
03/12/2015	.....

SPILLEMYNDIGHEDEN

Standard report - Appendix
Online Casino
Inspection standards - SCP.02.03.EN.1.0.SR

Appendix to Standard report for inspection standards for online casino

Req.	Req. status	Comments
3.1.1.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed.
3.1.2.*	N.A.	Casino B2B provider - Managed by individual Licensees. To be tested at operator level.
3.1.3.*	N.A.	Casino B2B provider - Managed by individual Licensees. To be tested at operator level.
3.2.1.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.2.2.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.2.3.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.2.4.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.2.5.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.3.1.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.3.2.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.3.3.*	N.A.	Casino B2B provider - Managed by individual Licensees. To be tested at operator level.
3.4.1.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.4.2.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.4.3.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.4.4.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.4.5.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
3.5.1.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
4.2.6.*	N.A.	Not applicable to this game type
4.2.7.*	N.A.	Not applicable to this game type
4.2.8.*	N.A.	Not applicable to this game type
4.2.9.1	N.A.	Not applicable to this game type
4.2.10.1	N.A.	Not applicable to this game type
4.2.11.1	N.A.	Not applicable to this game type
4.3.3.1	N.A.	Casino B2B provider - Managed by individual Licensees. To be tested at operator level
5.1.1.*	N.A.	Not applicable to this game type – not a peer-to-peer game
5.1.2.*	N.A.	Not applicable to this game type – not a peer-to-peer game
5.1.3.*	N.A.	Not applicable to this game type – not a peer-to-peer game
5.2.1.*	N.A.	Not applicable to this game type – not a live dealer game
5.2.2.*	N.A.	Not applicable to this game type – not a live dealer game
5.2.3.*	N.A.	Not applicable to this game type – not a live dealer game
5.2.4.*	N.A.	Not applicable to this game type – not a live dealer game
5.3.1.*	N.A.	Jackpots pertain to game specific requirements. Not applicable for this game

5.3.2*	N.A.	Jackpots pertain to game specific requirements. Not applicable for this game
5.3.3*	N.A.	Jackpots pertain to game specific requirements. Not applicable for this game
5.3.4*	N.A.	Jackpots pertain to game specific requirements. Not applicable for this game
5.3.5*	N.A.	Jackpots pertain to game specific requirements. Not applicable for this game
6.1.1.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
6.1.2.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
6.1.3.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
6.1.4.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed
6.1.5.*	N.A.	Casino B2B provider - Platform specific requirements. Refer to certificate issued at platform level for results of testing performed

Product Tested and Critical files

SHA1	*Critical*	*Type (Game)*	*Test item*	*Filename*
3b5cf821f2c9dbe80ffdc267d8618feb0c8a3045	Yes	Configuration	G006 - Birds on a wire	game.slot.vanilla.birds-a
c869c433eb78763adf57e9e682dca0a96fcfad66	No	Simulator (**)	All	com\thunderkick\game\simulation\Boot.class
2f18aa7ad5d53df1fbc81acc5a865e5d73a8c8f4	No	Simulator (**)	All	com\thunderkick\game\simulation\ShutdownHook.class
78a6ba4da89a47a67e2543ec099454ab9504c9b9	No	Simulator (**)	All	com\thunderkick\game\simulation\SimulationService.class
8459e576bd975bb5b856abcf4a5be7e664615352	No	Simulator (**)	All	com\thunderkick\game\simulation\SimulationServiceConfiguration.class
7ca008d851f52fa88c08f5370fd0a81dff179b0d	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\AbstractWorker.class
d2d9aea1507e7d0f777086c7459d2886b8597765	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\Worker.class
9e9326eb17de87ac2bc3780a6878f840bb185718	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\WorkerEvent.class
433fca336c00c6ad2b9222e6f2a10b077f47a070	No	Simulator (**)	All	com\thunderkick\game\simulation\worker\WorkerWrapper.class
38723021d25c5bb5df134a6e3ab10bc75ca9e421	Yes	Game logic	All	thunderkick-game.jar
521c046d478012a559f560c5e04bf193f976ab6b	Yes	Game logic	All	thunderkick-game-vanilla.jar
6de30d3ed18c925dd243851e030c9fd061d1234e	Yes	Game logic	G006 - Birds on a wire	thunderkick-game-vanilla-birds.jar

(**) – Files are included into 'thunderkick-game-simulation.zip.jar' archive, which may be subject to different sha1 at each deploy because of different auxiliary files even though the source codes are left untouched (i.e. manifests)

Client – User Interface (release version 2.0.0)

SHA1	*Critical*	*Test item*	*Filename*
843367cca9b18759262bfc909d8567ed0b1edefe	No	G006 - Birds on a wire	assets\config\defaultInitData.json
3159c4a0f2a2a7a9b7abb00c389e334361d565f9	No	G006 - Birds on a wire	assets\fonts\boku2-bold-webfont.woff
1c3ded79138db8a66411c407db43169e4dd2e8b7	No	G006 - Birds on a wire	assets\fonts\Boku2-Bold.otf
d03a347d4fd598d18e44e8a8162bf6fe5d634d86	No	G006 - Birds on a wire	assets\fonts\verlagcombined-webfont.svg
ccf1571c020489792d557bc3ffcd9aed422b42de	No	G006 - Birds on a wire	assets\fonts\verlagcombined-webfont.woff
6f452f111ca39f933fc04617476a51f12b2e1895	No	G006 - Birds on a wire	assets\gui.css
8a06eb23547a8d5f753ce40c05b5389ca9666a5a	No	G006 - Birds on a wire	assets\guiJpn.css
03642e8a24f16635ab32936760a9f0fc59de21c6	No	G006 - Birds on a wire	libs\brim\brim.js
ee649b06cbf941f584df8edfce617e112a029942	No	G006 - Birds on a wire	libs\greensock\easing\EasePack.min.js
f3d982137217243ba17a87cb3674b81f4c1973e3	No	G006 - Birds on a wire	libs\greensock\greensock.d.ts
ff176a16eeb7c0b404ef314f358165af61b36cea	No	G006 - Birds on a wire	libs\greensock\plugins\.DS_Store

SHA1	***Critical***	***Test item***	***Filename***
e814850da10092559d4e4f93f9ac41961faf86e6	No	G006 - Birds on a wire	libs\greensock\plugins\AttrPlugin.min.js
49a1a2474e3a9cc30eb69ce8d13c60ee5f1a7ca0	No	G006 - Birds on a wire	libs\greensock\plugins\BezierPlugin.min.js
6c8cec959c27eaa0a92e7e461a57ad452725b0d4	No	G006 - Birds on a wire	libs\greensock\plugins\ColorPropsPlugin.min.js
c9ed6c9e59cea9da1d39752881fc75e63a1b17ad	No	G006 - Birds on a wire	libs\greensock\plugins\CSSPlugin.min.js
7a7c21e1411470f9cc9d59a332c51908def51bfd	No	G006 - Birds on a wire	libs\greensock\plugins\CSSRulePlugin.min.js
fc4a89e98caf49f58527a4db5145156b1c5aaeb5	No	G006 - Birds on a wire	libs\greensock\plugins\DirectionalRotationPlugin.min.js
99218037264ab7cb52ad4b0ede1554388ce02119	No	G006 - Birds on a wire	libs\greensock\plugins\DrawSVGPlugin.min.js
4d61dc4dcfb358ef798b844519f82f858cb7fa80	No	G006 - Birds on a wire	libs\greensock\plugins\EaselPlugin.min.js
a82706af4a01ac1045e6f0fc03f3e3c4c3dc2e43	No	G006 - Birds on a wire	libs\greensock\plugins\EndArrayPlugin.min.js
e21e1e30d29d3ac53fe9ad1dba438648fcf7a650	No	G006 - Birds on a wire	libs\greensock\plugins\KineticPlugin.min.js
f2ab0463e49135e5dbb9a6c991485e71832bc123	No	G006 - Birds on a wire	libs\greensock\plugins\Physics2DPlugin.min.js
d58cc0d395ef6809584d6b13ce30fcb2b8694083	No	G006 - Birds on a wire	libs\greensock\plugins\PhysicsPropsPlugin.min.js
c7b491ca23fa151eae28476f58d4f18321dfeebe	No	G006 - Birds on a wire	libs\greensock\plugins\RaphaelPlugin.min.js
13548eda51ca209e05107268b4bfcc6b670bced1	No	G006 - Birds on a wire	libs\greensock\plugins\RoundPropsPlugin.min.js
f1dc80e8e866e4423dbef79e986b125f7ae6fc4d	No	G006 - Birds on a wire	libs\greensock\plugins\ScrambleTextPlugin.min.js
46162989c55fc52796b1610385b950fc4184606e	No	G006 - Birds on a wire	libs\greensock\plugins\ScrollToPlugin.min.js
1381c63a6357d9374dcb1a5e8ad95a849cc44a3f	No	G006 - Birds on a wire	libs\greensock\plugins\TextPlugin.min.js
b13ee5bdea12b188ea046dc0d25e49eaed9aa60b	No	G006 - Birds on a wire	libs\greensock\plugins\ThrowPropsPlugin.min.js
43576ccb5142cf438160000eab534eb72ec7aec2	No	G006 - Birds on a wire	libs\greensock\TimelineLite.min.js
c242b9bcadf6c997975e0b000e091df810ca903f	No	G006 - Birds on a wire	libs\greensock\TimelineMax.min.js
df2fefe7d67bb47e4a11b5053ef72b66f3686b2c	No	G006 - Birds on a wire	libs\greensock\TweenLite.min.js
3379370d7530da46239966532fa8e1544afc51ec	No	G006 - Birds on a wire	libs\greensock\TweenMax.min.js
df2fbeb1400acda0909a32c1cf6bf492f1121e07	No	G006 - Birds on a wire	libs\greensock\utils\.DS_Store
7beacecad8e2b099ad0da31a1a0e6747100994ea	No	G006 - Birds on a wire	libs\greensock\utils\CSSTransform.min.js
dae157f2c2b9be9520908994390d9c842a5a634f	No	G006 - Birds on a wire	libs\greensock\utils\Draggable.min.js
3c52f800be7496552a7bbc683d09c3e499b53898	No	G006 - Birds on a wire	libs\greensock\utils\SplitText.min.js
d6c1f41972de07b09bfa63d2e50f9ab41ec372bd	No	G006 - Birds on a wire	libs\jquery\jquery-1.11.1.min.js
6d662362ad71543568cc9149479a2e763e2f02f6	No	G006 - Birds on a wire	libs\jquery\jquery.d.ts
c85d2013dedf0faeffe472053ef90934a81da837	No	G006 - Birds on a wire	libs\jquery\jquery.kinetic.js
ddd83e99ada5be02ed3d5a2919aa39e09baa5bc5	No	G006 - Birds on a wire	libs\jquery\jquery.textfill.js
2631b8b9b00991a3ad80d0e6bfc781ff14f554bd	No	G006 - Birds on a wire	libs\jquery\jquery.textfill.min.js
a842a9c081d798ad5fe3f63d225c317a52c3887b	No	G006 - Birds on a wire	libs\jquery\perfect-scrollbar.jquery.js
1c71be1d6ec3d05980c330caa22faebf442f4b0d	No	G006 - Birds on a wire	libs\jquery\perfect-scrollbar.js
41a0b39c1eb256dff28c03e27770c470d8b00c82	No	G006 - Birds on a wire	libs\jquery\tappy.js
f3e28ca572dca3fd02d7488bcf1e107b66ff49fc	No	G006 - Birds on a wire	libs\phaser\p2.d.ts
926d8aba42cea8f9712539514acd76862d668e2b	No	G006 - Birds on a wire	libs\phaser\phaser.d.ts
10483f52613061434a1907990ed5e0023c5cd70a	No	G006 - Birds on a wire	libs\phaser\phaser.js
70435943d8a1328685b44ff0109978c4576adf39	No	G006 - Birds on a wire	libs\phaser\phaser.min.js
c309c5b095579c2ac96193414dcc3ff134502152	No	G006 - Birds on a wire	libs\phaser\pixi.d.ts
4ffbe5c3350ca50cfe544572d9e1f138e2fe19b5	No	G006 - Birds on a wire	libs\requirejs\require.d.ts
a6447086a33ec38f8f32624987e68de215cb660d	No	G006 - Birds on a wire	libs\requirejs\require.js

SHA1	***Critical***	***Test item***	***Filename***
cac78e8dbc1cdbbc551ac56ec04d2c65381fd955	No	G006 - Birds on a wire	libs\scream\scream.js
e9838f89a9174852220a1ac68dd938d31f12b1f5	No	G006 - Birds on a wire	app.css
5db70654d8e1905a12d91e23a024a2c17d688a2f	No	G006 - Birds on a wire	common_code.js
f94bb7c65fe404d22bae7fe466fe22933d15421a	No	G006 - Birds on a wire	common_code_phaser.js
ceee20fdd5624e643f4af4e8eb0ac33166e414d0	No	G006 - Birds on a wire	commons.js
80eadd6cac8bc7bfc53cd620e59959cb450d62e9	No	G006 - Birds on a wire	Game.js
3663600515c2edc21d6e98e16d0453ac8ef2079b	No	G006 - Birds on a wire	game_gui_html.js
9d663c4442cb84b131ae71f4333be39b0f2d2721	No	G006 - Birds on a wire	require_config.js
39b0a6d992c7d1ff979578a2b9b204e98f1b04a7	No	G006 - Birds on a wire	slots_vanilla_phaser.js
e6324978673b2b8515426908678c57d7d96ce5c4	No	G006 - Birds on a wire	buildInformation.json
e26be894c9295685ba6e1d2045c8ff5376d9ec82	No	G006 - Birds on a wire	Game.js.map
df49733cd599ea199a100075dc1fc2b5da8a9cf4	No	G006 - Birds on a wire	app.ts
5b6b5e9796a0ab4405fda78c46efb801aaa7d875	No	G006 - Birds on a wire	common_code.d.ts
cdc75eb54ecb14cfb38588fc7cf6e81a1bb8eb7d	No	G006 - Birds on a wire	common_code_phaser.d.ts
1c5073562b4b9210e3f0efaf54f29f8d3203b1da	No	G006 - Birds on a wire	common_slots.d.ts
07e306fc5acb48f26bd5b6b59f64b2c5452ddf61	No	G006 - Birds on a wire	DeviceControlledSettings.ts
7bccf3bd17dcccecb5949c50d5dde1acdcc12a75	No	G006 - Birds on a wire	Game.ts
32514abeebfdfa4b16297069ff88811affb287fb	No	G006 - Birds on a wire	game_gui_html.d.ts
926d8aba42cea8f9712539514acd76862d668e2b	No	G006 - Birds on a wire	phaser.d.ts
afbc229984eb1399d85a6d778822447d698f06b9	No	G006 - Birds on a wire	slots_vanilla_phaser.d.ts

END OF COMPLIANCE REPORT