

RGS EVALUATION TESTING REPORT

Compliance testing report

Game: Frog Grog (Game Platform: 1.0.3)

HTML5 (Desktop & Mobile) release 1.0.0

RNG: 3.5.0

Reference regulation:

UK Gambling Commission - *Remote gambling and software technical standards*, July 2015

October 3rd, 2016



INTRODUCTION

The findings reported in this summary are the results of a broader set of documents and testing activities results archived in Quinel M's facilities. It is intended that the requester declares that:

- Any Hardware provided or described for analysis and testing is configured identically to hardware in commercial use
- Game software/ function provided for the testing and code review is declared by the customer to have the same behaviour to the software/code in commercial use
- Functionality made by the software in automatic test mode has a realistic behaviour

and that

- all the files and modules,
- the database schemas and all the specific programming resources,
- all the parameters contained into any databases and/or configuration file

that have been subject to the audit process guarantee the same behaviour of what is going to be published/deployed according to this audit results.

The Recipient, by accepting and using this Report, declares to be aware and accept unconditionally all the terms and conditions set forth. If the Applicant and/or the Recipient does not agree on the terms and conditions set forth, Quinel M Ltd reserves the right to cancel the certification provided with this Report, it follows therefore that the Recipient must immediately return all copies to Quinel M Ltd of this Report and cannot use them nor refer to.

Any copy of this test reports and calibration certificates must also include the page number and total number of pages.

Copy of this test report must not be reproduced except in full, without written approval of the laboratory.

A) Audit ID

J16090121_G001_Frog Grog_rev. 1

B) Reference regulation

UK Gambling Commission - *Remote gambling and software technical standards*, July 2015

C) Test methods

QIVI001 – Visual inspection
 QISI001 – Software source inspection method
 QIMT001 – Mathematical analysis
 QIAF001 – Accounting functionalities

D) Auditor / Test lab

Quinel M. LTD
 Marina Court, Flat 8,
 Triq Giuseppe Cali',
 XBX 1421 Ta'Xbiex - Malta
info@quinel.com.mt

E) Audit subject / Scope

Description:
 Compliance of the following test items (games):

Games (video slot games)

Test Item	Game Name	Version (plus SVN revision)	Interface
G001	Frog Grog	Client release: 1.0.0 RNG: 3.5.0; Game Platform: 1.0.3	HTML5 (Desktop & Mobile)

Receipt date:
 03/10/2016 – first submission for testing against UKGC regulation as per Section (B)

Inspection date:
 26/09/2016 - 03/10/2016 (against UKGC current regulation as per Section (B))

Note 1: Compliance of the RNG used by the test items was certified through report with ID "MDI_02-08_J16030078_RNG_rev.1_UK" issued and signed by Quinel M. LTD, dated March 31st, 2016.

F) Requester

Thunderkick Malta LTD
Level 5, The Mall Complex,
Floriana, Malta

G) Owner/Producer of the system/software

Tabrake AB
EKBACKSVÄGEN 59 A
184 32 Åkersberga
Stockholms län - Sweden

H) Companies and organizations involved in the process

Producer(s): Ref. to Section G)

Requester: Ref. to Section F)

Licensee/Operator: N.A.

I) Individuals involved in the process

On the Requester side: Mr. Sven Grip, Mr. Stéphane Redon, Mr. Johnny Aspelin, Mr. Daniel Gjørwell, Ms. Jeanette Karlsson.

On the Producer(s) / Integrator(s) side: same as for Requester

On the Licensee/Operator side: N.A.

J) Processes, rules and parameters of the games / Limitation of use

Rules of the games/test items are reported with details into Annex III.
Game(s) / Test item(s) use(s) Jackpot: N
Here follows the theoretical pay-out of the test item(s):

<i>Test Item</i>	<i>Test Item / Game name</i>	<i>Theor. RTP [%]</i>
G001	Frog Grog	96.1

K) Specifications of the gaming system

Both games (server side logic) and platform are developed entirely with the Java Language.

Game was provided through the following URLs on a QA environment:

- http://game.thunderkick.com:9090/static/games/quinel_froggrog.html (player's interface)

- <https://qa-int-backoffice.thunderkick.com> (Back office / Admin interface)

- <http://ext-qa-gameservice.thunderkick.com> (Runtime game configuration)

The QA environment used for RNG testing relies on a Linux environment hosted by Amazon's cloud services and runs on Oracle Java JDK 1.7.0_09, Apache Tomcat application server 7.0.42

Live environment is reachable at the following IPs (primary site, secondary site omitted):

Game traffic: 37.114.73.113

API: 37.114.73.114

Back office 37.114.73.115

Firewall 37.114.73.120

Live environment servers are running Linux "Ubuntu 12.04.5 LT; Precise Pangolin", with Oracle Java JDK 1.7.0_51, Apache Tomcat application server 7.0.50.

Simulation environment for game testing used a virtualized server with the same Linux distribution "Ubuntu 12.04.5 LT; Precise Pangolin" with Oracle Java JDK 1.7.0_76 – no application server was required.

The difference between the Java JDK is negligible considered the change log and that the source code inspection couldn't find any specific binding to those releases nor dependencies on system APIs. Same considerations apply with regards to differences between QA and Live environment

The simulation tool verified ('gp-game-vanilla-simulation-3.7.0-RELEASE.jar') extracts the configurations for the games for a repository synchronized with the live production environment and uses the same Java archives subject to deployment.

L) Critical modules

Refer to the entire contents of Section P)

M) Evaluation performed

The test evaluation, required by the Requested, was completed against the "Remote gambling and software technical standard" (chapter 3) - July 2015, to meet the requirements listed in the current "Testing strategy for compliance with remote gambling and software technical standards"

Refer to the Annex I for a full detailed list of requirements tested.

Refer to the Annex II for the simulation details.

N) Testing activities applied

- Mathematical calculation of the Payout
- Fairness of the game and associated rules
- Requirements of the player’s interface
- Source code inspection
- Simulation and inspection for verification of the actual RTP

O) Additional information

None

P) Product Tested

The tests were performed on the files listed below.

SHA1	Critical	Type (Game)	Test item	File name
1ff0b5a155efba2e3ac8039bb4e45f05cb6354a7	Yes	Configuration	G001	gp-game-s1-g8.json
d5e01a5f41deae3b63b46b2ccb7125278e3ebc29	Yes	RNG (*)	N.A.	gp-rng\...\MersenneTwister32.java
ea8940a1cd7d561eb944c42f101ddfcd7cce2ec7	Yes	RNG (*)	N.A.	gp-rng-api\...\RandomNumberGenerator.java
921ae901073c9399078ba917a2c24611d8e45c6e	No	Simulator	All	gp-game-s1-simulation-5.0.0-RELEASE.jar
b3556789b6fae9152fb02b5e9195ed2e96372ed9	No	Simulator	All	gp-game-s1-simulation-api-5.0.2-RELEASE.jar
854122d512a42c5b6542252919ba31e6bf95c419	Yes	Game logic	G001	gp-game-s1-g8-core-1.0.3-RELEASE.jar
f2dcd4e8ed46eb5653d99ff54f60c4e4047ad4ec	Yes	RNG	All	rng-implementation\gp-rng-3.5.0-RELEASE.jar
ea01386be069745202580bd50c3de32c33f3553f	Yes	RNG	All	rng-interface\gp-rng-api-3.5.0-RELEASE.jar

(*) RNG main source code files.

Q) CERTIFICATION

Job ID: J16090121_G001
Date: October 3rd, 2016
Requester: Thunderkick Malta LTD
Level 5, The Mall Complex,
Floriana, Malta

Total Number of Pages: **29**

QUINEL M LTD certifies that the games / test items identified at section E)

G001: Frog Grog	1.0.0 HTML5 (Desktop & Mobile) Game Platform: 1.0.3 RNG: 3.5.0
-----------------	--

comply with the "UK Gambling Commission - *Remote gambling and software technical standards, July 2015*" reference standard based on the current "*Testing strategy for compliance with remote gambling and software technical standards*".

Refer to the Annex reports for the full list of requirements satisfied.

R) CONDITIONS

None.

S) CONCLUSIONS

The games / test items identified at section E) are compliant with the above mentioned technical standards when integrated with the RNG certified and identified into compliance Report ID "MDI_02-08_J16030078_RNG_rev.1_UK" issued and signed by Quinel M. Ltd , dated March 31st, 2016

Date: October 3rd, 2016

Signed:



Matteo Ferrarini – Laboratory Technical Director
Chief Operation Officer (QUINEL M)

ANNEX I – REQUIREMENTS SATISFIED

Definitions

Compensated games or events
Games or virtual events that adjust the likelihood of winning outcomes occurring based on previous payouts or intake. Sometimes referred to as adaptive behaviour or percentage compensation.
Game
A game of chance as defined in section 6(2) of the Act
Instant lottery
A lottery in which the draw takes place before any of the tickets in the lottery are offered for sale.
Mapping
Is the process of selecting an outcome using the result from a Random Number Generator (RNG). For example, the result from a RNG is mapped to a reel strip symbol.
Lottery
As described by section 14 of the Act.
Lottery ticket
As described by section 253 of the Act and a reference in this document to a lottery ticket includes: <ul style="list-style-type: none"> • a lottery ticket which is sent by post following entry by means of remote communication • a message sent or displayed to a person electronically in a manner which enables him to (a) retain the message electronically or (b) print it.
Non-commercial society
As described by section 19 of the Act.
Peer-to-peer gambling
A type of gambling where customers gamble against each other rather than against the house. For example, equal chance gaming such as poker or peer-to-peer betting through betting exchanges.
Progressive or progressive jackpot
An incremental prize that increases as a result of contributions from the monies staked within a game from pre-set base value.
Random Number Generator (RNG)
Refers to any item of hardware or software which is used to generate random numbers with the intended property of statistical randomness.
Restricted display device
A device such as a mobile phone or personal digital assistant which has limited space on which to display information, when used to access gambling facilities that the operator intends a customer to use by means of such a device.
Scaling
Scaling is the process used to convert the output from a RNG into the format required to produce a result for a particular gambling product. To illustrate, an RNG may produce a result of between 1 and 100,000 but these possible outcomes need to be scaled to the potential game outcomes of, for example, between 1 – 52 (i.e. to correspond to a standard pack of cards).
Seeding
Refers to the process used to determine the initial state of the RNG.
Subscription lottery
A series of lotteries (other than instant lotteries) promoted on behalf of the same non-commercial society

or local authority in respect of which participants pay for participation in one or more future lotteries by regular subscription over a fixed or indefinite period.

Telephone gambling

Gambling which takes place via a telephone, without the use of visual displays, by interaction with a customer service agent or an automated system, such as intelligent voice recognition systems or touch tone.

Virtual

As described by s353(3) of the Act. Virtual event and virtual game are to be construed accordingly.

Unless differently specified, the results are related to all the test items.

Requirements			Result
RTS	Aim	Req.	PASS / FAIL / N.A.
RTS 1	To provide customers with easily accessible information about their current balances	A	N.A.
		B	N.A.
RTS 2	To enable the customer to understand the value and content of their transactions.	A	PASS (strictly limited to the game UI).
		B	PASS (strictly limited to the game UI).
RTS 3	To enable customers to make informed decisions about whether to gamble based on their chances of winning, the way the game, lottery or event works, the prizes or payouts on offer and the current state of multi-state games or events.	A	PASS (strictly limited to the game UI).
		B	PASS (strictly limited to the game UI).
		C	PASS (strictly limited to the game UI).
		D	PASS (strictly limited to the game UI).
RTS 4	To reduce the risk that customers are unfairly disadvantaged by technical factors that may affect speed of response, where response time has a significant impact on the likelihood of winning.	A	PASS (strictly limited to the game UI).
RTS 5	To ensure that the gambling system implements the operator's rules, game rules and betting rules as they are described to the customer.	A	PASS*
RTS 6	To minimise the risk that customers are misled about the likelihood of winning due to the behaviour of play-for-fun games.	A	PASS
RTS 7	To ensure that games and other virtual events operate fairly.	A	N.A. (ref. to RNG report)
		B	PASS
		C	PASS
		D	PASS
		E	PASS
RTS 8	To ensure that the customer is still in control of the gambling where auto-play functionality is provided.	A	PASS
RTS 9	To minimise the risk that auto-play functionality disadvantages a customer or that autoplay or other strategy advice is misleading.	A	N.A.
RTS 10	To ensure that customers are treated fairly in the event of interrupted play or betting and that they are aware of how they will be treated if interruptions occur.	A	PASS (strictly limited to the game UI using a simulated session).
		B	PASS (strictly limited to the game UI using a simulated session).
RTS 11	To reduce the risk that cheating or collusion by players unfairly disadvantages another player.	A	N.A.
RTS 12	To provide customers with facilities that may assist them in sticking to their personal budgets for gambling with the operator.	A	N.A.
		B	N.A.

Requirements			Result
RTS	Aim	Req.	PASS / FAIL / N.A.
RTS 13	To provide customers with facilities to assist them to keep track of the time they spend gambling.	A	PASS (strictly limited to the game UI).
RTS 14	To ensure that products are designed responsibly and to minimise the likelihood that they exploit or encourage problem gambling behaviour.	A	PASS

* As requested by the Requester, Quinel M. LTD did not test the RTP Live Monitoring tool since it is still being developed.

Requirements			Result
IPA	Aim	Req.	PASS / FAIL / N.A.
IPA 1	To provide customers with facilities that enable them to review previous gambling and account transactions.	A	N.A.
IPA 2	To inform customers who choose to use third party user-interfaces that they may not receive full information about their gambles.	A	N.A.
IPA 3	To make the customer aware that they may not have the latest information available when betting on live events, and that they may be at a disadvantage to operators or other customers who have more up-to-date information.	A	N.A.
IPA 4	To make customers in peer-to-peer(s) gambling aware that they may be gambling against a software program (designed to automatically participate in gambling within certain parameters), rather than another (human) participant. This software is sometimes referred to as a robot or bot.	A	N.A.
		B	N.A.
IPA 5	To make the customer aware that they may be at a disadvantage due to technical characteristics, such as slower network connections or lower end user device performance, if they are participating in a time-critical form of gambling (where the customer's speed of interaction influences their chance of winning).	A	N.A.
IPA 6	To inform customers about the operator's policies with regard to service interruptions and how they are likely to be treated if interruption occurs so that they may make an informed decision about whether to gamble and in what way.	A	N.A.
IPA 7	To inform customers about the risks posed by collusion/cheating and to deter individuals from attempting to cheat.	A	N.A.

ANNEX II– simulation details for game compliance

A) Environment used / Setup information

Simulation and verification of the correspondence of the files certified vs file deployed was completed following the information at Section K) of the compliance report.

Test and Live environment are equivalent and it was verified that the relevant deployed files on both setups are the same.

B) Simulation outcomes

<i>Test Item</i>	<i>Test Item / Game name</i>	<i>Theor. RTP [%]</i>	<i>Real RTP [%]</i>	<i>No. spins</i>	<i>Absolute probability deviation</i>	<i>Result</i>
G001	Frog Grog	96.1	96.14	10G	+0.04%	PASS

<i>Test Item</i>	<i>Test Item / Game name</i>	<i>Sha1of simulation results log file</i>
G001	Frog Grog	d43f8a4f5b969eb0dd2edd97b7674ce088e11aaa *simulation.7z

ANNEX III – Game rules and Paytables

Processes, rules and parameters of the games

G001: Frog Grog

Desktop:

Dropping symbols

Symbols included in pay line wins get replaced with new symbols.

Multiplier

The Multiplier increases one step each time new symbols are dropped in. After the Mystery

🏆 PAY TABLE

Multiplier

The Multiplier increases one step each time new symbols are dropped in. After the Mystery Game has ended, the Multiplier increases one step for each win during the Mystery Game.

x7

x5

x3

x2

x1

CASH (€)

300.00

TOTAL WIN (€)

BET (€)

1.00

16:38 FREE PLAY Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

Wild Frog Symbol

The Wild Frog symbol substitutes for any other symbol. After presenting all pay line wins the frog will remove all symbols on the same row and column (except other frogs), it will then remain for the rest of the game round or until it is part of a pay line win.

CASH (€)

300.00

TOTAL WIN (€)

BET (€)

1.00

16:38 FREE PLAY Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

Mystery Game

Trigger randomly when no new dropping symbols can occur. The Mystery Game removes all symbols except the Moth, the Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.



🏠 **Symbols**

CASH (€)
300.00

16:41 FREE PLAY

TOTAL WIN (€)

BET (€)
1.00

🎰 🔄 🏠

Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

Symbols

 <p>5 = 10.00 4 = 1.70 3 = 0.80</p>	 <p>5 = 6.00 4 = 1.20 3 = 0.60</p>	 <p>5 = 3.50 4 = 0.60 3 = 0.30</p>
 <p>5 = 3.00 4 = 0.60 3 = 0.30</p>	 <p>5 = 2.50 4 = 0.40 3 = 0.20</p>	 <p>5 = 2.00 4 = 0.40 3 = 0.20</p>

🏠 **Symbols**

CASH (€)
300.00

16:41 FREE PLAY

TOTAL WIN (€)

BET (€)
1.00

🎰 🔄 🏠

Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

Pays are shown in € and are relative to the current bet.

Pay lines

1	2	3	4	5
6	7	8	9	10

16:41 FREE PLAY CASH (€) 300.00 TOTAL WIN (€) BET (€) 1.00 Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

11	12	13	14	15
16	17	18	19	20
21	22	23		

16:41 FREE PLAY CASH (€) 300.00 TOTAL WIN (€) BET (€) 1.00 Frog Grog 1.0.0 (dev)

 **GAME RULES**

Game Rules

DOWNLOAD

Note: The Frog Grog video slot is referred to as Frog Grog, The Game or Game.

1. Frog Grog is a video slot with 5 reels and 23 fixed pay lines. The game features Wild Frog, Frog Burp, Multiplier and a Mystery Game. The theoretical return to player is 96.1%.

2. A game round is started with the action button and plays the game with the selected bet level.

3. No bets can be altered during a game round.



16:53 FREE PLAY

CASH (€)

300.00

TOTAL WIN (€)

BET (€)

1.00





Frog Grog 1.00 (low)

 **GAME RULES**

4. Auto play plays the game automatically for the number of game rounds selected in the auto play page.

5. At the start of a game round, a new symbol is dropped in to each position. As long as there are any free positions, the game round continues by dropping new symbols into these places.

6. The highest win per pay line is paid out, if in sequence from leftmost to right in combinations according to the pay table.



16:53 FREE PLAY

CASH (€)

300.00

TOTAL WIN (€)

BET (€)

1.00





Frog Grog 1.00 (low)

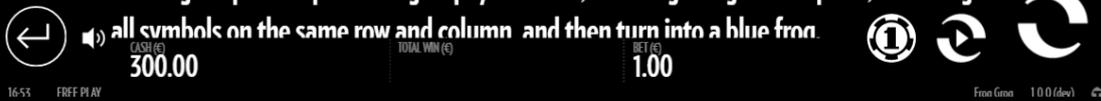
GAME RULES

7. All game payout and win combinations are paid out according to the pay table, multiplied by the current multiplier.

8. All symbols, except the orange Frog, included in pay line wins are removed, making room for new symbols.

9. The Frog symbol substitutes for any other symbol. A Frog symbol enters play as an orange frog.

10. Frog Burp: After presenting all pay line wins, an orange frog will burp fire, removing all symbols on the same row and column and then turn into a blue frog.



GAME RULES

10. Frog Burp: After presenting all pay line wins, an orange frog will burp fire, removing all symbols on the same row and column, and then turn into a blue frog.

11. Mystery Game: Triggered randomly when no symbol position can be freed up after dropping in new symbols, the Mystery Game removes all symbols except the Moth, the Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.

12. Multiplier: The Multiplier will increase one step each time new symbols are dropped in. After the Mystery Game is ended, the Multiplier increases one step for each win during the Mystery Game. The multiplier does not increase beyond the final multiplier step.



GAME RULES

dropping in new symbols, the Mystery Game removes all symbols except the Moth, the Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.

12. Multiplier: The Multiplier will increase one step each time new symbols are dropped in. After the Mystery Game is ended, the Multiplier increases one step for each win during the Mystery Game. The multiplier does not increase beyond the final multiplier step.

13. All wins are presented and paid out in the selected currency.

14. In the event of game malfunction all affected bets and pays are rendered void



CASH (€)
300.00

TOTAL WIN (€)

BET (€)
1.00



16:54

FREE PLAY

Frog Grog

1.00 (bet)



Mobile:



🏆 PAY TABLE

Dropping symbols



Symbols included in pay line wins get replaced with new symbols.



CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:22 FREE PLAY

Frog Grog 1.0.0 (dev)

 **PAY TABLE**

Multiplier

 The Multiplier increases one step each time new symbols are dropped in. After the Mystery Game has ended, the Multiplier increases one step for each win during the Mystery Game.



CASH (€)
150.00

17:22 FREE PLAY

TOTAL WIN (€)

BET (€)
75.00

Frog Grog 1.0.0 (dev)

 **PAY TABLE**

Wild Frog Symbol

 The Wild Frog symbol substitutes for any other symbol. After presenting all pay line wins the frog will remove all symbols on the same row and column (except other frogs), it will then remain for the rest of the game round or until it is part of a pay line win.



CASH (€)
150.00

17:23 FREE PLAY

TOTAL WIN (€)

BET (€)
75.00

Frog Grog 1.0.0 (dev)

PAY TABLE

Mystery Game



Trigger randomly when no new dropping symbols can occur. The Mystery Game removes all symbols except the Moth, the Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.



CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:23 FREE PLAY

Frog Grog 1.0.0 (dev)

PAY TABLE

Symbols



5 = 750.00
4 = 127.50
3 = 60.00



5 = 450.00
4 = 90.00
3 = 45.00



5 = 262.50
4 = 45.00
3 = 22.50



5 = 225.00
4 = 45.00
3 = 22.50



5 = 187.50
4 = 30.00
3 = 15.00



5 = 150.00
4 = 30.00
3 = 15.00

CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:23 FREE PLAY

Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

Pays are shown in £ and are relative to the current bet.

Pay lines

1 2 3 4 5

6 7 8 9 10

CASH (£) 150.00 TOTAL WIN (£) BET (£) 75.00

17:23 FREE PLAY Frog Grog 1.0.0 (dev)

🏆 PAY TABLE

11 12 13 14 15

16 17 18 19 20

21 22 23

CASH (£) 150.00 TOTAL WIN (£) BET (£) 75.00

17:24 FREE PLAY Frog Grog 1.0.0 (dev)

GAME RULES

Game Rules

DOWNLOAD

Note: The Frog Grog video slot is referred to as Frog Grog, The Game or Game.

1. Frog Grog is a video slot with 5 reels and 23 fixed pay lines. The game features Wild Frog, Frog Burp, Multiplier and a Mystery Game. The theoretical return to player is 96.1%.

2. A game round is started with the action button and plays the game with the selected bet level.

3. No bets can be altered during a game round.

CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:27 FREE PLAY

Frog Grog 1.0.0 (dev)

GAME RULES

3. No bets can be altered during a game round.

4. Auto play plays the game automatically for the number of game rounds selected in the auto play page.

5. At the start of a game round, a new symbol is dropped in to each position. As long as there are any free positions, the game round continues by dropping new symbols into these places.

6. The highest win per pay line is paid out, if in sequence from leftmost to right in

CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:27 FREE PLAY

Frog Grog 1.0.0 (dev)

GAME RULES

6. The highest win per pay line is paid out, if in sequence from leftmost to right in combinations according to the pay table.



7. All game payout and win combinations are paid out according to the pay table, multiplied by the current multiplier.

8. All symbols, except the orange Frog, included in pay line wins are removed, making room for new symbols.

9. The Frog symbol substitutes for any other symbol. A Frog symbol enters play as an

CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:27 FREE PLAY

Frog Grog 1.0.0 (dev)

GAME RULES

9. The Frog symbol substitutes for any other symbol. A Frog symbol enters play as an orange frog.



10. Frog Burp: After presenting all pay line wins, an orange frog will burp fire, removing all symbols on the same row and column, and then turn into a blue frog.

11. Mystery Game: Triggered randomly when no symbol position can be freed up after dropping in new symbols, the Mystery Game removes all symbols except the Moth, the Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.

CASH (€)
150.00

TOTAL WIN (€)

BET (€)
75.00

17:27 FREE PLAY

Frog Grog 1.0.0 (dev)

GAME RULES

Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.



12. Multiplier: The Multiplier will increase one step each time new symbols are dropped in. After the Mystery Game is ended, the Multiplier increases one step for each win during the Mystery Game. The multiplier does not increase beyond the final multiplier step.

13. All wins are presented and paid out in the selected currency.

14. In the event of game malfunction all affected bets and pays are rendered void

CASH (€)
150.00

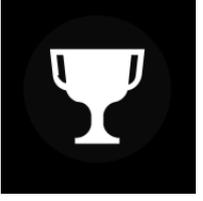
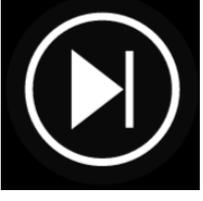
TOTAL WIN (€)

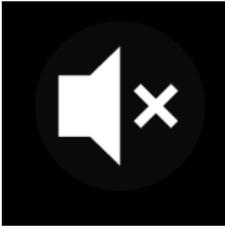
BET (€)
75.00

17:27 FREE PLAY

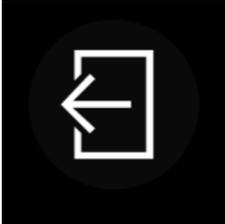
Frog Grog 1.0.0 (dev) 

Game Rules (9/27/2016)

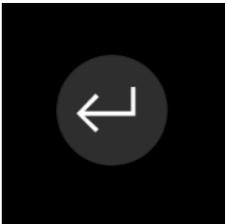
Button	Function
	Click to start a game round. On desktop you may also press the space bar on your keyboard.
	Display bet settings.
	Display autoplay settings.
	Display game rules.
	Display payable.
	Skip presentation.



Toggles the sound on and off.



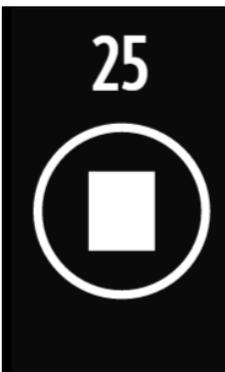
Exit game.



Exit current screen.



Start feature (e.g Free Spins).



Stop auto play session.

Note: The Frog Grog video slot is referred to as Frog Grog, The Game or Game.

1. Frog Grog is a video slot with 5 reels and 23 fixed pay lines. The game features Wild Frog, Frog Burp, Multiplier and a Mystery Game. The theoretical return to player is 96.1%.

2. A game round is started with the action button and plays the game with the selected bet level.

3. No bets can be altered during a game round.
4. Auto play plays the game automatically for the number of game rounds selected in the auto play page.
5. At the start of a game round, a new symbol is dropped in to each position. As long as there are any free positions, the game round continues by dropping new symbols into these places.
6. The highest win per pay line is paid out, if in sequence from leftmost to right in combinations according to the pay table.
7. All game payout and win combinations are paid out according to the pay table, multiplied by the current multiplier.
8. All symbols, except the orange Frog, included in pay line wins are removed, making room for new symbols.
9. The Frog symbol substitutes for any other symbol. A Frog symbol enters play as an orange frog.
10. Frog Burp: After presenting all pay line wins, an orange frog will burp fire, removing all symbols on the same row and column, and then turn into a blue frog.
11. Mystery Game: Triggered randomly when no symbol position can be freed up after dropping in new symbols, the Mystery Game removes all symbols except the Moth, the Flower and the Frog. Symbols removed award wins according to the pay table, up to a symbol count of 5.
12. Multiplier: The Multiplier will increase one step each time new symbols are dropped in. After the Mystery Game is ended, the Multiplier increases one step for each win during the Mystery Game. The multiplier does not increase beyond the final multiplier step.
13. All wins are presented and paid out in the selected currency.
14. In the event of game malfunction all affected bets and pays are rendered void

**END
OF
COMPLIANCE
REPORT**