

TEST REPORT SUMMARY

Issued by: BMM Compliance Singapore Private limited,
1 Science Park, TUV SUD PSB Blk,
#B1-03, Singapore – 118221.

Project Number: MARQUEE.1002
Report Number: MARQUEE.1002.01

Applicant: Marquee Holdings Ltd (“Marquee”)
Akara Building 24 De Castro Street,
Wickhams Cay 1, Road Town,
Tortola, British Virgin Islands.

Standards Tested To: GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013)

Product Name: Online live dealer game “Sicbo” (Version 14.04.17)

Test Location: BMM Compliance Singapore Private limited,
1 Science Park, TUV SUD PSB Blk,
#B1-03, Singapore – 118221.

Conclusion: This Compliance Certificate relates to the evaluation of Marquee’s online live dealer game – Sicbo. The evaluation was performed against “Section 3: Game Requirements” and “Section B.0: Live Dealer / Proxy Player Requirements” of GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013).

Singapore, 17th April 2014
BMM Compliance Singapore Pte Ltd



Vineet Malhotra

Test Lead – Technical Services

Note: The content of this document is strictly confidential. It has been prepared by BMM Singapore Pte Ltd (BMM) exclusively for Marquee Holdings Ltd and may not be disclosed to any other party without prior written approval of BMM.



The results reported herein have been performed in accordance with the laboratory’s terms of accreditation under the Singapore Accreditation Council–Singapore Laboratory Accreditation Scheme.

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Test Report

1. STANDARD(S) TESTED AGAINST/RESULT

Technical Standard(s) used for Compliance Evaluation:	Test Result	
	Pass	Fail
GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013)	<input checked="" type="checkbox"/>	<input type="checkbox"/>

2. PURPOSE

Marquee Holdings Ltd requested BMM to evaluate their online live dealer game - Sicbo software for satisfactory operation against GLI-19, version 2.0 standards.

The purpose of this report is to set out the findings of BMM's evaluation, and to provide a recommendation in respect of Marquee's Sicbo game software.

3. GAME CHARACTERISTICS

Game rules are contained in the "Rules" menu accessible on the game play skin. Below are standard common rules for the game:

Sicbo:

Bet Options

1. Small Bet:

Small bets win when the total of the three dice is between 4 and 10.
Bets are considered lose when the result is Any Triple.

2. Big Bet:

Big bets win when the total of the three dice is between 11 and 17.
Bets are considered lose when the result is Any Triple.

3. Odd Bet:

Odd bets win when the total of the three dice is 5,7,9,11,13,15,17.
Bets are considered lose when the result is Any Triple.

4. Even Bet:

Even bets win when the total of the three dice is 4,6,8,10,12,14,16.
Bets are considered lose when the result is Any Triple.

5. Numbers Bet:

If you place a wager on any of the six numbered boxes in the "Numbers Bet" Area at the bottom of the table layout, you will win according to how many of the three dice come up with the selected number.

6. Specific Triple:

For Specific Triple, you can wager on Triple 1, Triple 2, Triple 3, Triple 4, Triple 5 and Triple 6. To win a Specific Triple bet, all the three of the dice must show the Specific Triple you select.

7. Any Triple:

To win the Any Triple bet, all the three of the dice must show the same number, but it can be any of the six possible numbers.

8. Specific Total:

For Specific Total, you can wager on 4,5,6,7,8,9,10,11,12,13,14,15,16 and 17. To win a Specific Total bet, all the three dice must add up to the Specific Total points that you have selected.

9. Specific Double

For Specific Double, you can wager on Double 1, Double 2, Double 3, Double 4, Double 5 and Double 6. To win a Specific Double, two of the three dice must show the Double number that you have selected.

10. Pair Match:

For Pair Match, you can wager on these pair combination (1&2), (1&3), (1&4), (1&5), (1&6), (2&3), (2&4), (2&5), (2&6), (3&4), (3&5), (3&6), (4&5), (4&6) and (5&6). To win a Pair Match bet, two of the three of the dice must make the pair selected.

Payout

No.	Bet Type	Payout
1.	Small Bet	1:1
2.	Big Bet	1:1
3.	Number Bet	
	Number – Single	1:1
	Number – Double	2:1

	Number – Triple	3:1
4.	Specific Triple	150:1
5.	Any Triple	24:1
6.	Specific Total	Total = 4 (50:1)
		Total = 5 (18:1)
		Total = 6 (14:1)
		Total = 7 (12:1)
		Total = 8 (8:1)
		Total = 9 (6:1)
		Total = 10 (6:1)
		Total = 11 (6:1)
		Total = 12 (6:1)
		Total = 13 (8:1)
		Total = 14 (12:1)
		Total = 15 (14:1)
		Total = 16 (18:1)
		Total = 17 (50:1)
7.	Specific Double	8:1
8.	Pair Match	5:1
9.	Odd Bet	1:1
10.	Even Bet	1:1

4. BMM EVALUATION PERFORMED

BMM has tested and confirmed compliance of the Sicbo game software against the relevant technical requirements in GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013). BMM performed the following tests to confirm compliance to the relevant regulatory requirements:

4.1 Software Evaluation

Ensure that software meets all the relevant requirements specified in GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013). BMM performed this by evaluating all the game source code.

4.2 Artwork Verification

Artwork was evaluated to ensure that it correctly explains the game rules and payouts as specified in the technical documentation supplied by the manufacturer and that it conforms to the relevant requirements of GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013).

4.3 Mathematical Evaluation

Verification of the theoretical return of the game is as specified in the technical documentation supplied by the manufacturer and complies with the relevant rules as specified by GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013) requirements.

4.4 Combination Testing

Combination testing was conducted by simulating all possible winning combinations of the game to ensure that the correct amount of credits are awarded for all possible winning combinations as reflected on the artwork, pay-table, source code and the technical documentation supplied by the manufacturer.

4.5 Regression Testing

BMM conducted a complete range of functional tests on this game. Testing was conducted in accordance with the test plans using relevant checklists to confirm the game's performance to a wide range of functions and failures.

4.6 Compliance Testing

Perform all tests necessary to confirm that the game complies with all the relevant requirements specified in "Section 3: Game Requirements" and "Section B.0: Live Dealer / Proxy Player Requirements" of GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013).

5. RECOMMENDATION

BMM has tested and confirmed compliance of Sicbo game software against "Section 3: Game Requirements" and "Section B.0: Live Dealer / Proxy Player Requirements" of GLI-19:

Interactive Gaming Systems Version 2.0 (February 15, 2013), subject to secure installation on the production system and information specified in section 6 of this report.

BMM therefore, recommends approval of Marquee’s Sicbo game software.

Details of the software used for this evaluation are given below:

Game Name	Ver #	SHA-1 #
<u>Binaries - <Sicbo></u>	14.04.17	
app		57E5BE56213EEA45652D10DC619A1C55CD21C5F6
casino		3D70900FFB8E30C391E065CD5C978663CEB6C357
crossdomain		4966F15084393E351AD74CD19657FFF2FCE654BD
index		E78BE7C3CF3A4D8B610FF5FB6A2DE44D11D8326D
library		5E90787B2B52401C09CD1B054EB546E11D396DE7
MinimaFlatCustomColorPlayBackSeekCounterVolMute		488F019B8138103AA73C125488A477A763166E77
multitable		B9C32C60877198CFE8673A281DFB84DEF9B6E99F
multitable_config		3899BCCDDC0F910E8D21E3C4734690CC1BACC1B1
normal_config		06D09294D259D21B646C6EBE0146D99800642A2B
normaltables		FC28D0DA9848814F3F5FA6D786127542CF94661F
playerProductInstall		02B34F62C2C130752118D8B7A33453A2A2972E41
preloader		4F05A3720E26536ED4C276B6A4D066608D709E29
require		6CDD4FDB5EEF8D482303C942123054C08C70CE9A
SkinOverAllNoVolNoCaptionNoFull		3BAD998F20A5E677F74E1CF915CFE5EC5745A155
swfobject		06BCA3CBC44EF36774AE8734867767CDEBC5BE80
videoreplay		28F06009E0B3926BAA7B1D5C635276C21A8CE226
videoreplay		D53C3E1C9A8414875051FC64AED14C75661B9391
web.config		308B73B8B457F164889BD457EE24033D79A6ECAB
Folder: \assets		

Game Name	Ver #	SHA-1 #
bottombanner		047CBEAF1852AB19C0CAEC198ECCC07D2BAF81D2
comm		5BEA06B94E2982D04B34F789E90587042B488CB3
dices		96D1FA73FC4056E7EA26886A9FA219B1A79B9DC4
livecall		EF0F820F929750DCFAE7E3FEF327D305E4F8C04B
lobbyheader		B80CA157BBCCE83AA87B793B55FE8E3E078C9FB9
minigames_filler		61F6D677C07CF7AE6ABE9819F67EA617CE52B964
multitable		DC16C83A1A5DFBA10B4E4E59E4B1D8C3028CFA4C
normaltables		5E532AFBF02E43998CB7C68B743FB1342A07DAE0
Folder: \assets\en-us		
audios		147B8971FC61FA7A90F9D5967DE91F20DF8EBC5B
bottombanner		3A1A382448B32E540E93672F350D81A82DD9149A
games		B64DB2176A388F81F14CF3039DC974D61DC989D9
lang		1BD4E11E42F41B2BB98293EEEDBB602A3B158997
lobbyheader		FF3E9D7BC105CD28E0B2510B444C321C2301F67E
multitablemode		B91F2318B95360CCDDE3E8F60C29F57DFD8D5755
rules		D4345985CA3F4676734F4AFD477FA31F55FC4302
textLayout_2.0.0.232		865F668AE152FFF51EDEE261CE33803ED67F48E8
Folder: \css		
Close		E44551F338998FCFFAC26BF10F0E410303EBD94D
Folder: \history		
history		E44551F338998FCFFAC26BF10F0E410303EBD94D
history		13E45883335CC3C5DF07978F5BA5006148509CD4
historyFrame		94E944B749B18B6745F778678A4C72BA3AD8196C

GAME PERCENTAGE VARIATION DETAILS

Game Name	BMM Calculated RTP%			MARQUEE Calculated RTP%		
	Min	Max	Average	Min	Max	Average
Sicbo	52.78	97.22	81.85	52.78	97.22	81.85

6. ADDITIONAL INFORMATION/OBSERVATIONS

1. The information on percentage return to player (RTP) is listed under the "Rules" menu on the individual game play skin.
2. Video replay functionality could not be tested due to limitations of the test environment.
3. Cashier link could not be tested due to limitations of the test environment.
4. Sound functionality could not be verified due to limitations of the test environment.
5. Sections B.5.1 and B.6.1 of GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013) could not be verified due to limitations of the test environment.
6. Clauses 3.3.4b, 3.3.7a and 3.3.7d of GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013) could not be verified due to limitations of the test environment.

7. COMMENTS

BMM has conducted a level of testing/evaluation which has historically been adequate for a submission of this type. Accordingly from the testing performed BMM confirms that the item under test (unless otherwise stated) conforms to all the relevant GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013) as stated below, subject to secure installation on the production system and information specified in section 6 of this report.

GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013)	Pass / Fail / N/A	Comments
2.0 GAMING PLATFORM REQUIREMENTS	N/A	

GLI-19: Interactive Gaming Systems Version 2.0 (February 15, 2013)	Pass / Fail / N/A	Comments
3.0 GAME REQUIREMENTS	Pass	
4.0 RANDOM NUMBER GENERATOR (RNG) REQUIREMENTS	N/A	
5.0 INFORMATION SECURITY SYSTEM (ISS) REQUIREMENTS	N/A	
6.0 PROGRESSIVE JACKPOT REQUIREMENTS	N/A	
A.0 EVENT WAGERING	N/A	
B.0 LIVE DEALER / PROXY PLAYER REQUIREMENTS	Pass	