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Report Recipient: Software Supplier: Submitting Party:

Playtech Software Limited
Head Office, 2nd Floor, St George's Court
Upper Church Street, Douglas
Isle of Man, IM1 1EE

Jurisdiction and Technical Standards for Testing:

UK Remote Gambling - Level 2 and Level 3:

- Remote Gambling and Software Technical Standards (July 2015).
- Testing Strategy for Compliance with Remote Gambling and Software Technical Standards (First Published August 2009 - Updated July 2015)

Isle of Man:

- Gambling Supervision Commission's Statutory Document Number 731/07 Online Gambling (Systems Verification) (No.2) Regulations 2007, laid before Tynwald 16th October 2007, coming into operation 31st August 2007.

Malta:

- Remote Gaming Regulations (SUBSIDIARY LEGISLATION 438.04), Third Schedule – Technical Requirements for Gaming System.
- LEGAL NOTICE 176 of 2004, as amended by Legal Notices 110 of 2006, 270 and 426 of 2007, and 90 of 2011.

Software Supplier:

Playtech Software Limited
Head Office, 2nd Floor, St George's Court
Upper Church Street, Douglas
Isle of Man, IM1 1EE

Product Tested:

Poker Games 16.3.0-level

Evaluation Period:

1st March 2016 / 23rd March 2016

File Number:

MO-246-PTC-16-24

Testing Result:

Subject to the Conditions of Evaluation (pages 19 to 21)

UK Remote Gambling: Complies

Isle of Man, Malta: Recommended for Approval



Software Product Details

GLI tested the following games during the evaluation:

Game Type	Game Name	Version	Delivery Mechanism					
			Downloadable	Flash	Mobile HTML5 for Android and iOS	Desktop HTML5	Mobile Native for Android	Mobile Native for iOS
Card Game	"Omaha"	16.3.0.18	X	X			X	X
Card Game	"Texas Hold'em"	16.3.0.18	X	X			X	X
Card Game	"Omaha Hi-Lo"	16.3.0.18	X	X				
Card Game	"7 Card Stud"	16.3.0.18	X	X				
Card Game	"5 Card Stud"	16.3.0.18	X	X				
Card Game	"7 Card Stud Hi-Lo"	16.3.0.18	X					
Card Game	"Razz"	16.3.0.18	X					
Card Game	"Twister"	16.3.0.18	X		X		X	X
Card Game	"Six Plus Hold'em"	16.3.0.18	X		X	X	X	X
Card Game	"Speed Hold'em"	16.3.0.18	X		X		X	X

GLI has used the following platform during the game evaluation:

Platform Supplier	Platform Version
Playtech Software Limited	16.3.0-level



Software Product Details

The games were tested in an environment containing the following components:

Client-Side Details	
Delivery Mechanism:	Downloadable Client, Web-Based and Mobile (HTML5 and Native for iOS and Android)
Delivery Mechanism Type:	Flash, C++, iOS and Android native
Mobile Devices Used:	iPad 2 Air
Testing Details	
User Environment Tested In:	Windows, iOS 9.0.2, Android 6.0.1
Browsers and Versions Tested With:	Internet Explorer 11.0.12, Google Chrome 47.0.2526.106m, Safari 9.0.2, Firefox 43.0
Flash Versions Tested With:	Windows 7 Professional SP1, Windows 8.1, Windows 7 Pro, Windows XP Professional V.2002 SP3.



Software Product Details

For version-control of the files, GLI gathered the following checksums:

File Name	SHA-1 Checksum
"Omaha" and "Texas Hold 'em" V16.3.0.18	
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEE3BEDE9398B0FFEA227D6486
ABSTRACTBLINDRULES.CLASS	6EEF982A0BB000378837CFF453657AD12BEFDB44
ABSTRACTFOURROUNDGAME.CLASS	A4FA4A9023FCBF284C34A3339781C94FE12E335D
ABSTRACTGAMERULES.CLASS	D049A8D37116381B698F2E2A80F74E931EAC4D23
ABSTRACTPREBETTINGRULES.CLASS	153B7BE6D0240BE6E2FBB9CB4ED60F8837FF7843
CASHGAMEANTEBLINDRULES.CLASS	863E8F2C9DA85242B975CDF333BEA05E96CEAABF
CASHGAMEANTERULES.CLASS	73650973984C2FB1093D31FAD6194F80A39A3902
CASHGAMEBLINDRULES.CLASS	38F6A97462AC24A30E4F5A46CC4E54A6C64F2437
HOLDEM.CLASS	EDF737CF0709EE7CA94E147CE0E5B66926EEABF2
INCREASINGMINBETRULES.CLASS	1D6B72A3F07D4EEE9AC790965CDDA086E8E6EEC9
LIMIT.CLASS	4F0A59FF2BDE6F026E45B73F50DC3D8A281D47DA
NOLIMIT.CLASS	7998196A42A00B1E562A44B634FED0F5E1C24987
OMAHA.CLASS	6D3B060A7EF4193120DC09DFBEAA5526AC1AEA08
OMAHAHILO.CLASS	6A2EC01051ABFC2AB4E0988DCC637FCE308E9285
POTLIMIT.CLASS	F798DA76B06F3742F767A26A7CD8948E386742D4
RAISEONLY.CLASS	158C2A0A3973BE473B776F27BA0775DBABF80C08
READYFORGAMEWITHANTEANDBUTTONDRAWINGRULES.CLASS	8748FFC5A2F512544432F05499CEAC8E384CBBCC
READYFORGAMEWITHANTEANDCLOCKWISEMOVINGDEALER RULES.CLASS	371DBFDAA767D25919F170F9AD9DA94BFA323281
READYFORGAMEWITHANTERULES.CLASS	0E3E14AD86D235F2B025BFE247881C65D8C7EE14
STUD.CLASS	616DB9E3D26DFF5BA57783AD2B1401FE8877598D
STUD5CARD.CLASS	AB7C832228FCD21A8F5786D1ABA537558D1B95F2
STUD7CARD.CLASS	342D7F8790C82F7C2B59BB900725F042E366F437
STUD7CARDHILO.CLASS	0B6A40CDEB8C77B223B2012AC63E49252659E1AE
STUDLIMIT.CLASS	D57C850F1AEB18B4D748AE48AA7220377B71166F
TOURNAMENTANTERULES.CLASS	520CD965281A2EDA65276257E2D00D8018071CEF
TOURNAMENTBLINDRULES.CLASS	E146A5418DCC57716C4467CACDE9ED3D5640B614



Software Product Details

For version-control of the files, GLI gathered the following checksums (continued):

File Name	SHA-1 Checksum
“Omaha Hi-Lo”, “7 Card Stud” and “5 Card Stud” V16.3.0.18	
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEE3BEDE9398B0FFEA227D6486
ABSTRACTBLINDRULES.CLASS	6EEF982A0BB000378837CFF453657AD12BEFDB44
ABSTRACTFOURROUNDGAME.CLASS	A4FA4A9023FCBF284C34A3339781C94FE12E335D
ABSTRACTGAMERULES.CLASS	D049A8D37116381B698F2E2A80F74E931EAC4D23
ABSTRACTPREBETTINGRULES.CLASS	153B7BE6D0240BE6E2FBB9CB4ED60F8837FF7843
CASHGAMEANTEBLINDRULES.CLASS	863E8F2C9DA85242B975CDF333BEA05E96CEAABF
CASHGAMEANTERULES.CLASS	73650973984C2FB1093D31FAD6194F80A39A3902
CASHGAMEBLINDRULES.CLASS	38F6A97462AC24A30E4F5A46CC4E54A6C64F2437
HOLDEM.CLASS	EDF737CF0709EE7CA94E147CE0E5B66926EEABF2
INCREASINGMINBETRULES.CLASS	1D6B72A3F07D4EEEE9AC790965CDDA086E8E6EEC9
LIMIT.CLASS	4F0A59FF2BDE6F026E45B73F50DC3D8A281D47DA
NOLIMIT.CLASS	7998196A42A00B1E562A44B634FED0F5E1C24987
OMAHA.CLASS	6D3B060A7EF4193120DC09DFBEAA5526AC1AEA08
OMAHAHILO.CLASS	6A2EC01051ABFC2AB4E0988DCC637FCE308E9285
POTLIMIT.CLASS	F798DA76B06F3742F767A26A7CD8948E386742D4
RAISEONLY.CLASS	158C2A0A3973BE473B776F27BA0775DBABF80C08
READYFORGAMEWITHANTEANDBUTTONDRAWINGRULES.CLASS	8748FFC5A2F512544432F05499CEAC8E384CBBCC
READYFORGAMEWITHANTEANDCLOCKWISEMOVINGDEALER RULES.CLASS	371DBFDAA767D25919F170F9AD9DA94BFA323281
READYFORGAMEWITHANTERULES.CLASS	0E3E14AD86D235F2B025BFE247881C65D8C7EE14
STUD.CLASS	616DB9E3D26DFF5BA57783AD2B1401FE8877598D
STUD5CARD.CLASS	AB7C832228FCD21A8F5786D1ABA537558D1B95F2
STUD7CARD.CLASS	342D7F8790C82F7C2B59BB900725F042E366F437
STUD7CARDHILO.CLASS	0B6A40CDEB8C77B223B2012AC63E49252659E1AE
STUDLIMIT.CLASS	D57C850F1AEB18B4D748AE48AA7220377B71166F
TOURNAMENTANTERULES.CLASS	520CD965281A2EDA65276257E2D00D8018071CEF
TOURNAMENTBLINDRULES.CLASS	E146A5418DCC57716C4467CACDE9ED3D5640B614



Software Product Details

For version-control of the files, GLI gathered the following checksums (continued):

File Name	SHA-1 Checksum
"7 Card Stud Hi-Lo" V16.3.0.18	
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEE3BEDE9398B0FFEA227D6486
ABSTRACTBLINDRULES.CLASS	6EEF982A0BB000378837CFF453657AD12BEFDB44
ABSTRACTFOURROUNDGAME.CLASS	A4FA4A9023FCBF284C34A3339781C94FE12E335D
ABSTRACTGAMERULES.CLASS	D049A8D37116381B698F2E2A80F74E931EAC4D23
ABSTRACTPREBETTINGRULES.CLASS	153B7BE6D0240BE6E2FBB9CB4ED60F8837FF7843
CASHGAMEBLINDRULES.CLASS	38F6A97462AC24A30E4F5A46CC4E54A6C64F2437
CASHGAMEANTERULES.CLASS	73650973984C2FB1093D31FAD6194F80A39A3902
HOLDEM.CLASS	EDF737CF0709EE7CA94E147CE0E5B66926EEABF2
INCREASINGMINBETRULES.CLASS	1D6B72A3F07D4EEE9AC790965CDDA086E8E6EEC9
LIMIT.CLASS	4F0A59FF2BDE6F026E45B73F50DC3D8A281D47DA
NOLIMIT.CLASS	7998196A42A00B1E562A44B634FED0F5E1C24987
OMAHA.CLASS	6D3B060A7EF4193120DC09DFBEAA5526AC1AEA08
OMAHAHILO.CLASS	6A2EC01051ABFC2AB4E0988DCC637FCE308E9285
POTLIMIT.CLASS	F798DA76B06F3742F767A26A7CD8948E386742D4
RAISEONLY.CLASS	158C2A0A3973BE473B776F27BA0775DBABF80C08
RAZZ.CLASS	B131524561F0976A5F7262662F05D22DCE23ECDE
READYFORGAMWITHANTEANDBUTTONDRAWINGRULES.CLASS	8748FFC5A2F512544432F05499CEAC8E384CBBCC
READYFORGAMWITHANTEANDCLOCKWISEMOVINGDEALER RULES.CLASS	371DBFDAA767D25919F170F9AD9DA94BFA323281
READYFORGAMWITHANTERULES.CLASS	0E3E14AD86D235F2B025BFE247881C65D8C7EE14
STUD.CLASS	616DB9E3D26DFF5BA57783AD2B1401FE8877598D
STUD5CARD.CLASS	AB7C832228FCD21A8F5786D1ABA537558D1B95F2
STUD7CARD.CLASS	342D7F8790C82F7C2B59BB900725F042E366F437
STUD7CARDHILO.CLASS	0B6A40CDEB8C77B223B2012AC63E49252659E1AE
STUDLIMIT.CLASS	D57C850F1AEB18B4D748AE48AA7220377B71166F
TOURNAMENTANTERULES.CLASS	520CD965281A2EDA65276257E2D00D8018071CEF
TOURNAMENTBLINDRULES.CLASS	E146A5418DCC57716C4467CACDE9ED3D5640B614



Software Product Details

For version-control of the files, GLI gathered the following checksums (continued):

File Name	SHA-1 Checksum
"Razz" V13.3.0.18	
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEEF3BEDE9398B0FFEA227D6486
ABSTRACTBLINDRULES.CLASS	6EEF982A0BB000378837CFF453657AD12BEFDB44
ABSTRACTFOURROUNDGAME.CLASS	A4FA4A9023FCBF284C34A3339781C94FE12E335D
ABSTRACTGAMERULES.CLASS	D049A8D37116381B698F2E2A80F74E931EAC4D23
ABSTRACTPREBETTINGRULES.CLASS	153B7BE6D0240BE6E2FBB9CB4ED60F8837FF7843
CASHGAMEANTERULES.CLASS	73650973984C2FB1093D31FAD6194F80A39A3902
CASHGAMEBLINDRULES.CLASS	38F6A97462AC24A30E4F5A46CC4E54A6C64F2437
LIMIT.CLASS	4F0A59FF2BDE6F026E45B73F50DC3D8A281D47DA
RAZZ.CLASS	B131524561F0976A5F7262662F05D22DCE23ECDE
READYFORGAMEWITHANTEANDBUTTONDRAWINGRULES.CLASS	8748FFC5A2F512544432F05499CEAC8E384CBBCC
READYFORGAMEWITHANTEANDCLOCKWISEMOVINGDEALER RULES.CLASS	371DBFDAA767D25919F170F9AD9DA94BFA323281
READYFORGAMEWITHANTERULES.CLASS	0E3E14AD86D235F2B025BFE247881C65D8C7EE14
STUD.CLASS	616DB9E3D26DFF5BA57783AD2B1401FE8877598D
TOURNAMENTANTERULES.CLASS	520CD965281A2EDA65276257E2D00D8018071CEF
TOURNAMENTBLINDRULES.CLASS	E146A5418DCC57716C4467CACDE9ED3D5640B614
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEEF3BEDE9398B0FFEA227D6486
"Twister" V13.3.0.18	
SRJJACKPOTCALCULATOR.CLASS	460954E0195F70E68007DA4AF07BC8ED8303C9FE



Software Product Details

For version-control of the files, GLI gathered the following checksums (continued):

File Name	SHA-1 Checksum
“Six Plus Hold'em” V16.3.0.18	
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEEF3BEDE9398B0FFEA227D6486
ABSTRACTBLINDRULES.CLASS	6EEF982A0BB000378837CFF453657AD12BEFDB44
ABSTRACTFOURROUNDGAME.CLASS	A4FA4A9023FCBF284C34A3339781C94FE12E335D
ABSTRACTGAMERULES.CLASS	D049A8D37116381B698F2E2A80F74E931EAC4D23
ABSTRACTPREBETTINGRULES.CLASS	153B7BE6D0240BE6E2FBB9CB4ED60F8837FF7843
CASHGAMEANTEBLINDRULES.CLASS	863E8F2C9DA85242B975CDF333BEA05E96CEAABF
CASHGAMEANTERULES.CLASS	73650973984C2FB1093D31FAD6194F80A39A3902
CASHGAMEBLINDRULES.CLASS	38F6A97462AC24A30E4F5A46CC4E54A6C64F2437
DECK.CLASS	AC77B318898562EEBDA830CFCAFF9D0F9A4D8362
HOLDEM.CLASS	EDF737CF0709EE7CA94E147CE0E5B66926EEABF2
INCREASINGMINBETRULES.CLASS	1D6B72A3F07D4EEEE9AC790965CDDA086E8E6EEC9
LIMIT.CLASS	4F0A59FF2BDE6F026E45B73F50DC3D8A281D47DA
NOLIMIT.CLASS	7998196A42A00B1E562A44B634FED0F5E1C24987
POTLIMIT.CLASS	F798DA76B06F3742F767A26A7CD8948E386742D4
READYFORGAMEWITHANTEANDBUTTONDRAWINGRULES.CLASS	8748FFC5A2F512544432F05499CEAC8E384CBBCC
READYFORGAMEWITHANTEANDCLOCKWISEMOVINGDEALER RULES.CLASS	371DBFDAA767D25919F170F9AD9DA94BFA323281
READYFORGAMEWITHANTERULES.CLASS	0E3E14AD86D235F2B025BFE247881C65D8C7EE14
REALSHUFFLER.CLASS	D8A26416CF77C1C5FB672561244B2AB413180895
SIXPLUSHOLDEM.CLASS	394BCC620DB548612BEA62C76D8BC42D26A3A096
SIXPLUSMACAUHOLDEM.CLASS	D4F35CE97293C59024A9E81023AF2E0502D81FA3
TOURNAMENTANTERULES.CLASS	520CD965281A2EDA65276257E2D00D8018071CEF
TOURNAMENTBLINDRULES.CLASS	E146A5418DCC57716C4467CACDE9ED3D5640B614
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEEF3BEDE9398B0FFEA227D6486



Software Product Details

For version-control of the files, GLI gathered the following checksums (continued):

File Name	SHA-1 Checksum
"Speed Hold'em" V16.3.0.18	
ABSTRACTBETTINGRULES.CLASS	C8526D08EF324CEE3BEDE9398B0FFEA227D6486
ABSTRACTBLINDRULES.CLASS	6EEF982A0BB000378837CFF453657AD12BEFDB44
ABSTRACTFOURROUNDGAME.CLASS	A4FA4A9023FCBF284C34A3339781C94FE12E335D
ABSTRACTGAMERULES.CLASS	D049A8D37116381B698F2E2A80F74E931EAC4D23
ABSTRACTPREBETTINGRULES.CLASS	153B7BE6D0240BE6E2FBB9CB4ED60F8837FF7843
CASHGAMEANTEBLINDRULES.CLASS	863E8F2C9DA85242B975CDF333BEA05E96CEAABF
CASHGAMEANTERULES.CLASS	73650973984C2FB1093D31FAD6194F80A39A3902
CASHGAMEBLINDRULES.CLASS	38F6A97462AC24A30E4F5A46CC4E54A6C64F2437
HOLDEM.CLASS	EDF737CF0709EE7CA94E147CE0E5B66926EEABF2
INCREASINGMINBETRULES.CLASS	1D6B72A3F07D4EEE9AC790965CDDA086E8E6EEC9
NOLIMIT.CLASS	7998196A42A00B1E562A44B634FED0F5E1C24987
READYFORGAMEWITHANTEANDBUTTONDRAWINGRULES.CLASS	8748FFC5A2F512544432F05499CEAC8E384CBBCC
READYFORGAMEWITHANTEANDCLOCKWISEMOVINGDEALER RULES.CLASS	371DBFDAA767D25919F170F9AD9DA94BFA323281
READYFORGAMEWITHANTERULES.CLASS	0E3E14AD86D235F2B025BFE247881C65D8C7EE14

File Name	SHA-1 Checksum
Downloadable Client	
casino[en].cab	ACFC2440FC70B10C8D02B41B1E5E167F4E88B43C
HTML5 Clients	
poker-web-client-mobile-html-Horizon-DEMO_HORIZON- 15.11.3.2.war	E607E4B00AE8C7ADBB31E7644F7CE92452B16E1E
Native Clients	
iPoker- DEMO_HORIZON-pro-15_11_03007.ipa	AF14D9875A7DBE382B7EA283358F4929C6895543
iPoker- DEMO_HORIZON-pro-15_11_03007- (com.playtech.poker.sn.ipoker).apk	E507CE16C8286124406593DDF84CC49123710197



Games Evaluation

Descriptions of the submitted games are given below and on the following pages.

1. "Omaha" V16.3.0.18

"Omaha" is a poker game where the player creates the best five-card hand, based on standard poker hand rankings, using two out of four pocket cards and three out of five community cards.

The "small blind" is posted by the player to the left of the dealer and is usually half the minimum bet of the game (for example, €1 in a €2/€4 game). The "Big Blind" is posted by the player to the left of the "small blind" and is the games minimum bet (for example, €2 in a €2/€4 game). The dealer, marked by the "dealer button", deals starting to the player closest to the dealer's left. Players are dealt four cards face down (pocket cards). A round of betting (pre-flop) occurs starting with the player to the left of the big blind, who can call, fold, or raise the amount of the big blind and continues clockwise. If all players call around to the big blind, they may either check or raise.

After the pre-flop betting round, the dealer deals the flop by first burning a card, dealing card face down into the pot, and then dealing three face-up community cards. The next round of betting begins with the active player to the left of the button. The player with the action can either check or bet and as soon as one player bets all remaining players in the hand can only fold, call or raise.

After the flop betting round the dealer deals the "Turn" or "Fourth Street" by burning a card and then dealing a face up community card. The betting round begins with the active player to the left of the button. The minimum bet starting on the turn is the higher level of the betting limit (for example, €4 in a €2/€4 game).

After the turn betting round the "River" or "Fifth Street" is dealt by burning a card and then dealing a face up community card. The betting round begins with the active player to the left of the button.

If there are more than one remaining player after the final betting round then the showdown begins. Whoever had the last action (bet or raise) has to show his/her cards first. The player with the best five-card hand using three of the five community cards and two of the four pocket cards wins the pot. In the event of identical hands, the pot will be equally divided between the players with the best hands. After the pot is awarded the button moves to the left and the next game begins.

2. "Texas Hold' Em" V16.3.0.18

"Texas Hold' Em" is a poker game where the player creates the best five-card hand, based on standard poker hand rankings, using any of the seven cards on the table (two pocket cards and five community cards). The "small blind" is posted by the player to the left of the dealer and is usually half the minimum bet of the game (for example, €1 in a €2/€4 game). The "Big Blind" is posted by the player to the left of the "small blind" and is the games minimum bet (for example, €2 in a €2/€4 game). The dealer, marked by the "dealer button", deals starting to the player closest to the dealer's left. Players are dealt two cards face down (pocket cards). A round of betting (pre-flop) occurs starting with the player to the left of the big blind, who can call, fold, or raise the amount of the big blind and continues clockwise. If all players call around to the big blind, they may either check or raise.

After the pre-flop betting round the dealer deals the flop by first burning a card, dealing card face down into the pot, and then dealing three face-up community cards. The next round of betting begins with the active player to the left of the button. The player with the action can either check or bet and as soon as one player bets all remaining players in the hand can only fold, call or raise.



Games Evaluation

2. "Texas Hold' Em" V16.3.0.18 (continued)

After the flop betting round, the dealer deals the "Turn" or "Fourth Street" by buying a card and then dealing a face up community card. The betting round begins with the active player to the left of the button. The minimum bet starting on the turn is the higher level of the betting limit (for example, €4 in a €2/€4 game).

After the turn betting round the river or "Fifth Street" is dealt by buying a card and then dealing a face up community card. The betting round begins with the active player to the left of the button.

If there are more than one remaining players after the final betting round then the showdown begins. Whoever had the last action (bet or raise) has to show his/her cards first. The player with the best five-card hand using the five community cards and the two pocket cards wins the pot. In the event of identical hands, the pot will be equally divided between the players with the best hands. After the pot is awarded the button moves to the left and the next game begins.

3. "Omaha Hi/Lo" V16.3.0.18

"Omaha Hi/Lo" is a poker game where the player creates the best five-card High hand, based on standard poker hand rankings, using two out of four pocket cards and three out of five community cards, and a Low hand using two out of the four pocket cards and three out of five community cards. To qualify as a Low hand, the player must be able to make a five card hand with an 8 or lower as its highest ranked card. Straights and flushes do not count against you when determining a low hand though, although pairs and tris do count against you.

The "small blind" is posted by the player to the left of the dealer and is usually half the minimum bet of the game (for example, €1 in a €2/€4 game). The "Big Blind" is posted by the player to the left of the "small blind" and is the games minimum bet (for example, €2 in a €2/€4 game). The dealer, marked by the "dealer button", deals starting to the player closest to the dealer's left. Players are dealt four cards face down (pocket cards). A round of betting (pre-flop) occurs starting with the player to the left of the big blind, who can call, fold, or raise the amount of the big blind and continues clockwise. If all players call around to the big blind, they may either check or raise.

After the pre-flop betting round, the dealer deals the flop by first burning a card, dealing card face down into the pot, and then dealing three face-up community cards. The next round of betting begins with the active player to the left of the button. The player with the action can either check or bet and as soon as one player bets all remaining players in the hand can only fold, call or raise.

After the flop betting round the dealer deals the "Turn" or "Fourth Street" by burning a card and then dealing a face up community card. The betting round begins with the active player to the left of the button. The minimum bet starting on the turn is the higher level of the betting limit (for example, €4 in a €2/€4 game).

After the turn betting round, the "River" or "Fifth Street" is dealt by burning a card and then dealing a face up community card. The betting round begins with the active player to the left of the button.

If there are more than one remaining players after the final betting round, then the showdown begins. Whoever had the last action (bet or raise) has to show his/her cards first. Half of the pot will be awarded to the best High hand and half to the best Low hand. If there isn't a qualifying Low hand then the whole pot is awarded to the best High hand. For a hand to qualify as a Low hand, the player must have five unpaired cards that are ranked eight or lower. The winning Low hand is the hand with the lowest high card. In case of a tie with the high card, the winning hand is the one with the next lowest high card. An Ace counts as the lowest card in a Low hand and flushes and straights do not affect the Low hand. In the event of identical hands, the pot will be equally divided between the players with the best hands. After the pot is awarded the button moves to the left and the next game begins.

Games Evaluation

4. "7 Card Stud" V16.3.0.18

"7 Card Stud" is a poker game where the player creates the best five-card hand, based on standard poker hand rankings, out of the seven cards dealt.

Before the cards are dealt the players "ante" the posted amount. The dealer always deals first the player closest to the dealer's left and continues around the table clockwise. Players are dealt three cards, two face down and one face up (door card). The first betting round begins with the player with the highest "door" card, Ace being High, and is known as the "force" or "bring-in" bet. In the event that two or more players have "door" cards of the same rank then the suit determines, with the order being spades, hearts, diamonds, and clubs (in descending order).

The dealer then will burn one card and deal out a fourth card or "Fourth Street" face up to all remaining active players beginning with the player closest to the dealer's left. The first player to act in the new round is the one with the highest two-card value and is known as "having the action". If there is a tie between players with best hand then the player closest to the dealer's left will have the action. This player can either check or bet. In a fixed limit game, if a player has an open pair on fourth street, that player may bet the higher amount of the game limit normally not available until "Fifth Street".

The dealer then will burn one card and deal out a fifth card or "Fifth Street" face up to all remaining active players beginning with the player closest to the dealer's left. Another round of betting will occur starting with the player with the highest three-card value. Starting with Fifth Street, and for the rest of the hand, all bets in fixed limit games are in big bet increments (€4 in a €2/€4 game).

The dealer then will burn one card and deal out a sixth card or "Sixth Street" face up to all remaining active players beginning with the player closest to the dealer's left. Another round of betting will occur starting with the player with the highest four-card value.

The dealer then will burn one card and deal out the last card or "River" face down to all remaining active players beginning with the player closest to the dealer's left. In the event there are not enough cards remaining in the deck to deal each player a final card, the dealer will calculate if the burn cards plus any cards in the deck will allow each dealer to receive the final down card. If the dealer can deal each player a card, then the dealer will do so by taking all of the burn cards and remaining cards in the deck, shuffle and then deal the final card to the players. However, if the dealer calculates that they can't give each player his or her own card, then the dealer will take all of the burn cards, shuffle and turn over a community card. Another round of betting will occur starting with the player with the highest five-card value.

If there are more than one remaining players after the final betting round then the showdown begins. Whoever had the last action (bet or raise) has to show his/her cards first. The player with the best five-card hand wins the pot. In the event of identical hands, the pot will be equally divided between the players with the best hands.



Games Evaluation

5. "5 Card Stud" V16.3.0.18

This poker variant is very similar to the "7 Card Stud" game. The game follows the same rules but allows to play with the maximum number of 10 players. The difference from the "7 Card Stud" is that only one pocket card is dealt to the players instead of two. The game foresees the 2nd, 3rd and 4th street and then the "River" card.

6 "7 Card Stud Hi/Lo" V16.3.0.18

The "Hi/Lo" version of the "7 Card Stud" poker variant deviates from the standard "7 Card Stud" for the fact that the final pot is not totally won by the highest combination but actually split between the highest and lowest combination for the specific poker hand.

The lowest combination is valid only if it is made of 5 unique cards where the highest one is not major than 8.

7. "Razz" V16.3.0.18

"Razz" Poker is similar to "7 Card Stud", the only difference being that the lowest hand wins.

Seven cards are dealt and a hand is formed by choosing the best combination of only five of the aforesaid cards.

Each player must place their trial bet on the table before the game begins.

Players are then dealt two cards face down and one card face up. Player with the highest card must place a mandatory bet called "bring in". In the event that two players have the same card, the card suits will determine which player must place the "bring in" bet. Value of suits shall be as follows: spades, the highest, then hearts, diamonds and clubs. Player with the highest suit may call. Game continues in a clockwise manner until all bets are placed.

Each player receives one card face up called "Fourth Street". Player with the best (lowest) hand shall call for first. Said player may "check" or "place a bet". Each player receives another card face up called "Fifth Street". Once again, player with the best (lowest) hand shall call for first.

Starting from "Fifth Street" and for the entire hand, a new round of bets are placed.

At this point each player receives yet another card face up called "Sixth Street". Once again, player with the best (lowest) hand shall call for first.

Each player then receives the last face down card (the seventh) and as in the previous "Street" hands, player with the best (lowest) hand shall call for first.

After the last round of bets, each player reveals their cards to see which player has the lowest (winning) combination of five cards. If no bets were placed during the final hand, the player closest to the dealer (clockwise) will reveal their first card (position 1, then 2 and so forth).

"Razz" is normally played by 8 players at most, and a bet limit is fixed – meaning that there is a limit to the maximum amount that each player can bet in any hand.

Card Showdown – Determining the Winner

Player with the best (lowest) five card combination wins. In case of a tie between players, winning amount shall be split evenly among them.

Important: suit has no influence on determining winner in this case.



Games Evaluation

8. "Twister" V16.3.0.18

"Twister" games are fast turbo tournaments with only three players per table.

Winner is awarded a random jackpot which can reach the amount of thousands of Euro per buy-in, starting from 1 Euro. Winning amount is determined randomly and is presented to all players at the table after tournament has commenced and before dealing the cards.

Win is awarded by "winner takes all" manner; the entire winning amount is cashed by player who wins the tournament. "Twister" tournaments are always available at the "Games" tab in the main menu, where player may select buy-in and the number of "Twister" tournaments they wish to participate in simultaneously.

Amount won in a "Twister" tournament may be found in Account → My account → Tournament history. Only players betting real money may enroll in "Twister" tournaments.

9. "Six Plus Hold'em" V16.3.0.18

"Six Plus Hold'em" is a variant of "Texas Hold'em" that uses a reduced deck. Instead of the standard 52 card deck, all cards with the values of 2, 3, 4, 5 (4 deuces, 4 treys, 4 fours and 4 fives) are removed from the deck, resulting in a 36 card deck, where the lowest card is 6 and the highest A. "Six Plus Hold'em" follows the same game logic and betting structure as the classic "Texas Hold'em". The only exception comes in the hand strength.

The Aces can still be used for the High Straight (AKQJT) as well as for the Low Straight (also called the Wheel). This means that in "Six Plus Hold'em", the hand A6789 is equivalent to the A2345 hand in classic "Texas Hold'em", which is the weakest Straight in both game types.

"Six Plus Hold'em" has a slightly different hand ranking from the classic "Texas Hold'em":

- Royal Flush
- Straight Flush
- Four of a Kind
- Flush
- Full House
- Three of a Kind
- Straight
- Two Pair
- One Pair
- High Card

Games Evaluation

9. "Six Plus Hold'em" V16.3.0.18 (continued)

The two major differences are that Three of a Kind now beats a Straight, and Flush beats a Full House. This is implemented to make up for the changed probabilities of hitting, due to the reduced deck as compared to the classic "Texas Hold'em" game with 52 cards.

Betting Structures

There are different so-called betting structures available. Not all of them are available for every game type:

Fixed Limit Games

In fixed limit (or limit) games you can only bet or raise by a fixed pre-defined amount. There are two betting amounts:

- Small bet: Usually in the first two betting rounds a smaller bet amount is used.
- Big bet: Used in the later betting rounds.

If you see for example a €1/€2 fixed limit Hold'em game, the small bet is €1 and the big bet is €2.

Pot Limit Games

Pot limit games differ from limit games in terms of the amounts players are allowed to bet and raise.

The minimum raise amount will be equal to the previous bet or raise in the same hand. For example, if the first player bets €10 and the second player wishes to raise, they must raise at least €10 more.

The maximum raise amount is equal to the total pot + total bets by other players in the betting round + the call amount of the player wishing to raise. For example, if the pot is €50, the first player bets €10 and a second player calls €10, the third player can raise up to €80 (€50 in the main pot + €20 from past bets in the round + €10 of the player's own call).

Unlike limit games, the stakes in pot limit games are not changed during the later betting rounds.

No Limit Games

No limit games are different to limit games because (other than the player's current table balance) there is no maximum bet or raise.

Unlike limit games, the stakes in no limit games are not changed during the later betting rounds.

Rake

The house commissions between 0% and 7.5% of each total pot. The house does not charge Rake if the hand ended before the flop cards were dealt - "No flop no drop".

Rank of Poker Hands

A poker hand consists of the best possible five card combination.

The 10 Poker Hand Ranks

Below are the ten hand ranks for the "Hi Poker" games such as "Texas Hold'em" where your goal is to make the best possible five card combination.

Royal Flush

Straight Flush from 10 to Ace of the same Suit.

Example: 10D, JD, QD, KD, AD.



Games Evaluation

9. "Six Plus Hold'em" V16.3.0.18 (continued)

Straight Flush

Five cards sequence of the same Suit.

Example: 5H, 6H, 7H, 8H, 9H.

Four of a Kind

Four cards of the same value.

Example: 7C, 7D, 7H, 7S.

Full House

Three cards of one value plus one pair. When more than one Full House is competing, the one with the highest ranking group of three wins.

Example: 4H, 4C, 4S, JD, JS.

Flush

Five cards of the same Suit. When more than one Flush is competing, the one with the highest card wins.

Example: 10H, 2H, JH, 4H, AH.

Straight

Five cards in sequence. When more than one Straight is competing, the one with the highest card wins. An Ace can be considered both high and low (but not high and low in the same hand).

Example: 6, 7, 8, 9, 10; the Suit is irrelevant.

Three of a Kind

Three cards of the same value.

Example: 7H, 7D, 7S.

Two Pair

Two different pairs, each made up by cards of the same value. When more than one two pair have the same value, the hand with the highest card outside the paired card wins.

Example: 9D, 9S, QC, QD.

One Pair

Two cards of the same value. In case of two hands having a pair, the highest one wins. When more than one pair have the same rank, the hand with the highest card outside the pair wins.

Example: 8C, 8D.

Highest Card

When no player has achieved any of the above combinations, the hand with the highest card wins.



Games Evaluation

10. "Speed Hold' Em" V16.3.0.18

"Speed Hold'em" follows the poker game fundamental rules and supports "Texas Hold'em". "Speed Hold'em" games minimize the waiting time between hands and empowers the players with a sense of action going at all times.

A new "Speed Fold" button is added to "Speed Hold'em" game cash tables. You can use it to quickly fold the hands you do not like. Clicking on it, instantly or with minimum delay will move you to a new table for a new hand.

When you fold, you do not have to watch until the end the hand you folded.



Games Evaluation

GLI's Games Evaluation of Playtech Software Limited's games included (but was not necessarily limited to) the following elements to the extent necessary to evaluate the game for compliance with the requirements in the standards listed on the first page:

- Submitted Documentation Review,
- Software Verification,
- Source Code Review,
- Artwork and Game Rules Review,
- Game Accounting,
- Game Error and Event Handling,
- Emulation Testing.

GLI has performed an independent calculation of the theoretical Percentage Return to Player (%RTP) values of the games, and the results are shown in the table below.

Game Name	Playtech Software Limited's Submitted RTP%	GLI's Mathematics Results		
		Game RTP%	Types of RTP%	Method of Analysis
"Omaha"	N/A ①	N/A ①	N/A ①	N/A ①
"Texas Hold'em"	N/A ①	N/A ①	N/A ①	N/A ①
"Omaha Hi-Lo"	N/A ①	N/A ①	N/A ①	N/A ①
"7 Card Stud"	N/A ①	N/A ①	N/A ①	N/A ①
"5 Card Stud"	N/A ①	N/A ①	N/A ①	N/A ①
"7 Card Hi-Lo"	N/A ①	N/A ①	N/A ①	N/A ①
"Razz"	N/A ①	N/A ①	N/A ①	N/A ①
"Twister"	92.87%	92.87%	Average	Analytical
"Six Plus Hold'em"	N/A ①	N/A ①	N/A ①	N/A ①
"Speed Hold'em"	N/A ①	N/A ①	N/A ①	N/A ①
RTP% Definitions				
Average RTP%	Long-term expected average RTP% in non-strategy-based games.			
Range RTP%	A range of RTP%s in non-strategy-based games where the RTP% value depends on player selections from the available bet options. Possible scenarios include (but are not necessarily limited to) a player betting on a certain number of lines or events leading to the qualification of additional feature prizes, and games whose individual bet options yielding different RTP%s (e.g.: Roulette-type games, etc...).			
Maximum RTP%	A long-term expected RTP% for strategy-based games achievable by the use of a perfect player strategy (or closest possible approximation).			

① Please refer to the "Conditions of Evaluation" section.



Conditions of Evaluation

GLI's compliance evaluation of Playtech Software Limited's games is subject to the following conditions:

- The recipient, by its acceptance of this Report or analysis, will be deemed to have acknowledged and agreed to all of the "Terms and Conditions" set forth below. If the recipient does not agree to all of such terms and conditions, GLI withdraws the certification provided or analysis established by this Report and the recipient must immediately return to GLI all copies of this Report and make no reference to this Report for any purpose at any time.
- During the certification process it will be ensured that the digital signatures of the software files listed in this evaluation Report remain the same as the ones taken in the live environment.
- This Report supersedes the below listed previously evaluated versions of the game(s):

Game Name	Version	Delivery Mechanism	Prior Testing Date	GLI Project Number for Prior Testing
"Omaha"	14.9.3.4	Downloadable, Flash, Mobile Native for Android and iOS	15 October 2015	2015PTC514LC246
"Texas Hold'em"	14.9.3.4	Downloadable, Flash, Mobile Native for Android and iOS	15 October 2015	2015PTC514LC246
"Omaha Hi-Lo"	13.6.3.7	Downloadable, Flash	15 October 2015	2015PTC514LC246
"7 Card Stud"	13.6.3.7	Downloadable, Flash	15 October 2015	2015PTC514LC246
"5 Card Stud"	13.6.3.7	Downloadable, Flash	15 October 2015	2015PTC514LC246
"7 Card Stud Hi-Lo"	12.4.1.6	Downloadable	15 October 2015	2015PTC514LC246
"Razz"	14.5.6.5	Downloadable	15 October 2015	2015PTC514LC246
"Twister"	15.6.3.8	Downloadable	15 October 2015	2015PTC514LC246
		Mobile HTML5 for Android and iOS, Mobile Native Android and iOS	20 October 2015	2015PTC519LC246
"Six Plus Hold'em"	15.11.1.2	Downloadable, Mobile HTML5 for Android and iOS, Desktop HTML5, Mobile Native for Android and iOS	13 January 2016	2016PTC596LC246
"Speed Hold'em"	15.9.1.2	Downloadable, Mobile HTML5 for Android and iOS, Mobile Native for Android and iOS	20 October 2015	2015PTC519LC246

- GLI's compliance evaluation of Playtech Software Limited's games was related only to the technical scope of work elements discussed herein. This specifically excludes any other features or functions provided by the submission not related to these elements.
- GLI's findings concerning any statistical analysis of the games are within 95.0%, 98.0% and 99.0% confidence intervals (varies depending on specific test).



Conditions of Evaluation

- All testing results are based on information and materials submitted by Playtech Software Limited to GLI throughout the duration of the project. There are inherent limitations to performing compliance testing within a laboratory environment, and within a finite time period. As a result of these limitations, anticipating all possible configurations, scenarios and events which could potentially occur in the live environment was not feasible.
- For the game of "Twister" this sentence will be added as point 14 in "Terms and Conditions" document that will be provided to the Licensees for publishing it on the website and that will be in the scope of the Integration Test: "The pot of the "Twister" tables is represented in euro cents (i.e. 2.01€) and it applies to both player account of the winner and in the tournament game history. Contrariwise, the same pot is shown through integer (i.e. 2€) in the fortune wheel under the cup in the popup winning message of the Sit'N'Go tournament.
- For the game of Twister Playtech Software Limited confirmed that the following document with the listed SHA-1 signature will be provided to all the concessionaires offering the game. It will be the concessionaire's responsibility to provide the information inside this document to the final player. The correctness and availability of this information will be checked during the Integration tests per specific concessionaire.

Document	SHA-1 signature
Twister SNG.pdf	3A73632235A7F1F608AC2850A324AB57FEDE4E27

- Please consider that the RTP% is not directly provided through the game rules. However, the documentation and the Poker Tournament/Cash game rules provide detailed information about the Rake, which represent the Player's bet percentage which will not become part of the total available game prize. Starting from this information, the RTP% can be easily calculated, i.e.:
 - A tournament multiplayer poker game with Rake of 20%, will have an RTP% of 80%.
 - A non tournament multiplayer poker game, with Rake of 10% will have an RTP% of 90%.
- GLI has independently confirmed the theoretical Return to Player (RTP) of the game mathematics model and has verified that the RNG calls, payable coding and symbol mapping have been correctly implemented in the game source code. While GLI has performed strategic emulation of the actual game to verify the highest award and bonus awards, all game payouts were not verified. Accordingly, GLI cannot guarantee that:
 - The payable and results displayed to the player correspond to the expected payouts in all cases.
 - The game operates and interacts with the player strictly in accordance with all the published game rules.Should a more extensive verification of the payouts be required, please contact GLI for more information.
- GLI generated the checksums of the software and source code files using the methods stated below:

GLI Verify® and Verify+ by Kobetron™ - Verification Procedure for Files or Directories:

- Open Verify+ by Kobetron™ or GLI Verify®.
- Select the 'File' or 'Directory' radio button option.
- Select the 'Browse' button and then choose the file or the top directory for which a signature is being requested.
- Click the "Verify" button.
- The current File/Directory being checked will be displayed in the window.
- The program will generate a CDCK, SHA-1 and MD5 signature and display the results in the centre window.



Conditions of Evaluation

Only applicable to UK Remote Gambling:

- GLI has independently confirmed the theoretical return to player (RTP%) of the game mathematics model and has verified that the RNG calls, paytable coding and symbol mapping have been correctly implemented in the game source code. While GLI has performed strategic emulation of the actual game to verify the highest award and bonus awards, all game payouts were not verified. Accordingly, GLI cannot guarantee that the paytable and results displayed to the player correspond to the expected payouts in all cases. Should a more extensive verification of the payouts be required, please contact GLI for more information.
- During the certification process it will be ensured that the digital signatures of the software files listed in this Report remain the same as the ones taken in the live environment.
- GLI has performed an evaluation only on articles 7A, 7B and 7C of the RTS based on receiving confirmation from the license holder that they comply with the guidelines of good practice as stipulated in paragraph 4 of the "Testing strategy for compliance with remote gambling and software technical standards", titled "In-house development, testing and release - good practice".

- GLI's evaluation to the Technical Standards was limited only to the requirements applicable to the product. In addition, the following sections of the applicable Technical Standards were excluded from the scope of work for this evaluation:

Technical Standard Section(s)	Reason for Exclusion
UK Remote Gambling	
RTS requirement 7A RTS implementation guidance 7A	RNG previously evaluated in Report 2015PTC435RNG00.
Malta	
Random Number Generator Requirements	RNG previously evaluated in Report 2015PTC435RNG00.
Game Play Information	This will be evaluated during a gaming platform evaluation.
Significant Event Information	This will be evaluated during the integration with a gaming platform.
Reporting Requirements	This will be evaluated during the integration with a licensee.
Isle of Man	
Schedule 1 - Article 3 Schedule 1 - Article 4	RNG previously evaluated in Report 2015PTC435RNG00.
Schedule 1 – Article 8	This requirement is related to the gaming platform.
Schedule 1 – Article 9	This requirement is related to the gaming platform.
Schedule 1 – Article 11 (a,b)	This requirement is related to the gaming platform.
Schedule 1 – Article 11 (c,d)	This requirement will be tested during the integration with an Operator.
Schedule 2 – Article 1 Schedule 2 – Article 3 Schedule 2 – Article 4	This requirement is related to the gaming platform.
Schedule 2 – Article 6 Schedule 2 – Article 7	This requirement will be tested during the integration with an Operator.
Schedule 2 – Article 8	Currency conversion is not foreseen within this game.



Conclusion

Subject to the Conditions of Evaluation, GLI has determined that product "Poker Games" 16.3.0-level submitted by Playtech Software Limited with the requirements of the applicable Technical Standard in the jurisdiction of:

- UK Remote Gambling - Level 2 and Level 3, as regulated by the UK Gambling Commission.
- Malta, as regulated by Malta Gaming Authority (MGA).
- Isle of Man, as regulated by the Gambling Supervision Commission.

If you should have any questions regarding this information, please feel free to contact our office.

Sincerely,

John van Schaijk
Technical Director



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