

TEST REPORT SUMMARY

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

Project Number: MARQUEE.1004
Report Number: MARQUEE.1004.01

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 “Dragon Tiger” (Version 14.03.28)

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 – Dragon Tiger. 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, 31st March 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 - Dragon Tiger 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 Dragon Tiger 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:

Dragon Tiger:

Dragon Tiger is one of the most simple casino card games, this game is played with six (6) decks of cards, each with 52 cards and one card each is dealt to Dragon & Tiger, the side with higher point wins.

K is the highest point & A is the lowest point, with no regards of the suit.

Rank order in sequence from highest to lowest: K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

Cards	Point Value
K	13
Q	12
J	11
10	10
9	9
8	8
7	7
6	6
5	5
4	4

3	3
2	2
1	1

Dragon & Tiger

Hand with the higher point between "Dragon" or "Tiger" will be the winner.

There will be no commission charged when betting on either side, with an exception of 50% commission from the bet amount if the outcome is a Tie.

Tie

A side bet that may be placed on the possibility that "Dragon" & "Tiger" get the same point (regardless of the suit).

No commission is charged for Tie bets.

Dragon Odd/Even & Tiger Odd/Even

Side bets that may be placed on the possibility that "Dragon" or "Tiger" single card is "Odd" or "Even". There will be no commission charged on these side bets.

"Dragon Odd" loses when the card drawn for "Dragon" is 7 (regardless of the suit).

"Tiger Odd" loses when the card drawn for "Tiger" is 7 (regardless of the suit).

Dragon Odd/Even and Tiger Odd/Even bets are offered on the first 35 hands of every shoe.

Payout

- Dragon 1:1 (50% commission charged if result is Tie)
- Tiger 1:1 (50% commission charged if result is Tie)
- Tie 8:1
- Dragon Odd 1:1 (Lose if Dragon card is 7)
- Dragon Even 1:1
- Tiger Odd 1:1 (Lose if Tiger card is 7)
- Tiger Even 1:1

4. BMM EVALUATION PERFORMED

BMM has tested and confirmed compliance of the Dragon Tiger 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 Dragon Tiger 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 Dragon Tiger game software.

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

Game Name	Ver #	SHA-1 #
<u>Binaries - <Dragon Tiger></u>	14.03.28	
app		57E5BE56213EEA45652D10DC619A1C55CD21C5F6
casino		3D70900FFB8E30C391E065CD5C978663CEB6C357
crossdomain		4966F15084393E351AD74CD19657FFF2FCE654BD
index		E78BE7C3CF3A4D8B610FF5FB6A2DE44D11D8326D
library		3B64DD83D79CDC3A8E42BDB5D20091FB607A71C3
MinimaFlatCustomColorPlayBackSeekCounterVolMute		488F019B8138103AA73C125488A477A763166E77
multitable		D42B90AD509C6C709E4AB2D21A4C14658628ED50
multitable_config		62BAD2FCAC0BE2544C6CDA46759BF1F9A8F0ADB8
normal_config		D9763EB26743B51367DFF19BC053B97A020914E4
normaltables		81ABCA7D137A357013730DC461D43EF9389F4547
playerProductInstall		02B34F62C2C130752118D8B7A33453A2A2972E41
preloader		4F05A3720E26536ED4C276B6A4D066608D709E29
require		6CDD4FDB5EEF8D482303C942123054C08C70CE9A
SkinOverAllNoVolNoCaptionNoFull		3BAD998F20A5E677F74E1CF915CFE5EC5745A155
swfobject		06BCA3CBC44EF36774AE8734867767CDEBC5BE80
videoreplay		28F06009E0B3926BAA7B1D5C635276C21A8CE226
videoreplay		D53C3E1C9A8414875051FC64AED14C75661B9391
web.config		308B73B8B457F164889BD457EE24033D79A6ECAB
Folder: \assets		
bottombanner		047CBEAF1852AB19C0CAEC198ECCC07D2BAF81D2
comm		5BEA06B94E2982D04B34F789E90587042B488CB3
dices		96D1FA73FC4056E7EA26886A9FA219B1A79B9DC4

Game Name	Ver #	SHA-1 #
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		321A20AB47FB1194BBCDF38930404F33635AA593
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
Dragon Tiger	66.56	96.30	89.77	66.56	96.30	89.77

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	
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	