



Game Conformity Assessment Report

Burlesque Show

Report Reference – BFL-NL-250326-01-GC-R2

Dates of Inspection – 28-03-2025

Report prepared for – Bee-Fee Limited

Compliance Status – Compliant

Jurisdiction – Netherlands Gambling Authority (Ksa: Kansspelautoriteit)
The Netherlands

ISO/IEC 17020:2012

An NAB MALTA accredited inspection body Reg No. 112

Technical Standards

Remote Gambling Gaming System Assessment Scheme (Conformity assessment scheme) Version 2.1

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Company Information

Inspection Body	GA Europe Pty Ltd
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Inspection Body Location	Valletta, Malta
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Contact number	+44 207 846 3707
Date of Inspection	14-03-2025 to 19-03-2025
Inspection Supervisor	Qasim Raza
Assessor	Wajahat Kashan

Conclusions and Recommendations

Subject to the scope of inspection and based on inspection performed by **ga** for client's game(s) provided, has formed an opinion that the assessed game(s) comply with the applicable technical standards of Netherlands.

ga recommends that the game(s) listed in this document to be approved for use in Netherlands Gambling Authority (Ksa: Kansspelautoriteit) The Netherlands approved gaming platforms.

Qasim Raza

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28-03-2025

The Client

Manufacturer	Bee-Fee Limited (Beefee)
Address	27 Old Gloucester Street London, WC1N 3AX United Kingdom
Website	https://bfgames.com/
Market	Netherlands
Type of Inspection	Game Conformity Assessment Report
Technical guidelines used for inspection	The above-mentioned product is compliant with the regulations listed below: • Remote Gambling Gaming System Assessment Scheme (Conformity assessment scheme) Version 2.1

Introduction

Bee-Fee Limited (Beefee) has requested GA Europe (**ga**) to inspect their game(s) against the compliance requirements set by Netherlands Gambling Authority (Ksa: Kansspelautoriteit) The Netherlands.

Description of the Change or Correction in Report

This revised report is issued due to the incorrect component hash were added and that cause to supersedes the previous report "BFL-NL-250326-01-GC-R1" issued on 26 March 2025. Hence there no change in the game.

Scope of Inspection

The scope of testing included compliance evaluation was performed against following compliance requirements set by Netherlands Gambling Authority (Ksa: Kansspelautoriteit) The Netherlands:

Assessment framework

- 3.9 Gambling technology

The following requirements have been inspected without accreditation.

- 62 - Regulations number Decree: R3.5
ID NL: KS.09.09_2.1
- 92 - Section number Decree: B13
DK NL: KS.10.03_2.1
- 94 - Section number Decree and Regulations number Decree: B18 + R18, B19
ID NL: KS.10.05_2.1
- 95 - Regulations number Decree: R15
DK NL: KS.10.06_2.1.

Game assessment plan including information such as assessment methods used, assessment activities performed, and findings are provided in **Annex A: Game Assessment Plan**.

This compliance evaluation does not include the evaluation of technical standards specific to the Platform, and Random Number Generator (RNG) as these are outside of the scope of this assessment.

Inspection Methods

Inspection for the game(s) is conducted using following in-house developed inspection methods and quality procedures.

- QP13_ GAE
- QP19_ GAE
- TSM-NL_ GAE
- TPM-02_ GAE
- TPM-07_ GAE

The inspection results have been provided in section Inspection Results against Netherlands Gambling Authority (Ksa: Kansspelautoriteit) The Netherlands.

Inspection Summary

Product Details – Burlesque Show	
Game Description	Burlesque Show is a 5 reel, 3 row video slot with 20 fixed paylines. Feature include Wild Symbol, scatter Symbols, Free Spin, Girls Bonus, Swing Feature. Only the highest winning combination is paid per line. Wins form different paylines add up. Malfunction voids all plays and pays
Channels (game clients)	HTML5: Desktop and Mobile
Device Used for Inspection	Lenovo Laptop (Windows OS – Browsers: Chrome/MS Edge/Firefox)
	Android Mobile Device (Browsers: Chrome)
	iOS Mobile Device (Browsers: Safari/Chrome)
Game Type	Slot game(s)
Bonus	No
Free Spins	Yes
Gamble Feature	No
Progressive Jackpot	No

Pay-Model

Pay-Model: RTP 94%

Inspection URL	https://vgf-static.beefee.co.uk/redirects-test/index.html?stage=development&showLowerBetNotification=true&userId=CTPTEST_EUR&gameId=burlesque-show&sessionId=195d0c0cc36gamingtest0000&operatorId=casinoestportal&language=NL&gameServerAddress=https%3A%2F%2Fgs-gaminga-test.beefee.co.uk%2Fgameserver%2F&jackpotSessionId=Y2FzaW5vdGVzdHBvcnRhbc1URVNUX0VVUi1CRkdidXJsZXNxdWUtc2hvdw-EUR
Version	1.0.0
Theoretical return to player	93.96%
Actual RTP (calculated from simulated game results)	93.92%
Number Simulation	05 Billion

Pay-Model: RTP 96%

Inspection URL	https://vgf-static.beefee.co.uk/redirects-test/index.html?stage=development&showLowerBetNotification=true&userId=CTPTEST_EUR&gameId=burlesque-show&sessionId=195d0c0cc36gamingtest0000&operatorId=casinoestportal&language=NL&gameServerAddress=https%3A%2F%2Fgs-gaminga-test.beefee.co.uk%2Fgameserver%2F&jackpotSessionId=Y2FzaW5vdGVzdHBvcnRhbc1URVNUX0VVUi1CRkdidXJsZXNxdWUtc2hvdw-EUR
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	vdGVzdHBvcnRhbc1URVNUX0VVUi1CRkdidXJsZXNxdWUtc2hvdw-EUR
Version	1.0.0
Theoretical return to player	95.93%
Actual RTP (calculated from simulated game results)	95.97%
Number Simulation	50 Million

Product Fingerprint

Gaming System Components/Objects

Pay-Model: RTP 94%

Critical Component	Version	Description	Requirement applicability	Hashes
libburlesqueshow .so.1.0.0	N/A	Game Engine	KS.09.05_2.0 KS.09.10_2.0 KS.09.11_2.0 KS.09.15_2.0 KS.09.16_2.0 KS.09.17_2.0 KS.09.18_2.0 KS.09.20_2.0 KS.09.26_2.0 KS.09.27_2.0 KS.09.28_2.0 KS.09.29_2.0 KS.09.31_2.0 KS.09.32_2.0 KS.09.33_2.0 KS.09.34_2.0 KS.09.36_2.0 KS.09.37_2.0	965ece15cff08d3826a01d524f5 f7d7cf5251516

Pay-Model: RTP 96%

Critical Component	Version	Description	Requirement applicability	Hashes
libburlesqueshow .so.1.0.0	N/A	Game Engine	KS.09.05_2.0 KS.09.10_2.0 KS.09.11_2.0 KS.09.15_2.0 KS.09.16_2.0 KS.09.17_2.0 KS.09.18_2.0 KS.09.20_2.0 KS.09.26_2.0 KS.09.27_2.0 KS.09.28_2.0 KS.09.29_2.0 KS.09.31_2.0 KS.09.32_2.0 KS.09.33_2.0 KS.09.34_2.0	965ece15cff08d3826a01d524f5 f7d7cf5251516

			KS.09.36_2.0 KS.09.37_2.0	
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RNG Components/Objects

Report Reference: 609RN-374-BFM-24-01-609 - Bee-Fee RNG

Critical Component	Version	Description	Requirement applicability	Hashes
libisaac.so	1.0	Random Number Generator (RNG)	KS.09.12_2.0 KS.09.13_2.0 KS.09.14_2.0 KS.09.25_2.0	744144D5404FB515DBC8AC6 8030DB4E243658C41

Inspection Results

The following table provides compliance status of the game(s) against Netherlands Gambling Authority (Ksa: Kansspelautoriteit) The Netherlands requirements.

Compliant:	The game complies with the requirement.
Does Not Comply:	The game does not comply with the requirement.
Acknowledged:	The requirement is only a statement or information.
Not Applicable:	The requirement is not applicable to the game.
Out of scope:	The requirement cannot be evaluated at this stage due to the current scope of inspection or limitation of the inspection environment.

Assessment framework

Req #	Requirements	Compliance Status	Comments/Anomalies
1)	The Assessment Scheme	Acknowledged	Information only
3.9	Gambling technology	Acknowledged	Information only
54	Regulations number Decree: R3.11 ID NL: KS.09.01_2.0	Out of Scope	The scope is limited to game inspection.
55	Regulations number Decree: R3.2.2 ID NL: KS.09.02_2.0	Out of Scope	The scope is limited to game inspection.
56	Regulations number Decree: R3.4.1 ID NL: KS.09.03_2.0	Acknowledged	Information only
	Assessment standard In terms of design, establish that the licence holder only uses names for the games on offer that match the types of game actually being played (poker, roulette, betting, etc.)	Compliant	We have reviewed the game documentation to ensure that the name of the game offered matches the type of game being played.
57	Regulations number Decree: R3.6 ID NL: KS.09.04_2.0	Not Applicable	The game does not offer non-cash prizes.
	Assessment standard In terms of design, establish that the licence holder will only award non-cash prizes to people who have actually won them and that the licence holder will not do so until it has reliably confirmed and verified the player's identity and current account as specified in the foregoing standards.	Not Applicable	The game does not offer non-cash prizes.

Req #	Requirements	Compliance Status	Comments/Anomalies
	Non-cash prizes must also be documented in such a way that they can be traced back to the player's person.	Not Applicable	The game does not offer non-cash prizes.
58	Regulations number Decree: R3.7 ID NL: KS.09.05_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that devices cannot automatically begin taking part in betting or gambling activities without the input of the player.	Compliant	We have reviewed the game documentation and source code to ensure that player input is required to start the game. Inspected UI module to verify that the game does not start without any interaction from the player.
	In terms of design and implementation, establish that a player will not begin participating in a game until they press a real or virtual button to confirm their stake.	Compliant	We have reviewed the game documentation and source code to ensure that information related to spin button is provided. Inspected UI module to verify that the player must press the spin button to confirm their stake.
	In terms of design and implementation, confirm that games against the licensee do not include any form of automatic stakes.	Compliant	We have reviewed the game documentation and source code to ensure that autoplay functionality is not provided. Inspected UI module to verify that autoplay is not available in the game.
	In terms of design and implementation, establish that the so-called auto-play functionality can only be used after the start of a game where another player is played at the same time.	Compliant	This is an online slot game and does not involve multiple players playing at the same time.
	Explanatory notes on stakes and auto play: The stake in a game can also take the form of stakes that cannot be cashed in, such as "free spins", "bonus points", "bonus buys" or similar.	Acknowledged	Information only

Req #	Requirements	Compliance Status	Comments/Anomalies
	The key principle in this case is that the input of a choice is the direct result of an action taken by the player. If a player does not make use of the facility made available, the gaming system can enter and record a choice – in accordance with the applicable rules of the game. In doing so, it will remain necessary for the player to place the stake themselves. As such, auto-play for the placement of stakes is not permitted. Different types of autoplay exist. Some casino games feature a (traditional) autoplay button, which automatically places stakes for as long as sufficient gaming credit remains. The autoplay session is ended by pressing this button once more. In another variant, players are able to specify the number of consecutive games for which they wish to place automatic stakes, provided there is sufficient gaming credit. Other casino games use an indirect route, with players not indicating how much of their gaming credit they wish to use automatically and instead buying a number of “free spins” or “bonus spins”. The spins are then automatically played in succession during a session that cannot be stopped early. The latter can also be referred to as “buy”, “buy spins” and “buy feature”. Holding down buttons on the keyboard in order to continue playing can also be regarded as a type of autoplay. Each of these cases enable a player to play consecutive games, without having to carry out any affirmative action in between in order to start the next game. Such types of autoplay are not permitted in casino games against the licensee. It may be the case that, when participating in licensed gambling activities the player does not enter or cannot enter a choice to influence the course of the game, for example, if the player has taken a break. This is why casino games in which players play against each other, such as poker, have an auto-play functionality, which enters the		

Req #	Requirements	Compliance Status	Comments/Anomalies
	choice required to further the course of play.		
59	Regulations number Decree: R3.9 ID NL: KS.09.06_2.0	Acknowledged	Information only
	Assessment standard In terms of design, establish that the auto-play function operates in accordance with the rules of the game, as communicated to the player. At the very least, establish that the fairness of the function and the timeliness of choices are addressed.	Not Applicable	This is an online slot game and autoplay is not available in the game.
	In terms of design, establish that a player cannot simply stake money on something by using the auto-play function, unless this is necessary for the progress of the game, in accordance with rules that must be easily understood by the players (e.g. blinds in a game of poker).	Not Applicable	This is an online slot game and autoplay is not available in the game.
	Explanatory note on auto play: The key principle in this case is that the input of a choice is the direct result of an action taken by the player. If a player does not make use of the facility made available, the gaming system can enter and record a choice – in accordance with the applicable rules of the game. In this context, it must still be necessary for the player to perform an action in order to make the bet. Auto-play for betting purposes is therefore not permitted. It may be the case that, when participating in licensed gambling activities, the player does not enter or cannot enter a choice to influence the course of the game, for example, if the player has taken a break. This is why casino games in which players play against each other, such as poker, have an auto-play functionality that enters the choice required to further the progress of the game.	Not Applicable	Information only
60	Regulations number Decree: R3.9a	Not Applicable	This is not a live casino game.

Req #	Requirements	Compliance Status	Comments/Anomalies
	ID NL: KS.09.07_2.0		
61	Regulations number Decree: R3.3 ID NL: KS.09.08_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the gaming system allows the player to finish a game interrupted by malfunctions.	Compliant	We have reviewed the game documentation to ensure that interruption policy is provided to the player. Inspected UI module to verify that the functionality for an incomplete game is provided to the player.
	In terms of design and implementation, establish that the gaming system provides information to the player about the status of a game interrupted by malfunctions.	Compliant	We have reviewed the source code to ensure that the current state of game is held in case of interruption is provided. Inspected backoffice to verify that the status of an interrupted game is available for the player.
62	Regulations number Decree: R3.5 ID NL: KS.09.09_2.1	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the gaming system displays the player's stakes, winnings and losses, at least* in a clear, comprehensible and sufficiently distinctive manner as amounts in euros.	Compliant	We have reviewed the game documentation to ensure that currency in euro is available to the player. Inspected UI module to verify that the currency in euro available in the game.
	In terms of implementation to the mandatory display in euros, the player's bets,winnings and losses may be displayed as US dollar amounts at the poker organization if:	Acknowledged	Information only
	• the game is organised in the form referred to in Article 2.1, first paragraph, under b,of the Remote Gambling Decree; and	Not Applicable	The inspected game is an online slot game.
	• players registered with the license holder as well as players from foreign providers participate in the game; and	Not Applicable	The inspected game is an online slot game.
	• the permit holder takes appropriate measures to ensure that:	Not Applicable	The inspected game is an online slot game.

Req #	Requirements	Compliance Status	Comments/Anomalies
	- the player is informed about the display in US dollars in a clear and comprehensible manner and as completely as possible before the start of the game;	Not Applicable	The inspected game is an online slot game.
	- the player can obtain information about the value of the stakes, winnings and losses in euros in a clear and comprehensible manner during the game;	Not Applicable	The inspected game is an online slot game.
	- the designation and value of stakes, winnings or losses in US dollars are not changed during the game.	Not Applicable	The inspected game is an online slot game.
	* Explanation: The licensee must ensure that players' bets and also any winnings or losses they suffer in any case be expressed in euros in a clear and comprehensible manner. It is still possible to increase the stake (or the winnings and losses) in the game as well – namely in addition to, but not instead of euros – to be displayed in, for example, spins, points, credits or chips. The license holder must ensure that the equivalent display in euros is shown to the player in a sufficiently distinctive manner during the game of chance. The regulation applies not only to the gaming screen during participation in a remote game of chance, but also to other parts within the gaming system of the licensee where bets, winnings or losses are displayed. These requirements therefore also apply, for example, to the information that the licensee provides pursuant to Article 4.31, paragraph 2, of the Remote Gambling Decree with regard to (the changes to) the player's gaming account.	Acknowledged	Information only
63	Remote Gambling Decree and Regulations: B4.2.3 and R3.2.1 ID NL: KS.09.10_2.0	Acknowledged	Information only

Req #	Requirements	Compliance Status	Comments/Anomalies
	Assessment standard In terms of design and implementation, establish that, with the exception of the actual betting and the actual payment of the prizes, the practice games are the same as the gambling activities offered by the licence holder.	Compliant	We have reviewed the source code to ensure that practice games implement the same RNG as play for money games. Inspected UI and payout module to verify that practice games and play for money games are same.
64	Regulations number Decree: R3.2a.1 ID NL: KS.09.11_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the Random Number Generator applied is suitable for the form of gambling for which the Random Number Generator is used.	Compliant	We have reviewed RNG documentation and report to ensure that the RNG used is suitable for the game. Inspected through source code review that the RNG implemented in the game is compatible with game.
	Explanatory note: The Random Number Generator must be suitable to be used for the random parts of the gambling activities. The results of the random aspects of the gambling activities are directly related to the draw by means of a Random Number Generator.	Acknowledged	Information only
65	Regulations number Decree: R3.2a.3 ID NL: KS.09.12_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that, for casino games, each Random Number Generator, with a data set of at least 1,000,000 outcomes, successfully passes one of the below tests:	Compliant	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG
	• the DIEHARD Test (Marsaglia);	Compliant	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG

Req #	Requirements	Compliance Status	Comments/Anomalies
	the NIST (National Institute of Standards and Technology) or TESTU01.	Compliant	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG
	For mechanical random number generators such as roulette kettles, it is possible to limit the dataset to a minimum of 1000 times the possible outcomes. Explanatory note: When using a physical die that has 6 possible outcomes, the minimum dataset is $6 * 1000 = 6000$.	Compliant	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG
66	Regulations number Decree: R3.2.1 ID NL: KS.09.13_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that each Random Number Generator is equipped with a suitable method of seeding and re-seeding so that predictability of results is avoided.	Compliant	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG
67	Regulations number Decree: R3.2.1 ID NL: KS.09.14_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that, except for the randomness of other players, the outcome of all chance parts of the gambling activities are based on the Random Number Generator. Exception: when using a randomness mechanism without replacement, the outcome of the random parts can be predictable to a certain extent. Examples: a second draw from a real or virtual pile of cards without the first card drawn being put back or a draw of virtual bingo without the first draw being replaced.	Compliant	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG
68	Regulations number Decree: R3.2.1 ID NL: KS.09.15_2.0	Acknowledged	Information only

Req #	Requirements	Compliance Status	Comments/Anomalies
	Assessment standard In terms of design and implementation, establish that each outcome of the Random Number Generator, and the result it has led to in the gambling, is recorded.	Compliant	We have reviewed the source code to ensure that the outcomes of random number generator are recorded. Inspected backoffice to verify that game history is maintained.
69	Regulations number Decree: R3.2.1 ID NL: KS.09.16_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the outcome of any game is determined solely by chance and the choice or choices made by the player within the framework of the game.	Compliant	We have reviewed the game documentation and source code to ensure that the game results are based on RNG. Inspected UI module to verify that results of game are totally random and according to the defined payouts.
70	Regulations number Decree: R3.2.1 ID NL: KS.09.17_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the gambling can function in the same way, independently of the means used by the players.	Compliant	We have reviewed the game documentation and source code to ensure that the game results are based on RNG and are according to the defined odds. Inspected UI module and payout module to verify that the game does not falsely present the chance of winning.
71	Regulations number Decree: R3.2.1 ID NL: KS.09.18_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the odds of winning or losing expected by the player correspond to the odds generated and presented by the gambling activities.	Acknowledged	Information only

Req #	Requirements	Compliance Status	Comments/Anomalies
	Explanatory note: Constructions such as 'near miss', or similar constructions whereby situations of 'you almost won' are deliberately presented, are not permitted. For example, gambling activities in which a physical object is simulated (e.g. dice, roulette wheels, fruit machines) will have to provide fair results that are in line with expectations with regard to a physical object.	Acknowledged	Information only
72	Regulations number Decree: R3.2.1 ID NL: KS.09.19_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that, where present, the jackpot is linked to a game outcome of the gambling activities and that the jackpot is part of the prize schedule of the gambling activities.	Not Applicable	There is no progressive jackpot in the game.
73	Regulations number Decree: R3.3 ID NL: KS.09.20_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the pay-out rate presented is the theoretical pay-out rate. Explanatory note: The theoretical pay-out rate must correspond to the pay-out rate. Below is an example with a bet of one euro. Examples: • Option 1 = 0 euro (25% chance); • Option 2 = 0 euro (25% chance); • Option 3 = 1 euro (25% chance); • Option 4 = 2 euro (25% chance). • The theoretical pay-out rate = 75%.	Compliant	We have reviewed the game documentation and source code to ensure that the theoretical pay-out rate is presented. Inspected UI module to verify that the inspected game has theoretical pay-out rate presented in the game.
74	Regulations number Decree: R3.2.2 ID NL: KS.09.21_2.0	Acknowledged	Information only

Req #	Requirements	Compliance Status	Comments/Anomalies
	Assessment standard In terms of design and implementation, establish that the identity of participants in gambling is known to the licence holder.	Not Applicable	The scope of the inspection is limited to game inspection only.
75	Regulations number Decree: R3.2.2 ID NL: KS.09.22_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that, in player-to-player gambling activities, the gaming system continuously analyses for collaborating or colluding players in real time.	Not Applicable	The scope of the inspection is limited to game inspection only.
76	Regulations number Decree: R3.2.2 ID NL: KS.09.23_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that technical facilities are in place to recognise, analyse and record suspicious circumstances.	Not Applicable	The scope of the inspection is limited to game inspection only.
77	Regulations number Decree: R3.2.2 ID NL: KS.09.24_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that, in player-to-player gambling activities, the participants are registered per game.	Not Applicable	The scope of the inspection is limited to game inspection only.
78	Regulations number Decree: R3.3 ID NL: KS.09.25_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that any deviations in a mechanical Random Number Generator are recorded.	Not Applicable	Refer to 609RN-374-BFM-24-01-609 - Bee1Fee RNG
79	Regulations number Decree: R3.8 ID NL: KS.09.26_2.0	Acknowledged	Information only

Req #	Requirements	Compliance Status	Comments/Anomalies
	Assessment standard In terms of design and implementation, establish that the gaming system will accept the player's bet and participation only if the outcome of the immediately preceding game is certain.	Compliant	We have reviewed the source code to ensure that the gaming system only accepts the player's bet when the outcome of the previous game has been generated. Inspected UI module to verify that the player can only place a new bet when the outcome of the previous game has been generated.
	In terms of design and implementation, establish that the gaming system gives the player sufficient opportunity to influence the further course of the game.	Compliant	We have reviewed the source code to ensure that sufficient time is set in which the player can absorb game results. Inspected UI module to verify that the game information and results are displayed.
	Explanatory note: Acceptance of the stake and participation shall only follow if the outcome of the preceding game is known. In relation to the last single stake for that game, the outcome must be a clear win, draw or loss. The stake in a game may also have a form that cannot be cashed in, such as "free spins", "bonus points", "bonus buys" or similar. Sufficient opportunity means there must be sufficient time to absorb information and make a choice.	Acknowledged	Information only
80	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.27_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the rules of the game and the pay-out percentage presented for the game do not change during the game.	Compliant	We have reviewed the game documentation and source code to ensure that game rules and pay-out percentage remain unchanged. Inspected UI module to verify that the game rules and the return to player presented for the game do not change during the game.

Req #	Requirements	Compliance Status	Comments/Anomalies
81	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.28_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that each game is provided with as comprehensive an explanation of the game as possible, including instructions on how to play.	Compliant	We have reviewed the game documentation to ensure that game rules and all relevant information is available to the player. Inspected UI module to verify that the inspected game provides sufficient instructions on how to play the game.
82	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.29_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the game explanations and related instructions do not give rise to deception or misunderstanding.	Compliant	We have reviewed the game documentation to ensure that game rules and all relevant information are clear and not misleading. Inspected UI module to verify that the provided instructions are clear and do not give rise to any misunderstanding.
83	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.30_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the game explanations and related instructions are displayed using the tool used by the player for the gambling.	Not Applicable	No external tool is required for the player to access the game related instructions.
84	Remote Gambling Decree and Regulations: B4.34, B4.38 and R3.4 ID NL: KS.09.31_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the game explanations and	Compliant	We have reviewed the game documentation to ensure that all the game instructions are provided in Dutch language.

Req #	Requirements	Compliance Status	Comments/Anomalies
	accompanying instructions are in any case drawn up in the Dutch language.		Inspected UI module to verify that the game information and rules are always available in the Dutch language.
85	Remote Gambling Decree and Regulations: B4.34, B4.38 and R3.4 ID NL: KS.09.32_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the game explanations and corresponding instructions are set to Dutch by default.	Compliant	We have reviewed the game documentation to ensure that all the game instructions are provided in Dutch language. Inspected UI module to verify that the game information and rules are always available in the Dutch language.
	Explanatory note: The player must be able to change their default setting after registration.	Acknowledged	Information only
86	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.33_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the available game explanations and related instructions are the same in all languages.	Compliant	We have reviewed the game documentation to ensure that game instructions are same in all languages. Inspected UI module to verify that the provided game information/rules remain the same in all languages.
87	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.34_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that game explanations and related instructions are available before the player places their bet.	Compliant	We have reviewed the game documentation and source code to ensure that game instructions are always available to the player. Inspected UI module to verify that the game rules and related

Req #	Requirements	Compliance Status	Comments/Anomalies
			instructions are available to the player during the gameplay and before placing their bet.
88	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.35_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish game explanations and accompanying instructions are also available during the game. The game explanation and accompanying instructions during the game must be available at the time that the player can make a choice regarding that game.	Compliant	We have reviewed the game documentation and source code to ensure that game instructions are always available to the player. Inspected UI module to verify that the game rules and related instructions are available to the player during the gameplay and before placing their bet.
89	Remote Gambling Decree and Regulations: B4.34 and R3.4 ID NL: KS.09.36_2.0	Acknowledged	Information only
	Assessment standard In terms of design and implementation, establish that the game explanation and corresponding instructions contain information about the theoretical payout percentage of the game of chance.	Compliant	We have reviewed the documentation and source code to ensure that the theoretical payout rate is presented. Inspected UI module to verify that the inspected game has theoretical pay-out rate presented in the game.
	In terms of design and implementation, establish that, where applicable, the payout percentage is displayed for different game strategies of the player.	Compliant	This is an online slot game and results are totally dependent on RNG. The results do not depend on player's strategy.

References

1. Burlesque Show.xlsx

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Disclaimer

ga has reported on what was discovered throughout the assessment of the client's game(s) and the components listed in the section Product Fingerprint of this report, related to the technical scope of inspection as per jurisdictional requirements.

Inherently there are limitations in performing compliance inspection within a laboratory environment and accordingly **ga** has undertaken its best endeavours to ensure a thorough assessment is performed and conclusion stated.

Document Control

Version	Description	Date
V0.1	Initial Draft - SRIZ	21-03-2025
V0.2	Reviewed and Updated - MRAZ	24-03-2025
V0.3	QA - QRAZ	25-03-2025
V1.0	Final Report	26-03-2025
V1.1	Updated report to Bee-Fee Limited	28-03-2025

Annex A: Game Assessment Plan

The assessment plan for evaluation of online games is described below:

ONLINE GAME ASSESSMENT PLAN				
Assessment item: Online game		Game name: Burlesque Show		
Game type: Slot game(s)		Channels (Game clients): Desktop and mobile		
Jackpot: N/A		Game version: 1.0.0, 1.0.0		
Jurisdiction: Netherlands		Technical Standard: Remote Gambling Gaming System Assessment Scheme (Conformity assessment scheme), Version 2.1.		
Assessor/s: Wajahat Kashan				
Inspection environment and access method: Supplied by client and accessed remotely from our white-listed IPs				
Inspection procedures for all game related Ksa requirements: • QP13_GAE • QP19_GAE • TSM-NL_GAE • TPM-02_GAE • TPM-07_GAE				
ASSESSMENT MATRIX				
Ksa requirements	A	B	C	D
Assessment framework				
Regulations 3 to 13 - Payment transactions	x		x	
Regulations 54 to 63 – Gambling technology	x		x	
Regulations 64 to 68 – RNG requirements		x	x	x
Regulations 68 to 89 – Gambling technology (game requirements such as game rules, artwork, game functionality, return to player, game information recording, and jackpot)	x	x	x	x
Regulations 90 to 95 – Addiction prevention	x		x	
Game elements	A	B	C	D
Game rules	x	x	x	

ONLINE GAME ASSESSMENT PLAN				
Artworks	x			
Game functionality	x	x	x	
Return to player		x	x	x
Game information	x		x	
Jackpot				
KEY: A: Functional inspection B: Source code review C: Documentation review D: Calculation/Simulation				
Assessment methods:	Assessment instruments required for each method			
1. Functional Inspection 2. Source code review 3. Documentation review 4. Calculation/Simulation	1. Inspection environment, inspection procedures 2. Game source code 3. Game submission including specifications, maths, rules, help files 4. Game maths, game simulator			
Place or Context for assessment to occur (onsite/remote): Performed remotely				
Materials/resources/any documents needed for assessment: 1. Inspection environment 2. Documentation (game rules, help files, maths) 3. Game source code 4. Game simulator for actual RTP calculation 5. Supervised build (remote) to verify source code and binaries used for game and to obtain hashes for future verification				
Special arrangements for assessment: 1. Inspection environment and simulator supplied by the client 2. Remote session for supervised build				
Assessment result: COMPLIANT				
Non-conformities (provide a summary and reference to details): None				
Reports generated for this assessment: 1. Game Conformity Assessment report				

ONLINE GAME ASSESSMENT PLAN
2. Summary of the Assessment report

End of Document