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Report Date	23 December 2025
Issuing Laboratory	GLI Europe B.V. Diakenhuisweg 29-35 2033 AP Haarlem The Netherlands RvA L372
Evaluating Laboratory	GLI Europe B.V. Diakenhuisweg 29-35 2033 AP Haarlem The Netherlands RvA L372
Recipient	Via Fratelli Rosselli 40 71042 Cerignola, Italy
Tested against Requirements	Regulation No. 903-B/2015 Regulation defining the Technical Requirements of the Online Gaming Technical System.
Jurisdiction	Portugal iGaming
Manufacturer	Via Fratelli Rosselli 40 71042 Cerignola, Italy
Submitter	Via Fratelli Rosselli 40 71042 Cerignola, Italy
Product Name	**Mondogaming SRL RNG, v0.0.5**
Description of the Product Tested	**app** As requested per submitter's letter received 25 November.
Evaluation Period	5 December 2025 – 11 December 2025
Internal Reference	RN-711-MNO-25-01-507
Result	Pass (See Comments and Conditions on the following pages)
Internal methods used reference	Random Number Generator (RNG) Analysis WI-MA-006 PC-TC-001

*The evaluation was conducted fully or partially by a subcontracted office. Please refer to "Evaluating Laboratories" on page 1.

Technical Evaluation authorized by:

James Boje
Managing Director EMEA
Executive

RANDOMNESS REPORT FOR THE MONDOGAMING SRL RNG

The intent of this report is to indicate that **GLI** has completed its evaluation of the Mondogaming SRL random number generator (RNG), v0.0.5, provided by Mondogaming SRL.

SECTION I— SCOPE OF TESTING

GLI was provided the required materials to conduct a randomness evaluation on the Mondogaming SRL RNG. The scope of this evaluation was limited to software verification, source code review, and data analysis. The RNG was tested for its ability to randomly produce outcomes for the parameters in Section IV – Statistical Testing.

The Mondogaming SRL RNG was evaluated against the RNG-specific requirements of the technical standards listed in the first page of the report.

SECTION II — SOFTWARE VERIFICATION

Verify+ by Kobetron™ signatures for the Mondogaming SRL RNG are as follows:

File	Version	Type	Signature
app	v0.0.5	Kobe4	U86F
		MD5	E62AF9B0151AB8E38595814825B66C4D
		SHA-1	7B3F69699455E900A58AC9221EDEBAE90B1FA3E2

Table 1. Digital Signatures

SECTION III — SOURCE CODE REVIEW

GLI received the appropriate documentation and full source code which pertains to the generation of random numbers. GLI reviewed the source code provided by tracing the path of the RNG application from the initiation of the draw to the selected output of random numbers. GLI inspected the source code, where practicable, in an attempt to find any undisclosed switches or parameters having a possible influence on randomness and fair play. GLI assessed the ability of the RNG to produce all numbers within the desired range.

RANDOMNESS REPORT FOR THE MONDOGAMING SRL RNG

SECTION IV — STATISTICAL TESTING

The RNG parameters tested are listed in Table 2. GLI performed a data format check on each data set listed in order to confirm that these parameters were correctly represented in the data analyzed.

GLI conducted a statistical analysis of sufficient scope to test the RNG for selecting 1 winner from a pool size from 30 and up to and including 204 as described in Table 2. To provide this level of assessment, GLI selected different test cases for statistical testing. The selection of test cases took into account broad coverage of the RNG parameters listed.

Crash data has been tested by collecting floating point numbers between 0 and 1, then the first 3 digits after the decimal point were taken to perform testing on numbers between 0 and 999 included.

Data Set	Range	Positions
Slot	from 30 and up to and including 204	1
Crash	0-1	1

Table 2. RNG Parameters

In addition to final outcome data, GLI tested raw outcomes consisting of binary output from the main RNG algorithm prior to the application of any scaling algorithms. For a summary of the statistical tests applied to each data set, see *Appendix A*. For a description of the overall test methodology and a description of each test used, see *Appendix B*.

Overall, the RNG passed the battery of tests for each configuration at the 95% confidence level.

SECTION V — SUMMARY

Overall Evaluation of the Random Number Generator

GLI's conclusion based upon the tests applied to the Mondogaming SRL RNG data is that this random number generator has exhibited random behavior and is suitable for the applications as described herein. If a game utilizes different RNG parameters than the ones listed in this report, the RNG should be resubmitted to test that set of parameters.

APPENDIX A: Statistical Test Summary

					Test Names	
Data Set	**Range**	**Positions**	**Replacement**	**Draws**	Tot. Dist.	Diehard
Slot	from 30 and up to and including 204	1	N/A	3,400,000	X	
Crash	0-1	1	N/A	3,700,000	X	
Binary	Not Applicable					X

Table A 1. Tests Applied

APPENDIX B: Test Descriptions

B.1 **Definitions.** The following terms apply to the below test descriptions. Randomness Device or Random Number Generator (RNG) output may be collected multiple numbers at a time. Each set of numbers is called a draw. Each individual number has a particular order within the *draw*. This is referred to as the number *position*.

B.2 **Distribution Comparisons.** Many of the tests compare an observed numerical distribution with an expected distribution. Unless otherwise specified, this is done by means of a statistical chi-square goodness-of-fit test. The value chi-square is computed in the standard way. If k is a possible value, o_k is the observed count of that value, and e_k is the expected count:

$$\chi^2 = \sum_k \frac{(o_k - e_k)^2}{e_k}$$

In the case where expected counts are too small for accurate use of the above formula, values are 'binned' together to ensure an appropriate minimum expected count. The resultant value for chi-square is compared against the distribution for the appropriate number of degrees of freedom. Unusually high (distribution mismatch) or unusually low (insufficient randomness) chi-square values can be causes for data failure.

B.3 **Meta-testing**. Evaluation of groups of *p*-values may include a meta-test for extremity of high or low *p*-values, a meta-test for frequency of high or low *p*-values, and a meta-test for uniformity of *p*-values, as appropriate.

B.4 **Confidence Level**. The statistical tests conducted by GLI are done at a particular *confidence level*. Common confidence levels used include 95%, 98%, and 99%, depending on jurisdictional requirements, and intended use of the RNG. High confidence level testing has low risk of mistakenly failing a good RNG, but higher risk of passing a bad RNG. Lower confidence level testing has increased power of detecting bad RNGs, while also increasing the risk of false failures of good RNGs. Specifically, the confidence level represents the probability that an ideal source of randomness would pass the testing. If an RNG passes statistical tests at a given confidence level, passage at all *higher* confidence levels is implied.

B.5 **Tests**. Some tests are only applicable to certain types of data. Some tests may be applied only to a portion of the data. Some tests may require that the data be parsed, binned, or otherwise transformed, as necessitated by data format.

DieHard:

The DieHard Battery of Tests is a standard assessment of the randomness in raw outcomes generated from an RNG. The collection, designed by George Marsaglia, tests for a variety of patterns in the individual binary bits of RNG output. GLI uses a custom implementation to conduct DieHard testing.

Total Distribution:

The Total Distribution Test is a simple tally of all observed values throughout the data. This is compared with the expected distribution. Typically the expected distribution is a uniform distribution. In the case of unequal weighting of values, an appropriate discrete distribution is used.

Jurisdictional Requirements

6.7 Random Number Generator Requirements 6.7.1 Conformity of the random number generator		Determination	Result/Explanation
1	The generation of outcomes in games of chance shall be based on a Random Number Generator (RNG) and related functionalities supporting its activity (i.e. seeding, mapping, shuffling).	PASS	
2	The RNG shall be generally recognized as being a cryptographically strong source for generating random numbers.	PASS	
3	The RNG output shall pass the following statistical tests:		
	DIEHARD (Marsaglia) battery of tests;	PASS	
	NIST (National Institute of Standards and Technology) Statistical Test Suite; or	N/A	A similar battery of tests of the same level was performed.
	A similar battery of tests of the same level.	PASS	
	The tests shall be conducted with a set of data considered by the RCB as sufficient to ensure valid statistical output.	PASS	
4	The RNG output shall be statistically independent.	PASS	
5	The RNG output shall have a statistically relevant standard deviation.	PASS	
6	The RNG output shall be unpredictable for those without knowledge of its algorithm, method of implementation and current value of the seed.	PASS	
7	The RNG shall pass all tests during maximum load, which is defined as the level of performance where the technical gambling system is unable to sustain player input.	PASS	
6.7.2 Degrees of Freedom and Mapping		**Determination**	**Result/Explanation**
1	The output produced by an RNG shall be distributed on the basis of statistically expected limits, including in particular replicating normal distribution.	PASS	
2	The series of numbers selected by the RNG shall be adequate to provide a likelihood which is sufficiently close to the desired and expected outcome by the player.	PASS	
3	Mapping and scaling for symbols and gambling events produced by a particular RNG shall ensure that the output can be subsequently approved through the corresponding randomness tests of the RNG they were taken from.	PASS	
4	The operator shall be able to verify that the results of the RNG are the same as those used and recorded for the gambling event.	N/A	Game rules are not in scope of RNG evaluation. This requirement will be evaluated in game evaluation.
5	If the rules of the game require a sequence or mapping of gambling units or events to be set up in advance (e.g. location of hidden objects within a labyrinth), a new sequence or mapping may only be produced when allowed by the game rules.	N/A	Game rules are not in scope of RNG evaluation. This requirement will be evaluated in game evaluation.
6	Unless it is stated in the game rules, gambling events based on randomness shall be independent (not related to) other events in the current game or in previous games.	N/A	Game rules are not in scope of RNG evaluation. This requirement will be evaluated in game evaluation.
7	Random outcomes that decide games shall only be affected or controlled by the combination of number values produced by a certified RNG and the rules of the game.	N/A	Game rules are not in scope of RNG evaluation. This requirement will be evaluated in game evaluation.

Jurisdictional Requirements

6.7.3 Error Control Procedures		Determination	Result/Explanation
1	If the technical gambling system uses a hardware RNG, the use of a fail-safe mechanism shall be ensured to deactivate the game in the event of errors detected in the equipment.	N/A	Not a Hardware RNG.
2	If a software RNG is used, the technical gambling system shall ensure continuous monitoring of the results and deactivate games in the event of RNG failure.	N/A	RNG evaluation only. Clause related to the RGS platform.
6.7.4 Seeding		**Determination**	**Result/Explanation**
	The technical gambling system shall ensure the security of the RNG by applying an appropriate and efficient method for seeding and re-seeding the algorithm.	PASS	
6.7.5 Security		**Determination**	**Result/Explanation**
	RNG output which is mapped and scaled for a symbol or event shall be applied immediately to the game, in accordance with the respective rules.	N/A	Game rules are not in scope of RNG evaluation. This requirement will be evaluated in game evaluation.

Critical Requirements

The applicable technical standards listed in the previous section are considered critical.

Summary of Non-Compliances

All articles have been found compliant.

Comments

This Report relates only to the product(s) listed.