## RNG QUESTIONNAIRE

## **GENERAL QUESTIONS**

What jurisdictions/markets would you like your RNG solution evaluated for?

Is the product using this RNG solution intended to be used for land-based, online, or lottery gaming? Specify one, both, or all  $\Box$ Land-based gaming Online gaming Lottery Additional comments:

By what date would you like to receive the RNG evaluation report?

On what operating system (OS) does the RNG solution run? What OS version/distribution?

What type of RNG solution are you submitting for testing? Select all that apply

□Hardware □ Software

Hardware & Software

Mechanical Roulette

Mechanical Shuffler

 $\Box$  Other (please state):

## What is the core algorithm used by the RNG solution? Select all that apply

□ /dev/urandom

☐ Microsoft RNG Mersenne Twister

Java SecureRandom 

Manufacturer developed (please state):

DICG

Other (please state):

In what language(s) is the source code written? Select all that apply

DJava  $\square C / C + +$ □C#

**D**Python

Other (please state):

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Can the RNG source code be isolated from the game code so that it can be compiled independently and digital signatures be taken to identify the corresponding binary files?

□Yes □No

Is the RNG output cycled in the background?

□ Yes □ No

Is the RNG output dynamically monitored?

□Yes □No

Is the RNG core algorithm cryptographically strong?

🗆 Yes	□No
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## **RNG PARAMETERS**

Please provide a description of the RNG parameters used by your game design by filling out the table on the following page. These parameters must correspond to the numbers actually used to determine final game outcomes, not the raw numbers produced by your RNG solution. A brief description for each column header, together with a sample table, is provided below.

- Game Type: Slot, Poker, Roulette, Raffle, Bingo, Keno, etc.
- Range: Minimum and maximum values from which numbers will be selected (e.g. 1 to 52).
- Variable Range: Indicate NO if numbers will always be selected from the specified range; indicate YES if numbers can be selected from any range contained in the specified range.
- Selections: How many numbers need to be selected per game? For example, a traditional Keno game requires 20 numbers to be selected out of 80. A slot machine with 5 independent reels needs to select 5 reel stops per game. If the number of selections is variable, please specify the minimum and maximum (e.g. 1 to 10).
- With replacement: Leave blank if there is only 1 selection. For more than 1 selection, indicate YES if the same number can be selected more than once; indicate NO if once a number has been selected in a game, it can never be selected again for that game.

	GAME TYPE	RANGE	VARIABLE RANGE (YES/NO)	SELECTIONS	WITH REPLACEMENT (YES/NO)
1	Example 1	0 to 255	🛛 Yes 🗆 No	5	🛛 Yes 🗆 No
2	Example 2	1 to 416	🗆 Yes 🛛 No	416	🗆 Yes 🛛 No
3	Example 3	1 to 1,000,000	🛛 Yes 🗆 No	1	□Yes □No
4	Example 4	0 to 79	🗆 Yes 🛛 No	20	🗆 Yes 🛛 No
5	Example 5	0 to 99,999,999	🛛 Yes 🗆 No	1 to 1,000	🛛 Yes 🗆 No

	GAME TYPE	RANGE	VARIABLE RANGE (YES/NO)	SELECTIONS	WITH REPLACEMENT (YES/NO)
1			□ Yes □ No		□Yes □No
2			□ Yes □ No		□Yes □No
3			□ Yes □ No		□Yes □No
4			□ Yes □ No		□Yes □No
5			□ Yes □ No		□Yes □No
6			□ Yes □ No		□Yes □No
7			□Yes □No		□Yes □No
8			□Yes □No		□Yes □No
9			□Yes □No		□Yes □No
10			□Yes □No		□ Yes □ No
11			□ Yes □ No		□Yes □No
12			□Yes □No		□Yes □No
13			□Yes □No		□Yes □No
14			□Yes □No		□Yes □No
15			□Yes □No		□Yes □No
16			□Yes □No		□Yes □No
17			□Yes □No		□Yes □No
18			□Yes □No		□Yes □No
19			□ Yes □ No		□Yes □No
20			□ Yes □ No		□Yes □No
21			□Yes □No		□Yes □No
22			□Yes □No		□Yes □No
23			□Yes □No		□Yes □No
24			□Yes □No		□Yes □No
25			□Yes □No		□Yes □No
26			□Yes □No		□Yes □No
27			□ Yes □ No		□Yes □No
28			□ Yes □ No		□Yes □No
29			□Yes □No		□Yes □No
30			□Yes □No		□Yes □No

• Are the selections for all the games specified in the preceding table equally weighted? If the answer is NO, please specify which games use a weighted distribution and the weights corresponding to each selection.

□ Yes □ No

Additional comments: