

# The Danish Gambling Authority's Certification Programme for betting and online casino



Requirements for games – land-based betting – SCP.07.02.EN.1.0

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# Objectives of the requirements for games

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Requirements for games shall ensure that the games and game platform have functions to support several significant considerations in the Danish Gambling Act by for instance setting requirements for the execution and presentation of the games.

This document contains both test requirements and inspection requirements. From each requirement it is shown if the requirement is to be tested. These requirements are marked with: **[TEST]**. If this marker is not shown, then the requirement is to be inspected. Please notice there are different requirements for the accreditation of testing organisations dependent on whether a requirement shall be tested or inspected. See section 2.2.1 Requirements for testing organisations.

## 1.1 Version

Version 1.0 of 2025.01.01

- First version of 'Requirements for games: Land-based betting'. The document contains game specific requirements, which are moved from the previous test- and inspection standards.

The Danish Gambling Authority continuously revises the certification programme for betting and online casino. The latest version is accessible at The Danish Gambling Authority's website.

When a new version of the certification programme is released, The Danish Gambling Authority will, if necessary, publish guidelines for a transition period and validity of already completed tests.

It must be emphasised that only the Danish version is legally binding. The English version holds the status of guidance only.

## 1.2 Applicability

This document is applicable for the supply of land-based betting games (§ 24a in the Danish Gambling Act) to operators with a licence to offer land-based betting in Denmark. The document is also applicable for licence holders who supply land-based betting to their own offer of games (§ 11 in the Danish Gambling Act).

# Frequency and testing organisations

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## 2.1 Certification frequency

Game suppliers and licence holders, who offer their own games, are responsible for being certified in accordance with the requirements in this document with an interval of maximum of 12 months.

### 2.1.1 First test and inspection of game and upload of certificate

Land-based betting games must be certified the first time before the game can be offered on the Danish market.

The standard report for SCP.07.02 is used as documentation for the first certification. The standard report constitutes a game certificate and may cover 1 or more games. It must appear from the certificate, which games it covers.

Information about the game and certificate must be uploaded to the Danish Gambling Authority's games register before a game can be offered on the Danish market. See guidance on upload at the Danish Gambling Authority's website.

### 2.1.2 Renewed test and inspection of game and upload of certificate

Land-based betting games must, as a rule, be re-certified within 12 months from the latest certification. The standard report must reflect when the new test and inspection has been completed.

If it can be documented that there have been no changes to the game since the previous test and inspection, the testing organisation can attest the standard report without any further test or inspection being necessary. The documentation for no changes can for instance be comparison of hash-values generated by the testing organisation or by use of validation software.

If changes have been made to the game since the previous test and inspection, a renewed test and inspection of SCP.07.02 can be based on spot checks and compliance with the requirements set out in the document "SCP06 - Change Management Programme".

The standard report for SCP.07.02 is used as documentation for the renewed certification. The standard report constitutes a game certificate and may cover 1 or more games. It must appear from the certificate, which games it covers.

The game certificate, which documents the renewed certification, must be uploaded to the Danish Gambling Authority's games register, and thereby be in the Danish Gambling Authority's possession, no later than 1 month after the test and inspection is completed. See guidance on upload at the Danish Gambling Authority's website.

### 2.1.3 Postponement of renewed certification

Game supplier or licence holder, who offer their own games, can postpone the certification up to 1 month from the time where a new test and inspection should have been completed. The new test and inspection must be finalised no later than 13 months after the latest test and inspection and the standard report must be submitted to The Danish Gambling Authority within 13 months from the latest test and inspection.

The Danish Gambling Authority must be notified before the certification is postponed.

The deadline for renewal of the certification is shortened with the equally amount of time the former 12-month deadline has been postponed. If you for instance make use of the maximum 1-month postponement, then the next test and inspection is due 11 months later. The time for the next test shall be reflected in the standard report.

## 2.2 Accredited testing organisations

To ensure that the necessary qualifications are in place when the test and inspection is completed the testing organisation and their staff shall fulfil the requirements in this section.

### 2.2.1 Requirements for testing organisations

Test of games and the game platform shall be conducted as accredited testing by a lab, who is accredited after ISO/IEC 17025 or ISO/IEC 17065 referring to The Danish Gambling Authority's Certification Programme for betting and online casino SCP.07.02.DK. It appears from each requirement if it is to be tested. "Test" meaning whether the functionality in question works as intended. These requirements are marked with: **[TEST]**.

Inspection of games and the game platform shall be conducted as accredited inspection by an inspection body, who is accredited as type A after ISO/IEC 17020 for inspection or ISO/IEC 17065 referring to The Danish Gambling Authority's Certification Programme for betting and online casino SCP.07.02.DK.

Accreditation shall be done by DANAK (the Danish Accreditation Fund) or a similar accreditation body, who is co-signer of EA's (European co-operation for Accreditation) multilateral agreement on reciprocal recognition regarding testing, or for labs outside EA's jurisdiction, by an accreditation body, who is co-signer of ILAC's (the International Laboratory Accreditation Cooperation) multilateral agreement on reciprocal recognition regarding testing.

Link to the testing organisation's accreditation shall be provided in the game certificate.

### 2.2.2 Requirements for personnel who performs the test and inspection

Test and inspection shall be carried out by staff with sufficient qualifications cf. section 6 in ISO/IEC 17020, section 6 in ISO/IEC 17025 or section 6 in ISO/IEC 17065, which means that the accredited testing organisation shall hire and educate sufficiently qualified, competent, and experienced personnel.

### 2.2.3 Supervision and attest of the standard report (game certificate)

The performing of test and inspection shall be supervised cf. the requirements for supervision in section 2.3 in the general requirements. It is the supervisors responsibility to sign the standard report, and thereby warrant that testing has been completed in an appropriate professional manner.

**Written presentation**

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## 3.1 Written information, game rules and instructions

### 3.1.1 General

1	All written information, game rules and instructions shall be true and unambiguous.
2	Written information, game rules and instructions shall be in Danish and be both grammatically and syntactically correct.  Guidance: This does not prevent translation of written instructions into other languages.
3	The base version language is Danish (if several languages are used).  Exception: If games are offered at Greenland, the basic language can be Greenlandic.
4	All written information, game rules and instructions must be the same in all language versions and must be displayed in the language chosen by the customer.

### 3.1.2 Game rules and instructions

1	All games must have associated game rules and instructions for all aspects of the game.  Guidance: In relation to "all aspects", for example, it must generally be stated what the consequences for loss of communication to the game are, and in rules for card games, it must be stated, for example, how often the cards are shuffled. "All aspects" must thus be interpreted broadly.
2	The game system must ensure that the rules and instructions (including restrictions on gaming and how the customer plays) are easily accessible from all gaming sites related to the game.
3	Game rules and instructions must be available to the customer through the same media and on the same device used to play the game.
4	Game rules and instructions shall be available without it being necessary to place a stake.
5	Game rules and instructions shall be available during the entire game.  Guidance: Playing instructions shall be visible and readily accessible in all situations.
6	The game rules must contain adequate information about all features thereby increasing the chances of winning and the winning sizes in the individual game.
7	Game rules and instructions may not change during the course of the game.
8	It must be stated in the game rules what happens to the customer's stake if a game is still unfinished after 90 days.

## 3.2 Stake and winnings

### 3.2.1 Information about stakes and winnings

1	The game platform shall clearly display the bet denomination or currency of the game.
2	The game platform shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).
3	The game platform shall clearly display the maximum stake.
4	The game platform shall clearly display the minimum stake.

### 3.3 Return to players

#### 3.3.1 3.3.1 General

1	<p>The game platform shall inform the customer of the theoretical return to player when using an optimal game strategy and it shall be clear which game options are not parts of an optimal game strategy. The information shall be available in the game rules for each game.</p> <p>Guidance: When a progressive prize is offered, it shall be implemented in a manner ensuring, that the theoretical minimum return to player is correctly displayed to the customer.</p>
2	<b>[TEST]</b> The theoretical return to player stated in the game rules must be correct.
3	<b>[TEST]</b> The theoretical return to player must not be manipulated.

# Visuel presentation

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## 4.1 Graphics

### 4.1.1 General

1	The game platform must ensure that the game account balance is displayed or easily available on the terminal.
2	The game platform must ensure that the name of the game is visible to the customer in all contexts.
3	The game platform must show the customer what he is depositing, including the game stake unit and the total stake.

### 4.1.2 Results

1	The game platform shall display outcomes clearly and unambiguously.
2	The game platform shall display the outcome of the game for an appropriate period of time, in order for the player to have time to understand the outcome and the result.
3	The game platform shall display winnings in a clear and specific manner.

# General game functions

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## 5.1 Game execution

### 5.1.1 General

1	Games must always be executed in accordance with the applicable game rules.
2	<b>[TEST]</b> The game platform shall ensure that the player makes an active choice to place a bet or play a game.  Guidance: It is not permitted to force customers to place a bet, just by clicking on an outcome in the menu.
3	<b>[TEST]</b> The game platform shall ensure that all instructions derived from the customer's actions are based on informed consent.  Guidance: Repeated clicks on an action button, e.g., "buy bet", must not be queued, so the player buys the bet several times. The customer must have a reasonable time to find out about the consequences of the customer's action.

### 5.1.2 The games use of RNG

1	<b>[TEST]</b> The generation of results in games with an element of chance shall be based on a certified Random Number Generator (RNG) and related functionality (seeding, mapping, shuffling, etc.).
2	<b>[TEST]</b> Functionality with an element of chance but not used for generating results shall be based on a certified Random Number Generator (RNG) and related functionality (seeding, mapping, shuffling, etc.).  Guidance: E.g., it could be random generation of matches for a betting coupon
3	<b>[TEST]</b> When RNG output is received, for example, when a game requests the RNG for a series of case numbers, the output must be used in the order it is received.  Guidance: RNG output must not be overridden due to "adaptive behavior", which prohibits automatic or manual intervention, which changes the probability of a given result while the game is being played.
4	<b>[TEST]</b> The gambling system must ensure that there is traceability between RNG extracts and the event in the game.  Guidance: The licence holder shall be able to verify that the results of the RNG are the same as those found in the gambling system after the event.
5	<b>[TEST]</b> If the rules of the game require a sequence or mapping of units or events to be set up in advance (e.g. location of hidden objects within a labyrinth), it is not permitted to assign a new sequence or new mapping to the units or events unless this is stated in the rules.
6	<b>[TEST]</b> Random outcomes that decide games shall not be affected or controlled by anything else than number values produced in an approved manner by the verified RNG combined with the rules of the game.  Guidance: This does not exclude permissibility of games which temporarily change character while they are ongoing, or jackpots decided by anything else than simple game results.  Guidance: This means, for example, that the history of the game or player must not affect the probabilities of the game if it is not disclosed to the player.
7	<b>[TEST]</b> RNG output must be secured until used.  Guidance: RNG output must not be transmitted unencrypted between RNG server and game server.
8	<b>[TEST]</b> RNG output which is mapped and scaled for a symbol, or an event, shall be applied immediately and in accordance with the game rules.  Guidance: This does not prevent games which temporarily change character while ongoing from being played in accordance with the game rules of these games. This does not prevent the visual presentation of the drawn numbers in a bingo game from being delayed, or that more RNG output has been drawn than the game needs.

### 5.1.3 Games without stakes

1	<p><b>[TEST]</b> Games without stakes (free games, fun games, trial games, etc.) must be run by an RNG that is certified according to The Danish Gambling Authority's certification programme: <i>SCP.01 - Requirements for RNG</i> and has the same game logic as when the game is played with stakes.</p> <p>Guidance: Games without bets must not give the impression that the probability of winning is bigger than it actually is in games with stakes.</p>
2	<p>The game platform must ensure that bets without stakes are only offered with the same pricing (odds) as a corresponding bet offered with stakes.</p>

### 5.1.4 Accurate representation of chance

1	<p><b>[TEST]</b> All game events shall be presented correctly.</p> <p>Guidance: Concepts such as constructed "near-miss" are not considered correct presentation of chance.</p>
2	<p><b>[TEST]</b> Games shall give a fair impression of whether a customer is able to affect the outcome.</p> <p>Guidance: Games which give the customers the impression that they have control over the outcome of the game when they do not (i.e. the result is completely random) are not permitted.</p>
3	<p><b>[TEST]</b> The game platform shall ensure that all games, which are being presented as being based on random outcomes have the same chance of producing a given combination each time the game is played.</p> <p>Guidance: This chance must be the immediate chance, which the player is presented to in the interface (e.g. by the visual impression). An exception to this is, if it is presented clearly to the player, that you have to see somewhere else in order to find the actual chance.</p> <p>Guidance: The games are not allowed to adjust to the behaviour of the player, except if the player makes a specific choice in the game, which is part of the game logic and is presented in the game rules.</p>
4	<p><b>[TEST]</b> Games which involve the simulation of a physical object shall provide true and fair outcomes in accordance with expectations to this physical object.</p> <p>Guidance: If a game is presented as a direct or indirect simulation of a physical object, the simulation shall be identical with the expected behaviour of the physical object.</p>

# Special game functions

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## 6.1 Betting

### 6.1.1 General

1	The game platform shall keep an updated log of all bets provided in accordance with a licence issued by The Danish Gambling Authority.
2	As a minimum, the log (see 6.1.1.1) shall contain the following: <ul style="list-style-type: none"> <li>• date and time,</li> <li>• possible outcomes,</li> <li>• the customer's stake,</li> <li>• the licence holder's offered odds at the time of purchase</li> </ul> the outcome.
3	The game platform shall create analyses and reports with the purpose of disclosing match-fixing.

### 6.1.2 Closing of bets

1	It must be clear to the player what winnings the player will win if the player chooses to close his bet before the bet is settled.
2	If a partial closing of a bet is offered, it must be clear to the player how much the player wins, how much stake the player still has on the bet and the potential win on the continued part of the bet.

# Styring af spilfunktioner

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## 7.1 General

### 7.1.1 Activation and deactivation of games

1	<b>[TEST]</b> The game platform shall have a function that can disable the possibility of placing a bet on a specific event.
2	<b>[TEST]</b> The game platform shall have a function that can disable the possibility of placing bets on all events.
3	Information about activation and deactivation shall be saved in a log.
4	<b>[TEST]</b> When a game is deactivated, the customer shall be able to complete any ongoing games.

### 7.1.2 Incomplete games

1	<p><b>[TEST]</b> The game platform shall allow the customer to complete any incomplete games.</p> <p>Guidance: Incomplete games include: (a) loss of communication, (b) system reboots, (c) games being deactivated/activated, (d) customer rebooting, (e) abnormal shutdown of client.</p>
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### 7.1.3 Error handling procedures

1	The game platform shall immediately record all system errors. Cause and solution are registered when these are known.
2	The game platform shall be able to generate a report based on the data collected in accordance with 7.1.3.1

