

# **XML audit file remote gambling (XAK)**

## **Version 1.1**

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## 0.Changes to ~~the consultative~~ version 1.0

On October 6<sup>th</sup> the following adjustments have been made to version 1.0:

- Page 9 the following text was added: "If a negative correction is to be reported on a players account (for example due to a conditional bonus being cancelled), you should use the field Amount total <Total amount> in combination with type of transaction player account Other (<Transaction Typ> = O) in the Player account dataset. You include the reason for this correction in the field Explanation other <Explan Other> in this dataset. Furthermore another option to report such a correction is to use the field Processing code <Processing code>. This is clarified in chapter 3.3"
- Page 32 and 51: change of condition [0079]: Amount gross game result total <GGR total> = Amount stake total <Stake total> - Amount prize total <Prize total> - Amount jackpot won total <Jackpot total> OR Amount gross game result total <GGR total> = Amount stake total <Stake total> - Amount prize total <Prize total> - Amount jackpot won total <Jackpot total> + Amount other total <Other total>

### **History**

#### **Changes to the consultative version**

The consultative version of this document was published on 30 April 2021. In response to comments, we have made the following adjustments:

- For a clarification of the batch delivery of data, see chapter 4.
- A clarification of access to the Validation Test Service, see chapter 5.
- Errors in the naming of fields and tags in condition rules 0017, 0020 and 0026 have been fixed, all in chapter 6 and Appendix 3.
- In the domain specifications in chapter 8, the 'Description' has been removed from DateTime.
- In the xsd XAKSpelttransacties2021.xsd datatype Numbermin1 was defined incorrectly; this has been corrected. The requirement for the minimum value to be 1 is now correctly incorporated.

The Dutch Tax Authorities took the notification document (2020/442/NL received by the European Commission on 8 July 2020) as a starting point. It did not have the XSDs of the other supervisory authorities at its disposal. For that reason, the specifications of the XAK do not correspond in all cases to the XSDs of the other supervisory authorities that have now been published.

How the Dutch Tax Authorities gains access to the audit database has not yet been specified. Other issues relating to the specifications, such as digital sealing, encryption and compression, are still being detailed in line with developments in other audit files (such as those used by the Dutch Tax Authorities for its supervision).

The Dutch Tax Authorities aims to clarify these matters as soon as possible. This will be communicated via <https://odb.belastingdienst.nl/>.

# 1. Introduction

The XML Audit File Remote Gambling (XAK) is a standard for the creation of the XML files, which must be stored by licensed operators in their Remote Gambling Data Safe (Controle Database, CDB). It thus meets the requirements of Article 4.21, part b, Ministerial Regulation remote gambling (MR)

The XAK was developed by the Dutch Tax Authorities and uses two datasets to indicate which data should be made available to the Dutch Tax Authorities <sup>1</sup> in the CDB.

The datasets for Dutch Tax Authorities differ from the datasets requested by the Dutch Gambling Authority (Kansspelautoriteit, KSA).

## **Target group**

This document is intended for software developers and suppliers who help licensed operators to meet the obligation to include the data intended for the Dutch Tax Authorities in their CDB in the correct form.

The data to be included by a licensed operator in the CDB must meet specific requirements and properties. This document is intended to clarify these requirements and properties, primarily in technical terms.

## **Background**

The data to be included in the XAK is that recorded by a licensed operator during and in connection with playing online games of chance.

The data in the CDB must correspond to and be compatible with the licensed online gambling environment (article 5.3, paragraph 2, Governmental Decree remote gambling (AmvB).

This document defines two data sets in Section 2: one for game transactions and one for player account transactions. Both data sets are created in the licensed operator's online gambling environment.

Using the data from both datasets is intended to provide an insight into gambling transactions that may be relevant to the monitoring of the Dutch Gambling Tax (KSB). The transactions conducted on the players' accounts provide support. It is therefore essential that the two sets must be complete and mutually consistent.

If the data (intended for the Dutch Tax Authorities ) in the CDB does not meet the set standards, that could constitute a reason for the KSA to revoke the licence.

## **Technical malfunction**

The licensed operator must take appropriate measures to ensure that, in the event of a technical malfunction, the data is entered into the CDB immediately after the malfunction has been remedied and that delays in transmission caused by malfunctions are minimised.

## **Communication**

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<sup>1</sup> In addition to the data for the Dutch Tax Authorities, the licensed operator must also include data in its CDB for other supervisory authorities. This document does not address data for other supervisory authorities.

If you are a software developer with a support subscription, you can contact the Servicedesk Team OSWO for technical questions. Contact the desk through the "Contact" link, under "Over het ODB" in the footer on the website Ondersteuning Digitaal Berichtenverkeer.

To take out a support subscription, the software supplier must be registered with ODB. Software developers without a subscription can take one out at

<https://odb.belastingdienst.nl/>.

You should then subscribe to news reports/abonneren nieuwsberichten and choose for Auditfile Kansspelen op afstand and service messages to be kept informed of (upcoming) changes to the audit file. This service is free of charge.

### **More**

We strive to include more and current (technical) information at

<https://odb.belastingdienst.nl/>.

You can send questions about Remote Gambling Taxation to the Dutch Tax Authorities via KOA@belastingdienst.nl.

The Dutch Tax Authorities will also let licensed operators know who their contact person is. You will be assigned a contact person once you have received a licence from the KSA. The KSA will then pass on your details to the Dutch Tax Authorities.

## 2. The datasets

As touched on in the introduction, both datasets are produced from the data kept in the online gambling environment. All transactions in the licensed environment or in a player account registered there must be recorded in the XAK/CDB.

Some transactions occur in both datasets but are selected from a different point of view. This means that other data will also be requested sometimes.

The intention is that the data from both datasets can be used to monitor the gambling tax, which means that the data in the datasets must be complete and mutually consistent.

Data in the CDB should remain available for a minimum of 12 months based on Article 5.3, paragraph 6, part d, AmvB and Article 4.14, paragraph 5 MR. The data of players who have terminated their playing account must also be retained.

The data in the CDB is a copy of (part of) the administrative records of the licensed operator. In addition to the 12-month retention obligation for the data in the CDB, the general retention period of 7 years based on Article 52 of the Dutch General State Taxes Act (Algemene wet inzake Rijksbelastingen) applies to the administration.

The version of the datasets was formed by the Dutch language notification document 2020/442/NL received by the European Commission on 8 July 2020. The document is available in several languages. The final XSD schemas contain English group and field names. In Annex 2, groups and fields are placed alongside each other to avoid ambiguity.

The description of the datasets was made before the actual implementation of the Remote Gambling Act. The intention is to evaluate the datasets and requirements in one or two years' time (based on the practical experience gained by then) and to adjust them if necessary.

### ***Player account dataset***

This dataset starts with the identification data of the dataset. The name of this dataset begins with the letter "A" (account). The name also makes it clear which licensed operator, platform and period the dataset relates to.

It then includes details of all existing player accounts held at the licensed platform. Even if a player has no transactions in his player account on a given day, the balance of the player account will still be included in the dataset.

After that, all transactions are recorded in the player account, where the game-related transactions are totalled per game session.

Transactions that are not related to a game session are totalled per day.

In all cases, these are changes that took place on the day to be reported.

For each transaction, the type of transaction must be specified from an exhaustive list, in which some transactions are game-related and others are not. The game-related transactions are: entry fee, stake, winning/prize<sup>2</sup> and jackpot. Non-game-related

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<sup>2</sup> Please note that this concerns the player account data, i.e. the amounts of the net transactions on the player accounts. The term 'prize' therefore means the prize excluding the deducted commission (in view of the description of the concept of prize in chapter 3.2). The commission should be listed separately but not in the player account data set.

transactions are: deposit, bonus and payout. Transaction type 'other' can be used for both game-related and non-game related transactions.

Transactions that have already been cancelled or corrected are also included in the dataset. We discuss how to process corrections in section 3.3 of this document.

### ***Game transaction dataset***

This dataset starts with the identification data of the dataset. The name of this dataset starts with the letter "G" (games). The name also makes it clear which licensed operator, platform and period the dataset relates to.

Records are kept of the (fixed) data of all games of chance played on the licensed platform but also of the games of chance played on other platforms, from a player account belonging to the licensed environment.

For each game of chance, the platform on which it is played is mentioned.

Whether the games of chance on their own platform are also open to players who are not registered with this licensed operator, is indicated in the field Indication of open game <Open>.

The games of chance must also be clearly identified, and the category of the game must be chosen from five<sup>3</sup> values (for an explanation of the game categories see chapter 3.2). This category of game value determines the tax basis for the Gambling Tax.

Finally, all game transactions (per game) that (directly or indirectly) lead to a transaction on a player account are recorded.

These are game transactions that took place on the day to be reported. It includes game transactions that refer to completed game sessions (on the same day), but also those that are not yet completed and therefore extend over several days.

Transactions that have already been cancelled or corrected are also included in the dataset. We discuss how to process corrections in section 3.3 of this document.

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<sup>3</sup> Initially there were three game categories to define all (theoretical) possibilities. Two game categories were added as a basis for the KSB.



### **3. Explanation of the data to be provided**

In this chapter, we look at all kinds of aspects that have to do with the production of the XAKs.

We distinguish between general principles (3.1) and the interpretation of the terms used (3.2). Finally, we discuss how corrections and cancellations should be processed (3.3).

#### **3.1 General principles**

##### ***Consistent data and delineation***

The intention is that the data in the XAK can be used to monitor the gambling tax. That means that the data in the datasets must be complete and mutually consistent. The selection for both datasets should therefore have the same demarcation (in time). This demarcation also ensures that at the end of a return period, the datasets of the XAK (and therefore the CDB) contain the underlying details of the remote gambling section of the gambling tax return for the same period.

Another example of completeness and consistency in the datasets is that it must be possible to calculate the final balance on the player account(s) based on the final balance of the previous day and all changes in the player account(s). That means that all changes in player accounts must be included in the datasets.

Only successful transactions are included in the datasets. Transactions that have not actually been processed for any reason (have been finalised) are not included in the XAK datasets.

##### ***Time***

All fields with a date and time stamp show Dutch time. 'Day' is the period from midnight Dutch time to the following midnight Dutch time.

Please note that this is a time stamp required by tax regulations and is different from the time stamp used by the KSA.

For example, when the clock is set back an hour in the autumn, there may be an anomalous situation in which the dataset shows that a game lasts from 02:55 to 02:15. It is also possible for a player to have several transactions (in the dataset) with the same time stamp but which are actually an hour apart.

##### ***Currency***

All monetary amounts included in the datasets are denominated in euros.

##### ***Identification of the player; unique and pseudonymized***

References to a player in the datasets mean the number a licensed operators assigned to a player. The number must be uniquely related to one player, also in time. These unique player identifications <Player\_ID> cannot (over time) be reused.

A player identification must not make it possible to identify the natural person concerned, even in combination with other data. The data must be pseudonymised.

If the player does not have a player account with the licensed operator in an open game, but does have game transactions, these game transactions are included in the dataset but the Player Identification <Player\_ID> field is not filled.

### **Totalizing**

The reportable values in the game transactions dataset are totalled per player per game session. If a game session has not been completed by midnight Dutch time, the transactions of this game session are reported on both days, on the day they actually took place.

The player account dataset contains all transactions on the player accounts, and the game-related transactions are totalled per game session.

Transactions that are not related to a game session are totalled per day.

### **Amounts are positively stated**

Almost all amounts recorded in the XAK are positive amounts, regardless of the processing code `<Processing_code>`.

Both stake and prize and also deposit and payout are therefore shown as positive values in the XAK.

There are three circumstances in which an amount field can have a negative value:

- the field Amount gross game result total `<GGR_total>` in the game transactions dataset. After all, if the prizes paid out are higher than the stakes the amount can be negative and should therefore also be reported as a negative value.
- the field Amount other total `<Other_total>` in the game transactions dataset is used for transactions that are relevant for the KSB, but do not belong in the other amount fields in this dataset. Amounts that increase the basis for the KSB are shown as positive. Amounts that reduce the basis for the KSB are shown as negative amounts.
- The field Amount total `<Total_amount>` in the player account dataset, but only for transaction type Other (`<Transaction_Typ> = O`). If such an amount is to be charged to the player's account, a negative value is reported.

If a negative correction is to be reported on a players account (for example due to a conditional bonus being cancelled), you should use the field Amount total `<Total_amount>` in combination with type of transaction player account Other (`<Transaction_Typ> = O`) in the Player account dataset. You include the reason for this correction in the field Explanation other `<Explan_Other>` in this dataset.

Furthermore another option to report such a correction is to use the field Processing code `<Processing_code>`. This is clarified in chapter 3.3.

Please note: in the dataset for the KSA, the transactions on Player\_account must be included differently; the KSA asks for a negative value for account debits (e.g. on stakes).

### **Different codes from those used by the KSA.**

For example, the codes used by the Dutch Tax Authorities for Game type `<Game_Type>` and Type of transaction player account `<Transaction_Typ>` are not the same as the codes used by the KSA.

### **Data model**

For a very general explanation of the XML data model, please refer to Appendix 1.

Detailed (technical) information on the data models is included in chapters 6, 7 and 8.

### ***Mandatory and optional fields***

The datasets contain elements<sup>4</sup> that must be supplied with a valid value and optional elements that must be supplied with a valid value if applicable and available.

Mandatory means that the element must always contain a valid value.

Optional means that the dataset is technically acceptable even if the element does not contain a value. However, if the requested data for the particular transaction is present in the game system and requested in the data model, it must be included.

There may also be cases where a (generally) optional field has to be completed for a specific value in another element.

A few examples to clarify; (all conditions are described in appendix 3) For dataset game transactions:

- if the value in Game type <Game\_type> is "OV" (Other) then this must be explained, so the element <Explan\_Other> must be filled, even if this is indicated as optional;
- the element Identification game <Game\_ID> in the player account dataset is optional, but if Type of transaction player account <Transaction\_typ> is S (Stake), E (Entry fee), W (Winning/Prize) or J (Jackpot), then Identification game <Game\_ID> must be filled.

Please note: an entity (Transaction in XAK Player Account) may also be optional, but within the entity mandatory elements may be present. If the entity is reported, valid values must therefore be reported for these mandatory elements.

## **3.2 Explanation of terms used**

### ***Player***

Player refers to the person registered as a player with the licensed operator.

It makes no difference where the player is located or lives and whether he has a Dutch citizen service number.

All transactions are reported in the XAK (player account dataset) for all players registered with the licensed operator, even if they play via the licensed operator on another platform.

### ***Player Account***

A player account is an account held by the licensed operator in its gambling system for one specific player, containing that player's gambling credit. The player account is exclusively used for participation in the licensed games of chance.

The player account is therefore unique and traceable to the person of the player <Player\_ID> but may not be directly traceable to the player's identity (see Article 5.3, paragraph 2, subsection a, AmvB).

If a player has no transactions on his player account on a day, the balance at the end of the day <Balance\_eod> is included in the XAK.

In the KOA regulations, the account used to process a player's transactions is referred to as a "game account". In this document, we use the term "player account". By this term, we mean the same as the term "game account" in the regulations. The KSA uses the term "Player account" for this purpose.

### ***Game***

A game refers to a game of chance that is accessible on or via a platform of the

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<sup>4</sup> An element in this context is an entity or attribute (logical name) or a table or field (technical name).

licensed operator. Games can therefore be located and played in the licensed operator's own environment. However, it is also possible for players registered with the licensed operator, to play on another platform (linking). An example of this is taking part in a tournament. The licensed operator must, when one of its registered players participates in games of chance on another platform, indicate the other gambling location in the field Web address platform <Platform> and also indicate that it is an 'open' game in the field Indication of open game (<Open> = 1).

### **Gross Gambling Result (GGR)**

The GGR is the total of all stakes received by the licensed operator<sup>5</sup>, minus the prizes made available by the licensed operator.

The basis for the KSB in each game is also the GGR. When players play against each other, the GGR is zero. When a player plays against the licensed operator, the KSB is levied on the GGR. The GGR should therefore always be reported when a player plays against the licensed operator.

If a player, in a game against the licensed operator, (also) owes a separate fee (such as entry fee or commission) to the licensed operator, then both the GGR and this fee are part of the KSB basis<sup>6</sup>) to the licensed operator, both the GGR and this fee form part of the tax basis for the KSB.

If the Game category is <Game\_category> A or D then the GGR per game session (per day) is reported in the XAK <GGR\_total>.

To calculate the GGR of a game of chance, the payment of a jackpot is included as a prize.

### **Basis for the gambling tax and game category**

The game category <Game\_category> is vital for determining the tax basis for the Gambling Tax (KSB).

We distinguish (restrictively) five categories of games<sup>7</sup>.

- A: a player plays against the licensed operator, and does not pay an entry fee or commission. The basis for the KSB is the gross gambling result (GGR). For example, a fruit slot machine or blackjack.
- B: players play against each other; the licensed operator only receives an entry fee. The basis for the KSB is then the entry fee. For example, a poker tournament.
- C: players play against each other, the licensed operator only receives a commission which is the basis for the KSB. The commission can (for example) be calculated on the prize and/or on the stakes. For example, poker as a cash game. This category of games also covers bets where the licensed operator offers the opportunity to participate and receives a commission for that.
- D: a player plays against the licensed operator, and the player (also) owes an entry fee and/or commission. The basis for the KSB is the gross gambling result (GGR) plus the entry fee plus commission.
- E: players play against each other; the licensed operator receives both an entry fee and a commission. The basis for the KSB is the entry fee plus commission.

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<sup>5</sup> Where reference is made to a licensed operator, this is taken to mean the operator including the related parties where games of chance can be played from the player's account.

<sup>6</sup> Where commission is mentioned, this also refers to 'rake' and similar fees.

<sup>7</sup> As indicated earlier, this differs from the notification document.

The table below shows an alternative representation of determining the basis for the KSB:

Basis KSB	GGR	Entry fee	Commission	Game category
Player against operator	Yes	No	No	A
Player against operator	Yes	At least one of the two		D
Player against player	N/A	Yes	No	B
Player against player	N/A	No	Yes	C
Player against player	N/A	Yes	Yes	E

An additional remark on a couple of special situations:

- If the game category is B, D or E, then the field Amount entry-fee <Entry\_fee> should contain the amount due by the player for taking part in the game of chance. Also, the field Amount entry-fee total <Entry\_fee\_total> is entered for each game session. The field Amount entry-fee total <Entry\_fee\_total> is populated with a positive amount for multi-day game sessions on the day an entry fee is paid. For days when no entry fee has been paid, the Amount entry-fee total <Entry\_fee\_total> is 0.00.  
A player may be required to pay an amount that includes both an entry fee and the initial stake. In that case, for reporting purposes, the amount is split into a part regarded as an entry fee and a part regarded as an initial stake.
- If the game category is C, D or E, then the field Percentage of commission over prize <Commiss\_Prize> and the field Percentage of commission over stake <Commiss\_Stake> must be included in the dataset. These fields contain the percentage of the commission over the prize and the stake respectively. The field Amount commission total <Commiss\_total> is also entered here per game session. If game category D only has an entry fee, the commission percentages and the total commission amount are 0.00.
- If the game category is D, then the field Amount gross game result total <GGR\_total> must be entered, but a value must also be included for the fields Amount commission total <Commiss\_total> and Amount entry-fee total <Entry\_fee\_total>. This value can therefore also be 0.00.

### **Game session and game round**

A game session starts when a player participates in one specific game and ends when the allocation of prizes or losses for that player is completed or the player quits or withdraws (passes). It is possible, for example, with betting, that a player participates (more or less parallel) in several gambling sessions.

Game transactions and player account transactions (were game-related) must be reported in the XAK on a per-game basis. If a game session extends over several days, reports should be made for each day<sup>8</sup>. As a result, the same game session of the same player for the same game may have been recorded on multiple days in the XAKs.

In one game session, several game rounds may be played and reported together as one transaction.

### **Stakes, entry fee and stakes in jackpot**

Stake refers to the amount a player puts into the game and what he can lose in the game of chance. It includes initial stakes as well as subsequent stakes, such as in Black Jack: insuring against 21 at the bank in case the bank has an open ace.

Stake data must always be reported in the XAK regardless of the KSB charge basis.

A player may be required to pay an amount that includes both an entry fee and the initial stake. In that case, for reporting in the XAK, the amount must be split into a part as an entry fee <Entry\_fee\_total> and a part for the initial stake <Stake\_total>.

<sup>8</sup> Each day contains the transactions that have taken place on that day.

If a portion of the stake in a game is allocated to a jackpot, the stake <Stake\_total> is reported as the amount before allocation to the jackpot. The amount allocated to a jackpot is also reported separately as allocation to that jackpot <Stake\_JP\_total>. The amount is therefore shown in the XAK twice; once in the field Amount stake total <Stake\_total> and once in the field Amount stake jackpot total <Stake\_JP\_total>.

### **Prize**

The prize is the amount of money which a player is unconditionally entitled to win in the event of a successful outcome to a game of chance. Only then is there a prize and can it be included in the GGR.

Prizes must always be reported in the XAK regardless of the basis on which the KSB is charged.

In the game transaction dataset, the prize is recorded per game session in the Amount prize total <Prize\_total> field. If a game session has not ended at the end of the day (0:00 NL time) the data is recorded per game session per day.

Amounts granted to a player without these accruing from participation in a game of chance, for example a start-up bonus, are therefore not treated as a prize and cannot reduce the basis of the KSB.

If there are multiple prize winners, the XAK splits the amount into the prizes per player and thus included for each player in the Amount prize total <Prize\_total> field.

When the prize is a jackpot, it is reported as a separate jackpot prize in the XAK both in the game transactions dataset in the field <Jackpot\_total> and in the player account dataset in the field <Total\_amount> with <Transaction\_Typ> = J.

When there is a commission, the prize <Prize\_total> is the amount including this commission to be reported in the game transaction dataset. The commission itself is also reported separately in the field Amount commission total <Commiss\_total>.

In player account dataset, prizes are reported at their net value (<Total\_amount> with <Transaction\_Typ> = W), i.e. excluding any commission.

### **Bonus**

A bonus is an amount granted to a player on the initiative of the licensed operator, irrespective of the progress of a game of chance, such as for a player's first registration on the platform or an additional amount when he deposits a sum of money into his player account. This amount must not be charged to the tax basis of the KSB.

The bonus amount and the deposit (and previously won prizes) are part of the balance on the player account.

Therefore, when a bonus amount is used for a game, it is considered a normal stake, to be included in the GGR (as basis of the KSB).

However, if a player receives an extra high prize dependent on a game of chance resulting from an action by the licensed operator, then the entire amount is considered a prize (and this does not constitute a bonus). The prize may be included in its entirety in the GGR.

## **3.3 Dealing with corrections and other changes**

### **Corrections general**

The description below applies to both game transactions and player account transactions. When we mean both game transactions (dataset G) and player account transactions (dataset A), we refer to them as transactions.

The XAKs make it possible to report on new transactions and correct previously misreported transactions. Incorrectly reported transactions concern transactions that did not take place or

transactions for which the data was not correctly reported. It is not permitted to change or delete data in the CDB.

The procedure for this is described below. The field Processing code <Processing\_code> in both datasets plays an important role in this regard.

It indicates how the data in a data group should be processed. In the XAK Game Transactions, this concerns the data group Game Session <Gamesession>; in the XAK Player Account, it concerns the data group Transaction <Transaction>.

The limiting options are<sup>9</sup>:

01	New	For new (original) transactions. Data has not been transmitted before.
03	Cancelled	For (retrospectively) cancelled transactions. The data had previously been passed on incorrectly. It is withdrawn/cancelled.
05	Correction	For corrections relating to an incorrect amount. The data was previously entered incorrectly in the XAK. The new data replaces the old data.

For the recovery of incorrectly reported data, the XAK recognises three situations:

1. If data of a data group is corrected, the identifying data always remains the same. The data group also contains the corrected data.
2. If a transaction is cancelled, the data group contains the originally reported data.
3. If the identifying data is not correctly reported, the transaction is reported as cancelled, and the correct situation is then reported as a new transaction.

### **Game transaction**

In the XAK, a player's game transaction is identifiable by the combination of:

- Player identification <Player\_ID>
- Game session identification <GameSession\_ID>.

Thus, when a correction (05) is made to one or more details of a game transaction, the above two elements are included and, in addition, the correct details are included.

### **Player account transaction**

In the XAK, a player's account transaction is uniquely identifiable by the combination of:

- Type of transaction player account <Transaction\_Typ>.
- Time of transaction <Trx\_Datetime>.
- Identification game <Game\_ID><sup>10</sup>
- Game session identification <GameSession\_ID>.

Thus, when a correction (05) is made to a player's account transaction data, the above four elements are included and, in addition, the correct, corrected data is included.

### ***Transaction that was incorrectly omitted***

In the exceptional event that the licensed operator later determines that one or more transactions were incorrectly not included in the XAK, they may be included by adding the transaction(s) to the XAK (at a later date) using the processing code for a new transaction (01).

---

<sup>9</sup> The values and the use of this field deviate from the Dutch notification document 2020/442/NL received by the European Commission on 8 July 2020.

<sup>10</sup> For game-related transaction types, it is theoretically possible that the same type of transaction occurs multiple times at exactly the same time. In such a case, identifying the game and the game session may be required to identify the record to be corrected or which has ~~expired-been cancelled~~. Non-game related transactions are totals per day (or shorter period of reporting in XAK), so in addition to the type of transaction, the time of the transaction suffices for identification.

If it turns out that more than 1,000 transactions are missing, we expect the licensed operator to contact the Dutch Tax Authorities (client coordinator) to report and explain the error and its impact.

### ***Incorrect game category***

If the game category is subsequently found to have been assigned an incorrect value, this will affect the basis for the KSB for all (past) transactions.

The game category is defined at a higher level than the processing code, which means that if the game category later proves incorrect, it cannot easily be processed in the XAK through corrections.

Therefore, we expect the licensed operator to contact the client coordinator to report and explain the impact.

It must also be indicated exactly which changes have been made, i.e. which games of chance are involved, what the old and new game categories were and from which moment the change was implemented.

Thus, the corrections are not retroactively included en masse in the XAK datasets. If an incorrect game category is discovered and corrected, the correct data will be included in the XAK from that moment onwards.



## 4. Creation and provision of datasets<sup>11</sup>

The XAKs are placed in the CDB to comply with Article 4.21 part b MR.

The CDB must be physically located in the Netherlands and, at the request of the Dutch Tax Authorities, be digitally accessible for tax supervision.

This section describes how to store gambling tax data files (XAKs) in the CDB.

### **Recording in CDB**

According to the explanatory notes to the AmvB, the data must be entered in the CDB in near realtime. For the data sets for the Dutch Tax Authorities (XAKs), we interpret these rules somewhat more broadly. This means that the datasets are created and stored in the CDB (at the latest) at the end of a day (Dutch time 0:00).

Therefore, it is permissible to create multiple datasets (of the same kind) only at the end of the day if this is necessary for file size.

Naturally, datasets can also be created and saved during a day, as long as all transactions have been reported at the end of the day.

The background to this is that all data is stored in the CDB with a clear delineation of the day. This enables an unequivocal attribution to the fiscally relevant period.

### **File format and size**

Data must be stored in XML.

XML files must comply with the XSD schemes as published on the website of the Dutch Tax Authorities (<https://odb.belastingdienst.nl/>).

An XML file must be in UTF 8 and may contain multiple records.

The data file must be named in the following format:

<Type\_XML>][<Operator\_ID>][<Data\_Safe\_ID>]\_N\_[yyyymmddhhmmss\_start].xml

Where

- <Type\_XML> has value A when it concerns the dataset for the player account and the transactions of the player account and value G for the datasets concerning the game and the game transactions;
- <Operator\_ID> is the unique number assigned to the licensed operator by the Dutch Gambling Authority;
- <Data\_Safe\_ID> is the unique identifier of the CDB. The identification number or name is determined by the licensed operator;
- N is a consecutive counter of the XML, with leading zeros, 10 digits, which must be reset at the beginning of a new month;
- yyyymmddhhmmss\_start is the timestamp of when the file was created

XML files of type A must be created at the end of the day (0:00) and stored in the CDB. The maximum data volume per file is 100 MB.

XML files of type G must be saved in the CDB when the data volume has reached 100 MB (smaller files may also be created and archived in the meantime). If this maximum is not reached this is always done at the end of the day (0:00).

Before a data file is added to the CDB, it must be processed as described below.

---

<sup>11</sup> This chapter is aligned as much as possible with the requirements of the other Dutch Tax Authorities audit files. As a result, the requirements listed here are more limited or slightly modified compared to the notification document.

### **Encryption**

If the licensed operator wishes to store files in encrypted form, he must provide the Dutch Tax Authorities with the keys required for decryption when the Dutch Tax Authorities requests the data.

### **Digital signature**

For the XAK, the Dutch Tax Authorities will introduce digital signature agreements at the end of 2021. This concerns agreements to ensure that the integrity and authenticity of the data in the audit file are guaranteed.

Digitally signing the audit file achieves two things:

1. Integrity  
The recipient of the audit file can check the integrity, i.e. verify that the audit file has not been changed after it was created. This is called "Message Authentication".
2. Authentication  
The recipient of the audit file can check the sender's authenticity, i.e. check whether the audit file has actually been created by the organisation from which the audit file should originate. This is called "Signer Authentication".

### **Directory structure**

The Dutch Tax Authorities do not set any explicit requirements for a folder structure but has no objection if a similar structure to the KSA-requirements is used to make the data in the CDB available.

### **Availability**

The XAKs are placed in the CDB to comply with Article 4.21 part b MR. The CDB must be physically located in the Netherlands and, at the request of the Dutch Tax Authorities , be digitally accessible for tax supervision. The Dutch Tax Authorities will publish the manner in which access to the CDB can be granted.

## 5. Validation of the audit file

### **Validation Test Service**

A validation test service (VTS) is available from SDM.

If you register with <https://odb.belastingdienst.nl/> and subscribe to the XML Audit File Remote Gambling (XAK), you will automatically receive the login details for the testing service by separate email.

With the VTS you can test whether your test audit file meets the applicable specifications. The test audit file is subjected to the following checks in the VTS:

- Encoding and character set.
- Well formed control: the message complies with the XML standards.
- Syntax check: the message conforms to the XSD schema.

Immediately after the test, you will get the result on your screen.

In addition, the consistency can be checked to a limited extent: does the data in the message conform to the interrelated and permitted values?

The checks performed in the VTS are listed by element in chapters 6 and 7 and also listed separately in Annex 3.

### **Test set and test result**

The test set can have a maximum size of 5 Mb.

The test set contains test data, not production data.

The test results indicate any errors using a 4-digit number. Appendix 3 shows to which control this belongs.

The maximum number of errors reported in the VTS is 100 per test audit-file.

If the number of errors exceeds 100, the message that more than 100 errors have been detected will appear so the tester knows that there are more errors than the ones indicated.

We expect the licensed operator to use the VTS to determine whether the datasets he has compiled meet the conditions that can be tested in advance and that the licensed operator will want to have conducted a successful VTS before it actually starts offering remote gambling.

Because the test set and test results are only used in the VTS environment, the client coordinator does not automatically have access to these data. The client coordinator would like to receive a printscreen of the positive test results and the test set used.

The test results only indicate whether the data in the test set meet the conditions described (Annex 3). This is not a value judgment concerning future datasets or KSB returns.

If it turns out that a licensed operator in the CDB does not provide the requested data, the Dutch Tax Authorities will raise this as a problem with the KSA.

### ***Consistency checks on the message by the licensed operator***

The VTS can only be used to perform checks within the same file.

We expect the licensed operator to perform additional checks themselves; at least periodically and also between multiple files.

We would like to highlight some of the possible consistency checks here.

- Establish that the recognised game transactions, such as stakes and prizes, match the comparable transactions in players' accounts.
- A check on the completeness of the transactions included in the datasets with player account transactions with the start and end balance of that account. Checks can be made in totals or per player account.
- Determine that the details in the XAK match the tax-basis in the KSB return (KOA section) for the relevant period.

These consistency checks will be further developed in the future.

In exercising its supervision, the Dutch Tax Authorities may carry out additional checks.

## 6. Message specification audit file player account

This chapter contains the message specification for the XAR with player account data and the transactions on these accounts.

An explanation of the notation used is included in Chapter 8.

### MESSAGE GENERAL

1..1, R

*MESSAGE GENERAL*

*xml tag:* MessHeader

#### Message type

R a1

*domain:* TypeXML

*xml tag:* Type\_XML

To indicate which type of XML file this is.

XSD:

[0001]: Mandatory

[0002]: Value from code list is used

*code list:* TypeXML (subset selected)

A Player account details

#### Identification message

R an..25

*domain:* Text25

*xml tag:* Record\_ID

Unique sequential number of this type of XML file. In the following structure: YYYY followed by a unique consecutive number per year of this type.

G and A XML files are numbered separately.

XSD:

[0003]: Mandatory

Conditions:

[0004]: First 4 positions of Identification message <Record\_ID> correspond to the current year or the previous year

#### Creation time

R an..25

*domain:* DateTime

*xml tag:* Creation\_XML

Time of creation of this XML file.

XSD:

[0005]: Mandatory

Conditions:

[0006]: Creation time <Creation\_XML> falls in the current month or the previous month

#### Operator identification

R an..25

*domain:* Text25

*xml tag:* Operator\_ID

Unique licensed operator identification number. Indicates the legal entity that holds the permit. This field contains a code, not a (trade) name.

The Dutch Gambling Authority (KSA) issues this identification number.

XSD:  
[0007]: Mandatory

**Identification CDB** **R** **an..25**

*domain:* Text25

*xml tag:* Data\_Safe\_ID

Unique identification of the CDB. The licensed operator determines the identification number or name.

XSD:  
[0008]: Mandatory

**PLAYER** **1..10000, R**

*SPELER*

*xml tag:* Player

A record of each player's account balance is included at least once a day.

**Player identification** **R** **an..50**

*domain:* Text50

*xml tag:* Player\_ID

Player identification <Player\_ID> is the unique number assigned to a player by a licensed operator. The player identification <Player\_ID> is unique and refers to only one player, also in time. This means that the values for Player identification <Player\_ID> cannot be reused (over time).

It must not be possible to identify the natural person associated with the player using the field Player identification, even in combination with other data. The data must be pseudonymised.

XSD:  
[0009]: Mandatory

Conditions:

[0010]: Each value can occur a maximum of once per dataset.

**Amount balance player account** **R** **n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Balance\_eod

The player account balance at 00:00 hours (NL time) at the end of the day reported.

XSD:  
[0011]: Mandatory

**TRANSACTION DATA** **0..10000, O**

*player - TRANSACTION DATA*

*xml tag:* Transaction

Separate records are included here for total amounts per game session, per transaction type, and per day (per day for non-game related transactions or if a game session lasts longer than one day). These records are recorded per player.

**Processing code****R****an..2**

*domain:* ProcessingCode  
*xml tag:* Processing\_code  
Method of processing the data.

XSD:  
[0012]: Mandatory  
[0013]: Value from code list is used

*code list:* ProcessingCode (subset selected)  
01        New  
03        Cancelled  
05        Correction

**Type of transaction player account****R****a1**

*domain:* Mutationtype  
*xml tag:* Transaction\_Typ  
This indicates the type of transaction on the player account, indicating which transaction total is included in this record.  
The total of all transaction (in amounts) on the players' account must be reported daily in the XAK.

XSD:  
[0014]: Mandatory  
[0015]: Value from code list is used

*code list:* Mutationtype (all selected)  
B        Bonus  
         The total amount of money awarded to a player independently of gambling on the initiative of the licensed operator.  
D        Deposit  
         The total amount of money credited to the player's account from another (bank) account.  
E        Entry fee  
         The (split) total amount a player paid to access a game session.  
J        Jackpot  
         The total net prize money from a jackpot that a player has won in a gambling session.  
O        Other  
         The total of all transactions credited or debited in a player's account on a given day and that do not fit within the other transaction types.  
P        Payout  
         The amount debited in the player's account, for example, to another (bank) account, and that again becomes available to the player outside the licensed operator's platform.  
S        Stake  
         The total stake of a player in a game session.  
W        Winning  
         The total net prize money won by a player in a game session, excluding any jackpot. The net prize money will be

reported, thus excluding any commission to be paid<sup>12</sup> to the licensed operator.

**Explanation other** **O** **an..50**

*domain:* Text50

*xml tag:* Explan\_Other

Contains a description to specify the selected value Other.

XSD:

[0016]: Optional

Conditions:

[0017]: IF [Type of transaction player account <Transaction\_Typ> = O (Other)]

THEN [Explanation other <Explan\_Other> = Mandatory]

**Identification game** **O** **an..50**

*domain:* Text50

*xml tag:* Game\_ID

Unique identification of the game the transaction is related to, to the extent the transaction is game-related.

For transaction types that do not belong to a game (such as deposit, payout and bonus), Identification game <Game\_ID> does not need to be filled.

The field must be usable to establish a relationship with the game transactions.

XSD:

[0018]: Optional

Condition:

[0020]: IF [Type of transaction player account <Transaction\_Typ> = S (Stake), E (Entry fee) , W (Winning/Prize) or J (Jackpot)]

THEN [Identification game <Game\_ID> = Mandatory]

**Game session identification** **O** **an..50**

*domain:* Text50

*xml tag:* GameSession\_ID

Game session identification <GameSession\_ID> is the unique identifier of a game session being played. Game session identification <GameSession\_ID> must be unique to the game session (also in time). A Game session identification <GameSession\_ID> may appear multiple times in the XAK when multiple players participate in the same game session.

A Game session identification <GameSession\_ID> may appear multiple times in the CDB when a game session spans multiple days.

A game session can consist of several rounds of play, such as poker tournaments, or just one round of play, such as the one-time participation at a virtual roulette table.

The game session does not need to be entered for transaction types that do not belong in a game session (such as deposit, payout and bonus).

---

<sup>12</sup> Wherever commission is mentioned, this also refers to 'rake' and similar fees.



XSD:  
[0021]: Optional

Condition:  
[0022]: IF [Type of transaction player account <Transaction\_Typ> = E  
(Entry fee), S (Stake), W (Winning/Prize) or J (Jackpot)]  
DAN [Game session identification <GameSession\_ID> = Mandatory]

**Time of transaction** **R** **an..25**

*domain:* DateTime

*xml tag:* Trx\_Datetime

The date and time the game session ended, to which the reported total amount relates.

For transaction types that do not belong to a game session (such as deposit, payout and bonus), the date and time of the last transaction are used.

XSD:  
[0023]: Mandatory

Condition:  
[0024]: Time of transaction <Trx\_Datetime> falls in the current month or the previous month

**Amount total** **R** **n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Total\_amount

The Amount total is calculated by totalling the amounts per game session (and possibly per day if the game session lasts longer than the day) and per transaction type.

For transaction types that do not belong to a game (session) (such as deposit, payout and bonus), total amounts are recorded per player, per transaction type, per day.

The total of all transactions (in amounts) on the players' account must be reported in the XAK.

XSD:  
[0025]: Mandatory

Condition  
[0026]: IF [Type of transaction player account <Transaction\_Typ><>  
O (Other)]  
THEN [Amount total <Total\_amount> >= 0.00]

## 7. Message specification audit file game transactions

This section contains the message specification for the XAR with game data and game transactions. An explanation of the notation used is included in Chapter 8.

### MESSAGE GENERAL

1..1, R

*MESSAGE GENERAL*

*xml tag:* MessHeader

#### Message type

R a1

*domain:* TypeXML

*xml tag:* Type\_XML

To indicate which type of XML file this is.

XSD:

[0027]: Mandatory

[0028]: Value from code list is used

*code list:* TypeXML (subset selected)

G Game transactions

#### Identification message

R an..25

*domain:* Text25

*xml tag:* Record\_ID

Unique sequential number of this type of XML file. In the following structure: YYYY followed by a unique consecutive number per year of this type. G and A XML files are numbered separately.

XSD:

[0029]: Mandatory

Conditions:

[0030]: First 4 positions of Identification message <Record\_ID> correspond to the current year or the previous year

#### Creation time

R an..25

*domain:* DateTime

*xml tag:* Creation\_XML

Time of creation of this XML file.

XSD:

[0031]: Mandatory

Conditions:

[0032]: Creation time <Creation\_XML> falls in the current month or the previous month

#### Operator identification

R an..25

*domain:* Text25

*xml tag:* Operator\_ID

Unique licensed operator identification number. Indicates the legal entity that holds the permit. This field contains a code, not a (trade) name.  
The Dutch Gambling Authority (KSA) issues this identification number.

XSD:  
[0033]: Mandatory

**Identification CDB** **R** **an..25**

*domain:* Text25

*xml tag:* Data\_Safe\_ID

Unique identification of the CDB. The licensed operator determines the identification number or name.

XSD:  
[0034]: Mandatory

**GAME** **1..10000, R**

*SPEL*

*xml tag:* Game

For each game played, at least a daily record is made of the game's details and the transactions in the playing sessions.

**Identification game** **R** **an..50**

*domain:* Text50

*xml tag:* Game\_ID

Unique identification of the game determined by the licensed operator.

XSD:  
[0035]: Mandatory

Condition:  
[0036]: Each value can occur a maximum of once per dataset

**Game category** **R** **a1**

*domain:* GameCategory

*xml tag:* Game\_category

Game category <Game\_category> indicates how the basis for the KSB should be determined.

XSD:  
[0037]: Mandatory  
[0038]: Value from code list is used

Condition:  
[0039]: IF [Amount gross game result total<GGR\_total> is filled]  
THEN [Game category <Game\_category> = A (Player plays against operator) or D (Player against operator, additional fee)]  
[0040]: IF [Amount entry-fee <Entry\_fee> has been filled]  
THEN [Game category <Game\_category> = B (Mutual with entry fee) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]  
[0041]: IF [Percentage of commission over prize <Commiss\_Prize> is entered]

OR [Percentage of commission over stake <Commiss\_Stake> is entered]  
 THEN [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

*code list:* Gamecategory (all selected)

- A Player plays against operator  
Player owes no entry fee and no commission to the licensed operator.
- B Mutual with entry fee  
Players play against each other; the licensed operator only gets an entry fee.
- C Mutual with commission  
Players play against each other; the licensed operator only gets a commission.
- D Player against operator, additional fee  
Player owes entry fee and/or commission to the licensed operator.
- E Mutual with entry fee and commission  
Players play against each other, licensed operator gets both entry fee and commission.

#### Game type

**R**

**a2**

*domain:* GameType

*xml tag:* Game\_Type

For a clear understanding of the types of games offered by a licensed operator, we ask them to enter the type of game in addition to the game category.

Some game types can be organised and played in multiple ways and combined with multiple game categories. Only one combination of game type and game category is possible per game.

XSD:

[0042]: Mandatory

[0043]: Value from code list is used

*code list:* Gametype (all selected)

- BI Bingo
- BJ Blackjack
- FA Fruit machine
- MO Manager game other
- MS Manager game sports
- OV Other
- PC Poker cash game
- PO Pool game other
- PS Pool game sports
- PT Poker tournament
- RO Roulette
- WO Other bets
- WS Sports betting

#### Explanation other

**O**

**an..50**

*domain:* Text50

*xml tag:* Explan\_Other

Contains a description to specify the selected value Other.

XSD:  
[0044]: Optional

Condition  
[0045]: IF [Game type <Game\_Type> = OV (Other)]  
THEN [Explanation other <Explan\_Other> = mandatory]

**Name of game** **R** **an..50**

*domain:* Text50

*xml tag:* Game\_name

State the name of the game as it is known to players in the licensed operator's area.

XSD:  
[0046]: Mandatory

**Indication of open game** **R** **n1**

*domain:* Boolean

*xml tag:* Open

Indicate whether the game is open to players who are not registered with the licensed operator's licensed platform. This value is filled both for games played on the licensed operator's licensed platform and games played on another platform (from a player's account registered on the licensed platform).

XSD:  
[0047]: Mandatory  
[0048]: Value is 0 (No) or 1 (Yes)

**Web address platform** **R** **an..50**

*domain:* Text50

*xml tag:* Platform

URL of the platform on which the game is played. This may be the licensed platform of the licensed operator or another platform on which players can play through their player account registered on the licensed platform.

XSD:  
[0049]: Mandatory

**Percentage of commission over prize** **O** **n..6.4**

*domain:* Percentage

*xml tag:* Commiss\_Prize

The percentage of commission paid by the player for this game over the prize. Record only in game category C, D or E.

XSD:  
[0050]: Optional

Condition:  
[0051] IF [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]  
THEN [Percentage of commission over prize <Commiss\_Prize> = mandatory]

**Percentage of commission over stake****O****n..6.4***domain:* Percentage*xml tag:* Commiss\_Stake

The percentage of commission paid by the player for this game over his stakes. Record only in game category C, D or E.

XSD:

[0052]: Optional

Condition:

[0053] IF [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

THEN [Percentage of commission over stake <Commiss\_Stake> = mandatory]

**Amount entry-fee****O****n..12.2***domain:* Amount12Digits2Decimals*xml tag:* Entry\_fee

Is the (separable) amount that a player pays for participation in a game of chance. If the game category is B, D or E; inclusion is mandatory.

The entry fee is the amount of money that a player pays to participate in a game, and it remains the same throughout the game session. The Amount entry-fee total <Entry\_fee\_total> can vary per day (in the case of multi-day game sessions).

A player may be required to pay an amount that includes both an entry fee and the initial stake. In that case, for reporting purposes, the amount is split into a part regarded as an entry fee and a part regarded as an initial stake.

XSD:

[0054]: Optional

Conditions

[0055]: IF [Game category <Game\_category> = B (Mutual with entry fee) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

THEN [Amount entry-fee <Entry\_fee> = mandatory]

[0075]: Amount entry-fee <Entry\_fee> >= 0.00

**GAME SESSION****1..10000, R***game - GAME SESSION**xml tag:* Gamesession

Separate records are included here for the data per game session and per day (if a game session lasts longer than one day). These records are recorded per game.

**Processing code****R****an..2***domain:* ProcessingCode*xml tag:* Processing\_code

Method of processing the data.

XSD:

[0056]: Mandatory

[0057]: Value from code list is used

*code list:* Processing code (subset selected)

01	New
03	Cancelled
05	Correction

### **Player identification**

**O**

**an..50**

*domain:* Text50

*xml tag:* Player\_ID

Player identification <Player\_ID> is the unique number assigned to a player by a licensed operator. Player identification <Player\_ID> is unique and refers to only one player, also in time. This means that the values for Player identification <Player\_ID> cannot be reused (over time).

It must not be possible to identify the natural person associated with a player identification <Player\_ID>, even in combination with other data. The data must be pseudonymised.

Only in case of an 'Open' game and if a player does not have a player account with the licensed operator, this field is not filled in.

XSD:

[0058]: Optional

Condition:

[0088]: IF [Indication of open game <Open> = 0]

THEN [Player identification <Player\_ID> = mandatory]

### **Game session identification**

**R**

**an..50**

*domain:* Text50

*xml tag:* GameSession\_ID

Game session identification <GameSession\_ID> is the unique identifier of a game session being played. Game session identification <GameSession\_ID> must be unique to the game session (also in time). A Game session identification <GameSession\_ID> may appear multiple times in the XAK when multiple players participate in the same game session.

A Game session identification <GameSession\_ID> may appear multiple times in the CDB when a game session spans multiple days.

A game session can consist of several rounds of play, such as in poker tournaments, or it can consist of just one round of play, such as the one-time participation at a virtual roulette table.

XSD:

[0059]: Mandatory

### **Start time**

**R**

**an..25**

*domain:* DateTime

*xml tag:* Start

Start time is the combination of date and time that the game session was started.

XSD:

[0060]: Mandatory

### **End time**

**O**

**an..25**

*domain:* DateTime  
*xml tag:* End  
End time is the combination of date and time that the game session ended.

XSD:  
[0061]: Optional

Condition:  
[0062]: End time <End> >= Start time <Start>.

**Number of game rounds** **R** **n..6**

*domain:* NumberMin1  
*xml tag:* Game\_rounds  
The number of game rounds played by a player during the game session must be recorded here.

XSD:  
[0063]: Mandatory  
[0064]: Number of game rounds <Game\_rounds> >= 1

**Amount stake total** **R** **n..12.2**

*domain:* Amount12Digits2Decimals  
*xml tag:* Stake\_total  
Total stake per player in euros per game session. If a game session spans the day, the data is totalled by day and included in the XAK as a separate transaction.

Any allocations to a jackpot are counted in Amount stake total <Stake\_total>. They are also reported separately in Amount stake jackpot total <Stake\_JP\_total>.  
The amount reported as a stake total is therefore the amount before allocation to the jackpot.  
If an amount paid by the player to participate in a game is a combination of entry fee and initial stake, then only the portion that relates to the stake is included here.  
If a player is owed commission on his stakes, then the gross stake amount is recorded here before commission is deducted.

XSD:  
[0065]: Mandatory

Condition:  
[0067]: Amount stake total <Stake\_total> >= 0.00

**Amount stake jackpot total** **O** **n..12.2**

*domain:* Amount12Digits2Decimals  
*xml tag:* Stake\_JP\_total  
The total amount in euros per game session that is allocated to a jackpot.  
If a game session spans the day, the data is totalled by day and included in the XAK as a separate transaction.

XSD:  
[0068]: Optional



Condition:

[0070]: Amount stake jackpot total <Stake\_JP\_total> >= 0.00

**Amount prize total** **R** **n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Prize\_total

Total prizes per game session, per day (in case of game sessions over several days). The gross prizes are reported, i.e. including any commission.

A won jackpot is not included in this field but reported separately in Amount won jackpot total <Jackpot\_total>.

XSD:

[0071]: Mandatory

Condition:

[0073]: Amount prize total <Prize\_total> >= 0.00

**Amount jackpot won total** **O** **n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Jackpot\_total

Total of the jackpot won per game session, per day (if the game session spans several days).

XSD:

[0074]: Optional

Condition:

[0076]: Amount jackpot won total <Jackpot\_total> >= 0.00

**Amount gross game result total** **O** **n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* GGR\_total

Total of gross gambling result (for licensed operator) per game session, per day (in case of game session over multiple days) in euros. This amount can also be negative.

The field Amount gross game result total <GGR\_total> only in game category A or D with the GGR as basis for KSB.

If there is a payment from a jackpot, this amount is included in the calculation of the GGR.

XSD:

[0077]: Optional

Condition:

[0078]: IF [Game category <Game\_category> = A (Player plays against operator) or D (Player plays against operator, additional fee)]

THEN [Amount gross game result total <GGR\_total> = mandatory]

[0079]: Amount gross game result total <GGR\_total> = Amount stake total <Stake\_total> - Amount prize total <Prize\_total> - Amount jackpot won total <Jackpot\_total> OR Amount gross game result total <GGR\_total> = Amount stake total <Stake\_total> - Amount prize total <Prize\_total> - Amount jackpot won total <Jackpot\_total> + Amount other total <Other\_total>.

**Amount commission total** **O** **n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Commiss\_total

Total of commission paid by the player per game session, per day (in case of game session over several days) in euros.

XSD:

[0080]: Optional

Condition:

[0081]: IF [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

THEN [Amount commission total <Commiss\_total> = mandatory]

[0082]: Amount commission total <Commiss\_total> >= 0.00

### **Amount entry-fee total**

**O**

**n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Entry\_fee\_total

Total entry fee paid by the player per game session, per day (in case of game session over several days) in euros.

In the case of multi-day game sessions, the entry fee is allocated to the day on which the entry fee was paid.

XSD:

[0083]: Optional

Condition:

[0089] IF [Game category <Game\_category> = B (Mutual with entry fee) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

THEN [Amount entry-fee total <Entry\_fee\_total> = mandatory]

[0084]: Amount entry-fee total <Entry\_fee\_total> >= 0.00

### **Amount other total**

**O**

**n..12.2**

*domain:* Amount12Digits2Decimals

*xml tag:* Other\_total

In this field, a value is entered (per game session, per day) only if there is a (money) transaction in the game and it concerns an amount relevant for the KSB, which does not belong to the previously mentioned total amount fields.

GGR increasing amounts are positively recorded. GGR reducing amounts are recorded negatively.

XSD:

[0085]: Optional

### **Explanation amount other total**

**O**

**an..50**

*domain:* Text50

*xml tag:* Exp\_Other\_total

If the Amount other total <Other\_total> has been filled in, a description of the transaction(s) concerned is included here.

XSD:

[0086]: Optional

Condition:

[0087]: IF [Amount other total <Other\_total> is entered]  
THEN [Explanation amount other total <Exp\_Other\_total> =  
mandatory]

## 8. Explanation of message specification

The XAK is a standard for creating the two types of XML files that a licensed operator must store in its CDB. One XML file contains game transactions, the other player account information.

Both files contain both master data and transaction details that have taken place within a certain period.

Published in addition to this documentation:

- XML Charts: XAKSpelersrekening2021.xsd  
XAKSpeltransacties2021.xsd

### ***Explanation of the notation used in this message documentation:***

The number of times a repetition of an entity may occur in a message:

n..m, where n = minimum number of occurrences and m is maximum number of occurrences.

Indication of the mandatory or optional presence of an entity and an attribute within an entity: R and O, where R = Mandatory (required) and O = Optional.

Size and length of an attribute:

n	numeric
an	alphanumeric
a	alphabetical
..	Variable length indication (..) then Fixed length (no intermediate points)
999	Length of the attribute
.9	Number of decimal places

*Examples:*

<i>an..20</i>	<i>Variable alphanumeric data, maximum 20 long.</i>
<i>n3</i>	<i>Numeric data with fixed length of 3.</i>
<i>n..15</i>	<i>Numeric data with variable length of 15.</i>
<i>n..99.6</i>	<i>Numeric, variable length 99 and up to 6 digits after the decimal point.</i>
<i>an17</i>	<i>Alphanumeric data with fixed length of 17.</i>
<i>an..999</i>	<i>Variable alphanumeric data, unlimited length.</i>

### ***Element names***

The names of the XML elements are in English.

### ***Date and time***

The W3C standards are used for date and time and are of the type dateTime (for example 2001-12-17T09:30:47-05:00). It is mandatory to add the time zone. It is mandatory to use Dutch time.

### ***Numeric values***

XML Schema type Decimal is used for the notation of digits. A Decimal consists of decimals of arbitrary length, with a dot as decimal separator. Thousand separators (comma) and spaces are not allowed.

Example: 123.45 or +123.4567 or -123

Not allowed: 123.456,2 or + 123 (space after +)

### **Special characters**

The use of characters that are not allowed within the XML syntax may not occur in text fields. These are the characters <, >, &, ' and ". These characters may occur, for example, in Name of game <Game\_name>, Player identification <Player\_ID> or Explanation o <Explan\_Other>. It is recommended that these characters be transmitted as follows: &lt;,, &gt;,, &amp;,, &apos; and &quot;.

See <http://www.w3.org/TR/REC-xml/#dt-escape>

### **Namespaces**

The namespace used for all elements of the XAK is:

<http://www.auditfiles.nl/XAK/Spelersrekening/2021.1.0>

<http://www.auditfiles.nl/XAK/Speltransactie/2021.1.0>

Here 2021.1.0 refers to the current version of the message.

### **Domain specifications**

## **A**

---

Name : **Amount12Digits2Decimals**  
Data type : Signed Fixed Decimals, total digits 12, decimals 2  
Format : n..12.2

## **B**

---

Name : **Boolean**  
Data type : Boolean, length 1 (fixed length)  
Format : n1

## **D**

---

Name : **DateTime**  
Data type : Alpha Numeric, maximum length 25 (variable length)  
Format : an..25

## **G**

---

Name : **GameCategory**  
Data type : Alpha, length 1 (fixed length)  
Format : a1

Name : **GameType**  
Data type : Alpha, length 2 (fixed length)  
Format : a2

## M

---

Name : **MutationType**  
Data type : Alpha, length 1 (fixed length)  
Format : a1

## n

---

Name : **NumberMin1**  
Data type : Unsigned Integer, total digits 6  
Min Value : 1  
Format : n..6

## P

---

Name : **Percentage**  
Data type : Signed Fixed Decimals, total digits 6, decimals 4  
Format : n..6.4

Name : **ProcessingCode**  
Data type : Alpha Numeric, maximum length 2 (variable length)  
Format : an..2

## T

---

Name : **Text25**  
Data type : Alpha Numeric, maximum length 25 (variable length)  
Format : an..25

Name : **Text50**  
Data type : Alpha Numeric, maximum length 50 (variable length)  
Format : an..50

Name : **TypeXML**  
Data type : Alpha, length 1 (fixed length)  
Format : a1

# Appendix 1 Structure of the data model

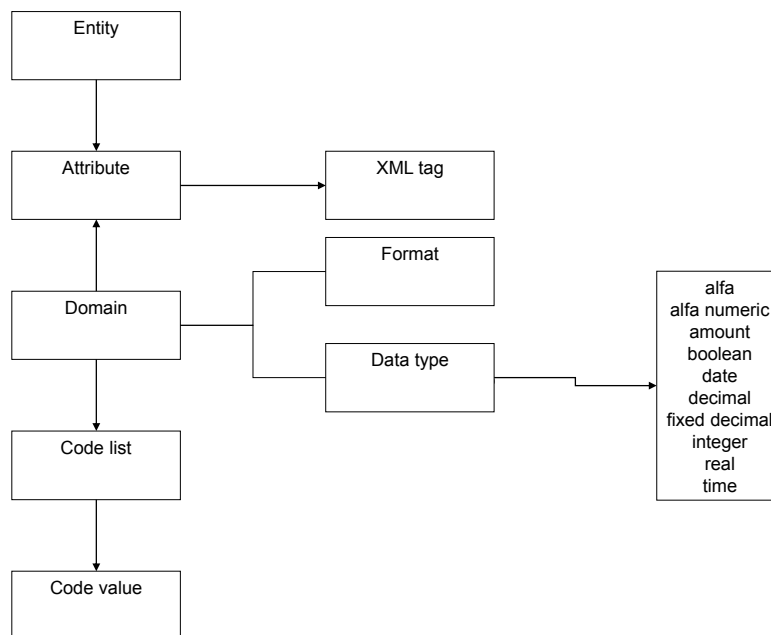
## Introduction

This section provides an explanation of the model-based approach in which the audit file message model is derived from the audit file data model.

The explanation consists of 2 parts:

1. The object model
2. The message model

## Object model



The object model is represented as a collection of entities without specifying relationships between them.

### Entity

An entity contains data that belong together. An entity thus describes an object or thing from reality. The name and description of an entity are given.

### Attributes

An attribute describes one property of one entity.

The following is specified of an attribute:

- 1) Name
- 2) Description
- 3) Reference to domain
- 4) Reference to entity

### Domains

A domain describes a class of values with a common scope and equal structure. A domain has a name, a format and a description. A domain can refer to multiple attributes from different entities.

### Aspects of formats:

- 1) numeric (n), alphanumeric (an) or alphabetic (a);
- 2) variable length or fixed length (fixed format);
- 3) length of the attribute (excluding sign and decimal point);
- 4) data type:
  - alpha
  - alpha numeric
  - amount
  - date
  - decimal
  - honest
  - time

### Examples:

- an..6 - Variable alphanumeric attribute, maximum 6 long.
- n3 - Numeric attribute with fixed length of 3
- a..5 - Alphabetical attribute with variable length, maximum 5 long.
- an16 - Alphanumeric attribute with fixed length of 16.
- n..10.2 - Numeric 10 positions, with 2 decimal places.  
(10 positions do not include any decimal point and minus sign).

The chosen data type is expressed, among other things, in the XML Schema of a certain message.

### Code list

A code list is a set of values with a common scope. A code list has a name, a responsible body and values (codes).

A code list is always linked to one domain.

### ***Functional messages***

Message specifications (*functional messages*) are derived from the object model and therefore always have the same structure, but the content of the messages may differ because they are subsets of the model.

A message specification describes the following:

- 1) The name of the message
- 2) Enumeration of the entities of interest in the message



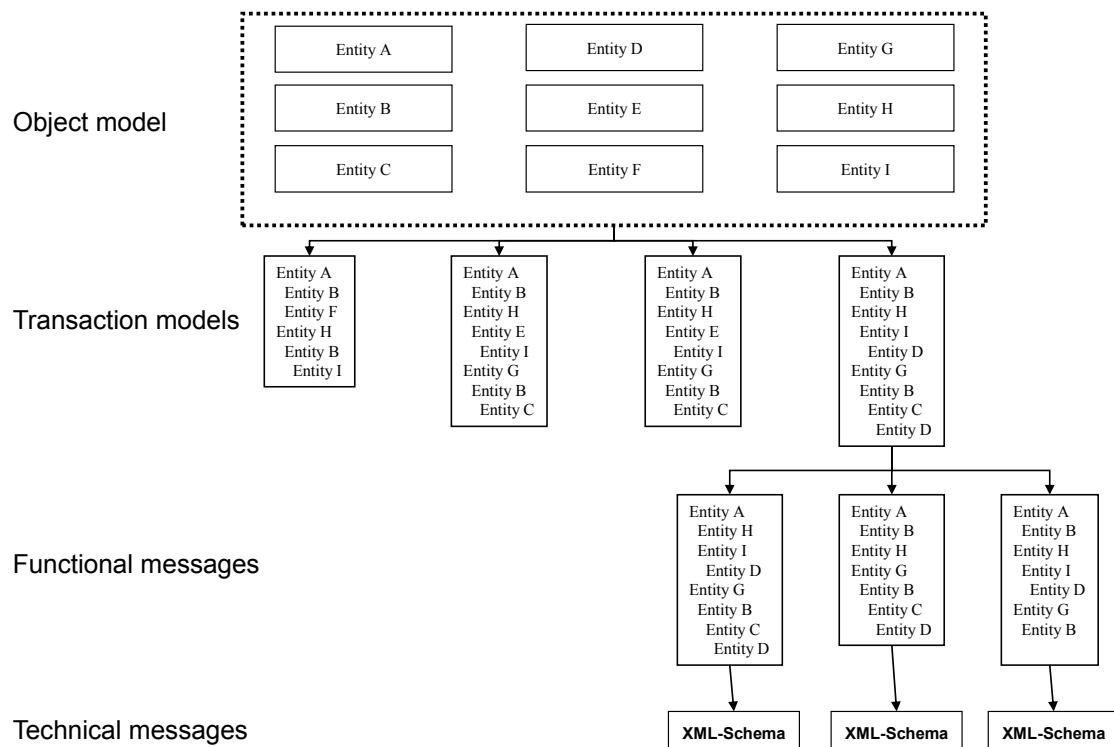
The following aspects of an entity are described:

- 1) Name of the entity
- 2) Description of the entity
- 3) Whether an entity is mandatory or optional
- 4) Maximum number of times an entity may appear in the message
- 5) The attributes of importance in the message are specified for each entity.
- 6) Validation rules can be defined for each entity

The following aspects of an attribute described:

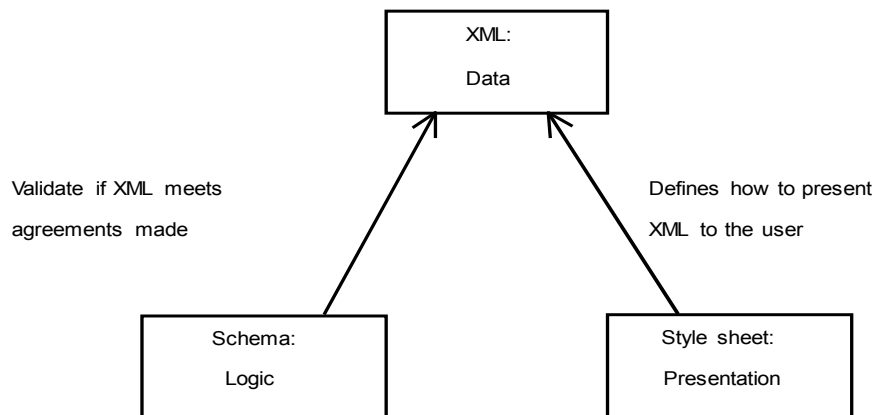
- 1) Name of the attribute
- 2) Description of the attribute
- 3) Format of the attribute
- 4) Whether an attribute is mandatory or optional
- 5) Name of the code list when an attribute is linked to a code list
- 6) Allowed values when an attribute is linked to a code list
- 7) Any conditions that are important when using the attribute
- 8) Validation rules can be defined for each attribute.

Multiple functional messages can be specified per object model. Each functional message is accompanied by a technical message in the form of an XML Schema.



## ***XML Schema***

XML consists of a number of closely related parts. There are three very important parts:



Schemas are used for checking incoming and outgoing XML documents. This is important if XML is used for electronic exchange of structured messages. In this case, each party wants to check the incoming XML documents against the agreements made. This is a basic requirement for processing XML documents in internal systems. Schemas can also be used to check outgoing XML documents, to make sure that no XML documents are sent out with errors. In XML terms, checking XML documents against a schema is called 'validating'. The software that validates is called a 'parser'. Of course, XML documents validated according to a schema can still contain content errors, such as an incorrectly spelled name or an unknown employee number.

A schema can indicate, among other things, which data is present, the formats, the interrelationship of data, whether data is mandatory or optional, etc. The description of this logic can be used by software to validate an XML audit file (to check whether it indeed meets the definition).

## ***Characteristics of XML Schemas***

Based on the functional specifications, the XML Schema Definitions (xsd's) are generated from the management tool that comply with the W3C standard. Functional specifications based on the data model are translated as much as possible into technical specifications in this way.

The main features of the XML Schemas:

- 1) structure entities (nesting)
- 2) attributes allowed per entity
- 3) format and data type attribute
- 4) allowed code values per attribute (if any)
- 5) an XML tag per entity and attribute

The main advantages of the XML Schema:

- 1) consistent XML Schemas in case of multiple functional messages;

- 2) a Schema can be used to check whether the syntax of a message is meets the requirements<sup>13</sup>.

The following data types are used:

- Date complies with the XML datatype 'dateTime' (see <http://www.w3.org/TR/xmlschema-2/#dateTime>). It is mandatory to add the time zone. The Dutch time must be used. It is not permitted to use Zulu time.
- Time complies with XML datatype 'time' (see <http://www.w3.org/TR/xmlschema-2/#time>). It is mandatory to add the time zone. The Dutch time must be used. It is not permitted to use Zulu time.
- string (see <http://www.w3.org/TR/xmlschema-2/#string>) for alphanumeric/alphabetic fields;
- nonNegativeInteger (see <http://www.w3.org/TR/xmlschema-2/#nonNegativeInteger>) for non-negative natural numbers;
- integer (see <http://www.w3.org/TR/xmlschema-2/#Integer>) for natural numbers;
- decimal (zie <http://www.w3.org/TR/xmlschema-2/#decimal>) for amounts, fractions, both positive, negative and without sign.

### ***Rules on naming and applying attributes.***

#### General

The model is not intended as a model for data storage or data presentation (this includes screen interfaces and paper representation), only as a communication model.

#### Names of entities/attributes

The name meets the following conditions:

- The name is unique within its context.
- The name, where applicable, uses familiar names.
- The name is as close as possible to the names used in legislation and regulations and/or as used in existing standards.

#### Description entities/attributes

The description must be brief and to the point and must not contain any unnecessarily strange and/or difficult words.

#### Attributes

- Specific 'description attributes' (commonly used when a code list allows the value 'other') are mandatory in the data catalogue and derived functional messages, if a code list contains such a value. The attribute may not be used to pass on a free text instead of a code, and only serves as an addition to the code list.
- An attribute has meaning only within the specific entity in which it is contained. If the names of attributes in different entities are the same, then the meaning across entities should remain the same.
- The description of an attribute must add something to the name of the attribute in question.

---

<sup>13</sup> It is impossible to fully verify a file based on an XML Schema. This must be leveraged via separate validation services.

## Appendix 2 Overview of groups and fields in notification (Dutch and English) and XSD

### *Dataset with game transactions*

Given below is a table showing the groups and field names as used in the Dutch version of the notification document, followed by the (non-official) English translation of that document as available on the EC website<sup>14</sup> and the technical name in the XSD.

Notification		XSD
Original NL name	When viewed in English	
Identificatie	Identification	MessHeader
- Type_XML	- Type_XML	- Type_XML
- XML_id	- XML_id	- Record_ID
- Aanmaak_XML	- Creation_XML	- Creation_XML
- Vergunninghouder_ID	- Operator_ID	- Operator_ID
- CDB_ID	- CDB_ID	- Data_Safe_ID
Spel	Game	Game
- Spel_ID	- Game_ID	- Game_ID
- Spelsoort	- Game_category	- Game_category
- Type_spel	- Type_game	- Game_Type
- Uitleg_Overig	- Explanation_Other	- Explan_Other
- Naam_Spel	- Name_Game	- Game_name
- Open	- Open	- Open
- Platform	- Platform	- Platform
- Commissie_Prijs	- Commission_Prize	- Commiss_Prize
- Commissie_Inzet	- Commission_Wager	- Commiss_Stake
- Entry_fee	- Entry_fee	- Entry_fee
Transactiegegevens	Transaction data	Gamesession
- Verwerkingscode	- Processing code	- Processing_code
- Speler_id	- Player_ID	- Player_ID
- Spelsessie_id	- GameSession_ID	- GameSession_ID
- Start	- Start	- Start
- Eind	- End	- End
- Aantal_spelrondes	- Number_GameRounds	- Game_rounds
- Inzet_totaal	- Wager_total	- Stake_total
- Inz_jackpot_totaal	- Wager_jackpot_total	- Stake_JP_total
- Prijs_totaal	- Prize_total	- Prize_total
- Jackpot_totaal	- Jackpot_total	- Jackpot_total
- BSR_totaal	- GGR_total	- GGR_total
- Commissie_totaal	- Commission_total	- Commiss_total
- Entry_fee_totaal	- Entry_fee_total	- Entry_fee_total
- Overig_totaal	- Other_total	- Other_total
- Uitleg_Overig_totaal	- Explanation_Other_total	- Exp_Other_total

<sup>14</sup> <https://ec.europa.eu/growth/tools-databases/tris/en/index.cfm/search/?trisaction=search.detail&year=2020&num=442&mLang=EN>

In the table below, for the sake of clarity, the explanation of the game type (translated as Type\_game, in XSD Game\_Type)

Notification		XSD
Original NL name	When viewed in English	Game_Type
BI = Bingo	BI = Bingo	BI
BJ = Black jack	BJ = Blackjack	BJ
FA = Fruit automaat	FA = Fruit slot machine	FA
MS = Manager game sport	MS = Manager game, sports	MS
MO = Manager game overig	MO = Manager game, other	MO
PC = Poker cash	PC = Poker cash game	PC
PT = Poker toernooi	PT = Poker tournament	PT
PS = Poolgame sport	PS = Pool game, sports	PS
PO = Poolgame overig	PO = Pool game, other	PO
RO = Roulette	RO = Roulette	RO
WS = Weddenschap sport	WS = Wagering, sports	WS
WO = Weddenschap overig	WO = Wagering, other	WO
OV = Other	OV = Other	OV

### Dataset with player account data

Below is a table showing the groups and field names as used in the Dutch version of the notification document, followed by the (non-official) English translation of that document as available on the EC website<sup>15</sup> and the technical name in the XSD.

Notification		XSD
Original NL name	When viewed in English	
Identificatie	Identification	MessHeader
- Type_XML	- Type_XML	- Type_XML
- XML_id	- XML_id	- Record_ID
- Aanmaak_XML	- Creation_XML	- Creation_XML
- Vergunninghouder_ID	- Operator_ID	- Operator_ID
- CDB_ID	- CDB_ID	- Data_Safe_ID
Speler	Player	Player
- Speler_id	- Player_ID	- Player_ID
- Saldo	- Balance	- Balance_eod
Mutatiegegevens	Change data	Transaction
- Verwerkingscode	- Processing code	- Processing_code
- Mutatie_type	- Change_type	- Transaction_Typ
- Verklaring_Overig	- Explanation_Other	- Explan_Other
- Spel_ID	- Game_ID	- Game_ID
- Spelsessie_id	- GameSession_ID	- GameSession_ID
- Mutatiedatum	- ChangeDate	- Trx_Datetime
- Bedrag_totaal	- Amount_total	- Total_amount

<sup>15</sup> <https://ec.europa.eu/growth/tools-databases/tris/en/index.cfm/search/?trisaction=search.detail&year=2020&num=442&mLang=EN>

In the table below, the abbreviated transaction types (translated as Change\_type, in XSD Transaction\_Typ) are explained for the sake of clarity

Notification		XSD
Original NL name	When viewed in English	Transaction_Typ
Inleg	Deposit	D
Bonus	Bonus	B
Inzet	Wager	S <sup>16</sup>
Entryfee	Entry fee	E
Prize	Prize	W <sup>16</sup>
Jackpot	Jackpot	J
Payout	Payout	P <sup>16</sup>
Overige	Other	O

Explanation of the values in transaction type <Transaction\_Typ>.

This indicates the type of transaction on the player account, indicating which transaction total is included in this record. In doing so, a choice is made from an exhaustive list:

- Deposit (D): The total amount of money credited to the player's account from another (bank) account.
- Stake (S): The total stake of a player in a game session.
- Entry fee (E): The (split) total amount paid by a player to access a game session (see also further explanation under 3.2 Explanation of the terms used).
- Prize (W): The total net prize money won by a player in a game session, excluding any jackpot. The net prize money will be reported, thus excluding any commission to be paid<sup>17</sup> to the licensed operator.
- Jackpot (J): The total net prize money from a jackpot that a player has won in a gambling session.
- Payout (P): The amount debited in the player's account, for example, to another (bank) account, and that again becomes available to the player outside the licensed operator's platform.
- Bonus (B): The total amount of money awarded to a player independently of gambling on the initiative of the licensed operator.
- Other (O): The total of all transactions credited or debited in a player's account on a given day and that do not fit within the other transaction types.

<sup>16</sup> S is the abbreviation for Stake. W is the abbreviation for Winning. P is the abbreviation for Pay out (KSA defines this as "Withdrawal").

<sup>17</sup> Wherever commission is mentioned, this also refers to 'rake' and similar fees.

## Annex 3 Consistency checks in VTS

This appendix lists all checks per XAK, both the checks in the XSD and the consistency checks in the validation test service.

### **XAK Player Account**

Message type <Type XML>.

XSD:

[0001]: Mandatory

[0002]: Value from code list is used

Identification message <Record ID>.

XSD:

[0003]: Mandatory

Conditions:

[0004]: First 4 positions of Identification message <Record\_ID> correspond to the current year or the previous year

Creation time <Creation XML>.

XSD:

[0005]: Mandatory

Conditions:

[0006]: Creation time <Creation\_XML> falls in the current month or the previous month

Operator identification <Operator ID>.

XSD:

[0007]: Mandatory

Identification CDB <Data Safe ID>.

XSD:

[0008]: Mandatory

Player identification <Player ID>

XSD:

[0009]: Mandatory

Conditions:

[0010]: Each value can occur a maximum of once per dataset.

Amount balance player account <Balance eod>.

XSD:

[0011]: Mandatory

Processing code <Processingcode>

XSD:

[0012]: Mandatory

[0013]: Value from code list is used

Type of transaction player account <Transaction Typ>.

XSD:

[0014]: Mandatory

[0015]: Value from code list is used

Explanation other <Explan\_Other>.

XSD:

[0016]: Optional

Conditions:

[0017]: IF [Type of transaction player account <Transaction\_Typ> = O (Other)]

THEN [Explanation other <Explan\_Other> = Mandatory]

Identification game <Game\_ID>

XSD:

[0018]: Optional

Condition:

[0020]: IF [Type of transaction player account <Transaction\_Typ> = S (Stake), E (Entry fee), W (Winning/Prize) or J (Jackpot)]

THEN [Identification game <Game\_ID> = Mandatory]

Game session identification <GameSession\_ID>.

XSD:

[0021]: Optional

Condition:

[0022]: IF [Type of transaction player account <Transaction\_Typ> = E (Entry fee), S (Bet), W (Prize) or J (Jackpot)]

DAN [Game session identifier <GameSession\_ID> = Mandatory]

Time of transaction<Trx\_Datetime>.

XSD:

[0023]: Mandatory

Condition:

[0024]: Time of transaction <Trx\_Datetime> falls in the current month or the previous month

Amount total <Total\_amount>.

XSD:

[0025]: Mandatory

Condition

[0026]: IF [Type of transaction player account <Transaction\_Typ> <> O (Other)]

THEN [Amount total <Total\_amount> >= 0.00]

## **XAK Game Transactions**

Message type <Type\_XML>.

XSD:

[0027]: Mandatory

[0028]: Value from code list is used

Identification message <Record\_ID>.

XSD:

[0029]: Mandatory



Conditions:

[0030]: First 4 positions of Identification message <Record\_ID> correspond to the current year or the previous year

Creation time <Creation\_XML>.

XSD:

[0031]: Mandatory

Conditions:

[0032]: Creation time <Creation\_XML> falls in the current month or the previous month

Operator identification <Operator\_ID>.

XSD:

[0033]: Mandatory

Identification CDB <Data\_Safe\_ID>.

XSD:

[0034]: Mandatory

Identification game <Game\_ID>

XSD:

[0035]: Mandatory

Condition:

[0036]: Each value can occur a maximum of once per dataset

Game category <Game\_category>.

XSD:

[0037]: Mandatory

[0038]: Value from code list is used

Condition:

[0039]: IF [Amount gross game result <GGR\_total> is filled]

THEN [Game category <Game\_category> = A (Player plays against operator) or D (Player against operator, additional fee)]

[0040]: IF [Amount entry-fee <Entry\_fee> has been filled]

THEN [Game category <Game\_category> = B (Mutual with entry fee) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

[0041]: IF [Percentage of commission over prize <Commiss\_Prize> is entered]

OR [Percentage of commission over stake <Commiss\_Stake> is entered]

THEN [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

Game type <Game\_Type>.

XSD:

[0042]: Mandatory

[0043]: Value from code list is used

Explanation other <Explan\_Other>.

XSD:

[0044]: Optional

Condition

[0045]: IF [Game type <Game\_Type> = OV (Other)]

THEN [Explanation other <Explan\_Other> = mandatory]

Name of game <Game\_name>

XSD:  
[0046]: Mandatory

Indication of open game <Open>.

XSD:  
[0047]: Mandatory  
[0048]: Value is 0 (No) or 1 (Yes)

Web address platform <Platform>

XSD:  
[0049]: Mandatory

Percentage of commission over prize <Commiss Prize>.

XSD:  
[0050]: Optional

Condition:

[0051] IF [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]  
THEN [Percentage of commission over prize <Commiss\_Prize> = mandatory]

Percentage of commission over stake <Commiss Stake>.

XSD:  
[0052]: Optional

Condition:

[0053] IF [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]  
THEN [Percentage of commission over stake <Commiss\_Stake> = mandatory]

Amount entry-fee <Entry\_fee>.

XSD:  
[0054]: Optional

Conditions

[0055]: IF [Game category <Game\_category> = B (Mutual with entry fee) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]  
THEN [Amount entry-fee <Entry\_fee> = mandatory]  
[0075]: Amount entry-fee <Entry\_fee> >= 0.00

Processing code <Processing\_code>

XSD:  
[0056]: Mandatory  
[0057]: Value from code list is used

Player identification <Player\_ID>

XSD:  
[0058]: Optional

Condition:

[0088]: IF [Indication of open game <Open> = 0]  
THEN [Player identification <Player\_ID> = mandatory]

Game session identification <GameSession\_ID>.

XSD:

[0059]: Mandatory

Start time <Start>

XSD:

[0060]: Mandatory

End time <End>

XSD:

[0061]: Optional

Condition:

[0062]: End time <End> >= Start time <Start>.

Number of game rounds <Game\_rounds>

XSD:

[0063]: Mandatory

[0064]: Number of game rounds <Game\_rounds> >= 1

Amount stake total <Stake\_total>

XSD:

[0065]: Mandatory

Condition:

[0067]: Amount stake total <Stake\_total> >= 0.00

Amount stake jackpot total <Stake\_JP\_total>.

XSD:

[0068]: Optional

Condition:

[0070]: Amount stake jackpot total <Stake\_JP\_total> >= 0.00

Amount prize total <Prize\_total>

XSD:

[0071]: Mandatory

Condition:

[0073]: Amount prize total <Prize\_total> >= 0.00

Amount jackpot won total <Jackpot\_total>.

XSD:

[0074]: Optional

Condition:

[0076]: Amount jackpot won total <Jackpot\_total> >= 0.00

Amount gross game result total <GGR\_total>

XSD:

[0077]: Optional

Condition:

[0078]: IF [Game category <Game\_category> = A (Player plays against operator) or D (Player plays against operator, additional fee)]

THEN [Amount gross game result total <GGR\_total> = mandatory]

[0079]: Amount gross game result total <GGR\_total> = Amount stake total <Stake\_total> - Amount prize total <Prize\_total> - Amount jackpot won total <Jackpot\_total> > OR Amount gross game result total <GGR\_total> = Amount stake total <Stake\_total> - Amount prize total <Prize\_total> - Amount jackpot won total <Jackpot\_total> + Amount other total <Other\_total>.

Amount commission total <Commiss\_total>

XSD:

[0080]: Optional

Condition:

[0081]: IF [Game category <Game\_category> = C (Mutual with commission) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

THEN [Amount commission total <Commiss\_total> = mandatory]

[0082]: Amount commission total <Commiss\_total> >= 0.00

Amount entry-fee total <Entry\_fee\_total>.

XSD:

[0083]: Optional

Condition:

[0089] IF [Game category <Game\_category> = B (Mutual with entry fee) or D (Player against operator, additional fee) or E (Mutual with entry fee and commission)]

THEN [Amount entry-fee total <Entry\_fee\_total> = mandatory]

[0084]: Amount entry-fee total <Entry\_fee\_total> >= 0.00

Amount other total <Other\_total>

XSD:

[0085]: Optional

Explanation amount other total <Exp\_Other\_total>.

XSD:

[0086]: Optional

Condition:

[0087]: IF [Amount other total <Other\_total> is entered]

THEN [Explanation amount other total <Exp\_Other\_total> = mandatory]