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Evaluation Report for: Eyecon Alderney Limited Eyecon Gaming Products (2 Online Games)

Manufacturer:	Eyecon Alderney Limited
ATF Report Number:	ALD.EYECON.1009.01.02
Document Number:	02
Date:	4 February 2020
Number of Pages:	68

BMM Spain Testlabs s.l.u.

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EVALUATION REPORT

Client name & Address:	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL
Client Reference Number:	Client Submission Letter Dated 21 October 2019
Testing dates:	Start date: 25 November 2019 End date: 31 January 2020
Product / Game Description:	Eyecon Gaming Products (2 Online Games)
Test Category:	Category 0
Jurisdictions Recommended:	Alderney
Technical Standard used for Evaluation:	Technical Standards and Guidelines for Internal Control systems and Internal Gambling Systems, Version 4.2 dated 20 th July 2018
Location where test was performed:	BMM Spain testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés Barcelona – España
Location where report was issued:	BMM Spain testlabs, s.l.u. Edificio Vinson del Parque Empresarial Vallsolana Camí de Can Camps, 17-19 08174 Sant Cugat del Vallés Barcelona – España
Conclusion:	Pass
BMM Reference Number:	EYECON.1009
Method/Procedures used:	EURSAM-SPA-MO-04 V4.4
Consultant(s):	Gerard Moreno, Enric Ferrés

1. SCOPE OF EVALUATION.

The Eyecon Alderney Limited requested BMM Spain Testlabs s.l.u. to evaluate Eyecon Gaming Products (2 Online Games), the online platform/online game for operation in the relevant below Alderney market:

- Alderney, Technical Standards and Guidelines for Internal Control systems and Internal Gambling Systems, Version 4.2 dated 20th July 2018.

2. EVALUATION CHARACTERISTICS.

2.1. GAME DESCRIPTION

Game rules are contained in the help files accessible on the individual game play skin. There are three types of games evaluated by BMM; multi-HTML5, 'DH' and 'MH'. 'DH' type games are standard desktop games. 'MH' games are designed to run on Mobile phone and tablets; however, these games can still run on typical browsers. Games not denoted are multi-HTML5 where the game is can be launched the same on either device type.

2.1.1. Heartburst (DH, MH) & Heartburst JP (DH, MH)

Heartburst is a 5-reel, 100-payline slot with expanding substitute and free games feature. Game can be configured to operate with or without additional Jackpot.

2.1.2. White Wizard Deluxe (DH, MH)

White Wizard Deluxe is a 5-reel, 100-payline slot with expanding substitute and free games feature.

2.2. EVALUATED OBJECT IDENTIFICATION

Game Name	Description	File Name	SHA-1 Signature
Heartburst DH	Client	slot-heartburst-2.0.10.zip	91884CF429BD36CB5E863A074D958E59C6F3984D
	Rules	carbine-slots_heartburst_95_standard-3.1.6-config.jar	B8AB5CEDD051EE41903AE005044A397C205AFF37
Heartburst DH JP	Client	slot-heartburst-2.0.10.zip	91884CF429BD36CB5E863A074D958E59C6F3984D
	Rules	carbine-slots_heartburst_92_jackpot-3.1.6-config.jar	8EB43382AB07F4EE27B324438188F147D8BCC058
Heartburst MH	Client	slot-heartburst-5.0.17.zip	A645C7921EC2D7C366DA68330AC8D12C1178CFB9
	Rules	carbine-slots_heartburst_95_standard-3.1.6-config.jar	B8AB5CEDD051EE41903AE005044A397C205AFF37
Heartburst MH JP	Client	slot-heartburst-5.0.17.zip	A645C7921EC2D7C366DA68330AC8D12C1178CFB9
	Rules	carbine-slots_heartburst_92_jackpot-3.1.6-config.jar	8EB43382AB07F4EE27B324438188F147D8BCC058
White Wizard Deluxe DH	Client	slot-white-wizard-deluxe-2.0.8.zip	2DF9C43AF90BB8F5BFB0284F26909F5198CF0B46
	Rules	carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar	2D07411C678D6822FF4B25194B4B04E2EB31A3B0

Game Name	Description	File Name	SHA-1 Signature
White Wizard Deluxe MH	Client	slot-white-wizard-deluxe-5.0.6.zip	CE2691815D47432E42CC7FB73713895CC791F5C5
	Rules	carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar	2D07411C678D6822FF4B25194B4B04E2EB31A3B0

2.3. GAME PERCENTAGE VARIATION DETAILS.

Game Name	Game Variation	BMM Results		CLIENT RESULTS		Certification / Approval ID
		% RTP Minimum	%RTP Maximum	% RTP Minimum	%RTP Maximum	
Heartburst DH	95%	95.63%	95.63%	95.631%	95.631%	*
Heartburst MH	95%	95.63%	95.63%	95.631%	95.631%	
Heartburst DH JP	92%	92.07%	92.07%	92.067%	92.067%	
Heartburst MH JP	92%	92.07%	92.07%	92.067%	92.067%	
White Wizard Deluxe DH	95%	95.63%	95.63%	95.631%	95.631%	
White Wizard Deluxe MH	95%	95.63%	95.63%	95.631%	95.631%	

Note: (*) denotes items under test

3. BMM EVALUATION PERFORMED.

BMM Spain Testlabs s.l.u. has tested the new Eyecon Alderney Limited software Eyecon Gaming Products (2 Online Games), against the relevant requirements of the Alderney online market:

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Customer Game Session	4.4			
Game Session	4.4.1			
Describe how a customer session is controlled. <i>For example, licensees should give a customer an electronic identifier such as a digital certificate or an account description and a password to establish a session.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.4.1			
Terminating a Customer Game Session	4.4.2			
Describe the controls governing how a customer session will terminate. <i>A session finishes if:</i>	4.4.2			
<i>The customer notifies the system that the session is finished (e.g. “logs out”)</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.4.2			
<i>A customer-inactivity timeout is reached. Define the timeout periods applicable to all aspects of the licensee’s operation.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.4.2			
<i>Describe the controls governing how the licensee will terminate customer sessions.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.4.2			
Transaction Logging	4.4.3			
Describe the arrangements for	4.4.3			
Adequate off-site transaction logging (IN CONJUNCTION WITH daily backups of customer accounts) to ensure all customer monies can be recovered in the event of a disaster rendering the site inoperable.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	4.4.3(i)			
Adequate off-site transaction logging (IN ADDITION TO daily backups of customer accounts) to ensure all customer monies can be recovered in the event of a disaster rendering the site inoperable.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.4.3(ii)			
Malfunction and Non-Responsive Games	4.5			
Malfunction	4.5.1			
The message “Malfunction Voids All Pays	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
and Play” or its equivalent should be clearly displayed on the rules for each game.	4.5.1(i)			
Confirm that a malfunction of equipment will result in the voiding of the game bets and pays and the return of affected bets	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.5.1(ii)			
Confirm that the licensee will record all device malfunctions of the IGS (with a reason for malfunction and corresponding solution), including those that require bet and/or pays to be voided, and report these to the Commission in the licensee’s Monthly Report	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.5.1(iii)			
Describe the control (procedural or otherwise) to ensure the same malfunctions are not repeated.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.5.1(iv)			
Non-Responsive Games	4.5.2			
Detail the procedures which describe what will be done in the event of non-responsive or problem games.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.5.2			
Business Associates (connecting to external gaming systems)	4.6			
A licensee may make use of Associates only as defined and provided in the licensee’s approved ICS.Describe the integration of the Business Associate’s system to the Commission approved system, and controls around the integration. This could be attached as an appendix to the ICS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.6			
If the license connects with Business Associates, the licensee must ensure that Alderney branding is only present on the segments of the gambling operation which are directly regulated by the Commission.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.6			
eGambling requirements	4.7			
Game Fairness	4.7.1			
Games should not give the customer a false expectation of better odds by falsely representing any occurrence or event.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(i)			
Near-miss games that give the customer the perception that they almost won the top prize, or which induce the customer to continue gambling (or similar function) are not permitted.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(ii)			

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COMPLIANCE TESTING				
Games that give the customer the perception that they have control over the game when they clearly do not (i.e. the game outcome is fully random) are not permitted.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(iii)			
Each game should have associated rules and instructions of play.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(iv)			
The rules of the game should not be unfair or misleading.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(v)			
The rules of the game should be available online to the customer on the customers media or end user device.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(vi)			
Game rules cannot be changed between a customer making a bet and the decision and payment of winnings for the bet. Game rules should not be changed during a customer’s gaming session unless the licensee provides effective notification to the customer. Describe how the licensee addresses the risk of changing game rules while a customer is logged in.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(vii)			
Games should operate and interact with the customer strictly in accordance with the published rules	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.1(viii)			
Game Play Duration	4.7.2			
The default and minimum value for a game cycle is at least 3 seconds. Multi-play/auto-play functions should include an element of customer control; e.g. wager limit, etc.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.2			
No Adaptive Behaviour by Games	4.7.3			
A customer who plays a game represented as being based on a random event should have an equally likely chance of obtaining any possible combination every time a game is played. <i>It is improper for the return to player to be manipulated by the system or manual intervention to maintain a constant return to player.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.7.3			
No Forced Game Play	4.7.4			
The customer should not be forced to play a	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
game just by selecting that game. The customer should have free access to review the game features, tables, rules, and help topics without being committed to laying a wager on the game.	4.7.4(i)			
The IGS must detect and reject repeated “play” messages that arise from impatient customers pressing “play” more than once while awaiting a response from the IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.7.4(ii)			
Accepting Wagers – Real Play	3.6.1			
A licensee shall not permit a person to participate as a customer in an authorised game or accept a wager from a customer in an authorised game unless:	3.6.1			
The customer is identified and verified as a properly registered customer, with an account established in the name of the customer and has completed all of the necessary customer due diligence measures, in accordance with R.227, and Schedule 16 of the Regulations.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	3.6.1 (i)			
There are adequate funds in the account to cover the amount of the wager.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	3.6.1 (ii)			
Accepting Wagers – Fun Play	3.6.2			
If the licensee offers fun play opportunities to the public, describe the manner in which fun play is offered, and the controls in place to ensure customers for fun play are not able to engage in play for consideration (gambling) without full compliance with the regulatory controls identified in the Ordinance, Regulation, and the ICS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	3.6.2			
Game Design	4.8			
General	4.8.1			
Game outcome should not be affected by the effective bandwidth, link utilisation, bit error rate or other characteristic of the communications channel between the IGS and the end customer device.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.1(i)			
Customer return for a game should be	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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demonstrable as well as theoretical and should be of a similar return to those games typically found in land-based gambling venues/sites. <i>Notwithstanding, the Commission reserves the right to withhold game or game package approval if, in its judgment and having regard to all circumstances, the return to player is not considered to be fair and reasonable.</i>	4.8.1(ii)			
For games with a component of skill, the calculated and published customer return should represent a reasonably achievable strategy from an average customer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a skill game
	4.8.1(iii)			
Instructions and Information	4.8.2			
Written messages shall be in English, or such language approved by the Commission, and be both grammatically and syntactically sound.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(i)			
The following principles should be followed where games are provided in different language versions:	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(ii)			
The base version language shall be English. <i>The Commission will evaluate each language version of the game based upon the English language rules and instructions for the base game.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(ii)(a)			
All game information should be provided to the customer in the language specified for that version; the game instructions should be the same across all language versions so that no one is advantaged or disadvantaged. <i>While each version should be consistent with the instructions for that language version, it will not be evaluated against the rules and instructions for the language of that version.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(ii)(b)			
Each version should provide the same rates of return to the customer.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(c)			
Game play and device usage instructions should be stated unambiguously and should not be misleading to the customer.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(iii)			
Game instructions and rules should be accessible and visible without the need for money to bet on the game.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(iv)			
If random prizes are offered, the maximum	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No random prizes

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value obtainable from the random prize should be indicated where the customer puts credits at risk.	4.8.2(v)			
If the value of the random prize depends on the amount of money wagered, this should be stated.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No random Prize offered
	4.8.2(vi)			
All statements on the artwork should be true.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(vii)			
The game instructions shall be clearly visible, or the means of displaying such instructions should be readily available at all times.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(viii)			
The name of the game being played should be clearly visible to the customer.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(ix)			
Logos or copyright messages may be displayed.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(x)			
Artwork graphics shall not be in any manner or form indecent, illegal or offensive (e.g. pornographic or offensive to religion or race).	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(xi)			
For non-event-based games, a pay scale on the artwork should correspond to the pay scale used in the mathematical treatise.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(xii)			
The functions of all buttons represented on a screen should be clearly indicated. <i>These instructions are most logically located on the button.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(xiii)			
All game instructions on the artwork should be easily interpreted, not ambiguous, and sufficient to explain all game rules. <i>Common sense applies.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.8.2(xiv)			
Game Disable	4.8.3			
The IGS should provide a mechanism for a licensee to disable a game	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3(i)			
The IGS should be able to:	4.8.3(i)			
Disable or enable all gaming on command	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3(i) (a)			
Disable or enable all gaming associated with	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game

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COMPLIANCE TESTING				
a particular jurisdiction (e.g. country or territory within that country) on command.	4.8.3(i) (b)			
Disable or enable individual games on command	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3(i) (c)			
Disable or enable individual customer session on command.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3(i) (d)			
An Entry should be made to the audit log (including the reason for any disable) whenever the function is used.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3 (i)			
When a game is disabled, the customer should be permitted to conclude the game in play	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3 (ii)			
When a game is disabled, the game is not accessible to a customer once the customer’s game has concluded.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3 (iii)			
If a valid multi-state game is terminated, the customer should be advised that this has occurred the next time they log on the system	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3 (iv)			
The use of game disable or termination functions presents the risk of manipulation of the outcome of a game, and implicates principles of game fairness. Describe the audit programme, whether automated or manual, on the use of any game disable function.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3 (v)			
The IGS shall terminate any multistage game (e.g. video draw poker) upon the disable of the game. The customer cannot resume or conclude the game once it has been disabled.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.3 (vi)			
Incomplete Games	4.8.4			
Incomplete games include:	4.8.4 (i)			
Loss of communications between IGS and end customer devices	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (i) (a)			
IGS restart	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (i) (b)			
Disabled by licensee or by the IGS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (i) (c)			

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COMPLIANCE TESTING				
End customer device restart	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (i) (d)			
Abnormal termination of gambling application on end customer device.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (i) (e)			
The IGS should provide a mechanism for a customer provide a mechanism incomplete game before a customer is permitted to participate in any other gamed. Upon reconnection by the customer, the IGS is to present the customer the incomplete game for completion.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (ii)			
Bets associated with a partially complete game that can be continued should be held in a separate account until the games completes. Customer accounts should reflect any funds held in the incomplete game account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (iii)			
Game rules should specify that unresolved bets placed but remaining undecided in incomplete games will become void after 90 days and will be forfeited to charity	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (iv)			
In the event that a game cannot be continued due to an IGS action, all bets should be returned to the customers of that game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating the game
	4.8.4 (v)			
Requirements for Games against the House (not P2P)				
All critical functions including the generation of the result of any game (and the return to the customer) should be generated by the IGS and independent of the end customer device. <i>This does not restrict the end customer device and the end customer participating in decision processes contributing to the result of the game and the return-to-customer (e.g. draw/hold decisions in draw poker or blackjack).</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(i)			
R.4, R.6, R.9 and R.60 provide that the	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the

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COMPLIANCE TESTING				
licensee’s advertising must be truthful and fair. The presentation of different games which appear identical presents the risk that the licensee has misled the customer about the function of the game. Describe the controls by which the licensee mitigates the risk of misleading the customer by offering multiple variations (i.e. returns to customer) of the same game simultaneously without clearly distinguishing the games on offer.	4.9(ii)			house
Customer return for a game should be demonstrable as well as theoretical and should be of a similar return to those games typically found in land-based gambling venues/sites. (Notwithstanding, the Commission reserves the right to withhold game or game package approval if, in its judgment and having regard to all circumstances, the return to player is not considered to be fair and reasonable).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(iii)			
Where a game is represented or implied to be a simulation of a physical device, the behaviour of the simulation should be identical to the expected behaviour of the physical device.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(iv)			
The visual representation of the device should correspond to the features of the physical device.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(iv)(a)			
The probability of any event occurring should be as for the actual physical device E.g. the probability of obtaining a “six” on a simulated dice throw should be 1/6.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(iv)(b)			
Where the game simulates multiple physical devices that would be expected to be independent of one another, each simulated device should be independent of the other simulated devices.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(iv)(c)			
Where the game simulates physical devices that have no memory of previous events, the behaviour of the simulations should be independent of and not correlated with their previous behaviour so as to be non-adaptive and unpredictable in practice.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(iv)(d)			
Games that are not completely independent of customers history (e.g. metamorphic) should:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(v)			
Display clearly to the customer which game	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
rules apply to the current game state.	4.9(v)(a)			house
Display to the customer sufficient information to indicate the current status towards the triggering of the next metamorphosis of the game <i>E.g. if the game collects tokens, the number of tokens missing or the total number required to trigger the metamorphosis should be indicated along with the number of tokens collected at that point.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(v)(b)			
Not adjust the likelihood of a metamorphosis occurring based on the history of prizes obtained in previous games; games should not adapt their theoretical return to player based on past payouts. <i>Exceptions to this control will be considered where precise payouts consistent with the documented RTP% would yield fractions of pence in the payout. In such games integer pence prizes may need to be rounded down and up from time-to-time. Such exceptions need to be justified and will be considered on a case-by-case basis.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(v)(c)			
Not be misleading.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(v)(d)			
Where hotlinks are used to supply game information, game play should not occur if the hot linked information is not available. The licensee should check the availability of this information with reasonable frequency.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(vi)			
In the event that a game cannot be continued due to an IGS action, all bets should be returned to the customers of that game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(vii)			
The end customer device should not operate if sufficient resources are not available to it.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(viii)			
If the IGS extends an invitation to play a particular game, it should accept all legitimate wagers (as defined by rules) for that game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(ix)			
The customer should at all times be made aware of which game has been selected for play or is being played.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(x)			
It should generally not be possible to start a	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
new game before the current play is completed and all relevant meters have been updated on the IGS and session balance, or if applicable, customers total funds balance, has been updated. <i>Some exceptions may be granted in instances where, for example, the licensee elects to conduct off-line, manual consideration of large payouts, or if a customer chooses to continue gaming while a large payout is pending. Describe your exceptions in the ICS.</i>	4.9(xi)			house
A “replay last game” facility should be provided either as a re-enactment or by description. The replay should clearly indicate that it is a replay of the previous game and provide the following information (as a minimum):	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)			
The date and time the game was played.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(a)			
The display associated with the final position of the game, either graphically or via a clear text message.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(b)			
Customer total funds applicable at start of play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(c)			
Total number of credits at the end of play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(d)			
Amount bet, including any multipliers. <i>E.g. number of lines played and credits per line.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(e)			
The total number of credits won associated with the prize resulting from the last play or the value in the customer’s selected denomination for all prizes.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(f)			
Details of any amount transferred to or from the session balance, but before the next play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(g)			
Any customer choices involved in play outcome.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(h)			
Results of intermediate game phases such as gambles or feature games.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9(xii)(i)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Multi-Customer Games	4.9.1			
Describe the controls which deter collusive or cheating activities. <i>Multi-customer games (e.g. Poker) with outcomes that can be affected through an external exchange of information between different customers (e.g. a telephone conversation) will not be permitted unless the licensee has defined clear rules, compensating controls or technology to deter the prospect of cheating.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9.1(i)			
Warn customers how bots can affect their play. <i>Multi-customer games with outcomes that can be affected through the use of automated end customer devices or ancillary computer systems (e.g. chess) should have prominent warnings so that customers can make an informed decision whether to participate.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9.1(ii)			
The IGS should constantly monitor the effective response time to all end customer devices participating in a particular instance of multi-customer game and adjust response times to individual end customer devices to ensure game fairness if individual customers can benefit from different response times.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9.1(iii)			
Describe how the IGS manages communications failures with customers. <i>The IGS should ensure customer fairness in the event of a communication loss to one or more end customer devices during a multi-customer game. The IGS should implement some reasonable form of monitoring customer connection time-outs where a customer's entitlements may be affected by being excluded.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9.1(iv)			
The IGS should not provide for host-initiated exclusions for games of this type. <i>If a particular customer is the "host" of a multi-customer table or game, then that customer may not have the ability to remove a customer from the table or game. This does not limit the "host"s" ability to only allow other customers by invitation only.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9.1(v)			
Game rules should instruct the customer how the IGS processes situations where the IGS loses connectivity with the customer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. This is not a game against the house
	4.9.1(vi)			
Multi-Operator Games	4.9.2			

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
Multi-operator games will be considered on a case-by-case basis.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	This is not a game against the house
	4.9.2			
Game Artwork (Information Displayed)	4.10			
Artwork is defined as anything that appears on the information display or computer screen. The combination of all relevant messages appearing anywhere on the artwork should comply with these standards. In addition, insofar as they are relevant and applicable, the Commission regulation for advertising standards will also apply.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10			
Game Display Requirements	4.10.1			
The following information should be displayed to the customer on the location from which the customer places the wager, or readily accessible via a hotlink:	4.10.1			
Game name.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.1(a)			
Restrictions on play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No restriction of play
	4.10.1(b)			
Instructions on how to play, including a pay table for all prizes and special features.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.1(c)			
Current account balance displayed in currency (as opposed to “credits”).	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.1(d)			
Unit and total bet.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.1(e)			
f) For multi-customer games, whether the outcome can be affected if another participating end customer device is automated.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a multi-customer game
	4.10.1(f)			
Bet Display	4.10.2			
The bet denomination (and where applicable, the tokenisation) of the game should be clearly visible or easily deduced.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.2(i)			
If a game uses tokens or tokenisation, the number of credits registered for each monetary unit for the current game should be displayed. E.g. £1 buys 10 credits.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Tokens or Tokenisation used
	4.10.2(ii)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
The artwork should either state the maximum bet, the number of credits that can be bet per selected line and the number of possible lines available, or it should be possible to deduce this information from the game rules.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.2(iii)			
The minimum bet (if not easily deduced) should be readily available to the customer.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.2(iv)			
Result Display	4.10.3			
The display of the result of a game outcome should not be misleading or deceptive to the customer. <i>E.g. the game should not improperly indicate a near-miss.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.3(i)			
The outcome of each game should be displayed for a reasonable length of time.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.3(ii)			
The nature of all prizes should be clearly indicated. <i>If a prize is displayed in currency format whilst another is displayed in credits, this should be stated to avoid confusing the customer.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.3(iii)			
If the artwork contains game instructions specifying a maximum win, then it should be possible to win this amount from a single game (including features or other game options). E.g. if the artwork states that £10,000 is the maximum prize for a game it should be possible to win £10,000 on that game.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.3(iv)			
To the extent that is practicable for the range of games offered, only one method of displaying win amounts may be used on any single game so as to avoid confusion.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.10.3(v)			
Wheel (Reel) Requirements				
Symbol-Prize Relationship	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The prizes for the winning patterns of each symbol should be placed in an area that visually belongs to the symbol. <i>This can be achieved with appropriate boxing or framing. The symbol or group of symbols should not invade the area that visually belongs to some other group of symbols if this could cause ambiguities as to which symbols are displayed on the paying line.</i>	4.11.1			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Number of Symbols required for a Prize	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The number of symbols required to appear in the reels display window, in order to trigger each prize, should be indicated. <i>These numbers should line up with the prizes in order to avoid any ambiguity as to which prize corresponds to which number.</i>	4.11.2			
Shared Pay Scales	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
If some symbols share the same pay scale, then they should be placed in an area that visually belongs to the pay scales	4.11.3			
Mixed or Grouped Symbols	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No mixed Symbols
If prizes can be awarded for mixed or grouped symbols, the artwork should clearly specify the grouping of the symbols. <i>This can be accomplished either by placing the symbols in an area that clearly belongs to the pay scale and labelled with the term “Mixed” (or the equivalent) or by using a descriptive term that clearly defines the grouping. Care should be taken with such phrases as “Mixed Bars” or “Mixed Fruit” to ensure that there can be no misinterpretation.</i>	4.11.4			
Tabulated Prizes for Multiple Credits Staked	4.11.5			
If the prizes for multiple credits staked are tabulated, then the number of credits bet required for each prize should be placed in a location that clearly indicates which prizes apply to which multipliers. <i>Such numbers should have associated with them the word “credits” or equivalent (i.e. “credits per line” or “total credits bet”). Common tabulations display the number of credits bet as column headings and the number of symbols required as row headings</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Tabulated prizes
	4.11.5(i)			
If partial tabulation exists, the artwork should clearly indicate that the prize for one credit (or other appropriate bet) staked is multiplied by the number of credits bet (per line). <i>Alternate game instructions should ensure that it is not possible to incorrectly assume that the tabulated prizes are further multiplied by credits bet.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Tabulated prizes
	4.11.5(ii)			
Where both multiplier instructions and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Tabulated prizes

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
tabulated prizes are displayed on artwork, there should be no confusion possible as to whether the multiplier applies to the tabulated prizes or not.	4.11.5(iii)			
Winning Line Pays (Paylines)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
In games that permit multiple credits to be wagered on selected indicated lines, the artwork should either clearly state that the win(s) for each selected indicated line will be multiplied by the number of credits wagered on that line or show a tabulation of all possible wagers and their payouts.	4.11.6			
Scattered Pays	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The artwork should clearly indicate that scattered pays are multiplied by the total number of credits staked. <i>This may be either via a message or a tabulation of all possible wagers and their payouts. If partial tabulation is used the artwork should clearly indicate that the prize for one credit (or other appropriate bet) staked is multiplied by the total number of credits bet. Alternate game instructions should ensure that it is not possible to incorrectly assume that the tabulated prizes are further multiplied by credits bet.</i>	4.11.7			
Scatters	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The scatter symbol should be clearly labelled with the word “scatters” in the game instructions. <i>Further occurrences of the scatter symbol in the game instructions do not require further labelling.</i>	4.11.8			
Positioning, Size, Colour and Shape	4.12			
One Symbol/Prize Instructions	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Game instructions that belong to only one symbol/prize or a group of symbols/prizes should be clearly associated with the symbol/prize or group of symbols/prizes. <i>This may be achieved with appropriate framing or boxing. Additional wording such as “these symbols” could also be used.</i>	4.12.1			
Global Instructions	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Game instructions that refer to all symbols/prizes should read “ALL” or equivalent. <i>If some symbols/prizes are excluded from these instructions, this should be indicated with wording such as “EXCEPT” or equivalent.</i>	4.12.2			
Colour of Messages	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Game instructions should be printed in a colour that contrasts with the background colour to ensure that all instructions are clearly readable. <i>For example black print on dark purple background is not acceptable as it can create confusion.</i>	4.12.3			
Shape of Symbols	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Symbols that are not characters or numbers should have the same shape throughout all artwork, except while animation is in progress. <i>Any symbol that changes shape or colour during an animation process should not appear in a way that might misrepresent another symbol in the pay table.</i>	4.12.4			
Reference to Symbols	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No reference to symbols
If game instructions refer to a particular symbol and the written name for the symbol may be mistaken for another symbol or may imply other characteristics (e.g. “Pair of Sunglasses” might imply two sunglass symbols) the visual display of the instructions should clearly indicate to which symbol the instruction is referred. <i>This may be achieved by displaying the actual symbol, or employing a more clearly written description, or both.</i>	4.12.5			
Substitutes	4.13			
Substitute Symbols	4.13.1			
The artwork should clearly state which symbols may act as a substitute, in which winning patterns, for which symbols and any conditions that may apply.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.1			
This may be permitted in the following manner:	4.13.1			
An indication that the substitute(s) match “ALL” symbols.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.1(a)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Provide a list of symbols that the substitute does match.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.1(b)			
Provide a list, using the term “EXCEPT”, which the substitute does not match.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.1(c)			
Provide a statement clearly describing groups of symbols that are substituted.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.1(d)			
Substitutes and Coinciding Wins	4.13.2			
Where a game’s rules provide for both coinciding wins being paid on a selected lit line and the use of one or more substitute symbols, the game rules should specifically resolve the following circumstances:	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.2			
If the substitute symbols on their own are awarded a prize and concurrently may substitute for some other symbol (e.g. Sub Sub Sub Queen Queen pays both 3 Subs and 5 Queens). It is not required to state the reverse case where the highest prize only is paid.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.2(a)			
If multiple patterns that use substitutes exist on the selected lit line (for example Queen Queen Sub Jack Jack for a game playing Left to Right and Right to Left), and the game only pays one of these combinations. It is not required to state the reverse case where both prizes are paid.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Multiple patterns
	4.13.2(b)			
If substitution occurs for patterns where none of the substituted symbols are displayed (e.g. Sub Sub Sub Sub Sub pays for 5 Kings and 5 Queens, etc.).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. None substituted
	4.13.2(c)			
Substitutes Participating in Scattered Wins	4.13.3			
The artwork should contain all rules relative to substitute symbols participating in scattered wins. The following should be addressed:	4.13.3			
If applicable, the artwork should specifically state when the term “substitutes for all symbols” is used but the substitute symbol does not participate in scattered wins (e.g. “<sub> substitutes for all symbols except scattered <scatter symbol>”).	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.13.3(a)			
The artwork should state payout rules for	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
coinciding wins when there are multiple scattered win symbols and substitute symbols participate, including the situation where one or more scattered symbols may not appear.	4.13.3(b)			
Unusual Substitutes	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Unusual substitutes
The artwork should specify if there is a feature where a symbol may substitute in a winning pattern when the symbol is not on a pay line.	4.13.4			
Change of Substitutes	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No changes of substitutes
The artwork should clearly state if the game provides for a change of substitutes, (e.g. during free games) and any special conditions that may apply.	4.13.5			
Substitutes and Extra Pays	4.13.6			
The artwork should provide a clear explanation if the game provides for extra pays, or multipliers apply when substitutes participate in winning patterns.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No extra pays
	4.13.6 (i)			
The artwork should display the multiplication factor or a tabulation of all prizes with possible multipliers if the game provides for multipliers to apply when substitutes participate in winning patterns.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No extra pays
	4.13.6(ii)			
The artwork should explain the handling of winning patterns where multiple substitutes participate, if extra pays or multipliers apply.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No extra pays
	4.13.6(iii)			
Winning Patterns	4.14			
Patterns	4.14.1			
All winning patterns relevant to the particular point in time of a game should be clearly displayed or accessible on some form of artwork. <i>All undefined patterns are assumed to be non-winning.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.1(i)			
Complicated winning patterns should be clearly explained. <i>Pictorial representations might best accomplish this objective.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.1(ii)			
Scatters Patterns	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The artwork should display all winning scatter patterns.	4.14.2			
Pictorial Winning Patterns	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
The artwork should clearly communicate generic winning patterns. <i>Graphical representation of the order/position in which the winning symbols are to appear, without the aid of a written explanation, can be supplemented with numbers to indicate how many correct symbols each pattern corresponds to. Unusual winning patterns, e.g. X_X_x_X_X, should be positioned in proximity to the prize.</i>	4.14.3			
Difficult Patterns	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Winning are left to right
The artwork should clearly explain winning patterns that are not “left to right” or “right to left” or “any.” <i>Pictorial representations might best accomplish this objective.</i>	4.14.4			
Selected Line Wins	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The artwork should appropriately state that all wins occur on selected lines (and if applicable “except scatters”), or equivalent.	4.14.5			
Extra Lines	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
If it is possible to bet on multiple possible lines and it is not clearly obvious which reel positions are part of each of the possible lines, then artwork should clearly display the additional lines and label them appropriately. <i>The additional lines should either be shown on static artwork or be available for display on a help or pay table screen, or permanently displayed on all game play screens, in a location separate from the actual reels. This requirement applies to all standard five-reel games where lines greater than five should be schematised on the artwork and appropriately labelled.</i>	4.14.6			
Displaying Pay Lines	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Upon a win, the game shall clearly indicate all pay lines. <i>If it is possible to bet more than 5 lines, then upon a win for video machines, the pay lines should be indicated in a manner such that all pay lines can be clearly identified by the customer.</i>	4.14.7			
Coinciding Winner Rules	4.14.8			
The artwork should clearly state the rules for payments of prizes where multiple wins are possible.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.8			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
The following should be addressed:	4.14.8			
A description of what patterns will be paid when a pay line may be interpreted to have more than one individual winning pattern. <i>Refer also to Substitutes and Coinciding wins, above.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.8(i)			
Where the game supports multiple pay lines, the artwork should display a message indicating wins on different pay lines are added, or the equivalent.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.8(ii)			
Where the game supports scatters, the artwork should display a message indicating that scattered wins are added to pay line wins, or equivalent, if this is the rule of the game.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.8(iii)			
The artwork should clearly communicate the treatment of coinciding scattered wins with respect to other possible scattered wins. <i>For example, the artwork should state whether combinations of scattered symbols pay all possible prizes or only the highest prize.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.8(iv)			
Where mixed symbol prizes are paid, the artwork should describe the treatment of prizes that may be interpreted to be both mixed and straight winners.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.14.8(v)			
Miscellaneous Symbols	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
If a symbol that can form part of a winning combination is not on all reels, the artwork should identify which reels the symbol appears on.	4.14.9			
Features				
It is not possible to define standards for all kinds of game features that may be developed over time. The following requirements apply to feature games that are commonly in use in casino machines and may be expected to be used in eGambling. Describe your particular features with these goals in mind and define compensating controls if your particular feature is not directly addressed herein.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15			
Feature Trigger Patterns	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The artwork should specify the trigger pattern(s) and all other conditions that should occur, in order to trigger the feature.	4.15.1			

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
Feature Re-Trigger	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The artwork is to describe the action of the game (e.g. further triggers, bonus payout and/or no further trigger) when feature trigger patterns occur during the feature (e.g. free games).	4.15.2			
Tokens Accumulation	4.15.3			
For games with rules which allow for the accumulation of tokens to qualify for a feature or multiple features to be triggered or game metamorphosis, the artwork should clearly show:	4.15.3			
The definition of the event that leads to the accumulation of tokens.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(i)			
A description of how many tokens are accumulated with each occurrence of the event.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(ii)			
A description of how many tokens are required to trigger the feature.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(iii)			
An indication of how many tokens are currently accumulated.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(iv)			
If sub-tokens accumulate to tokens, a description of the number of sub-tokens needed to accumulate a token, and the number of sub-tokens and tokens currently accumulated.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(v)			
If the accumulation of tokens may lead to free games, the number of possible lines and credits per line that are to be wagered during the free games	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(vi)			
Game rules when further tokens are not accumulated during the feature sequence for events which normally would qualify to earn tokens.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No Token accumulation
	4.15.3(vii)			
Free Games	4.15.4			
The artwork should explain all rules and functionality relative to free games.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15.4			
Topics include:	4.15.4			
Special rules not addressed elsewhere.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
	4.15.4(i)			
Additional payouts for non-winners during the free game sequences, including whether this payout is to be multiplied by credits staked per line or total credits staked.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15.4(ii)			
Any multipliers for prizes, special prizes, substitutes.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15.4(iii)			
The display of an accumulated win amount during each stage of the free games if the gaming machine does not directly add wins to the credit meter.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15.4(iv)			
If more than one free game is offered, the number of free games that have transpired or the number remaining (or the total number).	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15.4(v)			
Appropriate game instructions defining the number of possible lines and credits per line that are wagered during the free games.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	4.15.4(vi)			
Re-Spins/Held Reels	4.15.5			
The artwork for games where one or more reels are automatically “held” for one or more “re-spins” should address:	4.15.5			
Which reels are to be held (e.g. first two reels).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels
	4.15.5(i)			
Whether held reels occur on winning or non-winning patterns.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels
	4.15.5(ii)			
The specific line where the trigger combination should occur, if any. E.g. “ON THE CENTRE LINE”, or “Scattered,” depending upon the actual requirement of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels
	4.15.5(iii)			
If a partial number of reels (e.g. 2, 3 or 4 reels) are held for some criteria, what happens when the criteria forms part of a larger pattern. E.g. what happens when all 5 reels meet said requirement.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels
	4.15.5(iv)			
If the trigger is a winning pattern and the pattern does not pay during re-spins.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels
	4.15.5(v)			
The rules for extensions or termination of	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
the re-spin sequences including additional held reels. <i>E.g. when there are improvements to the original held combination(s).</i>	4.15.5(vi)			
If more than one re-spin is offered, the display of the number of re-spins that has occurred or the number remaining (or the total number).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No held of reels
	4.15.5(vii)			
Bonus Prizes	4.15.6			
This section refers to games where one or more bonus prizes may be paid to the customer during the feature sequence. Generally, bonus prizes are awarded as a result of some second (or subsequent) screen animation. The artwork should address the following topics:	4.15.6			
Criteria for both the initial entry and entry to further bonus features.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No bonus
	4.15.6(i)			
All instructions and customer choices for the bonus feature.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No bonus
	4.15.6(ii)			
A display of total amounts won should be available at the end of each stage of the game, including on second screen animations. <i>This is to include display of bonus prizes won in multiple sequence bonus features.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No bonus
	4.15.6(iii)			
If bonus prizes are multiplied, whether they are multiplied by credits staked per line or total, where appropriate.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No bonus
	4.15.6(iv)			
Metamorphic Sequences	4.15.7			
This section refers to metamorphic games where the customer still “pays” for the sequence game(s). The artwork should address the following topics:	4.15.7			
All instructions for the game, including the differences between the main game and the metamorphic game. <i>E.g. <character> appearing anywhere in window pays the original prize which started the feature.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No metamorphic
	4.15.7(i)			
Whether the number of lines and/or number of credits wagered during the metamorphic sequence may not exceed the wager of the game or games which triggered the feature, according to the rule of the feature.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No metamorphic
	4.15.7(ii)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Any special prizes, substitutes, multipliers or similar rules during the metamorphic sequence.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No metamorphic
	4.15.7(iii)			
If the metamorphic sequence consists of more than one feature game, the number of games in the metamorphic sequence that has occurred or the number remaining (or the total number).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. No metamorphic
	4.15.7(iv)			
Held Reel Games	4.15.8			
This section refers to spinning reel variations with Draw Poker characteristics where the Customer may hold one or more reels for a second chance to improve the hand. The artwork should address the following:	4.15.8			
Whether the customer is able to hold or release reels.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Held reels functionality not supported
	4.15.8(i)			
Whether the customer is required to wager additional credits to participate in the hold reels phase of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Held reels functionality not supported
	4.15.8(ii)			
Identifying or highlighting held and non-held reels, including recommended reels, at all times.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Held reels functionality not supported
	4.15.8(iii)			
The method for changing holds.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Held reels functionality not supported
	4.15.8(iv)			
Keno and Bingo Artwork Requirements				
This section refers to games such as Keno and Bingo, where balls are drawn from a simulated cage (or the equivalent), and a customer tries to pick in advance which of these balls are selected.	4.16			
A tabulated display of the scorecard, which shows all winning payouts, when no game is in progress.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(i)			
Any special rules, which are outside the standard game of Keno or Bingo.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(ii)			
The identification of all of the customer’s selections.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(iii)			
The identification of all balls drawn.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
	4.16(iv)			
Highlighting the balls drawn which match the customer’s selections (i.e. “hits”).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(v)			
The description of special hits, and if any, they are to be highlighted.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(vi)			
How many spots were selected and how many hits.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(vii)			
Rules for purchase of additional features of the game, if any.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(viii)			
How the customer makes or changes to selections, including how:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(ix)			
Individual numbers are picked.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(ix)(a)			
Individual numbers are cleared.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(ix)(b)			
All selections are cleared.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a keno nor a Bingo game
	4.16(ix)(c)			
Card Game Artwork Requirements				
This section refers to games which involve the simulated dealing of cards from one or more decks.	4.17			
Card faces are to clearly display the card value. <i>E.g. it should be obvious which is a Jack and which is Queen.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a card game
	4.17(i)			
Card faces are to clearly indicate the suit. Hearts and Diamonds should be red; Clubs and Spades should be black.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a card game
	4.17(ii)			
Jokers are to be distinguishable from all other cards.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a card game
	4.17(iii)			
Whether more than one deck of cards is used in the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a card game
	4.17(iv)			
How often the deck is to be shuffled, if the	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a card game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
rules of the game do not shuffle the deck after every game. <i>In this instance, the artwork should indicate when shuffles actually do occur.</i>	4.17(v)			
A pay-table, which shows all winning hands and their payouts, when no game is in progress.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a card game
	4.17(vi)			
Gamble Option Artwork Standards				
The following specifications apply to artwork for all games which offer a gamble option. <i>The most common use is for “Double-up,” where a multiplier of two (2) is sought, but also may apply to other multipliers (e.g. Triple-up) or a selection of multipliers.</i> The artwork should address the following topics:	4.18			
Limits	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Gamble functionality not offered for selection, but it has been stated on the game rules (Gamble bonus)
The gamble prize limit (if applicable) for a particular game and the maximum number of gambles available. <i>If wording indicating the maximum prize that can be won exists, then it should be possible to win this prize. The customer should not be offered an option to gamble when the prize may exceed the prize limit.</i>	4.18.1			
Automatic Exit	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Gamble functionality not offered for selection
The rules governing when the gamble exit option is executed automatically before reaching the maximum number of gambles available.	4.18.2			
References	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Gamble functionality not offered for selection
All references to gamble should use words such as “gamble” or “double up” which cannot be misinterpreted to indicate some other feature.	4.18.3			
Conditions	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Gamble functionality not offered for selection
Conditions in which the gamble option cannot be accessed.	4.18.4			
Choices of Multipliers	4.18.5			
The range of choices/payouts if a gamble game offers a choice of multipliers.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Gamble functionality not offered for selection
	4.18.5(i)			
The display of the multiplier once the	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Gamble functionality not offered for selection

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
customer has selected a multiplier.	4.18.5(ii)			
Roulette	4.19			
If standard Roulette is simulated, the following artwork standards apply. Variations will be considered on a case by case basis:	4.19			
Each “Zero” used should be uniquely labelled (e.g. “0”, “00”, “000”).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a roulette game
	4.19(i)			
The simulated Roulette wheel should be in the identical format as a standard casino wheel (including colours of landing locations and position of numbers) with the exception of the position of “Zeroes,” if more than one exists, in which case the “Zeroes” may be placed arbitrarily.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a roulette game
	4.19(ii)			
A pay table or description of all available wagers and their payouts should be accessible while not in game play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a roulette game
	4.19(iii)			
The method of selecting individual wagers.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a roulette game
	4.19(iv)			
The display of all wagers selected by the Customer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a roulette game
	4.19(v)			
The simulated ball spin should result in a location that unambiguously determines the winning number.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a roulette game
	4.19(vi)			
Dice Games	4.20			
This section refers to standard Dice games; the following artwork standards apply. Variations will be considered on a case-by-case basis.	4.20			
Each face should show the number of spots.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(i)			
iSimulated die should be of the same layout as standard physical die. <i>The 1 and 6, 2 and 5, 3 and 4 respectively should be on opposite faces.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(ii)			
It should be obvious which is the up face on each die after the dice are thrown.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(iii)			

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
Display of the result of each die.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(iv)			
Each wagering option available, and its meaning. <i>For example, the artwork should explain craps wagers “Field” and “Hardway.”</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(v)			
The display of all possible wagering options available and obtainable at any point in time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(vi)			
A pay table or description of all available wagers and their payouts should be accessible while not in game play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a dice game
	4.20(vii)			
Simulated Wagering	4.21			
This section refers to simulated racing games; the following artwork standards apply:	4.21			
All participants in the race should have characteristics that make it unique in appearance (e.g. number, jockey colours).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a simulation game
	4.21(i)			
The result of the race should be obvious and not open to misinterpretation.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a simulation game
	4.21(ii)			
If prizes are to be paid for combinations involving runners other than just the first-place finisher, the display of the order of the place getters that can be involved with these prizes. <i>E.g. Result 8-4-7.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a simulation game
	4.21(iii)			
Each meaningful result position should be available for display in all last game replays.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a simulation game
	4.21(iv)			
The rules for alternative wagering options (e.g. quinella), and the expected payouts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a simulation game
	4.21(v)			
A pay table or description of all available wagers and their payouts should be accessible while not in game play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a simulation game
	4.21(vi)			
Scratch Ticket	4.22			
This section refers to games which simulate a lottery scratch tickets or similar games. The following artwork standards apply:	4.22			
A precise definition of which customer options should be taken to complete the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a scratch ticket game
	4.22(i)			
Details of how payouts are won and their	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a scratch ticket game

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
amounts. <i>E.g. three matching scratched symbols win that prize.</i>	4.22(ii)			
All rules for symbols that may substitute in winning patterns.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a scratch ticket game
	4.22(iii)			
A pay table or description of all available wagers and their payouts should be accessible while not in game play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a scratch ticket game
	4.22(iv)			
Video Poker	4.23			
The artwork should address the following topics:	4.23			
Provide clear indication if Stud Poker rules apply. <i>Common Draw Poker is assumed, if nothing is stated.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a video poker
	4.23(i)			
The definition of winning combinations outside the scope of standard Poker. <i>E.g. Royal Flush without Wild Cards, Four of a kind “Jacks or better”, 4 Deuces (when Deuces are wild), etc.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a video poker
	4.23(ii)			
All special rules and customer options outside the scope of common Poker.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a video poker
	4.23(iii)			
Wild card rules <i>E.g. Jokers Wild or Deuces Wild.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a video poker
	4.23(iv)			
The display of Held and non-held cards, including recommended holds (if implemented), in Draw Poker or the equivalents, and the method for changing Holds.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a video poker
	4.23(v)			
Winning hands win category (e.g. “Full House”).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a video poker
	4.23(vi)			
Blackjack	4.24			
The artwork should address the following topics:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24			
Whether the game is not the standard variation, and if so, which rules apply. <i>Standard variation blackjack is assumed, if nothing is stated.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(i)			
Insurance rules, if Insurance is available.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(ii)			
Pair Split rules, including:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
a) Split aces have only one card dealt to each ace, if this is the game rule. b) Further splits, if available. c)Double-down after splits, if available.	4.24(iii)			
Double-down rules, including limitations of which totals may allow a double down to be played.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(iv)			
The display of the current total of all hands, including the Dealer’s total, during and for a reasonable time at the end of the game. <i>The term “Bust” or the equivalent may be used to indicate a hand whose total has exceeded 21.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(v)			
Dealer play rules, including special treatment of a soft 17 count, if any.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(vi)			
Any limits on the number of cards that may be drawn by Customer and/or Dealer, including winners declared (if any) when the limit is reached. <i>E.g. Five Under wins.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(vii)			
Surrender Rules, if any.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(viii)			
Whether the customer loses on “Dealer Push.”	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(ix)			
Winning hands win category. <i>E.g. “Natural,” “Blackjack,” “Six Under,” or “Push.”</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(x)			
If Pair Splits have occurred, the display for each hand (total points, resultant win or loss category, amount won, amount wagered).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(xi)			
Special rules, if any.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(xii)			
The display of all customer options that are available at any point in time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a blackjack
	4.24(xiii)			
Peer to Peer (P2P) Games	4.28			
Customer Management	4.28 (v)			
The licensee shall not allow a customer to play against himself under circumstances where the customer can affect the outcome of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a peer to peer game
	4.28 (v)			
Describe how the IGS addresses customer	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a peer to peer game

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
disconnections during gaming sessions. It is possible, for many reasons, for the customer to become disconnected from the networked server during a game (e.g. internet connection outage, PC crash, etc.). This scenario should not disadvantage the customer unnecessarily	4.28 (v)			
Rake and Fees	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not a peer to peer game
The licensee shall clearly display and explain to the customer the amount of the rake taken by the licensee.	4.28 (vII)			
Internet Systems – Responsible Gaming	3.5			
Involuntary Exclusions	3.5.3 (ii)			
The IGS should provide a mechanism by which appropriate licensee staff can exclude a customer from the IGS. (R236,237).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.3 (ii)			
This mechanism should include a register of reasons for the exclusion. E.g. harassing help-desk staff, harassing other customers, problem gambling, etc.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.3 (ii)			
As soon as the exclusion takes effect, the licensee must not accept new bets or deposits from that customer, until such time as the exclusion has been revoked.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.3 (ii)			
During the exclusion period, the customer must not be prevented from withdrawing any or all of their account balance (R231), provided that the system acknowledges that the funds have cleared, and that the reasons for exclusion would not prohibit a withdrawal. E.g. investigative hold, suspected money laundering, suspected cheating, etc.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.3 (ii)			
Customer Self Limitations	3.5.4 (i)			
The licensee shall provide customers with easy and obvious mechanisms to self-limit their game play, in accordance with Regulation 237. Describe the mechanisms the customer may exercise	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(i)			
Immediately upon receipt of any self-limitation order, the IGS must ensure that all specified limits are correctly implemented in the system. If the licensee operates by the application of two or more independent gambling platforms, each with separate customer protection protocols, the licensee	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(ii)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
must define controls to ensure that customer protections are unified across all operating platforms as an integrated system.				
Self-limitations must not be compromised by external time events, such as leap-years and daylight savings adjustments	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(ii) (a)			
Self-limitations must not be compromised by internal status events, such as self-exclusion orders and self-exclusion revocations (i.e.: it must not be possible for the customer to circumvent self-limitations).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(ii) (b)			
Once a customer establishes a limit, any relaxation of that limit may only become effective after 24 hours' cooling off period. However, it must be possible for a customer to increase the severity of self-limitations at any time, with no waiting period. (R237).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(iii)			
Once a customer establishes a limit, any relaxation of that limit may only become effective after 24 hours' cooling off period. However, it must be possible for a customer to increase the severity of self-limitations at any time, with no waiting period. (R237).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(iii)			
In the case of temporary self-exclusion, the IGS should ensure that:	3.5.4(iv)			
Immediately upon receipt of the self-exclusion order, no new bets or deposits are accepted from that customer, until such time as the temporary self-exclusion has expired, and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(iv)			
During the temporary self-exclusion period, the customer is not prevented from withdrawing any or all of their account balance, provided that the system acknowledges that the funds have cleared.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(iv)			
In the case of indefinite self-exclusion, and immediately upon receipt of the self-exclusion order, no new bets or deposits are accepted from that customer, until such time as the permanent self-exclusion has been revoked, and the customer must withdraw all funds to clear the account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(v)			
If the customer opts for permanent self-exclusion, they will not have the option to revoke it.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.4(v)			
Player Protection Information	3.5.5			
The licensee should provide the customer	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
with reasonable access to a player protection page which should be readily accessible from any screen where game play or wagering activity may occur. The gambling portal or interface will largely determine the reasonableness of the proposed solution.	3.5.5			
The player protection page should contain at a minimum advice and information on problem gambling	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5 (i)			
Including one or more links to	3.5.5 (i)			
industry accepted and simple “self-assessment” process to determine risk potential,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5 (i)			
problem gambling services, and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5 (i)			
A recognised filtering programme to enable customers to configure their computers with an intent to prevent access by minors, (which programme must have endorsed such a link).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5 (i)			
No game play may occur where the links used to supply information on customer protection or responsible gambling are not displayed or are not operational. Describe how the licensee maintains the integrity of its problem gambling links. The licensee should regularly test all links to problem gambling services provided by third parties. Where the service is no longer available or not available for a significant period of time, the licensee is to provide an alternative support service.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5(ii)			
link to the terms and conditions the customer agreed to upon registration	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5(iv)			
Confirm that when a customer logs into a system the last time they logged in is displayed. The purpose of this requirement is to enable the customer to identify if someone else has been using their password and log-in ID to access their account for play (e.g. a family member).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5(viii)			
All account related functions on a site (including the deposit function) should provide a readily accessible link to the customer protection page.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.5(ix)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
CUSTOMER REGISTRATION, VERIFICATION, BANKING AND MANAGEMENT	3			
Agreement	3.1.1			
The registration process shall include the prospective customer’s agreement to the terms and conditions of the licensed operation. (R235).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.1.1			
Terms and Conditions	3.1.2			
The customer can only advance to play for consideration or value if they take an action to acknowledge the agreement. This action shall be logged in the system. <i>Where it is not possible to present the full terms and conditions to the customer at the point of registration, for example, for telephone betting, customers must be provided with easy access to the operator’s terms and conditions.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.1.2			
Method for informing customers of risks associated with their funds: <i>The Category 1 eGambling licensee shall inform each of its customers, via a clear and robust mechanism of the potential risks associated with funds standing to the credit of a registered customer in the event of the insolvency of the Category 1 eGambling licensee or any of its associate</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	2.9.2 (ii)			
Multiple Customer Accounts	3.2.5			
If the Category 1 eGambling licensee intends to allow customers to have more than one active registered account, describe the controls which mitigate the various risks stemming from the practice.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
The Commission expects that the licensee will address the following concerns in the analysis:	3.2.5			
How the licensee structures multiple accounts (e.g. master and sub-accounts, separate wallets, linking a group of accounts, etc.).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
How the licensee mitigates the potential for money laundering by the use of multiple accounts and diverse funding mechanisms.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
The customer should not have the ability to play against himself using multiple accounts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
Inactive accounts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
At-risk customers, problem gamblers, excluded customers, and player protection mechanisms are applicable to the customer, not to the account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
The licensee must not create a new account for a customer if the reason for the deactivation of a previously registered account indicates that the customer should not be permitted to establish another account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
If multiple account controls cannot be automated, the licensee should define alternative controls within relevant sections of the ICS which ensure the appropriate linkage of the multiple accounts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.5			
Customer Account Access	3.2.6			
Successful registration of the customer will result in the creation of a customer account unique to that individual.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.6			
Describe how customer accounts are secured against unauthorised access, whether internal or external to the operation.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.6 (ii)			
Describe the secure procedures for allowing a customer direct (unassisted) access to their account, whether online or by other means. <i>It is expected that a customer will only access the customer's own account directly by the use of at least a User ID and password</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.6 (iii)			
Describe the secure procedures for allowing a customer indirect (assisted) access to their account, whether online or by other means. <i>It is expected that customer service staff should make use of challenge questions to identify the person making a remote request to access an account for any purpose, or sufficient alternative control to ensure the licensee has high confidence a customer has been accurately identified as the owner of the account. A challenge question and answer can be determined either through the registration process, or by the staff member asking the customer to confirm details about the account which only the actual registered user would know.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.2.6 (iv)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
Describe the secure procedures for dealing with lost customer User IDs or passwords. If email is a component of this process, detail the control for addressing circumstances where a customer no longer has access to the email address of record, and the security of utilising email as a medium for communicating secure information. <i>Given that email is not face to face communication, and that email is not a secure means of communication, it is expected that the licensee will have compensating controls to mitigate these risks which threaten secure customer data.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
3.2.6 (v)				
Customer Funds On Accounts	3.3			
Crediting Customer Accounts with Customer Funds.	3.3.2 (v)			
Describe how the Category 1 eGambling licensee credits customer accounts with deposited funds, and any conditions or limits on those funds related to the payment processor. <i>If the licensee conditions or limits deposited funds, the licensee should clearly notify the customer of the conditions or limits.</i> Regulation 231 restricts a Category 1 eGambling licensee’s recourse to customer funds on deposit. Describe the constraints the licensee imposes on a customer’s ability to apply deposited funds, and how the customer is advised of these constraints. <i>The Commission does not expect constrained deposits, although the licensee may decline to award bonuses or promotions which remain unfulfilled by virtue of funds withdrawal prior to securing eligibility for the bonus or promotional award. (R231).</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
3.3.2 (v)				
Credit Extended to Customers	3.3.3			
Document the procedures which ensure that customers are not allowed to overdraw their accounts or exceed their credit limit, and that bets are refused, and withdrawals are not allowed under circumstances when funds are not available. <i>Wagers based upon credit are deemed properly made and may not be voided by virtue of any failure of the credit relationship. The Commission expects that the licensee would satisfy the debt from any winnings or future deposits.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
3.3.3 (ii)				

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
Account Management	3.3.4			
Describe the procedures for the debiting of wagers from the customer’s account and the crediting of bonuses, promotions, prizes, or winnings to the customer’s account. (R232, 234).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.4 (i)			
The licensee must credit the customer’s account with the prizes or winnings attributed to a completed game in accordance with the terms and conditions governing the relationship between the Category 1 eGambling licensee and the customer as contained in the ICS (R.232(2)). Except in circumstances specifically identified in the ICS, there should be no possible circumstances in which the licensee retains unclaimed prizes, winnings, or other pools of customer money.	3.3.4 (i)			
The IGS should maintain all deposit, withdrawal, transfer or adjustment transactions in a system audit log.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.4 (iii)			
Withdrawals from a Customer’s Funds	3.3.5			
The licensee should obtain positive identification of a customer before a customer may request withdrawal of moneys in the customer’s account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5			
For each withdrawal method available to a customer, identify the method, and describe the entire process, including	3.3.5 (i)			
The reasonably expected timing of the withdrawal process from the customer’s initiation of the withdrawal request to the customer’s receipt of the funds	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (i)			
The situations where additional information is requested from the customer	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (i)			
How the licensee ensures that it processes customer withdrawals only to the customer’s named account with a financial institution, including withdrawals by cheque or bank transfer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (i)			
Limits on Withdrawals	3.3.5 (ii)			
Commission expects withdrawal procedures will address the following concepts	3.3.5 (ii)			
The licensee should not permit the customer	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
to withdraw funds in excess of the balance in the account	3.3.5 (ii) (i)			
The licensee should not instruct or encourage the customer to withdraw funds in multiple transactions	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (ii) (ii)			
Multiple withdrawal transactions raise the risk of suspicious transactions and ML/FT	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (ii) (iii)			
The licensee may offer the customer the opportunity to donate funds in his account to a charity in lieu of withdrawal, especially under circumstances where the business cost to the licensee or the customer exceeds the value of the withdrawal	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (ii) (iv)			
A customer should be able to withdraw funds up to the current balance of his account, net of any credit liability or pending wagers, at any time, in a single transaction.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (ii) (v)			
Timings of the Withdrawal process	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
Define the amount of time after which a customer may no longer cancel a withdrawal request.	3.2.5 (iii)			
Player to player transfers	3.3.5 (iv)			
Customer fund transfers implicate two significant risks: the potential for ML/FT and enabling or promoting problem gambling. Describe the licensee’s programme and controls for player to player transfers and gifts which mitigate these risks.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (iv)			
Describe the terms and conditions which govern player to player transfers.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (iv)			
The Commission expects that the licensee would apply controls similar to those applied for withdrawals and deposits to mitigate both risks and may also implicate Enhanced CDD procedures. The Commission also expects licensees to significantly restrict the amounts that can be transferred to other customers and to monitor the behaviour of both accounts after each transfer. Additionally, the licensee might also integrate bonus fund programming to minimise ML/FT risks.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.5 (iv)			
Customer Activity Statement	3.3.7			

DESCRIPTION	PASS	FAIL	N/A	NOTES
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COMPLIANCE TESTING				
Customer activity statements promote player protection. Describe how the licensee accounts to the customer for all fund management and gambling transactions. The IGS should provide registered customers with on-line account statements displaying details of deposits, withdrawals, bonus activity, wins and losses, aggregate winnings, aggregate losses, credit transactions, and duration of play for each day of the period requested, and totals of these details. Statements should include sufficient information to allow the customer to reconcile the statement against the customer's own records, down to the session level.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.3.7			
Problem Gambling	3.5.2			
eGambling licensee shall establish and maintain procedures under which it can identify and take protection measures for customers who are, or appear to be at risk of becoming, problem or compulsive gamblers	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.2			
Describe the licensee's problem gambling awareness and action programme.	3.5.2			
methods for proactively identifying customers with potential gambling problems such as chat monitoring, system triggers, automated report reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.2 (i)			
What actions are taken when potential problem gambling behaviour is detected (suspend the account; contact the customer; who decides on further action; etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.2 (ii)			
processes for recording communications with customers about problem gambling, protocols for documenting communications, as well as using documentation to make decisions on assisting customers	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.2 (iii)			
procedures for dealing with third party concerns about a customer's gambling	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.2 (iv)			
procedures for responding to distress situations	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	3.5.2 (v)			
Jackpot Accounting	2.13			
Describe the accounting controls and audits	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test

Description	PASS	FAIL	N/A	NOTES
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for jackpot pools and diversion pools. <i>The licensee should perform accounting reconciliation of jackpots at least daily.</i>	2.13			
For non-promotional jackpots, the Interactive Gaming System (“IGS”) should provide adequate reconciliation to ensure that all jackpot increments deducted,	2.13(ii)			
have been paid to customers as prizes, or	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	2.13(ii)(a)			
are displayed as part of prizes, or	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	2.13(ii)(b)			
are held in separate accounts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	2.13(ii)(c)			
Jackpots and Promotional Jackpots	4.29			
Jackpot Fairness	4.29.1			
Describe the jackpot funding mechanism(s).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.1(i)			
If a cap is established on any jackpot, all additional contributions once that cap is reached are to be credited to a Diversion Pool (discussed further below).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.1(ii)			
The minimum return represented to the customer should be met regardless of the number of betting units calculated.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.1(iii)			
If a minimum bet amount exists in order for a customer to win a linked jackpot, then the base game (excluding the jackpot) should meet the minimum customer return	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.1(iv)			
All customers contributing to the prize should be eligible to win the jackpot whilst they are playing that game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.1(v)			
The probability of winning the jackpot should be linearly proportional to the contribution.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.1(vi)			
Notification of the Jackpot Amount				
The current jackpot amount should be	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test

DESCRIPTION	PASS	FAIL	N/A	NOTES
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displayed on all end customer devices participating in the Jackpot. This display should be updated on all participating end customer devices at least every 30 seconds. <i>It is accepted that, depending upon the medium, communication delays are variable and beyond the knowledge or control of the licensee. Server-to-client delays will vary from customer to customer and from message to message. Consequently, the period necessary to broadcast to all registered customers, the current state of any given jackpot should be a consideration. For example, the greater the window, the greater the potential for “simultaneous” wins before a jackpot is reset (multi-state games introduce another level of complexity).</i>	4.29.3(i)			
A winning customer should be notified of a jackpot win by the end of game play.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.3(ii)			
Whenever a jackpot is won, the notification of the jackpot being won should be delivered to all active end user devices and the jackpot amount should be displayed on all end customer devices participating in the jackpot at the time of the jackpot win.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.3(iii)			
Jackpot Game Rules	4.29.4			
The rules of the jackpot game should:	4.29.4			
Inform all jackpot game customers how they can be eligible to win the jackpot.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.4(i)			
Describe how the jackpot is funded and determined, and clearly specify how the contributions to the jackpot pool are made (based on turnover, net balance of each licensee contributing to a multi-operator pool, etc.).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.4(ii)			
Inform the customers of the imperfections of the communications medium for the game, and how this affects them.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.4(iii)			
Inform the customers of how the licensee	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of

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will address and resolve apparent simultaneous and multiple wins.	4.29.4(iv)			test
Inform the customer how the licensee can discontinue or terminate a game. <i>Include planned terminations, such as jackpots offered for a specific period of time, and promotional jackpots.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test
	4.29.4(v)			
Jackpot Parameter Changes	4.24.5			
Once put into play, jackpots should not be altered. Describe the controls which safeguard jackpot pools from alteration	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.24.5			
<i>The licensee should request and receive written prior approval from the Commission, if a jackpot pool is to be discontinued, converted, or combined into another jackpot pool. The licensee will have to ultimately resolve how to distribute unawarded jackpot pool funds. The primary consideration will be that customers should have an equal or better chance of winning the jackpot funds in the new scheme for distribution.</i>	4.24.5			
Once a Jackpot has commenced, parameter changes should not take effect immediately, rather they should be saved to apply after that Jackpot is next won. <i>These are „pending“ parameters.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.5			
Promotional Jackpots	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
These may be modified at the licensee’s discretion, without the Commission’s prior approval, consistent with the rules of the jackpot, and this must be explained in the Terms and Conditions or the rules of the game or jackpot.	4.29.6			
Partial Jackpot Redirection	4.29.7			
Diversion Pool schemes, where a portion of the jackpot contributions are redirected to another pool so that when the jackpot is won, the Diversion Pool is added to the seed of the next jackpot, are acceptable. The following requirements apply to such schemes:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.7			
A jackpot redirection scheme should not have a mathematical expectation of the	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of

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diversion pool of infinity. <i>This means that the percentage that goes to any diversion pool is dealt with correctly in the mathematics of the jackpot.</i>	4.29.7(i)			test
Where a Diversion Pool is used to fund a “minimum or start-up level” the minimum jackpot amount is deemed to be zero for the purposes of calculations of expected customer return; i.e. in calculating customer return the start-up prize can only be counted once.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.7(ii)			
Diversion pools should not be capped.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.7(iii)			
Jackpot Financial Liability Documentation	4.29.8			
The IGS should store and maintain the following software meters as a minimum:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8			
Total amount played for jackpots.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8(i)			
Total amount of jackpots won.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8(ii)			
Total jackpot contributions made (includes any diverted amounts).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8(iii)			
Total jackpot contributions won.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8(iv)			
Current amount for each jackpot. and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8(v)			
Current value of jackpot contributions diverted.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8(vi)			
If a jackpot is determined by increments of individual customers’ wages, the receipt and processing of increments from all end customer devices, whether configured as a single controller or a system of master and slave controllers, should be fair and accurate.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.8			
Jackpot Shutdown	4.29.9			

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There are instances where a jackpot should be “shut down.” A jackpot shut down requires the following actions:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.9			
Clear indication should be given to customers that the jackpot is not operating (e.g. by displaying “Jackpot Closed” on end customer devices).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.9(i)			
It should not be possible for the jackpot to be won while in the shut down state.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.9(ii)			
If the jackpot operates in conjunction with another game (e.g. base game), and the customer return requirement is only met when jackpot contributions are included, the base game may only be offered when the jackpot is available.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.9(iii)			
Re-activation of the jackpot from the shutdown state should return the jackpot with the identical parameters, including jackpot value, and hidden win amount for mystery jackpots, as existed immediately before the shutdown.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.9			
Jackpot Recovery	4.29.10			
To enable recovery of the current value of the jackpot amount in the case of an IGS failure, either:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.10			
The current value of the progressive amount should be stored in at least two physically separate devices, or	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.10(i)			
The licensee should be able to accurately calculate the current value of the progressive amount from other available metering information that is not stored in the same system as the progressive amount.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.10(ii)			
Jackpot Controller	4.29.12			
The jackpot controller is deemed to be part of the IGS even if it is a physically separate controller.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
The jackpot controller shall:	4.29.12			
Register that a jackpot has been won,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12(i)			
Announce the win on the displays of all	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of

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participating and customer devices, and	4.29.12(ii)			test
Reset the progressive meters upon a win event.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12(iii)			
The jackpot controller should ensure that hits registered within a defined minimum time increment are considered as simultaneous wins.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29			
The minimum time increment (jackpot reset period) is not less than the longest time taken to:	4.29.12			
Register that the jackpot has been won;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
Announce the win on all participating end customer devices; and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
Reset the progressive meter or meters.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
Where a “master controller” employs “slave controllers” to control a jackpot (e.g. multi-operator jackpot) the following requirements apply:	4.29.12			
All slave controllers are to be time synchronised with the master controller.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
The master controller is to be time synchronised with the IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
Game result jackpot win events should be time stamped.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	4.29.12			
Message Authentication	5.7.2			
Message authentication should be used with critical message types, such as jackpot wins and PIN transmissions, in order to verify the correct receipt of the message by the game server, client, host or related equipment.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test
	5.7.2			
Requirement for Authentication	5.7.7			
The IGS should authenticate all people (e.g.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test

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customers, computer The IGS should authenticate all people (e.g. customers, computer operators, maintenance service providers, Commission officers and representatives) and computer systems (e.g. jackpot controllers, financial gateway systems, certification authority systems) that connect to the IGS. People who connect to the IGS for purposes other than gambling do not need to be authenticated.	5.7.7			
The IGS should authenticate itself to all people and computer systems that establish a connection.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	5.7.7(i)			
All transactions involving third party organisations should be logged to an appropriate audit file.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	5.7.7(ii)			
Registers	3.8			
The licensee should maintain registers of essential gambling information. The information required should include the following data	3.8			
A list of all registrations, complete or incomplete	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	3.8 (i)			
A list of all registered customers and customer account details. Include inactive accounts	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	3.8 (ii)			
A list of excluded customers	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	3.8 (iii)			
A list of customers’ bet limits	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	3.8 (iv)			
A list of customer accounts closed during the current fiscal year, broken down by reason (customer request, abandoned, fraud/security, other).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Out of Scope. Not within scope of test
	3.8 (v)			
Venues	4			
Hosting Premises	4.1			
Identify the approved premises within the Bailiwick of Guernsey from which the licensee will effect lawful eGambling transactions.	4.1			
If the licensee is relying entirely upon	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test

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premises which the Commission has previously certified or approved, the licensee need only identify the provider and the provider’s premises.	4.1			
If the licensee proposes to use premises which the Commission has not previously approved, or upon previously approved but subsequently modified premises, the ICS should clearly indicate the premises where the licensee’s systems are being hosted and the certification of the premises.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Not within scope of test
	4.1			
Alderney Branding	4.2			
If the IGS shows an Alderney Gambling Control Commission logo, icon, brand or trademark (as provided by the Commission) anywhere within its operation, it should be hyperlinked to the Commission’s home page.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	4.2			
Signposting	4.2.1			
A licensee shall ensure the customer is notified and warned if	4.2.1			
the proposed gambling is to be conducted outside of the jurisdiction of Alderney;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	4.2.1 (i)			
the proposed gambling is to be conducted with an entity whose gambling systems are not regulated or monitored by the Commission.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating a game
	4.2.1 (ii)			
RNG	4.3			
RNG Suitability	4.3.2			
The use of an RNG results in the selection of game symbols or production of game outcomes which are able to be proven to:	4.3.2			
Be statistically independent	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.2 (i)			
Be uniformly distributed over their range	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.2 (ii)			
Pass various recognised statistical tests	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.2 (iii)			
Be unpredictable without the knowledge of	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)

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the algorithm, its implementation, and the current value of the seed (all of which should be secure).	4.3.2 (iv)			
Outcomes derived from the RNG are to be distributed within statistically expected bounds, including normal distribution.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.2			
Failure	4.3.3			
Describe the licensee’s RNG failure monitoring programme, to guard against, and detect, RNG failures.	4.3.3			
If a hardware RNG is used, the licensee shall implement a fail-safe mechanism to disable game play in the event that the device fails.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.3 (i)			
If a software RNG is used, the licensee shall employ dynamic monitoring of the output.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.3 (ii)			
RNG seeding	4.3.4			
Describe the method of seed set generation and the policy for reseeding the RNG. The method of seed generation should ensure that the “next” game outcome is NOT predictable.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.4			
Mapping and Scaling Algorithms	4.3.5			
The range of values produced by the RNG should be adequate to provide sufficient precision and flexibility when setting event outcome probabilities, so as to accurately achieve the desired and expected return to player.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (i)			
If a game requires a random number within a range shorter than that provided by the RNG, the method of rescaling (i.e. converting the number to the lower range) is to be designed such that all numbers within the lower range are equally probable.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (ii)			
The scaled sequence of numbers should pass the same statistical tests as applied to the sequence of numbers produced by the RNG; scaling algorithms should not introduce bias, or result in the production of patterns.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (iii)			
The licensee should be able to verify that the results offered by the RNG are the same as held in the IGS after the event.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (iv)			
Any mapping or scaling to convert random	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)

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numbers into events of chance should be linear and the distribution of the events of chance should be identical to the distribution of the unmapped random number from which they were derived. Exceptions to this criterion are metamorphic random prizes awarded under approved rules but not subject to the outcome of any game in particular.	4.3.5 (v)			
Events of chance should demonstrate that they are statistically random when subject to the same statistical tests for randomness that is specified for the base random number generator	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (vi)			
As events of chance occur (e.g. due to calls to the RNG by the game), they should be immediately used as directed by the rules of the game; they are not to be discarded due to adaptive behaviour by the game	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (vii)			
Where the rules of the game require a sequence or mapping of entities or events to be set up in advance (e.g. the position of hidden objects within a maze), the entities or events should not be re-sequenced or remapped except as provided for in the rules of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (viii)			
Except as provided by the rules of the game and for metamorphic games, events of chance within games should be independent of (i.e. not correlated with) any other events within the game or any events within previous games.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (ix)			
Determination of events of chance should not be influenced, affected or controlled by anything other than numerical values derived in an approved manner from the verified RNG in conjunction with the rules of the game. This does not prohibit metamorphic games or jackpots determined by means other than individual game outcome from being considered on a case-by-case basis.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.5 (x)			
Information on Percentage Return to Player	4.3.6			
Display on the website or client, preferably in the rules for each game, information on the theoretical percentage return to the customer (theoretical RTP%).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i)			

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Requirement will be adequately met by the display anywhere on the relevant website of a single table that lists as a minimum:	4.3.6 (i)			
A series of types or categories of game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i)			
The lowest theoretical RTP% of any game in that group.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i)			
The table must be comprehensive, covering all games that are available on the site, including side games, and jackpots. The table may be accompanied by explanatory text.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i)			
The theoretical RTP% for each game should be demonstrated and revealed to the Commission.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i)			
RTP examples include:	BMM Test			
A strategy-based game might have a range, with a qualification that the return depends on strategy used.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i) (a)			
A slot type game may have a deviation and expected return after a specified number of games. It may be explained that due to the random nature, some games will win, others will lose, the outcomes are random and the return to a customer is a statistical average	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i) (b)			
For gambling in which the licensee takes a rake, vigorish, or other percentage of a wager or pool of wagers, the licensee should clearly display this to the customer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (i) (c)			
Where a progressive prize is offered, it should be implemented such that the base return + seed + increment rate of the progressive ensures that the theoretical minimum return is correctly represented to the customer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. RNG not part of scope (*)
	4.3.6 (ii)			
COMPUTER CONTROLS	5			
System Operations	5.1			
Provide a schematic of all servers used in the gaming process, including customer services, development servers, databases, credit-card and banking gateways, SANs, NAS, mirrored devices and backups etc., together with a description of their function	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.1 (iv)			

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Provide a network diagram and IP addressing information showing all relevant interconnected locations, with details of equipment at each site	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.1 (v)			
Architectural/Physical Security	5.2.12			
All computer systems should physically reside in a data centre which has a level of security commensurate with the risk.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.12 (i)			
Describe the physical premises, describe the security risks presented by those particular circumstances, and describe the controls designed to mitigate those risks.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.12 (i)			
Logical and physical access to the primary DNS server should be restricted to authorised personnel.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.12 (ii)			
The test environment should be physically isolated from the production system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.12 (iii)			
Application Level Firewalls	5.2.13			
A device in the same broadcast domain as the IGS hosts should not have a facility that allows an alternate network path to be established that bypasses the firewall	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (ii)			
The firewall computer should be a separate computer system with the following characteristics:	5.2.13 (iii)			
Only firewall-related applications may reside on the firewall computer.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (iii) (a)			
Only a limited number of accounts may be present on the firewall	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (iii) (b)			
The firewall should reject all data packets addressed to the firewall if they arrive on interfaces to networks that are outside the baseline envelope.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (iv)			
The firewall should reject all connections except those that have been specifically approved.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (v)			
The firewall should maintain an audit log of all changes to parameters that affect what connections are permitted through the firewall.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (vi)			

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	External Ref #			
Compliance Testing				
The firewall should maintain an audit log of all successful and unsuccessful connection attempts to or through itself.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (vii)			
The firewall should disable all communications if the audit log becomes full.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.2.13 (vii)			
Self-Monitoring	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
IGSs should implement self-monitoring of critical components	5.2.14			
Source Code	5.3.1			
The software versions should be stated in the source code control system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (ii)			
In accordance with good industry practice, the following software identification should appear in all source code modules	5.3.1 (iii)			
Module name,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (iii) (a)			
Version number,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (iii) (b)			
Revision number,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (iii) (c)			
Brief description of functions performed,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (iii) (d)			
Edit history, who, why and when (of changes made after this date).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (iii) (e)			
The licensee should take a snapshot / hash of the system (including database structure) after supervised installation of all software, in order to facilitate subsequent system identification and auditing.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.3.1 (iv)			
Locating and use of cloud computing	5.4.1			
All equipment associated with eGambling should:	5.4.1			
Be dedicated so that it stands alone from the Licensees’ other equipment, such as administrative and accounting systems and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.1 (i)			

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Remain under full control of the licensee at all times, subject to iii)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.1 (ii)			
Virtualisation of servers within a group or common array provided within an approved Hosting facility by a Hosting Certificate holder who has gained AGCC approval for their “Cloud” offering, as documented in AGCC published “Standards and Guidelines for eGambling Cloud”, is allowed, provided the use of such virtualisation is described in the ICS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.1(iii)			
Additionally,	5.4.1(iii)			
Such common virtual servers, when no longer required should be removed and all associated storage erased so that all data that had been stored upon and/or upon any storage system or array associated with them may not be restored or accessed by any means.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.1(iii) (a)			
Virtual servers that are used by the Licensee are to be logically separated from any other virtual servers which are under the control of a third party which may exist within the same physical infrastructure, so that no data flow can occur between them.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.1(iii) (b)			
Use of an external publicly available cloud, provided from outside the AGCC approval process, may be used for simple web servers, displaying informative Web pages, landing pages, resource delivery etc. However, where any part of regulated game play, financial or registration process where personal, financial, or game transaction information may be handled within those external systems, such activities must be performed only where it is considered by AGCC to be safe and secure under Regulation 205(b). For such an operation to be considered safe and secure, the Cloud provider will have to comply with, and be approved against the standards documented in AGCC published “Standards and Guidelines for eGambling Cloud”.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.1(iv)			
If the licensee offers gambling based on a	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
live event, that event need not be conducted in the Bailiwick of Guernsey. However, the licensee must demonstrate that the event is properly regulated or controlled in the jurisdiction of origin, and the wagers are processed on electronic gambling equipment in approved premises under the Commission’s jurisdiction.	5.4.1			
Hardware Reliability	5.4.2			
If a critical component fails self-monitoring tests, and cannot be corrected within defined parameters, it should be immediately taken out of service.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.2			
Describe the licensee’s scheduled hardware replacement programme	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.2 (i)			
Describe the licensee’s production hardware rotation programme.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.4.2 (ii)			
Operating System Reliability	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
Operating system reliability will be tested during evaluation	5.4.3 (ii)			
Network Power Supply	5.5.1			
Uninterruptible Power Supply (UPS) equipment should support hotline terminal, operator consoles and all intermediate equipment which connect devices to the IGS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.5.1			
The IGS should be able to perform an orderly shutdown in the event of a power-failure and not restart automatically on power up.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.5.1			
Self-Monitoring	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
The system should be able to recover from unexpected restarts of its central computers or any of its other critical components	5.5.2			
Accounting of Master Resets	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
The IGS should be able to identify and properly handle the situation where master resets have occurred on other computer systems that affect game outcome, win amount or metering, with no loss of transaction information, or system corruption	5.5.3			
Repeat Play	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
The communications protocol should detect and reject repeated “play” messages that arise from communications errors.	5.5.3			
High Level Protocol	5.4.2			
All protocols should use communication techniques that employ widely accepted error detection and / or recovery mechanisms	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.3 (i)			
The high-level protocol should employ techniques (e.g. end to end acknowledgement) such that it will not lose messages, or packets, even when one end or the other restarts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.3 (ii)			
The higher-level protocol should employ techniques (e.g. transmission numbers) such that repeated messages are identified and discarded, even when one end or the other restarts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.3 (iii)			
These requirements do not apply to unsecured messages such as broadcast messages.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.3 (iv)			
Time Stamps	5.4.2			
The high-level protocol should include a provision for the transmitting system (e.g. IGS or end customer device) to insert a local timestamp in every message it sends.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.4 (i)			
The high-level protocol should include a provision for the transmitting system (e.g. IGS or end customer device) to insert a local timestamp taken at the time the last valid high-level message was received.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.4 (ii)			
All time stamping should be in a single time. If not Universal Time (UT) then the difference to UT should be apparent.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.4 (iii)			
High Level Interface with Lower Level Protocols	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
System applications should be able to parse all messages in accordance with design to ensure messages are communicated in a planned, approved, reliable and secure manner.	5.7.5			
User Inactivity Timeout	5.7.6			
Describe the connectivity / inactivity	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
functions of the system	5.7.6 (i)			
If a session is terminated or is broken, the end customer device should notify the customer of session termination.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.6 (ii)			
No further game play is permitted until the IGS and the end customer device establish a new session.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.7.6 (ii)			
Data Recovery	5.8.1			
In the event of a failure, the IGS should be able to recover all critical information from the time of the last backup to the point in time at which the system failure occurred (no time limit is specified).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.1			
When two or more computer systems are linked, the restart/recovery of either computer system should not adversely affect the process of all wagering activities between the two systems. E.g. wagering transactions are not to be lost or duplicated because of recovery of one system or the other.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.1			
The IGS shall treat all transactions involving monies as vital information to be recovered in the event of a failure.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.1			
The IGS shall treat records of any game that fails to complete and the reason why the game failed to complete as vital information to be recovered by the IGS in the event of a failure.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.1			
Significant Events	5.8.3			
The IGS should be able to receive and store all significant events from external computer systems that affect game outcome or win amounts.	5.8.3			
External computer systems that affect game outcome or win amounts should maintain a log of date and time stamped significant events if they are not transferred immediately to the IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.3 (i)			
The IGS should be able to provide a means to view significant events including the ability to search for particular event types.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.3 (ii)			
The IGS should be able to prioritise events	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

Description	PASS	FAIL	N/A	Notes
	EXTERNAL REF #			
COMPLIANCE TESTING				
(log, alarm or disable).	5.8.3 (iii)			
Information to be Maintained	5.8.4			
The IGS should retain information sufficient to continue a partially complete game for a defined period. Define the period and detail the risk assessment supporting it. The IGS shall treat this information as vital information to be recovered by the IGS in the event of a failure.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4			
Information to be maintained by the IGS for each customer should include	5.8.4 (ii)			
Customer details (including verification method).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (ii) (1)			
Account details and balance.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (ii) (2)			
Maximum bet levels and exclusion status.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (ii) (3)			
Previous accounts and reason for deactivation.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (ii) (4)			
Session information.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (ii) (5)			
Session information to be maintained by the IGS should include:	5.8.4 (iii)			
Customer ID.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (i)			
Session start and end time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (ii)			
Customer device details.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (iii)			
Total monies wagered for session.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (iv)			
Total monies won for session.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
	5.8.4 (iii) (v)			
Funds added to account for session (time stamped).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (vi)			
Funds withdrawn from account for session (time stamped).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (vii)			
Time of last successful poll for session.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (viii)			
Reason for session termination.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (ix)			
Game information for session.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (x)			
Game information to be maintained by the IGS should include:	5.8.4 (iv)			
Customer ID.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iv) (i)			
Game identifier and version.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iv) (ii)			
Game play information for all games played.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iv) (iii)			
Game play information to be maintained by the IGS should include:	5.8.4 (v)			
Customer ID.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (i)			
Game start time according to IGS, account balance at start of game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (ii)			
Wager for game (time stamped).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (iii)			
Contributions to Jackpot pools.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (iv)			
Game status (in progress, complete, etc.).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
	5.8.4 (v) (v)			
Game result (time stamped).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (vi)			
Jackpot win (if applicable).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (vii)			
Game end time according to IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (viii)			
Amount won.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (ix)			
Account balance at end of game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (v) (x)			
Any game that fails to complete and the reason why the game failed to complete.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (iii) (xi)			
Significant event information to be maintained by the IGS should include	5.8.4 (vi)			
Large wins (configurable threshold parameter).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (i)			
Large transfers of funds (single and aggregate over defined time period).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (ii)			
Changes made to game parameters.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (iii)			
Changes made to jackpot parameters.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (iv)			
New jackpot created.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (v)			
Participant added to or deleted from jackpot participation.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (vi)			
Jackpot win occurs.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (vii)			

Description	Pass	Fail	N/A	Notes
	External Ref #			
Compliance Testing				
Jackpot retired.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (viii)			
Customer exclusion (including exclusion, requests to lift exclusion, and actual lifting of exclusion).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (ix)			
The customer registration information, banking and payment processing should be maintained on a secure part of the system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vii)			
A customer verification flag should be available to the on-line gaming application	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (viii)			
Details of the customer verification shall be maintained. (If on-line, demonstrate that sensitive customer data is secured.)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (ix)			
The system is to report for each account, for a period of time, upon request:	5.8.4 (x)			
Deposits.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (x) (i)			
Wagers.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (x) (ii)			
Wins.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (x) (iii)			
Withdrawn.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (x) (iv)			
Money sitting in an account for a period of over 90 days.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.4 (vi) (v)			
Wagering Process	5.9.2			
The external wagering system should communicate acceptance, partial acceptance (and details), or rejection of all wagers placed on the IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.2 (i)			
If the external wagering system determines the cost of the wager, there should be a positive confirmation sequence in place to enable:	5.9.2 (ii)			
the customer to accept the bet cost and	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
	5.9.2 (ii) (a)			
The IGS to determine that there are enough funds in the customer’s account to meet the wager cost.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.2 (ii) (b)			
The IGS shall debit the customer’s account balance of the amount equalling the offer (and cost) to the external wagering system. The IGS shall retain the funds as a pending transaction and shall log details of the offer to the external wagering system (in accordance with transaction logging guidelines).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.2 (iii)			
On receipt of acknowledgement of the wager from the external wagering system, the IGS shall log the acknowledgement, and shall make appropriate adjustments to the “pending” account and the customer account	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.2 (iv)			
The external wagering system shall communicate acknowledgement of acceptance or rejection of cancellation requests from the IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.2 (v)			
The IGS shall not credit a customer’s account balance until it has received final confirmation from the external wagering system, including the amount of the cancel.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.2 (vi)			
Winner Update	5.9.3			
When results are entered and confirmed on the external wagering system, the external wagering system shall transfer each winning wager placed from the IGS system back to the IGS with the amount of the win.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.3 (i)			
Upon receiving the external wagering system’s win confirmation, the IGS shall update the customer’s account with the winning amount.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.3 (ii)			
Wagering Information	5.9.4			
If the external wagering system provides jackpot facilities for the IGS, it should periodically pass the current jackpot amounts to the IGS.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (i)			
If the external wagering system provides	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
fixed price wagering facilities for the IGS where the odds/prize table can be dynamically changed, it should pass the current odds to the IGS whenever any odds are changed.	5.9.4 (ii)			
The external wagering system should pass change of event status information to the IGS whenever any change occurs including:	5.9.4 (iii)			
Withdrawn/reinstated selections.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (iii) (1)			
Altered event starting time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (iii) (2)			
Event closed/open.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (iii) (3)			
Results entered/modified.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (iii) (4)			
Results confirmed.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (iii) (5)			
Event abandoned	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.9.4 (iii) (6)			
Recordable Events	5.8.2			
The IGS should keep records of events, including but not limited to:	5.8.2			
Customer registration or customer’s account creation and deactivation.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(a)			
Changes to customer’s registration (e.g. address) or account details (e.g. balance, customer configurable parameters).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(b)			
Changes made to game parameters.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(c)			
Changes made to jackpot parameters.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(d)			
New jackpot created.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(e)			
Jackpot retired.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game

DESCRIPTION	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
	5.8.2(f)			
Large wins.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(g)			
Jackpot wins.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(h)			
Any large transfer of funds.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(i)			
Loss of communication with an end customer device, as signified by no response to successive polls (intra-net gambling) or a time out.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(j)			
Customer exclusion (including exclusion, requests to lift exclusion, and actual lifting of exclusion).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Out of Scope. Evaluating Game
	5.8.2(k)			

4. ADDITIONAL INFORMATION/OBSERVATIONS

MODIFICATION 01:

This report ALD.EYECON.1009.01.02 is a modification and replaces the BMM test report previously issued with reference ALD.EYECON.1009.01 dated 31st January 2020. The reasons for the modification are as follows:

- Changed the client results' RTP on page 4 due to a request for the client to put three decimals on their RTP instead of rounding to the second decimal.

5. CONCLUSION

According to the test results¹, BMM Spain Testlabs s.l.u. confirms that the item submitted for testing is compliant with all the relevant Regulations listed in section "1" of this report.

Yours sincerely,

Francesco Bianchi
Director of iGaming Operations EURSAM

Mario Zilevski
Director of Technical Services - Europe

¹ The results included in this document refer exclusively to the sample tested, such as it is described in the corresponding section.