

**BMM Evaluation Report for  
Eyecon Gaming Products (15 Games)  
Eyecon Alderney Limited**

BMM Report Reference: Eyecon.1004.01-Malta

Date: 7<sup>th</sup> September 2017



NATA Accredited  
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Number: 15122

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## 1 TEST REPORT SUMMARY

**Issued by:** BMM Compliance,  
Suite 107, 35 Doody Street,  
Alexandria NSW 2015,  
Australia

**Project Number:** Eyecon.1004

**Report Number:** Eyecon.1004.01-Malta

**Report Date:** 7<sup>th</sup> September 2017

**Applicant:** Eyecon Alderney Limited  
Inchalla, Le Val  
Alderney GY9 3UL

**Applicant Contact:** Robert Black (robert.black@eyecon.com)

**Standards Tested To:** Malta Remote Gambling Regulations Officially published on the 20th April 2004, Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 of 2007, 90 of 2011 and 131 of 2016

**Games Name:** 99 Time (DH, MH), 99 Time JP (DH, MH),  
Doubleup Ducks (DH, MH), Doubleup Ducks JP (DH, MH),  
Shamans Dream (DH, MH), Shamans Dream JP (DH, MH), Sands of Fortune (DH, MH), Beez Kneez SA

**Test Location:** BMM Compliance,  
Suite 107, 35 Doody Street,  
Alexandria NSW 2015,  
Australia

**Evaluation Conclusion and Recommendation:** BMM completed the evaluation of the above listed games successfully and confirms that these games comply with all the applicable standards listed above.



Anna Fernando  
VP Operations Australia Asia Pacific



## 2 PURPOSE

Eyecon Alderney Limited requested BMM to evaluate the below listed 15 games for satisfactory operation in the Malta jurisdiction.

1	99 Time DH	9	Shamans Dream DH
2	99 Time MH	10	Shamans Dream MH
3	99 Time DH JP	11	Shamans Dream DH JP
4	99 Time MH JP	12	Shamans Dream MH JP
5	Doubleup Ducks DH	13	Sands Of Fortune DH
6	Doubleup Ducks MH	14	Sands Of Fortune MH
7	Doubleup Ducks DH JP	15	Beez Kneez SA
8	Doubleup Ducks MH JP		

The purpose of this document is to set out the findings of BMM's evaluation and to provide a recommendation in respect of Eyecon Alderney's games listed above.

## 3 GAME CHARACTERISTICS

Game rules are contained in the help files accessible on the individual game play skin. There are three types of games evaluated by BMM i.e. 'DH', 'MH' and 'SA'. '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. The game type 'SA' is designed to run on a personal computer using a browser and is called standalone or Popup game.

### 3.1 99 Time (DH, MH) & 99 Time JP (DH, MH)

The game '99 Time' consists of five reels and three rows with a maximum of 25 pay lines.

#### Ice cream maker

- The Ice Cream Maker Feature is triggered when 3 or more scattered Man symbols appear anywhere.
- The player is awarded one pick for each scattered Man symbol in the triggering combination.
- Each pick can award a prize of up to 100x the total wager.
- Prizes awarded are added together.

#### Free games

- 3, 4 or 5 scattered Van symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Line win prizes are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

#### Substitute:

- The Van symbol substitutes for all symbols except scattered Man symbols.
- Prizes are doubled when the substitute symbol appears in a line win.

#### Gamble bonus:

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed €32000.00 credits, 5 correct selections have been made, or an incorrect selection is made.
- Each bonus round is an independent event.



**Slot Rules:**

- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- The return to player for this game is 95.3% (applicable to '99 Time (DH, MH)')
- The return to player for this game is 89.9% (applicable to '99 Time JP (DH, MH)')

**Line Win Rules:**

- Line wins are multiplied by the wager per payline.
- All line wins pay Left to Right.
- Highest line wins only on selected paylines.

**Jackpot rules - Only applicable to '99 Time JP' (DH, MH) game**

- The RTP of the Jackpot is 3.0%. This is in addition to the RTP of the game.
- By participating in the Jackpot game you accept the following rules and the terms and conditions displayed on the Casino Operator's website.
- Each jackpot game consists of one or more jackpot levels, each with a different prize. Each jackpot level has a Current amount, and a Minimum. These levels are displayed in game. After a jackpot level has been won, the jackpot will reset to its minimum level. If a Jackpot has a Maximum level, then the jackpot must be won before that level is reached.
- 3.0% of the players qualifying bets are taken to fund the jackpot levels. A portion is used to fund the starting values of each jackpot level. While the remainder directly increases the value of the jackpot levels. This will cause the jackpot to continue to grow until it is won by the player.
- A qualifying bet is any real money, base game spin of any bet amount.
- The jackpot game meters update regularly to show the current prize value of each jackpot level. Due to communication delays the displayed jackpot level may not be accurate. A player may win more than what is displayed on a jackpot meter and any or all prizes displayed may have already been won by another player. In Rare circumstances a player may be awarded the Minimum jackpot level, as someone else has won the jackpot prize prior to the displayed level being reset.
- Regardless of any other prizes awarded, for every valid spin with a qualifying bet, one or more jackpot level prizes can be randomly won. Any jackpot level prizes won will be displayed until acknowledged by the player.
- The handling of unfinished game rounds, inactive sessions and the operation of the Jackpot game, are subject to the terms and conditions. All jackpot prizes are subject to verification by the Casino Operator. All decisions are final and no correspondence will be entered into. The Casino Operator reserves the right to change the rules of the jackpot game at any time.
- Any gaming hardware or software malfunction or error voids any and all related bets, game wins or jackpot wins. A casino operator can discontinue or terminate a jackpot or jackpot game at any time.

**3.2 Doubleup Ducks (DH, MH) & Doubleup Ducks JP (DH, MH)**

The game 'Doubleup Ducks' consists of five reels and three rows with a maximum of 25 pay lines.

**Free Games**

- 15 Free Games are triggered when 3 or more scattered Duck Shooter symbols appear anywhere.
- All Prizes are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

**Substitute**

- The Elephant symbol substitutes for all symbols except scattered Duck Shooters.
- Prizes are doubled when the substitute symbol appears in a line win.

**Scatter wins**

- Scattered wins pay any.
- For each scatter, the highest scatter win only is added to the line wins.
- Scatter wins are multiplied by the total wager.

**Line wins:**

- Line wins are multiplied by the wager per payline.
- All line wins pay Left to Right.
- Highest line win only on selected paylines.

**Gamble bonus:**

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed €32000.00 credits, 5 correct selections have been made, or an incorrect selection is made.
- Each bonus round is an independent event.

**Slot Rules:**

- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- The return to player for this game is 94.9% (applicable to 'Doubleup Ducks (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Doubleup Ducks JP (DH, MH)')

**Jackpot rules - Only applicable to 'Doubleup Ducks JP' (DH, MH) game**

- The RTP of the Jackpot is 3.0%. This is in addition to the RTP of the game.
- By participating in the Jackpot game you accept the following rules and the terms and conditions displayed on the Casino Operator's website.
- Each jackpot game consists of one or more jackpot levels, each with a different prize. Each jackpot level has a Current amount, and a Minimum. These levels are displayed in game. After a jackpot level has been won, the jackpot will reset to its minimum level. If a Jackpot has a Maximum level, then the jackpot must be won before that level is reached.
- 3.0% of the players qualifying bets are taken to fund the jackpot levels. A portion is used to fund the starting values of each jackpot level. While the remainder directly increases the value of the jackpot levels. This will cause the jackpot to continue to grow until it is won by the player.
- A qualifying bet is any real money, base game spin of any bet amount.
- The jackpot game meters update regularly to show the current prize value of each jackpot level. Due to communication delays the displayed jackpot level may not be accurate. A player may win more than what is displayed on a jackpot meter and any or all prizes displayed may have already been won by another player. In Rare circumstances a player may be awarded the Minimum jackpot level, as someone else has won the jackpot prize prior to the displayed level being reset.
- Regardless of any other prizes awarded, for every valid spin with a qualifying bet, one or more jackpot level prizes can be randomly won. Any jackpot level prizes won will be displayed until acknowledged by the player.
- The handling of unfinished game rounds, inactive sessions and the operation of the Jackpot game, are subject to the terms and conditions. All jackpot prizes are subject to verification by the Casino Operator. All decisions are final and no correspondence will be entered into. The Casino Operator reserves the right to change the rules of the jackpot game at any time.
- Any gaming hardware or software malfunction or error voids any and all related bets, game wins or jackpot wins. A casino operator can discontinue or terminate a jackpot or jackpot game at any time.

**3.3 Shamans Dream (DH, MH) & Shamans Dream JP (DH, MH)**

The game 'Shamans Dream' consists of five reels and three rows with a maximum of 25 pay lines.

**Free Games**

- 15 Free Games are triggered when 3 or more scattered Dreamcatcher symbols appear anywhere.
- All prizes are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.



**Substitute**

- Wolf substitutes for all symbols except scattered Dreamcatcher symbols.
- Prizes are doubled when the Wolf symbol substitutes in a line win.

**Scatter wins**

- Scattered wins pay any.
- For each scatter, the highest scatter win only is added to the line wins.
- Scatter wins are multiplied by the total wager.

**Line wins:**

- Line wins are multiplied by the wager per payline.
- All line wins pay Left to Right.
- Highest line win only on selected paylines.

**Gamble bonus:**

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed €32000.00 credits, 5 correct selections have been made, or an incorrect selection is made.
- Each bonus round is an independent event.

**Slot Rules:**

- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- The return to player for this game is 95.4% (applicable to 'Shamans Dream (DH, MH)')
- The return to player for this game is 90.0% (applicable to 'Shamans Dream JP (DH, MH)')

**Jackpot rules - Only applicable to 'Shamans Dream JP' (DH, MH) game**

- The RTP of the Jackpot is 3.0%. This is in addition to the RTP of the game.
- By participating in the Jackpot game you accept the following rules and the terms and conditions displayed on the Casino Operator's website.
- Each jackpot game consists of one or more jackpot levels, each with a different prize. Each jackpot level has a Current amount, and a Minimum. These levels are displayed in game. After a jackpot level has been won, the jackpot will reset to its minimum level. If a Jackpot has a Maximum level, then the jackpot must be won before that level is reached.
- 3.0% of the players qualifying bets are taken to fund the jackpot levels. A portion is used to fund the starting values of each jackpot level. While the remainder directly increases the value of the jackpot levels. This will cause the jackpot to continue to grow until it is won by the player.
- A qualifying bet is any real money, base game spin of any bet amount.
- The jackpot game meters update regularly to show the current prize value of each jackpot level. Due to communication delays the displayed jackpot level may not be accurate. A player may win more than what is displayed on a jackpot meter and any or all prizes displayed may have already been won by another player. In Rare circumstances a player may be awarded the Minimum jackpot level, as someone else has won the jackpot prize prior to the displayed level being reset.
- Regardless of any other prizes awarded, for every valid spin with a qualifying bet, one or more jackpot level prizes can be randomly won. Any jackpot level prizes won will be displayed until acknowledged by the player.
- The handling of unfinished game rounds, inactive sessions and the operation of the Jackpot game, are subject to the terms and conditions. All jackpot prizes are subject to verification by the Casino Operator. All decisions are final and no correspondence will be entered into. The Casino Operator reserves the right to change the rules of the jackpot game at any time.
- Any gaming hardware or software malfunction or error voids any and all related bets, game wins or jackpot wins. A casino operator can discontinue or terminate a jackpot or jackpot game at any time.

### 3.4 Sands Of Fortune (DH, MH)

The game 'Sands Of Fortune' consists of five reels and three rows with a maximum of 9 pay lines.

#### Line wins

- Line wins are multiplied by the wager per payline.
- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- Highest win only on selected paylines.

#### Extra Rules

- All Adjacent symbols pay on selected paylines.

#### Slot Rules

- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- The return to player for this game is 93.7%

#### Bonus

- 3 or more starts the special feature.
- Bonus feature is awarded for each payline.

#### Substitute

- The symbol 'wild' substitutes for any symbol.

### 3.5 Beez Kneez SA

The game 'Beez Kneez' consists of five reels and three rows with a maximum of 25 pay lines.

#### Prize Pick

- The Prize Pick Feature is triggered when 3 or more scattered Worker Bee symbols appear anywhere.
- The player is awarded one pick for each Worker Bee symbol in the triggering combination.
- Each pick can award a prize of up to 100x the total wager.
- Prizes awarded are added together.

#### Free Games

- 3, 4 or 5 scattered Cocoon symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Line win prizes are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

#### Substitute

- The Cocoon symbol substitutes for all symbols except scattered Worker Bee.
- Prizes are doubled when the substitute symbol appears in a line win.

#### Line Wins:

- Line wins are multiplied by the wager per payline.
- All line wins pay Left to Right.
- Highest line win only on selected paylines

#### Gamble bonus:

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed €32000.00 credits, 5 correct selections have been made, or an incorrect selection is made.
- Each bonus round is an independent event.



**Slot Rules:**

- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- The return to player for this game is 95.3%.

## **4 BMM EVALUATION PERFORMED**

BMM has tested and confirmed compliance of the games listed in section 2 of this report against the appropriate technical requirements for the relevant Malta Gambling market. BMM performed the following tests to confirm compliance to the relevant regulatory specifications:

### **4.1 Software Evaluation**

Ensure that software meets all the relevant requirements specified in the Remote Gambling Regulations Officially published on the 20th April 2004. BMM performed this by evaluating all the game source code.

### **4.2 Artwork Verification**

Artwork was evaluated to ensure that it correctly explains the game rules and payouts as specified in the technical documentation supplied by the manufacturer and that it conforms to the requirements of Malta Remote Gambling Regulations Officially published on the 20th April 2004.

### **4.3 Mathematical Evaluation**

Verification of the theoretical return of the game is as specified in the technical documentation supplied by the manufacturer and complies with the relevant rules as specified by the AGCC Malta Legislative requirements.

### **4.4 Combination Testing**

Combination testing was conducted by simulating all possible winning combinations of the game to ensure that the correct amount of credits is awarded for all possible winning combinations as reflected on artwork, pay tables source code and the technical documentation supplied by the manufacturer.

### **4.5 Regression Testing**

BMM conducted a complete range of functional tests of this new game. Testing was conducted in accordance with the test plans using relevant checklists to confirm the EGE's performance to a wide range of functions and failures.

### **4.6 Game Play Duration Testing**

Verification and recording of the game speed for compliance with the technical standard requirements for game play duration minimum time when the game in normal, auto play or any player control functions.

## 5 RESULTS OF TESTS

Description	Pass	Fail	N/A	Notes
Part I Preliminary	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part II Definitions	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part III Licensing	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part IV Key official	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part V Control System	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part VI Gaming System	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part VII Registration of Players	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part VIII Players' Accounts and Payment of Winnings	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part IX Financial Protection of Players	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part X Aborted and Miscarried Games	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Part XI Website to be maintained by Licensee	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part XII Keeping of Records and Accounts	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part XIII Enforcement	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part XIV Handling of Complaints	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part XV Financial Provisions	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part XVI Offences and Penalties	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Part XVII Advertising	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Regulation 3 Licences	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Regulation 6 Application and Licence Fees	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable
Regulation 25 Technical requirement for gaming system	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Regulation 57 Taxation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not Applicable

## 6 SYSTEM IDENTIFICATION:

Details of the system and games used for this evaluation are given below.

### 6.1 System

Gaming Platform	StellaV
Gaming Engine	Carbine

### 6.2 Games

#### 6.2.1 99 Time DH

Rules & ID	carbine-slots_99Time_95_standard: 0.0.0.12
Theoretical RTP %	95.388715%
Actual RTP %	95.588507% at 100 million spins
Front End	com.eyecon.lamington.slot-99-time
Front End ID	1.1.27.0
Client SHA	322c102c4689fcd572d1ba35251860541b8fcf92
Rules SHA	83b1f32d6dfe3fb5b89ef659fba515cb231fd9c9

#### 6.2.2 99 Time DH JP

Rules & ID	carbine-slots_99Time_90_jackpot: 0.0.0.12
Theoretical RTP %	89.999843%
Actual RTP %	89.838445% at 100 million spins
Jackpot RTP %	3.00%
Front End	com.eyecon.lamington.slot-99-time
Front End ID	1.1.27.0
Client SHA	322c102c4689fcd572d1ba35251860541b8fcf92
Rules SHA	be67ef9ea974a931a61d34376004cec90c9f269e

Note: Total game RTP exceeds 92%

#### 6.2.3 99 Time MH

Rules & ID	carbine-slots_99Time_95_standard: 0.0.0.12
Theoretical RTP %	95.388715%
Actual RTP %	95.588507% at 100 million spins
Front End	com.eyecon.tamborine.slot-99-time
Front End ID	4.4.29.0
Client SHA	d2450677f3d47c7f049ca007c42dba27be0f1bf6
Rules SHA	83b1f32d6dfe3fb5b89ef659fba515cb231fd9c9

#### 6.2.4 99 Time MH JP

Rules & ID	carbine-slots_99Time_90_jackpot: 0.0.0.12
Theoretical RTP %	89.999842%
Actual RTP %	89.838445% at 100 million spins
Jackpot RTP %	3.00%
Front End	com.eyecon.tamborine.slot-99-time
Front End ID	4.4.29.0
Client SHA	d2450677f3d47c7f049ca007c42dba27be0f1bf6
Rules SHA	be67ef9ea974a931a61d34376004cec90c9f269e

Note: Total game RTP exceeds 92%



#### 6.2.5 Doubleup Ducks DH

Rules & ID	carbine-slots_doubleupDucks_95_standard: 0.0.0.14
Theoretical RTP %	94.998027%
Actual RTP %	95.089974% at 100 million spins
Front End	com.eyecon.lamington.slot-double-up-ducks
Front End ID	1.0.30.0
Client SHA	ef722060436939866530f729d830f918e8bb8479
Rules SHA	d86cfdac681b589d38d2f11ba62737d590af348d

#### 6.2.6 Doubleup Ducks DH JP

Rules & ID	carbine-slots_doubleupDucks_90_jackpot: 0.0.0.14
Theoretical RTP %	89.976000%
Actual RTP %	89.979311% at 100 million spins
Jackpot RTP %	3.00%
Front End	com.eyecon.lamington.slot-double-up-ducks
Front End ID	1.0.30.0
Client SHA	ef722060436939866530f729d830f918e8bb8479
Rules SHA	058aa0d0c76a825e6be193a2a7abc0d6216d7d9c

Note: Total game RTP exceeds 92%

#### 6.2.7 Doubleup Ducks MH

Rules & ID	carbine-slots_doubleupDucks_95_standard: 0.0.0.14
Theoretical RTP %	94.998027%
Actual RTP %	95.002126% at 100 million spins
Front End	com.eyecon.tamborine.slot-double-up-ducks
Front End ID	4.4.29.0
Client SHA	afd2c17121a1c807e8948625c62538c5b73010d3
Rules SHA	d86cfdac681b589d38d2f11ba62737d590af348d

#### 6.2.8 Doubleup Ducks MH JP

Rules & ID	carbine-slots_doubleupDucks_90_jackpot: 0.0.0.14
Theoretical RTP %	89.976000%
Actual RTP %	89.892770% at 100 million spins
Jackpot RTP %	3.00 %
Front End	com.eyecon.tamborine.slot-double-up-ducks
Front End ID	4.4.29.0
Client SHA	afd2c17121a1c807e8948625c62538c5b73010d3
Rules SHA	058aa0d0c76a825e6be193a2a7abc0d6216d7d9c

Note: Total game RTP exceeds 92%

#### 6.2.9 Sands Of Fortune DH

Rules & ID	carbine-slots_sandsOfFortune_94_openbet: 0.0.0.18
Theoretical RTP %	93.761000%
Actual RTP %	93.915583% at 100 million spins
Front End	com.eyecon.lamington.slot-sands-of-fortune
Front End ID	1.0.30.0
Client SHA	982070c53b5a46c581334c9e09a857b7d423901a
Rules SHA	9cc7ccf3ee40ad8c9025e72d274b4af7abab8cae



#### 6.2.10 Sands Of Fortune MH

Rules & ID	carbine-slots_sandsOfFortune_94_openbet: 0.0.0.18
Theoretical RTP %	93.761000%
Actual RTP %	93.940620% at 100 million spins
Front End	com.eyecon.tamborine.slot-sands-of-fortune
Front End ID	4.4.29.0
Client SHA	9ed82d52b8e9c55e33f802d5b8bfc0e49febb4ff
Rules SHA	9cc7ccf3ee40ad8c9025e72d274b4af7abab8cae

#### 6.2.11 Shamans Dream DH

Rules & ID	carbine-slots_shamansDream_95_standard: 0.0.0.12
Theoretical RTP %	95.437000%
Actual RTP %	95.436395% at 100 million spins
Front End	com.eyecon.lamington.slot-shamans-dream
Front End ID	1.0.30.0
Client SHA	83b011d3e5de900687f4e248924ede4fe43b6388
Rules SHA	0c6f44322cafecbcbf02a837d9c188f03d1509bf

#### 6.2.12 Shamans Dream DH JP

Rules & ID	carbine-slots_shamansDream_90_jackpot: 0.0.0.12
Theoretical RTP %	90.012000%
Actual RTP %	90.057831% at 100 million spins
Jackpot RTP %	3.0%
Front End	com.eyecon.lamington.slot-shamans-dream
Front End ID	1.0.30.0
Client SHA	83b011d3e5de900687f4e248924ede4fe43b6388
Rules SHA	089ae8f652ed17adc294aa33d99315a85673b1a2

Note: Total game RTP exceeds 92%

#### 6.2.13 Shamans Dream MH

Rules & ID	carbine-slots_shamansDream_95_standard: 0.0.0.12
Theoretical RTP %	95.437000%
Actual RTP %	95.414081% at 100 million spins
Front End	com.eyecon.tamborine.slot-shamans-dream
Front End ID	4.4.29.0
Client SHA	6cc1a834333fa4743fa429a3c5c78e4429a72593
Rules SHA	0c6f44322cafecbcbf02a837d9c188f03d1509bf

#### 6.2.14 Shamans Dream MH JP

Rules & ID	carbine-slots_shamansDream_90_jackpot: 0.0.0.12
Theoretical RTP %	90.012000%
Actual RTP %	89.957792% at 100 million spins
Jackpot RTP %	3.00 %
Front End	com.eyecon.tamborine.slot-shamans-dream
Front End ID	4.4.29.0
Client SHA	6cc1a834333fa4743fa429a3c5c78e4429a72593
Rules SHA	089ae8f652ed17adc294aa33d99315a85673b1a2

Note: Total game RTP exceeds 92%

#### 6.2.15 Beez Kneez SA

Rules & ID	carbine-slots_beezKneez_95_standard: 0.0.0.11
Theoretical RTP %	95.389000%
Actual RTP %	95.467188% at 100 million spins
Front End	com.eyecon.glorious.slot-beez-kneez
Front End ID	2.1.0
Client SHA	3452f7967002b939f91011c7f42795d59c1a4d0e
Rules SHA	b4594b903197c758063b9c7e9cd87a052ce85ba6

## 7 ADDITIONAL INFORMATION

Only English version of games has been evaluated.

## 8 RECOMMENDATION

BMM has tested and confirmed compliance of the games listed section 6.2 of this report against the Remote Gambling Regulations Officially published on the 20th April 2004, Legal Notice 176 of 2004 of the Lotteries and other Games Act as amended by Legal Notice 110 of 2006, 270 and 426 pf 2007, 90 of 2011 and 131 of 2016 (Act XXIV Of 2001), subject to secure installation on the production system. BMM recommends approval of 15 Eyecon Alderney's games listed in section 6.2 of this report to the authority for approval to operate in the Malta market.

## 9 COMMENTS

BMM has conducted a level of testing/evaluation which has historically been adequate for a submission of this type. However, inherent in testing in a laboratory environment is the unavoidable limitations of it not being possible to verify the effects of all possible configurations and environments that occur in actual gaming venues.

Accordingly from the testing performed BMM confirms that the item under test (unless otherwise stated) conforms to all the relevant Malta Remote Gambling Regulations Officially published on the 20<sup>th</sup> April 2004, subject to secure installation on the production system.