BMM Evaluation Report for
Eyecon Gaming Products (14 Games)
Eyecon Alderney Limited

BMM Report Reference: Eyecon.1004.02-Gibraltar

Date: 7th September 2017

NATA Accredited Laboratory 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.1004.02-Gibraltar
Report Date:	7th September 2017
Applicant:	Eyecon Alderney Limited
	Inchalla, Le Val
	Alderney GY9 3UL
Applicant Contact:	Robert Black (robert.black@eyecon.com)
Standards Tested To:	Remote Technical and Operating Standards for the Gibraltar Gambling Industry Version 1.1.0 20/09/2012.
Games Name:	Autumn Gold (DH, MH), Cup Carnaval (DH, MH) , Fiddle Dee Dough (DH, MH), Sugar Train (DH, MH), Sugar Train JP (DH, MH), Sugar Train Xmas (DH, MH), Sugar Train Xmas JP (DH, MH)
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

NATA Accredited
Laboratory
Number: 15122

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2   PURPOSE

Eyecon Alderney Limited requested BMM to evaluate the below listed 14 games for satisfactory operation in the Gibraltar jurisdiction.

1	Autumn Gold DH	8	Sugar Train DH JP
2	Autumn Gold MH	9	Sugar Train MH
3	Cup Carnaval DH	10	Sugar Train MH JP
4	Cup Carnaval MH	11	Sugar Train Xmas DH
5	Fiddle Dee Dough DH	12	Sugar Train Xmas DH JP
6	Fiddle Dee Dough MH	13	Sugar Train Xmas MH
7	Sugar Train DH	14	Sugar Train Xmas 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 two types of games evaluated by BMM i.e. '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.

3.1   Autumn Gold (DH, MH)

The game Autumn Gold' consists of three reels and three rows with a maximum of 9 pay lines.

Free Games
- 8 Free Games are triggered when 3 scattered Maple Leaf symbols appear anywhere.
- Prizes for line wins and scatter wins 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.

Prize Pick
- The Prize Pick is triggered when 3 scattered Umbrella symbols appear anywhere.
- The player is awarded 3 picks.
- Each pick can award a prize of up to 111× the total wager.
- Prizes awarded are added together.

Substitute
- The Autumn Gold symbol substitutes for all symbols except scattered Umbrella and Maple Leaf symbols.

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%.

3.2   Cup Carnaval (DH, MH)

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

Free Games
- 3, 4 or 5 scattered Dancer symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Ball symbols expand to cover all positions on their reels before line wins are awarded.
- 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 Ball symbol only appears on reels 1, 3 and 5 and substitutes for all other symbols except scattered Dancer symbols.
- Prizes are tripled 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%

3.3   Fiddle Dee Dough (DH, MH)

The game 'Fiddle Dee Dough' consists of three reels and three rows with a maximum of 9 pay lines.

Free Games
- 8 Free Games are triggered when 3 scattered Leprechaun symbols appear anywhere.
- Prizes for line wins and scatter wins are tripled during Free Games.

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- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

Prize pick
- The Prize Pick is triggered when 3 scattered Pot of Gold symbols appear anywhere.
- The player is awarded 3 picks.
- Each pick can award a prize of up to 111× the total wager.
- Prizes awarded are added together.

Substitute
- The Fiddle Dee Dough symbol substitutes for all symbols except scattered Leprechaun and Pot of Gold symbols.

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 95.1%

3.4 Sugar Train (DH, MH) & Sugar Train JP (DH, MH)

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

Gumball Bonus
- The Gumball Bonus is triggered when the red indicator reaches the top of the wigwag.
- A train deposits new carriages under the reels and Claws retrieve 5 Gumballs from the train.
- Each Gumball can award a prize of up to 100× the total wager.
- The gumballs may contain different prize values.
- Players win the prize amount if the claw does not drop the gumball.
- Win up to 500× your total wager during the Gumball Bonus.

Rainbow Pick
- The Rainbow Pick is triggered when 3 or more scattered Rainbow symbols appear anywhere.
- 3, 4 or 5 scattered Rainbow symbols appearing anywhere award 2, 3 or 5 picks respectively.
- Each pick can award a prize of up to 100× the total wager.
- Prizes awarded are added together.
- The Rainbow Pick can be triggered during Free Games.

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Free Games
- 3, 4 or 5 scattered Gummy Bear symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- 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 Gummy Bear symbol substitutes for all symbols except scattered Rainbows.
- 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 95.0% (applicable to 'Sugar Train (DH, MH)')
- The return to player for this game is 90.0% (applicable to 'Sugar Train JP (DH, MH)')

Jackpot rules - Only applicable to 'Sugar Train 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.

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3.5   Sugar Train Xmas (DH, MH) & Sugar Train Xmas JP (DH, MH)

The game 'Sugar Train Xmas' consists of five reels and three rows with a maximum of 25 pay lines.

Santa's Station Bonus
- Santa's Station Bonus is triggered when the red indicator reaches the top of the wigwag.
- A Train deposits new carriages under the reels and Claws retrieve 5 Cookies from the train.
- Each Cookie can award a prize of up to 100x the wager.
- The Cookies may contain different prize values.
- Players win the prize amount if the claw does not drop the Cookie.
- Win up to 500x your total wager during Santa's Station Bonus.

Present Pick
- The Present Pick is triggered when 3 or more scattered Present Symbols appear anywhere.
- 3, 4 or 5 scattered Present symbols appearing anywhere award 2, 3 or 5 picks respectively.
- Each pick can award a prize of up to 100 x the total wager.
- Prizes awarded are added together.
- The Present Pick can be triggered during Free Games.

Free Games
- 3, 4 or 5 scattered Gummy Bear symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- 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 Gummy Bear Symbol substitutes for all symbols except scattered Presents.
- 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 95.0% (applicable to 'Sugar Train Xmas (DH, MH)')
- The return to player for this game is 90.0% (applicable to 'Sugar Train Xmas JP (DH, MH)')

Jackpot rules - Only applicable to 'Sugar Train Xmas 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.

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 Gibraltar 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 Gibraltar Remote Technical and Operational standards, version 1.1.0 20/09/2012. 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 Gibraltar Remote Technical and Operational Standards, version 1.1.0 20/09/2012.

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 Gibraltar 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.

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5   RESULTS OF TESTS

Remote Technical and Operating Standards for the Gibraltar Gambling Industry Version 1.1.0 20/09/2012.	Pass / Fail / N/A	Comments
2. Registration of participation and administration	N/A	**
3.1 General	NA/	**
3.2 Terms and conditions	N/A	**
3.3 Safeguarding information	N/A	**
3.4 Game Rules and Information	Pass	
3.5 Jackpots	Pass	
3.6 Multi-customer games	N/A	
3.7 Monitoring of Rules	N/A	**
3.8 Licensing Information to be displayed on Web pages	N/A	**
4. Responsible gambling awareness and provision of information	N/A	**
5. Gambling Management facilities	N/A	**
6. Preventing Underage gambling	N/A	**
7.1 Game fairness	Pass	
7.2 Play for free games	Pass	
7.3 Compensated / adaptive games	Pass	
7.4 No forced game play	Pass	
7.5 Auto play	Pass	
7.6 Game Control	Pass	
7.7 Incomplete games	Pass	
7.8 Game / Web site design	Pass	
7.9 Poker / P2P games	N/A	
7.10 Sports Betting integrity	N/A	**
8. Data and information Security	N/A	**
9. Business Continuity	N/A	
10. Complaints	N/A	
11.1 RNG Game Randomness	Pass	
11.2 Mechanical RNG's	N/A	
11.3 RNG failure	Pass	
11.4 Verifiably Fair	N/A	
12.1 Compliance	Pass	
12.2 RNG Testing	Pass	
12.3 Game Engine Testing	N/A	
12.4 Ongoing Monitoring	N/A	
12.5 Future Testing	N/A	
12.5 Software Development and Maintenance	N/A	
13. Approval of joint ventures	N/A	

Note: Items marked with '**' are handled by third party gambling software.

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

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6.2 Games

6.2.1 Autumn Gold DH

Rules & ID	carbine-slots_autumnGold_95_standard: 0.0.0.17
Theoretical RTP %	95.410000%
Actual RTP %	95.476124% at 100 million spins
Front End	com.eyecon.lamington.slot-autumn-gold
Front End ID	1.0.30.0
Client SHA	72488ef61500f178bc1beb36150de93f5c0185aa
Rules SHA	01b617da8e104429d686c7dff4408d31870c7bc0

6.2.2 Autumn Gold MH

Rules & ID	carbine-slots_autumnGold_95_standard: 0.0.0.17
Theoretical RTP %	95.410000%
Actual RTP %	95.303622% at 100 million spins
Front End	com.eyecon.tamborine.slot-autumn-gold
Front End ID	4.3.19.0
Client SHA	61df439be92342a14d49e5dd1969e852d1b71b9d
Rules SHA	01b617da8e104429d686c7dff4408d31870c7bc0

6.2.3 Cup Carnaval DH

Rules & ID	carbine-slots_cupCarnaval_95_standard: 0.0.0.12
Theoretical RTP %	94.941000%
Actual RTP %	94.795581% at 100 million spins
Front End	com.eyecon.lamington.slot-cup-carnaval
Front End ID	1.0.30.0
Client SHA	6bebed959bb5f8eb2b2258c442c3eea800c2566d
Rules SHA	366b367bea13652760921934bbaf442808225f2c

6.2.4 Cup Carnaval MH

Rules & ID	carbine-slots_cupCarnaval_95_standard: 0.0.0.12
Theoretical RTP %	94.941000%
Actual RTP %	94.915491% at 100 million spins
Front End	com.eyecon.tamborine.slot-cup-carnaval
Front End ID	4.4.29.0
Client SHA	76cff3ad70b7e52ac0a8e66460f61e1deb030a0b
Rules SHA	366b367bea13652760921934bbaf442808225f2c

6.2.5 Fiddle Dee Dough DH

Rules & ID	carbine-slots_fiddleDeeDough_95_standard: 0.0.0.16
Theoretical RTP %	95.116000%
Actual RTP %	95.065261% at 100 million spins
Front End	com.eyecon.lamington.slot-fiddle-dee-dough
Front End ID	1.0.30.0
Client SHA	0f33ea4ac73f26f62c5a6207c11203413790a79b
Rules SHA	216b5697a4f7b77bfddf1e75f1795d3d55a3ea2c

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6.2.6 Fiddle Dee Dough MH

Rules & ID	carbine-slots_fiddleDeeDough_95_standard: 0.0.0.16
Theoretical RTP %	95.116000%
Actual RTP %	95.026570% at 100 million spins
Front End	com.eyecon.tamborine.slot-fiddle-dee-dough
Front End ID	4.3.19.0
Client SHA	1ee51f1221875942c334efbd0c98c4fe03a11033
Rules SHA	216b5697a4f7b77bfddf1e75f1795d3d55a3ea2c

6.2.7 Sugar Train DH

Rules & ID	carbine-slots_sugarTrain_95_standard: 0.0.0.10
Theoretical RTP %	95.065000%
Actual RTP %	94.751746% at 100 million spins
Front End	com.eyecon.lamington.slot-sugar-train
Front End ID	1.0.30.0
Client SHA	51d0be8e520183436d8d74aa2ef945de3d5eddb0
Rules SHA	611308cfa7621cd5061ff53f5b89e5cfe0bb44f4

6.2.8 Sugar Train DH JP

Rules & ID	carbine-slots_sugarTrain_90_jackpot: 0.0.0.9
Theoretical RTP %	90.084000%
Actual RTP %	89.971141% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.lamington.slot-sugar-train
Front End ID	1.0.30.0
Client SHA	51d0be8e520183436d8d74aa2ef945de3d5eddb0
Rules SHA	a6b917867eaa902844197286cadb7cfc8d7a34cb

6.2.9 Sugar Train MH

Rules & ID	carbine-slots_sugarTrain_95_standard: 0.0.0.10
Theoretical RTP %	95.065000%
Actual RTP %	95.035791% at 100 million spins
Front End	com.eyecon.tamborine.slot-sugar-train
Front End ID	4.3.19.0
Client SHA	3cb85eec321553ff0128909331864dec0aaf752d
Rules SHA	611308cfa7621cd5061ff53f5b89e5cfe0bb44f4

6.2.10 Sugar Train MH JP

Rules & ID	carbine-slots_sugarTrain_90_jackpot: 0.0.0.9
Theoretical RTP %	90.084000%
Actual RTP %	89.804184% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.tamborine.slot-sugar-train
Front End ID	4.3.19.0
Client SHA	3cb85eec321553ff0128909331864dec0aaf752d
Rules SHA	a6b917867eaa902844197286cadb7cfc8d7a34cb

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6.2.11 Sugar Train Xmas DH

Rules & ID	carbine-slots_sugarTrainXmas_95_standard: 0.0.0.7
Theoretical RTP %	95.065000%
Actual RTP %	94.963074% at 100 million spins
Front End	com.eyecon.lamington.slot-sugar-train-xmas
Front End ID	1.0.30.2
Client SHA	c9f5d6bc9f9911293ade6034ee98637ee35d84ce
Rules SHA	5b1f4310a34ee2e9bf7af053a871fb56f58b6c19

6.2.12 Sugar Train Xmas DH JP

Rules & ID	carbine-slots_sugarTrainXmas_90_jackpot: 0.0.0.7
Theoretical RTP %	90.084000%
Actual RTP %	89.937795% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-sugar-train-xmas
Front End ID	1.0.30.2
Client SHA	c9f5d6bc9f9911293ade6034ee98637ee35d84ce
Rules SHA	cb6fd30001405ff78395047a5cd1b6d3e1b7e308

6.2.13 Sugar Train Xmas MH

Rules & ID	carbine-slots_sugarTrainXmas_95_standard: 0.0.0.7
Theoretical RTP %	95.065000%
Actual RTP %	95.006142% at 100 million spins
Front End	com.eyecon.tamborine.slot-sugar-train-xmas
Front End ID	4.3.19.0
Client SHA	3fcbc547aeb29dc7d39186d3b83ff5e60b220bc4
Rules SHA	5b1f4310a34ee2e9bf7af053a871fb56f58b6c19

6.2.14 Sugar Train Xmas MH JP

Rules & ID	carbine-slots_sugarTrainXmas_90_jackpot: 0.0.0.7
Theoretical RTP %	90.084000%
Actual RTP %	89.937795% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-sugar-train-xmas
Front End ID	4.3.19.0
Client SHA	3fcbc547aeb29dc7d39186d3b83ff5e60b220bc4
Rules SHA	cb6fd30001405ff78395047a5cd1b6d3e1b7e308

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 Technical and Operating Standards for the Gibraltar Gambling Industry Version 1.1.0 20/09/2012, subject to secure installation on the production system. BMM recommends approval of 14 Eyecon Alderney's games listed in section 6.2 of this report to the authority for approval to operate in the Gibraltar 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 Gibraltar Gambling Regulations as stated below, subject to secure installation on the production system.

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