

**BMM Evaluation Report for
Eyecon Gaming Products (22 Games)
Eyecon Alderney Limited**

BMM Report Reference: Eyecon.1004.03-Malta

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.1004.03-Malta

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: 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: Temple Of Isis (DH, MH), Temple Of Isis JP (DH, MH) ,
Twinkle (DH, MH), Twinkle JP (DH, MH),
Unicorn Bliss (DH, MH), Unicorn Bliss JP(DH, MH),
Very Merry Christmas (DH, MH) , Very Merry Christmas JP (DH, MH)
White Wizard Deluxe (DH, MH),
White Wizard (DH, MH), White Wizard 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



2 PURPOSE

Eyecon Alderney Limited requested BMM to evaluate the below listed 22 games for satisfactory operation in the Malta jurisdiction.

1	Temple Of Isis DH	13	Very Merry Christmas DH
2	Temple Of Isis DH JP	14	Very Merry Christmas DH JP
3	Temple Of Isis MH	15	Very Merry Christmas MH
4	Temple Of Isis MH JP	16	Very Merry Christmas MH JP
5	Twinkle DH	17	White Wizard Deluxe DH
6	Twinkle DH JP	18	White Wizard Deluxe MH
7	Twinkle MH	19	White Wizard DH
8	Twinkle MH JP	20	White Wizard DH JP
9	Unicorn Bliss DH	21	White Wizard MH
10	Unicorn Bliss DH JP	22	White Wizard MH JP
11	Unicorn Bliss MH		
12	Unicorn Bliss 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 Temple Of Isis (DH, MH) & Temple Of Isis JP (DH, MH)

The game 'Temple Of Isis' 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 Pyramid 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 Priestess symbol substitutes for all symbols except scattered Pyramids.
- 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 95.4%. (Applicable to 'Temple Of Isis (DH, MH)')
- The return to player for this game is 89.9%. (Applicable to 'Temple Of Isis JP (DH, MH)')

Jackpot rules - Only applicable to 'Temple Of Isis 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 Twinkle (DH, MH) & Twinkle JP (DH, MH)

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

Prize Pick

- The Prize Pick is triggered when 3 or more scattered Jar symbols appear anywhere.
- The player is awarded one pick for each scattered Jar 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 Twinkle 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 Twinkle symbol substitutes for all symbols except scattered Jar symbols.
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% (Applicable to 'Twinkle (DH, MH)')
- The return to player for this game is 89.9% (Applicable to 'Twinkle JP (DH, MH)')

Jackpot rules - Only applicable to 'Twinkle 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 Unicorn Bliss (DH, MH) & Unicorn Bliss JP (DH, MH)

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

Free Games

- 3, 4 or 5 scattered Unicorn 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

- Rainbow substitutes for all symbols except scattered Unicorn symbols.
- 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 'Unicorn Bliss (DH, MH)')
- The return to player for this game is 90.0%. (Applicable to 'Unicorn Bliss JP (DH, MH)')

Jackpot rules - Only applicable to 'Unicorn Bliss 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 Very Merry Christmas (DH, MH) & Very Merry Christmas JP (DH, MH)

The game 'Very Merry Christmas' consists of five reels and three rows with a maximum of 25 pay lines.

Word Combo

- Word Combo line win pays Left to Right on active pay lines, with a maximum prize for M-E-R-R-Y.

Prize Pick

- The Prize Pick is triggered when 3 or more scattered Green Present symbols appear anywhere.
- The player is awarded one pick for each scattered Green Present symbol in the triggering combination.
- Each pick reveals a multiplier or free games.
- Globes award a prize of up to 100x the total wager or awards 10 Free Games.
- Prizes awarded are added together.
- Free Games are played using the same paylines and wager as the triggering game.
- During Free Games all prizes are doubled.
- Cannot be triggered during Free Games.

Match & Win

- Match & Win is triggered when 3 or more scattered Red Present symbols appear anywhere.
- The player selects Globes until a pair is revealed, which completes the feature.
- For each Red Present symbol in the triggering combination, the player wins the value of the matching pair multiplied by the total wager.
- Cannot be triggered during Free Games.

Substitute

- Globe substitutes for all symbols except scattered Red Present and Green Present symbols.
- Globes appears on reels 2 and 4 only.
- 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 95.0% (Applicable to 'Very Merry Christmas (DH, MH)')
- The return to player for this game is 89.9% (Applicable to 'Very Merry Christmas JP (DH, MH)')

Jackpot rules - Only applicable to 'Very Merry Christmas 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.

3.5 White Wizard Deluxe (DH, MH)

The game 'White Wizard Deluxe' consists of five reels and four rows with a maximum of 25 pay lines.

Free Games

- 3, 4 or 5 scattered Dragon 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 Wizard symbol only appears on reels 1, 3 and 5 and substitutes for all other symbols except scattered Dragon symbols.
- Wizard symbols expand to cover all positions on their reels before line wins are awarded.
- 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 95.5%

3.6 White Wizard (DH, MH) & White Wizard JP (DH, MH)

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

Free Games

- 3, 4 or 5 scattered Dragon symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Wizard 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 Wizard symbol only appears on reels 1, 3 and 5 and substitutes for all other symbols except scattered Dragon 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% (Applicable to 'White Wizard (DH, MH)')
- The return to player for this game is 89.9% (Applicable to 'White Wizard JP (DH, MH)')

Jackpot rules - Only applicable to 'White Wizard 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 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 Temple Of Isis DH

Rules & ID	carbine-slots_templeOfIsis_95_standard: 0.0.0.12
Theoretical RTP %	95.437000%
Actual RTP %	95.551082% at 100 million spins
Front End	com.eyecon.lamington.slot-temple-of-isis
Front End ID	1.0.30.0
Client SHA	e7edf80f793053afa96110afd9d028efd58b44ab
Rules SHA	eecae34b2a2a59e62e1a7c8bf7add41a06a89988

6.2.2 Temple Of Isis DH JP

Rules & ID	carbine-slots_templeOfIsis_90_jackpot: 0.0.0.11
Theoretical RTP %	89.964000%
Actual RTP %	89.918235% at 100 million spins
JP RTP	3.00
Front End	com.eyecon.lamington.slot-temple-of-isis
Front End ID	1.0.30.0
Client SHA	e7edf80f793053afa96110afd9d028efd58b44ab
Rules SHA	da47650a3339efbeb765e96011ad6f89b22fb566

6.2.3 Temple Of Isis MH

Rules & ID	carbine-slots_templeOfIsis_95_standard: 0.0.0.12
Theoretical RTP %	95.437000%
Actual RTP %	95.332668% at 100 million spins
Front End	com.eyecon.tamborine.slot-temple-of-isis
Front End ID	4.4.29.0
Client SHA	919c71c576ba23c7d4c5396d798e925eaa6de85a
Rules SHA	eecae34b2a2a59e62e1a7c8bf7add41a06a89988

6.2.4 Temple Of Isis MH JP

Rules & ID	carbine-slots_templeOfIsis_90_jackpot: 0.0.0.11
Theoretical RTP %	89.964000%
Actual RTP %	90.014617% at 100 million spins
JP RTP	3.0%
Front End	com.eyecon.tamborine.slot-temple-of-isis
Front End ID	4.4.29.0
Client SHA	919c71c576ba23c7d4c5396d798e925eaa6de85a
Rules SHA	da47650a3339efbeb765e96011ad6f89b22fb566

6.2.5 Twinkle DH

Rules & ID	carbine-slots_twinkle_95_standard: 0.0.0.4
Theoretical RTP %	95.389000%
Actual RTP %	95.793346% at 100 million spins
Front End	com.eyecon.lamington.slot-twinkle
Front End ID	1.0.31.1
Client SHA	d1b52d56376f28a453704ffdf95db2ac1315f5a9
Rules SHA	2022244303804bd914004d8aefecabbb4ca3a53

6.2.6 Twinkle DH JP

Rules & ID	carbine-slots_twinkle_90_jackpot: 0.0.0.4
Theoretical RTP %	90.000000%
Actual RTP %	89.86135% at 100 million spins
JP RTP	3.00%
Front End	com.eyecon.lamington.slot-twinkle
Front End ID	1.0.31.1
Client SHA	d1b52d56376f28a453704ffdf95db2ac1315f5a9
Rules SHA	edd9fabbc6d49d732113ba8f46c4974ab238dc33

6.2.7 Twinkle MH

Rules & ID	carbine-slots_twinkle_95_standard: 0.0.0.4
Theoretical RTP %	95.389000%
Actual RTP %	95.136042% at 100 million spins
Front End	com.eyecon.tamborine.slot-twinkle
Front End ID	4.3.19.0
Client SHA	eef9e1b1f6f99e96143df8fcabf3e938a20a9286
Rules SHA	2022244303804bd914004d8aefecabbb4ca3a53

6.2.8 Twinkle MH JP

Rules & ID	carbine-slots_twinkle_90_jackpot: 0.0.0.4
Theoretical RTP %	90.000000%
Actual RTP %	89.932283% at 100 million spins
Jackpot RTP %	3.00 %
Front End	com.eyecon.tamborine.slot-twinkle
Front End ID	4.3.19.0
Client SHA	eef9e1b1f6f99e96143df8fcabf3e938a20a9286
Rules SHA	edd9fabbc6d49d732113ba8f46c4974ab238dc33

6.2.9 Unicorn Bliss DH

Rules & ID	carbine-slots_unicornBliss_95_standard: 0.0.0.12
Theoretical RTP %	94.995000%
Actual RTP %	94.998097% at 100 million spins
Front End	com.eyecon.lamington.slot-unicorn-bliss
Front End ID	1.1.27.0
Client SHA	1975494f515d45d3d067163122a82459fd901331
Rules SHA	9023fb21f395c1fbf7700be983dcda2f3a072bb1

6.2.10 Unicorn Bliss DH JP

Rules & ID	carbine-slots_unicornBliss_90_jackpot: 0.0.0.15
Theoretical RTP %	90.031000%
Actual RTP %	90.075936% at 100 million spins
Jackpot RTP	3.0%
Front End	com.eyecon.lamington.slot-unicorn-bliss
Front End ID	1.1.27.0
Client SHA	1975494f515d45d3d067163122a82459fd901331
Rules SHA	e912a4c7f258939f2f520f6feb0089d6e14d2fe7

6.2.11 Unicorn Bliss MH

Rules & ID	carbine-slots_unicornBliss_95_standard: 0.0.0.12
Theoretical RTP %	94.995000%
Actual RTP %	94.998097% at 100 million spins
Front End	com.eyecon.tamborine.slot-unicorn-bliss
Front End ID	4.4.29.3
Client SHA	16c2c61f6587c8d6d817d3be0f2d1f4625e95c96
Rules SHA	9023fb21f395c1fbf7700be983dcda2f3a072bb1

6.2.12 Unicorn Bliss MH JP

Rules & ID	carbine-slots_unicornBliss_90_jackpot: 0.0.0.15
Theoretical RTP %	90.031000%
Actual RTP %	90.075936% at 100 million spins
Jackpot RTP	3.0%
Front End	com.eyecon.tamborine.slot-unicorn-bliss
Front End ID	4.4.29.3
Client SHA	16c2c61f6587c8d6d817d3be0f2d1f4625e95c96
Rules SHA	e912a4c7f258939f2f520f6feb0089d6e14d2fe7

6.2.13 Very Merry Christmas DH

Rules & ID	carbine-slots_veryMerryChristmas_95_standard: 0.0.0.3
Theoretical RTP %	95.047499%
Actual RTP %	95.043715% at 100 million spins
Front End	com.eyecon.lamington.slot-very-merry-christmas
Front End ID	1.0.30.2
Client SHA	87605f2183cbf9ad7d42d8c2a963e4d72b1228a5
Rules SHA	482b3925b1f6b21d2b9a7933cf4b928558b0d6b0

6.2.14 Very Merry Christmas DH JP

Rules & ID	carbine-slots_veryMerryChristmas_90_jackpot: 0.0.0.3
Theoretical RTP %	89.988291%
Actual RTP %	90.002806% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.lamington.slot-very-merry-christmas
Front End ID	1.0.30.2
Client SHA	87605f2183cbf9ad7d42d8c2a963e4d72b1228a5
Rules SHA	2f05733d7817f46a5ac1f6d52c351b20a34dc387

6.2.15 Very Merry Christmas MH

Rules & ID	carbine-slots_veryMerryChristmas_95_standard: 0.0.0.3
Theoretical RTP %	95.047499%
Actual RTP %	95.043715% at 100 million spins
Front End	com.eyecon.tamborine.slot-very-merry-christmas
Front End ID	4.4.29.0
Client SHA	b23fd80ca22654b210c26320c52107265c9c5da4
Rules SHA	482b3925b1f6b21d2b9a7933cf4b928558b0d6b0

6.2.16 Very Merry Christmas MH JP

Rules & ID	carbine-slots_veryMerryChristmas_90_jackpot: 0.0.0.3
Theoretical RTP %	89.988291%
Actual RTP %	90.002806% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.tamborine.slot-very-merry-christmas
Front End ID	4.4.29.0
Client SHA	b23fd80ca22654b210c26320c52107265c9c5da4
Rules SHA	2f05733d7817f46a5ac1f6d52c351b20a34dc387

6.2.17 White Wizard Deluxe DH

Rules & ID	carbine-slots_whiteWizardDeluxe_95_standard: 0.0.0.10
Theoretical RTP %	95.564000%
Actual RTP %	95.73186% at 100 million spins
Front End	com.eyecon.lamington.slot-white-wizard-deluxe
Front End ID	1.0.30.0
Client SHA	575d6fd65fa51dc2cb3d6a61cddb8e0f527c72d1
Rules SHA	2844cf553d9b7f0b2e44c3e4c4b2a23fe908b1fe

6.2.18 White Wizard Deluxe MH

Rules & ID	carbine-slots_whiteWizardDeluxe_95_standard: 0.0.0.10
Theoretical RTP %	95.564000%
Actual RTP %	95.738297% at 100 million spins
Front End	com.eyecon.lamington.slot-white-wizard-deluxe
Front End ID	4.4.29.0
Client SHA	eea860ffdc23f6481fe1fa5a6fb4df28cfe7c9bb
Rules SHA	2844cf553d9b7f0b2e44c3e4c4b2a23fe908b1fe

6.2.19 White Wizard DH

Rules & ID	carbine-slots_whiteWizard_95_standard: 0.0.0.9
Theoretical RTP %	94.941000%
Actual RTP %	95.251384% at 100 million spins
Front End	com.eyecon.lamington.slot-white-wizard
Front End ID	1.0.30.0
Client SHA	5992036350e09dbcb39ec6c200f2e2b46aef181a
Rules SHA	b2639f8188c79edaa71b97764044963bbf3429d6

6.2.20 White Wizard DH JP

Rules & ID	carbine-slots_whiteWizard_90_jackpot: 0.0.0.9
Theoretical RTP %	89.918000%
Actual RTP %	90.080508% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.lamington.slot-white-wizard
Front End ID	1.0.30.0
Client SHA	5992036350e09dbcb39ec6c200f2e2b46aef181a
Rules SHA	f40a13e30e02231375c86802855a42583bb18e1b

6.2.21 White Wizard MH

Rules & ID	carbine-slots_whiteWizard_95_standard: 0.0.0.9
Theoretical RTP %	94.941000%
Actual RTP %	95.047779% at 100 million spins
Front End	com.eyecon.lamington.slot-white-wizard
Front End ID	4.4.29.0
Client SHA	adcf15899412d085c7ade133dc84f51ed7229cc9
Rules SHA	b2639f8188c79edaa71b97764044963bbf3429d6

6.2.22 White Wizard MH JP

Rules & ID	carbine-slots_whiteWizard_90_jackpot: 0.0.0.9
Theoretical RTP %	89.918000%
Actual RTP %	89.894971% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.lamington.slot-white-wizard
Front End ID	4.4.29.0
Client SHA	adcf15899412d085c7ade133dc84f51ed7229cc9
Rules SHA	f40a13e30e02231375c86802855a42583bb18e1b

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 22 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 20th April 2004, subject to secure installation on the production system.