

**BMM Evaluation Report for
Eyecon Gaming Products (18 Games)
Eyecon Alderney Limited**

BMM Report Reference: Eyecon.1004.04-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.1004.04-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: Enchanted Prince (DH, MH), Enchanted Prince JP (DH, MH),
Fae Legend Warrior (DH, MH), Fae Legend Warrior JP (DH, MH),
Fireworks Frenzy (DH, MH),
Fluffy Favourites (DH, MH), Fluffy Favourites JP (DH, MH),
Fluffy Too (DH, MH), Fluffy Too 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



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2 PURPOSE

Eyecon Alderney Limited requested BMM to evaluate the below listed 18 games for satisfactory operation in the Malta jurisdiction.

1	Enchanted Prince DH	11	Fluffy Favourites DH
2	Enchanted Prince MH	12	Fluffy Favourites MH
3	Enchanted Prince DH JP	13	Fluffy Favourites DH JP
4	Enchanted Prince MH JP	14	Fluffy Favourites MH JP
5	Fae Legend Warrior DH	15	Fluffy Too DH
6	Fae Legend Warrior MH	16	Fluffy Too MH
7	Fae Legend Warrior DH JP	17	Fluffy Too DH JP
8	Fae Legend Warrior MH JP	18	Fluffy Too MH JP
9	Fireworks Frenzy DH		
10	Fireworks Frenzy MH		

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'. '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 Enchanted Prince (DH, MH) & Enchanted Prince JP (DH, MH)

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

Free games:

- 3, 4 or 5 scattered Frog symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Free Games are played using the same paylines and wager as the triggering games.
- Free Games can be retriggered a maximum of 15 times.

Substitute:

- The Crown symbol substitutes for all symbols except scattered Frog 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 'Enchanted Prince (DH, MH)')
- The return to player for this game is 90.0% (applicable to 'Enchanted Prince JP (DH, MH)')

Jackpot rules - Only applicable to 'Enchanted Prince 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 Fae Legend Warrior (DH, MH) & Fae Legend Warrior JP (DH, MH)

The game 'Fae Legend Warrior' 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 Warrior Symbols appear anywhere.
- The player is awarded one pick for each scattered Warrior 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 Legend 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 retrigged a maximum of 15 times.

Substitute

- The Legend symbol substitutes for all symbols except scattered Warrior 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 'Fae Legend Warrior (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Fae Legend Warrior JP (DH, MH)')

Jackpot rules - Only applicable to 'Fae Legend Warrior' 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 Fireworks Frenzy (DH, MH)

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

Free Games

- 3, 4 or 5 scattered Cracker symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Wheel symbols appearing 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

- Wheel symbols appear on reels 1, 3 and 5 only and substitutes for all other symbols except scattered Cracker 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 'Fireworks Frenzy (DH, MH)')

3.4 Fluffy Favourites (DH, MH) & Fluffy Favourites JP (DH, MH)

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

Toybox Pick

- The Toybox Pick is triggered when 3 or more scattered Claw symbols appear anywhere.
- The player is awarded one pick for each scattered Claw 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 Elephant 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 Elephant symbol substitutes for all symbols except scattered Claw 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 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 'Fluffy Favourites (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Fluffy Favourites JP (DH, MH)')

Jackpot rules - Only applicable to 'Fluffy Favourites 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 Fluffy Too (DH, MH) & Fluffy Too JP (DH, MH)

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

Coin Pusher

- The Coin Pusher Feature is triggered when 3 or more scattered Coin symbols appear anywhere.
- The player is awarded one pick for each scattered Coin 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 Elephant 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 Elephant symbol substitutes for all symbols except scattered Coin 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 'Fluffy Too (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Fluffy Too JP (DH, MH)')

Jackpot rules - Only applicable to 'Fluffy Too 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 Enchanted Prince DH

Rules & ID	carbine-slots_enchantedPrince_95_standard: 0.0.0.11
Theoretical RTP %	94.995416%
Actual RTP %	95.032204% at 100 million spins
Front End	com.eyecon.lamington.slot-enchanted-prince
Front End ID	1.0.30.0
Client SHA	ee9d306c41cbc633f3f69a58ec471d06b41327bd
Rules SHA	b39c02e5763fca735508688aa4e3db67dbac8470

6.2.2 Enchanted Prince DH JP

Rules & ID	carbine-slots_enchantedPrince_90_jackpot: 0.0.0.11
Theoretical RTP %	90.031437 %
Actual RTP %	90.056194% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-enchanted-prince
Front End ID	1.0.30.0
Client SHA	ee9d306c41cbc633f3f69a58ec471d06b41327bd
Rules SHA	18d17a69944e88e2ca917170a2edc84cc469d63d

6.2.3 Enchanted Prince MH

Rules & ID	carbine-slots_enchantedPrince_95_standard: 0.0.0.11
Theoretical RTP %	94.995416%
Actual RTP %	95.02657% at 100 million spins
Front End	com.eyecon.tamborine.slot-enchanted-prince
Front End ID	4.4.29.0
Client SHA	926098ca200f863d8a1d3886a4c9937f9f8876cd
Rules SHA	b39c02e5763fca735508688aa4e3db67dbac8470

6.2.4 Enchanted Prince MH JP

Rules & ID	carbine-slots_enchantedPrince_90_jackpot: 0.0.0.11
Theoretical RTP %	90.031437 %
Actual RTP %	89.911283% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.tamborine.slot-enchanted-prince
Front End ID	4.4.29.0
Client SHA	926098ca200f863d8a1d3886a4c9937f9f8876cd
Rules SHA	18d17a69944e88e2ca917170a2edc84cc469d63d

6.2.5 Fae Legend Warrior DH

Rules & ID	carbine-slots_faeLegendWarrior_95_standard: 0.0.0.6
Theoretical RTP %	95.388715%
Actual RTP %	95.359961% at 100 million spins
Front End	com.eyecon.lamington.slot-fae-legend-warrior
Front End ID	1.1.22.8
Client SHA	51a46093b3250c848edbadbc0c6b54d574f25c8c
Rules SHA	4f1e364e3e4e7bc045ecca9a9a87495887ea2dfa

6.2.6 Fae Legend Warrior DH JP

Rules & ID	carbine-slots_faeLegendWarrior_90_jackpot: 0.0.0.3
Theoretical RTP %	89.999842%
Actual RTP %	90.0526636% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-fae-legend-warrior
Front End ID	1.1.22.8
Client SHA	51a46093b3250c848edbadbc0c6b54d574f25c8c
Rules SHA	e351247e2bbc8061e8b18f00a8582adcbaa694d5

6.2.7 Fae Legend Warrior MH

Rules & ID	carbine-slots_faeLegendWarrior_95_standard: 0.0.0.6
Theoretical RTP %	95.388715%
Actual RTP %	95.359961% at 100 million spins
Front End	com.eyecon.tamborine.slot-fae-legend-warrior
Front End ID	4.4.29.0
Client SHA	f3c1c653962ac440f0bec29dfc5b58fc0a66dfee
Rules SHA	4f1e364e3e4e7bc045ecca9a9a87495887ea2dfa

6.2.8 Fae Legend Warrior MH JP

Rules & ID	carbine-slots_faeLegendWarrior_90_jackpot: 0.0.0.3
Theoretical RTP %	89.999842%
Actual RTP %	90.0526636% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-fae-legend-warrior
Front End ID	4.4.29.0
Client SHA	f3c1c653962ac440f0bec29dfc5b58fc0a66dfee
Rules SHA	e351247e2bbc8061e8b18f00a8582adcbaa694d5

6.2.9 Fireworks Frenzy DH

Rules & ID	carbine-slots_fireworksFrenzy_95_standard: 0.0.0.9
Theoretical RTP %	94.941270%
Actual RTP %	95.216634% at 100 million spins
Front End	com.eyecon.lamington.slot-fireworks-frenzy
Front End ID	1.0.30.0
Client SHA	20f20fa6d593b3ee8330ca9ad6c79019e29e4a55
Rules SHA	2dda2ee2ff90131aa45a42d1e3bd46110a5ae2ce

6.2.10 Fireworks Frenzy MH

Rules & ID	carbine-slots_fireworksFrenzy_95_standard: 0.0.0.9
Theoretical RTP %	94.941270%
Actual RTP %	95.216634% at 100 million spins
Front End	com.eyecon.tamborine.slot-fireworks-frenzy
Front End ID	4.4.29.0
Client SHA	749442af9109d06db86a522e9d47dfd3759f0782
Rules SHA	2dda2ee2ff90131aa45a42d1e3bd46110a5ae2ce

6.2.11 Fluffy Favourites DH

Rules & ID	carbine-slots_fluffyFavourites_95_standard: 0.0.0.12
Theoretical RTP %	95.388715%
Actual RTP %	95.178957% at 100 million spins
Front End	com.eyecon.lamington.slot-fluffy-favourites
Front End ID	1.0.30.0
Client SHA	33cfac82a9c73b892afc83f25e5d347521f7a6db
Rules SHA	1daaff98c23f653b630562ce43219764f4e551cc

6.2.12 Fluffy Favourites DH JP

Rules & ID	carbine-slots_fluffyFavourites_90_jackpot: 0.0.0.10
Theoretical RTP %	89.999842%
Actual RTP %	89.94779% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-fluffy-favourites
Front End ID	1.0.30.0
Client SHA	33cfac82a9c73b892afc83f25e5d347521f7a6db
Rules SHA	29ef96290773537d3c163af0f6b6b43d23ab1e5e

6.2.13 Fluffy Favourites MH

Rules & ID	carbine-slots_fluffyFavourites_95_standard: 0.0.0.12
Theoretical RTP %	95.388715%
Actual RTP %	95.766912% at 100 million spins
Front End	com.eyecon.tamborine.slot-fluffy-favourites
Front End ID	4.4.29.0
Client SHA	1c9443dfa489adcc641c19edd12f95d9ba1644ad
Rules SHA	1daaff98c23f653b630562ce43219764f4e551cc

6.2.14 Fluffy Favourites MH JP

Rules & ID	carbine-slots_fluffyFavourites_90_jackpot: 0.0.0.10
Theoretical RTP %	89.999842%
Actual RTP %	90.374523% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-fluffy-favourites
Front End ID	4.4.29.0
Client SHA	1c9443dfa489adcc641c19edd12f95d9ba1644ad
Rules SHA	29ef96290773537d3c163af0f6b6b43d23ab1e5e

6.2.15 Fluffy Too DH

Rules & ID	carbine-slots_fluffyToo_95_standard: 0.0.2.13
Theoretical RTP %	95.388715%
Actual RTP %	95.622302% at 100 million spins
Front End	com.eyecon.lamington.slot-fluffy-too
Front End ID	1.0.30.0
Client SHA	5a9b20afaa0da73aba73ac445ad390afe45918da
Rules SHA	18ede94dd4c9a19b6c3e03ec14b217ed5e675e89

6.2.16 Fluffy Too DH JP

Rules & ID	carbine-slots_fluffyToo_90_jackpot: 0.0.2.13
Theoretical RTP %	89.999842%
Actual RTP %	89.985491% at 100 million spins
Front End	com.eyecon.lamington.slot-fluffy-too
Front End ID	1.0.30.0
Client SHA	5a9b20afaa0da73aba73ac445ad390afe45918da
Rules SHA	02ed084399b44aae48e2d36599d2ed89d023def7

6.2.17 Fluffy Too MH

Rules & ID	carbine-slots_fluffyToo_95_standard: 0.0.2.13
Theoretical RTP %	95.388715%
Actual RTP %	95.411575% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-fluffy-too
Front End ID	4.4.29.0
Client SHA	3b72b69c7ec2f900ecb0f084fb03e17923567372
Rules SHA	18ede94dd4c9a19b6c3e03ec14b217ed5e675e89

6.2.18 Fluffy Too MH JP

Rules & ID	carbine-slots_fluffyToo_90_jackpot: 0.0.2.13
Theoretical RTP %	89.999842%
Actual RTP %	90.105538% at 100 million spins
Front End	com.eyecon.tamborine.slot-fluffy-too
Front End ID	4.4.29.0
Client SHA	3b72b69c7ec2f900ecb0f084fb03e17923567372
Rules SHA	02ed084399b44aae48e2d36599d2ed89d023def7

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 18 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.