

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

BMM Report Reference: Eyecon.1004.05-Malta

Date: 7th September 2017



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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.1004.05-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: Happy Birthday (DH, MH), Happy Birthday JP (DH, MH),
Imperial Destiny (DH, MH),
Irish Luck (DH, MH), Irish Luck JP (DH, MH),
Jewel Journey (SA),
Kingdom of Cash (DH, MH), Kingdom of Cash 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 15 games for satisfactory operation in the Malta jurisdiction.

1	Happy Birthday DH	10	Irish Luck MH JP
2	Happy Birthday MH	11	Jewel Journey SA
3	Happy Birthday DH JP	12	Kingdom of Cash DH
4	Happy Birthday MH JP	13	Kingdom of Cash MH
5	Imperial Destiny DH	14	Kingdom of Cash DH JP
6	Imperial Destiny MH	15	Kingdom of Cash MH JP
7	Irish Luck DH		
8	Irish Luck MH		
9	Irish Luck DH JP		

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

3 GAME CHARACTERISTICS

Game rules are contained in the help files accessible on the individual game play skin. There are three types of games evaluated by BMM i.e. 'DH', 'MH' and 'SA'. 'DH' type games are standard desktop games. 'MH' games are designed to run on Mobile phone and tablets; however these games can still run on typical browsers. The game type 'SA' is designed to run on a personal computer using a browser and is called standalone or Popup game.

3.1 Happy Birthday (DH, MH) & Happy Birthday JP (DH, MH)

The game 'Happy Birthday' 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 Cake 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:

- Streamers substitutes for all symbols except scattered Cake symbol.
- 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 Win Rules:

- 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 'Happy Birthday (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Happy Birthday JP (DH, MH)')

Jackpot rules - Only applicable to 'Happy Birthday 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 Imperial Destiny (DH, MH)

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

Free Games

- 3, 4 or 5 scattered Bell symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- During Free Games Shi Huangdi symbols appear on reels 1, 3 and 5 only and 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.

Prize Pick

- The Prize Pick 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.

Substitute

- Shi Huangdi symbols appear on reels 2 and 4 only and substitute for all other symbols except scattered Warrior and Bell 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 95.3% (applicable to 'Imperial Destiny (DH, MH)')

3.3 Irish Luck (DH, MH) & Irish Luck JP (DH, MH)

The game 'Irish Luck ' 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 I-R-I-S-H.

PRIZE PICK

- The Prize Pick is triggered when 3 or more scattered Leprechaun symbols appear anywhere.
- The player is awarded one pick for each scattered Leprechaun symbol in the triggering combination.
- Each pick reveals a fairy or a leprechaun.
- Fairies award a prize of up to 100x the total wager while the Leprechaun 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 Fairy symbols appear anywhere.
- The player selects clover leaves until a pair is revealed, which completes the feature.
- For each Fairy 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

- Four Leaf Clover substitutes for all symbols except scattered Leprechaun and Fairy symbols.
- Four Leaf Clover 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 'Irish Luck (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Irish Luck JP (DH, MH)')

Jackpot rules - Only applicable to 'Irish Luck 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 Jewel Journey (SA)

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

Great Escape

- The Great Escape is triggered when 3 or more scattered Tiger symbols appear anywhere.
- The player then selects 1 of 3 directions to escape the tiger.
- Great Escape can award a prize of up to 100x the total wager.
- Cannot be triggered during free games.

Gem Select

- The treasure map feature is triggered when 3 or more scattered Map symbols appear anywhere.
- The player then selects 1 of 5 coloured gems
- A prize of 60x the total wager is awarded for matching the colour of the eye of the statue, otherwise a prize of up to 30x the total wager is awarded.
- Cannot be triggered during free games.

Match & Win

- Match & Win is triggered when 3 or more scattered Purple Gem symbols appear anywhere.
- The player selects gems until a pair is revealed, which completes the feature.
- For each Purple Gem 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.

Free games

- 3, 4 or 5 scattered Professor symbols appearing Left to Right trigger 6, 8 or 12 Free Games respectively.
- The professor reveals a prize multiplier of up to 12x for each free game.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games cannot be retriggered.

Substitute

- The Purple Gem symbol substitutes for all symbols except the scattered Tiger, Professor and Map 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 95.2%

3.5 Kingdom of Cash (DH, MH) & Kingdom of Cash JP (DH, MH)

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

Combat

- The Combat feature is triggered when 3 or more scattered King symbols appear anywhere.
- The Combat feature appears on the screen and the player selects a type of flight.
- Each Combat results in a Win and access to a new opponent or a loss and the end of the feature.
- There are up to 4 rounds, each of which can award up to 100x the triggering bet

Free Games

- 3, 4 or 5 scattered Princess 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 Princess symbol substitutes for all symbols except scattered King 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 'Kingdom of Cash (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Kingdom of Cash JP (DH, MH)')

Jackpot rules - Only applicable to 'Kingdom of Cash 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 Happy Birthday DH

Rules & ID	carbine-slots_happyBirthday_95_standard: 0.0.0.6
Theoretical RTP %	95.436929%
Actual RTP %	95.37817% at 100 million spins
Front End	com.eyecon.lamington.slot-happy-birthday
Front End ID	1.1.27.0
Client SHA	8fa0a3e4cf883255ed7f88f07cdfe0e679a05717
Rules SHA	cb24494f1fcbcd2bde1c4e4c5d9eea8f448132fe

6.2.2 Happy Birthday DH JP

Rules & ID	carbine-slots_happyBirthday_90_jackpot: 0.0.0.7
Theoretical RTP %	90.027961%
Actual RTP %	90.119718% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-happy-birthday
Front End ID	1.1.27.0
Client SHA	8fa0a3e4cf883255ed7f88f07cdfe0e679a05717
Rules SHA	d20718ccd3991bebc0e6d558d4602633a4519e8b

6.2.3 Happy Birthday MH

Rules & ID	carbine-slots_happyBirthday_95_standard: 0.0.0.6
Theoretical RTP %	95.436929%
Actual RTP %	95.37817% at 100 million spins
Front End	com.eyecon.tamborine.slot-happy-birthday
Front End ID	4.3.19.0
Client SHA	dc4328dd70380563817616a710ed000e7bbf926b
Rules SHA	cb24494f1fcbcd2bde1c4e4c5d9eea8f448132fe

6.2.4 Happy Birthday MH JP

Rules & ID	carbine-slots_happyBirthday_90_jackpot: 0.0.0.7
Theoretical RTP %	90.027961%
Actual RTP %	90.119718% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.tamborine.slot-happy-birthday
Front End ID	4.3.19.0
Client SHA	dc4328dd70380563817616a710ed000e7bbf926b
Rules SHA	d20718ccd3991bebc0e6d558d4602633a4519e8b

6.2.5 Imperial Destiny DH

Rules & ID	carbine-slots_imperialDestiny_95_standard: 0.0.0.11
Theoretical RTP %	95.396559%
Actual RTP %	95.109212% at 100 million spins
Front End	com.eyecon.lamington.slot-imperial-destiny
Front End ID	1.0.30.0
Client SHA	8231f58c8e156d35bf7a38e04ce31bbbc82fe78e
Rules SHA	9b0155b307a558fc53c9cdd4cea42c8483011814

6.2.6 Imperial Destiny MH

Rules & ID	carbine-slots_imperialDestiny_95_standard: 0.0.0.11
Theoretical RTP %	95.396559%
Actual RTP %	95.418098% at 100 million spins
Front End	com.eyecon.tamborine.slot-imperial-destiny
Front End ID	4.3.19.0
Client SHA	f3484a60e20eda1b7d6d12f379aedc1f20f06596
Rules SHA	9b0155b307a558fc53c9cdd4cea42c8483011814

6.2.7 Irish Luck DH

Rules & ID	carbine-slots_irishLuck_95_standard: 0.0.0.13
Theoretical RTP %	95.047499%
Actual RTP %	95.063912% at 100 million spins
Front End	com.eyecon.lamington.slot-irish-luck
Front End ID	1.0.30.0
Client SHA	c78a3daeb1154c28673305fab4686480f31828ff
Rules SHA	fe295a535f17a08d9801b4e93f31d83ee5076d8e

6.2.8 Irish Luck DH JP

Rules & ID	carbine-slots_irishLuck_90_jackpot: 0.0.0.12
Theoretical RTP %	89.988291%
Actual RTP %	90.1645% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.lamington.slot-irish-luck
Front End ID	1.0.30.0
Client SHA	c78a3daeb1154c28673305fab4686480f31828ff
Rules SHA	986d8f22fcf89741bae264b606371b176af3d237

6.2.9 Irish Luck MH

Rules & ID	carbine-slots_irishLuck_95_standard: 0.0.0.13
Theoretical RTP %	95.047499%
Actual RTP %	94.924315% at 100 million spins
Front End	com.eyecon.tamborine.slot-irish-luck
Front End ID	4.3.19.0
Client SHA	f9da77d312d21b6f6d290fcd0d520043acb8815c
Rules SHA	fe295a535f17a08d9801b4e93f31d83ee5076d8e

6.2.10 Irish Luck MH JP

Rules & ID	carbine-slots_irishLuck_90_jackpot: 0.0.0.12
Theoretical RTP %	89.988291%
Actual RTP %	89.989255% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-irish-luck
Front End ID	4.3.19.0
Client SHA	f9da77d312d21b6f6d290fcd0d520043acb8815c
Rules SHA	986d8f22fcf89741bae264b606371b176af3d237

6.2.11 Jewel Journey SA

Rules & ID	carbine-slots_jewelJourney_95_standard: 0.0.0.6
Theoretical RTP %	95.211722%
Actual RTP %	95.175452% at 100 million spins
Front End	com.eyecon.glorious.slot-jewel-journey
Front End ID	2.1.0
Client SHA	96ec12aa6549041c4e50517ce54f1c37abd5cadd
Rules SHA	c1826ceac805aaa382d8b4f8560579d56e142b3e

6.2.12 Kingdom Of Cash DH

Rules & ID	carbine-slots_kingdomOfCash_95_standard: 2.3.2.13
Theoretical RTP %	95.377046 %
Actual RTP %	95.068972% at 100 million spins
Front End	com.eyecon.lamington.slot-kingdom-of-cash
Front End ID	1.0.30.0
Client SHA	d93561f0e7327017e6980d17a5629cf3e9eb342f
Rules SHA	bde62090f6ef72aa4d0431419433fdbdfae4056e

6.2.13 Kingdom Of Cash DH JP

Rules & ID	carbine-slots_kingdomOfCash_90_jackpot: 2.3.2.13
Theoretical RTP %	89.982347 %
Actual RTP %	90.039043% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.lamington.slot-kingdom-of-cash
Front End ID	1.0.30.0
Client SHA	d93561f0e7327017e6980d17a5629cf3e9eb342f
Rules SHA	340479386ab04bd63d1701e940f040c183119891

6.2.14 Kingdom Of Cash MH

Rules & ID	carbine-slots_kingdomOfCash_95_standard: 2.3.2.13
Theoretical RTP %	95.377046 %
Actual RTP %	95.685939% at 100 million spins
Front End	com.eyecon.tamborine.slot-kingdom-of-cash
Front End ID	4.4.29.0
Client SHA	d0344bbe091b3055755f330caefa4c1ba390c1e4
Rules SHA	bde62090f6ef72aa4d0431419433fdbdfae4056e

6.2.15 Kingdom Of Cash MH JP

Rules & ID	carbine-slots_kingdomOfCash_90_jackpot: 2.3.2.13
Theoretical RTP %	89.982347 %
Actual RTP %	89.90365% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-kingdom-of-cash
Front End ID	4.4.29.0
Client SHA	d0344bbe091b3055755f330caefa4c1ba390c1e4
Rules SHA	340479386ab04bd63d1701e940f040c183119891

7 ADDITIONAL INFORMATION

Only English version of games has been evaluated.

8 RECOMMENDATION

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

9 COMMENTS

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

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