

**BMM Evaluation Report for
Eyecon Gaming Products (16 Games)
Eyecon Alderney Limited**

BMM Report Reference: Eyecon.1004.06-Malta

Date: 7th September 2017



NATA Accredited
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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.1004.06-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: Lost Island (DH, MH), Lost Island JP (DH, MH),
Piggy Payout (DH, MH), Piggy Payout JP (DH, MH),
Secret Garden (DH, MH),
Shopping Spree (DH, MH), Shopping Spree JP (DH, MH),
Stampede (DH, MH), Stampede 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 16 games for satisfactory operation in the Malta jurisdiction.

1	Lost Island DH	9	Shopping Spree DH
2	Lost Island MH	10	Shopping Spree MH
3	Piggy Payout DH	11	Shopping Spree DH JP
4	Piggy Payout MH	12	Shopping Spree MH JP
5	Piggy Payout DH JP	13	Stampede DH
6	Piggy Payout MH JP	14	Stampede MH
7	Secret Garden DH	15	Stampede DH JP
8	Secret Garden MH	16	Stampede MH JP

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

3 GAME CHARACTERISTICS

Game rules are contained in the help files accessible on the individual game play skin. There are three types of games evaluated by BMM i.e. 'DH', 'MH'. '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 Lost Island (DH, MH)

The game 'Lost Island' 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 Mask symbols appear anywhere.
- All Prizes are doubled 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:

- Volcano substitutes for all symbols except scattered Mask 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 Win Rules:

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

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 'Lost Island (DH, MH)')

3.2 Piggy Payout (DH, MH) & Piggy Payout JP (DH, MH)

The game 'Piggy Payout' 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 Sheep symbols appear anywhere.
- The player is awarded one pick for each Sheep 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 Pig symbols appearing anywhere trigger 15, 20 or 25 Free Games respectively.
- Prizes for line wins and scatter wins are doubled 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 Windmill symbol substitutes for all symbols except scattered Pig and Sheep 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 'Piggy Payout (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Piggy Payout JP (DH, MH)')

Jackpot rules - Only applicable to 'Piggy Payout 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 Secret Garden (DH, MH)

The game 'Secret Garden' 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 Red Rose 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

- Gold Garden Lock substitutes for all symbols except scattered Roses.
- 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 'Secret Garden (DH, MH)')

3.4 Shopping Spree (DH, MH) & Shopping Spree JP (DH, MH)

The game 'Shopping Spree' 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 Money Bags 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

- Shopper substitutes for all symbols except scattered Money Bags.
- 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 'Shopping Spree (DH, MH)')
- The return to player for this game is 89.9% (applicable to 'Shopping Spree JP (DH, MH)')

Jackpot rules - Only applicable to 'Shopping Spree 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 Stampede (DH, MH) & Stampede JP (DH, MH)

The game 'Stampede' consists of five reels and three rows with a 243 Ways to win.

Free Games

- Any 3 or more scattered Elephant triggers the Free Games Bonus Feature.
- Select one of the following free games options:
- 20 free games, with ALL wins multiplied by 2X
- 15 free games, with ALL wins multiplied by 3X
- 10 free games, with ALL wins multiplied by 4X
- 8 free games, with ALL wins multiplied by 5X
- 5 free games, with ALL wins multiplied by 10X
- Feature can be triggered again during the free games with additional choice
- Free Games can be retriggered a maximum of 15 times.
- All Free games are played with the bet that triggered the feature.

Substitute

- Sun substitutes for all other symbols except scattered Elephant.
- Sun appears on reels 2, 3 and 4 only.

Scatter wins

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

Line Wins:

- All wins are multiplied by the total bet.
- 243 Ways to win. All matching symbols in 3 or more adjacent reels starting from the leftmost reel pay in any position except for scatters which pay any.

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% (applicable to 'Stampede (DH, MH)')
- The return to player for this game is 90.2% (applicable to 'Stampede JP (DH, MH)')

Jackpot rules - Only applicable to 'Stampede 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.

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 Lost Island DH

Rules & ID	carbine-slots_lostIsland_95_standard: 0.0.0.9
Theoretical RTP %	95.064300%
Actual RTP %	95.130256% at 100 million spins
Front End	com.eyecon.lamington.slot-lost-island
Front End ID	1.0.30.0
Client SHA	b6303df9dafb6866c4601a6eb1db622103f71423
Rules SHA	d424610952fe2bde406246d5360c28a912ce4cd9

6.2.2 Lost Island MH

Rules & ID	carbine-slots_lostIsland_95_standard: 0.0.0.9
Theoretical RTP %	95.064300%
Actual RTP %	95.1055% at 100 million spins
Front End	com.eyecon.tamborine.slot-lost-island
Front End ID	4.4.29.0
Client SHA	d795f4b912ff90adfa4e9af667c0ecedb3fa8a1c
Rules SHA	d424610952fe2bde406246d5360c28a912ce4cd9

6.2.3 Piggy Payout DH

Rules & ID	carbine-slots_piggyPayout_95_standard: 0.0.0.9
Theoretical RTP %	94.998049%
Actual RTP %	94.779447% at 100 million spins
Front End	com.eyecon.lamington.slot-piggy-payout
Front End ID	1.0.30.0
Client SHA	4c4c89d29a60fa2e2636fecef7e5ffaf1490ffcd
Rules SHA	a0fa3de6510e325c7ec9532184e3c216a2d73839

6.2.4 Piggy Payout DH JP

Rules & ID	carbine-slots_piggyPayout_90_jackpot: 0.0.0.9
Theoretical RTP %	89.997998%
Actual RTP %	89.995728% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-piggy-payout
Front End ID	1.0.30.0
Client SHA	4c4c89d29a60fa2e2636fecef7e5ffaf1490ffcd
Rules SHA	bdd4412dab01d8a35ba644d5802480752aa90803

6.2.5 Piggy Payout MH

Rules & ID	carbine-slots_piggyPayout_95_standard: 0.0.0.9
Theoretical RTP %	94.998049%
Actual RTP %	95.195082% at 100 million spins
Front End	com.eyecon.tamborine.slot-piggy-payout
Front End ID	4.3.19.0
Client SHA	b01f4d8c6b9d0f92185df48a78c7d0e39e52cacc
Rules SHA	a0fa3de6510e325c7ec9532184e3c216a2d73839

6.2.6 Piggy Payout MH JP

Rules & ID	carbine-slots_piggyPayout_90_jackpot: 0.0.0.9
Theoretical RTP %	89.997998%
Actual RTP %	90.203713% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-piggy-payout
Front End ID	4.3.19.0
Client SHA	b01f4d8c6b9d0f92185df48a78c7d0e39e52cacc
Rules SHA	bdd4412dab01d8a35ba644d5802480752aa90803

6.2.7 Secret Garden DH

Rules & ID	carbine-slots_secretGarden_95_standard: 0.0.0.10
Theoretical RTP %	95.436929%
Actual RTP %	95.415423% at 100 million spins
Front End	com.eyecon.lamington.slot-secret-garden
Front End ID	1.0.30.0
Client SHA	d91fae648cc8b4af6f67a64d1de9824ed01ca300
Rules SHA	16c9ba7b640965c79b561416d435f7b260d9aa3e

6.2.8 Secret Garden MH

Rules & ID	carbine-slots_secretGarden_95_standard: 0.0.0.10
Theoretical RTP %	95.436929%
Actual RTP %	95.484252% at 100 million spins
Front End	com.eyecon.tamborine.slot-secret-garden
Front End ID	4.4.29.0
Client SHA	f0602b530ec64d0d4054ec30b9202f9716b336f0
Rules SHA	16c9ba7b640965c79b561416d435f7b260d9aa3e

6.2.9 Shopping Spree DH

Rules & ID	carbine-slots_shoppingSpree_95_standard: 0.0.0.11
Theoretical RTP %	95.436907%
Actual RTP %	95.294904% at 100 million spins
Front End	com.eyecon.lamington.slot-shopping-spree
Front End ID	1.0.30.0
Client SHA	cee312aac33aa951a22f493e9a2163047b49edf6
Rules SHA	6ba62cacd4dc952fe2a43119edd1cb6e330b4f86

6.2.10 Shopping Spree DH JP

Rules & ID	carbine-slots_shoppingSpree_90_jackpot: 0.0.0.11
Theoretical RTP %	89.962918%
Actual RTP %	89.904742% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-shopping-spree
Front End ID	1.0.30.0
Client SHA	cee312aac33aa951a22f493e9a2163047b49edf6
Rules SHA	593de98066eb56b5e0bad29458ac7c4d881ac48e

6.2.11 Shopping Spree MH

Rules & ID	carbine-slots_shoppingSpree_95_standard: 0.0.0.11
Theoretical RTP %	95.436907%
Actual RTP %	95.357511% at 100 million spins
Front End	com.eyecon.tamborine.slot-shopping-spree
Front End ID	4.4.29.0
Client SHA	ca81dd6522bf92297ec97a7753f2123f29543394
Rules SHA	6ba62cacd4dc952fe2a43119edd1cb6e330b4f86

6.2.12 Shopping Spree MH JP

Rules & ID	carbine-slots_shoppingSpree_90_jackpot: 0.0.0.11
Theoretical RTP %	89.962918%
Actual RTP %	89.992386% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-shopping-spree
Front End ID	4.4.29.0
Client SHA	ca81dd6522bf92297ec97a7753f2123f29543394
Rules SHA	593de98066eb56b5e0bad29458ac7c4d881ac48e

6.2.13 Stampede DH

Rules & ID	carbine-slots_stampede_95_standard: 0.0.0.16
Theoretical RTP %	95.248446%
Actual RTP %	95.3424918% at 100 million spins
Front End	com.eyecon.lamington.slot-stampede
Front End ID	1.1.27.1
Client SHA	bd5af0ed9d7f7c537b22b33cf595e8184de8b8e2
Rules SHA	49c1d2d889b2b899dbda9c1a7f0e5aeb1e9c7da9

6.2.14 Stampede DH JP

Rules & ID	carbine-slots_stampede_90_jackpot: 0.0.0.11
Theoretical RTP %	90.221326%
Actual RTP %	90.2073082% at 100 million spins
Jackpot RTP	3.00%
Front End	com.eyecon.lamington.slot-stampede
Front End ID	1.1.27.1
Client SHA	bd5af0ed9d7f7c537b22b33cf595e8184de8b8e2
Rules SHA	f1c23e80aa580df199fb4508d286d1dcef7d0115

6.2.15 Stampede MH

Rules & ID	carbine-slots_stampede_95_standard: 0.0.0.16
Theoretical RTP %	95.248446%
Actual RTP %	95.3424918% at 100 million spins
Front End	com.eyecon.tamborine.slot-stampede
Front End ID	4.4.29.0
Client SHA	8e32e3a99464104cbf157afc69dfc19ac08a2e1f
Rules SHA	49c1d2d889b2b899dbda9c1a7f0e5aeb1e9c7da9

6.2.16 Stampede MH JP

Rules & ID	carbine-slots_stampede_90_jackpot: 0.0.0.11
Theoretical RTP %	90.221326%
Actual RTP %	90.2073082% at 100 million spins
Jackpot RTP	3.00 %
Front End	com.eyecon.tamborine.slot-stampede
Front End ID	4.4.29.0
Client SHA	8e32e3a99464104cbf157afc69dfc19ac08a2e1f
Rules SHA	f1c23e80aa580df199fb4508d286d1dcef7d0115

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 16 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.