

**BMM Evaluation Report for
Eyecon Gaming Products (12 Games)
Eyecon Alderney Limited**

BMM Report Reference: Eyecon.1006.01-Gibraltar

Date: 16th April 2019

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1 TEST REPORT SUMMARY

Issued by: BMM Testlabs,
Level 3, 810 Whitehorse Road,
Box Hill Victoria 3128,
Australia

Project Number: Eyecon.1006
Report Number: Eyecon.1006.01-Gibraltar
Report Date: 16th April 2019

Applicant: Eyecon Alderney Limited
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Applicant Contact: Robert Black (robert.black@eyecon.com)

Standards Tested To: Remote Technical and Operating Standards for the Gibraltar Gambling Industry Version 1.1.0 20/09/2012.

Games Name: Frooty Licious (DH, MH), Gets The Worm (DH, MH),
Haunted Hallows (DH, MH), Jurassic Juniors (DH, MH),
Jurassic Juniors JP (DH, MH), Money Bunny (DH, MH)

Test Location: BMM Testlabs,
Level 3, 810 Whitehorse Road,
Box Hill Victoria 3128,
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 12 games for satisfactory operation in the Gibraltar jurisdiction.

1	Frooty Licious DH	7	Jurassic Juniors DH
2	Frooty Licious MH	8	Jurassic Juniors MH
3	Gets The Worm DH	9	Jurassic Juniors DH JP
4	Gets The Worm MH	10	Jurassic Juniors MH JP
5	Haunted Hallows DH	11	Money Bunny DH
6	Haunted Hallows MH	12	Money Bunny 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 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 Frooty Licious (DH, MH)

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

FREE GAMES

- 8 Free Games are triggered when 3 scattered Bar symbols appear anywhere.
- Prizes for line wins and scatter wins are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

PRIZE PICK

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

SUBSTITUTE

- The Lucky 7 symbol substitutes for all symbols except scattered Bar and Bell symbols.

SCATTER WINS

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

LINE WINS

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

GAMBLE BONUS

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed £32,000.00, 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 90.7%.

3.2 Gets The Worm (DH, MH)

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

FREE GAMES

- 7 Free Games are triggered when 3 or more scattered Worm symbols appear anywhere.
- During Free Games the Early Bird also substitutes for scattered Worm
- 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

- Early Bird substitutes for all symbols except scattered Worm symbols.

SCATTER WINS

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

LINE WINS

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

GAMBLE BONUS

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed £32,000.00, 5 correct selections have been made, or an incorrect selection is made.
- Each bonus round is an independent event.

SLOT RULES

- Wins on different paylines are added.
- Malfunction voids all pays and plays.
- The return to player for this game is 95.1%.

3.3 Haunted Hallows (DH, MH)

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

FREE GAMES

- 8 Free Games are triggered when 3 scattered Candy symbols appear anywhere.
- Prizes for line wins and scatter wins are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

PRIZE PICK

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

SUBSTITUTE

- The Haunted Hallows symbol substitutes for all symbols except scattered Jack o' Lantern and Candy symbols

SCATTER WINS

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

LINE WINS

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

GAMBLE BONUS

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed £32,000.00, 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 90.7%.

3.4 Jurassic Juniors (DH, MH) & Jurassic Juniors JP (DH, MH)

The game 'Jurassic Juniors' 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 Egg 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 Big Momma symbol substitutes for all symbols except scattered Egg 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 £32,000.00, 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 'Jurassic Juniors (DH, MH)')
- The return to player for this game is 90.0%. (applicable to 'Jurassic Juniors JP (DH, MH)')

JACKPOT RULES - Only applicable to 'Jurassic Juniors JP (DH, MH)'

- 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 (seed plus progressive amount) and a Minimum amount (seed amount). These levels are displayed in game. After a jackpot level has been won, the jackpot level will reset to its Minimum amount (seed amount). If a Jackpot level has a Maximum amount (seed plus progressive amount), then that jackpot level must be won before that amount is reached.
- 3.0% of the players qualifying bets are taken to fund the Jackpot levels. A portion (approximately 0.5%) is used to fund the Minimum amount (seed amount) of each jackpot level. The remaining portion (approximately 2.5%) directly increases the Current amount (seed plus progressive amount) of the jackpot levels. This will cause the Jackpot to continue to grow until it is won by a player.
- The jackpot levels have a minimum amount (seed amount) of MEGA: £8,000.00, MAXI: £200.00, MINI: £20.00.
- 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.
- The jackpot cannot be won on free spins.

3.5 Money Bunny (DH, MH)

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

FREE GAMES

- 8 Free Games are triggered when 3 scattered Bunny symbols appear anywhere.

- Prizes for line wins and scatter wins are tripled during Free Games.
- Free Games are played using the same paylines and wager as the triggering game.
- Free Games can be retriggered a maximum of 15 times.

PRIZE PICK

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

SUBSTITUTE

- The Money Bunny symbol substitutes for all symbols except scattered Bunny and Basket symbols.

SCATTER WINS

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

LINE WINS

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

GAMBLE BONUS

- The Gamble Bonus, when available, pays double or nothing on the last win.
- To win, correctly select which one of two available choices will be revealed.
- Play continues until Take Win is selected, the next win would exceed £32,000.00, 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 90.7%.

4 BMM EVALUATION PERFORMED

BMM has tested and confirmed compliance of the games listed in section 2 of this report against the appropriate technical requirements for the relevant Gibraltar Gambling market. BMM performed the following tests to confirm compliance to the relevant regulatory specifications:

4.1 Software Evaluation

Ensure that software meets all the relevant requirements specified in the Gibraltar Remote Technical and Operational standards, version 1.1.0 20/09/2012. BMM performed this by evaluating all the game source code.

4.2 Artwork Verification

Artwork was evaluated to ensure that it correctly explains the game rules and payouts as specified in the technical documentation supplied by the manufacturer and that it conforms to the requirements of Gibraltar Remote Technical and Operational Standards, version 1.1.0 20/09/2012.

4.3 Mathematical Evaluation

Verification of the theoretical return of the game is as specified in the technical documentation supplied by the manufacturer and complies with the relevant rules as specified by the AGCC Gibraltar Legislative requirements.

4.4 Combination Testing

Combination testing was conducted by simulating all possible winning combinations of the game to ensure that the correct amount of credits is awarded for all possible winning combinations as reflected on artwork, pay tables source code and the technical documentation supplied by the manufacturer.

4.5 Regression Testing

BMM conducted a complete range of functional tests of this new game. Testing was conducted in accordance with the test plans using relevant checklists to confirm the EGE's performance to a wide range of functions and failures.

4.6 Game Play Duration Testing

Verification and recording of the game speed for compliance with the technical standard requirements for game play duration minimum time when the game in normal, auto play or any player control functions.

5 RESULTS OF TESTS

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

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

6 SYSTEM IDENTIFICATION:

Details of the system and games used for this evaluation are given below.

6.1 System

Gaming Platform	StellaV
Gaming Engine	Carbine

6.2 Games

6.2.1 Frooty Licious DH

Rules & ID	carbine-slots_frootylicious_90_standard: 3.0.0
Theoretical RTP %	90.74%
Front End	com.eyecon.lamington.slot-frooty-licious
Front End ID	2.0.4
Client SHA	1278474ba15510b9458736d29a5c8d7525a5d28d
Rules SHA	9f93629090505d18e22ba6bc05a96e1b5a8392d7

6.2.2 Frooty Licious MH

Rules & ID	carbine-slots_frootylicious_90_standard: 3.0.0
Theoretical RTP %	90.74%
Front End	com.eyecon.tamborine.slot-frooty-licious
Front End ID	5.0.5
Client SHA	eb3cfbb3060f404a77c3e31e022294a8a0f05b8a
Rules SHA	9f93629090505d18e22ba6bc05a96e1b5a8392d7

6.2.3 Gets The Worm DH

Rules & ID	carbine-slots_getsTheWorm_95_standard: 0.0.0.13
Theoretical RTP %	95.188%
Front End	com.eyecon.lamington.slot-gets-the-worm
Front End ID	2.0.2
Client SHA	5d668528cd53a4f2d466066091914b75d57fa540
Rules SHA	8902f2104044932c5381365d5ba398f320affd22

6.2.4 Gets The Worm MH

Rules & ID	carbine-slots_getsTheWorm_95_standard: 0.0.0.13
Theoretical RTP %	95.188%
Front End	com.eyecon.tamborine.slot-gets-the-worm
Front End ID	5.0.3
Client SHA	f7dd5c0d0f31d4d91aa82b13427547475d6b1ee9
Rules SHA	8902f2104044932c5381365d5ba398f320affd22

6.2.5 Haunted Hallows DH

Rules & ID	carbine-slots_hauntedHallows_90_standard: 3.0.0
Theoretical RTP %	90.74%
Front End	com.eyecon.lamington.slot-haunted-hallows
Front End ID	2.0.4
Client SHA	e052d7ff992b0a94bd6c3fd5bd4ab16960cfc7bf
Rules SHA	41035d3368baf1f31d1caa4a832ad15b95d67ce2

6.2.6 Haunted Hallows MH

Rules & ID	carbine-slots_hauntedHallows_90_standard: 3.0.0
Theoretical RTP %	90.74%
Front End	com.eyecon.tamborine.slot-haunted-hallows
Front End ID	5.0.5
Client SHA	0ad3ffa4fbd2c7738244c8b2dbe1ab3c55e16047
Rules SHA	41035d3368baf1f31d1caa4a832ad15b95d67ce2

6.2.7 Jurassic Juniors DH

Rules & ID	carbine-slots_jurassicJuniors_95_standard: 1.1.3.10
Theoretical RTP %	95.437%
Front End	com.eyecon.lamington.slot-jurassic-juniors
Front End ID	2.0.3
Client SHA	925acb9d8654bfbdf59d307bec4df3b6cc910844
Rules SHA	f4e8f3455f13a16dd62e49ce3647e8cb3e38c82f

6.2.8 Jurassic Juniors MH

Rules & ID	carbine-slots_jurassicJuniors_95_standard: 1.1.3.10
Theoretical RTP %	95.437%
Front End	com.eyecon.tamborine.slot-jurassic-juniors
Front End ID	5.0.5
Client SHA	edc2f3a728d933b62499bc5fc81bc4496b2f2c18
Rules SHA	f4e8f3455f13a16dd62e49ce3647e8cb3e38c82f

6.2.9 Jurassic Juniors DH JP

Rules & ID	carbine-slots_jurassicJuniors_90_jackpot: 1.1.3.13
Theoretical RTP %	90.012%
Jackpot RTP %	3.0%
Front End	com.eyecon.lamington.slot-jurassic-juniors
Front End ID	2.0.3
Client SHA	925acb9d8654bfbdf59d307bec4df3b6cc910844
Rules SHA	b7a2e746153a416245235aae493255d028469521

6.2.10 Jurassic Juniors MH JP

Rules & ID	carbine-slots_jurassicJuniors_90_jackpot: 1.1.3.13
Theoretical RTP %	90.012%
Jackpot RTP %	3.0%
Front End	com.eyecon.tamborine.slot-jurassic-juniors
Front End ID	5.0.5
Client SHA	edc2f3a728d933b62499bc5fc81bc4496b2f2c18
Rules SHA	b7a2e746153a416245235aae493255d028469521

6.2.11 Money Bunny DH

Rules & ID	carbine-slots_moneyBunny_90_standard: 0.0.0.10
Theoretical RTP %	90.74%
Front End	com.eyecon.lamington.slot-money-bunny
Front End ID	2.0.4
Client SHA	36169891700756ecaea82bbaf7f8b5906505ab98
Rules SHA	4d1e5dce194496fc8059cf82f2291a3e671e0e57

6.2.12 Money Bunny MH

Rules & ID	carbine-slots_moneyBunny_90_standard: 0.0.0.10
Theoretical RTP %	90.74%
Front End	com.eyecon.tamborine.slot-money-bunny
Front End ID	5.0.4
Client SHA	e54eb989203f6b9702bf4eba271fc060d507c042
Rules SHA	4d1e5dce194496fc8059cf82f2291a3e671e0e57

7 ADDITIONAL INFORMATION

Only English version of games has been evaluated.

8 RECOMMENDATION

BMM has tested and confirmed compliance of the games listed section 6.2 of this report against the Remote Technical and Operating Standards for the Gibraltar Gambling Industry Version 1.1.0 20/09/2012, subject to secure installation on the production system. BMM recommends approval of 12 Eyecon Alderney's games listed in section 6.2 of this report to the authority for approval to operate in the Gibraltar market.

9 COMMENTS

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

Accordingly from the testing performed BMM confirms that the item under test (unless otherwise stated) conforms to all the relevant Gibraltar Gambling Regulations as stated below, subject to secure installation on the production system.