



Verification report: ITL1800394

Eyecon Alderney Limited

Hit Me Baccarat Certification Report

27 March 2018



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I. General information

No.	Description	Details								
1.	Identification	Hit Me Baccarat								
2.	Verification body issuing the certificate (test house)	iTech Labs Australia Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: http://www.itechlabs.com E-mail: info@itechlabs.com								
3.	Standards used for testing	<ul style="list-style-type: none">Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – Version 4.1UK Gambling Commission UK Remote Gambling and Software Technical Standards – June 2017 Testing Strategy for Compliance with Remote Gambling and Software Technical Standards – June 2017Gibraltar Remote Technical and Operating Standards for the Gibraltar Gambling Industry – Gambling Commissioner’s Guidelines – v.1.1.0Isle of Man IOM Online Gambling (Systems Verification) (No. 2) – Regulations 2007Malta Malta Remote Gaming Regulations S.L.438.04 Please refer to Appendix at the end of this report for details								
4.	Details of the module tested	<table><tr><th>No.</th><th>Game Name</th><th>Game Type</th><th>Channel</th></tr><tr><td>1.</td><td>Hit Me Baccarat</td><td>Table Game</td><td>HTML5: Desktop (DH) Mobile (MH)</td></tr></table>	No.	Game Name	Game Type	Channel	1.	Hit Me Baccarat	Table Game	HTML5: Desktop (DH) Mobile (MH)
No.	Game Name	Game Type	Channel							
1.	Hit Me Baccarat	Table Game	HTML5: Desktop (DH) Mobile (MH)							
5.	Type of the module tested	Casino Games								
6.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Robert Black (robert.black@eyecon.com)								
7.	Licensee details	Not applicable								
8.	Date of request for verification	15 November 2017								
9.	Date of completion	27 March 2018								
10.	Platform supplier	Eyecon Alderney Limited								
11.	Platform version	1.4.3								
12.	RNG used for testing	1.0.1								
13.	Other records	Hit Me Baccarat is a new game and has not been previously								



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		<p>certified.</p> <p>Testing was conducted on the following devices:</p> <ul style="list-style-type: none"> • Desktop • iPhone 6S Plus/5S (Browser: Safari) • Samsung Galaxy S5 (Browser: Chrome) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy Tab 4 (Browser: Chrome)
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II. Details of hardware

No.	Description	Details
1.	Produced by	Not applicable
2.	Identification of hardware	Not applicable
3.	Features that characterize the hardware	Not applicable
4.	Reference to verification	Not applicable
5.	Other records	Not applicable

III. Details of software components

No.	Description	Details													
1.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Robert Black (robert.black@eyecon.com)													
2.	Details of the software components	<div>Hit Me Baccarat</div> <table><thead><tr><th>Front End</th><th>Rules</th></tr></thead><tbody><tr><td>com.eyecon.orion.games.baccarat-rebets</td><td>carbine-table_hitMeBaccarat_98_standard</td></tr><tr><td>Version: 1.1.0</td><td>Version: 3.0.5</td></tr><tr><td>SHA1: f11cfc5146615fc4522abdaf104f21c9ecf33234</td><td>SHA1: 57ce1a8bdc5beace5b27330cdae432fcd0f32ea2</td></tr></tbody></table> <div><table><thead><tr><th>File Name</th></tr></thead><tbody><tr><td>BaccaratBaseGame.java</td></tr><tr><td>BaccaratGame.java</td></tr><tr><td>BaccaratRebetsGame.java</td></tr><tr><td>carbine-table_hitMeBaccarat_98_standard-3.0.5.json</td></tr></tbody></table></div>	Front End	Rules	com.eyecon.orion.games.baccarat-rebets	carbine-table_hitMeBaccarat_98_standard	Version: 1.1.0	Version: 3.0.5	SHA1: f11cfc5146615fc4522abdaf104f21c9ecf33234	SHA1: 57ce1a8bdc5beace5b27330cdae432fcd0f32ea2	File Name	BaccaratBaseGame.java	BaccaratGame.java	BaccaratRebetsGame.java	carbine-table_hitMeBaccarat_98_standard-3.0.5.json
Front End	Rules														
com.eyecon.orion.games.baccarat-rebets	carbine-table_hitMeBaccarat_98_standard														
Version: 1.1.0	Version: 3.0.5														
SHA1: f11cfc5146615fc4522abdaf104f21c9ecf33234	SHA1: 57ce1a8bdc5beace5b27330cdae432fcd0f32ea2														
File Name															
BaccaratBaseGame.java															
BaccaratGame.java															
BaccaratRebetsGame.java															
carbine-table_hitMeBaccarat_98_standard-3.0.5.json															
3.	Features that characterise the software object	See at the end of this table ¹													
4.	Any % RTP	See at the end of this table ²													
5.	List of software executables and digital signatures (SHA-1)	See at the end of this table ³													

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6.	Other records	None
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¹ Features that characterise the software object

No.	Game Name	Game Type	Game Description	Min Bet	Max Bet
1.	Hit Me Baccarat	Table Game	Hit Me Baccarat is a game played between the player and the casino. The aim of the game is to predict which hand will be the highest (Player or Banker). Players can also bet on 'Tie'.	£10.00*	£1000.00*

*Tested on the test environment; may vary on production environment depending on the operator's configurations.

² RTP for the game

No.	Game Name	Theoretical RTP	Simulated RTP
1.	Hit Me Baccarat	98.9%(RTP When betting on Banker)	98.94%
		98.7%(RTP When betting on Player)	98.78%
		85.6%(RTP When betting on Tie)	85.66%
		83.5% to 99.5%(RTP for Hit Me Games) Note: Deducting 2.5% commission from all Hit me Wins	91.95%(x1.5 Multiplier) 88.37%(x2 Multiplier) 98.40%(x3 Multiplier) 98.32%(x4 Multiplier) 97.90%(x6 Multiplier) 97.88%(x12 Multiplier)

³ List of software executables and digital signatures (SHA-1)

File Name	SHA-1
carbine-game-engine-5.3.7.jar	9f8a8c7f7186b8fc41a4d325d87238a3dabc8b24
BaccaratBaseGame.class	dd5f05ff87f84d9671a166922c94f6096034b94f
BaccaratGame.class	c6326c6543b01f313da209135490a58344045c60
BaccaratRebetsGame.class	eebf9d8469ccedb8bfb34f173763682ada842268
carbine-table_hitMeBaccarat_98_standard-3.0.5-config.jar	57ce1a8bdc5beace5b27330cdae432fcd0f32ea2
carbine-table_hitMeBaccarat_98_standard-3.0.5.json	c9579178d62079833c6e6cb3f49963dc3ccd8be8

IV. Details of tests

Product identification: Hit Me Baccarat

Technical standards used for evaluation: Please refer to Appendix at the end of this report

No.	Tests Performed	Details of Tests	Results
Desktop			
1.	Game rules & artwork evaluation	Evaluation of game rules and artwork was conducted to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests	Functional tests were conducted to verify that the	Passed

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		game satisfies the relevant requirements in the standards.	
3.	Emulation tests	Emulation tests were conducted to verify that the game payouts are in accordance with the payable and maths.	Passed
4.	Theoretical RTP	Theoretical RTP verification was conducted for the game. See section III.4 above.	Passed
5.	Simulated RTP	RTP simulations using the game code were conducted for the game. See section III.4 above.	Passed
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game complies with the relevant standards and that there are no unintended functionalities.	Passed
7.	Game performance report	Controlled tests were conducted to ensure that the Game Performance Report reflects the actual game play and the data obtained is complete and accurate.	Passed
Mobile			
1.	Game rules & artwork evaluation (as required for mobile-specific components)	Evaluation of game rules and artwork was conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests (as required for mobile-specific components)	Functional tests were conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards.	Passed
3.	Regression tests	Regression tests were conducted to verify gameplay, accuracy of balance update, game history, and to verify that the mobile version of the game is the same as the desktop version.	Passed
4.	Paytable verification	Paytable verification was conducted to verify that the game payouts are in accordance with the payable.	Passed
5.	Source code review	Source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed
Other			
1.	Other records	<p>Hit Me Baccarat is a new game and has not been previously certified.</p> <p>Testing was conducted on the following devices:</p> <ul style="list-style-type: none"> • Desktop • iPhone 6S Plus/5S (Browser: Safari) • Samsung Galaxy S5 (Browser: Chrome) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy Tab 4 (Browser: Chrome) 	Not applicable

V. Final declaration and conformity

No.	Description	Details
1.	Certification	<p>Date of certification: 27 March 2018</p> <p>Software provider: Eyecon Alderney Limited</p>



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		Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that Hit Me Baccarat complies with the relevant requirements (as applicable for software providers) listed in Appendix below. iTech Labs recommends that Hit Me Baccarat be approved for deployment.
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Signatures:

 <hr/> Alvin Rizaldi Senior Consultant iTech Labs Australia 27 March 2018	 <hr/> Kiren Sreekumar Principal Consultant iTech Labs Australia 27 March 2018
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VI. Conclusion

While it is not possible to test all possible scenarios in a laboratory environment, iTech Labs has conducted a level of testing appropriate for a submission of this type.
Accordingly, subject to the above comments, iTech Labs certifies that the items under test comply with the relevant Technical Standards, unless otherwise stated.



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Appendix



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Alderney Gambling Control Commission

Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems
Version 4.1

I. Complete requirements met by the tests

Requirements	Results
2.13 Jackpot accounting	Not applicable
3.6 Accepting Wagers	Comply, subject to section II. Observations below
4.2 Alderney Branding	Comply, subject to section II. Observations below
4.3.5 Mapping and Scaling Algorithms – sections vii, viii, ix and x	Comply
4.3.6 Information on Percentage Return to Player	Comply
4.4 Customer Game Session	Comply, subject to section II. Observations below
4.5.1 Malfunction	Comply
4.7 eGambling Requirements	Comply, subject to section II. Observations below
4.8 Game Design	Comply, subject to section II. Observations below
4.9 Requirements for Games against the House (not P2P)	Comply, subject to section II. Observations below
4.10 Game Artwork	Comply
4.11 Wheel (Reel) Requirements	Not applicable
4.12 Positioning, Size, Colour and Shape	Not applicable
4.13 Substitutes	Not applicable
4.14 Winning Patterns	Not applicable
4.15 Features	Not applicable
4.16 Keno and Bingo Artwork Requirements	Not applicable
4.17 Card Game Artwork Requirements	Comply
4.18 Gamble Option Artwork Standards	Not applicable
4.19 Roulette	Not applicable
4.20 Dice Games	Not applicable
4.21 Simulated Wagering	Not applicable
4.22 Scratch Ticket	Not applicable
4.23 Video Poker	Not applicable
4.24 Blackjack	Not applicable
4.25 Live Gambling Studio Control Guidelines and Standards	Not applicable
4.26 Event Based Wagering	Not applicable
4.27 Other Games	Comply
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Not applicable

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II. Observations

No.	Description	Remarks	Notes
1.	AGCC Ref 3.6.2 Accepting wagers in Fun play It is expected that fun play games will offer the fun player an identical theoretical percentage return to player and gaming experience as the licensee offers at the same moment to registered customers of gambling.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
2.	AGCC Ref 4.2 Alderney Branding If the IGS shows an Alderney Gambling Control Commission logo, icon, brand or trademark (as provided by the Commission) anywhere within its operation, it should be hyperlinked to the Commission's home page.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
3.	AGCC Ref 4.2.1 Signposting An eGambling licensee or foreign gambling associate certificate holder shall ensure the customer is notified and warned if (i) the proposed gambling is to be conducted outside of the jurisdiction of Alderney; (ii) the proposed gambling is to be conducted with an entity whose gambling systems are not regulated or monitored by the Commission. Describe how this is achieved.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
4.	AGCC Ref 4.4 Customer Game Session	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
5.	AGCC Ref 4.7.1 Game Fairness vii) Game rules cannot be changed between a customer making a bet and the decision and payment of winnings for the bet. Game rules should not be changed during a customer's gaming session unless the licensee provides effective notification to the customer. Describe how the licensee addresses the risk of changing game rules while a customer is logged in.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
6.	AGCC Ref 4.8.3 Game Disable	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
7.	AGCC Ref 4.8.4 Incomplete Games i) Incomplete games include:	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is	Licensee responsibility

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	c) Disabled by licensee or by the IGS.	satisfied.	
8.	AGCC Ref 4.8.4 iv) Game rules should specify that unresolved bets placed but remaining undecided in incomplete games will become void after 90 days and will be forfeited to charity.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
9.	AGCC Ref 4.8.4 v) In the event that a game cannot be continued due to an IGS action, all bets should be returned to the customers of that game.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
10.	AGCC Ref 4.9 vi) Where hotlinks are used to supply game information, game play should not occur if the hot linked information is not available. The licensee should check the availability of this information with reasonable frequency.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
11.	AGCC Ref 4.9 vii) In the event that a game cannot be continued due to an IGS action, all bets should be returned to the customers of that game.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
12.	AGCC Ref 4.9 xii) Game replay A "replay last game" facility should be provided either as a re-enactment or by description. The replay should clearly indicate that it is a replay of the previous game and provide the following information (as a minimum): a) The date and time the game was played. b) The display associated with the final position of the game either graphically or via a clear text message. c) Account balance (and game balance, if applicable) at the start of play. d) Account balance (and game balance, if applicable) at the end of play. e) Amount bet including any multipliers (e.g. number of lines played and credits per line). f) The total number of credits won associated with the prize resulting from the last play or the value in the customer's selected denomination for all prizes. g) Details of any amount transferred to or from the session balance, but before the next play. h) Any player choices involved in play outcome i) Results of intermediate game phases (see below) • Feature games • Free games • Gambles	Eyecon is a licensed game and software provider. iTech Labs has verified the presence of all game history elements and the accuracy aspect of the history (i.e. completed games are accurately recorded in the game history). Presentation (appearance) of game history to players is the licensee's responsibility.	Licensee responsibility



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	• Bonus wins		
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III. Conditions

Before the game is released to production, all licensee-responsibility items listed under **II. Observations** must be satisfied by the licensee.



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UK Gambling Commission

UK Remote Gambling and Software Technical Standards
June 2017

Testing Strategy for Compliance with Remote Gambling and Software Technical Standards
June 2017

I. Complete requirements met by the tests

Requirements	Results
RTS 1 – Customer account information	Comply, subject to section VI. Observations below
RTS 2 – Displaying transactions	Comply, subject to section VI. Observations below
RTS 3 – Rules, game descriptions and the likelihood of winning	Comply, subject to section VI. Observations below
RTS 4 – Time-critical events	Not applicable
RTS 5 – Result determination	Comply, subject to section VI. Observations below
RTS 6 – Result determination for play-for-fun games	Comply, subject to section VI. Observations below
RTS 7 – Generation of random outcomes	Comply, subject to section VI. Observations below
RTS 8 – Auto-play functionality	Not applicable
RTS 9 – Progressive jackpot	Not applicable
RTS 10 – Interrupted gambling	Comply, subject to section VI. Observations below
RTS 11 – Limiting collusion/cheating	Not applicable
RTS 12 – Financial limits	Comply, subject to section VI. Observations below
RTS 13 – Time requirements and reality checks	Comply, subject to section VI. Observations below
RTS 14 – Responsible product design	Comply
RTS 15 – In-play betting	Not applicable
RTS 16 – Use of third party software	Not applicable
RTS 17 – Live dealer studios	Not applicable

II. Observations

1.	RTS requirement 1A Where customers hold a credit or debit balance, the pages or screens used for gambling and to move money into and out of accounts must display the customer's current account balance, in the currency of their account (e.g. dollars, euros or pounds sterling), whenever that customer is logged in.	Eyecon is a software provider. iTech Labs has verified the accuracy of game balance update, the availability and accuracy of game history data. Account balance related functions (including movement of funds between the account balance and the game, display	Licensee responsibility
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	<p>RTS Requirement 1B</p> <p>Customers must have easy access to at least three months account and gambling history without having to contact the licensee.</p> <p>A minimum of 12 months of gambling and account history must be made available on request. The ability to request this information should be made clear to customers and be provided as soon as is practicable.</p> <p>RTS Requirement 1C</p> <p>Customers must be able to access information about their net deposits.</p> <p>Net deposits are defined as the running total of all deposits minus the sum of all withdrawals for the lifetime of the account.</p> <p>This should be displayed at an account level so the figure represents the net position of all payment methods.</p> <p>Where full account lifetime history isn't possible then, as a minimum, the net deposits should be displayed from 1 April 2018, or the account opening date if after 1 April 2018.</p> <p>Information which explains the net deposit figure, including the timeframe it covers, should be provided.</p>	<p>of currency, account history, deposit/withdrawal) and presentation of game history to players, are the licensee's responsibility.</p>	
2.	<p>RTS requirement 2A</p> <p>The remote gambling system must make available clear information about the amount of money being gambled by the customer, including any conversions from one form of currency to another, or from currency to credits, chips or other tokens etc, at the point of conversion.</p> <p>RTS Requirement 2C</p> <p>The gambling system must enable customers to choose whether to accept price fluctuations (in either direction) that occur after their bet is requested.</p>	<p>Eyecon is a software provider. Currency conversion and price fluctuations (if applicable) are the licensee's responsibility.</p>	Licensee responsibility
3.	<p>RTS Requirement 2B</p> <p>The gambling system must display sufficient relevant information about the customer's gamble so that the content of the gamble is clear. This information must be made available before the customer commits to the gamble, including for example, in the artwork and textual information displayed during gaming, or on an electronic equivalent of a betting slip or lottery ticket.</p> <p>RTS requirement 3A</p> <p>An explanation of the applicable rules must be easily available to the customer before they</p>	<p>Eyecon is a software provider. iTech Labs has verified the game rules to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the licensee's responsibility.</p>	Licensee responsibility

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	<p>commit to gamble. The content including artwork and text must be accurate, and sufficient to explain all of the applicable rules and how to participate. All reasonable steps must be taken to ensure that the content is understandable.</p> <p>RTS requirement 3B Where relevant, as the game or event progresses, information that may reasonably be expected to enable the customer to understand the current state must be displayed.</p> <p>RTS requirement 5A All reasonable steps should be taken to ensure that gambles are accepted, processed and settled in accordance with the operator's published terms and rules, and the rules of the specific game, event, or bet. Where unexpected system flaws, faults, or errors that affect the customer occur, steps are to be taken as soon as practicable to remedy the problem and ensure that the customer is treated fairly according to the circumstances.</p> <p>RTS requirement 7B As far as is reasonably possible, games and events must be implemented fairly and in accordance with the rules and prevailing payouts, where applicable, as they are described to the customer.</p>		
4.	<p>RTS Requirement 6A Play-for-free games must implement the same game rules as the corresponding play-for-money games offered on the same facilities (i.e the same website). Operators must take all reasonable steps to ensure that play-for-free games accurately represent the likelihood of winning and prize distribution in the play-for-money game. For the purpose of this requirement playing a game includes participating in a lottery and/or betting on a virtual event.</p>	<p>Eyecon is a software provider. It is the licensee's responsibility to ensure that this requirement is satisfied.</p>	<p>Licensee responsibility</p>
5.	<p>RTS requirement 7A Random number generation and game results must be 'acceptably random'. Acceptably random here means that it is possible to demonstrate to a high degree of confidence that the output of the RNG, game, lottery and virtual event outcomes are random, through, for example, statistical analysis using generally accepted tests and methods of analysis. Adaptive behaviour (ie a compensated game) is not permitted.</p>	<p>This certification report is for games only. RNG requirements are covered by a separate RNG certification.</p>	<p>Observation</p>
6.	<p>RTS requirement 7D The rules, payouts and outcome probabilities of a</p>	<p>Eyecon is a software provider. It is the licensee's responsibility</p>	<p>Licensee responsibility</p>

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	virtual event or game may not be changed while it is available for gambling, except as provided for in the rules of the game, lottery or virtual event. Such changes must be brought to customer's attention.	to ensure that this requirement is satisfied.	
7.	RTS Requirement 10C Operators must make available information about their policies regarding service interruptions in various different circumstances.	Eyecon is a software provider. It is the licensee's responsibility to ensure that this requirement is satisfied.	Licensee responsibility
8.	RTS 12 – Financial limits	Eyecon is a software provider. It is the licensee's responsibility to ensure that all requirements under RTS 12 are satisfied.	Licensee responsibility
9.	RTS 13 – Time requirements and reality checks	Eyecon is a software provider. It is the licensee's responsibility to ensure that all requirements under RTS 13 are satisfied.	Licensee responsibility

III. Conditions

Before the game is released to production, all licensee-responsibility items listed under **II. Observations** must be satisfied by the licensee.

IV. Level of Certification

The game has passed all tests according to "Red" and "Green" testing requirements (as required for software providers) of UK Remote Gambling and Software Technical Standards – June 2017 for the requirements listed in section I above, subject to integration of the certified game into the live environment (or development/staging environment which is essentially the same as the live environment) and satisfactory verification of any licensee-specific functions not covered by this certification.

"Red" – Red category contains requirements which must be assessed by a third party (approved test lab).

"Green" – Green category contains requirements which are capable of being tested and verified by the licensee (or software provider).

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Gibraltar

Remote Technical and Operating Standards for the Gibraltar Gambling Industry
Gambling Commissioner's Guidelines - v.1.1.0

I. Complete requirements met by the tests

Requirements	Results
Standard 2 - Registration of participants and administration	
2.4.3 Game history	Comply, subject to section II. Observations below
2.4.4 Game history (betting)	Not applicable
Standard 3 – Presentation of rules and customer information	
3.4 Game rules and information	Comply, subject to section II. Observations below
3.5 Jackpots	Not applicable
3.6 Multi-customer games	Not applicable
3.7 Monitoring of rules	Comply, subject to section II. Observations below
Standard 7 – Fair gambling	
7.1 Game fairness	Comply, subject to section II. Observations below
7.2. 'Play for Free' games	Comply, subject to section II. Observations below
7.3. Compensated or adaptive games	Comply
7.4. No forced game play	Comply
7.5. Auto-play	Not applicable
7.6. Game control	Comply, subject to section II. Observations below
7.7. Incomplete games	Comply, subject to section II. Observations below
7.8. Game / website design	Comply
7.9. Poker / P2P games	Not applicable
7.10. Sports betting and integrity	Not applicable
Standard 9 – Business continuity	
9.1 General	Comply, subject to section II. Observations below
Standard 11 – Randomness	
11.1 RNG and game randomness	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
11.2 Mechanical RNGs	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
11.3 RNG failure	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
11.4 Verifiably fair	Not applicable (this report is a game certification report, RNG certification is not covered by this report)

II. Observations

No.	Description	Remarks	Notes
1.	RTOS 2.4.3	Eyecon is a licensed game and software	Licensee

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	Game History	<p>provider.</p> <p>iTech Labs has verified the presence of all game history elements and the accuracy aspect of the history (i.e. completed games are accurately recorded in the game history).</p> <p>Presentation (appearance) of game history to players is the licensee's responsibility.</p>	responsibility
2.	RTOS 3.4.5 The availability of game rules and information should be checked regularly; if the information is not available the game should not be made available for gambling.	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's obligation to make sure this requirement is satisfied.</p>	Licensee responsibility
3.	RTOS 3.4.11 The general playing rules and the payout percentage for a particular game should be the same in free play mode as it is in the real money game.	<p>Eyecon is a licensed game and software provider.</p> <p>'play for fun' offer is the licensee's responsibility.</p> <p>It is the licensee's obligation to make sure this requirement is satisfied.</p>	Licensee responsibility
4.	RTOS 3.7.3 Applicable game rules and/or information should not be changed during a session unless adequate advance notification is given to customer. (e.g. where customers have incomplete games, etc). RTOS 3.7.4 Applicable game rules and/or information should not be changed between a customer making a bet and the result of the bet being generated and calculated unless the customer was aware of the change before the bet was made. For jackpots, parameters should not be altered outside stated T&C's once customer(s) have contributed to the jackpot. RTOS 3.7.5 Changes to rules and pay tables should not be retrospective in their effect. Generally, and wherever possible, changes should be applied when the facility is inactive or deactivated and be readily apparent to any customer returning to a facility.	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's obligation to make sure these requirements are satisfied.</p>	Licensee responsibility
5.	RTOS 7.1.1 Licence holders should make information available to customers on their website(s) about their testing and quality	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's obligation to make sure these requirements are satisfied.</p>	Licensee responsibility

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	<p>assurance arrangements in place to assure fairness and randomness in their gaming products, including information about testing/certification by an ATF where applicable and where this can be accessed.</p> <p>RTOS 7.1.2 Licence holders should ensure appropriate systems and resources are deployed to prevent or detect attempts to cheat by customers or other parties. Such measures should be applied on a risk sensitive basis, with analytic programs (e.g. algorithms, exception reports, cluster analysis) deployed to identify long term or systemic cheating as well as short/medium term sporadic efforts.</p>		
6.	<p>RTOS 7.2 'Play for Free' Games</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Licensee responsibility
7.	<p>RTOS 7.6.1 It should be possible for the licence holder to disable any game or game session.</p> <p>RTOS 7.6.2 The licence holder should be able to provide full audit trails when disabling a game that is currently in play.</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Licensee responsibility
8.	<p>RTOS 7.7.1 Where possible, licence holders should provide a mechanism in single player games for an incomplete game to be completed before a customer is able to participate in any other game. Incomplete games may occur as a result of: c) Game disabled by licence holder.</p>	<p>Eyecon is a licensed game and software provider. Game disable functions are the licensee's responsibility. It is the licensee's obligation to make sure this requirement is satisfied.</p>	Licensee responsibility
9.	<p>RTOS 9.1.5 Recorded transaction information involving customer funds should be recoverable by the system in the event of a failure or malfunction.</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Licensee responsibility

III. Conditions

Before the game is released to production, all licensee-responsibility items listed under **II. Observations** must be satisfied by the licensee.

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Isle of Man

IOM Online Gambling (Systems Verification) (No. 2)
Regulations 2007

I. Complete requirements met by the tests

Requirements	Results
Schedule 1 – General	
OGSV Schedule 1 – 1	
OGSV Schedule 1 – 1a	Comply
OGSV Schedule 1 – 1b	Comply
OGSV Schedule 1 – 1c	Comply
OGSV Schedule 1 – 1d	Not applicable
OGSV Schedule 1 – 2	Comply, subject to section II. Observations below
Schedule 1 – Randomness	
OGSV Schedule 1 – 3	
OGSV Schedule 1 – 3a	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 3b	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 3c	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 4	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 5	Comply
OGSV Schedule 1 – 6	Comply
OGSV Schedule 1 – 7	
OGSV Schedule 1 – 7a	Comply
OGSV Schedule 1 – 7b	Comply
OGSV Schedule 1 – 7c	Comply
OGSV Schedule 1 – 7d	Comply
OGSV Schedule 1 – 7e	Comply
OGSV Schedule 1 – 7f	Comply
OGSV Schedule 1 – 7g	Comply
Schedule 1 – Reporting Requirements	
OGSV Schedule 1 – 8	Comply, subject to section II. Observations below
OGSV Schedule 1 – 9	
OGSV Schedule 1 – 9a	Comply, subject to section II.



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	Observations below
OGSV Schedule 1 – 9b	Comply, subject to section II. Observations below
OGSV Schedule 1 – 10	
OGSV Schedule 1 – 10a	Comply
OGSV Schedule 1 – 10b	Comply
OGSV Schedule 1 – 10c	Comply
OGSV Schedule 1 – 10d	Comply
OGSV Schedule 1 – 10e	Comply
OGSV Schedule 1 – 10f	Comply
OGSV Schedule 1 – 10g	Comply
OGSV Schedule 1 – 10h	Comply
OGSV Schedule 1 – 10i	Comply
OGSV Schedule 1 – 10j	Comply
OGSV Schedule 1 – 11	
OGSV Schedule 1 – 11a	Comply, subject to section II. Observations below
OGSV Schedule 1 – 11b	Comply, subject to section II. Observations below
OGSV Schedule 1 – 11c	Comply, subject to section II. Observations below
OGSV Schedule 1 – 11d	Comply, subject to section II. Observations below
Schedule 2 – Betting	
OGSV Schedule 2 – 1	Not applicable
OGSV Schedule 2 – 2	
OGSV Schedule 2 – 2a	Not applicable
OGSV Schedule 2 – 2b	Not applicable
OGSV Schedule 2 – 2c	Not applicable
OGSV Schedule 2 – 2d	Not applicable
OGSV Schedule 2 – 3	Not applicable
OGSV Schedule 2 – 4	
OGSV Schedule 2 – 4a	Not applicable
OGSV Schedule 2 – 4b	Not applicable
OGSV Schedule 2 – 5	
OGSV Schedule 2 – 5a	Not applicable
OGSV Schedule 2 – 5b	Not applicable
OGSV Schedule 2 – 5c	Not applicable
OGSV Schedule 2 – 5d	Not applicable
OGSV Schedule 2 – 5e	Not applicable
OGSV Schedule 2 – 5f	Not applicable
OGSV Schedule 2 – 5g	Not applicable

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OGSV Schedule 2 – 5h	Not applicable
OGSV Schedule 2 – 6	Not applicable
OGSV Schedule 2 – 7	Not applicable
OGSV Schedule 2 – 8	Not applicable
OGSV Schedule 2 – 9	Not applicable

II. Observations

No.	Description	Remarks	Notes
1.	OGSV Schedule 1 – 2 Both the Online Gambling and financial transactions software must be congruent and secure.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
2.	OGSV Schedule 1 – 8 All financial reports produced by the System must be readily reconcilable with Gaming or Lottery transaction reports (as relevant) and conversely. All such reports shall be freely available to the Commissioners.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
3.	OGSV Schedule 1 – 9 The System must: a) be capable of producing auditable and aggregated financial statements of Gaming and/or Lottery transactions (as relevant). b) calculate accurately all excise of duty payable under the Act and other monies due to the Treasury under the Act.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
4.	OGSV Schedule 1 – 11 The System must maintain information about significant events as follows: a) large wins (as agreed by the Commissioners from time to time); b) transfers of funds (between Participants or between any Participant and the Operator) in excess of such amount as the Commissioners may from time to time direct by notice in writing to the Operator; c) material changes made by the Operator to Game and/or Lottery returns, disclosed under paragraph 7 above; and d) material fluctuations in theoretical/estimated statistical return to Participants (agreed with the Commissioners from time to time).	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility



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III. Conditions

Before the game is released to production, all licensee-responsibility items listed under **II. Observations** must be satisfied by the licensee.

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Malta

Malta Remote Gaming Regulations S.L.438.04

I. Complete requirements met by the tests

Requirements	Results
Part X – Aborted and Miscarried Games	
Part X – 47.1	Comply
Part X – 47.2	Not applicable
Part X – 48	Comply, subject to section II. Observations below
Third Schedule – Regulation 25 Technical Requirement for Gaming System	
Third Schedule – 1	
Third Schedule – 1a	Comply
Third Schedule – 1b	Comply, subject to section II. Observations below
Third Schedule – 2	Comply, subject to section II. Observations below
Third Schedule – 3	
Third Schedule – 3a	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 3b	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 3c	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 4	Comply
Third Schedule – 5	Comply
Third Schedule – 6	
Third Schedule – 6a	Comply
Third Schedule – 6b	Comply
Third Schedule – 6c	Comply
Third Schedule – 6d	Comply
Third Schedule – 6e	Comply
Third Schedule – 6f	Comply
Third Schedule – 7	Comply, subject to section II. Observations below
Third Schedule – 8	
Third Schedule – 8a	Comply, subject to section II. Observations below
Third Schedule – 8b	Comply, subject to section II. Observations below
Third Schedule – 9	
Third Schedule – 9a	Comply
Third Schedule – 9b	Comply
Third Schedule – 9c	Comply
Third Schedule – 9d	Comply
Third Schedule – 9e	Comply
Third Schedule – 9f	Comply

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Third Schedule – 9g	Comply
Third Schedule – 9h	Comply
Third Schedule – 9i	Comply
Third Schedule – 10	
Third Schedule – 10a	Comply, subject to section II. Observations below
Third Schedule – 10b	Comply, subject to section II. Observations below
Third Schedule – 10c	Comply, subject to section II. Observations below

II. Observations

No.	Description	Remarks	Notes
1.	<p>Part X – 48</p> <p>(1) If a game is started but miscarries because of a failure of the licensee's computer operating system, the licensee shall:</p> <p>(a) (i) refund the amount wagered in the game to the player by crediting it to the player's account or, if the account no longer exists, by paying it to the player in an approved manner; and</p> <p>(a) (ii) if the player has an accrued credit at the time the game miscarries, credit to the player's account the monetary value of the credit or, if the account no longer exists, pay it to the player in an approved manner;</p> <p>(b) inform immediately the Authority of the circumstances of the incident;</p> <p>(c) refrain from conducting a further game if the game is likely to be affected by the same failure:</p> <p>Provided that the Authority may, by written notice to the licensee, give the licensee other directions which the Authority considers appropriate in the circumstances.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Licensee responsibility
2.	<p>Third Schedule – 1</p> <p>The gaming system must:</p> <p>(b) provide over time no more than the expected house advantage to the operator.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Licensee responsibility
3.	<p>Third Schedule – 2</p> <p>Both the gaming and financial transactions must be congruent and secure.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Licensee responsibility
4.	<p>Third Schedule – 7</p> <p>All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Licensee responsibility

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	available to the Authority.		
5.	Third Schedule – 8 The gaming system must: (a) be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and (b) calculate accurately all taxation and other monies due to the Authority.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
6.	Third Schedule – 10 The gaming system must maintain information about significant events as follows: (a) large wins; (b) transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator; (c) changes made by the operator to game parameters.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility

III. Conditions

Before the game is released to production, all licensee-responsibility items listed under **II. Observations** must be satisfied by the licensee.