Eyecon Alderney Limited

Beez Kneez
Certification Report

07 January 2020

Verification report: ITL2000007

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I. General information

No.	Description	Details
1.	Identification	Beez Kneez
2.	Verification body issuing the certificate (test house)	iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: http://www.itechlabs.com E-mail: info@itechlabs.com iTech Labs is accredited to ISO/IEC 17025 and ISO/IEC 17020 by National Association of Testing Authorities (NATA), Australia to undertake compliance testing and audits of online Gaming systems. iTech Labs accreditation (#15690) details can be downloaded from NATA website. NATA has entered into a mutual recognition agreement and/or multilateral agreement of accreditation with ILAC and is in the list of Signatories to the ILAC Mutual Recognition Arrangements. All assessments in the following sections of this report are provided under ISO/IEC 17025 and/or ISO/IEC 17020 except where otherwise stated.
3.	Standards used for testing	• Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – Version 4.2 • UK Gambling Commission UK Remote Gambling and Software Technical Standards – June 2017 Testing Strategy for Compliance with Remote Gambling and Software Technical Standards – November 2018 • Gibraltar Remote Technical and Operating Standards for the Gibraltar Gambling Industry – Gambling Commissioner's Guidelines – v.1.1.0 • Isle of Man IOM Online Gambling (Systems Verification) (No. 2) – Regulations 2007 • Malta 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	

No.	Game Name	Game Type	Channel
1.	Beez Kneez*	Slot	HTML5: (Desktop & Mobile)

*Two variants: with and without Jackpot

No.	Description	Details
5.	Type of the module tested	Casino Games
6.	Produced by	Eyecon Alderney Limited Inchalla, Le Val

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		Alderney GY9 3UL
		Contact: Robert Black (robert.black@eyecon.com)
7.	Licensee details	Not applicable
8.	Date of request for verification	19 November 2019
9.	Date of completion	07 January 2020
10.	Platform supplier	Eyecon Alderney Limited
11.	Platform version	Version: 1.8.3.1
12.	RNG used for testing	1.0.1 REF: EYE-RNG_20160025 for AGCC, UKGC and IOM Eyecon.1004.07 - RNG Malta for Malta Eyecon.1004.07 - RNG Gibraltar for Gibraltar
13.	Other records	Beez Kneez is a new game and has not been previously certified. Testing was conducted on the following devices: • Desktop • iPhone 5S/6S (Browser: Safari) • Samsung Galaxy S7 (Browser: Chrome) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy Tab 4 (Browser: Chrome)

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	Beez Kneez DH

Beez Kneez DH

Front End	Rules
com.eyecon.lamington.slot-beez-kneez	carbine-slots_beezKneez_95_standard
Version: 2.0.10	Version: 3.1.3
SHA1: d27153dc23e63b158a65cf0eb986f2baa8ccbd2d	SHA1: fe72a35de99e0836a4d911b4ae3206e347ca0ddd

Beez Kneez MH

Front End	Rules
com.eyecon.tamborine.slot-beez-kneez	carbine-slots_beezKneez_95_standard
Version: 5.0.13	Version: 3.1.3
SHA1: c6a26ff072da6564376a8c257855d83eb14290c0	SHA1: fe72a35de99e0836a4d911b4ae3206e347ca0ddd

Beez Kneez DH JP

Front End	Rules
com.eyecon.lamington.slot-beez-kneez	carbine-slots_beezKneez_90_jackpot
Version: 2.0.10	Version: 3.0.3
SHA1: d27153dc23e63b158a65cf0eb986f2baa8ccbd2d	SHA1: 170730bc4cb5e3204acf251dabc05db63e5977ed

Beez Kneez MH JP

Front End	Rules
com.eyecon.tamborine.slot-beez-kneez	carbine-slots_beezKneez_90_jackpot
Version: 5.0.13	Version: 3.0.3
SHA1: c6a26ff072da6564376a8c257855d83eb14290c0	SHA1: 170730bc4cb5e3204acf251dabc05db63e5977ed

Beez Kneez DH

File Name
EvaluationChain.java
ReelSymbolExpander.java
CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java
RebetDetailBuilder.java
RebetEvaluator.java
ReelStripGenerator.java
ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java
CarbineGame.java
CarbineGameComponent.java
GameWinsCalculatorImpl.java
PrizeMultiplier.java
RetriggerCount.java

File Name
EyeconSpinGameRules.java
Multiplier.java
RngSequences.java
SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java
carbine-slots_beezKneez_95_standard-3.1.3.json

Beez Kneez MH

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EvaluationChain.java
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CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java
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SymbolSwapSpinTriggerEvaluator.java
carbine-slots_beezKneez_95_standard-3.1.3.json

Beez Kneez DH JP

File Name
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ReelSymbolExpander.java

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CarbineGameComponent.java
GameWinsCalculatorImpl.java
PrizeMultiplier.java
RetriggerCount.java
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SlotGameVariableConfigurationImpl.java
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SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java
carbine-slots_beezKneez_90_jackpot-3.0.3.json
MysteryPoolImpl.java
ProbabilityPoolImpl.java

Beez Kneez MH JP

File Name
EvaluationChain.java
ReelSymbolExpander.java
CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java
RebetDetailBuilder.java
RebetEvaluator.java
ReelStripGenerator.java
ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java
CarbineGame.java
CarbineGameComponent.java

		GameWinsCalculatorImpl.java
		PrizeMultiplier.java
		RetriggerCount.java
		EyeconSpinGameRules.java
		Multiplier.java
		RngSequences.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_beezKneez_90_jackpot-3.0.3.json
		MysteryPoolImpl.java
		ProbabilityPoolImpl.java
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]
6.	Other records	None

[1] Features that characterise the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Beez Kneez	Slot	**Beez Kneez** is a 5x3 video slot with Prize Pick feature and Free games.	£0.01	£12.50

*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.	Beez Kneez DH Beez Kneez MH	95.388%	95.385%
2.	Beez Kneez DH JP Beez Kneez MH JP	89.999% + Jackpot 3.0%	89.987% + Jackpot 3.0%

*Verified the RTP only up to 2 decimals accuracy.

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

Beez Kneez DH

File Name	SHA-1

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carbine-game-engine-5.3.30.jar	49c95f4bb8495f1ab94f7af1e1a93b086adfdab5
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	1fe1522f21f57e64fe6f3d7f24587c1879cab0ba
CountSymbolEvaluator.class	6ff816db89a47d90826f90d655dbb8f55593c7c4
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	367b880e3ca9a49be70d7e35adcac8c20687ac88
PrizeLinePatternMatchingEvaluator.class	36e892964b992a3c5a2d79077189fa7b426527fe
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	df565050f1711a446c56b73c5a92b97fbd28f89c
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	a2b979a1b3edfb8580a6f3ff69877cbea1a217c6
CarbineGame.class	c9ab8453d9c18613a07aa826e09420b4d36dbfaa
CarbineGameComponent.class	c4de328a602d11cbd50d3094c522f8d6adcabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	6c0df73b2e13916db2cf6ca0fe3b9319faf910b1
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	ed83994961a6262f0454afe23b4dff3fce3ec094
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	0ffb45ab342001e586332d7f2288fc11b2b75a0f
SymbolHoldSpinScreenEvaluator.class	384baa8a682386efa7ab913c64c12c65625b711f
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beezKneez_95_standard-3.1.3-config.jar	fe72a35de99e0836a4d911b4ae3206e347ca0ddd
carbine-slots_beezKneez_95_standard-3.1.3.json	443814876981b65e714ffca405296c384398b5af

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File Name	SHA-1
carbine-game-engine-5.3.30.jar	49c95f4bb8495f1ab94f7af1e1a93b086adfdab5
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	1fe1522f21f57e64fe6f3d7f24587c1879cab0ba
CountSymbolEvaluator.class	6ff816db89a47d90826f90d655dbb8f55593c7c4
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	367b880e3ca9a49be70d7e35adcac8c20687ac88
PrizeLinePatternMatchingEvaluator.class	36e892964b992a3c5a2d79077189fa7b426527fe
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	df565050f1711a446c56b73c5a92b97fbd28f89c
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	a2b979a1b3edfb8580a6f3ff69877cbea1a217c6
CarbineGame.class	c9ab8453d9c18613a07aa826e09420b4d36dbfaa
CarbineGameComponent.class	c4de328a602d11cbd50d3094c522f8d6adcabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1

PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	6c0df73b2e13916db2cf6ca0fe3b9319faf910b1
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	ed83994961a6262f0454afe23b4dff3fce3ec094
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	0ffb45ab342001e586332d7f2288fc11b2b75a0f
SymbolHoldSpinScreenEvaluator.class	384baa8a682386efa7ab913c64c12c65625b711f
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beezKneez_95_standard-3.1.3-config.jar	fe72a35de99e0836a4d911b4ae3206e347ca0ddd
carbine-slots_beezKneez_95_standard-3.1.3.json	443814876981b65e714ffca405296c384398b5af

Beez Kneez DH JP

File Name	SHA-1
carbine-game-engine-5.3.30.jar	49c95f4bb8495f1ab94f7af1e1a93b086adfdab5
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	1fe1522f21f57e64fe6f3d7f24587c1879cab0ba
CountSymbolEvaluator.class	6ff816db89a47d90826f90d655dbb8f55593c7c4
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	367b880e3ca9a49be70d7e35adcac8c20687ac88
PrizeLinePatternMatchingEvaluator.class	36e892964b992a3c5a2d79077189fa7b426527fe
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	df565050f1711a446c56b73c5a92b97fbd28f89c
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	a2b979a1b3edfb8580a6f3ff69877cbea1a217c6
CarbineGame.class	c9ab8453d9c18613a07aa826e09420b4d36dbfaa
CarbineGameComponent.class	c4de328a602d11cbd50d3094c522f8d6adcabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	6c0df73b2e13916db2cf6ca0fe3b9319faf910b1
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	ed83994961a6262f0454afe23b4dff3fce3ec094
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	0ffb45ab342001e586332d7f2288fc11b2b75a0f
SymbolHoldSpinScreenEvaluator.class	384baa8a682386efa7ab913c64c12c65625b711f
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beezKneez_90_jackpot-3.0.3-config.jar	170730bc4cb5e3204acf251dabc05db63e5977ed
carbine-slots_beezKneez_90_jackpot-3.0.3.json	fe284b5c14bd870758bc57674d9ad36f36e603d8
pool-server-service-1.0.33.jar	c0d13e4bc25f121a6a3990b8a5957bdc111df514
MysteryPoolImpl.class	523f7a2dcf4dac12165ccb094db3c2082d015e24
ProbabilityPoolImpl.class	756de172520efdc84ef0913ade0643cb1254db50

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File Name	SHA-1
carbine-game-engine-5.3.30.jar	49c95f4bb8495f1ab94f7af1e1a93b086adfdab5
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	1fe1522f21f57e64fe6f3d7f24587c1879cab0ba
CountSymbolEvaluator.class	6ff816db89a47d90826f90d655dbb8f55593c7c4
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	367b880e3ca9a49be70d7e35adcac8c20687ac88
PrizeLinePatternMatchingEvaluator.class	36e892964b992a3c5a2d79077189fa7b426527fe
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	df565050f1711a446c56b73c5a92b97fbd28f89c
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	a2b979a1b3edfb8580a6f3ff69877cbea1a217c6
CarbineGame.class	c9ab8453d9c18613a07aa826e09420b4d36dbfaa
CarbineGameComponent.class	c4de328a602d11cbd50d3094c522f8d6adcabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	6c0df73b2e13916db2cf6ca0fe3b9319faf910b1
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	ed83994961a6262f0454afe23b4dff3fce3ec094
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	0ffb45ab342001e586332d7f2288fc11b2b75a0f
SymbolHoldSpinScreenEvaluator.class	384baa8a682386efa7ab913c64c12c65625b711f
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beezKneez_90_jackpot-3.0.3-config.jar	170730bc4cb5e3204acf251dabc05db63e5977ed
carbine-slots_beezKneez_90_jackpot-3.0.3.json	fe284b5c14bd870758bc57674d9ad36f36e603d8
pool-server-service-1.0.33.jar	c0d13e4bc25f121a6a3990b8a5957bdc111df514
MysteryPoolImpl.class	523f7a2dcf4dac12165ccb094db3c2082d015e24
ProbabilityPoolImpl.class	756de172520efdc84ef0913ade0643cb1254db50

IV. Details of tests

Product identification: Beez Kneez

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 game satisfies the relevant requirements in the standards.	Passed
3.	Emulation tests	Emulation tests were conducted to verify that the	Passed

		game payouts are in accordance with the paytable and maths.	
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 paytable.	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	Beez Kneez is a new game and has not been previously certified. Testing was conducted on the following devices: • Desktop • iPhone 5S/6S (Browser: Safari) • Samsung Galaxy S7 (Browser: Chrome) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy Tab 4 (Browser: Chrome)	Not applicable

Note: Testing has been conducted at iTech Labs' facilities in Australia, India and Bulgaria.

V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 07 January 2020 Software provider: Eyecon Alderney Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that Beez Kneez complies with the relevant

		requirements (as applicable for software providers) listed in **Appendix** below.
		iTech Labs recommends that Beez Kneez be approved for deployment.

Signatures:

_____	_____
Alvin Rizaldi	**Kiren Sreekumar**
Senior Consultant	**Principal Consultant**
iTech Labs	**iTech Labs**
07 January 2020	07 January 2020

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.

Appendix

Alderney Gambling Control Commission

Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems
Version 4.2

I. Complete requirements met by the tests

Requirements	Results
2.13 Jackpot accounting	Comply, subject to section **II. Observations** below
3.6 Accepting Wagers	Comply, subject to section **II. Observations** below
4.2 Alderney Branding	Licensee responsibility
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	Licensee responsibility
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	Comply
4.12 Positioning, Size, Colour and Shape	Comply
4.13 Substitutes	Comply
4.14 Winning Patterns	Comply
4.15 Features	Comply
4.16 Keno and Bingo Artwork Requirements	Not applicable
4.17 Card Game Artwork Requirements	Not applicable
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	Not applicable
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Comply, subject to section **II. Observations** below

II. Observations

No.	Description	Remarks	Notes
1.	**AGCC Ref 2.13** **Jackpot accounting** i) Where jackpot contributions are part of the return to player calculation, the contributions should not be assimilated into revenue.	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 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
3.	**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
4.	**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
5.	**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
6.	**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
7.	**AGCC Ref 4.8.3** **Game Disable**	Eyecon is a licensed game and software provider.	Licensee responsibility

		It is the licensee's responsibility to make sure this requirement is satisfied.	
8.	**AGCC Ref 4.8.4** **Incomplete Games** i) Incomplete games include: c) Disabled by licensee or by the IGS.	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 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
10.	**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
11.	**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
12.	**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
13.	**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	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

	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 • Bonus wins		
14.	**AGCC Ref 4.29.3** **Jackpot win notification** iii) Whenever a jackpot is won, the notification of the jackpot being won should be notified to all active end user devices and the jackpot amount should be displayed (so far as it is practical to do so) on all end player devices participating in the jackpot at the time of the jackpot win. (Naturally, notification won't be displayed at the time of the jackpot win if an eligible playing device is being connected when jackpot is won or is transmitting a play instruction or is disconnected when the notification is sent.)	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.	Licensee responsibility
15.	**AGCC Ref 4.29.4** **Jackpot Game Rules** iv) The rules of a jackpot game should inform the customer of how the licensee/operator will address and resolve apparent simultaneous and multiple wins. v) The rules of the jackpot game should inform the player how the operator can discontinue or terminate a game. This includes planned terminations, such as jackpot offered for a specific period of time, and promotional jackpots.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.	Licensee responsibility
16.	**AGCC Ref 4.29.5** **Jackpot parameter changes** Once a Jackpot has commenced, parameter changes should not take effect immediately, rather they should be saved to apply after that Jackpot is next won. These are 'pending' parameters.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
17.	**AGCC Ref 4.29.9** **Jackpot shutdown** There are instances where a jackpot should be "shut down." A jackpot shut down requires the following actions: i) Clear indication should be given to customers that the jackpot is not operating (e.g. by displaying "Jackpot Closed" on end customer devices). ii) It should not be possible for the jackpot to be won while in the shut down state.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.	Licensee responsibility

	iii) If the jackpot operates in conjunction with another game (e.g. base game), and the customer return requirement is only met when jackpot contributions are included, the base game may only be offered when the jackpot is available.		

III. Conditions

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

Verification report: ITL2000007

I. Complete requirements met by the tests

Requirements	Results
RTS 1 – Customer account information	Licensee responsibility
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	Licensee responsibility
RTS 6 – Result determination for play-for-fun games	Licensee responsibility
RTS 7 – Generation of random outcomes	Comply, subject to section **VI. Observations** below
RTS 8 – Auto-play functionality	Comply
RTS 9 – Progressive jackpot	Comply
RTS 10 – Interrupted gambling	Comply, subject to section **VI. Observations** below
RTS 11 – Limiting collusion/cheating	Not applicable
RTS 12 – Financial limits	Licensee responsibility
RTS 13 – Time requirements and reality checks	Licensee responsibility
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. **RTS Requirement 1B** Customers must have easy access to at least three months account and gambling history without having to contact the licensee.	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 of currency, account history, deposit/withdrawal) and presentation of game history to players, are the licensee's responsibility.	Licensee responsibility

	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. **RTS Requirement 1C** Customers must be able to access information about their net deposits. Net deposits are defined as the running total of all deposits minus the sum of all withdrawals for the lifetime of the account. This should be displayed at an account level so the figure represents the net position of all payment methods. 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. Information which explains the net deposit figure, including the timeframe it covers, should be provided.		
2.	**RTS requirement 2A** 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. **RTS Requirement 2C** The gambling system must be designed to enable customers to choose whether to automatically accept price fluctuations (in either direction) that occur after their bet is requested.	Eyecon is a software provider. Currency conversion and price fluctuations (if applicable) are the licensee's responsibility.	Licensee responsibility
3.	**RTS Requirement 2B** 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. **RTS requirement 3A** An explanation of the applicable rules must be easily available to the customer before they 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	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.	Licensee responsibility

	ensure that the content is understandable.		
	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.		
	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.		
	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.		
4.	**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.	Eyecon is a software provider. It is the licensee's responsibility to ensure that this requirement is satisfied.	Licensee responsibility
5.	**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.	This certification report is for games only. RNG requirements are covered by a separate RNG certification.	Observation
6.	**RTS requirement 7D** The rules, payouts and outcome probabilities of a 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	Eyecon is a software provider. It is the licensee's responsibility to ensure that this requirement is satisfied.	Licensee responsibility

	attention.		
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).

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	Licensee responsibility
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	Game fairness
7.3. Compensated or adaptive games	Comply
7.4. No forced game play	Comply
7.5. Auto-play	Comply
7.6. Game control	Game fairness
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

		provider.	responsibility
	Game History	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.	
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.	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure this requirement is satisfied.	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.	Eyecon is a licensed game and software provider. 'play for fun' offer is the licensee's responsibility. It is the licensee's obligation to make sure this requirement is satisfied.	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.	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Licensee responsibility
5.	**RTOS 7.1.1** Licence holders should make information available to customers on their website(s) about their testing and quality	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Licensee responsibility

	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. **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.		
6.	**RTOS 7.2** **'Play for Free' Games**	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
7.	**RTOS 7.6.1** It should be possible for the licence holder to disable any game or game session. **RTOS 7.6.2** The licence holder should be able to provide full audit trails when disabling a game that is currently in play.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.	Licensee responsibility
8.	**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.	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.	Licensee responsibility
9.	**RTOS 9.1.5** Recorded transaction information involving customer funds should be recoverable by the system in the event of a failure or malfunction.	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.

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	Licensee responsibility
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	Licensee responsibility
OGSV Schedule 1 – 9	
OGSV Schedule 1 – 9a	Licensee responsibility
OGSV Schedule 1 – 9b	Licensee responsibility
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	Licensee responsibility
OGSV Schedule 1 – 11b	Licensee responsibility
OGSV Schedule 1 – 11c	Licensee responsibility
OGSV Schedule 1 – 11d	Licensee responsibility
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
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

Verification report: ITL2000007

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

III. Conditions

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

Malta
Malta Remote Gaming Regulations S.L.438.04

I. Complete requirements met by the tests

Requirements	Results
Part IX	
Part IX - 45	Comply
Part IX – 46A (1)	Comply
Part X – Aborted and Miscarried Games	
Part X – 47.1	Comply
Part X – 47.2	Not applicable
Part X – 48	Licensee responsibility
Third Schedule – Regulation 25 **Technical Requirement for Gaming System**	
Third Schedule – 1	
Third Schedule – 1a	Comply
Third Schedule – 1b	Licensee responsibility
Third Schedule – 2	Licensee responsibility
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	Licensee responsibility
Third Schedule – 8	
Third Schedule – 8a	Licensee responsibility
Third Schedule – 8b	Licensee responsibility
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
Third Schedule – 9g	Comply
Third Schedule – 9h	Comply
Third Schedule – 9i	Comply
Third Schedule – 10	
Third Schedule – 10a	Licensee responsibility
Third Schedule – 10b	Licensee responsibility
Third Schedule – 10c	Licensee responsibility

II. Observations

No.	Description	Remarks	Notes
1.	**Part X – 48** (1) If a game is started but miscarries because of a failure of the licensee's computer operating system, the licensee shall: (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 (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; (b) inform immediately the Authority of the circumstances of the incident; (c) refrain from conducting a further game if the game is likely to be affected by the same failure: Provided that the Authority may, by written notice to the licensee, give the licensee other directions which the Authority considers appropriate in the circumstances.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
2.	**Third Schedule – 1** The gaming system must: (b) provide over time no more than the expected house advantage to the operator.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Licensee responsibility
3.	**Third Schedule – 2** Both the gaming and financial transactions 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
4.	**Third Schedule – 7**	Eyecon is a licensed game and	Licensee

	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 available to the Authority.	software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	responsibility
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.