



Verification report: ITL2001873

Eyecon Alderney Limited

5 Games Certification Report

17 July 2020



Verification report: ITL2001873

Table of Contents

I. GENERAL INFORMATION	3
II. DETAILS OF HARDWARE	4
III. DETAILS OF SOFTWARE COMPONENTS	4
IV. DETAILS OF TESTS	23
V. FINAL DECLARATION AND CONFORMITY	24
VI. CONCLUSION	25
APPENDIX	26
Alderney Gambling Control Commission	27
UK Gambling Commission	32
Gibraltar	36
Isle of Man	39
Malta	42



Verification report: ITL2001873

I. General information

No.	Description	Details																				
1.	Identification	5 Games																				
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	<table><tr><th>No.</th><th>Game Name</th><th>Game Type</th><th>Channel</th></tr><tr><td>1.</td><td>Fireworks Frenzy*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>2.</td><td>Cup Carnival*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>3.</td><td>Lost Island*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>4.</td><td>Secret Garden*</td><td>Slot</td><td>HTML5:</td></tr></table>	No.	Game Name	Game Type	Channel	1.	Fireworks Frenzy*	Slot	HTML5: (Desktop & Mobile)	2.	Cup Carnival*	Slot	HTML5: (Desktop & Mobile)	3.	Lost Island*	Slot	HTML5: (Desktop & Mobile)	4.	Secret Garden*	Slot	HTML5:
No.	Game Name	Game Type	Channel																			
1.	Fireworks Frenzy*	Slot	HTML5: (Desktop & Mobile)																			
2.	Cup Carnival*	Slot	HTML5: (Desktop & Mobile)																			
3.	Lost Island*	Slot	HTML5: (Desktop & Mobile)																			
4.	Secret Garden*	Slot	HTML5:																			



Verification report: ITL2001873

			(Desktop & Mobile)
5.	White Wizard Deluxe*	Slot	HTML5: (Desktop & Mobile)
*One variant: with Jackpot only			
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	02 June 2020	
9.	Date of completion	17 July 2020	
10.	Platform supplier	Eyecon Alderney Limited	
11.	Platform version	Version: 1.9.0	
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	All 5 Games are new and have 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



Verification report: ITL2001873

		Contact: Robert Black (robert.black@eyecon.com)																																								
2.	Details of the software components	Fireworks Frenzy MH JP <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.slo t-fireworks-frenzy</td><td>carbine- slots_fireworksFrenzy_9 0_jackpot</td></tr><tr><td>Version: 5.0.11</td><td>Version: 3.1.1</td></tr><tr><td>SHA1: 089522376e3b325974227 4b09dba99f3ec3a5c7e</td><td>SHA1: 7d5eabecfd32e908f23a8 6a145f8a54e04f28138</td></tr></table> Fireworks Frenzy DH JP <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.slo t-fireworks-frenzy</td><td>carbine- slots_fireworksFrenzy_9 0_jackpot</td></tr><tr><td>Version: 2.0.13</td><td>Version: 3.1.1</td></tr><tr><td>SHA1: ae8a7acf4f2ebcfde19a652 51300a1e318a93ddb</td><td>SHA1: 7d5eabecfd32e908f23a8 6a145f8a54e04f28138</td></tr></table> Cup Carnival MH JP <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.slo t-cup-carnaval</td><td>carbine- slots_cupCarnaval_90_ja ckpot</td></tr><tr><td>Version: 5.0.11</td><td>Version: 3.1.0</td></tr><tr><td>SHA1: 0f0e3198edb414d03331ef bdba74027c768a239a</td><td>SHA1: c642413e32c5a7f0cc71a e1ac89cfc06d75db7b2</td></tr></table> Cup Carnival DH JP <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.slo t-cup-carnaval</td><td>carbine- slots_cupCarnaval_90_ja ckpot</td></tr><tr><td>Version: 2.0.13</td><td>Version: 3.1.0</td></tr><tr><td>SHA1: b42955bd7fc112c97acfb2 4d1c515a3cb89043ed</td><td>SHA1: c642413e32c5a7f0cc71a e1ac89cfc06d75db7b2</td></tr></table> Lost Island MH JP <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.slo t-lost-island</td><td>carbine- slots_lostIsland_90_jack pot</td></tr><tr><td>Version: 5.0.5</td><td>Version: 3.1.1</td></tr><tr><td>SHA1: ca98a6678aac1e7be284ca cc6f42b931ba104166</td><td>SHA1: e386be332164e1d07a50 202685269eb1af41e360</td></tr></table>	Front End	Rules	com.eyecon.tamborine.slo t-fireworks-frenzy	carbine- slots_fireworksFrenzy_9 0_jackpot	Version: 5.0.11	Version: 3.1.1	SHA1: 089522376e3b325974227 4b09dba99f3ec3a5c7e	SHA1: 7d5eabecfd32e908f23a8 6a145f8a54e04f28138	Front End	Rules	com.eyecon.lamington.slo t-fireworks-frenzy	carbine- slots_fireworksFrenzy_9 0_jackpot	Version: 2.0.13	Version: 3.1.1	SHA1: ae8a7acf4f2ebcfde19a652 51300a1e318a93ddb	SHA1: 7d5eabecfd32e908f23a8 6a145f8a54e04f28138	Front End	Rules	com.eyecon.tamborine.slo t-cup-carnaval	carbine- slots_cupCarnaval_90_ja ckpot	Version: 5.0.11	Version: 3.1.0	SHA1: 0f0e3198edb414d03331ef bdba74027c768a239a	SHA1: c642413e32c5a7f0cc71a e1ac89cfc06d75db7b2	Front End	Rules	com.eyecon.lamington.slo t-cup-carnaval	carbine- slots_cupCarnaval_90_ja ckpot	Version: 2.0.13	Version: 3.1.0	SHA1: b42955bd7fc112c97acfb2 4d1c515a3cb89043ed	SHA1: c642413e32c5a7f0cc71a e1ac89cfc06d75db7b2	Front End	Rules	com.eyecon.tamborine.slo t-lost-island	carbine- slots_lostIsland_90_jack pot	Version: 5.0.5	Version: 3.1.1	SHA1: ca98a6678aac1e7be284ca cc6f42b931ba104166	SHA1: e386be332164e1d07a50 202685269eb1af41e360
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Verification report: ITL2001873

Lost Island DH JP

Front End	Rules
com.eyecon.lamington.slot-lost-island	carbine-slots_lostIsland_90_jackpot
Version: 2.0.7	Version: 3.1.1
SHA1: 05246898f197c9481554ba5550ff15c5ac8bd7aa	SHA1: e386be332164e1d07a50202685269eb1af41e360

Secret Garden MH JP

Front End	Rules
com.eyecon.tamborine.slot-secret-garden	carbine-slots_secretGarden_90_jackpot
Version: 5.0.8	Version: 3.1.0
SHA1: 1f736f5352544ad1eabb8276e7451ad904968931	SHA1: e887fae721b2bcc7156e5d51147b8c3406c7d6e3

Secret Garden DH JP

Front End	Rules
com.eyecon.lamington.slot-secret-garden	carbine-slots_secretGarden_90_jackpot
Version: 2.0.10	Version: 3.1.0
SHA1: dbbb705cafb424b4095a3292ae14bbb16c42f88b	SHA1: e887fae721b2bcc7156e5d51147b8c3406c7d6e3

White Wizard Deluxe MH JP

Front End	Rules
com.eyecon.tamborine.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_92_jackpot
Version: 5.0.7	Version: 3.1.1
SHA1: 995d5bc572e5f4a23a8417f23e0e776ad6bf5803	SHA1: 9cae9aa8beabf49e938b6b38515ccdd3109c5355

White Wizard Deluxe DH JP

Front End	Rules
com.eyecon.lamington.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_92_jackpot
Version: 2.0.10	Version: 3.1.1
SHA1: 0988a29b016a25a3af3f1d252799569aefc3e433	SHA1: 9cae9aa8beabf49e938b6b38515ccdd3109c5355



Verification report: ITL2001873

Fireworks Frenzy MH JP

File Name
carbine-game-engine-5.3.32.jar
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_fireworksFrenzy_90_jackpot-3.1.1-config.jar
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json
pool-server-service-1.2.0.jar
MysteryPoolImpl.java
ProbabilityPoolImpl.java

Fireworks Frenzy DH JP

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carbine-game-engine-5.3.32.jar
EvaluationChain.java
ReelSymbolExpander.java
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Verification report: ITL2001873

		RebetDetailBuilder.java	
		RebetEvaluator.java	
		ReelStripGenerator.java	
		ResetRebetEvaluator.java	
		PrizeLineTriggerEvaluator.java	
		TriggerRandomMultiplierEvaluator.java	
		CarbineGame.java	
		CarbineGameComponent.java	
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		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_fireworksFrenzy_90_jackpot-3.1.1-config.jar	
		carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json	
		pool-server-service-1.2.0.jar	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
		Cup Carnaval MH JP	
		File Name	
		carbine-game-engine-5.3.32.jar	
		EvaluationChain.java	
		ReelSymbolExpander.java	
		CountSymbolEvaluator.java	
		LinesWinMultiPatterEvaluator.java	
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Verification report: ITL2001873

		Multiplier.java	
		RngSequences.java	
		SlotGameVariableConfigurationImpl.java	
		SymbolHoldSpinGame.java	
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		Cup Carnaval DH JP	
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		carbine-slots_cupCarnaval_90_jackpot-3.1.0-config.jar	
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		MysteryPoolImpl.java	

**Verification report: ITL2001873**

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Verification report: ITL2001873

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		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_lostIsland_90_jackpot-3.1.1-config.jar	
		carbine-slots_lostIsland_90_jackpot-3.1.1.json	
		pool-server-service-1.2.0.jar	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
		Secret Garden MH JP	
		File Name	
		carbine-game-engine-5.3.32.jar	
		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	



Verification report: ITL2001873

		RetriggerCount.java	
		EyeconSpinGameRules.java	
		Multiplier.java	
		RngSequences.java	
		SlotGameVariableConfigurationImpl.java	
		SymbolHoldSpinGame.java	
		SymbolHoldSpinRuleImpl.java	
		SymbolHoldSpinScreenEvaluator.java	
		SymbolHoldTriggerEvaluator.java	
		SymbolSwapSpinShapeEvaluator.java	
		SymbolSwapSpinTriggerEvaluator.java	
		carbine-slots_secretGarden_90_jackpot-3.1.0-config.jar	
		carbine-slots_secretGarden_90_jackpot-3.1.0.json	
		pool-server-service-1.2.0.jar	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
		Secret Garden DH JP	
		File Name	
		carbine-game-engine-5.3.32.jar	
		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_secretGarden_90_jackpot-3.1.0-config.jar	



Verification report: ITL2001873

		carbine-slots_secretGarden_90_jackpot-3.1.0.json	
		pool-server-service-1.2.0.jar	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
		White Wizard Deluxe MH JP	
		File Name	
		carbine-game-engine-5.3.32.jar	
		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_whiteWizardDeluxe_92_jackpot-3.1.1.json	
		carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json	
		pool-server-service-1.2.0.jar	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
		White Wizard Deluxe DH JP	
		File Name	
		carbine-game-engine-5.3.32.jar	
		EvaluationChain.java	
		ReelSymbolExpander.java	

Verification report: ITL2001873

		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_whiteWizardDeluxe_92_jackpot-3.1.1.json carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json pool-server-service-1.2.0.jar 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.	Fireworks Frenzy	Slot	Fireworks Frenzy is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games containing an expanding reel subfeature.	£0.01	£12.50



Verification report: ITL2001873

2.	Cup Carnaval	Slot	Cup Carnaval is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games containing an expanding reel subfeature.	£0.01	£12.50
3.	Lost Island	Slot	Lost Island is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games.	£0.01	£12.50
4.	Secret Garden	Slot	Secret Garden is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games.	£0.01	£12.50
5.	White Wizard Deluxe	Slot	White Wizard Deluxe is a 5-reel, 4 row, 100 line all line wins pay left to right slot with retriggerable Free Games and expanding substitute.	£0.01	£50.00

*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.	Fireworks Frenzy MH JP	89.917%+Jackpot 3.0%	89.826%+Jackpot 3.0%
	Fireworks Frenzy DH JP		
2.	Cup Carnaval MH JP	89.917%+Jackpot 3.0%	89.966%+Jackpot 3.0%
	Cup Carnaval DH JP		
3.	Lost Island MH JP	90.034%+Jackpot 3.0%	90.068%+Jackpot 3.0%
	Lost Island DH JP		
4.	Secret Garden MH JP	89.964%+Jackpot 3.0%	89.887%+Jackpot 3.0%
	Secret Garden DH JP		
5.	White Wizard Deluxe MH JP	92.067%+Jackpot 3.0%	91.965% + Jackpot 3.0%
	White Wizard Deluxe DH JP		

*Verified the RTP only up to 2 decimals accuracy.

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

Fireworks Frenzy MH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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



Verification report: ITL2001873

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_fireworksFrenzy_90_jackpot-3.1.1-config.jar	7d5eabecfd32e908f23a86a145f8a54e04f28138
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json	fa2861bfc4d6325e0231d7c762c0cb170e7a7c9d
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5d8e714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Fireworks Frenzy DH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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



Verification report: ITL2001873

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_fireworksFrenzy_90_jackpot-3.1.1-config.jar	7d5eabecfd32e908f23a86a145f8a54e04f28138
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json	fa2861bfc4d6325e0231d7c762c0cb170e7a7c9d
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Cup Carnaval MH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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	c4de328a602d11cbd50d3094c522f8d6adacabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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_cupCarnaval_90_jackpot-3.1.0-	c642413e32c5a7f0cc71ae1ac89cfc06d75db7b2



Verification report: ITL2001873

config.jar	
carbine-slots_cupCarnaval_90_jackpot-3.1.0.json	22eed8e2e13264a0bfbfcb85c4704e4aea3a29d
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Cup Carnaval DH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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	2b5b33a7020723f05b42939172b9d1ab566bb8a3b
TriggerRandomMultiplierEvaluator.class	a2b979a1b3edfb8580a6f3ff69877cbea1a217c6
CarbineGame.class	c9ab8453d9c18613a07aa826e09420b4d36dbfaa
CarbineGameComponent.class	c4de328a602d11cbd50d3094c522f8d6adcab39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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_cupCarnaval_90_jackpot-3.1.0-config.jar	c642413e32c5a7f0cc71ae1ac89cfc06d75db7b2
carbine-slots_cupCarnaval_90_jackpot-3.1.0.json	22eed8e2e13264a0bfbfcb85c4704e4aea3a29d
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Lost Island MH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2



Verification report: ITL2001873

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	c4de328a602d11cbd50d3094c522f8d6adacabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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_lostIsland_90_jackpot-3.1.1-config.jar	e386be332164e1d07a50202685269eb1af41e360
carbine-slots_lostIsland_90_jackpot-3.1.1.json	f113a03c3ec63ace4ce62fa8ce5dbdb7b6fe9f91
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Lost Island DH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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



Verification report: ITL2001873

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_lostIsland_90_jackpot-3.1.1-config.jar	e386be332164e1d07a50202685269eb1af41e360
carbine-slots_lostIsland_90_jackpot-3.1.1.json	f113a03c3ec63ace4ce62fa8ce5dbdb7b6fe9f91
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Secret Garden MH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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



Verification report: ITL2001873

SymbolHoldSpinScreenEvaluator.class	384baa8a682386efa7ab913c64c12c65625b711f
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_secretGarden_90_jackpot-3.1.0-config.jar	e887fae721b2bcc7156e5d51147b8c3406c7d6e3
carbine-slots_secretGarden_90_jackpot-3.1.0.json	370e868d836ba9ac7082eddeacdd7672571ecb63
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

Secret Garden DH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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	c4de328a602d11cbd50d3094c522f8d6adcade39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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_secretGarden_90_jackpot-3.1.0-config.jar	e887fae721b2bcc7156e5d51147b8c3406c7d6e3
carbine-slots_secretGarden_90_jackpot-3.1.0.json	370e868d836ba9ac7082eddeacdd7672571ecb63
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517



Verification report: ITL2001873

White Wizard Deluxe MH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
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	a2b979a1b3edfb8580af3ff69877cbea1a217c6
CarbineGame.class	c9ab8453d9c18613a07aa826e09420b4d36dbfaa
CarbineGameComponent.class	c4de328a602d11cbd50d3094c522f8d6adcabe39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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_whiteWizardDeluxe_92_jackpot-3.1.1-config.jar	9cae9aa8beabf49e938b6b38515ccdd3109c5355
carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json	780f301442ae08540f7d3c7e3470be8b66672bbd
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5db714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

White Wizard Deluxe DH JP

Filename	SHA-1
carbine-game-engine-5.3.32.jar	33491afafd7ca352269116e9c7b4af54b617b7c1
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	1fe1522f21f57e64fe6f3d7f24587c1879cab0ba
CountSymbolEvaluator.class	6ff816db89a47d90826f90d655dbb8f55593c7c4
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	367b880e3ca9a49be70d7e35adcac8c20687ac88
PrizeLinePatternMatchingEvaluator.class	36e892964b992a3c5a2d79077189fa7b426527fe
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48



Verification report: ITL2001873

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	c4de328a602d11cbd50d3094c522f8d6adcade39
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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_whiteWizardDeluxe_92_jackpot-3.1.1-config.jar	9cae9aa8beabf49e938b6b38515cdd3109c5355
carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json	780f301442ae08540f7d3c7e3470be8b66672bbd
pool-server-service-1.2.0.jar	12ee7c7bf6259a2ea6377079cc36f1bb9fcf2a65
MysteryPoolImpl.class	8e5bf321af5dbe714187da1e7677148e9164f2c2
ProbabilityPoolImpl.class	6271f80939bfa50082dcd563f513650d3209d517

IV. Details of tests

Product identification: 5 Games

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 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



Verification report: ITL2001873

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	All 5 Games are new and have 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.

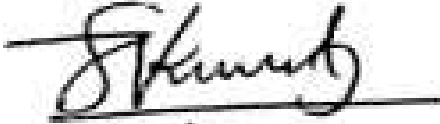
V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 17 July 2020 Software provider: Eyecon Alderney Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that 5 Games comply with the relevant requirements (as applicable for software providers) listed in Appendix below. iTech Labs recommends that 5 Games be approved for deployment.



Verification report: ITL2001873

Signatures:

 Alvin Rizaldi Senior Consultant iTech Labs 17 July 2020	 Kiren Sreekumar Principal Consultant iTech Labs 17 July 2020
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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.



Verification report: ITL2001873

Appendix



Verification report: ITL2001873

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	Operator 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	Operator 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

Verification report: ITL2001873

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.	Operator 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.	Operator 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.	Operator 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.	Operator 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.	Operator 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.	Operator responsibility
7.	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	Operator responsibility

Verification report: ITL2001873

		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.	Operator 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.	Operator 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.	Operator 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.	Operator 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.	Operator 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 the session balance, but before the next play. h) Any player choices involved in play outcome	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.	Operator responsibility

Verification report: ITL2001873

	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.	Operator 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.	Operator 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.	Operator 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. iii) If the jackpot operates in conjunction with another game (e.g. base game), and the	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.	Operator responsibility



Verification report: ITL2001873

	customer return requirement is only met when jackpot contributions are included, the base game may only be offered when the jackpot is available.		
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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.



Verification report: ITL2001873

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

I. Complete requirements met by the tests

Requirements	Results
RTS 1 – Customer account information	Operator 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	Operator responsibility
RTS 6 – Result determination for play-for-fun games	Operator 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	Operator responsibility
RTS 13 – Time requirements and reality checks	Operator 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.	Operator responsibility
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Verification report: ITL2001873

	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.	Operator 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.	Operator responsibility

Verification report: ITL2001873

	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.	Operator 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.	Operator responsibility



Verification report: ITL2001873

	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.	Operator 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.	Operator 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.	Operator 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).



Verification report: ITL2001873

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	Operator 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	Comply
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	Operator

Verification report: ITL2001873

	Game History	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.	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.	Operator 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.	Operator 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.	Operator 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.	Operator responsibility

Verification report: ITL2001873

	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.	Operator 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.	Operator 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.	Operator 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.	Operator responsibility

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: ITL2001873

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	Operator 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	Operator responsibility
OGSV Schedule 1 – 9	
OGSV Schedule 1 – 9a	Operator responsibility
OGSV Schedule 1 – 9b	Operator responsibility
OGSV Schedule 1 – 10	



Verification report: ITL2001873

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	Operator responsibility
OGSV Schedule 1 – 11b	Operator responsibility
OGSV Schedule 1 – 11c	Operator responsibility
OGSV Schedule 1 – 11d	Operator 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: ITL2001873

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.	Operator 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.	Operator 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.	Operator 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.	Operator responsibility

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: ITL2001873

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	Operator responsibility
Third Schedule – Regulation 25 Technical Requirement for Gaming System	
Third Schedule – 1	
Third Schedule – 1a	Comply
Third Schedule – 1b	Operator responsibility
Third Schedule – 2	Operator 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	Operator responsibility
Third Schedule – 8	
Third Schedule – 8a	Operator responsibility
Third Schedule – 8b	Operator responsibility
Third Schedule – 9	
Third Schedule – 9a	Comply
Third Schedule – 9b	Comply
Third Schedule – 9c	Comply

Verification report: ITL2001873

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	Operator responsibility
Third Schedule – 10b	Operator responsibility
Third Schedule – 10c	Operator 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.	Operator 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.	Operator 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.	Operator responsibility
4.	Third Schedule – 7	Eyecon is a licensed game and	Operator

**Verification report: ITL2001873**

	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.	Operator 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.	Operator responsibility

III. Conditions

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