



Verification report: ITL2100221

# **Eyecon Alderney Limited**

## **Fluffy Favourites Megaways**

### **Certification Report**

**29 January 2021**

***This test report may not be reproduced, other than in full, except with the prior written permission from iTech Labs***



**Verification report: ITL2100221**

## **Table of Contents**

I. GENERAL INFORMATION .....	3
II. DETAILS OF HARDWARE .....	4
III. DETAILS OF SOFTWARE COMPONENTS .....	4
IV. DETAILS OF TESTS .....	8
V. FINAL DECLARATION AND CONFORMITY .....	10
VI. CONCLUSION .....	10
APPENDIX .....	11
Alderney Gambling Control Commission .....	12
UK Gambling Commission .....	17
Gibraltar .....	21
Isle of Man .....	24
Malta .....	27



## Verification report: ITL2100221

### I. General information

No.	Description	Details								
1.	Identification	Fluffy Favourites Megaways								
2.	Verification body issuing the certificate (test house)	<p>iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: <a href="http://www.itechlabs.com">http://www.itechlabs.com</a> E-mail: <a href="mailto:info@itechlabs.com">info@itechlabs.com</a></p> <p>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 <a href="#">NATA</a> website. NATA has entered into a mutual recognition agreement and/or multilateral agreement of accreditation with <a href="#">ILAC</a> and is in the list of Signatories to the ILAC Mutual Recognition Arrangements.</p> <p>All assessments in the following sections of this report are provided under ISO/IEC 17025 and/or ISO/IEC 17020 except where otherwise stated.</p>								
3.	Standards used for testing	<ul style="list-style-type: none"><li>Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – Version 4.2</li><li>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</li><li>Gibraltar Remote Technical and Operating Standards for the Gibraltar Gambling Industry – Gambling Commissioner’s Guidelines – v.1.1.0</li><li>Isle of Man IOM Online Gambling (Systems Verification) (No. 2) – Regulations 2007</li><li>Malta Malta Remote Gaming Regulations S.L.438.04</li></ul> <p>Please refer to <b>Appendix</b> at the end of this report for details</p>								
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>Fluffy Favourites Megaways*</td><td>Slot</td><td>HTML5: (Desktop &amp; Mobile)</td></tr></table> <p>*Two variants: with and without Jackpot</p>	No.	Game Name	Game Type	Channel	1.	Fluffy Favourites Megaways*	Slot	HTML5: (Desktop & Mobile)
No.	Game Name	Game Type	Channel							
1.	Fluffy Favourites Megaways*	Slot	HTML5: (Desktop & Mobile)							
5.	Type of the module tested	Casino Games								
6.	Produced by	Eyecon Alderney Limited Inchalla, Le Val								

**Verification report: ITL2100221**

		Alderney GY9 3UL Contact: Robert Black ( <a href="mailto:robert.black@eyecon.com">robert.black@eyecon.com</a> )
7.	Licensee details	Not applicable
8.	Date of request for verification	02 December 2020
9.	Date of completion	29 January 2021
10.	Platform supplier	Eyecon Alderney Limited
11.	Platform version	Version: 2.2.4
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	Fluffy Favourites Megaways is a new game and has not been previously certified.  Testing was conducted on the following devices: <ul style="list-style-type: none"> <li>• Desktop</li> <li>• iPhone 5S/6S (Browser: Safari)</li> <li>• Samsung Galaxy S7 (Browser: Chrome)</li> <li>• iPad Mini 4 (Browser: Safari)</li> <li>• Samsung Galaxy Tab 4 (Browser: Chrome)</li> </ul>

**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 ( <a href="mailto:robert.black@eyecon.com">robert.black@eyecon.com</a> )								
2.	Details of the software components	<div>Fluffy Favourites Megaways WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.sl ot-fluffy-favourites- megaways</td><td>carbine- slots_fluffyFavouritesMegawa ys_95_standard-config</td></tr><tr><td>Version: 1.0.4</td><td>Version: 1.0.3</td></tr><tr><td>SHA1:</td><td>SHA1:</td></tr></table>	Front End	Rules	com.eyecon.orion.games.sl ot-fluffy-favourites- megaways	carbine- slots_fluffyFavouritesMegawa ys_95_standard-config	Version: 1.0.4	Version: 1.0.3	SHA1:	SHA1:
Front End	Rules									
com.eyecon.orion.games.sl ot-fluffy-favourites- megaways	carbine- slots_fluffyFavouritesMegawa ys_95_standard-config									
Version: 1.0.4	Version: 1.0.3									
SHA1:	SHA1:									



## Verification report: ITL2100221

		<table><tr><td>a02b6dbc46fce218cedfd606d7f1d9a6d5b59089</td><td>E688F7D9C76F38F79C70999142A5F914F7CD184D</td></tr></table>	a02b6dbc46fce218cedfd606d7f1d9a6d5b59089	E688F7D9C76F38F79C70999142A5F914F7CD184D																															
a02b6dbc46fce218cedfd606d7f1d9a6d5b59089	E688F7D9C76F38F79C70999142A5F914F7CD184D																																		
		<p>Fluffy Favourites Megaways WEB JP</p> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.slot-fluffy-favourites-megaways</td><td>carbine-slots_fluffyFavouritesMegaways_90_jackpot-config</td></tr><tr><td>Version: 1.0.4</td><td>Version: 1.0.3</td></tr><tr><td>SHA1: a02b6dbc46fce218cedfd606d7f1d9a6d5b59089</td><td>SHA1: 61634B124D24C97744AAEA4EE9CB289A84808722</td></tr></table>	Front End	Rules	com.eyecon.orion.games.slot-fluffy-favourites-megaways	carbine-slots_fluffyFavouritesMegaways_90_jackpot-config	Version: 1.0.4	Version: 1.0.3	SHA1: a02b6dbc46fce218cedfd606d7f1d9a6d5b59089	SHA1: 61634B124D24C97744AAEA4EE9CB289A84808722																									
Front End	Rules																																		
com.eyecon.orion.games.slot-fluffy-favourites-megaways	carbine-slots_fluffyFavouritesMegaways_90_jackpot-config																																		
Version: 1.0.4	Version: 1.0.3																																		
SHA1: a02b6dbc46fce218cedfd606d7f1d9a6d5b59089	SHA1: 61634B124D24C97744AAEA4EE9CB289A84808722																																		
		<p>Fluffy Favourites Megaways WEB</p> <table><tr><th>File Name</th></tr><tr><td>carbine-game-engine-5.3.46.jar</td></tr><tr><td>EvaluationChain.java</td></tr><tr><td>ReelSymbolExpander.java</td></tr><tr><td>CountSymbolEvaluator.java</td></tr><tr><td>LinesWinMultiPatterEvaluator.java</td></tr><tr><td>PatternMatchingEvaluator.java</td></tr><tr><td>PrizeLinePatternMatchingEvaluator.java</td></tr><tr><td>RebetsLineWinPatternMatchingEvaluator.java</td></tr><tr><td>DisplayGenerator.java</td></tr><tr><td>RebetDetailBuilder.java</td></tr><tr><td>RebetEvaluator.java</td></tr><tr><td>ReelStripGenerator.java</td></tr><tr><td>ResetRebetEvaluator.java</td></tr><tr><td>PrizeLineTriggerEvaluator.java</td></tr><tr><td>TriggerRandomMultiplierEvaluator.java</td></tr><tr><td>CarbineGame.java</td></tr><tr><td>CarbineGameComponent.java</td></tr><tr><td>GameWinsCalculatorImpl.java</td></tr><tr><td>PrizeMultiplier.java</td></tr><tr><td>RetriggerCount.java</td></tr><tr><td>EyeconSpinGameRules.java</td></tr><tr><td>Multiplier.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>SlotGameVariableConfigurationImpl.java</td></tr><tr><td>SymbolHoldSpinGame.java</td></tr><tr><td>SymbolHoldSpinRuleImpl.java</td></tr><tr><td>SymbolHoldSpinScreenEvaluator.java</td></tr><tr><td>SymbolHoldTriggerEvaluator.java</td></tr><tr><td>SymbolSwapSpinShapeEvaluator.java</td></tr><tr><td>SymbolSwapSpinTriggerEvaluator.java</td></tr><tr><td>carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3-config.jar</td></tr><tr><td>carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3.json</td></tr></table>	File Name	carbine-game-engine-5.3.46.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_fluffyFavouritesMegaways_95_standard-1.0.3-config.jar	carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3.json
File Name																																			
carbine-game-engine-5.3.46.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_fluffyFavouritesMegaways_95_standard-1.0.3-config.jar																																			
carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3.json																																			

## Verification report: ITL2100221

		<div>Fluffy Favourites Megaways WEB JP</div> <table><tr><th>File Name</th></tr><tr><td>carbine-game-engine-5.3.46.jar</td></tr><tr><td>EvaluationChain.java</td></tr><tr><td>ReelSymbolExpander.java</td></tr><tr><td>CountSymbolEvaluator.java</td></tr><tr><td>LinesWinMultiPatterEvaluator.java</td></tr><tr><td>PatternMatchingEvaluator.java</td></tr><tr><td>PrizeLinePatternMatchingEvaluator.java</td></tr><tr><td>RebetsLineWinPatternMatchingEvaluator.java</td></tr><tr><td>DisplayGenerator.java</td></tr><tr><td>RebetDetailBuilder.java</td></tr><tr><td>RebetEvaluator.java</td></tr><tr><td>ReelStripGenerator.java</td></tr><tr><td>ResetRebetEvaluator.java</td></tr><tr><td>PrizeLineTriggerEvaluator.java</td></tr><tr><td>TriggerRandomMultiplierEvaluator.java</td></tr><tr><td>CarbineGame.java</td></tr><tr><td>CarbineGameComponent.java</td></tr><tr><td>GameWinsCalculatorImpl.java</td></tr><tr><td>PrizeMultiplier.java</td></tr><tr><td>RetriggerCount.java</td></tr><tr><td>EyeconSpinGameRules.java</td></tr><tr><td>Multiplier.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>SlotGameVariableConfigurationImpl.java</td></tr><tr><td>SymbolHoldSpinGame.java</td></tr><tr><td>SymbolHoldSpinRuleImpl.java</td></tr><tr><td>SymbolHoldSpinScreenEvaluator.java</td></tr><tr><td>SymbolHoldTriggerEvaluator.java</td></tr><tr><td>SymbolSwapSpinShapeEvaluator.java</td></tr><tr><td>SymbolSwapSpinTriggerEvaluator.java</td></tr><tr><td>carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3-config.jar</td></tr><tr><td>carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3.json</td></tr><tr><td>MysteryPoolImpl.java</td></tr><tr><td>ProbabilityPoolImpl.java</td></tr></table>	File Name	carbine-game-engine-5.3.46.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_fluffyFavouritesMegaways_90_jackpot-1.0.3-config.jar	carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3.json	MysteryPoolImpl.java	ProbabilityPoolImpl.java
File Name																																					
carbine-game-engine-5.3.46.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_fluffyFavouritesMegaways_90_jackpot-1.0.3-config.jar																																					
carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3.json																																					
MysteryPoolImpl.java																																					
ProbabilityPoolImpl.java																																					
3.	Features that characterise the software object	See at the end of this table <sup>1</sup>																																			
4.	Any % RTP	See at the end of this table <sup>2</sup>																																			
5.	List of software executables and digital signatures (SHA-1)	See at the end of this table <sup>3</sup>																																			
6.	Other records	None																																			



## Verification report: ITL2100221

### <sup>1</sup> Features that characterise the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Fluffy Favourites Megaways	Slot	<b>Fluffy Favourites Megaways</b> is a 6 reel video slot with up to 117,649 Megaways™ to win. The game has Cascades, Free Games and Wild Multipliers and an extra horizontal reel.	£0.20	£10.00

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

### <sup>2</sup> RTP for the game

No.	Game Name	Theoretical RTP*	Simulated RTP*
1.	Fluffy Favourites Megaways WEB	94.995%	94.988%
2.	Fluffy Favourites Megaways WEB JP	89.986% + Jackpot 3.0%	89.977%+3.0% Jackpot

\*Verified the RTP only up to 2 decimals accuracy.

### <sup>3</sup> List of software executables and digital signatures (SHA-1)

#### Fluffy Favourites Megaways WEB

File Name	SHA-1
<a href="#">carbine-game-engine-5.3.46.jar</a>	e256c88640fc0661e21638ace7ad02efe02838b1
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b



## Verification report: ITL2100221

SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
<a href="#">carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3-config.jar</a>	<a href="#">e688f7d9c76f38f79c70999142a5f914f7cd184d</a>
carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3.json	aaa2eabd8c5bd72265216df9106f5ad36d11840d

## Fluffy Favourites Megaways WEB JP

File Name	SHA-1
<a href="#">carbine-game-engine-5.3.46.jar</a>	<a href="#">e256c88640fc0661e21638ace7ad02efe02838b1</a>
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdeb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
<a href="#">carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3-config.jar</a>	<a href="#">61634b124d24c97744aaea4ee9cb289a84808722</a>
carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3.json	62d3b729c794d9067841171e4c47dcb39444a59d
<a href="#">pool-server-service-1.3.0.jar</a>	<a href="#">9c2ee606e6c3481ed84458f9b349edf21131276e</a>
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

## IV. Details of tests

Product identification: Fluffy Favourites Megaways

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

No.	Tests Performed	Details of Tests	Results
<b>Desktop</b>			





## Verification report: ITL2100221

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
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game complies with the relevant standards and that there are no unintended functionalities.	Passed
7.	Game performance report	Controlled tests were conducted to ensure that the Game Performance Report reflects the actual game play and the data obtained is complete and accurate.	Passed

### Mobile

1.	Game rules & artwork evaluation (as required for mobile-specific components)	Evaluation of game rules and artwork was conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests (as required for mobile-specific components)	Functional tests were conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards.	Passed
3.	Regression tests	Regression tests were conducted to verify gameplay, accuracy of balance update, game history, and to verify that the mobile version of the game is the same as the desktop version.	Passed
4.	Paytable verification	Paytable verification was conducted to verify that the game payouts are in accordance with the payable.	Passed
5.	Source code review	Source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed

### Other

1.	Other records	<p>Fluffy Favourites Megaways is a new game and has not been previously certified.</p> <p>Testing was conducted on the following devices:</p> <ul style="list-style-type: none"> <li>• Desktop</li> <li>• iPhone 5S/6S (Browser: Safari)</li> <li>• Samsung Galaxy S7 (Browser: Chrome)</li> <li>• iPad Mini 4 (Browser: Safari)</li> <li>• Samsung Galaxy Tab 4 (Browser: Chrome)</li> </ul>	Not applicable
----	---------------	---	----------------

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



Verification report: ITL2100221

#### V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 29 January 2021 Software provider: Eyecon Alderney Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that Fluffy Favourites Megaways complies with the relevant requirements (as applicable for software providers) listed in <b>Appendix</b> below. iTech Labs recommends that Fluffy Favourites Megaways be approved for deployment.

#### Signatures:

 <b>Alvin Rizaldi</b> Senior Consultant iTech Labs 29 January 2021	 <b>Kiren Sreekumar</b> Principal Consultant iTech Labs 29 January 2021
--	--

#### 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: ITL2100221**

# Appendix



## Verification report: ITL2100221

### 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 <b>II. Observations</b> below
3.6 Accepting Wagers	Comply, subject to section <b>II. Observations</b> 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 <b>II. Observations</b> below
4.8 Game Design	Comply, subject to section <b>II. Observations</b> below
4.9 Requirements for Games against the House (not P2P)	Comply, subject to section <b>II. Observations</b> 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 <b>II. Observations</b> below

## Verification report: ITL2100221

### II. Observations

No.	Description	Remarks	Notes
1.	<b>AGCC Ref 2.13</b> <b>Jackpot accounting</b> 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.	<b>AGCC Ref 3.6.2</b> <b>Accepting wagers in Fun play</b> 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.	<b>AGCC Ref 4.2</b> <b>Alderney Branding</b> 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.	<b>AGCC Ref 4.2.1</b> <b>Signposting</b> 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.	<b>AGCC Ref 4.4</b> <b>Customer Game Session</b>	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
6.	<b>AGCC Ref 4.7.1</b> <b>Game Fairness</b> 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.	<b>AGCC Ref 4.8.3</b> <b>Game Disable</b>	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is	Operator responsibility

**Verification report: ITL2100221**

		satisfied.	
8.	<b>AGCC Ref 4.8.4</b> <b>Incomplete Games</b> 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.	<b>AGCC Ref 4.8.4 iv)</b> 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.	<b>AGCC Ref 4.8.4 v)</b> 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.	<b>AGCC Ref 4.9 vi)</b> 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.	<b>AGCC Ref 4.9 vii)</b> 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.	<b>AGCC Ref 4.9 xii)</b> <b>Game replay</b> 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: ITL2100221

	<p>i) Results of intermediate game phases (see below)</p> <ul style="list-style-type: none"> <li>• Feature games</li> <li>• Free games</li> <li>• Gambles</li> <li>• Bonus wins</li> </ul>		
14.	<p><b>AGCC Ref 4.29.3</b> <b>Jackpot win notification</b></p> <p>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.)</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility
15.	<p><b>AGCC Ref 4.29.4</b> <b>Jackpot Game Rules</b></p> <p>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.</p> <p>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.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility
16.	<p><b>AGCC Ref 4.29.5</b> <b>Jackpot parameter changes</b></p> <p>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.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
17.	<p><b>AGCC Ref 4.29.9</b> <b>Jackpot shutdown</b></p> <p>There are instances where a jackpot should be "shut down." A jackpot shut down requires the following actions:</p> <p>i) Clear indication should be given to customers that the jackpot is not operating (e.g. by displaying "Jackpot Closed" on end customer devices).</p> <p>ii) It should not be possible for the jackpot to be won while in the shut down state.</p> <p>iii) If the jackpot operates in conjunction with another game (e.g. base game), and the</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility



**Verification report: ITL2100221**

	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: ITL2100221

### 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 <b>VI. Observations</b> below
RTS 3 – Rules, game descriptions and the likelihood of winning	Comply, subject to section <b>VI. Observations</b> 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 <b>VI. Observations</b> below
RTS 8 – Auto-play functionality	Comply
RTS 9 – Progressive jackpot	Comply
RTS 10 – Interrupted gambling	Comply, subject to section <b>VI. Observations</b> 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.	<p><b>RTS requirement 1A</b></p> <p>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.</p> <p><b>RTS Requirement 1B</b></p> <p>Customers must have easy access to at least three months account and gambling history without having to contact the licensee.</p>	<p>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.</p>	Operator responsibility
----	--	---	-------------------------

## Verification report: ITL2100221

	<p>A minimum of 12 months of gambling and account history must be made available on request. The ability to request this information should be made clear to customers and be provided as soon as is practicable.</p> <p><b>RTS Requirement 1C</b></p> <p>Customers must be able to access information about their net deposits.</p> <p>Net deposits are defined as the running total of all deposits minus the sum of all withdrawals for the lifetime of the account.</p> <p>This should be displayed at an account level so the figure represents the net position of all payment methods.</p> <p>Where full account lifetime history isn't possible then, as a minimum, the net deposits should be displayed from 1 April 2018, or the account opening date if after 1 April 2018.</p> <p>Information which explains the net deposit figure, including the timeframe it covers, should be provided.</p>		
2.	<p><b>RTS requirement 2A</b></p> <p>The remote gambling system must make available clear information about the amount of money being gambled by the customer, including any conversions from one form of currency to another, or from currency to credits, chips or other tokens etc, at the point of conversion.</p> <p><b>RTS Requirement 2C</b></p> <p>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.</p>	<p>Eyecon is a software provider. Currency conversion and price fluctuations (if applicable) are the licensee's responsibility.</p>	<p>Operator responsibility</p>
3.	<p><b>RTS Requirement 2B</b></p> <p>The gambling system must display sufficient relevant information about the customer's gamble so that the content of the gamble is clear. This information must be made available before the customer commits to the gamble, including for example, in the artwork and textual information displayed during gaming, or on an electronic equivalent of a betting slip or lottery ticket.</p> <p><b>RTS requirement 3A</b></p> <p>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</p>	<p>Eyecon is a software provider. iTech Labs has verified the game rules to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the licensee's responsibility.</p>	<p>Operator responsibility</p>

## Verification report: ITL2100221

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



## Verification report: ITL2100221

	attention.		
7.	<b>RTS Requirement 10C</b> 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.	<b>RTS 12 – Financial limits</b>	Eyecon is a software provider. It is the licensee's responsibility to ensure that all requirements under RTS 12 are satisfied.	Operator responsibility
9.	<b>RTS 13 – Time requirements and reality checks</b>	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: ITL2100221

### 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
<a href="#">Standard 2 - Registration of participants and administration</a>	
2.4.3 Game history	Operator responsibility
2.4.4 Game history (betting)	Not applicable
<a href="#">Standard 3 – Presentation of rules and customer information</a>	
3.4 Game rules and information	Comply, subject to section <b>II. Observations</b> below
3.5 Jackpots	Comply
3.6 Multi-customer games	Not applicable
3.7 Monitoring of rules	Comply, subject to section <b>II. Observations</b> below
<a href="#">Standard 7 – Fair gambling</a>	
7.1 Game fairness	Comply, subject to section <b>II. Observations</b> 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 <b>II. Observations</b> below
7.8. Game / website design	Comply
7.9. Poker / P2P games	Not applicable
7.10. Sports betting and integrity	Not applicable
<a href="#">Standard 9 – Business continuity</a>	
9.1 General	Comply, subject to section <b>II. Observations</b> below
<a href="#">Standard 11 – Randomness</a>	
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.	<b>RTOS 2.4.3</b>	Eyecon is a licensed game and software	Operator

## Verification report: ITL2100221

	<b>Game History</b>	<p>provider.</p> <p>iTech Labs has verified the presence of all game history elements and the accuracy aspect of the history (i.e. completed games are accurately recorded in the game history).</p> <p>Presentation (appearance) of game history to players is the licensee's responsibility.</p>	responsibility
2.	<b>RTOS 3.4.5</b> The availability of game rules and information should be checked regularly; if the information is not available the game should not be made available for gambling.	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's obligation to make sure this requirement is satisfied.</p>	Operator responsibility
3.	<b>RTOS 3.4.11</b> The general playing rules and the payout percentage for a particular game should be the same in free play mode as it is in the real money game.	<p>Eyecon is a licensed game and software provider.</p> <p>'play for fun' offer is the licensee's responsibility.</p> <p>It is the licensee's obligation to make sure this requirement is satisfied.</p>	Operator responsibility
4.	<b>RTOS 3.7.3</b> 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).  <b>RTOS 3.7.4</b> 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.  <b>RTOS 3.7.5</b> Changes to rules and pay tables should not be retrospective in their effect. Generally, and wherever possible, changes should be applied when the facility is inactive or deactivated and be readily apparent to any customer returning to a facility.	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's obligation to make sure these requirements are satisfied.</p>	Operator responsibility
5.	<b>RTOS 7.1.1</b> Licence holders should make information available to customers on their website(s) about their testing and quality	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's obligation to make sure these requirements are satisfied.</p>	Operator responsibility

## Verification report: ITL2100221

	<p>assurance arrangements in place to assure fairness and randomness in their gaming products, including information about testing/certification by an ATF where applicable and where this can be accessed.</p> <p><b>RTOS 7.1.2</b> Licence holders should ensure appropriate systems and resources are deployed to prevent or detect attempts to cheat by customers or other parties. Such measures should be applied on a risk sensitive basis, with analytic programs (e.g. algorithms, exception reports, cluster analysis) deployed to identify long term or systemic cheating as well as short/medium term sporadic efforts.</p>		
6.	<p><b>RTOS 7.2</b> <b>'Play for Free' Games</b></p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
7.	<p><b>RTOS 7.6.1</b> It should be possible for the licence holder to disable any game or game session.</p> <p><b>RTOS 7.6.2</b> The licence holder should be able to provide full audit trails when disabling a game that is currently in play.</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility
8.	<p><b>RTOS 7.7.1</b> Where possible, licence holders should provide a mechanism in single player games for an incomplete game to be completed before a customer is able to participate in any other game. Incomplete games may occur as a result of: c) Game disabled by licence holder.</p>	<p>Eyecon is a licensed game and software provider. Game disable functions are the licensee's responsibility. It is the licensee's obligation to make sure this requirement is satisfied.</p>	Operator responsibility
9.	<p><b>RTOS 9.1.5</b> Recorded transaction information involving customer funds should be recoverable by the system in the event of a failure or malfunction.</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.</p>	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: ITL2100221

### Isle of Man

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

#### I. Complete requirements met by the tests

Requirements	Results
<b>Schedule 1 – General</b>	
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
<b>Schedule 1 – Randomness</b>	
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
<b>Schedule 1 – Reporting Requirements</b>	
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: ITL2100221**

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
<b>Schedule 2 – Betting</b>	
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: ITL2100221

### II. Observations

No.	Description	Remarks	Notes
1.	<b>OGSV Schedule 1 – 2</b> 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.	<b>OGSV Schedule 1 – 8</b> 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.	<b>OGSV Schedule 1 – 9</b> 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.	<b>OGSV Schedule 1 – 11</b> 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: ITL2100221

### Malta

Malta Remote Gaming Regulations S.L.438.04

#### I. Complete requirements met by the tests

Requirements	Results
<b>Part IX</b>	
Part IX - 45	Comply
Part IX – 46A (1)	Comply
<b>Part X – Aborted and Miscarried Games</b>	
Part X – 47.1	Comply
Part X – 47.2	Not applicable
Part X – 48	Operator responsibility
<b>Third Schedule – Regulation 25 Technical Requirement for Gaming System</b>	
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: ITL2100221

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

**Verification report: ITL2100221**

	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.	<b>Third Schedule – 8</b> 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.	<b>Third Schedule – 10</b> 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.