



Verification report: ITL2101229

Eyecon Alderney Limited

4 Games Certification Report

31 May 2021

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I. General information

No.	Description	Details																				
1.	Identification	4 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 – February 2021 Testing Strategy for Compliance with Remote Gambling and Software Technical Standards – February 2021 - 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>Gets The Worm</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>2.</td><td>Pig’s Feast*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>3.</td><td>Sugar Train*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>4.</td><td>Sugar Train</td><td>Slot</td><td>HTML5:</td></tr></table>	No.	Game Name	Game Type	Channel	1.	Gets The Worm	Slot	HTML5: (Desktop & Mobile)	2.	Pig’s Feast*	Slot	HTML5: (Desktop & Mobile)	3.	Sugar Train*	Slot	HTML5: (Desktop & Mobile)	4.	Sugar Train	Slot	HTML5:
No.	Game Name	Game Type	Channel																			
1.	Gets The Worm	Slot	HTML5: (Desktop & Mobile)																			
2.	Pig’s Feast*	Slot	HTML5: (Desktop & Mobile)																			
3.	Sugar Train*	Slot	HTML5: (Desktop & Mobile)																			
4.	Sugar Train	Slot	HTML5:																			



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		Xmas*	(Desktop & Mobile)
		*Two variants: with and without Jackpot	
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	05 March 2021	
9.	Date of completion	31 May 2021	
10.	Platform supplier	Eyecon Alderney Limited	
11.	Platform version	Version: 2.2.7	
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	Gets The Worm is a new game and has not been previously certified. Pig's Feast has been previously certified for AGCC, UK, Gibraltar, Isle of Man and Malta by iTech Labs (REF: ITL1801952). This round of certification is to re-certify the game due to the math changes. Sugar Train is a new game and has not been previously certified. Sugar Train is a clone of the previously certified game Pig Feast (REF: ITL1801952). Sugar Train Xmas is a new game and has not been previously certified. Sugar Train Xmas is a clone of the previously certified game Pig Feast (REF: ITL1801952). 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

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4.	Reference to verification	Not applicable
5.	Other records	Not applicable

III. Details of software components

No.	Description	Details																																
1.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Robert Black (robert.black@eyecon.com)																																
2.	Details of the software components	Gets The Worm DH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.sl ot-gets-the-worm</td><td>carbine- slots_getsTheWorm_95_ standard-config</td></tr><tr><td>Version: 2.0.7</td><td>Version: 3.1.8</td></tr><tr><td>SHA1: 15895ba4161834a4141b 2eb9952b0f7518526187</td><td>SHA1: 8b5d9b657a224a9cb4c0 107c826520aaad1fb7cc</td></tr></table> Gets The Worm MH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.sl ot-gets-the-worm</td><td>carbine- slots_getsTheWorm_95_ standard-config</td></tr><tr><td>Version: 5.0.6</td><td>Version: 3.1.8</td></tr><tr><td>SHA1: 037c88c6a763fc3db843c 13a1d305c895af2257b</td><td>SHA1: 8b5d9b657a224a9cb4c0 107c826520aaad1fb7cc</td></tr></table> Pig's Feast DH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.sl ot-pigs-feast</td><td>carbine- slots_pigsFeast_95_ standard-config</td></tr><tr><td>Version: 2.0.28</td><td>Version: 3.1.13</td></tr><tr><td>SHA1: b4a36a532b2e829177cea a317511e9aaa424c454</td><td>SHA1: 3f61f032b093e33ad115 ba561fda61b5f46cf08f</td></tr></table> Pig's Feast MH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.sl ot-pigs-feast</td><td>carbine- slots_pigsFeast_95_ standard-config</td></tr><tr><td>Version: 5.0.30</td><td>Version: 3.1.13</td></tr><tr><td>SHA1: 8e49425026541d145ff43</td><td>SHA1: 3f61f032b093e33ad115</td></tr></table>	Front End	Rules	com.eyecon.lamington.sl ot-gets-the-worm	carbine- slots_getsTheWorm_95_ standard-config	Version: 2.0.7	Version: 3.1.8	SHA1: 15895ba4161834a4141b 2eb9952b0f7518526187	SHA1: 8b5d9b657a224a9cb4c0 107c826520aaad1fb7cc	Front End	Rules	com.eyecon.lamington.sl ot-gets-the-worm	carbine- slots_getsTheWorm_95_ standard-config	Version: 5.0.6	Version: 3.1.8	SHA1: 037c88c6a763fc3db843c 13a1d305c895af2257b	SHA1: 8b5d9b657a224a9cb4c0 107c826520aaad1fb7cc	Front End	Rules	com.eyecon.lamington.sl ot-pigs-feast	carbine- slots_pigsFeast_95_ standard-config	Version: 2.0.28	Version: 3.1.13	SHA1: b4a36a532b2e829177cea a317511e9aaa424c454	SHA1: 3f61f032b093e33ad115 ba561fda61b5f46cf08f	Front End	Rules	com.eyecon.tamborine.sl ot-pigs-feast	carbine- slots_pigsFeast_95_ standard-config	Version: 5.0.30	Version: 3.1.13	SHA1: 8e49425026541d145ff43	SHA1: 3f61f032b093e33ad115
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SHA1: 8e49425026541d145ff43	SHA1: 3f61f032b093e33ad115																																	



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	6b148393578666600e3	ba561fda61b5f46cf08f
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Pig's Feast DH JP

Front End	Rules
com.eyecon.lamington.sl ot-pigs-feast	carbine- slots_pigsFeast_90_jack pot-config
Version: 2.0.28	Version: 3.1.14
SHA1: b4a36a532b2e829177cea a317511e9aaa424c454	SHA1: 85ae264a821390fefb2b1 32a0bbb9ceb4171f5a5

Pig's Feast MH JP

Front End	Rules
com.eyecon.tamborine.sl ot-pigs-feast	carbine- slots_pigsFeast_90_jack pot-config
Version: 5.0.30	Version: 3.1.14
SHA1: 8e49425026541d145ff43 6b148393578666600e3	SHA1: 85ae264a821390fefb2b1 32a0bbb9ceb4171f5a5

Sugar Train DH

Front End	Rules
com.eyecon.lamington.sl ot-sugar-train	carbine- slots_sugarTrain_95_stan dard-config
Version: 2.0.11	Version: 3.1.9
SHA1: 8f6dc314c42f5e392243fa 09835e2aed6ce7120c	SHA1: 649c1ca413a34510e8afb0 d630ea92cc1b95ad98

Sugar Train MH

Front End	Rules
com.eyecon.tamborine.sl ot-sugar-train	carbine- slots_sugarTrain_95_stan dard-config
Version: 5.0.9	Version: 3.1.9
SHA1: d9cf142c92bc57c0716b3 ee7a6625c30dc427a9f	SHA1: 649c1ca413a34510e8afb0 d630ea92cc1b95ad98

Sugar Train DH JP

Front End	Rules
com.eyecon.lamington.sl ot-sugar-train	carbine- slots_sugarTrain_90_jack pot-config
Version: 2.0.11	Version: 3.1.12
SHA1: 8f6dc314c42f5e392243fa	SHA1: 0d205027338cd20394235



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		09835e2aed6ce7120c	e65b15fbb73b783af2f
Sugar Train MH JP			
Front End		Rules	
com.eyecon.tamborine.sl ot-sugar-train		carbine- slots_sugarTrain_90_jackpo t-config	
Version: 5.0.9		Version: 3.1.12	
SHA1: d9cf142c92bc57c0716b3 ee7a6625c30dc427a9f		SHA1: 0d205027338cd20394235e 65b15fbb73b783af2f	
Sugar Train Xmas DH			
Front End		Rules	
com.eyecon.lamington.sl ot-sugar-train-xmas		carbine- slots_sugarTrainXmas_95_st andard-config	
Version: 2.0.9		Version: 3.1.10	
SHA1: 6cf951bd3a7a08be1a558 00a55a8edb794d31203		SHA1: 83687c9624e615826800b530 4d5fffde8d7c360d	
Sugar Train Xmas MH			
Front End		Rules	
com.eyecon.tamborine.sl ot-sugar-train-xmas		carbine- slots_sugarTrainXmas_95_st andard-config	
Version: 5.0.9		Version: 3.1.10	
SHA1: aa9546a7cbc435e5ec606 eb366e98ba95a34a6c9		SHA1: 83687c9624e615826800b530 4d5fffde8d7c360d	
Sugar Train Xmas DH JP			
Front End		Rules	
com.eyecon.lamington.sl ot-sugar-train-xmas		carbine- slots_sugarTrainXmas_90_jac kpot-config	
Version: 2.0.9		Version: 3.1.12	
SHA1: 6cf951bd3a7a08be1a558 00a55a8edb794d31203		SHA1: 3c25486213f78b858189fb48 74f496382d2daa19	
Sugar Train Xmas MH JP			
Front End		Rules	
com.eyecon.tamborine.sl ot-sugar-train-xmas		carbine- slots_sugarTrainXmas_90_jac kpot-config	
Version: 5.0.9		Version: 3.1.12	
SHA1: aa9546a7cbc435e5ec606		SHA1: 3c25486213f78b858189fb48	



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		eb366e98ba95a34a6c9	74f496382d2daa19
		Gets The Worm DH	
	Gets The Worm	Game Name	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_getsTheWorm_95_standard-3.1.8-config.jar



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			carbine-slots_getsTheWorm_95_standard-3.1.8.json
		Gets The Worm MH	
		Game Name	File Name
		Gets The Worm	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



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			carbine-slots_getsTheWorm_95_standard-3.1.8-config.jar
			carbine-slots_getsTheWorm_95_standard-3.1.8.json
Pig's Feast DH			
		Game Name	File Name
		Pig's Feast	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



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			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_pigsFeast_95_standard-3.1.13-config.jar
			carbine-slots_pigsFeast_95_standard-3.1.13.json
			Pig's Feast MH
			Game Name
			File Name
			Pig's Feast
			carbine-game-engine-5.3.46.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
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			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



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		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_pigsFeast_95_standard-3.1.13-config.jar
		carbine-slots_pigsFeast_95_standard-3.1.13.json

Pig's Feast DH JP

Game Name	File Name
Pig's Feast	carbine-game-engine-5.3.46.jar
	EvaluationChain.java
	ReelSymbolExpander.java
	CountSymbolEvaluator.java
	LinesWinMultiPatterEvaluator.java
	PatternMatchingEvaluator.java
	PrizeLinePatternMatchingEvaluator.java
	RebetsLineWinPatternMatchingEvaluator.java
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	CarbineGame.java
	CarbineGameComponent.java
	GameWinsCalculatorImpl.java
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	SlotGameVariableConfigurationImpl.java
	SymbolHoldSpinGame.java
	SymbolHoldSpinRuleImpl.java
	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	



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		SymbolSwapSpinShapeEvaluator.java	
		SymbolSwapSpinTriggerEvaluator.java	
		carbine-slots_pigsFeast_90_jackpot-3.1.14-config.jar	
		carbine-slots_pigsFeast_90_jackpot-3.1.14.json	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
	Pig's Feast MH JP		
	Game Name	File Name	
	Pig's Feast	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	
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		CarbineGameComponent.java	
		GameWinsCalculatorImpl.java	
PrizeMultiplier.java			
RetriggerCount.java			
EyeconSpinGameRules.java			
Multiplier.java			
RngSequences.java			
SlotGameVariableConfigurationImpl.java			
SymbolHoldSpinGame.java			
SymbolHoldSpinRuleImpl.java			



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		SymbolHoldSpinScreenEvaluator.java																													
		SymbolHoldTriggerEvaluator.java																													
		SymbolSwapSpinShapeEvaluator.java																													
		SymbolSwapSpinTriggerEvaluator.java																													
		carbine-slots_pigsFeast_90_jackpot-3.1.14-config.jar																													
		carbine-slots_pigsFeast_90_jackpot-3.1.14.json																													
		MysteryPoolImpl.java																													
		ProbabilityPoolImpl.java																													
	Sugar Train DH																														
<table><tr><th>Game Name</th><th>File Name</th></tr><tr><td rowspan="26">Sugar Train</td><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></table>			Game Name	File Name	Sugar Train	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
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	EvaluationChain.java																														
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	DisplayGenerator.java																														
	RebetDetailBuilder.java																														
	RebetEvaluator.java																														
	ReelStripGenerator.java																														
	ResetRebetEvaluator.java																														
	PrizeLineTriggerEvaluator.java																														
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	PrizeMultiplier.java																														
	RetriggerCount.java																														
	EyeconSpinGameRules.java																														
	Multiplier.java																														
	RngSequences.java																														
	SlotGameVariableConfigurationImpl.java																														
	SymbolHoldSpinGame.java																														
	SymbolHoldSpinRuleImpl.java																														



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		SymbolHoldSpinScreenEvaluator.java																													
		SymbolHoldTriggerEvaluator.java																													
		SymbolSwapSpinShapeEvaluator.java																													
		SymbolSwapSpinTriggerEvaluator.java																													
		carbine-slots_sugarTrain_95_standard-3.1.9-config.jar																													
		carbine-slots_sugarTrain_95_standard-3.1.9.json																													
Sugar Train MH																															
	<table><tr><th>Game Name</th><th>File Name</th></tr><tr><td rowspan="27">Sugar Train</td><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></table>	Game Name	File Name	Sugar Train	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
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	SymbolHoldSpinGame.java																														
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	SymbolHoldSpinScreenEvaluator.java																														



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			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_sugarTrain_95_standard-3.1.9-config.jar
			carbine-slots_sugarTrain_95_standard-3.1.9.json
		Sugar Train DH JP	
		Game Name	File Name
		Sugar Train	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



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			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar
			carbine-slots_sugarTrain_90_jackpot-3.1.12.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Sugar Train MH JP	
		Game Name	File Name
		Sugar Train	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



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			carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar		
			carbine-slots_sugarTrain_90_jackpot-3.1.12.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
		Sugar Train Xmas DH			



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			carbine-slots_sugarTrainXmas_95_standard-3.1.10-config.jar
			carbine-slots_sugarTrainXmas_95_standard-3.1.10.json
Sugar Train Xmas MH			
	Sugar Train Xmas	Game Name	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_sugarTrainXmas_95_standard-3.1.10-config.jar



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			dard-3.1.10-config.jar		
			carbine-slots_sugarTrainXmas_95_standard-3.1.10.json		
			Sugar Train Xmas DH JP		
			Game Name	File Name	
			Sugar Train Xmas	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_sugarTrainXmas_90_jackpot-3.1.12-config.jar					
carbine-slots_sugarTrainXmas_90_jackpot-3.1.12.json					



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			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Sugar Train Xmas MH JP	
		Game Name	File Name
		Sugar Train Xmas	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_sugarTrainXmas_90_jackpot-3.1.12-config.jar
carbine-slots_sugarTrainXmas_90_jackpot-3.1.12.json			
MysteryPoolImpl.java			
ProbabilityPoolImpl.java			

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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	Gets The Worm	Slot	Gets The Worm is a 5X3 video slot with 25 paylines and Free Games.	0.01	12.50
2	Pig's Feast	Slot	Pig's Feast is a 5X3 video slot game with 25 Paylines with Prize Pick and Bonus and Free Games.	0.01	12.50
3	Sugar Train	Slot	Sugar Train is a 5X3 video slot game with 25 Paylines with Prize Pick and Bonus and Free Games.	0.01	12.50
4	Sugar Train Xmas	Slot	Sugar Train Xmas is a 5X3 video slot game with 25 with Prize Pick and Bonus and Free Games.	0.01	12.50

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

² RTP for the game

No.	Game Name	Theoretical RTP*	Simulated RTP*
1.	Gets The Worm DH Gets The Worm MH	95.113%	95.160%
2.	Pig's Feast DH Pig's Feast MH	94.975%	94.972%
3.	Pig's Feast DH JP Pig's Feast MH JP	90.000%+ 3.0% Jackpot	89.947%+ 3.0% Jackpot
4.	Sugar Train DH Sugar Train MH	94.975%	94.959%
5.	Sugar Train DH JP Sugar Train MH JP	90.000%+ 3.0% Jackpot	89.991%+ 3.0% Jackpot
6.	Sugar Train Xmas DH JP Sugar Train Xmas MH JP	94.975%	94.966%
7.	Sugar Train Xmas DH JP Sugar Train Xmas MH JP	90.000%+ 3.0% Jackpot	90.024%+ 3.0% Jackpot

*Verified the RTP only up to 2 decimals accuracy.

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

[Gets The Worm DH](#)



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Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacd2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_getsTheWorm_95_standard-3.1.8-config.jar	8b5d9b657a224a9cb4c0107c826520aaad1fb7cc
carbine-slots_getsTheWorm_95_standard-3.1.8.json	9b4d3ec831497494f6eaeefe2878fa00c8990ec1

[Gets The Worm MH](#)

Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70



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ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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
carbine-slots_getsTheWorm_95_standard-3.1.8-config.jar	8b5d9b657a224a9cb4c0107c826520aaad1fb7cc
carbine-slots_getsTheWorm_95_standard-3.1.8.json	9b4d3ec831497494f6eaeefe2878fa00c8990ec1

Pig's Feast DH

Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	704982eaaaa9f8363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	a4cf5ec112eab8825c76c1dcd82a18c6e1c11f60
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5



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SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_pigsFeast_95_standard-3.1.13-config.jar	3f61f032b093e33ad115ba561fda61b5f46cf08f
carbine-slots_pigsFeast_95_standard-3.1.13.json	9b6ba344e66d4f5dd61480933eb509f5d5dd744c

Pig's Feast MH

Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdeb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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
carbine-slots_pigsFeast_95_standard-3.1.13-config.jar	3f61f032b093e33ad115ba561fda61b5f46cf08f
carbine-slots_pigsFeast_95_standard-3.1.13.json	9b6ba344e66d4f5dd61480933eb509f5d5dd744c

Pig's Feast DH JP

Filename	SHA-1
carbine-game-engine-5.3.46.jar	e256c88640fc0661e21638ace7ad02efe02838b1
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2



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ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aadcd62bbfc2c7722211401b2d27b6aec410
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	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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
carbine-slots_pigsFeast_90_jackpot-3.1.14-config.jar	85ae264a821390febf2b132a0bbb9ceb4171f5a5
carbine-slots_pigsFeast_90_jackpot-3.1.14.json	081470528e948f8b24ee2d31436d8e1a576dc045
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Pig's Feast MH JP

Filename	SHA-1
carbine-game-engine-5.3.46.jar	e256c88640fc0661e21638ace7ad02efe02838b1
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aadcd62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b



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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
carbine-slots_pigsFeast_90_jackpot-3.1.14-config.jar	85ae264a821390febf2b132a0bbb9ceb4171f5a5
carbine-slots_pigsFeast_90_jackpot-3.1.14.json	081470528e948f8b24ee2d31436d8e1a576dc045
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Sugar Train DH

Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
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



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SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_sugarTrain_95_standard-3.1.9-config.jar	649c1ca413a34510e8afb0d630ea92cc1b95ad98
carbine-slots_sugarTrain_95_standard-3.1.9.json	43a40675f181dff6ab2e90003f75d69216d4bb06

Sugar Train MH

Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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
carbine-slots_sugarTrain_95_standard-3.1.9-config.jar	649c1ca413a34510e8afb0d630ea92cc1b95ad98
carbine-slots_sugarTrain_95_standard-3.1.9.json	43a40675f181dff6ab2e90003f75d69216d4bb06

Sugar Train DH JP

Filename	SHA-1
carbine-game-engine-5.3.46.jar	e256c88640fc0661e21638ace7ad02efe02838b1
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2



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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	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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
carbina-slots_sugarTrain_90_jackpot-3.1.12-config.jar	0d205027338cd20394235e65b15fbb73b783af2f
carbina-slots_sugarTrain_90_jackpot-3.1.12.json	bf1986a458147ff4a1e8be71b44e9aea8fe5da74
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Sugar Train MH JP

Filename	SHA-1
carbina-game-engine-5.3.46.jar	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



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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
carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar	0d205027338cd20394235e65b15fbb73b783af2f
carbine-slots_sugarTrain_90_jackpot-3.1.12.json	bf1986a458147ff4a1e8be71b44e9aea8fe5da74
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
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



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SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_sugarTrainXmas_95_standard-3.1.10-config.jar	83687c9624e615826800b5304d5fffde8d7c360d
carbine-slots_sugarTrainXmas_95_standard-3.1.10.json	73bd3de3c61ee8d63fe44666c0e96b5a37fa789c

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Filename	SHA-1
carbine-game-engine-5.3.46.jar	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	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdeb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	fe53e4a95db9af0d76aa028ac3ed2f985a6993ea
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
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
carbine-slots_sugarTrainXmas_95_standard-3.1.10-config.jar	83687c9624e615826800b5304d5fffde8d7c360d
carbine-slots_sugarTrainXmas_95_standard-3.1.10.json	73bd3de3c61ee8d63fe44666c0e96b5a37fa789c

Sugar Train Xmas DH JP

Filename	SHA-1
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carbine-game-engine-5.3.46.jar	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	2132d187d0ed127fc3c36d32cddb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d64a7dc83cfd715e945bdbfad6b28
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
carbine-slots_sugarTrainXmas_90_jackpot-3.1.12-config.jar	3c25486213f78b858189fb4874f496382d2daa19
carbine-slots_sugarTrainXmas_90_jackpot-3.1.12.json	d42af74bae5fb968cde09d0fa8d73c8a4793f2a5
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Filename	SHA-1
carbine-game-engine-5.3.46.jar	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

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RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	2132d187d0ed127fc3c36d32cdb1a08f51f4ae70
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cf715e945bdbfad6b28
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
carbine-slots_sugarTrainXmas_90_jackpot-3.1.12-config.jar	3c25486213f78b858189fb4874f496382d2daa19
carbine-slots_sugarTrainXmas_90_jackpot-3.1.12.json	d42af74bae5fb968cde09d0fa8d73c8a4793f2a5
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

IV. Details of tests

Product identification: 4 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
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game	Passed

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		complies with the relevant standards and that there are no unintended functionalities.	
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	Gets The Worm is a new game and has not been previously certified. Pig's Feast has been previously certified for AGCC, UK, Gibraltar, Isle of Man and Malta by iTech Labs (REF: ITL1801952). This round of certification is to re-certify the game due to the math changes. Sugar Train is a new game and has not been previously certified. Sugar Train is a clone of the previously certified game Pig Feast (REF: ITL1801952). Sugar Train Xmas is a new game and has not been previously certified. Sugar Train Xmas is a clone of the previously certified game Pig Feast (REF: ITL1801952). 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.

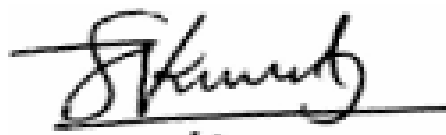


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V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 31 May 2021 Software provider: Eyecon Alderney Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that 4 Games complies with the relevant requirements (as applicable for software providers) listed in Appendix below. iTech Labs recommends that 4 Games be approved for deployment.

Signatures:

 Alvin Rizaldi Senior Consultant iTech Labs 31 May 2021	 Kiren Sreekumar Principal Consultant iTech Labs 31 May 2021
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VI. Conclusion

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



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Appendix



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Alderney Gambling Control Commission

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

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

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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

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		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

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	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



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	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.

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UK Gambling Commission

UK Remote Gambling and Software Technical Standards
February 2021

Testing Strategy for Compliance with Remote Gambling and Software Technical Standards
February 2021

I. Complete requirements met by the tests

Requirements	Results
RTS 1 – Customer account Information	
RTS requirement 1A	Operator responsibility*
RTS requirement 1B	Operator responsibility*
RTS requirement 1C	Operator responsibility*
RTS 2 – Displaying transactions	
RTS requirement 2A	Comply, except for currency conversion and price fluctuations (if applicable) which are the operator's responsibility*.
RTS requirement 2B	Comply, the game rules have been verified 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 operator's responsibility*.
RTS requirement 2C	Operator responsibility*
RTS requirement 2D	Operator responsibility*
RTS requirement 2E	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 3 – Rules, game descriptions and the likelihood of winning	
RTS requirement 3A	Comply, the game rules have been verified 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 operator's responsibility*.
RTS requirement 3B	Comply, the game rules have been verified 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 operator's responsibility*.
RTS requirement 3C	Comply except for RTS 3C ii and RTS 3C iv which are not applicable, the game rules have been verified 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 operator's responsibility*.
RTS requirement 3D	Comply, the game rules have been verified 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 operator's responsibility*.

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RTS 4 – Time critical events	
RTS requirement 4A	Not applicable, no time critical events.
RTS requirement 4B	Not applicable, no time critical events.
RTS 5 – Result Determination	
RTS requirement 5A	Comply, the game rules have been verified 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 operator's responsibility*.
RTS 6 – Result determination for play-for-free games	
RTS requirement 6A	Comply
RTS 7 – Generation of random outcomes	
RTS requirement 7A	Covered by a separate RNG certification
RTS requirement 7B	Comply, the game rules have been verified 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 operator's responsibility*.
RTS requirement 7C	Comply
RTS requirement 7D	Comply
RTS requirement 7E	Comply
RTS 8 – Auto-play functionality	
RTS requirement 8A	Not applicable
RTS requirement 8B	Not applicable
RTS requirement 8C	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 9 – Progressive jackpot systems	
RTS requirement 9A	Comply
RTS requirement 9B	Comply
RTS 10 – Interrupted gambling	
RTS 10 - 10A	Operator responsibility*
RTS 10 - 10B	Comply
RTS 10 - 10C	Operator responsibility*
RTS 11 – Limiting collusion/cheating	
RTS 11 - 11A	Not applicable, the module tested is not P2P.
RTS 11 - 11B	Not applicable, the module tested is not P2P.
RTS 12 – Financial limits	
RTS 12 - 12A	Operator responsibility*
RTS 12 - 12B	Operator responsibility*

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RTS 13 – Time requirements and reality checks	
RTS 13 - 13A	Operator responsibility*
RTS 13 – 13B	Operator responsibility*
RTS 13 – 13C	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 14 – Responsible product design	
RTS 14 - 14A	Comply
RTS 14 – 14B	Not applicable, the module tested is not platform.
RTS 14 – 14C	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 14 – 14D	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 14 – 14E	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 14 – 14F	Not applicable This requirement would come into force on 31 October 2021. As confirmed by the customer, another round of certification would be conducted at a later stage (prior to 31 October 2021) to ensure compliance with this requirement.
RTS 15– In-play betting	
RTS 15- 15A	Not applicable, the module tested is not 'betting'.
RTS 16– Use of third party software	
RTS 16-16A	Not applicable, the module tested is not P2P.
RTS 16-16B	Not applicable, the module tested is not P2P.
RTS 16-16C	Not applicable, the module tested is not P2P.
RTS 17– Live dealer studios	
RTS 17-17A	Not applicable, the module tested is not 'live'.

*Eyecon is a software provider. It is the operator's responsibility to ensure that these requirements are satisfied.



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II. Observations

None.

III. Conditions

This round of certification is for game only. RNG and Platform requirements are out of scope.
Eyecon is a software provider.
Before the game is released to production, all operator-responsibility items listed under **I. Complete requirements met by the tests** must be satisfied by the operator.

IV. Level of Certification

4 Games has passed all tests according to testing requirements (as required for software providers) of the two categories in UK Remote Gambling and Software Technical Standards - February 2021, 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 operator-specific functions not covered by this certification as indicated in Section I. Complete requirements met by the tests.

Note - the two categories of testing requirements are:

"testing requirements that require external testing" – these must be assessed by a third party (approved test lab).

"testing requirements that do not require external testing" – these are capable of being tested and verified by the operator (or software provider).

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Gibraltar

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

I. Complete requirements met by the tests

Requirements	Results
Standard 2 - Registration of participants and administration	
2.4.3 Game history	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

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	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

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	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.

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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	



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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

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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.

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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

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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

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	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.