



Verification report: ITL2203606

Eyecon Alderney Limited

7 Games Certification Report

23 November 2022

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Verification report: ITL2203606

Table of Contents

I. GENERAL INFORMATION	3
II. DETAILS OF HARDWARE	4
III. DETAILS OF SOFTWARE COMPONENTS	5
IV. DETAILS OF TESTS	28
V. FINAL DECLARATION AND CONFORMITY	29
VI. CONCLUSION	30
APPENDIX	31
<i>Alderney Gambling Control Commission</i>	32
<i>UK Gambling Commission</i>	36
<i>Gibraltar</i>	39
<i>Isle of Man</i>	42
<i>Malta</i>	45



Verification report: ITL2203606

I. General information

No.	Description	Details												
1.	Identification	7 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 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 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 4.5 - 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 LEGAL NOTICE (L.N.) 131 of 2016 Directive 2 of 2018 - Player Protection Directive - V2 May 2021 Please refer to Appendix at the end of this report for details												
4.	Target jurisdiction	Alderney, UK, Gibraltar, Isle of Man, Malta												
5.	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>Enchanted Prince*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr><tr><td>2.</td><td>Irish Luck*</td><td>Slot</td><td>HTML5:</td></tr></table>	No.	Game Name	Game Type	Channel	1.	Enchanted Prince*	Slot	HTML5: (Desktop & Mobile)	2.	Irish Luck*	Slot	HTML5:
No.	Game Name	Game Type	Channel											
1.	Enchanted Prince*	Slot	HTML5: (Desktop & Mobile)											
2.	Irish Luck*	Slot	HTML5:											

Verification report: ITL2203606

			(Desktop & Mobile)
3.	Secret Garden*	Slot	HTML5: (Desktop & Mobile)
4.	Shamans Dream*	Slot	HTML5: (Desktop & Mobile)
5.	Stampede*	Slot	HTML5: (Desktop & Mobile)
6.	Temple Of Iris*	Slot	HTML5: (Desktop & Mobile)
7.	White Wizard*	Slot	HTML5: (Desktop & Mobile)
*One variant: without Jackpot			
6.	Type of the module tested	Casino Games	
7.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Robert Black (robert.black@eyecon.com)	
8.	Licensee details	Not applicable	
9.	Date of request for verification	17 August 2022	
10.	Date of completion	23 November 2022	
11.	Platform supplier	Eyecon Alderney Limited	
12.	Platform version	Version: 3.7.1	
13.	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	
14.	Other records	All 7 Games are new and have not been previously certified. Testing was conducted on the following devices: • Desktop • iPhone XS MAX (Browser: Safari) • Samsung Galaxy S10 (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



Verification report: ITL2203606

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	Enchanted Prince 93 DH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.slot-enchanted-prince</td><td>carbine-slots_enchantedPrince_93_standard-config</td></tr><tr><td>Version: 2.0.16</td><td>Version: 1.0.0</td></tr><tr><td>SHA1: 9a1b38205df23432ebb9011908a9ec19abe5f114</td><td>SHA1: 58819af139e0d6257a41dec8541721da8977af32</td></tr></table> Enchanted Prince 93 MH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.slot-enchanted-prince</td><td>carbine-slots_enchantedPrince_93_standard-config</td></tr><tr><td>Version:5.0.13</td><td>Version: 1.0.0</td></tr><tr><td>SHA1: e8f2ae056cab949510f57049e0400fe2a3c59efd</td><td>SHA1: 58819af139e0d6257a41dec8541721da8977af32</td></tr></table> Irish Luck 93 DH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.slot-irish-luck</td><td>carbine-slots_irishLuck_93_standard-config</td></tr><tr><td>Version: 2.0.12</td><td>Version: 1.0.0</td></tr><tr><td>SHA1: 1463bf53087de50c53d60d6f07b02e093e9c9951</td><td>SHA1: edc15047c5af98a1c492ca0a74207d3bb18442a5</td></tr></table> Irish Luck 93 MH<table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.slot-irish-luck</td><td>carbine-slots_irishLuck_93_standard-config</td></tr><tr><td>Version: 5.0.11</td><td>Version: 1.0.0</td></tr><tr><td>SHA1: 10d2f35619fb5fb2ade14a2dcf7717095ed510e</td><td>SHA1: edc15047c5af98a1c492ca0a74207d3bb18442a5</td></tr></table> Secret Garden 93 DH	Front End	Rules	com.eyecon.lamington.slot-enchanted-prince	carbine-slots_enchantedPrince_93_standard-config	Version: 2.0.16	Version: 1.0.0	SHA1: 9a1b38205df23432ebb9011908a9ec19abe5f114	SHA1: 58819af139e0d6257a41dec8541721da8977af32	Front End	Rules	com.eyecon.tamborine.slot-enchanted-prince	carbine-slots_enchantedPrince_93_standard-config	Version:5.0.13	Version: 1.0.0	SHA1: e8f2ae056cab949510f57049e0400fe2a3c59efd	SHA1: 58819af139e0d6257a41dec8541721da8977af32	Front End	Rules	com.eyecon.lamington.slot-irish-luck	carbine-slots_irishLuck_93_standard-config	Version: 2.0.12	Version: 1.0.0	SHA1: 1463bf53087de50c53d60d6f07b02e093e9c9951	SHA1: edc15047c5af98a1c492ca0a74207d3bb18442a5	Front End	Rules	com.eyecon.tamborine.slot-irish-luck	carbine-slots_irishLuck_93_standard-config	Version: 5.0.11	Version: 1.0.0	SHA1: 10d2f35619fb5fb2ade14a2dcf7717095ed510e	SHA1: edc15047c5af98a1c492ca0a74207d3bb18442a5
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Verification report: ITL2203606

		Front End		Rules	
		com.eyecon.lamington.slot-secret-garden		carbine-slots_secretGarden_93_standard-config	
		Version: 2.0.14		Version: 1.0.3	
		SHA1: 47cf9474f921a0a840a8518197ed456f52579ab6		SHA1: 62a7679705ec8f9b66967ae5260655ee53956aaa	
		Secret Garden 93 MH			
		Front End		Rules	
		com.eyecon.tamborine.slot-secret-garden		carbine-slots_secretGarden_93_standard-config	
		Version: 5.0.12		Version: 1.0.3	
		SHA1: 541bee100f1292ecaefe03d50e7bcb989e4348bc		SHA1: 62a7679705ec8f9b66967ae5260655ee53956aaa	
		Shamans Dream 93 DH			
		Front End		Rules	
		com.eyecon.lamington.slot-shamans-dream		carbine-slots_shamansDream_93_standard-config	
		Version: 2.0.14		Version: 1.0.2	
		SHA1: 4cff2468622fcea3692f2cdcfe6b7705157e8178		SHA1: 8256fc5d6c73537f6532b68e5a95b3367bf20a27	
		Shamans Dream 93 MH			
		Front End		Rules	
		com.eyecon.tamborine.slot-shamans-dream		carbine-slots_shamansDream_93_standard-config	
		Version: 5.0.13		Version: 1.0.2	
		SHA1: 723f082e5a821d35f7cefd59fc321284cc02cbd0		SHA1: 8256fc5d6c73537f6532b68e5a95b3367bf20a27	
		Stampede 93 DH			
		Front End		Rules	
		com.eyecon.lamington.slot-stampede		carbine-slots_stampede_93_standard-config	
		Version: 2.0.16		Version: 1.0.1	
		SHA1: 09f5364376418ba18bdfafa26922242b04889554		SHA1: fa3e92672de2598036e72bd4136c498424943041	
		Stampede 93 MH			
		Front End		Rules	



Verification report: ITL2203606

		com.eyecon.tamborine.slot-stampede	carbine-slots_stampede_93_standard-config
		Version: 5.0.13	Version: 1.0.1
		SHA1: 5e577d601ed116783d629bb9172f0ba1b3b01923	SHA1: fa3e92672de2598036e72bd4136c498424943041
		Temple Of Iris 93 DH	
		Front End	Rules
		com.eyecon.lamington.slot-temple-of-isis	carbine-slots_templeOfIris_93_standard-config
		Version: 2.0.16	Version: 1.0.0
		SHA1: f864e961a86db31eb3a293a652b3f74d88b041be	SHA1: 9bea01dd3a210f00abb2f0124a492d9b54b9bfac
		Temple Of Iris 93 MH	
		Front End	Rules
		com.eyecon.lamington.slot-stampede	carbine-slots_templeOfIris_93_standard-config
		Version: 5.0.11	Version: 1.0.0
		SHA1: cede773ef47a8f72dae7919154b7bc6929800275	SHA1: 9bea01dd3a210f00abb2f0124a492d9b54b9bfac
		White Wizard 93 DH	
		Front End	Rules
		com.eyecon.lamington.slot-white-wizard	carbine-slots_whiteWizard_93_standard-config
		Version: 2.0.16	Version: 1.0.0
		SHA1: 396b99df78673309f5d274873c0b347521cd17cf	SHA1: 1957184a5f9583002e8850868d7cf2a39938e114
		White Wizard 93 MH	
		Front End	Rules
		com.eyecon.tamborine.slot-white-wizard	carbine-slots_whiteWizard_93_standard-config
		Version: 5.0.13	Version: 1.0.0
		SHA1: 5055dd38683afeaecbd9699b13344c5eee0435cb	SHA1: 1957184a5f9583002e8850868d7cf2a39938e114



Verification report: ITL2203606

		Enchanted Prince 93 DH																																	
		<table><tr><th>File Name</th></tr><tr><td>carbine-game-engine-5.8.1-sources.jar</td></tr><tr><td>EvaluationChain.java</td></tr><tr><td>ReelSymbolExpander.java</td></tr><tr><td>CountSymbolEvaluator.java</td></tr><tr><td>LinesWinMultiPatterEvaluator.java</td></tr><tr><td>PatternMatchingEvaluator.java</td></tr><tr><td>PrizeLinePatternMatchingEvaluator.java</td></tr><tr><td>RebetsLineWinPatternMatchingEvaluator.java</td></tr><tr><td>DisplayGenerator.java</td></tr><tr><td>RebetDetailBuilder.java</td></tr><tr><td>RebetEvaluator.java</td></tr><tr><td>ReelStripGenerator.java</td></tr><tr><td>ResetRebetEvaluator.java</td></tr><tr><td>PrizeLineTriggerEvaluator.java</td></tr><tr><td>TriggerRandomMultiplierEvaluator.java</td></tr><tr><td>CarbineGame.java</td></tr><tr><td>CarbineGameComponent.java</td></tr><tr><td>GameWinsCalculatorImpl.java</td></tr><tr><td>PrizeMultiplier.java</td></tr><tr><td>RetriggerCount.java</td></tr><tr><td>EyeconSpinGameRules.java</td></tr><tr><td>Multiplier.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>SlotGameVariableConfigurationImpl.java</td></tr><tr><td>SymbolHoldSpinGame.java</td></tr><tr><td>SymbolHoldSpinRuleImpl.java</td></tr><tr><td>SymbolHoldSpinScreenEvaluator.java</td></tr><tr><td>SymbolHoldTriggerEvaluator.java</td></tr><tr><td>SymbolSwapSpinShapeEvaluator.java</td></tr><tr><td>SymbolSwapSpinTriggerEvaluator.java</td></tr><tr><td>carbine-slots_enchantedPrince_93_standard-1.0.0-config.jar</td></tr><tr><td>carbine-slots_enchantedPrince_93_standard-1.0.0.json</td></tr></table>	File Name	carbine-game-engine-5.8.1-sources.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_enchantedPrince_93_standard-1.0.0-config.jar	carbine-slots_enchantedPrince_93_standard-1.0.0.json
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Verification report: ITL2203606

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		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_enchantedPrince_93_standard-1.0.0-config.jar	
		carbine-slots_enchantedPrince_93_standard-1.0.0.json	
		Irish Luck 93 DH	
		File Name	
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Verification report: ITL2203606

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Verification report: ITL2203606

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Verification report: ITL2203606

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Verification report: ITL2203606

Shamans Dream 93 MH

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LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java
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Stampede 93 DH

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Verification report: ITL2203606

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Verification report: ITL2203606

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Verification report: ITL2203606

		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_templeOfIris_93_standard-1.0.0-config.jar carbine-slots_templeOfIris_93_standard-1.0.0.json																				
		White Wizard 93 DH <table><tr><th>File Name</th></tr><tr><td>carbine-game-engine-5.8.1-sources.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></table>	File Name	carbine-game-engine-5.8.1-sources.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	
File Name																						
carbine-game-engine-5.8.1-sources.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																						



Verification report: ITL2203606

		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_whiteWizard_93_standard-1.0.0-config.jar carbine-slots_whiteWizard_93_standard-1.0.0.json	
		White Wizard 93 MH File Name carbine-game-engine-5.8.1-sources.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_whiteWizard_93_standard-1.0.0-config.jar carbine-slots_whiteWizard_93_standard-1.0.0.json	

Verification report: ITL2203606

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.	Enchanted Prince	Slot	Enchanted Prince is a 5x3 slot game with 25 variable paylines pays from left to right and the game has a free spin features.	£ 0.01	£ 12.50
2.	Irish Luck	Slot	Irish Luck is a 5x3 slot game with 25 variable paylines pays from left to right. The game features include a prize pick Feature and Free spin.	£ 0.01	£ 12.50
3.	Secret Garden	Slot	Secret Garden is a 5x3 slot game with 25 variable paylines pays from left to right and the game has a free spin features.	£ 0.01	£ 12.50
4.	Shaman's Dream	Slot	Shaman's Dream is a 5x3 slot game with 25 variable paylines pays from left to right and the game has a free spin feature.	£ 0.01	£ 12.50
5.	Stampede	Slot	Stampede is a 5x3 slot game with 243 ways pay from left to right. The game has a 5 different free spin features.	£ 0.25	£ 50.00
6.	Temple Of Iris	Slot	Temple Of Iris is a 5x3 slot game with 25 variable paylines pays from left to right and the game has a free spin feature.	£ 0.01	£ 12.50
7.	White Wizard	Slot	White Wizard is a 5X3 slot game with 25 variable paylines pays from left to right. The game has a free spin feature with expanding wild.	£ 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.	Enchanted Prince	93.285%	93.307%

**Verification report: ITL2203606**

2.	Irish Luck	93.035%	92.985%
3.	Secret Garden	93.363%	93.371%
4.	Shaman's Dream	93.363%	93.388%
5.	Stampede	93.221%	93.218%
6.	Temple Of Iris	93.363%	93.364%
7.	White Wizard	93.057%	93.046%

*Verified the RTP only up to 2 decimals accuracy.

³ List of software executables and digital signatures (SHA-1)**Enchanted Prince 93 DH**

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_enchantedPrince_93_standard-1.0.0-config.jar	carbine-slots_enchantedPrince_93_standard-1.0.0-config.jar
carbine-slots_enchantedPrince_93_standard-1.0.0.json	carbine-slots_enchantedPrince_93_standard-1.0.0.json

Enchanted Prince 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java

**Verification report: ITL2203606**

ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_enchantedPrince_93_standard-1.0.0-config.jar	carbine-slots_enchantedPrince_93_standard-1.0.0-config.jar
carbine-slots_enchantedPrince_93_standard-1.0.0.json	carbine-slots_enchantedPrince_93_standard-1.0.0.json

Irish Luck 93 DH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java



Verification report: ITL2203606

RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_irishLuck_93_standard-1.0.0-config.jar	carbine-slots_irishLuck_93_standard-1.0.0-config.jar
carbine-slots_irishLuck_93_standard-1.0.0.json	carbine-slots_irishLuck_93_standard-1.0.0.json

Irish Luck 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_irishLuck_93_standard-1.0.0-config.jar	carbine-slots_irishLuck_93_standard-1.0.0-config.jar
carbine-slots_irishLuck_93_standard-1.0.0.json	carbine-slots_irishLuck_93_standard-1.0.0.json



Verification report: ITL2203606

Secret Garden 93 DH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_secretGarden_93_standard-1.0.3-config.jar	carbine-slots_secretGarden_93_standard-1.0.3-config.jar
carbine-slots_secretGarden_93_standard-1.0.3.json	carbine-slots_secretGarden_93_standard-1.0.3.json

Secret Garden 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java



Verification report: ITL2203606

CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_secretGarden_93_standard-1.0.3-config.jar	carbine-slots_secretGarden_93_standard-1.0.3-config.jar
carbine-slots_secretGarden_93_standard-1.0.3.json	carbine-slots_secretGarden_93_standard-1.0.3.json

Shamans Dream 93 DH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_shamansDream_93_standard-1.0.2-config.jar	carbine-slots_shamansDream_93_standard-1.0.2-config.jar
carbine-slots_shamansDream_93_standard-1.0.2.json	carbine-slots_shamansDream_93_standard-



Verification report: ITL2203606

	1.0.2.json
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Shamans Dream 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_shamansDream_93_standard-1.0.2-config.jar	carbine-slots_shamansDream_93_standard-1.0.2-config.jar
carbine-slots_shamansDream_93_standard-1.0.2.json	carbine-slots_shamansDream_93_standard-1.0.2.json

Stampede 93 DH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java



Verification report: ITL2203606

ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_stampede_93_standard-1.0.1-config.jar	carbine-slots_stampede_93_standard-1.0.1-config.jar
carbine-slots_stampede_93_standard-1.0.1.json	carbine-slots_stampede_93_standard-1.0.1.json

Stampede 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java

**Verification report: ITL2203606**

carbine-slots_stamped_93_standard-1.0.1-config.jar	carbine-slots_stamped_93_standard-1.0.1-config.jar
carbine-slots_stamped_93_standard-1.0.1.json	carbine-slots_stamped_93_standard-1.0.1.json

Temple Of Iris 93 DH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_templeOfIris_93_standard-1.0.0-config.jar	carbine-slots_templeOfIris_93_standard-1.0.0-config.jar
carbine-slots_templeOfIris_93_standard-1.0.0.json	carbine-slots_templeOfIris_93_standard-1.0.0.json

Temple Of Iris 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java



Verification report: ITL2203606

ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_templeOfIris_93_standard-1.0.0-config.jar	carbine-slots_templeOfIris_93_standard-1.0.0-config.jar
carbine-slots_templeOfIris_93_standard-1.0.0.json	carbine-slots_templeOfIris_93_standard-1.0.0.json

White Wizard 93 DH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java

**Verification report: ITL2203606**

SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_whiteWizard_93_standard-1.0.0-config.jar	carbine-slots_whiteWizard_93_standard-1.0.0-config.jar
carbine-slots_whiteWizard_93_standard-1.0.0.json	carbine-slots_whiteWizard_93_standard-1.0.0.json

White Wizard 93 MH

File Name	SHA-1
carbine-game-engine-5.8.1-sources.jar	carbine-game-engine-5.8.1-sources.jar
EvaluationChain.java	EvaluationChain.java
ReelSymbolExpander.java	ReelSymbolExpander.java
CountSymbolEvaluator.java	CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java	LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java	PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java
DisplayGenerator.java	DisplayGenerator.java
RebetDetailBuilder.java	RebetDetailBuilder.java
RebetEvaluator.java	RebetEvaluator.java
ReelStripGenerator.java	ReelStripGenerator.java
ResetRebetEvaluator.java	ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java	PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java	TriggerRandomMultiplierEvaluator.java
CarbineGame.java	CarbineGame.java
CarbineGameComponent.java	CarbineGameComponent.java
GameWinsCalculatorImpl.java	GameWinsCalculatorImpl.java
PrizeMultiplier.java	PrizeMultiplier.java
RetriggerCount.java	RetriggerCount.java
EyeconSpinGameRules.java	EyeconSpinGameRules.java
Multiplier.java	Multiplier.java
RngSequences.java	RngSequences.java
SlotGameVariableConfigurationImpl.java	SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java	SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java	SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java	SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java	SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java	SymbolSwapSpinTriggerEvaluator.java
carbine-slots_whiteWizard_93_standard-1.0.0-config.jar	carbine-slots_whiteWizard_93_standard-1.0.0-config.jar
carbine-slots_whiteWizard_93_standard-1.0.0.json	carbine-slots_whiteWizard_93_standard-1.0.0.json

IV. Details of tests

Product identification: 7 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	Passed

Verification report: ITL2203606

		game satisfies the relevant requirements in the standards.	
3.	Emulation tests	Emulation tests were conducted to verify that the game payouts are in accordance with the payable and maths.	Passed
4.	Theoretical RTP	Theoretical RTP verification was conducted for the game. See section III.4 above.	Passed
5.	Simulated RTP	RTP simulations using the game code were conducted for the game. See section III.4 above.	Passed
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game complies with the relevant standards and that there are no unintended functionalities.	Passed
7.	Game performance report	Controlled tests were conducted to ensure that the Game Performance Report reflects the actual game play and the data obtained is complete and accurate.	Passed
Mobile			
1.	Game rules & artwork evaluation (as required for mobile-specific components)	Evaluation of game rules and artwork was conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests (as required for mobile-specific components)	Functional tests were conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards.	Passed
3.	Regression tests	Regression tests were conducted to verify gameplay, accuracy of balance update, game history, and to verify that the mobile version of the game is the same as the desktop version.	Passed
4.	Paytable verification	Paytable verification was conducted to verify that the game payouts are in accordance with the payable.	Passed
5.	Source code review	Source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed
Other			
1.	Other records	All 7 Games are new and have not been previously certified. Testing was conducted on the following devices: • Desktop • iPhone 5S/6S (Browser: Safari) • Samsung Galaxy S7 (Browser: Chrome) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy Tab 4 (Browser: Chrome)	Not applicable

Note: Evaluation was conducted at iTech Labs facilities in Australia, India and Bulgaria. All functional tests (if any) were conducted remotely (i.e. remote test environment hosted on customer's site).



Verification report: ITL2203606

V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 23 November 2022 Software provider: Eyecon Alderney Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that all 7 Games comply with the relevant requirements (as applicable for software providers) listed in Appendix below. iTech Labs recommends that all 7 Games be approved for deployment.

Signatures:

Authorised by:  Alvin Rizaldi Senior Consultant iTech Labs 23 November 2022	Signed by:  Kiren Sreekumar Principal Consultant iTech Labs 23 November 2022
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VI. Conclusion

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



Verification report: ITL2203606

Appendix

Alderney Gambling Control Commission

Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems
Version 4.5

I. Complete requirements met by the tests

Requirements	Results
2.13 Jackpot accounting	Not applicable
3.6 Accepting Wagers	Comply, subject to section II. Observations below
4.2 Alderney Branding	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	Not applicable

Verification report: ITL2203606

II. Observations

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

Verification report: ITL2203606

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



Verification report: ITL2203606

	• Gambles • Bonus wins		
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III. Conditions

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

Verification report: ITL2203606

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	Comply
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*.
RTS 4 – Time critical events	
RTS requirement 4A	Not applicable, no time critical events.
RTS requirement 4B	Not applicable, no time critical events.

Verification report: ITL2203606

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	Comply
RTS 9 – Progressive jackpot systems	
RTS requirement 9A	Not applicable
RTS requirement 9B	Not applicable
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*
RTS 13 – Time requirements and reality checks	
RTS 13 - 13A	Operator responsibility*
RTS 13 – 13B	Operator responsibility*
RTS 13 – 13C	Comply
RTS 14 – Responsible product design	



Verification report: ITL2203606

RTS 14 - 14A	Comply
RTS 14 – 14B	Not applicable, the module tested is not platform.
RTS 14 – 14C	Operator responsibility*
RTS 14 – 14D	Comply
RTS 14 – 14E	Comply
RTS 14 – 14F	Comply
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.

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

7 Games have 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).

Verification report: ITL2203606

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

II. Observations

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

Verification report: ITL2203606

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

Verification report: ITL2203606

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

III. Conditions

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

**Verification report: ITL2203606****Isle of Man**

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

I. Complete requirements met by the tests

Requirements	Results
Schedule 1 – General	
OGSV Schedule 1 – 1	
OGSV Schedule 1 – 1a	Comply
OGSV Schedule 1 – 1b	Comply
OGSV Schedule 1 – 1c	Comply
OGSV Schedule 1 – 1d	Not applicable
OGSV Schedule 1 – 2	Operator responsibility
Schedule 1 – Randomness	
OGSV Schedule 1 – 3	
OGSV Schedule 1 – 3a	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 3b	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 3c	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 4	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
OGSV Schedule 1 – 5	Comply
OGSV Schedule 1 – 6	Comply
OGSV Schedule 1 – 7	
OGSV Schedule 1 – 7a	Comply
OGSV Schedule 1 – 7b	Comply
OGSV Schedule 1 – 7c	Comply
OGSV Schedule 1 – 7d	Comply
OGSV Schedule 1 – 7e	Comply
OGSV Schedule 1 – 7f	Comply
OGSV Schedule 1 – 7g	Comply
Schedule 1 – Reporting Requirements	
OGSV Schedule 1 – 8	Operator responsibility
OGSV Schedule 1 – 9	
OGSV Schedule 1 – 9a	Operator responsibility
OGSV Schedule 1 – 9b	Operator responsibility
OGSV Schedule 1 – 10	

Verification report: ITL2203606

OGSV Schedule 1 – 10a	Comply
OGSV Schedule 1 – 10b	Comply
OGSV Schedule 1 – 10c	Comply
OGSV Schedule 1 – 10d	Comply
OGSV Schedule 1 – 10e	Comply
OGSV Schedule 1 – 10f	Comply
OGSV Schedule 1 – 10g	Comply
OGSV Schedule 1 – 10h	Comply
OGSV Schedule 1 – 10i	Comply
OGSV Schedule 1 – 10j	Comply
OGSV Schedule 1 – 11	
OGSV Schedule 1 – 11a	Operator responsibility
OGSV Schedule 1 – 11b	Operator responsibility
OGSV Schedule 1 – 11c	Operator responsibility
OGSV Schedule 1 – 11d	Operator responsibility
Schedule 2 – Betting	
OGSV Schedule 2 – 1	Not applicable
OGSV Schedule 2 – 2	
OGSV Schedule 2 – 2a	Not applicable
OGSV Schedule 2 – 2b	Not applicable
OGSV Schedule 2 – 2c	Not applicable
OGSV Schedule 2 – 2d	Not applicable
OGSV Schedule 2 – 3	Not applicable
OGSV Schedule 2 – 4	
OGSV Schedule 2 – 4a	Not applicable
OGSV Schedule 2 – 4b	Not applicable
OGSV Schedule 2 – 5	
OGSV Schedule 2 – 5a	Not applicable
OGSV Schedule 2 – 5b	Not applicable
OGSV Schedule 2 – 5c	Not applicable
OGSV Schedule 2 – 5d	Not applicable
OGSV Schedule 2 – 5e	Not applicable
OGSV Schedule 2 – 5f	Not applicable
OGSV Schedule 2 – 5g	Not applicable
OGSV Schedule 2 – 5h	Not applicable
OGSV Schedule 2 – 6	Not applicable
OGSV Schedule 2 – 7	Not applicable
OGSV Schedule 2 – 8	Not applicable
OGSV Schedule 2 – 9	Not applicable

Verification report: ITL2203606

II. Observations

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

III. Conditions

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

Verification report: ITL2203606

Malta

Malta Remote Gaming Regulations S.L.438.04

LEGAL NOTICE (L.N.) 131 of 2016

Directive 2 of 2018 - Player Protection Directive - V2 May 2021

I. Complete requirements met by the tests

Requirements	Results
Part IX	
Part IX - 45	Comply
Part IX – 46A (1)	Superseded by: Directive 2 of 2018 - Player Protection Directive - V2 May 2021 Part VII – Return to Player - Requirement 22
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

Verification report: ITL2203606

Third Schedule – 9	
Third Schedule – 9a	Comply
Third Schedule – 9b	Comply
Third Schedule – 9c	Comply
Third Schedule – 9d	Comply
Third Schedule – 9e	Comply
Third Schedule – 9f	Comply
Third Schedule – 9g	Comply
Third Schedule – 9h	Comply
Third Schedule – 9i	Comply
Third Schedule – 10	
Third Schedule – 10a	Operator responsibility
Third Schedule – 10b	Operator responsibility
Third Schedule – 10c	Operator responsibility
Directive 2 of 2018 - Player Protection Directive V2 May 2021	
Part III – Terms and Conditions	
Part III – 7. (1)	Comply
Part III – 7. (1) (a)	Comply
Part III – 7. (2)	Comply
Part III – 8	Not applicable
Part VII – Return to Player	
Part VII – 22	Comply

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	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

Verification report: ITL2203606

	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.		
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 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.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator 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.