Verification report: ITL2301241-1

Eyecon Alderney Limited

2 Games
Certification Report

09 May 2023

This is an amended report issued on 19 May 2023 to replace report ITL2301241
Details of changes are listed in Appendix

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I. General information

No.	Description	Details
1.	Identification	2 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 - V3 – January 2023 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	

No.	Game Name	Game Type	Channel
1.	Love Lines*	Scratch	HTML5: (Desktop & Mobile)
2.	Noughts And	Scratch	HTML5:

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			Crosses*		(Desktop & Mobile)
		*Three variants: with and 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	02 May 2023			
10.	Date of completion	09 May 2023			
11.	Platform supplier	Eyecon Alderney Limited			
12.	Platform version	Version: 3.10.2			
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	Both 2 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
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	

Love Lines 95 WEB

Front End	Rules
com.eyecon.orion.games.scratch-love-lines	carbine-scratch_loveLines_95_standard-config
Version: 1.0.9	Version: 1.0.0
SHA1: 82719d0dfa8344c36be75812dfc577015de94ffa	SHA1: 96c3232815bd646af68e52901031cdaf281e3358

Love Lines 90 WEB

Front End	Rules
com.eyecon.orion.games.scratch-love-lines	carbine-scratch_loveLines_90_standard-config
Version: 1.0.9	Version: 1.0.0
SHA1: 82719d0dfa8344c36be75812dfc577015de94ffa	SHA1: 4c572bed6c1d3ef9892da52f375d1a12232ac9b7

Love Lines 90 WEB JP

Front End	Rules
com.eyecon.orion.games.scratch-love-lines	carbine-scratch_loveLines_90_jackpot-config
Version: 1.0.9	Version: 1.0.0
SHA1: 82719d0dfa8344c36be75812dfc577015de94ffa	SHA1: adbf198c2f574c948fd41ade5d9139739a977cc9

Noughts And Crosses 95 WEB

Front End	Rules
com.eyecon.orion.games.scratch-noughts-and-crosses	carbine-scratch_noughtsAndCrosses_95_standard-config
Version: 1.0.9	Version: 1.0.0
SHA1: cd4054b512b3f94242ed9fc1ad3c06a7b2fc4997	SHA1: 1bbb302385ae327340e36c27b7f3fe04430c8ec9

Noughts And Crosses 90 WEB

Front End	Rules
com.eyecon.orion.games.scratch-noughts-and-crosses	carbine-scratch_noughtsAndCrosses_90_standard-config
Version: 1.0.9	Version: 1.0.0
SHA1: cd4054b512b3f94242ed9fc1ad3c06a7b2fc4997	SHA1: b329c8948703d0a9ce6f677a8cb5498af1b08554

Noughts And Crosses 90 WEB JP

Front End	Rules
com.eyecon.orion.games.scratch-noughts-and-crosses	carbine-scratch_noughtsAndCrosses_90_jackpot-config
Version: 1.0.9	Version: 1.0.0
SHA1: cd4054b512b3f94242ed9fc1ad3c06a7b2fc4997	SHA1: aabd974d2f1a775c73770e1c900def1cb1d9037d

Love Lines 95 WEB

File Name
carbine-game-engine-5.10.1-sources.jar
EvaluationChain.java
CarbineGame.java
CarbineGameComponent.java
RngSequences.java
ScratchGame.java
ScratchGameAudit.java
ScratchGameState.java
ScratchWin.java
ScratchGameRules.java
carbine-scratch_loveLines_95_standard-1.0.0-config.jar
carbine-scratch_loveLines_95_standard-1.0.0.json

Love Lines 90 WEB

File Name
carbine-game-engine-5.10.1-sources.jar
EvaluationChain.java
CarbineGame.java
CarbineGameComponent.java
RngSequences.java
ScratchGame.java
ScratchGameAudit.java
ScratchGameState.java
ScratchWin.java
carbine-scratch_loveLines_90_standard-1.0.0-config.jar
carbine-scratch_loveLines_90_standard-1.0.0.json
carbine-game-engine-5.10.1-sources.jar

Love Lines 90 WEB JP

File Name
carbine-game-engine-5.10.1-sources.jar
EvaluationChain.java
CarbineGame.java
CarbineGameComponent.java
RngSequences.java
ScratchGame.java

| ScratchGameAudit.java |
| ScratchGameState.java |
| ScratchWin.java |
| carbine-scratch_loveLines_90_jackpot-1.0.0-config.jar |
| carbine-scratch_loveLines_90_jackpot-1.0.0.json |
| MysteryPoolImpl.java |
| ProbabilityPoolImpl.java |

Noughts And Crosses 95 WEB

File Name
carbine-game-engine-5.10.1-sources.jar
EvaluationChain.java
CarbineGame.java
CarbineGameComponent.java
RngSequences.java
ScratchGame.java
ScratchGameAudit.java
ScratchGameState.java
ScratchWin.java
ScratchGameRules.java
carbine-scratch_noughtsAndCrosses_95_standard-1.0.0-config.jar
carbine-scratch_noughtsAndCrosses_95_standard-1.0.0.json

Noughts And Crosses 90 WEB

File Name
carbine-game-engine-5.10.1-sources.jar
EvaluationChain.java
CarbineGame.java
CarbineGameComponent.java
RngSequences.java
ScratchGame.java
ScratchGameAudit.java
ScratchGameState.java
ScratchWin.java
carbine-scratch_noughtsAndCrosses_90_standard-1.0.0-config.jar
carbine-scratch_noughtsAndCrosses_90_standard-1.0.0.json
carbine-game-engine-5.10.1-sources.jar

Noughts And Crosses WEB JP

File Name
carbine-game-engine-5.10.1-sources.jar
EvaluationChain.java
CarbineGame.java
CarbineGameComponent.java
RngSequences.java

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		ScratchGame.java
		ScratchGameAudit.java
		ScratchGameState.java
		ScratchWin.java
		carbine-scratch_noughtsAndCrosses_90_jackpot-1.0.0-config.jar
		carbine-scratch_noughtsAndCrosses_90_jackpot-1.0.0.json
		MysteryPoolImpl.java
		ProbabilityPoolImpl.java
3.	Features that characterise the software object	See at the end of this table[1]
4.	Any % RTP	See at the end of this table[2]
5.	List of software executables and digital signatures (SHA-1)	See at the end of this table[3]
6.	Other records	None

[1] Features that characterise the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Love Lines	Scratch	**Love Lines** is a 3x3 scratch game. Match three of the same symbol in a line to win the prize.	£ 0.10	£ 50.00
2.	Noughts And Crosses	Scratch	**Noughts And Crosses** is a 3x3 scratch game. Match three of the same symbol in a line to win the prize.	£ 0.10	£ 50.00

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

[2] RTP for the game

No.	Game Name	Theoretical RTP*	Simulated RTP*
1.	Love Lines 95 WEB	95.644%	95.573%
	Love Lines 90 WEB	90.081%	90.119%
	Love Lines 90 WEB JP	90.081% + 3.0 Jackpot	90.109% + 3.0 Jackpot
2.	Noughts And Crosses 95 WEB	95.644%	95.630%
	Noughts And Crosses 90 WEB	90.081%	90.045%
	Noughts And Crosses 90 WEB JP	90.081% + 3.0 Jackpot	90.149% + 3.0 Jackpot

*Verified the RTP only up to 2 decimals accuracy.

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

Love Lines 95 WEB

File Name	SHA-1
carbine-game-engine-5.10.1.jar	9b55236857e35c3da55cf650ca182196fdc44783
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
ScratchGame.class	7bb39e94b9ed6398f1e12fb5f6fab31f0ba543b7
ScratchGameAudit.class	36615528e66b241777d82836cef35e457a4a1661
ScratchGameState.class	822d8c8d1411700fb10fa16f4bc1c34d0970764c
ScratchWin.class	4b251b5b310d295e7d89ca2968acf3d23fa4ec1c
ScratchGameRules.class	ecc0f73f92bb5e677676e33cfa35d44a1223de28
carbine-scratch_loveLines_95_standard-1.0.0-config.jar	96c3232815bd646af68e52901031cdaf281e3358
carbine-scratch_loveLines_95_standard-1.0.0.json	397b877efa744943cf5315dfa0a69d990a3cbf36

Love Lines 90 WEB

File Name	SHA-1
carbine-game-engine-5.10.1.jar	9b55236857e35c3da55cf650ca182196fdc44783
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
ScratchGame.class	7bb39e94b9ed6398f1e12fb5f6fab31f0ba543b7
ScratchGameAudit.class	36615528e66b241777d82836cef35e457a4a1661
ScratchGameState.class	822d8c8d1411700fb10fa16f4bc1c34d0970764c
ScratchWin.class	4b251b5b310d295e7d89ca2968acf3d23fa4ec1c
ScratchGameRules.class	ecc0f73f92bb5e677676e33cfa35d44a1223de28
carbine-scratch_loveLines_90_standard-1.0.0-config.jar	4c572bed6c1d3ef9892da52f375d1a12232ac9b7
carbine-scratch_loveLines_90_standard-1.0.0.json	85bd29b097bcdb75d9726705f86b2e393a14691f

Love Lines 90 WEB JP

File Name	SHA-1
carbine-game-engine-5.10.1.jar	9b55236857e35c3da55cf650ca182196fdc44783
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
ScratchGame.class	7bb39e94b9ed6398f1e12fb5f6fab31f0ba543b7
ScratchGameAudit.class	36615528e66b241777d82836cef35e457a4a1661
ScratchGameState.class	822d8c8d1411700fb10fa16f4bc1c34d0970764c
ScratchWin.class	4b251b5b310d295e7d89ca2968acf3d23fa4ec1c
ScratchGameRules.class	ecc0f73f92bb5e677676e33cfa35d44a1223de28
carbine-scratch_loveLines_90_jackpot-1.0.0-config.jar	adbf198c2f574c948fd41ade5d9139739a977cc9
carbine-scratch_loveLines_90_jackpot-1.0.0.json	85bd29b097bcdb75d9726705f86b2e393a14691f
pool-server-service-1.4.1.jar	9ffacac29d7bfc6d1a9640ea6c9d3cd79ad2895a
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Noughts And Crosses 95 WEB

File Name	SHA-1
carbine-game-engine-5.10.1.jar	9b55236857e35c3da55cf650ca182196fdc44783
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
ScratchGame.class	7bb39e94b9ed6398f1e12fb5f6fab31f0ba543b7
ScratchGameAudit.class	36615528e66b241777d82836cef35e457a4a1661
ScratchGameState.class	822d8c8d1411700fb10fa16f4bc1c34d0970764c
ScratchWin.class	4b251b5b310d295e7d89ca2968acf3d23fa4ec1c
ScratchGameRules.class	ecc0f73f92bb5e677676e33cfa35d44a1223de28
carbine-scratch_noughtsAndCrosses_95_standard-1.0.0-config.jar	1bbb302385ae327340e36c27b7f3fe04430c8ec9
carbine-scratch_noughtsAndCrosses_95_standard-1.0.0.json	605b68823eefccf16f1f25ea7a26df3a75f9b0ef

Noughts And Crosses 90 WEB

File Name	SHA-1
carbine-game-engine-5.10.1.jar	9b55236857e35c3da55cf650ca182196fdc44783
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
ScratchGame.class	7bb39e94b9ed6398f1e12fb5f6fab31f0ba543b7
ScratchGameAudit.class	36615528e66b241777d82836cef35e457a4a1661
ScratchGameState.class	822d8c8d1411700fb10fa16f4bc1c34d0970764c
ScratchWin.class	4b251b5b310d295e7d89ca2968acf3d23fa4ec1c
ScratchGameRules.class	ecc0f73f92bb5e677676e33cfa35d44a1223de28
carbine-scratch_noughtsAndCrosses_90_standard-1.0.0-config.jar	b329c8948703d0a9ce6f677a8cb5498af1b08554
carbine-scratch_noughtsAndCrosses_90_standard-1.0.0.json	33a0a5909622024a753bebd2fc3a0bf5c9953960

Noughts And Crosses WEB JP

File Name	SHA-1
carbine-game-engine-5.10.1.jar	9b55236857e35c3da55cf650ca182196fdc44783
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
ScratchGame.class	7bb39e94b9ed6398f1e12fb5f6fab31f0ba543b7
ScratchGameAudit.class	36615528e66b241777d82836cef35e457a4a1661
ScratchGameState.class	822d8c8d1411700fb10fa16f4bc1c34d0970764c
ScratchWin.class	4b251b5b310d295e7d89ca2968acf3d23fa4ec1c
ScratchGameRules.class	ecc0f73f92bb5e677676e33cfa35d44a1223de28
carbine-scratch_noughtsAndCrosses_90_jackpot-1.0.0-config.jar	aabd974d2f1a775c73770e1c900def1cb1d9037d
carbine-scratch_noughtsAndCrosses_90_jackpot-1.0.0.json	33a0a5909622024a753bebd2fc3a0bf5c9953960
pool-server-service-1.4.1.jar	9ffacac29d7bfc6d1a9640ea6c9d3cd79ad2895a
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901

ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

IV. Details of tests

Product identification: 2 Games (Love Lines, Noughts And Crosses)
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 paytable 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 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	Both 2 Games are new and have not been previously	Not

		certified.	applicable
		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)	

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).

V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 09 May 2023 Software provider: Eyecon Alderney Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that both 2 Games comply with the relevant requirements (as applicable for software providers) listed in **Appendix** below. iTech Labs recommends that both 2 Games be approved for deployment.

Signatures:

Authorised by:	Signed by:
_____ **Alvin Rizaldi** **Senior Consultant** **iTech Labs** 09 May 2023	_____ **Kiren Sreekumar** **Principal Consultant** **iTech Labs** 09 May 2023

VI. Conclusion

While it is not possible to test all possible scenarios in a laboratory environment, iTech Labs has conducted a level of testing appropriate for a submission of this type.

Accordingly, subject to the above comments, iTech Labs certifies that the items under test comply with the relevant Technical Standards, unless otherwise stated.

Appendix

Alderney Gambling Control Commission

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

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	Not applicable
4.14 Winning Patterns	Comply
4.15 Features	Not applicable
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	Comply
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	Comply
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Comply, subject to section **II. Observations** below

II. Observations

No.	Description	Remarks	Notes
1.	**AGCC Ref 2.13** **Jackpot accounting** i) Where jackpot contributions are part of the return to player calculation, the contributions should not be assimilated into revenue.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	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

		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

	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

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

III. Conditions

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

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
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 a which is 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 except for RTS 3D b and 3D c 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 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
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*
RTS 13 – Time requirements and reality checks	
RTS 13 - 13A	Operator responsibility*
RTS 13 – 13B	Operator responsibility*
RTS 13 – 13C	Not applicable
RTS 14 – Responsible product design	

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

Both 2 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).

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

	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

	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.

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	Not applicable
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	

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

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.

Malta

Malta Remote Gaming Regulations S.L.438.04
LEGAL NOTICE (L.N.) 131 of 2016
Directive 2 of 2018 - Player Protection Directive - V3 – January 2023

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 - V3 – January 2023 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

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. (1)	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

	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.

APPENDIX A – Amendments to Report

The previous version of the report had put a game type other than scratch in one section due to human error. However, all other sections have the correct game type listed as scratch.

This has been corrected in this version of the report.

This is a reporting error only and does not affect validity of the tests already completed.

The changes made can be found in this version under the following section:

I. General information

5. Details of the module tested