



Verification report: ITL2402416

Eyecon Alderney Limited

Fluffy Arcade: Doubleup Ducks LuckyTap

Certification Report

09 September 2024

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I. General information

No.	Description	Details								
1.	Identification	Fluffy Arcade: Doubleup Ducks LuckyTap								
2.	The verification body issuing the certificate (test house)	<p>iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: http://www.itechlabs.com E-mail: info@itechlabs.com</p> <p>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.</p> <p>All assessments in the following sections of this report are provided under ISO/IEC 17025 except where otherwise stated.</p>								
3.	Standards used for testing	<ul style="list-style-type: none">Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – Version 4.5UK Gambling Commission UK Remote Gambling and Software Technical Standards – February 2021 Testing Strategy for Compliance with Remote Gambling and Software Technical Standards – February 2021Gibraltar Remote Technical and Operating Standards for the Gibraltar Gambling Industry – Gambling Commissioner’s Guidelines – v.1.1.0Isle of Man IOM Online Gambling (Systems Verification) (No. 2) – Regulations 2007Malta 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 <p>Please refer to the Appendix at the end of this report for details</p>								
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>Fluffy Arcade: Doubleup Ducks LuckyTap*</td><td>Slot</td><td>HTML5: (Desktop & Mobile)</td></tr></table> <p>*Three variants: with and without Jackpot</p>	No.	Game Name	Game Type	Channel	1.	Fluffy Arcade: Doubleup Ducks LuckyTap*	Slot	HTML5: (Desktop & Mobile)
No.	Game Name	Game Type	Channel							
1.	Fluffy Arcade: Doubleup Ducks LuckyTap*	Slot	HTML5: (Desktop & Mobile)							



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6.	Type of the module tested	Casino Games
7.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Helen Ackrill (helen.ackrill@ackrill.gg)
8.	Licensee details	Not applicable
9.	Date of request for verification	09 August 2024
10.	Date of completion	09 September 2024
11.	Platform supplier	Eyecon Alderney Limited
12.	Platform version	Version: 3.17.0
13.	RNG used for testing	2.0.0 REF: ITL2401086_RNG_AGCC_Eyecon_03Jul24 ITL2401085_RNG_UK_Eyecon_03Jul24 ITL2401049_RNG_IOM_Eyecon_04Jul24 ITL2401050_RNG_MGA_Eyecon_03Jul24 ITL2401101_RNG_GIB_Eyecon_04Jul24
14.	Other Records	Fluffy Arcade: Doubleup Ducks LuckyTap is a new game and has not been previously certified. Testing was conducted on the following devices: <ul style="list-style-type: none">• Desktop• iPhone XS MAX (Browser: Safari)• Samsung Galaxy S20 (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: Helen Ackrill (helen.ackrill@ackrill.gg)			
2.	Details of the software components	Fluffy Arcade: Doubleup Ducks LuckyTap 93 WEB <table><tr><td>Front End</td><td>Rules</td></tr></table>		Front End	Rules
Front End	Rules				



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		com.eyecon.orion.games.sl ot-doubleup-ducks-luckytap	carbine- slots_doubleupDucksLuckyTa p_93_standard-config
		Version: 1.0.4	Version: 1.0.0
		SHA1: 5256a450fe397a885d9bd14 c4d9403d09c18ed25	SHA1: ed511bd946c6e89419d8c897 64ee27759de8d2d7
		Fluffy Arcade: Doubleup Ducks LuckyTap 95 WEB	
		Front End	Rules
		com.eyecon.orion.games.sl ot-doubleup-ducks-luckytap	carbine- slots_doubleupDucksLuckyTa p_95_standard-config
		Version: 1.0.4	Version: 1.0.1
		SHA1: 5256a450fe397a885d9bd14 c4d9403d09c18ed25	SHA1: fd85d354c9f672d3978f079c7 3f932d39f2a483c
		Fluffy Arcade: Doubleup Ducks LuckyTap 90 WEB JP	
		Front End	Rules
		com.eyecon.orion.games.sl ot-doubleup-ducks-luckytap	carbine- slots_doubleupDucksLuckyTa p_90_jackpot-config
		Version: 1.0.4	Version: 1.0.0
		SHA1: 5256a450fe397a885d9bd14 c4d9403d09c18ed25	SHA1: 4c20b1c0c1a191aa28df938d 3520602bd107a5f4
		Fluffy Arcade: Doubleup Ducks LuckyTap 93 WEB	
		File Name	
		carbine-game-engine-5.16.1-sources.jar	
		CarbineGame.java	
		EvaluationChain.java	
		RngSequences.java	
		LuckyTap.java	
		LuckyTapAudit.java	
		LuckyTapRulesImpl.java	
		PaytableValue.java	
		CarbineGameComponent.java	
		LuckyTapState.java	
		carbine-slots_doubleupDucksLuckyTap_93_standard-1.0.0-config.jar	
		carbine-slots_doubleupDucksLuckyTap_93_standard-1.0.0.json	
		Fluffy Arcade: Doubleup Ducks LuckyTap 95 WEB	

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		File Name carbine-game-engine-5.16.1-sources.jar CarbineGame.java EvaluationChain.java RngSequences.java LuckyTap.java LuckyTapAudit.java LuckyTapRulesImpl.java PaytableValue.java CarbineGameComponent.java LuckyTapState.java carbine-slots_doubleupDucksLuckyTap_95_standard-1.0.1-config.jar carbine-slots_doubleupDucksLuckyTap_95_standard-1.0.1.json
		Fluffy Arcade: Doubleup Ducks LuckyTap 90 WEB JP File Name carbine-game-engine-5.16.1-sources.jar CarbineGame.java EvaluationChain.java RngSequences.java LuckyTap.java LuckyTapAudit.java LuckyTapRulesImpl.java PaytableValue.java CarbineGameComponent.java LuckyTapState.java carbine-slots_doubleupDucksLuckyTap_90_jackpot-1.0.0-config.jar carbine-slots_doubleupDucksLuckyTap_90_jackpot-1.0.0.json MysteryPoolImpl.java ProbabilityPoolImpl.java
3.	Features that characterize 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 characterize the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Fluffy Arcade: Doubleup Ducks LuckyTap	Slot	Fluffy Arcade: Doubleup Ducks LuckyTap is a game that randomly awards prizes from 3 to 14 with random multipliers for duck target without a multiplier feature and elephant target	£ 0.10	£ 20.00



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

² RTP for the game

No.	Game Name	Theoretical RTP*	Simulated RTP*
1.	Fluffy Arcade: Doubleup Ducks LuckyTap 93 WEB	93.117%	93.054%
2.	Fluffy Arcade: Doubleup Ducks LuckyTap 95 WEB	95.139%	95.070%
3.	Fluffy Arcade: Doubleup Ducks LuckyTap 90 WEB JP	90.106% + Jackpot 3.0%	90.182% + Jackpot 3.0%

*Verified the RTP only up to 2 decimals accuracy.

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

Fluffy Arcade: Doubleup Ducks LuckyTap 93 WEB

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
RngSequences.class	ead214c3dd4974c3c5b9b6a975eca7323d9524e4
LuckyTap.class	6168d294218b3627f92f8b5ab1bd669eec7135b8
LuckyTapAudit.class	c11d0e100b76855bc3506ecce7aa733b78d9cd10
LuckyTapRulesImpl.class	99f030aeca7e0d26caeb9802f90c1d0cdac0ec1c
PaytableValue.class	d648d77e21e9472a2973c9f4b484a3fa11f2ae19
CarbineGameComponent.class	cdeaf4f09bb87fbc8e9b3411edce29714d04540
LuckyTapState.class	77966912b145422f884dc8f470a2c0c3e215c1f9
carbine-slots_doubleupDucksLuckyTap_93_standard-1.0.0-config.jar	ed511bd946c6e89419d8c89764ee27759de8d2d7
carbine-slots_doubleupDucksLuckyTap_93_standard-1.0.0.json	1f2f71b47e2307c7f7dd3036bd71bb28c72ed096

Fluffy Arcade: Doubleup Ducks LuckyTap 95 WEB

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
RngSequences.class	ead214c3dd4974c3c5b9b6a975eca7323d9524e4
LuckyTap.class	6168d294218b3627f92f8b5ab1bd669eec7135b8
LuckyTapAudit.class	c11d0e100b76855bc3506ecce7aa733b78d9cd10
LuckyTapRulesImpl.class	99f030aeca7e0d26caeb9802f90c1d0cdac0ec1c
PaytableValue.class	d648d77e21e9472a2973c9f4b484a3fa11f2ae19
CarbineGameComponent.class	cdeaf4f09bb87fbc8e9b3411edce29714d04540
LuckyTapState.class	77966912b145422f884dc8f470a2c0c3e215c1f9
carbine-slots_doubleupDucksLuckyTap_95_standard-1.0.1-config.jar	fd85d354c9f672d3978f079c73f932d39f2a483c
carbine-slots_doubleupDucksLuckyTap_95_standard-1.0.1.json	d42137fdced430047211f9535fd5b30a35d49881



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Fluffy Arcade: Doubleup Ducks LuckyTap 90 WEB JP

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
RngSequences.class	ead214c3dd4974c3c5b9b6a975eca7323d9524e4
LuckyTap.class	6168d294218b3627f92f8b5ab1bd669eec7135b8
LuckyTapAudit.class	c11d0e100b76855bc3506ecee7aa733b78d9cd10
LuckyTapRulesImpl.class	99f030aeca7e0d26caeb9802f90c1d0cdac0ec1c
PaytableValue.class	d648d77e21e9472a2973c9f4b484a3fa11f2ae19
CarbineGameComponent.class	cdeaf4f09bb87fbc8e9b3411edce29714d04540
LuckyTapState.class	77966912b145422f884dc8f470a2c0c3e215c1f9
carbine-slots_doubleupDucksLuckyTap_90_jackpot-1.0.0-config.jar	4c20b1c0c1a191aa28df938d3520602bd107a5f4
carbine-slots_doubleupDucksLuckyTap_90_jackpot-1.0.0.json	387d8630a89287739319bae2626ab8a910f8c14e
pool-server-service-1.6.0.jar	d15ccf4c74a8d8e91e67f0987c1ca5940d264ab6
MysteryPoolImpl.class	e7a75ba50ec5ae04bcacc55030331d40866e7e92
ProbabilityPoolImpl.class	4562d8e7b61e67c82cf8e3d753e3763e1ebd55f7

IV. Details of tests

Product identification: Fluffy Arcade: Doubleup Ducks LuckyTap

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

No.	Tests Performed	Details of Tests	Results
Desktop			
1.	Game rules & artwork evaluation	Evaluation of game rules and artwork was conducted to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests	Functional tests were conducted to verify that the game satisfies the relevant requirements in the standards.	Passed
3.	Emulation tests	Emulation tests were conducted to verify that the game payouts are in accordance with the payable and maths.	Passed
4.	Theoretical RTP	Theoretical RTP verification was conducted for the game. See section III.4 above.	Passed
5.	Simulated RTP	RTP simulations using the game code were conducted for the game. See section III.4 above.	Passed
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game 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



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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, and 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 were in accordance with the paytable.	Passed
5.	Source code review	A source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed
Other			
1.	Other Records	<p>Fluffy Arcade: Doubleup Ducks LuckyTap is a new game and has not been previously certified.</p> <p>Testing was conducted on the following devices:</p> <ul style="list-style-type: none">• Desktop• iPhone Xs Max (Browser: Safari)• Samsung Galaxy S20 (Browser: Chrome)• iPad Mini 4 (Browser: Safari)• Samsung Galaxy Tab 4 (Browser: Chrome)	

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

V. Final declaration and conformity

No.	Description	Details
1.	Certification	<p>Date of certification: 09 September 2024</p> <p>Software provider: Eyecon Alderney Limited</p> <p>Licensee Name: N/A</p> <p>Licensee site URLs: N/A</p> <p>iTech Labs certifies that Fluffy Arcade: Doubleup Ducks LuckyTap complies with the relevant requirements (as applicable for software providers) listed in the Appendix below.</p> <p>iTech Labs recommends that Fluffy Arcade: Doubleup Ducks LuckyTap be approved for deployment.</p>

Signatures:

<p>Authorized by:</p>  <hr/> <p>Eric Sheng Project Manager iTech Labs 09 September 2024</p>	<p>Signed by:</p>  <hr/> <p>Alvin Rizaldi Chief Executive Officer iTech Labs 09 September 2024</p>
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VI. Conclusion

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

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



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Appendix



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Alderney Gambling Control Commission

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

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	Comply
4.14 Winning Patterns	Comply
4.15 Features	Comply
4.16 Keno and Bingo Artwork Requirements	Not applicable
4.17 Card Game Artwork Requirements	Not applicable
4.18 Gamble Option Artwork Standards	Not applicable
4.19 Roulette	Not applicable
4.20 Dice Games	Not applicable
4.21 Simulated Wagering	Not applicable
4.22 Scratch Ticket	Not applicable
4.23 Video Poker	Not applicable
4.24 Blackjack	Not applicable
4.25 Live Gambling Studio Control Guidelines and Standards	Not applicable
4.26 Event Based Wagering	Not applicable
4.27 Other Games	Not applicable
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Comply, subject to section II. Observations below

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II. Observations

No.	Description	Remarks	Notes
1.	AGCC Ref 2.13 Jackpot accounting i) Where jackpot contributions are part of the return to player calculation, the contributions should not be assimilated into revenue.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
2.	AGCC Ref 3.6.2 Accepting wagers in Fun play It is expected that fun play games will offer the fun player an identical theoretical percentage return to player and gaming experience as the licensee offers at the same moment to registered customers of gambling.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
3.	AGCC Ref 4.2 Alderney Branding If the IGS shows an Alderney Gambling Control Commission logo, icon, brand or trademark (as provided by the Commission) anywhere within its operation, it should be hyperlinked to the Commission's home page.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
4.	AGCC Ref 4.2.1 Signposting An eGambling licensee or foreign gambling associate certificate holder shall ensure the customer is notified and warned if (i) the proposed gambling is to be conducted outside of the jurisdiction of Alderney; (ii) the proposed gambling is to be conducted with an entity whose gambling systems are not regulated or monitored by the Commission. Describe how this is achieved.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
5.	AGCC Ref 4.4 Customer Game Session	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
6.	AGCC Ref 4.7.1 Game Fairness vii) Game rules cannot be changed between a customer making a bet and the decision and payment of winnings for the bet. Game rules should not be changed during a customer's gaming session unless the licensee provides effective notification to the customer. Describe how the licensee addresses the risk of changing game rules while a customer is logged in.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
7.	AGCC Ref 4.8.3 Game Disable	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is	Operator responsibility

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

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	<p>i) Results of intermediate game phases (see below)</p> <ul style="list-style-type: none"> • Feature games • Free games • Gambles • Bonus wins 		
14.	<p>AGCC Ref 4.29.3 Jackpot win notification</p> <p>iii) Whenever a jackpot is won, the notification of the jackpot being won should be notified to all active end user devices and the jackpot amount should be displayed (so far as it is practical to do so) on all end player devices participating in the jackpot at the time of the jackpot win. (Naturally, notification won't be displayed at the time of the jackpot win if an eligible playing device is being connected when jackpot is won or is transmitting a play instruction or is disconnected when the notification is sent.)</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility
15.	<p>AGCC Ref 4.29.4 Jackpot Game Rules</p> <p>iv) The rules of a jackpot game should inform the customer of how the licensee/operator will address and resolve apparent simultaneous and multiple wins.</p> <p>v) The rules of the jackpot game should inform the player how the operator can discontinue or terminate a game. This includes planned terminations, such as jackpot offered for a specific period of time, and promotional jackpots.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility
16.	<p>AGCC Ref 4.29.5 Jackpot parameter changes</p> <p>Once a Jackpot has commenced, parameter changes should not take effect immediately, rather they should be saved to apply after that Jackpot is next won. These are 'pending' parameters.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
17.	<p>AGCC Ref 4.29.9 Jackpot shutdown</p> <p>There are instances where a jackpot should be "shut down." A jackpot shut down requires the following actions:</p> <p>i) Clear indication should be given to customers that the jackpot is not operating (e.g. by displaying "Jackpot Closed" on end customer devices).</p> <p>ii) It should not be possible for the jackpot to be won while in the shut down state.</p> <p>iii) If the jackpot operates in conjunction with another game (e.g. base game), and the</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility



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

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



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UK Gambling Commission

UK Remote Gambling and Software Technical Standards
February 2021

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

I. Complete requirements met by the tests

Requirements	Results
RTS 1 – Customer account Information	
RTS requirement 1A	Operator responsibility*
RTS requirement 1B	Operator responsibility*
RTS requirement 1C	Operator responsibility*
RTS 2 – Displaying transactions	
RTS requirement 2A	Comply, except for currency conversion and price fluctuations (if applicable) which are the operator's responsibility*.
RTS requirement 2B	Comply, the game rules have been verified to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the operator's responsibility*.
RTS requirement 2C	Operator responsibility*
RTS requirement 2D	Operator responsibility*
RTS requirement 2E	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.

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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	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	Comply
RTS 14 – Responsible product design	



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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

Fluffy Arcade: Doubleup Ducks LuckyTap has passed all tests according to testing requirements (as required for software providers) of the two categories in UK Remote Gambling and Software Technical Standards - February 2021, subject to integration of the certified game into the live environment (or development/staging environment which is essentially the same as the live environment) and satisfactory verification of any operator-specific functions not covered by this certification as indicated in Section I. Complete requirements met by the tests.

Note - the two categories of testing requirements are:

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

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

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Gibraltar

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

I. Complete requirements met by the tests

Requirements	Results
Standard 2 - Registration of participants and administration	
2.4.3 Game history	Operator responsibility
2.4.4 Game history (betting)	Not applicable
Standard 3 – Presentation of rules and customer information	
3.4 Game rules and information	Comply, subject to section II. Observations below
3.5 Jackpots	Comply
3.6 Multi-customer games	Not applicable
3.7 Monitoring of rules	Comply, subject to section II. Observations below
Standard 7 – Fair gambling	
7.1 Game fairness	Comply, subject to section II. Observations below
7.2. 'Play for Free' games	Game fairness
7.3. Compensated or adaptive games	Comply
7.4. No forced game play	Comply
7.5. Auto-play	Comply
7.6. Game control	Game fairness
7.7. Incomplete games	Comply, subject to section II. Observations below
7.8. Game / website design	Comply
7.9. Poker / P2P games	Not applicable
7.10. Sports betting and integrity	Not applicable
Standard 9 – Business continuity	
9.1 General	Comply, subject to section II. Observations below
Standard 11 – Randomness	
11.1 RNG and game randomness	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
11.2 Mechanical RNGs	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
11.3 RNG failure	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
11.4 Verifiably fair	Not applicable (this report is a game certification report, RNG certification is not covered by this report)

II. Observations

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

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		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.	
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 assurance arrangements in place to assure fairness and randomness in their	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Operator responsibility

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

III. Conditions

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



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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	



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

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II. Observations

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

III. Conditions

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

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Malta

Malta Remote Gaming Regulations S.L.438.04

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

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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

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	<p>same failure:</p> <p>Provided that the Authority may, by written notice to the licensee, give the licensee other directions which the Authority considers appropriate in the circumstances.</p>		
2.	<p>Third Schedule – 1</p> <p>The gaming system must:</p> <p>(b) provide over time no more than the expected house advantage to the operator.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
3.	<p>Third Schedule – 2</p> <p>Both the gaming and financial transactions must be congruent and secure.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
4.	<p>Third Schedule – 7</p> <p>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.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
5.	<p>Third Schedule – 8</p> <p>The gaming system must:</p> <p>(a) be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and</p> <p>(b) calculate accurately all taxation and other monies due to the Authority.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
6.	<p>Third Schedule – 10</p> <p>The gaming system must maintain information about significant events as follows:</p> <p>(a) large wins;</p> <p>(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;</p> <p>(c) changes made by the operator to game parameters.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility

III. Conditions

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