



Verification report: ITL2500028

# **Eyecon Alderney Limited**

## **Whack-a-Fluffy**

### **Certification Report**

**03 February 2025**

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

***This test report is valid only for the intended jurisdiction as stated in this report and has no legal value in any other jurisdiction***



Verification report: ITL2500028

## Table of Contents

I. GENERAL INFORMATION .....	3
II. DETAILS OF HARDWARE .....	4
III. DETAILS OF SOFTWARE COMPONENTS .....	4
IV. DETAILS OF TESTS .....	10
V. FINAL DECLARATION AND CONFORMITY .....	11
VI. CONCLUSION .....	12
APPENDIX .....	13
<b><i>Alderney Gambling Control Commission</i></b> .....	14
<b><i>UK Gambling Commission</i></b> .....	19
<b><i>Gibraltar</i></b> .....	22
<b><i>Isle of Man</i></b> .....	25
<b><i>Malta</i></b> .....	28



## Verification report: ITL2500028

### I. General information

No.	Description	Details								
1.	Identification	Whack-a-Fluffy								
2.	The verification body issuing the certificate (test house)	<p>iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: <a href="http://www.itechlabs.com">http://www.itechlabs.com</a> E-mail: <a href="mailto:info@itechlabs.com">info@itechlabs.com</a></p> <p>iTech Labs is accredited to ISO/IEC 17025 by the 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 the <a href="#">NATA</a> website. NATA has entered into a mutual recognition agreement and/or multilateral agreement of accreditation with <a href="#">ILAC</a> and is on 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"><li>Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – Version 4.5</li><li>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</li><li>Gibraltar Remote Technical and Operating Standards for the Gibraltar Gambling Industry – Gambling Commissioner’s Guidelines – v.1.1.0</li><li>Isle of Man IOM Online Gambling (Systems Verification) (No. 2) – Regulations 2007</li><li>Malta Malta Remote Gaming Regulations S.L.438.04 LEGAL NOTICE (L.N.) 131 of 2016 Directive 2 of 2018 - Player Protection Directive - V3 – January 2023</li></ul> <p>Please refer to the <b>Appendix</b> 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>Whack-a-Fluffy*</td><td>Slot</td><td>HTML5: (Desktop &amp; Mobile)</td></tr></table> <p>*Three variants: with and without Jackpot</p>	No.	Game Name	Game Type	Channel	1.	Whack-a-Fluffy*	Slot	HTML5: (Desktop & Mobile)
No.	Game Name	Game Type	Channel							
1.	Whack-a-Fluffy*	Slot	HTML5: (Desktop & Mobile)							
6.	Type of the module tested	Casino Games								



## Verification report: ITL2500028

7.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Helen Ackrill ( <a href="mailto:helen.ackrill@ackrill.gg">helen.ackrill@ackrill.gg</a> )
8.	Licensee details	Not applicable
9.	Date of request for verification	14 November 2024
10.	Date of completion	03 February 2025
11.	Platform supplier	Eyecon Alderney Limited
12.	Platform version	Version: GS 3.18.1
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	Whack-a-Fluffy is a new game that has not been previously certified.  Testing was conducted on the following devices: <ul style="list-style-type: none"><li>• PC</li><li>• iPhone XS MAX (Browser: Safari)</li><li>• Samsung Galaxy S20 (Browser: Chrome)</li><li>• iPad Mini 4 (Browser: Safari)</li><li>• Samsung Galaxy Tab 4 (Browser: Chrome)</li></ul>

## II. Details of hardware

No.	Description	Details
1.	Produced by	Not applicable
2.	Identification of hardware	Not applicable
3.	Features that characterize the hardware	Not applicable
4.	Reference to verification	Not applicable
5.	Other Records	Not applicable

## III. Details of software components

No.	Description	Details				
1.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Helen Ackrill ( <a href="mailto:helen.ackrill@ackrill.gg">helen.ackrill@ackrill.gg</a> )				
2.	Details of the software components	<div>Whack-a-Fluffy 93 WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.slot-fluffy-favourites-whack-a-fluffv</td><td>carbine-slots_whackaFluffy_93_standard-config</td></tr></table>	Front End	Rules	com.eyecon.orion.slot-fluffy-favourites-whack-a-fluffv	carbine-slots_whackaFluffy_93_standard-config
Front End	Rules					
com.eyecon.orion.slot-fluffy-favourites-whack-a-fluffv	carbine-slots_whackaFluffy_93_standard-config					



## Verification report: ITL2500028

		<b>Version:</b> 1.0.8	<b>Version:</b> 1.0.0
		<b>SHA1:</b> 0974175533f30300ef2a9b78b1d1b9a5e8afa968	<b>SHA1:</b> 062b28c135b6722f816ab52161d7480405ef3428
		<a href="#">Whack-a-Fluffy 95 WEB</a>	
		<b>Front End</b>	<b>Rules</b>
		com.eyecon.orion.slot-fluffy-favourites-whack-a-fluffy	carbine-slots_whackaFluffy_95_standard-config
		<b>Version:</b> 1.0.8	<b>Version:</b> 1.0.0
		<b>SHA1:</b> 0974175533f30300ef2a9b78b1d1b9a5e8afa968	<b>SHA1:</b> 594bcb2949e6cc6c73d923ff2500e6576dc52dd7
		<a href="#">Whack-a-Fluffy 90 WEB JP</a>	
		<b>Front End</b>	<b>Rules</b>
		com.eyecon.orion.slot-fluffy-favourites-whack-a-fluffy	carbine-slots_whackaFluffy_90_jackpot-config
		<b>Version:</b> 1.0.8	<b>Version:</b> 1.0.0
		<b>SHA1:</b> 0974175533f30300ef2a9b78b1d1b9a5e8afa968	<b>SHA1:</b> b456dfb917876a6a158eccc59177700dab8f4108
		<a href="#">Whack-a-Fluffy 93 WEB</a>	
		<b>File Name</b>	
		<a href="#">carbine-game-engine-5.16.1-sources.jar</a>	
		EvaluationChain.java	
		ReelSymbolExpander.java	
		CountSymbolEvaluator.java	
		LinesWinMultiPatterEvaluator.java	
		PatternMatchingEvaluator.java	
		PrizeLinePatternMatchingEvaluator.java	
		RebetsLineWinPatternMatchingEvaluator.java	
		DisplayGenerator.java	
		RebetDetailBuilder.java	
		RebetEvaluator.java	
		ReelStripGenerator.java	
		ResetRebetEvaluator.java	
		PrizeLineTriggerEvaluator.java	
		TriggerRandomMultiplierEvaluator.java	
		CarbineGame.java	
		CarbineGameComponent.java	
		GameWinsCalculatorImpl.java	
		PrizeMultiplier.java	



## Verification report: ITL2500028

		<div>RetriggerCount.java</div> <div>EyeconSpinGameRules.java</div> <div>Multiplier.java</div> <div>RngSequences.java</div> <div>SlotGameVariableConfigurationImpl.java</div> <div>SymbolHoldSpinGame.java</div> <div>SymbolHoldSpinRuleImpl.java</div> <div>SymbolHoldSpinScreenEvaluator.java</div> <div>SymbolHoldTriggerEvaluator.java</div> <div>SymbolSwapSpinShapeEvaluator.java</div> <div>SymbolSwapSpinTriggerEvaluator.java</div> <div><a href="#">carbine-slots_whackaFluffy_93_standard-1.0.0-config.jar</a></div> <div>carbine-slots_whackaFluffy_93_standard-1.0.0.json</div>																																	
		<div>Whack-a-Fluffy 95 WEB</div> <table><tr><th>File Name</th></tr><tr><td><a href="#">carbine-game-engine-5.16.1-sources.jar</a></td></tr><tr><td>EvaluationChain.java</td></tr><tr><td>ReelSymbolExpander.java</td></tr><tr><td>CountSymbolEvaluator.java</td></tr><tr><td>LinesWinMultiPatterEvaluator.java</td></tr><tr><td>PatternMatchingEvaluator.java</td></tr><tr><td>PrizeLinePatternMatchingEvaluator.java</td></tr><tr><td>RebetsLineWinPatternMatchingEvaluator.java</td></tr><tr><td>DisplayGenerator.java</td></tr><tr><td>RebetDetailBuilder.java</td></tr><tr><td>RebetEvaluator.java</td></tr><tr><td>ReelStripGenerator.java</td></tr><tr><td>ResetRebetEvaluator.java</td></tr><tr><td>PrizeLineTriggerEvaluator.java</td></tr><tr><td>TriggerRandomMultiplierEvaluator.java</td></tr><tr><td>CarbineGame.java</td></tr><tr><td>CarbineGameComponent.java</td></tr><tr><td>GameWinsCalculatorImpl.java</td></tr><tr><td>PrizeMultiplier.java</td></tr><tr><td>RetriggerCount.java</td></tr><tr><td>EyeconSpinGameRules.java</td></tr><tr><td>Multiplier.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>SlotGameVariableConfigurationImpl.java</td></tr><tr><td>SymbolHoldSpinGame.java</td></tr><tr><td>SymbolHoldSpinRuleImpl.java</td></tr><tr><td>SymbolHoldSpinScreenEvaluator.java</td></tr><tr><td>SymbolHoldTriggerEvaluator.java</td></tr><tr><td>SymbolSwapSpinShapeEvaluator.java</td></tr><tr><td>SymbolSwapSpinTriggerEvaluator.java</td></tr><tr><td><a href="#">carbine-slots_whackaFluffy_95_standard-1.0.0-config.jar</a></td></tr><tr><td>carbine-slots_whackaFluffy_95_standard-1.0.0.json</td></tr></table>	File Name	<a href="#">carbine-game-engine-5.16.1-sources.jar</a>	EvaluationChain.java	ReelSymbolExpander.java	CountSymbolEvaluator.java	LinesWinMultiPatterEvaluator.java	PatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java	DisplayGenerator.java	RebetDetailBuilder.java	RebetEvaluator.java	ReelStripGenerator.java	ResetRebetEvaluator.java	PrizeLineTriggerEvaluator.java	TriggerRandomMultiplierEvaluator.java	CarbineGame.java	CarbineGameComponent.java	GameWinsCalculatorImpl.java	PrizeMultiplier.java	RetriggerCount.java	EyeconSpinGameRules.java	Multiplier.java	RngSequences.java	SlotGameVariableConfigurationImpl.java	SymbolHoldSpinGame.java	SymbolHoldSpinRuleImpl.java	SymbolHoldSpinScreenEvaluator.java	SymbolHoldTriggerEvaluator.java	SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinTriggerEvaluator.java	<a href="#">carbine-slots_whackaFluffy_95_standard-1.0.0-config.jar</a>	carbine-slots_whackaFluffy_95_standard-1.0.0.json
File Name																																			
<a href="#">carbine-game-engine-5.16.1-sources.jar</a>																																			
EvaluationChain.java																																			
ReelSymbolExpander.java																																			
CountSymbolEvaluator.java																																			
LinesWinMultiPatterEvaluator.java																																			
PatternMatchingEvaluator.java																																			
PrizeLinePatternMatchingEvaluator.java																																			
RebetsLineWinPatternMatchingEvaluator.java																																			
DisplayGenerator.java																																			
RebetDetailBuilder.java																																			
RebetEvaluator.java																																			
ReelStripGenerator.java																																			
ResetRebetEvaluator.java																																			
PrizeLineTriggerEvaluator.java																																			
TriggerRandomMultiplierEvaluator.java																																			
CarbineGame.java																																			
CarbineGameComponent.java																																			
GameWinsCalculatorImpl.java																																			
PrizeMultiplier.java																																			
RetriggerCount.java																																			
EyeconSpinGameRules.java																																			
Multiplier.java																																			
RngSequences.java																																			
SlotGameVariableConfigurationImpl.java																																			
SymbolHoldSpinGame.java																																			
SymbolHoldSpinRuleImpl.java																																			
SymbolHoldSpinScreenEvaluator.java																																			
SymbolHoldTriggerEvaluator.java																																			
SymbolSwapSpinShapeEvaluator.java																																			
SymbolSwapSpinTriggerEvaluator.java																																			
<a href="#">carbine-slots_whackaFluffy_95_standard-1.0.0-config.jar</a>																																			
carbine-slots_whackaFluffy_95_standard-1.0.0.json																																			

## Verification report: ITL2500028

		Whack-a-Fluffy 90 WEB JP
		<b>File Name</b>
		<a href="#">carbine-game-engine-5.16.1-sources.jar</a>
		EvaluationChain.java
		ReelSymbolExpander.java
		CountSymbolEvaluator.java
		LinesWinMultiPatterEvaluator.java
		PatternMatchingEvaluator.java
		PrizeLinePatternMatchingEvaluator.java
		RebetsLineWinPatternMatchingEvaluator.java
		DisplayGenerator.java
		RebetDetailBuilder.java
		RebetEvaluator.java
		ReelStripGenerator.java
		ResetRebetEvaluator.java
		PrizeLineTriggerEvaluator.java
		TriggerRandomMultiplierEvaluator.java
		CarbineGame.java
		CarbineGameComponent.java
		GameWinsCalculatorImpl.java
		PrizeMultiplier.java
		RetriggerCount.java
		EyeconSpinGameRules.java
		Multiplier.java
		RngSequences.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		<a href="#">carbine-slots_whackaFluffy_90_jackpot-1.0.0-config.jar</a>
		carbine-slots_whackaFluffy_90_jackpot-1.0.0.json
		ProbabilityPoolImpl.class
		MysteryPoolImpl.class
3.	Features that characterize the software object	See at the end of this table <sup>1</sup>
4.	Any % RTP	See at the end of this table <sup>2</sup>
5.	List of software executables and digital signatures (SHA-1)	See at the end of this table <sup>3</sup>
6.	Other Records	None



## Verification report: ITL2500028

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

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Whack-a-Fluffy	Slot	<b>Whack-a-Fluffy</b> is a slot game with 5 reels and 25 pay lines. It has a Wild and Scatter Symbol with Free Spins and Whack-a-Fluffy Feature.	£ 0.01	£ 50.00

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

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

No.	Game Name	Theoretical RTP*#	Simulated RTP*^
1.	Whack-a-Fluffy 93 WEB	93.290%	93.287%
2.	Whack-a-Fluffy 95 WEB	95.388%	95.400%
3.	Whack-a-Fluffy 90 WEB JP	89.999%+Jackpot 3.0%	90.006%

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

# **Theoretical RTP:** An independently evaluated RTP based on mathematical logic, game rules, and source code. This represents the expected long-term average return to players over an infinite number of plays and is the RTP published to players.

^ **Simulated RTP:** The RTP is simulated by utilizing the actual production code, demonstrating the expected actual long-term average return to players over an infinite number of plays. This RTP is also expected to be aligned with the Theoretical RTP.

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

#### Whack-a-Fluffy 93 WEB

File Name	SHA-1
<a href="#">carbine-game-engine-5.16.1.jar</a>	<a href="#">c22ec0a25565d517d2f9d9094e78988885073dd5</a>
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
DisplayGenerator.class	5969cdec1412e8bbe902f3e9b521502e17c092ba
RebetDetailBuilder.class	98dab1c87bedcaadb9fbd78e616f00b304d276f
RebetEvaluator.class	a2fecf4bd265e72ef1680251ff7e02608cba16c1
ReelStripGenerator.class	2e1f466a65da9cba3d2d4d85639cff560214ae70
ResetRebetEvaluator.class	c15af27d44ff3c62834438ab1f6615eaa36593d6
PrizeLineTriggerEvaluator.class	459fce9e3be01f4f5a53bbb8813bd706274f2390
TriggerRandomMultiplierEvaluator.class	49c866693bb63fd8d9a0459ae248ec5352261f92
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e
CarbineGameComponent.class	cdeaf4f09bb87fbc8e9b3411edce29714d04540
GameWinsCalculatorImpl.class	5dbc93c0e3838a7c4dc2ad281d3ad1d68bbfd8ff
PrizeMultiplier.class	37c3eb7470125014d97a8be6a9d942e46846516d
RetriggerCount.class	52f246c12ba73d4bb0998167556c2a6c46d40bce
EyeconSpinGameRules.class	e45fa9f06d7598168b34effae0a6c188bdbbca3d
Multiplier.class	acc995bf8cfc1278c0770c47cdd17c56ac389ed8
RngSequences.class	ead214c3dd4974c3c5b9b6a975eca7323d9524e4
SlotGameVariableConfigurationImpl.class	73b7baf38e3904cf4464b3adf43b85486f439369





## Verification report: ITL2500028

SymbolHoldSpinGame.class	48cb554dd73ca2a3d3f025f5220f8b36caec9335
SymbolHoldSpinRuleImpl.class	6305bb4b5905fd0335c32a0717e865cd54325ea7
SymbolHoldSpinScreenEvaluator.class	8a65fb7b419fea0473a1a8b19eef4a9ef7128c56
SymbolHoldTriggerEvaluator.class	e2591bd905978126a984a943abb710f15c5e51fc
SymbolSwapSpinShapeEvaluator.class	2f101cb1d95b84e4ab7fc87d38988ed2fd0022bc
SymbolSwapSpinTriggerEvaluator.class	b874f1c346cef235fcb49e7d8d1e877a118bd104
<a href="#">carbine-slots_whackaFluffy_93_standard-1.0.0-config.jar</a>	<a href="#">062b28c135b6722f816ab52161d7480405ef3428</a>
carbine-slots_whackaFluffy_93_standard-1.0.0.json	4bf65cd277daf796aec51ecf05ecd542ce7d6683

## Whack-a-Fluffy 95 WEB

File Name	SHA-1
<a href="#">carbine-game-engine-5.16.1.jar</a>	<a href="#">c22ec0a25565d517d2f9d9094e78988885073dd5</a>
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
DisplayGenerator.class	5969cdec1412e8bbe902f3e9b521502e17c092ba
RebetDetailBuilder.class	98dab1c87bedcaaadb9fbd78e616f00b304d276f
RebetEvaluator.class	a2fecf4bd265e72ef1680251ff7e02608cba16c1
ReelStripGenerator.class	2e1f466a65da9cba3d2d4d85639cff560214ae70
ResetRebetEvaluator.class	c15af27d44ff3c62834438ab1f6615eaa36593d6
PrizeLineTriggerEvaluator.class	459fce9e3be01f4f5a53bbb8813bd706274f2390
TriggerRandomMultiplierEvaluator.class	49c866693bb63fd8d9a0459ae248ec5352261f92
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e
CarbineGameComponent.class	cdeaf4f09bb87fbc8e9b3411edce29714d04540
GameWinsCalculatorImpl.class	5dbc93c0e3838a7c4dc2ad281d3ad1d68bbfd8ff
PrizeMultiplier.class	37c3eb7470125014d97a8be6a9d942e46846516d
RetriggerCount.class	52f246c12ba73d4bb0998167556c2a6c46d40bce
EyeconSpinGameRules.class	e45fa9f06d7598168b34effae0a6c188bdbbca3d
Multiplier.class	acc995bf8cfc1278c0770c47cdd17c56ac389ed8
RngSequences.class	ead214c3dd4974c3c5b9b6a975eca7323d9524e4
SlotGameVariableConfigurationImpl.class	73b7baf38e3904cf4464b3adf43b85486f439369
SymbolHoldSpinGame.class	48cb554dd73ca2a3d3f025f5220f8b36caec9335
SymbolHoldSpinRuleImpl.class	6305bb4b5905fd0335c32a0717e865cd54325ea7
SymbolHoldSpinScreenEvaluator.class	8a65fb7b419fea0473a1a8b19eef4a9ef7128c56
SymbolHoldTriggerEvaluator.class	e2591bd905978126a984a943abb710f15c5e51fc
SymbolSwapSpinShapeEvaluator.class	2f101cb1d95b84e4ab7fc87d38988ed2fd0022bc
SymbolSwapSpinTriggerEvaluator.class	b874f1c346cef235fcb49e7d8d1e877a118bd104
<a href="#">carbine-slots_whackaFluffy_95_standard-1.0.0-config.jar</a>	<a href="#">594bcb2949e6cc6c73d923ff2500e6576dc52dd7</a>
carbine-slots_whackaFluffy_95_standard-1.0.0.json	1e1fdb9c17f6c903305f29ee694c8d2b18ba13ca

## Whack-a-Fluffy 90 WEB JP

File Name	SHA-1
<a href="#">carbine-game-engine-5.16.1.jar</a>	<a href="#">c22ec0a25565d517d2f9d9094e78988885073dd5</a>
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5



## Verification report: ITL2500028

PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
DisplayGenerator.class	5969cdec1412e8bbe902f3e9b521502e17c092ba
RebetDetailBuilder.class	98dab1c87bedcaaadb9fbd78e616f00b304d276f
RebetEvaluator.class	a2fecf4bd265e72ef1680251ff7e02608cba16c1
ReelStripGenerator.class	2e1f466a65da9cba3d2d4d85639cff560214ae70
ResetRebetEvaluator.class	c15af27d44ff3c62834438ab1f6615eaa36593d6
PrizeLineTriggerEvaluator.class	459fce9e3be01f4f5a53bbb8813bd706274f2390
TriggerRandomMultiplierEvaluator.class	49c866693bb63fd8d9a0459ae248ec5352261f92
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e
CarbineGameComponent.class	cdeaf4f09bb87fbc8e9b3411edce29714d04540
GameWinsCalculatorImpl.class	5dbc93c0e3838a7c4dc2ad281d3ad1d68bbfd8ff
PrizeMultiplier.class	37c3eb7470125014d97a8be6a9d942e46846516d
RetriggerCount.class	52f246c12ba73d4bb0998167556c2a6c46d40bce
EyeconSpinGameRules.class	e45fa9f06d7598168b34effae0a6c188bdbbca3d
Multiplier.class	acc995bf8cfc1278c0770c47cdd17c56ac389ed8
RngSequences.class	ead214c3dd4974c3c5b9b6a975eca7323d9524e4
SlotGameVariableConfigurationImpl.class	73b7baf38e3904cf4464b3adf43b85486f439369
SymbolHoldSpinGame.class	48cb554dd73ca2a3d3f025f5220f8b36caec9335
SymbolHoldSpinRuleImpl.class	6305bb4b5905fd0335c32a0717e865cd54325ea7
SymbolHoldSpinScreenEvaluator.class	8a65fb7b419fea0473a1a8b19eef4a9ef7128c56
SymbolHoldTriggerEvaluator.class	e2591bd905978126a984a943abb710f15c5e51fc
SymbolSwapSpinShapeEvaluator.class	2f101cb1d95b84e4ab7fc87d38988ed2fd0022bc
SymbolSwapSpinTriggerEvaluator.class	b874f1c346cef235fcb49e7d8d1e877a118bd104
<a href="#">carbine-slots_whackaFluffy_90_jackpot-1.0.0-config.jar</a>	<a href="#">b456dfb917876a6a158ecc59177700dab8f4108</a>
<a href="#">carbine-slots_whackaFluffy_90_jackpot-1.0.0.json</a>	<a href="#">c583d492bfd0cd437ea47992f48546e7cd8ec04d</a>
<a href="#">pool-server-service-1.6.0.jar</a>	<a href="#">d15ccf4c74a8d8e91e67f0987c1ca5940d264ab6</a>
ProbabilityPoolImpl.class	4562d8e7b61e67c82cf8e3d753e3763e1ebd55f7
MysteryPoolImpl.class	e7a75ba50ec5ae04bcacc55030331d40866e7e92

## IV. Details of tests

Product identification: Whack-a-Fluffy

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

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



## Verification report: ITL2500028

		components of the software to ensure that the game complies with the relevant standards and that there are no unintended functionalities.	
7.	Game performance report	Controlled tests were conducted to ensure that the Game Performance Report reflects the actual game play and the data obtained is complete and accurate.	Passed
<b>Mobile</b>			
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
<b>Other</b>			
1.	Other Records	<p>Whack-a-Fluffy is a new game and has not been previously certified.</p> <p>Testing was conducted on the following devices:</p> <ul style="list-style-type: none"> <li>• PC</li> <li>• iPhone Xs Max (Browser: Safari)</li> <li>• Samsung Galaxy S20 (Browser: Chrome)</li> <li>• iPad Mini 4 (Browser: Safari)</li> <li>• Samsung Galaxy Tab 4 (Browser: Chrome)</li> </ul>	Not applicable

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: 03 February 2025</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 Whack-a-Fluffy complies with the relevant requirements (as applicable for software providers) listed in the <b>Appendix</b> below.</p> <p>iTech Labs recommends that Whack-a-Fluffy be approved for deployment.</p>



**Verification report: ITL2500028**

**Signatures:**

Authorized by:  <hr/> <b>Eric Sheng</b> <b>Project Manager</b> <b>iTech Labs</b> 03 February 2025	Signed by:  <hr/> <b>Alvin Rizaldi</b> <b>Chief Executive Officer</b> <b>iTech Labs</b> 03 February 2025
---	---

**VI. Conclusion**

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



**Verification report: ITL2500028**

# Appendix

## Verification report: ITL2500028

### 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 <b>II. Observations</b> below
3.6 Accepting Wagers	Comply, subject to section <b>II. Observations</b> below
4.2 Alderney Branding	Operator responsibility
4.3.5 Mapping and Scaling Algorithms – sections vii, viii, ix and x	Comply
4.3.6 Information on Percentage Return to Player	Comply
4.4 Customer Game Session	Operator responsibility
4.5.1 Malfunction	Comply
4.7 eGambling Requirements	Comply, subject to section <b>II. Observations</b> below
4.8 Game Design	Comply, subject to section <b>II. Observations</b> below
4.9 Requirements for Games against the House (not P2P)	Comply, subject to section <b>II. Observations</b> below
4.10 Game Artwork	Comply
4.11 Wheel (Reel) Requirements	Comply
4.12 Positioning, Size, Colour and Shape	Comply
4.13 Substitutes	Comply
4.14 Winning Patterns	Comply
4.15 Features	Comply
4.16 Keno and Bingo Artwork Requirements	Not applicable
4.17 Card Game Artwork Requirements	Not applicable
4.18 Gamble Option Artwork Standards	Not applicable
4.19 Roulette	Not applicable
4.20 Dice Games	Not applicable
4.21 Simulated Wagering	Not applicable
4.22 Scratch Ticket	Not applicable
4.23 Video Poker	Not applicable
4.24 Blackjack	Not applicable
4.25 Live Gambling Studio Control Guidelines and Standards	Not applicable
4.26 Event Based Wagering	Not applicable
4.27 Other Games	Not applicable
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Comply, subject to section <b>II. Observations</b> below

## II. Observations

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



**Verification report: ITL2500028**

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



## Verification report: ITL2500028

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



**Verification report: ITL2500028**

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

**III. Conditions**

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



## Verification report: ITL2500028

### 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
<b>RTS 1 – Customer Account Information</b>	
RTS requirement 1A	Operator responsibility*
RTS requirement 1B	Operator responsibility*
RTS requirement 1C	Operator responsibility*
<b>RTS 2 – Displaying transactions</b>	
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, not a slot game
<b>RTS 3 – Rules, game descriptions, and the likelihood of winning</b>	
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*.
<b>RTS 4 – Time critical events</b>	
RTS requirement 4A	Not applicable, no time critical events.
RTS requirement 4B	Not applicable, no time critical events.

## Verification report: ITL2500028

<a href="#">RTS 5 – Result Determination</a>	
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*.
<a href="#">RTS 6 – Result determination for play-for-free games</a>	
RTS requirement 6A	Comply
<a href="#">RTS 7 – Generation of random outcomes</a>	
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
<a href="#">RTS 8 – Auto-play functionality</a>	
RTS requirement 8A	Comply
RTS requirement 8B	Not Applicable, not a slot game
RTS requirement 8C	Not Applicable, not a slot game
<a href="#">RTS 9 – Progressive jackpot systems</a>	
RTS requirement 9A	Comply
RTS requirement 9B	Comply
<a href="#">RTS 10 – Interrupted gambling</a>	
RTS 10 - 10A	Operator responsibility*
RTS 10 – 10B	Comply
RTS 10 – 10C	Operator responsibility*
<a href="#">RTS 11 – Limiting collusion/cheating</a>	
RTS 11 - 11A	Not applicable, the module tested is not P2P.
RTS 11 – 11B	Not applicable, the module tested is not P2P.
<a href="#">RTS 12 – Financial limits</a>	
RTS 12 - 12A	Operator responsibility*
RTS 12 – 12B	Operator responsibility*
<a href="#">RTS 13 – Time requirements and reality checks</a>	
RTS 13 - 13A	Operator responsibility*
RTS 13 – 13B	Operator responsibility*
RTS 13 – 13C	Not applicable, not a slot game.
<a href="#">RTS 14 – Responsible product design</a>	



## Verification report: ITL2500028

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, not a slot game.
RTS 14 – 14E	Not applicable, not a slot game.
RTS 14 – 14F	Not applicable, not a slot game.
<b>RTS 15– In-play betting</b>	
RTS 15- 15A	Not applicable, the module tested is not 'betting'.
<b>RTS 16– Use of third party software</b>	
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.
<b>RTS 17– Live dealer studios</b>	
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

Whack-a-Fluffy 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).

## Verification report: ITL2500028

### 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 <b>II. Observations</b> below
3.5 Jackpots	Comply
3.6 Multi-customer games	Not applicable
3.7 Monitoring of rules	Comply, subject to section <b>II. Observations</b> below
Standard 7 – Fair gambling	
7.1 Game fairness	Comply, subject to section <b>II. Observations</b> below
7.2. 'Play for Free' games	Game fairness
7.3. Compensated or adaptive games	Comply
7.4. No forced game play	Comply
7.5. Auto-play	Comply
7.6. Game control	Game fairness
7.7. Incomplete games	Comply, subject to section <b>II. Observations</b> below
7.8. Game / website design	Comply
7.9. Poker / P2P games	Not applicable
7.10. Sports betting and integrity	Not applicable
Standard 9 – Business continuity	
9.1 General	Comply, subject to section <b>II. Observations</b> 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.	<b>RTOS 2.4.3 Game History</b>	Eyecon is a licensed game and software provider.	Operator responsibility

## Verification report: ITL2500028

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

## Verification report: ITL2500028

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

### III. Conditions

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



**Verification report: ITL2500028****Isle of Man**

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

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

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



## Verification report: ITL2500028

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

## Verification report: ITL2500028

### II. Observations

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

### III. Conditions

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

## Verification report: ITL2500028

### 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
<b>Part IX</b>	
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
<b>Part X – Aborted and Miscarried Games</b>	
Part X – 47.1	Comply
Part X – 47.2	Not applicable
Part X – 48	Operator responsibility
<b>Third Schedule – Regulation 25 Technical Requirement for Gaming System</b>	
Third Schedule – 1	
Third Schedule – 1a	Comply
Third Schedule – 1b	Operator responsibility
Third Schedule – 2	Operator responsibility
Third Schedule – 3	
Third Schedule – 3a	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 3b	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 3c	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 4	Comply
Third Schedule – 5	Comply
Third Schedule – 6	
Third Schedule – 6a	Comply
Third Schedule – 6b	Comply
Third Schedule – 6c	Comply
Third Schedule – 6d	Comply
Third Schedule – 6e	Comply
Third Schedule – 6f	Comply
Third Schedule – 7	Operator responsibility
Third Schedule – 8	
Third Schedule – 8a	Operator responsibility
Third Schedule – 8b	Operator responsibility

## Verification report: ITL2500028

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
<b>Directive 2 of 2018 - Player Protection Directive</b> <b>V2 May 2021</b>	
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.	<p><b>Part X – 48</b></p> <p>(1) If a game is started but miscarries because of a failure of the licensee's computer operating system, the licensee shall:</p> <p>(a) (i) refund the amount wagered in the game to the player by crediting it to the player's account or, if the account no longer exists, by paying it to the player in an approved manner; and</p> <p>(a) (ii) if the player has an accrued credit at the time the game miscarries, credit to the player's account the monetary value of the credit or, if the account no longer exists, pay it to the player in an approved manner;</p> <p>(b) inform immediately the Authority of the circumstances of the incident;</p> <p>(c) refrain from conducting a further game if the game is likely to be affected by the</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

## Verification report: ITL2500028

	<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><b>Third Schedule – 1</b></p> <p>The gaming system must:</p> <p>(b) provide over time no more than the expected house advantage to the operator.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
3.	<p><b>Third Schedule – 2</b></p> <p>Both the gaming and financial transactions must be congruent and secure.</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
4.	<p><b>Third Schedule – 7</b></p> <p>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><b>Third Schedule – 8</b></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><b>Third Schedule – 10</b></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 are listed under **II. Observations** must be satisfied by the licensee.