



Verification report: ITL2500696

Eyecon Alderney Limited

4 Games

Certification Report

9 April 2025

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I. General information

No.	Description	Details												
1.	Identification	4 Games												
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 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 NATA website. NATA has entered into a mutual recognition agreement and/or multilateral agreement of accreditation with ILAC 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">Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – 4.6 PUBLISHED 12032024UK Gambling Commission UK Remote Gambling Technical Standards – February 2021; Testing-strategy-for-compliance-with-remote-gambling-and-software-technical-standards-February 2021 (September 2024).Gibraltar Remote Technical and Operating Standards – Version 1.1.0 20/09/2012 Gambling Act 2005Isle of Man IOM Online Gambling (Systems Verification) (No. 2) Regulations 2007 IOM Compliance Procedures: Live Dealer Inspections, 23/09/15Malta 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 Favourites Megaways*</td><td>Slot</td><td>HTML5:(PC & Mobile)</td></tr><tr><td>2.</td><td>Unicorn Bliss*</td><td>Slot</td><td>HTML5:(PC & Mobile)</td></tr></table>	No.	Game Name	Game Type	Channel	1.	Fluffy Favourites Megaways*	Slot	HTML5:(PC & Mobile)	2.	Unicorn Bliss*	Slot	HTML5:(PC & Mobile)
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2.	Unicorn Bliss*	Slot	HTML5:(PC & Mobile)											

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		3.	Lost Island*	Slot	HTML5:(PC & Mobile)
		4.	Fluffy Favourites*	Slot	HTML5:(PC & Mobile)
		*Three variants: with and without Jackpot			
6.	Type of the module tested	Casino Games			
7.	Produced by	Eyecon Alderney Limited Millennium House, Ollivier Street, Alderney GY9 3TD Contact: Helen Ackrill (helen.ackrill@ackrill.gg)			
8.	Licensee details	Not applicable			
9.	Date of request for verification	5 March 2025			
10.	Date of completion	9 April 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	All games have been previously certified for UK, AGCC, GIB, IOM, MT for 95% RTP model by iTech Labs. This round certification is for new RTP models. Testing was conducted on the following devices: <ul style="list-style-type: none">• PC• 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 Millennium House, Ollivier Street,



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		Alderney GY9 3TD Contact: Helen Ackrill (helen.ackrill@ackrill.gg)																																		
2.	Details of the software components	<div>Fluffy Favourites Megaways 93 WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.slot-fluffy-favourites-megaways</td><td>carbine-slots_fluffyFavouritesMegaways_93_standard-config</td></tr><tr><td>Version: 4.2.7</td><td>Version: 1.0.1</td></tr><tr><td>SHA1: 49a72c3dbf702dc7e1d52986cbbf7d5b4f093cde</td><td>SHA1: 9ba1383017b2bb633102beec119b9be01baaa198</td></tr></table> <div>Unicorn Bliss 93 DH</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.slot-unicorn-bliss</td><td>carbine-slots_unicornBliss_93_standard-config</td></tr><tr><td>Version: 2.0.15</td><td>Version: 1.0.1</td></tr><tr><td>SHA1: 316166ce1343fc92f0b00464cab19e12b5c2342f</td><td>SHA1: 99208da3f03778c8a65bab42fda7b1da143b9f6d</td></tr></table> <div>Unicorn Bliss 93 MH</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.tamborine.slot-unicorn-bliss</td><td>carbine-slots_unicornBliss_93_standard-config</td></tr><tr><td>Version: 5.0.13</td><td>Version: 1.0.1</td></tr><tr><td>SHA1: ba9281421c38dc4ee248314f72871e7c7e9a5f6e</td><td>SHA1: 99208da3f03778c8a65bab42fda7b1da143b9f6d</td></tr></table> <div>Lost Island 93 DH</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.lamington.slot-lost-island</td><td>carbine-slots_lostIsland_93_standard-config</td></tr><tr><td>Version: 2.0.13</td><td>Version: 1.0.1</td></tr><tr><td>SHA1: d5b7983a69f7ffcb8fbf869b04995edc31eb1ed</td><td>SHA1: e546de1318be73fbf6e419f0d6b4b01127de7758</td></tr></table> <div>Lost Island 93 MH</div> <table><tr><th>Front End</th><th>Rules</th></tr></table>	Front End	Rules	com.eyecon.orion.games.slot-fluffy-favourites-megaways	carbine-slots_fluffyFavouritesMegaways_93_standard-config	Version: 4.2.7	Version: 1.0.1	SHA1: 49a72c3dbf702dc7e1d52986cbbf7d5b4f093cde	SHA1: 9ba1383017b2bb633102beec119b9be01baaa198	Front End	Rules	com.eyecon.lamington.slot-unicorn-bliss	carbine-slots_unicornBliss_93_standard-config	Version: 2.0.15	Version: 1.0.1	SHA1: 316166ce1343fc92f0b00464cab19e12b5c2342f	SHA1: 99208da3f03778c8a65bab42fda7b1da143b9f6d	Front End	Rules	com.eyecon.tamborine.slot-unicorn-bliss	carbine-slots_unicornBliss_93_standard-config	Version: 5.0.13	Version: 1.0.1	SHA1: ba9281421c38dc4ee248314f72871e7c7e9a5f6e	SHA1: 99208da3f03778c8a65bab42fda7b1da143b9f6d	Front End	Rules	com.eyecon.lamington.slot-lost-island	carbine-slots_lostIsland_93_standard-config	Version: 2.0.13	Version: 1.0.1	SHA1: d5b7983a69f7ffcb8fbf869b04995edc31eb1ed	SHA1: e546de1318be73fbf6e419f0d6b4b01127de7758	Front End	Rules
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		com.eyecon.tamborine.slot-lost-island	carbine-slots_lostIsland_93_standard-config
		Version: 5.0.11	Version: 1.0.1
		SHA1: f1ce3cf8e37ae02d4c24fb1158439ccf38e9ede5	SHA1: e546de1318be73fbf6e419f0d6b4b01127de7758
		Fluffy Favourites 90 DH	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-favourites	carbine-slots_fluffyFavourites_90_standard-config
		Version: 2.0.18	Version: 1.0.2
		SHA1: 5a46ef94b7d6887dc003fe5e28230d456c9c2db5	SHA1: 092c4b222f6ae6bae19e4cd1a6b5c3e768eac3b5
		Fluffy Favourites 90 MH	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-favourites	carbine-slots_fluffyFavourites_90_standard-config
		Version: 5.0.15	Version: 1.0.2
		SHA1: 853ec09be4fb8aeca114ffec3922756b4aab4a60	SHA1: 092c4b222f6ae6bae19e4cd1a6b5c3e768eac3b5
		Fluffy Favourites Megaways 93 WEB	
		File Name	
		carbine-game-engine-5.16.1-sources.jar	
		EvaluationChain.java	
		ReelSymbolExpander.java	
		CountSymbolEvaluator.java	
		LinesWinMultiPatterEvaluator.java	
		PatternMatchingEvaluator.java	
		PrizeLinePatternMatchingEvaluator.java	
		RebetsLineWinPatternMatchingEvaluator.java	
		DisplayGenerator.java	
		RebetDetailBuilder.java	
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		RetriggerCount.java
		EyeconSpinGameRules.java
		Multiplier.java
		RngSequences.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_lostIsland_93_standard-1.0.1-config.jar
		carbine-slots_lostIsland_93_standard-1.0.1.json
		Lost Island 93 MH
		File Name
		carbine-game-engine-5.16.1-sources.jar
		EvaluationChain.java
		ReelSymbolExpander.java
		CountSymbolEvaluator.java
		LinesWinMultiPatterEvaluator.java
		PatternMatchingEvaluator.java
		PrizeLinePatternMatchingEvaluator.java
		RebetsLineWinPatternMatchingEvaluator.java
		DisplayGenerator.java
		RebetDetailBuilder.java
		RebetEvaluator.java
		ReelStripGenerator.java
		ResetRebetEvaluator.java
		PrizeLineTriggerEvaluator.java
		TriggerRandomMultiplierEvaluator.java
		CarbineGame.java
		CarbineGameComponent.java
		GameWinsCalculatorImpl.java
		PrizeMultiplier.java
		RetriggerCount.java
		EyeconSpinGameRules.java



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		<table><tr><td>Multiplier.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>SlotGameVariableConfigurationImpl.java</td></tr><tr><td>SymbolHoldSpinGame.java</td></tr><tr><td>SymbolHoldSpinRuleImpl.java</td></tr><tr><td>SymbolHoldSpinScreenEvaluator.java</td></tr><tr><td>SymbolHoldTriggerEvaluator.java</td></tr><tr><td>SymbolSwapSpinShapeEvaluator.java</td></tr><tr><td>SymbolSwapSpinTriggerEvaluator.java</td></tr><tr><td>carbine-slots_lostIsland_93_standard-1.0.1-config.jar</td></tr><tr><td>carbine-slots_lostIsland_93_standard-1.0.1.json</td></tr></table> <p>Fluffy Favourites 90 DH</p> <table><tr><th>File Name</th></tr><tr><td>carbine-game-engine-5.16.1-sources.jar</td></tr><tr><td>EvaluationChain.java</td></tr><tr><td>ReelSymbolExpander.java</td></tr><tr><td>CountSymbolEvaluator.java</td></tr><tr><td>LinesWinMultiPatterEvaluator.java</td></tr><tr><td>PatternMatchingEvaluator.java</td></tr><tr><td>PrizeLinePatternMatchingEvaluator.java</td></tr><tr><td>RebetsLineWinPatternMatchingEvaluator.java</td></tr><tr><td>DisplayGenerator.java</td></tr><tr><td>RebetDetailBuilder.java</td></tr><tr><td>RebetEvaluator.java</td></tr><tr><td>ReelStripGenerator.java</td></tr><tr><td>ResetRebetEvaluator.java</td></tr><tr><td>PrizeLineTriggerEvaluator.java</td></tr><tr><td>TriggerRandomMultiplierEvaluator.java</td></tr><tr><td>CarbineGame.java</td></tr><tr><td>CarbineGameComponent.java</td></tr><tr><td>GameWinsCalculatorImpl.java</td></tr><tr><td>PrizeMultiplier.java</td></tr><tr><td>RetriggerCount.java</td></tr><tr><td>EyeconSpinGameRules.java</td></tr><tr><td>Multiplier.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>SlotGameVariableConfigurationImpl.java</td></tr><tr><td>SymbolHoldSpinGame.java</td></tr><tr><td>SymbolHoldSpinRuleImpl.java</td></tr><tr><td>SymbolHoldSpinScreenEvaluator.java</td></tr><tr><td>SymbolHoldTriggerEvaluator.java</td></tr><tr><td>SymbolSwapSpinShapeEvaluator.java</td></tr><tr><td>SymbolSwapSpinTriggerEvaluator.java</td></tr><tr><td>carbine-slots_fluffyFavourites_90_standard-1.0.2-config.jar</td></tr><tr><td>carbine-slots_fluffyFavourites_90_standard-1.0.2.json</td></tr></table> <p>Fluffy Favourites 90 MH</p> <table><tr><th>File Name</th></tr></table>	Multiplier.java	RngSequences.java	SlotGameVariableConfigurationImpl.java	SymbolHoldSpinGame.java	SymbolHoldSpinRuleImpl.java	SymbolHoldSpinScreenEvaluator.java	SymbolHoldTriggerEvaluator.java	SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinTriggerEvaluator.java	carbine-slots_lostIsland_93_standard-1.0.1-config.jar	carbine-slots_lostIsland_93_standard-1.0.1.json	File Name	carbine-game-engine-5.16.1-sources.jar	EvaluationChain.java	ReelSymbolExpander.java	CountSymbolEvaluator.java	LinesWinMultiPatterEvaluator.java	PatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java	DisplayGenerator.java	RebetDetailBuilder.java	RebetEvaluator.java	ReelStripGenerator.java	ResetRebetEvaluator.java	PrizeLineTriggerEvaluator.java	TriggerRandomMultiplierEvaluator.java	CarbineGame.java	CarbineGameComponent.java	GameWinsCalculatorImpl.java	PrizeMultiplier.java	RetriggerCount.java	EyeconSpinGameRules.java	Multiplier.java	RngSequences.java	SlotGameVariableConfigurationImpl.java	SymbolHoldSpinGame.java	SymbolHoldSpinRuleImpl.java	SymbolHoldSpinScreenEvaluator.java	SymbolHoldTriggerEvaluator.java	SymbolSwapSpinShapeEvaluator.java	SymbolSwapSpinTriggerEvaluator.java	carbine-slots_fluffyFavourites_90_standard-1.0.2-config.jar	carbine-slots_fluffyFavourites_90_standard-1.0.2.json	File Name
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		carbine-game-engine-5.16.1-sources.jar EvaluationChain.java ReelSymbolExpander.java CountSymbolEvaluator.java LinesWinMultiPatterEvaluator.java PatternMatchingEvaluator.java PrizeLinePatternMatchingEvaluator.java RebetsLineWinPatternMatchingEvaluator.java DisplayGenerator.java RebetDetailBuilder.java RebetEvaluator.java ReelStripGenerator.java ResetRebetEvaluator.java PrizeLineTriggerEvaluator.java TriggerRandomMultiplierEvaluator.java CarbineGame.java CarbineGameComponent.java GameWinsCalculatorImpl.java PrizeMultiplier.java RetriggerCount.java EyeconSpinGameRules.java Multiplier.java RngSequences.java SlotGameVariableConfigurationImpl.java SymbolHoldSpinGame.java SymbolHoldSpinRuleImpl.java SymbolHoldSpinScreenEvaluator.java SymbolHoldTriggerEvaluator.java SymbolSwapSpinShapeEvaluator.java SymbolSwapSpinTriggerEvaluator.java carbine-slots_fluffyFavourites_90_standard-1.0.2-config.jar carbine-slots_fluffyFavourites_90_standard-1.0.2.json
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 Favourites Megaways	Slot	Fluffy Favourites Megaways is a 6 reel video slot with upto 117,649 Megaways™ to win. The game has Cascades, Free Games and Wild Multipliers.	£ 0.20	£ 10.00



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2.	Unicorn Bliss	Slot	Unicorn Bliss is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games.	£ 0.01	£ 12.50
3.	Lost Island	Slot	Lost Island is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games.	£ 0.01	£ 12.50
4.	Fluffy Favourites	Slot	Fluffy Favourites is a slot game with 5 reels and 25 paylines. It has a Wild and Scatter Symbol with Free Spins and Prizepick Feature.	£ 0.01	£ 12.50

*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 Favourites Megaways 93 WEB	93.320%	93.268%
2.	Unicorn Bliss 93	93.285%	93.278%
3.	Lost Island 93	93.017%	92.987%
4.	Fluffy Favourites 90	90.187%	90.168%

*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.

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

Fluffy Favourites Megaways 93 WEB

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e7898885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\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



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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
carbine-slots_fluffyFavouritesMegaways_93_standard-1.0.1-config.jar	9ba1383017b2bb633102beec119b9be01baaa198
carbine-slots_fluffyFavouritesMegaways_93_standard-1.0.1.json	323a48a2ecf3d30487a7df8f1f1f038a11295d46

Unicorn Bliss 93 DH

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\DisplayGenerator.class	5969cdec1412e8bbe902f3e9b521502e17c092ba
RebetDetailBuilder.class	98dab1c87bedcaaadb9bfd78e616f00b304d276f
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
carbine-slots_unicornBliss_93_standard-1.0.1-config.jar	99208da3f03778c8a65bab42fda7b1da143b9f6d
carbine-slots_unicornBliss_93_standard-1.0.1.json	56e5467ad32adf0b59c4bdaec28454cb778cae45



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Unicorn Bliss 93 MH

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\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
SymbolHoldSpinGame.class	48cb554dd73ca2a3d3f025f5220f8b36caec9335
SymbolHoldSpinRuleImpl.class	6305bb4b5905fd0335c32a0717e865cd54325ea7
SymbolHoldSpinScreenEvaluator.class	8a65fb7b419fea0473a1a8b19eef4a9ef7128c56
SymbolHoldTriggerEvaluator.class	e2591bd905978126a984a943abb710f15c5e51fc
SymbolSwapSpinShapeEvaluator.class	2f101cb1d95b84e4ab7fc87d38988ed2fd0022bc
SymbolSwapSpinTriggerEvaluator.class	b874f1c346cef235fcb49e7d8d1e877a118bd104
carbine-slots_unicornBliss_93_standard-1.0.1-config.jar	99208da3f03778c8a65bab42fda7b1da143b9f6d
carbine-slots_unicornBliss_93_standard-1.0.1.json	56e5467ad32adf0b59c4bdaec28454cb778cae45

Lost Island 93 DH

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\DisplayGenerator.class	5969cdec1412e8bbe902f3e9b521502e17c092ba
RebetDetailBuilder.class	98dab1c87bedcaadb9fbd78e616f00b304d276f
RebetEvaluator.class	a2fecf4bd265e72ef1680251ff7e02608cba16c1
ReelStripGenerator.class	2e1f466a65da9cba3d2d4d85639cff560214ae70
ResetRebetEvaluator.class	c15af27d44ff3c62834438ab1f6615eaa36593d6
PrizeLineTriggerEvaluator.class	459fce9e3be01f4f5a53bbb8813bd706274f2390
TriggerRandomMultiplierEvaluator.class	49c866693bb63fd8d9a0459ae248ec5352261f92
CarbineGame.class	da33d123332de7a3da26909f5c8d04cbeeb6086e



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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
carbine-slots_lostIsland_93_standard-1.0.1-config.jar	e546de1318be73fbf6e419f0d6b4b01127de7758
carbine-slots_lostIsland_93_standard-1.0.1.json	e126a534502fd7b0d190843f824d1d5c2170cf06

Lost Island 93 MH

File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\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
SymbolHoldSpinGame.class	48cb554dd73ca2a3d3f025f5220f8b36caec9335
SymbolHoldSpinRuleImpl.class	6305bb4b5905fd0335c32a0717e865cd54325ea7
SymbolHoldSpinScreenEvaluator.class	8a65fb7b419fea0473a1a8b19eef4a9ef7128c56
SymbolHoldTriggerEvaluator.class	e2591bd905978126a984a943abb710f15c5e51fc
SymbolSwapSpinShapeEvaluator.class	2f101cb1d95b84e4ab7fc87d38988ed2fd0022bc
SymbolSwapSpinTriggerEvaluator.class	b874f1c346cef235fcb49e7d8d1e877a118bd104
carbine-slots_lostIsland_93_standard-1.0.1-config.jar	e546de1318be73fbf6e419f0d6b4b01127de7758
carbine-slots_lostIsland_93_standard-1.0.1.json	e126a534502fd7b0d190843f824d1d5c2170cf06



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File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\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
carbine-slots_fluffyFavourites_90_standard-1.0.2-config.jar	092c4b222f6ae6bae19e4cd1a6b5c3e768eac3b5
carbine-slots_fluffyFavourites_90_standard-1.0.2.json	64a01d00b5aae6028924e1a3a640eea9411edae2

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File Name	SHA-1
carbine-game-engine-5.16.1.jar	c22ec0a25565d517d2f9d9094e78988885073dd5
EvaluationChain.class	bc534352cc4bdb9c12ffbe493b67abf308ceed18
ReelSymbolExpander.class	64c3a772af93fa2ae20994f2d4a338dcfa3356a2
CountSymbolEvaluator.class	576c91be9189657f4dcd79a6dd24d666d7e8a4a5
LinesWinMultiPatternEvaluator.class	725aa252d88a32712345310d8cb5c83a490a2548
PatternMatchingEvaluator.class	7d99bc50bf94187b55ceafc36839aa3db80b05c5
PrizeLinePatternMatchingEvaluator.class	d9eae0138b55b40dc780e6dd63ef8fda37b75fe3
RebetsLineWinPatternMatchingEvaluator.class	437967e660c176f9abac02e1d3df5c51210facf8
rebet\DisplayGenerator.class	5969cdec1412e8bbe902f3e9b521502e17c092ba
RebetDetailBuilder.class	98dab1c87bedcaaadb9fbd78e616f00b304d276f
RebetEvaluator.class	a2fecf4bd265e72ef1680251ff7e02608cba16c1
ReelStripGenerator.class	2e1f466a65da9cba3d2d4d85639cff560214ae70
ResetRebetEvaluator.class	c15af27d44ff3c62834438ab1f6615eaa36593d6
PrizeLineTriggerEvaluator.class	459fce9e3be01f4f5a53bbb8813bd706274f2390
TriggerRandomMultiplierEvaluator.class	49c866693bb63fd8d9a0459ae248ec5352261f92



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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
carbine-slots_fluffyFavourites_90_standard-1.0.2-config.jar	092c4b222f6ae6bae19e4cd1a6b5c3e768eac3b5
carbine-slots_fluffyFavourites_90_standard-1.0.2.json	64a01d00b5aae6028924e1a3a640eea9411edae2

IV. Details of tests

Product identification: 4 Games

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

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

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		artwork.	
2.	Functional tests (as required for mobile-specific components)	Functional tests were conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards.	Passed
3.	Regression tests	Regression tests were conducted to verify gameplay, accuracy of balance update, game history, and to verify that the mobile version of the game is the same as the desktop version.	Passed
4.	Paytable verification	Paytable verification was conducted to verify that the game payouts are in accordance with the paytable.	Passed
5.	Source code review	Source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed
Other			
1.	Other Records	<p>All games have been previously certified for UK, AGCC, GIB, IOM, MT for 95% RTP model by iTech Labs.</p> <p>This round certification is for new RTP models.</p> <p>Testing was conducted on the following devices:</p> <ul style="list-style-type: none"> • PC • iPhone XS MAX (Browser: Safari) • Samsung Galaxy S20 (Browser: Chrome) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy Tab 4 (Browser: Chrome) 	Not applicable

Note: Evaluation was conducted at iTech Labs facilities in Australia 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: 9 April 2025</p> <p>Software provider: Eyecon Alderney Limited</p> <p>Licensee Name: Not applicable</p> <p>Licensee site URLs: Not applicable</p> <p>iTech Labs certifies that 4 Games comply with the relevant requirements (as applicable for software providers) listed in the Appendix below.</p> <p>iTech Labs recommends that 4 Games be approved for deployment.</p>



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Signatures:

Authorized by:  <hr/> Eric Sheng Project Manager iTech Labs 9 April 2025	Signed by:  <hr/> Alvin Rizaldi Chief Executive Officer iTech Labs 9 April 2025
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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 4.6

I. Complete requirements met by the tests

Requirements	Results
2.13 Jackpot accounting	Not applicable
3.6 Accepting Wagers	Comply
4.2 Alderney Branding	Operator responsibility
4.3.5 Mapping and Scaling Algorithms – sections iv,vii 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
4.8 Game Design	Comply, subject to section II. Observations below
4.9 Requirements for Games against the House (not P2P)	Comply
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	Comply
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Not applicable

II. Observations

No.	Description	Remarks	Notes
1.	AGCC Ref 4.2	Eyecon is a licensed game and	Operator

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	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.	software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	responsibility
2.	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
3.	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
4.	AGCC Ref 4.8.3 Game Disable	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
5.	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
6.	AGCC Ref 4.8.4 iii) Bets associated with a partially complete game that can be continued should be held in a separate account until the game completes. Player accounts should reflect any funds held in the incomplete game account.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
7.	AGCC Ref 4.8.4 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

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	Comply
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 a 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	Comply (No autoplay)
RTS requirement 8B	Not Applicable (No autoplay)
RTS requirement 8C	Comply (No autoplay)
RTS 9 – Progressive jackpot systems	
RTS requirement 9A	Not applicable (no jackpot)
RTS requirement 9B	Not applicable (no jackpot)
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 (This is a slot game)
RTS 11 – 11B	Not applicable (This is a slot game)
RTS 12 – Financial limits	
RTS 12 - 12A	Not applicable (Platform related)
RTS 12 – 12B	Not applicable (Platform related)
RTS 13 – Time requirements and reality checks	
RTS 13 - 13A	Comply
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 14 – 14G	Not applicable (This is a slot game)
RTS 15– In-play betting	
RTS 15- 15A	Not applicable (This is a slot game)
RTS 16– Use of third party software	
RTS 16-16A	Not applicable (This is a slot game)
RTS 16-16B	Not applicable (This is a slot game)
RTS 16-16C	Not applicable (This is a slot game)
RTS 17– Live dealer studios	
RTS 17-17A	Not applicable (This is a slot game)

*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

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

Note - the two categories of testing requirements are:

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

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



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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	Comply
2.4.4 Game history (betting)	Comply
Standard 3 – Presentation of rules and customer information	
3.4 Game rules and information	Comply, subject to section II. Observations below
3.5 Jackpots	Not applicable (No Jackpot)
3.6 Multi-customer games	Not applicable(This is an slot game)
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	Operator responsibility
7.3. Compensated or adaptive games	Comply
7.4. No forced game play	Comply
7.5. Auto-play	Not applicable(No Autoplay)
7.6. Game control	Operator responsibility
7.7. Incomplete games	Comply, subject to section II. Observations below
7.8. Game / website design	Comply
7.9. Poker / P2P games	Not applicable(This is an slot game)
7.10. Sports betting and integrity	Not applicable(This is an slot game)
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 3.4.5 The availability of game rules and	Eyecon is a licensed game and software provider.	Operator responsibility

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	information should be checked regularly; if the information is not available the game should not be made available for gambling.	It is the licensee's obligation to make sure this requirement is satisfied.	
2.	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
3.	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
4.	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 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.	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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	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.		
5.	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
6.	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
7.	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. Gambles associated with a partially complete game that can be continued should be held by the licence holder and be apparent to the customer.	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
8.	RTOS 9.1.5 Recorded transaction information involving customer funds should be recoverable by the system in the event of a failure or malfunction.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

III. Conditions

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

Isle of Man

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

I. Complete requirements met by the tests

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

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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 (This is a slot Game)
OGSV Schedule 2 – 2	
OGSV Schedule 2 – 2a	Not applicable (This is a slot Game)
OGSV Schedule 2 – 2b	Not applicable (This is a slot Game)
OGSV Schedule 2 – 2c	Not applicable (This is a slot Game)
OGSV Schedule 2 – 2d	Not applicable (This is a slot Game)
OGSV Schedule 2 – 3	Not applicable (This is a slot Game)
OGSV Schedule 2 – 4	
OGSV Schedule 2 – 4a	Not applicable (This is a slot Game)
OGSV Schedule 2 – 4b	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5	
OGSV Schedule 2 – 5a	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5b	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5c	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5d	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5e	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5f	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5g	Not applicable (This is a slot Game)
OGSV Schedule 2 – 5h	Not applicable (This is a slot Game)
OGSV Schedule 2 – 6	Not applicable (This is a slot Game)
OGSV Schedule 2 – 7	Not applicable (This is a slot Game)
OGSV Schedule 2 – 8	Not applicable (This is a slot Game)
OGSV Schedule 2 – 9	Not applicable (This is a slot Game)

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	Eyecon is a licensed game and	Operator

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	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.	software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	responsibility
3.	OGSV Schedule 1 – 9 The System must: a) be capable of producing auditable and aggregated financial statements of Gaming and/or Lottery transactions (as relevant). b) calculate accurately all excise of duty payable under the Act and other monies due to the Treasury under the Act.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
4.	OGSV Schedule 1 – 11 The System must maintain information about significant events as follows: a) large wins (as agreed by the Commissioners from time to time); b) transfers of funds (between Participants or between any Participant and the Operator) in excess of such amount as the Commissioners may from time to time direct by notice in writing to the Operator; c) material changes made by the Operator to Game and/or Lottery returns, disclosed under paragraph 7 above; and d) material fluctuations in theoretical/estimated statistical return to Participants (agreed with the Commissioners from time to time).	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

III. Conditions

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

Malta

Malta Remote Gaming Regulations S.L.438.04

LEGAL NOTICE (L.N.) 131 of 2016

Directive 2 of 2018 - Player Protection Directive - V3 – January 2023

I. Complete requirements met by the tests

Requirements	Results
Part IX	
Part IX - 45	Comply
Part IX – 46A (1)	Superseded by:

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	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	Comply
Part X – 48	Operator responsibility
Third Schedule – Regulation 25 Technical Requirement for Gaming System	
Third Schedule – 1	
Third Schedule – 1a	Comply
Third Schedule – 1b	Operator responsibility
Third Schedule – 2	Operator responsibility
Third Schedule – 3	
Third Schedule – 3a	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 3b	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 3c	Not applicable (this report is a game certification report, RNG certification is not covered by this report)
Third Schedule – 4	Comply
Third Schedule – 5	Comply
Third Schedule – 6	
Third Schedule – 6a	Comply
Third Schedule – 6b	Comply
Third Schedule – 6c	Comply
Third Schedule – 6d	Comply
Third Schedule – 6e	Comply
Third Schedule – 6f	Comply
Third Schedule – 7	Operator responsibility
Third Schedule – 8	
Third Schedule – 8a	Operator responsibility
Third Schedule – 8b	Operator responsibility
Third Schedule – 9	
Third Schedule – 9a	Comply
Third Schedule – 9b	Comply
Third Schedule – 9c	Comply
Third Schedule – 9d	Comply
Third Schedule – 9e	Comply
Third Schedule – 9f	Comply
Third Schedule – 9g	Comply
Third Schedule – 9h	Comply

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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(Out of scope)
Part VII – Return to Player	
Part VII – 22. (1)	Comply

II. Observations

No.	Description	Remarks	Notes
1.	<p>Part X – 48</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 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>	<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
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.	Third Schedule – 2	Eyecon is a licensed game and	Operator

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	Both the gaming and financial transactions must be congruent and secure.	software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	responsibility
4.	Third Schedule – 7 All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely available to the Authority.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
5.	Third Schedule – 8 The gaming system must: (a) be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and (b) calculate accurately all taxation and other monies due to the Authority.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
6.	Third Schedule – 10 The gaming system must maintain information about significant events as follows: (a) large wins; (b) transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator; (c) changes made by the operator to game parameters.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

III. Conditions

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