



Verification report: ITL2500706

# **Eyecon Alderney Limited**

## **Clover Rollover StarTrail Certification Report**

**15 April 2025**

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### I. General information

No.	Description	Details
1.	Identification	Clover Rollover StarTrail
2.	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 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 <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 in the list of Signatories to the ILAC Mutual Recognition Arrangements.</p> <p>All assessments in the following sections of this report are provided under ISO/IEC 17025 except where otherwise stated.</p>
3.	Standards used for testing	<ul style="list-style-type: none"><li>• Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – 4.6 PUBLISHED 12032024</li><li>• UK Gambling Commission UK Remote Gambling Technical Standards – February 2021; Testing-strategy-for-compliance-with-remote-gambling-and-software-technical-standards-February 2021 (September 2024).</li><li>• Gibraltar Remote Technical and Operating Standards – Version 1.1.0 20/09/2012 Gambling Act 2005</li><li>• Isle of Man IOM Online Gambling (Systems Verification) (No. 2) Regulations 2007 IOM Compliance Procedures: Live Dealer Inspections, 23/09/15</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	

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		<b>No.</b>	<b>Game Name</b>	<b>Game Type</b>	<b>Channel</b>
		1.	Clover Rollover StarTrail*	Slot	HTML5: (Desktop & Mobile)
		*Three variants: with and without Jackpot			
6.	Type of the module tested	Casino Game			
7.	Produced by	Eyecon Alderney Limited Millennium House, Ollivier Street, Alderney GY9 3TD 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	24 February 2025			
10.	Date of completion	15 April 2025			
11.	Platform supplier	Eyecon Alderney Limited			
12.	Platform version	Version: 3.19.1			
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	Clover Rollover StarTrail is a new game and has not been previously certified.  Testing was conducted on the following devices: <ul style="list-style-type: none"><li>• Desktop</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



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		Millennium House, Ollivier Street, Alderney GY9 3TD Contact: Helen Ackrill ( <a href="mailto:helen.ackrill@ackrill.gg">helen.ackrill@ackrill.gg</a> )																																			
2.	Details of the software components	<div>Clover Rollover StarTrail 93 WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.sl ot-clover-rollover-startrail</td><td>carbine- slots_cloverRolloverStarTrail_ 93_standard-config</td></tr><tr><td><b>Version:</b> 1.0.10</td><td><b>Version:</b> 1.0.6</td></tr><tr><td><b>SHA1:</b> ad2c4864b4d000521a8609 bbe618b264bea438d9</td><td><b>SHA1:</b> 2d2c55aa3a494039c79d9619 a5fcc00f0c02dff5</td></tr></table> <div>Clover Rollover StarTrail 95 WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.sl ot-clover-rollover-startrail</td><td>carbine- slots_cloverRolloverStarTrail_ 95_standard-config</td></tr><tr><td><b>Version:</b> 1.0.10</td><td><b>Version:</b> 1.0.5</td></tr><tr><td><b>SHA1:</b> ad2c4864b4d000521a8609 bbe618b264bea438d9</td><td><b>SHA1:</b> df9783d83c0571d3c0452507 4e8bb66e027b2d95</td></tr></table> <div>Clover Rollover StarTrail 90 WEB JP</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.sl ot-clover-rollover-startrail</td><td>carbine- slots_cloverRolloverStarTrail_ 90_jackpot-config</td></tr><tr><td><b>Version:</b> 1.0.10</td><td><b>Version:</b> 1.0.5</td></tr><tr><td><b>SHA1:</b> ad2c4864b4d000521a8609 bbe618b264bea438d9</td><td><b>SHA1:</b> 32ca0b54f3b069a18d98bcd4 2adc036a4736cedc</td></tr></table> <div>Clover Rollover StarTrail 93 WEB</div> <table><tr><th>File Name</th></tr><tr><td><a href="#">carbine-game-engine-5.17.3-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>LinesWinMultiPatternEvaluator.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></table>	Front End	Rules	com.eyecon.orion.games.sl ot-clover-rollover-startrail	carbine- slots_cloverRolloverStarTrail_ 93_standard-config	<b>Version:</b> 1.0.10	<b>Version:</b> 1.0.6	<b>SHA1:</b> ad2c4864b4d000521a8609 bbe618b264bea438d9	<b>SHA1:</b> 2d2c55aa3a494039c79d9619 a5fcc00f0c02dff5	Front End	Rules	com.eyecon.orion.games.sl ot-clover-rollover-startrail	carbine- slots_cloverRolloverStarTrail_ 95_standard-config	<b>Version:</b> 1.0.10	<b>Version:</b> 1.0.5	<b>SHA1:</b> ad2c4864b4d000521a8609 bbe618b264bea438d9	<b>SHA1:</b> df9783d83c0571d3c0452507 4e8bb66e027b2d95	Front End	Rules	com.eyecon.orion.games.sl ot-clover-rollover-startrail	carbine- slots_cloverRolloverStarTrail_ 90_jackpot-config	<b>Version:</b> 1.0.10	<b>Version:</b> 1.0.5	<b>SHA1:</b> ad2c4864b4d000521a8609 bbe618b264bea438d9	<b>SHA1:</b> 32ca0b54f3b069a18d98bcd4 2adc036a4736cedc	File Name	<a href="#">carbine-game-engine-5.17.3-sources.jar</a>	EvaluationChain.java	ReelSymbolExpander.java	CountSymbolEvaluator.java	LinesWinMultiPatternEvaluator.java	PatternMatchingEvaluator.java	PrizeLinePatternMatchingEvaluator.java	RebetsLineWinPatternMatchingEvaluator.java	DisplayGenerator.java	RebetDetailBuilder.java
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		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_cloverRolloverStarTrail_93_standard-1.0.6-config.jar</a>
		carbine-slots_cloverRolloverStarTrail_93_standard-1.0.6.json
		<a href="#">Clover Rollover StarTrail 95 WEB</a>
		<b>File Name</b>
		<a href="#">carbine-game-engine-5.17.3-sources.jar</a>
		EvaluationChain.java
		ReelSymbolExpander.java
		CountSymbolEvaluator.java
		LinesWinMultiPatterEvaluator.java
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		MysteryPoolImpl.java
3.	Features that characterise 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

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

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Clover Rollover StarTrail	Slot	<b>Clover Rollover StarTrail</b> is a 5x3 video slot with 20 fixed paylines. The game has a Spinning Wheel to trigger random free spins and random multipliers and a StarTrail feature for both base and free spins. The free spins can be retriggered.	£ 0.10	£ 12.50

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

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

No.	Game Name	Theoretical RTP*	Simulated RTP*
1.	Clover Rollover StarTrail 93 WEB	93.242%	93.223%
2.	Clover Rollover StarTrail 95 WEB	95.070%	95.088%
3.	Clover Rollover StarTrail 90 WEB JP	90.318%+Jackpot 3.0%	90.322%+Jackpot 3.0%

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

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

#### Clover Rollover StarTrail 93 WEB

File Name	SHA-1
<a href="#">carbine-game-engine-5.17.3.jar</a>	<a href="#">53895c7a89154315bb862cb3efddcb7718c9608d</a>
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dedefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fc07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbef70c089792f78





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CarbineGame.class	d187fc1145db98232d9a75fae3bb6babe37aa3ee
CarbineGameComponent.class	c7585f7b8c7e1101dff6010db2d68ee9dd9f023c
GameWinsCalculatorImpl.class	bc67862f3acb319099c003c43d3dc097d3a53d28
PrizeMultiplier.class	6f3d9718f22b339fcf2234b94c66c7a5740f712f
RetriggerCount.class	44f2cf802d72121b3bc39fd64061ad2f16d56bd4
EyeconSpinGameRules.class	44201515f1f86c8359960521db5e26eda0529c70
Multiplier.class	f531ee860f01a7e834d54699147d410dbe0050c0
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
SlotGameVariableConfigurationImpl.class	7a66132a82aa2e17458eb0faceab823b27635028
SymbolHoldSpinGame.class	60b9ea9e815ce61119fc2b6111d315c473f15485
SymbolHoldSpinRuleImpl.class	ebbf0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
<a href="#">carbine-slots_cloverRolloverStarTrail_93_standard-1.0.6-config.jar</a>	<a href="#">2d2c55aa3a494039c79d9619a5fcc00f0c02dff5</a>
<a href="#">carbine-slots_cloverRolloverStarTrail_93_standard-1.0.6.json</a>	295c5ab1fe6d6ce2b85cf7b7b0822791d46bcb4b

## Clover Rollover StarTrail 95 WEB

File Name	SHA-1
<a href="#">carbine-game-engine-5.17.3.jar</a>	<a href="#">53895c7a89154315bb862cb3efddcb7718c9608d</a>
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dedefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fc07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcb70c089792f78
CarbineGame.class	d187fc1145db98232d9a75fae3bb6babe37aa3ee
CarbineGameComponent.class	c7585f7b8c7e1101dff6010db2d68ee9dd9f023c
GameWinsCalculatorImpl.class	bc67862f3acb319099c003c43d3dc097d3a53d28
PrizeMultiplier.class	6f3d9718f22b339fcf2234b94c66c7a5740f712f
RetriggerCount.class	44f2cf802d72121b3bc39fd64061ad2f16d56bd4
EyeconSpinGameRules.class	44201515f1f86c8359960521db5e26eda0529c70
Multiplier.class	f531ee860f01a7e834d54699147d410dbe0050c0
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
SlotGameVariableConfigurationImpl.class	7a66132a82aa2e17458eb0faceab823b27635028
SymbolHoldSpinGame.class	60b9ea9e815ce61119fc2b6111d315c473f15485
SymbolHoldSpinRuleImpl.class	ebbf0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
<a href="#">carbine-slots_cloverRolloverStarTrail_95_standard-</a>	<a href="#">df9783d83c0571d3c04525074e8bb66e027b2d95</a>



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1.0.5-config.jar	
carbine-slots_cloverRolloverStarTrail_95_standard-1.0.5.json	f626b8d47851d38ba9229475505fc0df2f8938e3

### Clover Rollover StarTrail 90 WEB JP

File Name	SHA-1
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fc07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcb70c089792f78
CarbineGame.class	d187fc1145db98232d9a75fae3bb6babe37aa3ee
CarbineGameComponent.class	c7585f7b8c7e1101dff6010db2d68ee9dd9f023c
GameWinsCalculatorImpl.class	bc67862f3acb319099c003c43d3dc097d3a53d28
PrizeMultiplier.class	6f3d9718f22b339fcf2234b94c66c7a5740f712f
RetriggerCount.class	44f2cf802d72121b3bc39fd64061ad2f16d56bd4
EyeconSpinGameRules.class	44201515f1f86c8359960521db5e26eda0529c70
Multiplier.class	f531ee860f01a7e834d54699147d410dbe0050c0
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
SlotGameVariableConfigurationImpl.class	7a66132a82aa2e17458eb0faceab823b27635028
SymbolHoldSpinGame.class	60b9ea9e815ce61119fc2b6111d315c473f15485
SymbolHoldSpinRuleImpl.class	ebbf0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_cloverRolloverStarTrail_90_jackpot-1.0.5-config.jar	32ca0b54f3b069a18d98bcd42adc036a4736cedc
carbine-slots_cloverRolloverStarTrail_90_jackpot-1.0.5.json	c2bb82defc5e94b0b69a8b59b57ab0074c6d37ae
pool-server-service-1.7.0.jar	473eeb4de802bdaf606e069671571f7aec2f8787
ProbabilityPoolImpl.class	704c70a769c6984f58a2c9af1c9db790c9029313e
MysteryPoolImpl.class	b23e9682bb112e26ffb96668ae57e03751989402

## IV. Details of tests

Product identification: Clover Rollover StarTrail

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	Passed

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		the standards and the game does work according to the game rules and artwork.	
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
<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 payable.	Passed
5.	Source code review	Source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed
<b>Other</b>			
1.	Other records	<p>Clover Rollover StarTrail 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>• Desktop</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 customer's site).



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#### V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 15 April 2025 Software provider: Eyecon Alderney Limited Licensee name: Not applicable Licensee site URLs: Not applicable iTech Labs certifies that Clover Rollover StarTrail complies with the relevant requirements (as applicable for software providers) listed in <b>Appendix</b> below. iTech Labs recommends that Clover Rollover StarTrail be approved for deployment.

#### Signatures:

Authorised by:  <hr/> Eric Sheng Project Manager iTech Labs 15 April 2025	Signed by:  <hr/> Alvin Rizaldi Chief Executive Officer iTech Labs 15 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	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(No such feature)
4.17 Card Game Artwork Requirements	Not applicable(This is a slot Game)
4.18 Gamble Option Artwork Standards	Not applicable(No such feature)
4.19 Roulette	Not applicable(No such feature)
4.20 Dice Games	Not applicable(This is a slot Game)
4.21 Simulated Wagering	Not applicable(This is a slot Game)
4.22 Scratch Ticket	Not applicable(This is a slot Game)
4.23 Video Poker	Not applicable(This is a slot Game)
4.24 Blackjack	Not applicable(This is a slot Game)
4.25 Live Gambling Studio Control Guidelines and Standards	Not applicable(This is a slot Game)
4.26 Event Based Wagering	Not applicable(This is a slot Game)
4.27 Other Games	Not applicable
4.28 Peer to Peer (P2P) Games	Not applicable(This is a slot Game)
4.29 Jackpots and Promotional Jackpots	Comply, subject to section <b>II. Observations</b> below

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### 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	Operator responsibility



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		to make sure this requirement is satisfied.	
8.	<b>AGCC Ref 4.8.4 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 iii)</b> 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
10.	<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
11.	<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
12.	<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
13.	<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
14.	<b>AGCC Ref 4.9 xii) 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).	Eyecon is a licensed game and software provider. iTech Labs has verified the presence of all game history elements and the accuracy aspect of the history (i.e. completed games are accurately recorded in the game history). Presentation (appearance) of game history to players is the licensee's responsibility.	Operator responsibility



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	<p>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.</p> <p>g) Details of any amount transferred to or from the session balance, but before the next play.</p> <p>h) Any player choices involved in play outcome</p> <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>		
15.	<p><b>AGCC Ref 4.29.3</b></p> <p><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
16.	<p><b>AGCC Ref 4.29.4</b></p> <p><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
17.	<p><b>AGCC Ref 4.29.5</b></p> <p><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
18.	<p><b>AGCC Ref 4.29.9</b></p> <p><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</p>	<p>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility

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

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

## 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	Comply
<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*.

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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.
<b>RTS 5 – Result Determination</b>	
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*.
<b>RTS 6 – Result determination for play-for-free games</b>	
RTS requirement 6A	Comply
<b>RTS 7 – Generation of random outcomes</b>	
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
<b>RTS 8 – Auto-play functionality</b>	
RTS requirement 8A	Not applicable
RTS requirement 8B	Not applicable(No autoplay)
RTS requirement 8C	Comply (No autoplay)
<b>RTS 9 – Progressive jackpot systems</b>	
RTS requirement 9A	Comply
RTS requirement 9B	Comply
<b>RTS 10 – Interrupted gambling</b>	
RTS 10 - 10A	Operator responsibility*
RTS 10 – 10B	Comply

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RTS 10 – 10C	Operator responsibility*
RTS 11 – Limiting collusion/cheating	
RTS 11 - 11A	Not applicable, the module tested is not P2P.
RTS 11 – 11B	Not applicable, the module tested is not P2P.
RTS 12 – Financial limits	
RTS 12 - 12A	Operator responsibility*
RTS 12 – 12B	Operator responsibility*
RTS 13 – Time requirements and reality checks	
RTS 13 - 13A	Operator responsibility*
RTS 13 – 13B	Operator responsibility*
RTS 13 – 13C	Comply
RTS 14 – Responsible product design	
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
RTS 15– In-play betting	
RTS 15- 15A	Not applicable, the module tested is not 'betting'.
RTS 16– Use of third party software	
RTS 16-16A	Not applicable, the module tested is not P2P.
RTS 16-16B	Not applicable, the module tested is not P2P.
RTS 16-16C	Not applicable, the module tested is not P2P.
RTS 17– Live dealer studios	
RTS 17-17A	Not applicable, the module tested is not 'live'.

\*Eyecon is a software provider. It is the operator's responsibility to ensure that these requirements are satisfied.

## II. Observations

None.

## III. Conditions

This round of certification is for game only. RNG and Platform requirements are out of scope.  
 Eyecon is a software provider.  
 Before the game is released to production, all operator-responsibility items listed under **I. Complete requirements met by the tests** must be satisfied by the operator.



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### IV. Level of Certification

Clover Rollover StarTrail 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).

## 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
<b>Standard 2 - Registration of participants and administration</b>	
2.4.3 Game history	Operator responsibility
2.4.4 Game history (betting)	Comply
<b>Standard 3 – Presentation of rules and customer information</b>	
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(This is an slot game)
3.7 Monitoring of rules	Comply, subject to section <b>II. Observations</b> below
<b>Standard 7 – Fair gambling</b>	
7.1 Game fairness	Comply, subject to section <b>II. Observations</b> 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 <b>II. Observations</b> 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)
<b>Standard 9 – Business continuity</b>	
9.1 General	Comply, subject to section <b>II. Observations</b> below
<b>Standard 11 – Randomness</b>	

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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. 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
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	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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	<p>jackpot.</p> <p><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.</p>		
5.	<p><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 gaming products, including information about testing/certification by an ATF where applicable and where this can be accessed.</p> <p><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.</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.</p>	Operator responsibility
6.	<p><b>RTOS 7.2</b> <b>'Play for Free' Games</b></p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.</p>	Operator responsibility
7.	<p><b>RTOS 7.6.1</b> It should be possible for the licence holder to disable any game or game session.</p> <p><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.</p>	<p>Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure these requirements are satisfied.</p>	Operator responsibility
8.	<p><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.</p>	<p>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.</p>	Operator responsibility

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	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.		
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.

## 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(This is an slot game)
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



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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
<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	
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(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)

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

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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).		
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### III. Conditions

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

### 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	Comply
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

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	report, RNG certification is not covered by this report)
Third Schedule – 4	Comply
Third Schedule – 5	Comply
Third Schedule – 6	
Third Schedule – 6a	Comply
Third Schedule – 6b	Comply
Third Schedule – 6c	Comply
Third Schedule – 6d	Comply
Third Schedule – 6e	Comply
Third Schedule – 6f	Comply
Third Schedule – 7	Operator responsibility
Third Schedule – 8	
Third Schedule – 8a	Operator responsibility
Third Schedule – 8b	Operator responsibility
Third Schedule – 9	
Third Schedule – 9a	Comply
Third Schedule – 9b	Comply
Third Schedule – 9c	Comply
Third Schedule – 9d	Comply
Third Schedule – 9e	Comply
Third Schedule – 9f	Comply
Third Schedule – 9g	Comply
Third Schedule – 9h	Comply
Third Schedule – 9i	Comply
Third Schedule – 10	
Third Schedule – 10a	Operator responsibility
Third Schedule – 10b	Operator responsibility
Third Schedule – 10c	Operator responsibility
<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

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### 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 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><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>Eyecon is a licensed game and software provider.</p> <p>It is the licensee's responsibility</p>	Operator responsibility



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	(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.	to make sure this requirement is satisfied.	
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### III. Conditions

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