Verification report: ITL2500908

Eyecon Alderney Limited

3 Games

Certification Report

13 May 2025

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I. General information

No.	Description	Details
1.	Identification	3 Games
2.	The verification body issuing the certificate (test house)	iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: http://www.itechlabs.com E-mail: info@itechlabs.com iTech Labs is accredited to ISO/IEC 17025 by 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. All assessments in the following sections of this report are provided under ISO/IEC 17025 except where otherwise stated.
3.	Standards used for testing	• Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – 4.6 PUBLISHED 12032024 • 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). • Gibraltar Remote Technical and Operating Standards – Version 1.1.0 20/09/2012 Gambling Act 2005 • Isle of Man IOM Online Gambling (Systems Verification) (No. 2) Regulations 2007 IOM Compliance Procedures: Live Dealer Inspections, 23/09/15 • Malta Malta Remote Gaming Regulations S.L.438.04 LEGAL NOTICE (L.N.) 131 of 2016 Directive 2 of 2018 - Player Protection Directive - V3 – January 2023 Please refer to the **Appendix** at the end of this report for details
4.	Target jurisdiction	Alderney, UK, Gibraltar, Isle of Man, Malta
5.	Details of the module tested	

No.	Game Name	Game Type	Channel
1.	Fireworks Frenzy*	Slot	HTML5:(PC & Mobile)
2.	Piggy Payout*	Slot	HTML5:(PC & Mobile)

		3. | White Wizard Deluxe* | Slot | HTML5:(PC & Mobile) *One variant: 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	7 April 2025
10.	Date of completion	13 May 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	3 Games are new have not been previously certified. Testing was conducted on the following devices: • 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, Alderney GY9 3TD Contact: Helen Ackrill (helen.ackrill@ackrill.gg)
2.	Details of the software components	Fireworks Frenzy 93 DH

Front End	Rules
com.eyecon.lamington.slot-fireworks-frenzy	carbine-slots_fireworksFrenzy_93_standard-config
Version: 2.0.17	**Version:** 1.0.0
SHA1: 4759935afa2c459baff696410a818fe11dc6d546	**SHA1:** afa7f472d59197643797d13204f4549d00e02a38

Fireworks Frenzy 93 MH

Front End	Rules
com.eyecon.tamborine.slot-fireworks-frenzy	carbine-slots_fireworksFrenzy_93_standard-config
Version: 5.0.14	**Version:** 1.0.0
SHA1: 3901785fb772a54ba9340da897c5ede73ffb0d01	**SHA1:** afa7f472d59197643797d13204f4549d00e02a38

Piggy Payout 93 DH

Front End	Rules
com.eyecon.lamington.slot-piggy-payout	carbine-slots_piggyPayout_93_standard-config
Version: 2.0.11	**Version:** 1.0.1
SHA1: c28b20dd73f0d7689987b354c2bbde21bed4718d	**SHA1:** 1925a971194c631acc79951c8499e98e20d2cd39

Piggy Payout 93 MH

Front End	Rules
com.eyecon.tamborine.slot-piggy-payout	carbine-slots_piggyPayout_93_standard-config
Version: 5.1.0	**Version:** 1.0.1
SHA1: 79dde25bae729d6e317edb7c27a1bd5165215c99	**SHA1:** 1925a971194c631acc79951c8499e98e20d2cd39

White Wizard Deluxe 93 DH

Front End	Rules
com.eyecon.lamington.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_93_standard-config
Version:	**Version:**

2.0.12	1.0.1
SHA1: 528537db5aaac30be654af7321962b2ae383c9d4	**SHA1:** 8ef772567ddb3e11e3422ecc62ba3c6b4959b59b

White Wizard Deluxe 93 MH

Front End	**Rules**
com.eyecon.tamborine.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_93_standard-config
Version: 5.0.9	**Version:** 1.0.1
SHA1: 3eeecbe399fbe9a95001bc4e539424025089bdaa	**SHA1:** 8ef772567ddb3e11e3422ecc62ba3c6b4959b59b

Fireworks Frenzy 93 DH

File Name
carbine-game-engine-5.17.3.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_fireworksFrenzy_93_standard-1.0.0-config.jar
carbine-slots_fireworksFrenzy_93_standard-1.0.0.json

Fireworks Frenzy 93 MH

File Name
carbine-game-engine-5.17.3.jar
EvaluationChain.java
ReelSymbolExpander.java
CountSymbolEvaluator.java
LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java
RebetsLineWinPatternMatchingEvaluator.java
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SlotGameVariableConfigurationImpl.java
SymbolHoldSpinGame.java
SymbolHoldSpinRuleImpl.java
SymbolHoldSpinScreenEvaluator.java
SymbolHoldTriggerEvaluator.java
SymbolSwapSpinShapeEvaluator.java
SymbolSwapSpinTriggerEvaluator.java
carbine-slots_fireworksFrenzy_93_standard-1.0.0-config.jar
carbine-slots_fireworksFrenzy_93_standard-1.0.0.json

Piggy Payout 93 DH

File Name
carbine-game-engine-5.17.3.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
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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_piggyPayout_93_standard-1.0.1-config.jar
carbine-slots_piggyPayout_93_standard-1.0.1.json

Piggy Payout 93 MH

File Name
carbine-game-engine-5.17.3.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_piggyPayout_93_standard-1.0.1-config.jar
carbine-slots_piggyPayout_93_standard-1.0.1.json

White Wizard Deluxe 93 DH

File Name
carbine-game-engine-5.17.3.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_whiteWizardDeluxe_93_standard-1.0.1-config.jar
carbine-slots_whiteWizardDeluxe_93_standard-1.0.1.json

White Wizard Deluxe 93 MH

		File Name carbine-game-engine-5.17.3.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_whiteWizardDeluxe_93_standard-1.0.1-config.jar carbine-slots_whiteWizardDeluxe_93_standard-1.0.1.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

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[1] Features that characterize the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Fireworks Frenzy	Slot	**Fireworks Frenzy** is a 5-reel, 3 row all line wins pay left to right slot with retriggerable Free Games containing an expanding reel subfeature.	£ 0.01	£ 12.50
2.	Piggy Payout	Slot	**Piggy Payout** is a 5x3 video slot with 25 variable paylines from left to right. The game has wild multiplier, pick feature and free spins Feature with retriggered.	£ 0.01	£ 12.50
3.	White Wizard Deluxe	Slot	**White Wizard Deluxe** is a 5-reel, 4 row, 100 line all line wins pay left to right slot with retriggerable Free Games and expanding substitute	£ 0.01	£ 20.00

*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.	Fireworks Frenzy 93 WEB	93.057%	93.022%
2.	Piggy Payout 93	93.061%	93.083%
3.	White Wizard Deluxe 93	93.138%	93.080%

*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)

Fireworks Frenzy 93 DH

File Name	SHA-1
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatterEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876

TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
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	ebbfc0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_fireworksFrenzy_93_standard-1.0.0-config.jar	afa7f472d59197643797d13204f4549d00e02a38
carbine-slots_fireworksFrenzy_93_standard-1.0.0.json	80c5e4fa61d6457cfc68cc348758b3bc7bad020d

Fireworks Frenzy 93 MH

File Name	SHA-1
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatterEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
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	ebbfc0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_fireworksFrenzy_93_standard-1.0.0-	afa7f472d59197643797d13204f4549d00e02a38

config.jar	
carbine-slots_fireworksFrenzy_93_standard-1.0.0.json	80c5e4fa61d6457cfc68cc348758b3bc7bad020d

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File Name	SHA-1
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatterEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
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	ebbfc0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_piggyPayout_93_standard-1.0.1-config.jar	1925a971194c631acc79951c8499e98e20d2cd39
carbine-slots_piggyPayout_93_standard-1.0.1.json	a1594f0cfaadf5be4338f7b5f1107bf67d3ff649

Piggy Payout 93 MH

File Name	SHA-1
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatterEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f

ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
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	ebbfc0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_piggyPayout_93_standard-1.0.1-config.jar	1925a971194c631acc79951c8499e98e20d2cd39
carbine-slots_piggyPayout_93_standard-1.0.1.json	a1594f0cfaadf5be4338f7b5f1107bf67d3ff649

White Wizard Deluxe 93 DH

File Name	**SHA-1**
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatterEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
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	ebbfc0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1

SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_whiteWizardDeluxe_93_standard-1.0.1-config.jar	8ef772567ddb3e11e3422ecc62ba3c6b4959b59b
carbine-slots_whiteWizardDeluxe_93_standard-1.0.1.json	b5e689cf6c80f7a22d3621fd66ba88d15ec52201

White Wizard Deluxe 93 MH

File Name	SHA-1
carbine-game-engine-5.17.3.jar	53895c7a89154315bb862cb3efddcb7718c9608d
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
ReelSymbolExpander.class	c5fb3d2007cf2335b804bbaa0776311765a3169b
CountSymbolEvaluator.class	5b672dcaeb2ee1f8e4e217ebc22e855caef262f6
LinesWinMultiPatterEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
RebetsLineWinPatternMatchingEvaluator.class	2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetDetailBuilder.class	7985465ea53a6fa715e955b62c9c9cb20df7fb09
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
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	ebbfc0412a54a19fa8b9e4d24dc7890e6dd6fc30
SymbolHoldSpinScreenEvaluator.class	7513314bf6290a31c239fa597b6bf681d8fc92ba
SymbolHoldTriggerEvaluator.class	6aec46deea088eb6c4abf85169426c0598d3f232
SymbolSwapSpinShapeEvaluator.class	247c9bf8fb01a2ee6e9cbfe7826455979b5273a1
SymbolSwapSpinTriggerEvaluator.class	ba50946ee127837792ebfcc08bfa3737d309cd8d
carbine-slots_whiteWizardDeluxe_93_standard-1.0.1-config.jar	8ef772567ddb3e11e3422ecc62ba3c6b4959b59b
carbine-slots_whiteWizardDeluxe_93_standard-1.0.1.json	b5e689cf6c80f7a22d3621fd66ba88d15ec52201

IV. Details of tests

Product identification: 3 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	Passed

		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 paytable and maths.	Passed
4.	Theoretical RTP	Theoretical RTP verification was conducted for the game. See section III.4 above.	Passed
5.	Simulated RTP	RTP simulations using the game code were conducted for the game. See section III.4 above.	Passed
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game complies with the relevant standards and that there are no unintended functionalities.	Passed
7.	Game performance report	Controlled tests were conducted to ensure that the Game Performance Report reflects the actual game play and the data obtained is complete and accurate.	Passed
Mobile			
1.	Game rules & artwork evaluation (as required for mobile-specific components)	Evaluation of game rules and artwork was conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests (as required for mobile-specific components)	Functional tests were conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards.	Passed
3.	Regression tests	Regression tests were conducted to verify gameplay, accuracy of balance update, game history, and to verify that the mobile version of the game is the same as the desktop version.	Passed
4.	Paytable verification	Paytable verification was conducted to verify that the game payouts are in accordance with the paytable.	Passed
5.	Source code review	Source code examination was performed to verify that the desktop and mobile versions of the game share the same source code.	Passed
Other			
1.	Other Records	3 Games is a new game and has not been previously certified. Testing was conducted on the following devices: • 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	Date of certification: 13 May 2025 Software provider: Eyecon Alderney Limited Licensee Name: Not applicable Licensee site URLs: Not applicable iTech Labs certifies that 3 Games comply with the relevant requirements (as applicable for software providers) listed in the **Appendix** below. iTech Labs recommends that 3 Games be approved for deployment.

Signatures:

Authorized by:	Signed by:
Eric Sheng **Project Manager** **iTech Labs** 13 May 2025	**Alvin Rizaldi** **Chief Executive Officer** **iTech Labs** 13 May 2025

VI. Conclusion

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

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

Appendix

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, subject to section **II. Observations** below
4.2 Alderney Branding	Operator responsibility
4.3.5 Mapping and Scaling Algorithms – sections viii, ix	Not applicable
4.3.6 Information on Percentage Return to Player	Comply
4.4 Customer Game Session	Operator responsibility
4.5.1 Malfunction	Comply
4.7 eGambling Requirements	Comply, subject to section **II. Observations** below
4.8 Game Design	Comply, subject to section **II. Observations** below
4.9 Requirements for Games against the House (not P2P)	Comply
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	Not applicable(no jackpot.)

II. Observations

No.	Description	Remarks	Notes
1.	**AGCC Ref 3.6.2** **Accepting wagers in Fun play** It is expected that fun play games will offer the fun player an identical theoretical percentage return to player and gaming experience as the licensee offers at the same moment to registered customers of gambling.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
2.	**AGCC Ref 4.2** **Alderney Branding** If the IGS shows an Alderney Gambling Control Commission logo, icon, brand or trademark (as provided by the Commission) anywhere within its operation, it should be hyperlinked to the Commission's home page.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
3.	**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
4.	**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
5.	**AGCC Ref 4.7.1** **Game Fairness** vii) Game rules cannot be changed between a customer making a bet and the decision and payment of winnings for the bet. Game rules should not be changed during a customer's gaming session unless the licensee provides effective notification to the customer. Describe how the licensee addresses the risk of changing game rules while a customer is logged in.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
6.	**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
7.	**AGCC Ref 4.8.4** **Incomplete Games** i) Incomplete games include:	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is	Operator responsibility

	c) Disabled by licensee or by the IGS.	satisfied.	
8.	**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
9.	**AGCC Ref 4.8.4 iv)** Game rules should specify that unresolved bets placed but remaining undecided in incomplete games will become void after 90 days and will be forfeited to charity.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
10	**AGCC Ref 4.8.4 v)** In the event that a game cannot be continued due to an IGS action, all bets should be returned to the customers of that game.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

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 Technical Standards – February 2021;

Testing-strategy-for-compliance-with-remote-gambling-and-software-technical-standards-September 2024

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 iv which are not applicable, the game rules have been verified to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the operator's responsibility*.
RTS requirement 3D	Comply, the game rules have been verified to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the operator's responsibility*.
RTS 4 – Time critical events	
RTS requirement 4A	Not applicable, no time critical events.
RTS requirement 4B	Not applicable, no time critical events.
RTS 5 – Result Determination	

RTS requirement 5A	Comply, the game rules have been verified to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the operator's responsibility*.
RTS 6 – Result determination for play-for-free games	
RTS requirement 6A	Comply
RTS 7 – Generation of random outcomes	
RTS requirement 7A	Covered by a separate RNG certification
RTS requirement 7B	Comply, the game rules have been verified to ensure the game works according to the rules. Presentation (appearance) of the game rules to players (including links to access the game rules) is the operator's responsibility*.
RTS requirement 7C	Comply
RTS requirement 7D	Comply
RTS requirement 7E	Comply
RTS 8 – Auto-play functionality	
RTS requirement 8A	Not Applicable, no autoplay
RTS requirement 8B	Not Applicable, no autoplay
RTS requirement 8C	Not Applicable, 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, the module tested is not P2P.
RTS 11 – 11B	Not applicable, the module tested is not P2P.
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	Comply
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 15– In-play betting	
RTS 15- 15A	Not applicable, the module tested is not 'betting'.
RTS 16– Use of third party software	
RTS 16-16A	Not applicable, the module tested is not P2P.
RTS 16-16B	Not applicable, the module tested is not P2P.
RTS 16-16C	Not applicable, the module tested is not P2P.
RTS 17– Live dealer studioos	
RTS 17-17A	Not applicable, the module tested is not 'live'.

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

II. Observations

None.

III. Conditions

This round of certification is for game only. RNG and Platform requirements are out of scope.

Eyecon is a software provider.

Before the game is released to production, all operator-responsibility items listed under **I. Complete requirements met by the tests** must be satisfied by the operator.

IV. Level of Certification

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

Note - the two categories of testing requirements are:

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

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

Gibraltar

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

I. Complete requirements met by the tests

Requirements	Results
Standard 2 - Registration of participants and administration	
2.4.3 Game history	Operator responsibility
2.4.4 Game history (betting)	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 a 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	Comply, subject to section **II. Observations** below
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	Comply, subject to section **II. Observations** below
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 2.4.3** **Game History**	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.	**RTOS 3.4.5** The availability of game rules and information should be checked regularly; if the information is not available the game should not be made available for gambling.	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure this requirement is satisfied.	Operator responsibility
3.	**RTOS 3.4.11** The general playing rules and the payout percentage for a particular game should be the same in free play mode as it is in the real money game.	Eyecon is a licensed game and software provider. 'play for fun' offer is the licensee's responsibility. It is the licensee's obligation to make sure this requirement is satisfied.	Operator responsibility
4.	**RTOS 3.4.13** Where any information about the progress of a betting event is made available to customers via an operator's website, the status and reliability of that information in terms of any future betting decisions by customers should be made readily apparent to the customer.	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
5.	**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**	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Operator responsibility

	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.		
6.	**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. 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.	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Operator responsibility
7.	**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
8.	**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
9.	**RTOS 7.7.1** Where possible, licence holders should provide a mechanism in single player games for an incomplete game to be completed before a customer is able to participate in any other game. Incomplete games may occur as a result of: c) Game disabled by licence holder.	Eyecon is a licensed game and software provider. Game disable functions are the licensee's responsibility. It is the licensee's obligation to make sure this requirement is satisfied.	Operator responsibility

	RTOS 9.1.5 Recorded transaction information involving customer funds should be recoverable by the system in the event of a failure or malfunction.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

III. Conditions

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

Isle of Man

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

I. Complete requirements met by the tests

Requirements	Results
Schedule 1 – General	
OGSV Schedule 1 – 1	
OGSV Schedule 1 – 1a	Comply
OGSV Schedule 1 – 1b	Comply
OGSV Schedule 1 – 1c	Comply
OGSV Schedule 1 – 1d	Not applicable(This is an 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
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** All financial reports produced by the System must be readily reconcilable with Gaming or Lottery transaction reports (as relevant) and conversely. All such reports shall be freely available to the Commissioners.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
3.	**OGSV Schedule 1 – 9** The System must: a) be capable of producing auditable and aggregated financial statements of Gaming and/or Lottery transactions (as relevant). b) calculate accurately all excise of duty payable under the Act and other monies due to the Treasury under the Act.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
4.	**OGSV Schedule 1 – 11** The System must maintain information about significant events as follows: a) large wins (as agreed by the Commissioners from time to time); b) transfers of funds (between Participants or between any Participant and the Operator) in excess of such amount as the Commissioners may from time to time direct by notice in writing to the Operator; c) material changes made by the Operator to Game and/or Lottery returns, disclosed under paragraph 7 above; and d) material fluctuations in theoretical/estimated statistical return	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

	to Participants (agreed with the Commissioners from time to time).		

III. Conditions

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

Malta

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

I. Complete requirements met by the tests

Requirements	Results
Part IX	
Part IX - 45	Comply
Part IX – 46A (1)	Superseded by: Directive 2 of 2018 - Player Protection Directive - V3 – January 2023 Part VII – Return to Player - Requirement 22
Part X – Aborted and Miscarried Games	
Part X – 47.1	Comply
Part X – 47.2	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
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.	**Part X – 48** (1) If a game is started but miscarries because of a failure of the licensee's computer operating system, the licensee shall: (a) (i) refund the amount wagered in the game to the player by crediting it to the player's account or, if the account no longer exists, by paying it to the player in an	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

	approved manner; and (a) (ii) if the player has an accrued credit at the time the game miscarries, credit to the player's account the monetary value of the credit or, if the account no longer exists, pay it to the player in an approved manner; (b) inform immediately the Authority of the circumstances of the incident; (c) refrain from conducting a further game if the game is likely to be affected by the same failure: Provided that the Authority may, by written notice to the licensee, give the licensee other directions which the Authority considers appropriate in the circumstances.		
2.	**Third Schedule – 1** The gaming system must: (b) provide over time no more than the expected house advantage to the operator.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
3.	**Third Schedule – 2** Both the gaming and financial transactions must be congruent and secure.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
4.	**Third Schedule – 7** All financial reports produced by the gaming system must be congruent with gaming transaction reports and conversely: Provided that all such reports shall be readily and freely available to the Authority.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
5.	**Third Schedule – 8** The gaming system must: (a) be capable of producing monthly auditable and aggregate financial statements of gaming transactions, and (b) calculate accurately all taxation and other monies due to the Authority.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
6.	**Third Schedule – 10** The gaming system must maintain information about significant events as follows: (a) large wins; (b) transfers of funds in excess of such amount as the Authority may from time to time direct by notice in writing to the operator; (c) changes made by the operator to game parameters.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

III. Conditions

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

must be satisfied by the licensee.