



Verification report: ITL2501554

Playtech Software Limited

Fluffy Arcade Coconut Shy LuckyTap

Certification Report

11 August 2025

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I. General information

No.	Description	Details								
1.	Identification	Fluffy Arcade Coconut Shy LuckyTap								
2.	The verification body issuing the certificate (test house)	<p>iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: http://www.itechlabs.com E-mail: info@itechlabs.com</p> <p>iTech Labs is accredited to ISO/IEC 17025 by the National Association of Testing Authorities (NATA), Australia to undertake compliance testing and audits of online Gaming systems. iTech Labs accreditation (#15690) details can be downloaded from the NATA website. NATA has entered into a mutual recognition agreement and/or multilateral agreement of accreditation with ILAC and is on the list of Signatories to the ILAC Mutual Recognition Arrangements.</p> <p>All assessments in the following sections of this report are provided under ISO/IEC 17025 except where otherwise stated.</p>								
3.	Standards used for testing	<ul style="list-style-type: none">Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – 4.6 PUBLISHED 12032024 <p>Please refer to the Appendix at the end of this report for details</p>								
4.	Target jurisdiction	Alderney								
5.	Details of the module tested	<table><tr><th>No.</th><th>Game Name</th><th>Game Type</th><th>Channel</th></tr><tr><td>1.</td><td>Fluffy Arcade Coconut Shy LuckyTap *</td><td>Slot</td><td>HTML5:(PC & Mobile)</td></tr></table> <p>*Three variants: with and without Jackpot</p>	No.	Game Name	Game Type	Channel	1.	Fluffy Arcade Coconut Shy LuckyTap *	Slot	HTML5:(PC & Mobile)
No.	Game Name	Game Type	Channel							
1.	Fluffy Arcade Coconut Shy LuckyTap *	Slot	HTML5:(PC & Mobile)							
6.	Type of the module tested	Casino Games								
7.	Produced by	Playtech Software Limited Mid City Place 71 High Holborn, London WC1V 6EA, United Kingdom Contact: Charlotte.Procter@eyecon.com								
8.	Licensee details	Not applicable								
9.	Date of request for verification	04 July 2025								
10.	Date of completion	11 August 2025								
11.	Platform supplier	Playtech Software Limited								
12.	Platform version	Version: 3.20.2								
13.	RNG used for testing	2.0.0 REF: ITL2401086_RNG_AGCC_Eyecon_03Jul24								
14.	Other Records	Fluffy Arcade Coconut Shy LuckyTap is new and has not been previously certified.								



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		Testing was conducted on the following devices: <ul style="list-style-type: none">• PC• iPhone XS MAX (Browser: Safari)• Samsung Galaxy S20 (Browser: Chrome)• iPad Mini 4 (Browser: Safari)• Samsung Galaxy Tab 4 (Browser: Chrome)
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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	Playtech Software Limited Mid City Place 71 High Holborn, London WC1V 6EA, United Kingdom Contact: Charlotte.Procter@eyecon.com																
2.	Details of the software components	<div>Fluffy Arcade Coconut Shy LuckyTap 93 WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy</td><td>carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-config</td></tr><tr><td>Version: 1.0.7</td><td>Version: 1.0.0</td></tr><tr><td>SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f</td><td>SHA1: 3bedea2b48626e0f362018e44bb0df23ec893197</td></tr></table> <div>Fluffy Arcade Coconut Shy LuckyTap 95 WEB</div> <table><tr><th>Front End</th><th>Rules</th></tr><tr><td>com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy</td><td>carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-config</td></tr><tr><td>Version 1.0.7</td><td>Version: 1.0.0</td></tr><tr><td>SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f</td><td>SHA1: a3184bdce8fe68a1281bcb30cb53fdd02a373973</td></tr></table> <div>Fluffy Arcade Coconut Shy LuckyTap 90 WEB JP</div>	Front End	Rules	com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy	carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-config	Version: 1.0.7	Version: 1.0.0	SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f	SHA1: 3bedea2b48626e0f362018e44bb0df23ec893197	Front End	Rules	com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy	carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-config	Version 1.0.7	Version: 1.0.0	SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f	SHA1: a3184bdce8fe68a1281bcb30cb53fdd02a373973
Front End	Rules																	
com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy	carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-config																	
Version: 1.0.7	Version: 1.0.0																	
SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f	SHA1: 3bedea2b48626e0f362018e44bb0df23ec893197																	
Front End	Rules																	
com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy	carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-config																	
Version 1.0.7	Version: 1.0.0																	
SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f	SHA1: a3184bdce8fe68a1281bcb30cb53fdd02a373973																	



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Front End	Rules
com.eyecon.orion.games.luckytap-fluffy-arcade-coconut-shy	carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot
Version: 1.0.7	Version: 1.0.0
SHA1: f591c6338b95446e2bbd5e32d7bfaca75cdd525f	SHA1: e0bd228b582f4f29b0d9d8ca8cf5866bacd89fbf

Fluffy Arcade Coconut Shy LuckyTap 93 WEB

File Name
carbine-game-engine-5.18.0-sources.jar
CarbineGame.java
EvaluationChain.java
RngSequences.java
LuckyTap.java
LuckyTapAudit.java
PaytableValue.java
CarbineGameComponent.java
LuckyTapState.java
WeightedLuckyTapRules.java
KnocksConfiguration.java
WeightedLuckyTapRulesImpl.java
ProbabilityWinMultiplier.java
LuckyTapGamePrize.java
ProbabilityPrizeCount.java
WeightedLuckyTap.java
carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-1.0.0-config.jar
carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-1.0.0.json

Fluffy Arcade Coconut Shy LuckyTap 95 WEB

File Name
carbine-game-engine-5.18.0-sources.jar
CarbineGame.java
EvaluationChain.java
RngSequences.java
LuckyTap.java
LuckyTapAudit.java
PaytableValue.java
CarbineGameComponent.java
LuckyTapState.java
WeightedLuckyTapRules.java



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		<table><tr><td>KnocksConfiguration.java</td></tr><tr><td>WeightedLuckyTapRulesImpl.java</td></tr><tr><td>ProbabilityWinMultiplier.java</td></tr><tr><td>LuckyTapGamePrize.java</td></tr><tr><td>ProbabilityPrizeCount.java</td></tr><tr><td>WeightedLuckyTap.java</td></tr><tr><td>carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-1.0.0-config.jar</td></tr><tr><td>carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-1.0.0.json</td></tr></table> <p>Fluffy Arcade Coconut Shy LuckyTap 90 WEB JP</p> <table><tr><th>File Name</th></tr><tr><td>carbine-game-engine-5.18.0-sources.jar</td></tr><tr><td>CarbineGame.java</td></tr><tr><td>EvaluationChain.java</td></tr><tr><td>RngSequences.java</td></tr><tr><td>LuckyTap.java</td></tr><tr><td>LuckyTapAudit.java</td></tr><tr><td>PaytableValue.java</td></tr><tr><td>CarbineGameComponent.java</td></tr><tr><td>LuckyTapState.java</td></tr><tr><td>WeightedLuckyTapRules.java</td></tr><tr><td>KnocksConfiguration.java</td></tr><tr><td>WeightedLuckyTapRulesImpl.java</td></tr><tr><td>ProbabilityWinMultiplier.java</td></tr><tr><td>LuckyTapGamePrize.java</td></tr><tr><td>ProbabilityPrizeCount.java</td></tr><tr><td>WeightedLuckyTap.java</td></tr><tr><td>carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot-1.0.0-config.jar</td></tr><tr><td>carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot-1.0.0.json</td></tr><tr><td>pool-server-service-1.7.0.jar</td></tr><tr><td>ProbabilityPoolImpl.java</td></tr><tr><td>MysteryPoolImpl.java</td></tr></table>	KnocksConfiguration.java	WeightedLuckyTapRulesImpl.java	ProbabilityWinMultiplier.java	LuckyTapGamePrize.java	ProbabilityPrizeCount.java	WeightedLuckyTap.java	carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-1.0.0-config.jar	carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-1.0.0.json	File Name	carbine-game-engine-5.18.0-sources.jar	CarbineGame.java	EvaluationChain.java	RngSequences.java	LuckyTap.java	LuckyTapAudit.java	PaytableValue.java	CarbineGameComponent.java	LuckyTapState.java	WeightedLuckyTapRules.java	KnocksConfiguration.java	WeightedLuckyTapRulesImpl.java	ProbabilityWinMultiplier.java	LuckyTapGamePrize.java	ProbabilityPrizeCount.java	WeightedLuckyTap.java	carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot-1.0.0-config.jar	carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot-1.0.0.json	pool-server-service-1.7.0.jar	ProbabilityPoolImpl.java	MysteryPoolImpl.java
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ProbabilityPoolImpl.java																																
MysteryPoolImpl.java																																
3.	Features that characterize the software object	See at the end of this table ¹																														
4.	Any % RTP	See at the end of this table ²																														
5.	List of software executables and digital signatures (SHA-1)	See at the end of this table ³																														
6.	Other Records	None																														



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¹ Features that characterize the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Fluffy Arcade Coconut Shy LuckyTap	Slot	Fluffy Arcade Coconut Shy LuckyTap is a slot game that randomly award prizes from 3 to 18 with random multipliers. Also, the game has a Free Games feature with retriggers.	£ 0.10	£ 10.00

*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	Variant	Theoretical RTP*#	Simulated RTP*^
1.	Fluffy Arcade Coconut Shy LuckyTap	93.0%	93.428%	93.432%
		95.0%	95.439%	95.453%
		90.0%	90.524% + Jackpot 3.0%	90.480%

*Verified the RTP only up to 2 decimals accuracy.

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

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

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

Fluffy Arcade Coconut Shy LuckyTap 93 WEB

File Name	SHA-1
carbine-game-engine-5.18.0.jar	44713b8720cc1413e09ff12dad648dd4498b9747
CarbineGame.class	875199c6c3c99a5b0a7c4cba2b938e11c04784a7
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
LuckyTap.class	c92a6379fd34312cdb0644b39c5ed4b32c99e3ec
LuckyTapAudit.class	11a0cdd75798bf7caeb9c11924af1280e8225ac3
PaytableValue.class	54705af693718d3d4ae384b8aeaabf87d0f109db
CarbineGameComponent.class	c7585f7b8c7e1101dff6010db2d68ee9dd9f023c
LuckyTapState.class	4a3ac448715b809c41768907e2698680e2a7fa6a
WeightedLuckyTapRules.class	aeb8c794ff8c918a9a6f6f28e66d143880f48095
KnocksConfiguration.class	0001115f5427288169acd8c8e9313307f5ec5ee9
WeightedLuckyTapRulesImpl.class	d8e26128fb19079713a2d99ec20861132b727886
ProbabilityWinMultiplier.class	8abc222fa31c020eba46bd70e20a2989087e64d4
LuckyTapGamePrize.class	7157a8d62ebd8345848a3632ea3172efc6efe435
ProbabilityPrizeCount.class	024a87c123da2dc692a3a428cfe9aa7be298517a
WeightedLuckyTap.class	6c4fb092ebb169e48d23e0dad8d3fa31dea1ea61
carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-1.0.0-config.jar	3bedea2b48626e0f362018e44bb0df23ec893197
carbine-	9292e425f53f9372bfc1ec26e53e7179b69e0dca

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luckyTap_fluffyArcadeCoconutShy_93_standard-1.0.0.json	
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Fluffy Arcade Coconut Shy LuckyTap 95 WEB

File Name	SHA-1
carbine-game-engine-5.18.0.jar	44713b8720cc1413e09ff12dad648dd4498b9747
CarbineGame.class	875199c6c3c99a5b0a7c4cba2b938e11c04784a7
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
LuckyTap.class	c92a6379fd34312cdb0644b39c5ed4b32c99e3ec
LuckyTapAudit.class	11a0cdd75798bf7caeb9c11924af1280e8225ac3
PaytableValue.class	54705af693718d3d4ae384b8aeaabf87d0f109db
CarbineGameComponent.class	c7585f7b8c7e1101dff6010db2d68ee9dd9f023c
LuckyTapState.class	4a3ac448715b809c41768907e2698680e2a7fa6a
WeightedLuckyTapRules.class	aeb8c794ff8c918a9a6f6f28e66d143880f48095
KnocksConfiguration.class	0001115f5427288169acd8c8e9313307f5ec5ee9
WeightedLuckyTapRulesImpl.class	d8e26128fb19079713a2d99ec20861132b727886
ProbabilityWinMultiplier.class	8abc222fa31c020eba46bd70e20a2989087e64d4
LuckyTapGamePrize.class	7157a8d62ebd8345848a3632ea3172efc6efe435
ProbabilityPrizeCount.class	024a87c123da2dc692a3a428cfe9aa7be298517a
WeightedLuckyTap.class	6c4fb092ebb169e48d23e0dad8d3fa31dea1ea61
carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-1.0.0-config.jar	a3184bdce8fe68a1281bcb30cb53fdd02a373973
carbine-luckyTap_fluffyArcadeCoconutShy_95_standard-1.0.0.json	acc8b1d48f3378cdaa0ffa24ff533762a1469713

Fluffy Arcade Coconut Shy LuckyTap 90 WEB JP

File Name	SHA-1
carbine-game-engine-5.18.0.jar	44713b8720cc1413e09ff12dad648dd4498b9747
CarbineGame.class	875199c6c3c99a5b0a7c4cba2b938e11c04784a7
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
LuckyTap.class	c92a6379fd34312cdb0644b39c5ed4b32c99e3ec
LuckyTapAudit.class	11a0cdd75798bf7caeb9c11924af1280e8225ac3
PaytableValue.class	54705af693718d3d4ae384b8aeaabf87d0f109db
CarbineGameComponent.class	c7585f7b8c7e1101dff6010db2d68ee9dd9f023c
LuckyTapState.class	4a3ac448715b809c41768907e2698680e2a7fa6a
WeightedLuckyTapRules.class	aeb8c794ff8c918a9a6f6f28e66d143880f48095
KnocksConfiguration.class	0001115f5427288169acd8c8e9313307f5ec5ee9
WeightedLuckyTapRulesImpl.class	d8e26128fb19079713a2d99ec20861132b727886
ProbabilityWinMultiplier.class	8abc222fa31c020eba46bd70e20a2989087e64d4
LuckyTapGamePrize.class	7157a8d62ebd8345848a3632ea3172efc6efe435
ProbabilityPrizeCount.class	024a87c123da2dc692a3a428cfe9aa7be298517a
WeightedLuckyTap.class	6c4fb092ebb169e48d23e0dad8d3fa31dea1ea61
carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot-1.0.0-config.jar	e0bd228b582f4f29b0d9d8ca8cf5866bacd89fbf
carbine-luckyTap_fluffyArcadeCoconutShy_90_jackpot-1.0.0.json	20d1948b5ae4e243af4ce8d04b0594cb3ac19958
pool-server-service-1.7.0.jar	473eeb4de802bdaf606e069671571f7aec2f8787



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ProbabilityPoolImpl.class	704c70a769c6984f58a2c9af1cdb790c9029313e
MysteryPoolImpl.class	b23e9682bb112e26ffb96668ae57e03751989402

IV. Details of tests

Product identification: Fluffy Arcade Coconut Shy LuckyTap

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

No.	Tests Performed	Details of Tests	Results
Desktop			
1.	Game rules & artwork evaluation	Evaluation of game rules and artwork was conducted to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
2.	Functional tests	Functional tests were conducted to verify that the game satisfies the relevant requirements in the standards.	Passed
3.	Emulation tests	Emulation tests were conducted to verify that the game payouts are in accordance with the payable and maths.	Passed
4.	Theoretical RTP	Theoretical RTP verification was conducted for the game. See section III.4 above.	Passed
5.	Simulated RTP	RTP simulations using the game code were conducted for the game. See section III.4 above.	Passed
6.	Source code review	Source code examination was performed on critical components of the software to ensure that the game complies with the relevant standards and that there are no unintended functionalities.	Passed
7.	Game performance report	Controlled tests were conducted to ensure that the Game Performance Report reflects the actual game play and the data obtained is complete and accurate.	Passed
Mobile			
1.	Game rules & artwork evaluation (as required for mobile-specific components)	Evaluation of game rules and artwork was conducted for mobile-specific components to ensure that they satisfy relevant requirements in the standards and the game does work according to the game rules and artwork.	Passed
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
Other			



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1.	Other Records	Fluffy Arcade Coconut Shy LuckyTap is a new game and has not been previously certified. Testing was conducted on the following devices: <ul style="list-style-type: none">• PC• iPhone Xs Max (Browser: Safari)• Samsung Galaxy S20 (Browser: Chrome)• iPad Mini 4 (Browser: Safari)• Samsung Galaxy Tab 4 (Browser: Chrome)	Not applicable
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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: 11 August 2025 Software provider: Playtech Software Limited Licensee Name: Not applicable Licensee site URLs: Not applicable iTech Labs certifies that Fluffy Arcade Coconut Shy LuckyTap comply with the relevant requirements (as applicable for software providers) listed in the Appendix below. iTech Labs recommends that Fluffy Arcade Coconut Shy LuckyTap be approved for deployment.

Signatures:

Authorized by:  Eric Sheng Project Manager iTech Labs 11 August 2025	Signed by:  Alvin Rizaldi Chief Executive Officer iTech Labs 11 August 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
3.6 Accepting Wagers	Comply, subject to section II. Observations below
4.2 Alderney Branding	Operator responsibility
4.3.5 Mapping and Scaling Algorithms – sections vii, viii, ix and x	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
4.8 Game Design	Comply, subject to section II. Observations below
4.9 Requirements for Games against the House (not P2P)	Comply, subject to section II. Observations below
4.10 Game Artwork	Comply
4.11 Wheel (Reel) Requirements	Comply
4.12 Positioning, Size, Colour and Shape	Comply
4.13 Substitutes	Not Applicable
4.14 Winning Patterns	Comply
4.15 Features	Comply
4.16 Keno and Bingo Artwork Requirements	Not applicable
4.17 Card Game Artwork Requirements	Not applicable
4.18 Gamble Option Artwork Standards	Not applicable
4.19 Roulette	Not applicable
4.20 Dice Games	Not applicable
4.21 Simulated Wagering	Not applicable
4.22 Scratch Ticket	Not applicable
4.23 Video Poker	Not applicable
4.24 Blackjack	Not applicable
4.25 Live Gambling Studio Control Guidelines and Standards	Not applicable
4.26 Event Based Wagering	Not applicable
4.27 Other Games	Comply
4.28 Peer to Peer (P2P) Games	Not applicable
4.29 Jackpots and Promotional Jackpots	Comply

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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 4.8.3 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
6.	AGCC Ref 4.8.4 Incomplete Games i) Incomplete games include: c) Disabled by licensee or by the IGS.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
7.	AGCC Ref 4.8.4 iv) Game rules should specify that unresolved bets placed but remaining undecided in incomplete games will become void after 90 days and will be forfeited to charity.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
8.	AGCC Ref 4.8.4 v) In the event that a game cannot be continued due to an IGS action, all bets should be	Eyecon is a licensed game and software provider. It is the licensee's responsibility to	Operator responsibility

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	returned to the customers of that game.	make sure this requirement is satisfied.	
9.	AGCC Ref 4.9 vi) Where hotlinks are used to supply game information, game play should not occur if the hot linked information is not available. The licensee should check the availability of this information with reasonable frequency.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
10.	AGCC Ref 4.9 vii) In the event that a game cannot be continued due to an IGS action, all bets should be returned to the customers of that game.	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility
11.	AGCC Ref 4.9 xii) Game replay A "replay last game" facility should be provided either as a re-enactment or by description. The replay should clearly indicate that it is a replay of the previous game and provide the following information (as a minimum): a) The date and time the game was played. b) The display associated with the final position of the game either graphically or via a clear text message. c) Account balance (and game balance, if applicable) at the start of play. d) Account balance (and game balance, if applicable) at the end of play. e) Amount bet including any multipliers (e.g. number of lines played and credits per line). f) The total number of credits won associated with the prize resulting from the last play or the value in the customer's selected denomination for all prizes. g) Details of any amount transferred to or from the session balance, but before the next play. h) Any player choices involved in play outcome i) Results of intermediate game phases (see below) <ul style="list-style-type: none"> • Feature games • Free games • Gambles • Bonus wins 	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

III. Conditions

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