Playtech Software Limited

Bouncy Balls Cascade Crazy

Certification Report

20 August 2025

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Verification report: ITL2501605

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I. General information

No.	Description	Details
1.	Identification	Bouncy Balls Cascade Crazy
2.	Verification body issuing the certificate (test house)	iTech Labs Suite 2, Level 9, 60 Albert Road South Melbourne, VIC 3205 Australia URL: http://www.itechlabs.com E-mail: info@itechlabs.com 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 NATA website. NATA has entered into a mutual recognition agreement and/or multilateral agreement of accreditation with ILAC and is in 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	• 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 • Gibraltar Remote Technical and Operating Standards for the Gibraltar Gambling Industry – Gambling Commissioner's Guidelines – v.1.1.0 • Isle of Man IOM Online Gambling (Systems Verification) (No. 2) – Regulations 2007 • 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 • Alderney Gambling Control Commission Technical Standards and Guidelines for Internal Control Systems and Internet Gambling Systems – 4.6 PUBLISHED 12032024 Please refer to **Appendix** at the end of this report for details
4.	Target jurisdiction	UK, Gibraltar, Isle of Man, Malta, Alderney
5.	Details of the module tested	

No.	Game Name	Game Type	Channel

		1.	Bouncy Balls Cascade Crazy*	Slot	HTML5: (Desktop & Mobile)
		*Three variant: With & Without Jackpot			
6.	Type of the module tested	Casino Games			
7.	Produced by	Playtech Software Limited Head office, 2nd Floor, St George's Court Upper Church street, IM1 1EE DOUGLAS ISLE OF MAN Contact: Charlotte.Procter@eyecon.com			
8.	Licensee details	Not applicable			
9.	Date of request for verification	01 July 2025			
10.	Date of completion	20 August 2025			
11.	Platform supplier	Playtech Software Limited			
12.	Platform version	Version: 3.21.1			
13.	RNG used for testing	2.0.0 REF: ITL2401085_RNG_UK_Eyecon_03Jul24 ITL2401049_RNG_IOM_Eyecon_04Jul24 ITL2401050_RNG_MGA_Eyecon_03Jul24 ITL2401101_RNG_GIB_Eyecon_04Jul2 ITL2401086_RNG_AGCC_Eyecon_03Jul24			
14.	Other records	All Bouncy Balls Cascade Crazy have been previously certified for UK, IOM, MT, GIB, AGCC by iTech Labs. (REF: ITL2400308, dated 21 Febuary 2024). 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	Playtech Software Limited

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		Head office, 2nd Floor, St George's Court Upper Church street, IM1 1EE DOUGLAS ISLE OF MAN Contact: Charlotte.Procter@eyecon.com
2.	Details of the software components	**Bouncy Balls Cascade Crazy 93 WEB**

Bouncy Balls Cascade Crazy 93 WEB

Front End	Rules
com.eyecon.orion.games.reactor-bouncy-balls-cascade-crazy	carbine-reactor_bouncyBallsCascadeCrazy_93_standard-config
Version: 1.0.8	**Version:** 1.0.0
SHA1: d5f0373d533b734b75d2b4c1860583cadbd3ea94	**SHA1:** 770661506d8d784dd6ff15d2f65de11f7d0b66eb

Bouncy Balls Cascade Crazy 95 WEB

Front End	Rules
com.eyecon.orion.games.reactor-bouncy-balls-cascade-crazy	carbine-reactor_bouncyBallsCascadeCrazy_95_standard-config
Version: 1.0.8	**Version:** 1.0.0
SHA1: d5f0373d533b734b75d2b4c1860583cadbd3ea94	**SHA1:** 4a3281a9f7594433537bf70c07e643220a4ec77a

Bouncy Balls Cascade Crazy 90 WEB JP

Front End	Rules
com.eyecon.orion.games.reactor-bouncy-balls-cascade-crazy	carbine-reactor_bouncyBallsCascadeCrazy_90_jackpot-config
Version: 1.0.8	**Version:** 1.0.0
SHA1: d5f0373d533b734b75d2b4c1860583cadbd3ea94	**SHA1:** 7c3959553921c9d1d38a2c8d7a0e2982c08cef58

Bouncy Balls Cascade Crazy 93 WEB

File Name
carbine-game-engine-5.19.0-sources.jar
EvaluationChain.java
DisplayGenerator.java
RebetEvaluator.java
LinesWinMultiPatternEvaluator.java
PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java
LinesWinMultiPatternEvaluator.java
ReactorGameCashClustersDisplayEvaluator.java
CashCluster.java

		ReactorInstantPrizeEvaluator.java	
		ReactorGameFeatureEvaluator.java	
		InstantPrizeGame.java	
		EvaluatorId.java	
		ReactorGame.java	
		ReactorGameRulesImpl.java	
		ReactorGameRulesImpl.java	
		ReelStripGenerator.java	
		ResetRebetEvaluator.java	
		PrizeLineTriggerEvaluator.java	
		TriggerRandomMultiplierEvaluator.java	
		CarbineGame.java	
		CarbineGameComponent.java	
		GameWinsCalculatorImpl.java	
		RngSequences.java	
		EyeconSpinGameRules.java	
		PotSymbolWin.java	
		carbine-reactor_bouncyBallsCascadeCrazy_93_standard-1.0.0-config.jar	
		carbine-reactor_bouncyBallsCascadeCrazy_93_standard-1.0.0.json	

Bouncy Balls Cascade Crazy 95 WEB

File Name
carbine-game-engine-5.19.0-sources.jar
EvaluationChain.java
DisplayGenerator.java
RebetEvaluator.java
LinesWinMultiPatternEvaluator.java
PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java
LinesWinMultiPatternEvaluator.java
ReactorGameCashClustersDisplayEvaluator.java
CashCluster.java
ReactorInstantPrizeEvaluator.java
ReactorGameFeatureEvaluator.java
InstantPrizeGame.java
EvaluatorId.java
ReactorGame.java
ReactorGameRulesImpl.java
ReactorGameRulesImpl.java
ReelStripGenerator.java
ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java
CarbineGame.java
CarbineGameComponent.java
GameWinsCalculatorImpl.java
RngSequences.java

		EyeconSpinGameRules.java	
		PotSymbolWin.java	
		carbine-reactor_bouncyBallsCascadeCrazy_95_standard-1.0.0-config.jar	
		carbine-reactor_bouncyBallsCascadeCrazy_95_standard-1.0.0.json	

Bouncy Balls Cascade Crazy 90 WEB JP

File Name
carbine-game-engine-5.19.0-sources.jar
EvaluationChain.java
DisplayGenerator.java
RebetEvaluator.java
LinesWinMultiPatternEvaluator.java
PatternMatchingEvaluator.java
PrizeLinePatternMatchingEvaluator.java
LinesWinMultiPatternEvaluator.java
ReactorGameCashClustersDisplayEvaluator.java
CashCluster.java
ReactorInstantPrizeEvaluator.java
ReactorGameFeatureEvaluator.java
InstantPrizeGame.java
EvaluatorId.java
ReactorGame.java
ReactorGameRulesImpl.java
ReactorGameRulesImpl.java
ReelStripGenerator.java
ResetRebetEvaluator.java
PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java
CarbineGame.java
CarbineGameComponent.java
GameWinsCalculatorImpl.java
RngSequences.java
EyeconSpinGameRules.java
PotSymbolWin.java
carbine-reactor_bouncyBallsCascadeCrazy_90_jackpot-1.0.0-config.jar
carbine-reactor_bouncyBallsCascadeCrazy_90_jackpot-1.0.0.json
pool-server-service-1.7.0.jar
MysteryPoolImpl.java
ProbabilityPoolImpl.java

3.	Features that characterise the software object	See at the end of this table[1]
4.	Any % RTP	See at the end of this table[2]

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5.	List of software executables and digital signatures (SHA-1)	See at the end of this table[3]
6.	Other records	None

[1] Features that characterise the software object

No.	Game Name	Game Type	Game Description	Min Bet*	Max Bet*
1.	Bouncy Balls Cascade Crazy	Slot	**Bouncy Balls Cascade Crazy** is a 5x5 slot game with Cluster pays. The game has Coin Cluster, Pot Prize and Random Prize Win Feature.	£ 0.10	£ 2.00

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

[2] RTP for the game

No.	Game Name	Theoretical RTP*	Simulated RTP*
1.	Bouncy Balls Cascade Crazy	93.255%	93.267%
		95.146%	95.074%
		90.050%+Jackpot 3.0%	90.028%+Jackpot 3.0%

*Verified the RTP only up to 2 decimals accuracy.

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

Bouncy Balls Cascade Crazy 93 WEB

File Name	SHA-1
carbine-game-engine-5.19.0.jar	df75f5ed78a3731bde383d7e8eac34f6e0e062f6
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
ReactorGameCashClustersDisplayEvaluator.class	df964bdce9b640c23ccfaaf67911246f5f3a49a3
CashCluster.class	86a22a6cb2b09946f2e68cda0dce417ea6bf28d4
ReactorInstantPrizeEvaluator.class	14ede5147c15a15a6d9e84a7330f6c9b9950302e
ReactorGameFeatureEvaluator.class	27cd1e6f650f00c1722279dd2ea88a8e7fed9663
InstantPrizeGame.class	b81c9e74dccc4e7420fefe6f931aec66e6a68d01
EvaluatorId.class	11f3dc0be814a8458d40593b66cbfc0056fa549b
ReactorGame.class	f902ceb8662e34ac5ebeec7e0afd3ac6092ff195
ReactorGameRulesImpl.class	0758844e9964ddbb7121630b9d5ba1dfb4e0386e
ReactorGameRulesImpl.class	0758844e9964ddbb7121630b9d5ba1dfb4e0386e
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
CarbineGame.class	1b3f396e968b658ecf2334fbfa2233503d66e927
CarbineGameComponent.class	88f0aeee435a4c30bbc5147ebef56ba3fe2e7300

GameWinsCalculatorImpl.class	bc67862f3acb319099c003c43d3dc097d3a53d28
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
EyeconSpinGameRules.class	44201515f1f86c8359960521db5e26eda0529c70
PotSymbolWin.class	4012103a40fea4147449ef3ffc82273e4cccefd2
carbine-reactor_bouncyBallsCascadeCrazy_93_standard-1.0.0-config.jar	770661506d8d784dd6ff15d2f65de11f7d0b66eb
carbine-reactor_bouncyBallsCascadeCrazy_93_standard-1.0.0.json	de7ee12280f32de0c6de7fca6e869bb1c22b7c3d

Bouncy Balls Cascade Crazy 95 WEB

File Name	SHA-1
carbine-game-engine-5.19.0.jar	df75f5ed78a3731bde383d7e8eac34f6e0e062f6
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
ReactorGameCashClustersDisplayEvaluator.class	df964bdce9b640c23ccfaaf67911246f5f3a49a3
CashCluster.class	86a22a6cb2b09946f2e68cda0dce417ea6bf28d4
ReactorInstantPrizeEvaluator.class	14ede5147c15a15a6d9e84a7330f6c9b9950302e
ReactorGameFeatureEvaluator.class	27cd1e6f650f00c1722279dd2ea88a8e7fed9663
InstantPrizeGame.class	b81c9e74dccc4e7420fefe6f931aec66e6a68d01
EvaluatorId.class	11f3dc0be814a8458d40593b66cbfc0056fa549b
ReactorGame.class	f902ceb8662e34ac5ebeec7e0afd3ac6092ff195
ReactorGameRulesImpl.class	0758844e9964ddbb7121630b9d5ba1dfb4e0386e
ReactorGameRulesImpl.class	0758844e9964ddbb7121630b9d5ba1dfb4e0386e
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
CarbineGame.class	1b3f396e968b658ecf2334fbfa2233503d66e927
CarbineGameComponent.class	88f0aeee435a4c30bbc5147ebef56ba3fe2e7300
GameWinsCalculatorImpl.class	bc67862f3acb319099c003c43d3dc097d3a53d28
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
EyeconSpinGameRules.class	44201515f1f86c8359960521db5e26eda0529c70
PotSymbolWin.class	4012103a40fea4147449ef3ffc82273e4cccefd2
carbine-reactor_bouncyBallsCascadeCrazy_95_standard-1.0.0-config.jar	4a3281a9f7594433537bf70c07e643220a4ec77a
carbine-reactor_bouncyBallsCascadeCrazy_95_standard-1.0.0.json	e3bb17e6a3a5e5fba9e0d195faa08616988dc40d

Bouncy Balls Cascade Crazy 90 WEB JP

File Name	SHA-1
carbine-game-engine-5.19.0.jar	df75f5ed78a3731bde383d7e8eac34f6e0e062f6
EvaluationChain.class	e9c22e7207efd683db6817f7fe83fd77ca054e89
DisplayGenerator.class	98934dd5144d30275e248f249d6bbd1e205f1e0f
RebetEvaluator.class	917d2db667e3cc9b7948e0fedb865acb6dc1560f
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91
PatternMatchingEvaluator.class	445d14e7008aeb2adc2f1d7f9501f07155e300bc
PrizeLinePatternMatchingEvaluator.class	d95b04ea9a6bd03e511902829fcf07fd58aa3c96
LinesWinMultiPatternEvaluator.class	66e0e54523d54065adedad2d0dadefabad62ae91

ReactorGameCashClustersDisplayEvaluator.class	df964bdce9b640c23ccfaaf67911246f5f3a49a3
CashCluster.class	86a22a6cb2b09946f2e68cda0dce417ea6bf28d4
ReactorInstantPrizeEvaluator.class	14ede5147c15a15a6d9e84a7330f6c9b9950302e
ReactorGameFeatureEvaluator.class	27cd1e6f650f00c1722279dd2ea88a8e7fed9663
InstantPrizeGame.class	b81c9e74dccc4e7420fefe6f931aec66e6a68d01
EvaluatorId.class	11f3dc0be814a8458d40593b66cbfc0056fa549b
ReactorGame.class	f902ceb8662e34ac5ebeec7e0afd3ac6092ff195
ReactorGameRulesImpl.class	0758844e9964ddbb7121630b9d5ba1dfb4e0386e
ReactorGameRulesImpl.class	0758844e9964ddbb7121630b9d5ba1dfb4e0386e
ReelStripGenerator.class	8ba9847bc3cab82131028c7f006cb48158f962d9
ResetRebetEvaluator.class	8a575fe26cff9e274584c71aecf4f078509f8005
PrizeLineTriggerEvaluator.class	fd3ca5480ef084048f53b9df7d3b3f4a44748876
TriggerRandomMultiplierEvaluator.class	069f725b648d95a8c51c8285fcbe70c089792f78
CarbineGame.class	1b3f396e968b658ecf2334fbfa2233503d66e927
CarbineGameComponent.class	88f0aeee435a4c30bbc5147ebef56ba3fe2e7300
GameWinsCalculatorImpl.class	bc67862f3acb319099c003c43d3dc097d3a53d28
RngSequences.class	b5e85b10ab646b596e6be2f98ea8230c6f966ed4
EyeconSpinGameRules.class	44201515f1f86c8359960521db5e26eda0529c70
PotSymbolWin.class	4012103a40fea4147449ef3ffc82273e4cccefd2
carbine-reactor_bouncyBallsCascadeCrazy_90_jackpot-1.0.0-config.jar	7c3959553921c9d1d38a2c8d7a0e2982c08cef58
carbine-reactor_bouncyBallsCascadeCrazy_90_jackpot-1.0.0.json	6258690435beceb6c3dc870d333d2f3c7067c3b6
pool-server-service-1.7.0.jar	473eeb4de802bdaf606e069671571f7aec2f8787
MysteryPoolImpl.class	b23e9682bb112e26ffb96668ae57e03751989402
ProbabilityPoolImpl.class	704c70a769c6984f58a2c9af1cdb790c9029313e

IV. Details of tests

Product identification: Bouncy Balls Cascade Crazy

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 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	All Bouncy Balls Cascade Crazy have been previously certified for UK, IOM, MT, GIB, AGCC by iTech Labs. (REF: ITL2400308, dated 21 Febuary 2024). 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 customer's site).

V. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 20 August 2025 Software provider: Playtech Software Limited Licensee name: N/A Licensee site URLs: N/A iTech Labs certifies that Bouncy Balls Cascade Crazy comply with the relevant requirements (as applicable for software providers) listed in **Appendix** below. iTech Labs recommends that Bouncy Balls Cascade Crazy be approved for deployment.

Signatures:

Authorised by:	Signed by:
Eric Sheng **Project Manager** **iTech Labs** 20 August 2025	**Alvin Rizaldi** **Chief Executive Officer** **iTech Labs** 20 August 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

I. Complete requirements met by the tests

Requirements	Results
RTS 1 – Customer account Information	
RTS requirement 1A	Comply
RTS requirement 1B	Not applicable (Operator responsibility*)
RTS requirement 1C	Not applicable (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	Not applicable (Operator responsibility*)
RTS requirement 2D	Not applicable (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 (Auto-play not available)
RTS requirement 8B	Not applicable (Auto-play not available)
RTS requirement 8C	Comply
RTS 9 – Progressive jackpot systems	
RTS requirement 9A	Comply
RTS requirement 9B	Comply
RTS 10 – Interrupted gambling	
RTS 10 - 10A	Not applicable (Operator responsibility*)
RTS 10 – 10B	Comply
RTS 10 – 10C	Not applicable (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 (Operator responsibility*)
RTS 12 – 12B	Not applicable (Operator responsibility*)
RTS 13 – Time requirements and reality checks	
RTS 13 - 13A	Comply
RTS 13 – 13B	Comply
RTS 13 – 13C	Comply
RTS 14 – Responsible product design	

Verification report: ITL2501605

RTS 14 - 14A	Comply
RTS 14 – 14B	Not applicable, the module tested is not platform.
RTS 14 – 14C	Not applicable (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

Bouncy Balls Cascade Crazy 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	Not applicable (Operator responsibility)
2.4.4 Game history (betting)	Not applicable (This is a slot game)
Standard 3 – Presentation of rules and customer information	
3.4 Game rules and information	Comply, subject to section **II. Observations** below
3.5 Jackpots	Comply
3.6 Multi-customer games	Not applicable (This is a slot game)
3.7 Monitoring of rules	Not applicable (Operator responsibility)
Standard 7 – Fair gambling	
7.1 Game fairness	Comply, subject to section **II. Observations** below
7.2. 'Play for Free' games	Not applicable (Operator responsibility)
7.3. Compensated or adaptive games	Comply
7.4. No forced game play	Comply
7.5. Auto-play	Not applicable (No auto-play)
7.6. Game control	Not applicable (Operator responsibility)
7.7. Incomplete games	Comply, subject to section **II. Observations** below
7.8. Game / website design	Comply
7.9. Poker / P2P games	Not applicable (This is a slot game)
7.10. Sports betting and integrity	Not applicable (This is a 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.	Operator responsibility

		iTech Labs has verified the presence of all game history elements and the accuracy aspect of the history (i.e. completed games are accurately recorded in the game history). Presentation (appearance) of game history to players is the licensee's responsibility.	
2.	**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 3.7.3** Applicable game rules and/or information should not be changed during a session unless adequate advance notification is given to customer. (e.g. where customers have incomplete games, etc). **RTOS 3.7.4** Applicable game rules and/or information should not be changed between a customer making a bet and the result of the bet being generated and calculated unless the customer was aware of the change before the bet was made. For jackpots, parameters should not be altered outside stated T&C"s once customer(s) have contributed to the jackpot. **RTOS 3.7.5** Changes to rules and pay tables should not be retrospective in their effect. Generally, and wherever possible, changes should be applied when the facility is inactive or deactivated and be readily apparent to any customer returning to a facility.	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Operator responsibility
5.	**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	Eyecon is a licensed game and software provider. It is the licensee's obligation to make sure these requirements are satisfied.	Operator responsibility

	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.		
6.	**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
7.	**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
8.	**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
9.	**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.

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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 a slot game)
OGSV Schedule 1 – 2	Not applicable (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	Comply
OGSV Schedule 1 – 7g	Comply
Schedule 1 – Reporting Requirements	
OGSV Schedule 1 – 8	Not applicable (Operator responsibility)
OGSV Schedule 1 – 9	
OGSV Schedule 1 – 9a	Not applicable (Operator responsibility)

OGSV Schedule 1 – 9b	Not applicable (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	Not applicable (Operator responsibility)
OGSV Schedule 1 – 11b	Not applicable (Operator responsibility)
OGSV Schedule 1 – 11c	Not applicable (Operator responsibility)
OGSV Schedule 1 – 11d	Not applicable (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 to Participants (agreed with the Commissioners from time to time).	Eyecon is a licensed game and software provider. It is the licensee's responsibility to make sure this requirement is satisfied.	Operator responsibility

III. Conditions

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

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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

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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, except 47.2 (b) as this is a platform related requirement
Part X – 48	Not applicable (Operator responsibility)
Third Schedule – Regulation 25 Technical Requirement for Gaming System	
Third Schedule – 1	
Third Schedule – 1a	Comply
Third Schedule – 1b	Not applicable (Operator responsibility)
Third Schedule – 2	Not applicable (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	Not applicable (Operator responsibility)
Third Schedule – 8	
Third Schedule – 8a	Not applicable (Operator responsibility)

Third Schedule – 8b	Not applicable (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	Not applicable (Operator responsibility)
Third Schedule – 10b	Not applicable (Operator responsibility)
Third Schedule – 10c	Not applicable (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 for testing)
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 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;
		Eyecon is a licensed game and software provider.
		It is the licensee's responsibility to make sure this requirement is satisfied.
			Operator responsibility

	(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.

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	Not applicable (Operator responsibility)
4.3.5 Mapping and Scaling Algorithms – sections vii, viii, ix and x	Not applicable (Not a game related requirement)
4.3.6 Information on Percentage Return to Player	Comply
4.4 Customer Game Session	Not applicable (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, 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 (No such features)
4.14 Winning Patterns	Not applicable (No such features)
4.15 Features	Not applicable (No such features)
4.16 Keno and Bingo Artwork Requirements	Not applicable (No such features)
4.17 Card Game Artwork Requirements	Not applicable (This is a slot game)
4.18 Gamble Option Artwork Standards	Not applicable (No such features)
4.19 Roulette	Not applicable (This is a slot game)
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	Comply
4.28 Peer to Peer (P2P) Games	Not applicable (This is a slot game)
4.29 Jackpots and Promotional Jackpots	Comply

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**	Eyecon is a licensed game and software provider.	Operator responsibility

	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.	It is the licensee's responsibility to make sure this requirement is satisfied.	
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: 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
8.	**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
9.	**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
10.	**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
11.	**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
12.	**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.	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

	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)
	    • Feature games
	    • Free games
	    • Gambles
	• Bonus wins		

III. Conditions

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