



Verification report: ITL2201351

EYECON ALDERNEY LIMITED

20 Games Certification Report

02 May 2023



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NATA is a signatory to the ILAC Mutual Recognition Arrangement for the mutual recognition of the equivalence of testing and inspection.

Accreditation number: 15690

Links for scope of accreditation: [ISO/IEC 17025](#) and [ISO/IEC 17020](#)

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I. General information

No.	Description	Details																																																																								
1.	Identification	20 Games																																																																								
2.	Verification body issuing the certificate (test house details)	iTech Labs Suite 24, 40 Montclair Ave Glen Waverley, VIC 3150, Australia URL: www.itechlabs.com E-mail: info@itechlabs.com Registration No: GRSGS1216492																																																																								
3.	Guidelines used for testing	Registrar’s Standards for Internet Gaming 2023-04-04																																																																								
4.	Target jurisdiction	Ontario																																																																								
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>Clover Rollover 2</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>2.</td><td>Fluffy Favourites</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>3.</td><td>Fireworks Frenzy</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>4.</td><td>Fluffy In Space</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>5.</td><td>White Wizard</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>6.</td><td>Enchanted Prince</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>7.</td><td>Fluffy Favourites Megaways</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>8.</td><td>Unicorn Bliss</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>9.</td><td>White Wizard Deluxe</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>10.</td><td>Fluffy Too</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>11.</td><td>Temple Of Iris</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>12.</td><td>Shaman's Dream 2</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>13.</td><td>Fluffy Favourites Fairground</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>14.</td><td>Lost Island</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>15.</td><td>99 Time</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>16.</td><td>Stampede</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>17.</td><td>Beat The Bobbies</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr></table>	No.	Game Name	Game Type	Channel	1.	Clover Rollover 2	Slot	HTML5 (PC + Mobile)	2.	Fluffy Favourites	Slot	HTML5 (PC + Mobile)	3.	Fireworks Frenzy	Slot	HTML5 (PC + Mobile)	4.	Fluffy In Space	Slot	HTML5 (PC + Mobile)	5.	White Wizard	Slot	HTML5 (PC + Mobile)	6.	Enchanted Prince	Slot	HTML5 (PC + Mobile)	7.	Fluffy Favourites Megaways	Slot	HTML5 (PC + Mobile)	8.	Unicorn Bliss	Slot	HTML5 (PC + Mobile)	9.	White Wizard Deluxe	Slot	HTML5 (PC + Mobile)	10.	Fluffy Too	Slot	HTML5 (PC + Mobile)	11.	Temple Of Iris	Slot	HTML5 (PC + Mobile)	12.	Shaman's Dream 2	Slot	HTML5 (PC + Mobile)	13.	Fluffy Favourites Fairground	Slot	HTML5 (PC + Mobile)	14.	Lost Island	Slot	HTML5 (PC + Mobile)	15.	99 Time	Slot	HTML5 (PC + Mobile)	16.	Stampede	Slot	HTML5 (PC + Mobile)	17.	Beat The Bobbies	Slot	HTML5 (PC + Mobile)
No.	Game Name	Game Type	Channel																																																																							
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17.	Beat The Bobbies	Slot	HTML5 (PC + Mobile)																																																																							

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		<table><tr><td>18.</td><td>Sugar Train</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>19.</td><td>Happy Birthday</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr><tr><td>20.</td><td>Secret Garden</td><td>Slot</td><td>HTML5 (PC + Mobile)</td></tr></table>	18.	Sugar Train	Slot	HTML5 (PC + Mobile)	19.	Happy Birthday	Slot	HTML5 (PC + Mobile)	20.	Secret Garden	Slot	HTML5 (PC + Mobile)
18.	Sugar Train	Slot	HTML5 (PC + Mobile)											
19.	Happy Birthday	Slot	HTML5 (PC + Mobile)											
20.	Secret Garden	Slot	HTML5 (PC + Mobile)											
6.	Type of the module tested	Casino Games												
7.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL URL: www.eyecon.com Contact: Robert Black (robert.black@eyecon.com)												
8.	Licensee details	Not applicable												
9.	Date of request for verification	23 March 2022												
10.	Date of completion	02 May 2023												
11.	Platform supplier	Testing was conducted on the test environment provided by EYECON ALDERNEY LIMITED												
12.	Platform version	Testing was conducted on the test environment provided by EYECON ALDERNEY LIMITED Version: 3.4.0												
13.	RNG used for testing	EYECON ALDERNEY LIMITED Random Number Generator (RNG) ITL2203053 Report REF: ITL2203053												
14.	Results	Passed all tests, except as specified in sections V, VI and VII												
15.	Other records	All 20 Games have not been previously certified for AGCO. All 20 Games have been previously certified for UK (please refer to Appendix A for details). The certification was conducted for PC and the following mobile devices: • iPhone XS Max (Browser: Safari) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy S10 (Browser: Chrome) • Samsung Galaxy Tab 4 (Browser: Chrome)												

II. Details of hardware

No.	Description	Details
1.	Produced by	Not applicable
2.	Identification of hardware	Not applicable



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III. Details of software components

No.	Description	Details																																																				
1.	Produced by	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL URL: www.eyecon.com Contact: Robert Black (robert.black@eyecon.com)																																																				
2.	Details of the software components	<table><tr><th>Game Name</th><th>Game Version Number</th><th>Game Engine</th><th>Game Client Version</th></tr><tr><td>Clover Rollover 2 WEB</td><td>3.0.2</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>4.2.2</td></tr><tr><td>Clover Rollover 2 WEB JP</td><td>3.0.2</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>4.2.2</td></tr><tr><td>Fluffy Favourites DH; MH</td><td>3.0.0</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.15 5.0.13</td></tr><tr><td>Fluffy Favourites DH JP; MH JP</td><td>3.0.2</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.15 5.0.13</td></tr><tr><td>Fireworks Frenzy DH; MH</td><td>3.0.0</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.17 5.0.14</td></tr><tr><td>Fireworks Frenzy JP</td><td>3.1.1</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.17 5.0.14</td></tr><tr><td>Fluffy In Space DH; MH</td><td>3.1.10</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.23 5.0.21</td></tr><tr><td>Fluffy In Space JP</td><td>3.1.10</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.23 5.0.21</td></tr><tr><td>White Wizard DH; MH</td><td>3.0.0</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>5.0.13 2.0.16</td></tr><tr><td>White Wizard JP</td><td>3.0.2</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>5.0.13 2.0.16</td></tr><tr><td>Enchanted Prince DH; MH</td><td>3.0.0</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.16 5.0.13</td></tr><tr><td>Enchanted Prince JP</td><td>3.0.1</td><td>carbine-game-engine-5.6.1-sources.jar</td><td>2.0.16 5.0.13</td></tr></table>	Game Name	Game Version Number	Game Engine	Game Client Version	Clover Rollover 2 WEB	3.0.2	carbine-game-engine-5.6.1-sources.jar	4.2.2	Clover Rollover 2 WEB JP	3.0.2	carbine-game-engine-5.6.1-sources.jar	4.2.2	Fluffy Favourites DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.15 5.0.13	Fluffy Favourites DH JP; MH JP	3.0.2	carbine-game-engine-5.6.1-sources.jar	2.0.15 5.0.13	Fireworks Frenzy DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.14	Fireworks Frenzy JP	3.1.1	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.14	Fluffy In Space DH; MH	3.1.10	carbine-game-engine-5.6.1-sources.jar	2.0.23 5.0.21	Fluffy In Space JP	3.1.10	carbine-game-engine-5.6.1-sources.jar	2.0.23 5.0.21	White Wizard DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	5.0.13 2.0.16	White Wizard JP	3.0.2	carbine-game-engine-5.6.1-sources.jar	5.0.13 2.0.16	Enchanted Prince DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.13	Enchanted Prince JP	3.0.1	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.13
Game Name	Game Version Number	Game Engine	Game Client Version																																																			
Clover Rollover 2 WEB	3.0.2	carbine-game-engine-5.6.1-sources.jar	4.2.2																																																			
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Fluffy Favourites DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.15 5.0.13																																																			
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Fireworks Frenzy DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.14																																																			
Fireworks Frenzy JP	3.1.1	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.14																																																			
Fluffy In Space DH; MH	3.1.10	carbine-game-engine-5.6.1-sources.jar	2.0.23 5.0.21																																																			
Fluffy In Space JP	3.1.10	carbine-game-engine-5.6.1-sources.jar	2.0.23 5.0.21																																																			
White Wizard DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	5.0.13 2.0.16																																																			
White Wizard JP	3.0.2	carbine-game-engine-5.6.1-sources.jar	5.0.13 2.0.16																																																			
Enchanted Prince DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.13																																																			
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		Fluffy Favourites Megaways WEB	1.0.3	carbine-game-engine-5.6.1-sources.jar	4.2.4
		Fluffy Favourites Megaways WEB JP	1.0.3	carbine-game-engine-5.6.1-sources.jar	4.2.4
		Unicorn Bliss DH; MH	0.0.0.12	carbine-game-engine-5.6.1-sources.jar	2.0.13 5.0.11
		Unicorn Bliss JP	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.13 5.0.11
		White Wizard Deluxe DH; MH	3.1.4	carbine-game-engine-5.6.1-sources.jar	2.0.12 5.0.9
		White Wizard Deluxe JP	3.1.1	carbine-game-engine-5.6.1-sources.jar	2.0.12 5.0.9
		Fluffy Too DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.13 5.0.12
		Fluffy Too DH JP, MH JP	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.13 5.0.12
		Temple Of Iris DH; MH	3.0.1	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.11
		Temple Of Iris DH JP; MH JP	3.0.2	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.11
		Shaman's Dream 2 WEB	1.0.0	carbine-game-engine-5.6.1-sources.jar	4.2.2
		Shaman's Dream 2 WEB JP	1.0.0	carbine-game-engine-5.6.1-sources.jar	4.2.2
		Fluffy Favourites Fairground DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.31
		Fluffy Favourites Fairground DH JP; MH JP	3.0.1	carbine-game-engine-5.6.1-sources.jar	2.0.16 5.0.31
		Lost Island DH; MH	0.0.0.9	carbine-game-engine-5.6.1-sources.jar	2.0.11 5.0.9
		Lost Island DH JP; MH JP	3.1.1	carbine-game-engine-5.6.1-sources.jar	2.0.11 5.0.9



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	99 Time DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.18
	99 Time DH JP; MH JP	3.0.2	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.18
	Stampede DH; MH	0.0.0.19	carbine-game-engine-5.6.1-sources.jar	2.0.14 5.0.11
	Stampede DH JP; MH JP	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.14 5.0.11
	Beat The Bobbies DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.20 5.0.18
	Beat The Bobbies DH JP; MH JP	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.20 5.0.18
	Sugar Train DH; MH	3.1.9	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.14
	Sugar Train DH JP; MH JP	3.1.12	carbine-game-engine-5.6.1-sources.jar	2.0.17 5.0.14
	Happy Birthday DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.13 5.0.14
	Happy Birthday DH JP; MH JP	3.1.5	carbine-game-engine-5.6.1-sources.jar	2.0.13 5.0.14
	Secret Garden DH; MH	3.0.0	carbine-game-engine-5.6.1-sources.jar	2.0.14 5.0.12
	Secret Garden DH JP; MH JP	3.1.0	carbine-game-engine-5.6.1-sources.jar	2.0.14 5.0.12
	Clover Rollover 2 WEB			
Front End		Rules		
com.eyecon.orion.games.slot-clover-rollover-2		carbine-slots_cloverRollover2_93_standard-config		
Version: 4.2.2		Version: 3.0.2		
9bb418ad7e5d88ba6ded2d0f9d3932a99b92689f		1b4432b66157b5d59be3715e0fba2ac534fc46f4		
Clover Rollover 2 WEB JP				



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		Front End	Rules
		com.eyecon.orion.games.slot-clover-rollover-2	carbine-slots_cloverRollover2_90_jackpot-config
		Version: 4.2.2	Version: 3.0.2
		9bb418ad7e5d88ba6ded2d0f9d3932a99b92689f	dd01e55d040159ad8a9b0ddd208092c58a00bfc9
		Fluffy Favourites DH	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-favourites	carbine-slots_fluffyFavourites_95_standard-config
		Version: 2.0.15	Version: 3.0.0
		e888c920004ca216b8a154522116818115e3efc3	dd64a27e4db3a4fe170f7569340ae6d66e046d8a
		Fluffy Favourites MH	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-favourites	carbine-slots_fluffyFavourites_95_standard-config
		Version: 5.0.13	Version: 3.0.0
		97b900b01fb10a2bd86c1592150e774c208bb5f8	dd64a27e4db3a4fe170f7569340ae6d66e046d8a
		Fluffy Favourites DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-favourites	carbine-slots_fluffyFavourites_90_jackpot-config
		Version: 2.0.15	Version: 3.0.2
		e888c920004ca216b8a154522116818115e3efc3	9482442a5dfc120d750e0b7870fbd414bb4a85cf
		Fluffy Favourites MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-favourites	carbine-slots_fluffyFavourites_90_jackpot-config
		Version: 5.0.13	Version: 3.0.2
		97b900b01fb10a2bd86c1592150e774c208bb5f8	9482442a5dfc120d750e0b7870fbd414bb4a85cf
		Fireworks Frenzy DH	
		Front End	Rules
		com.eyecon.lamington.slot-fireworks-frenzy	carbine-slots_fireworksFrenzy_95_standard-config
		Version: 2.0.17	Version: 3.0.0



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		4759935afa2c459baff696410a818fe11dc6d546	674fa73c9e4bd0e9110ae96c9454ceb492667ecd
		Fireworks Frenzy MH	
		Front End	Rules
		com.eyecon.tamborine.slot-fireworks-frenzy	carbine-slots_fireworksFrenzy_95_standard-config
		Version: 5.0.14	Version: 3.0.0
		3901785fb772a54ba9340da897c5ede73ffb0d01	674fa73c9e4bd0e9110ae96c9454ceb492667ecd
		Fireworks Frenzy DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-fireworks-frenzy	carbine-slots_fireworksFrenzy_90_jackpot-config
		Version: 2.0.17	Version: 3.1.1
		4759935afa2c459baff696410a818fe11dc6d546	7d5eabecfd32e908f23a86a145f8a54e04f28138
		Fireworks Frenzy MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-fireworks-frenzy	carbine-slots_fireworksFrenzy_90_jackpot-config
		Version: 5.0.14	Version: 3.1.1
		3901785fb772a54ba9340da897c5ede73ffb0d01	7d5eabecfd32e908f23a86a145f8a54e04f28138
		Fluffy In Space DH	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-in-space	carbine-slots_fluffyInSpace_96_standard-config
		Version: 2.0.23	Version: 3.1.10
		14a1eb56884dafd2974cfe6085d0169de1d9bc98	45f94c8eeaca66ff07e40696ef49439feb60f7a9
		Fluffy In Space MH	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-in-space	carbine-slots_fluffyInSpace_96_standard-config
		Version: 5.0.21	Version: 3.1.10
		8a5697954a799b28ec694aac46e0446bd0646b60	45f94c8eeaca66ff07e40696ef49439feb60f7a9
		Fluffy In Space DH JP	
		Front End	Rules



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com.eyecon.lamington.slot-fluffy-in-space	carbine-slots_fluffyInSpace_90_jackpot-config
Version: 2.0.23	Version: 3.1.10
14a1eb56884dafd2974cfe6085d0169de1d9bc98	96a2ee9ee7cb914bf1fcf47dc24ad7ad0e2bd59c

Fluffy In Space MH JP

Front End	Rules
com.eyecon.tamborine.slot-fluffy-in-space	carbine-slots_fluffyInSpace_90_jackpot-config
Version: 5.0.21	Version: 3.1.10
8a5697954a799b28ec694aac46e0446bd0646b60	96a2ee9ee7cb914bf1fcf47dc24ad7ad0e2bd59c

White Wizard MH

Front End	Rules
com.eyecon.tamborine.slot-white-wizard	carbine-slots_whiteWizard_95_standard-config
Version: 5.0.13	Version: 3.0.0
5055dd38683afeaecbd9699b13344c5eee0435cb	2c54ff0cb10a3865d0d505b84d3a41089fb5f6c9

White Wizard DH

Front End	Rules
com.eyecon.lamington.slot-white-wizard	carbine-slots_whiteWizard_95_standard-config
Version: 2.0.16	Version: 3.0.0
	2c54ff0cb10a3865d0d505b84d3a41089fb5f6c9

White Wizard MH JP

Front End	Rules
com.eyecon.tamborine.slot-white-wizard	carbine-slots_whiteWizard_90_jackpot-config
Version: 5.0.13	Version: 3.0.2



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Enchanted Prince DH	
Front End	Rules
com.eyecon.lamington.slot-enchanted-prince	carbine-slots_enchantedPrince_95_standard-config
Version: 2.0.16	Version: 3.0.0
9a1b38205df23432ebb9011908a9ec19abe5f114	13761d38a2fc1fe3fb39d08c612ca79e967c39ac
Enchanted Prince MH	
Front End	Rules
com.eyecon.tamborine.slot-enchanted-prince	carbine-slots_enchantedPrince_95_standard-config
Version: 5.0.13	Version: 3.0.0
e8f2ae056cab949510f57049e0400fe2a3c59efd	13761d38a2fc1fe3fb39d08c612ca79e967c39ac
Enchanted Prince DH JP	
Front End	Rules
com.eyecon.lamington.slot-enchanted-prince	carbine-slots_enchantedPrince_90_jackpot-config
Version: 2.0.16	Version: 3.0.1
9a1b38205df23432ebb9011908a9ec19abe5f114	063652e2709b0585aa979b03b3213372f2f96980
Enchanted Prince MH JP	
Front End	Rules
com.eyecon.tamborine.slot-enchanted-prince	carbine-slots_enchantedPrince_90_jackpot-config
Version: 5.0.13	Version: 3.0.1
e8f2ae056cab949510f57049e0400fe2a3c59efd	063652e2709b0585aa979b03b3213372f2f96980
Fluffy Favourites Megaways WEB	
Front End	Rules
com.eyecon.orion.games.slot-fluffy-favourites-megaways	carbine-slots_fluffyFavouritesMegaways_95_standard-config
Version: 4.2.4	Version: 1.0.3
578a238ab9047bf68cff2fa2f952de8f74804f13	e688f7d9c76f38f79c70999142a5f914f7cd184d
Fluffy Favourites Megaways WEB JP	
Front End	Rules
com.eyecon.orion.games.slot-fluffy-favourites-megaways	carbine-slots_fluffyFavouritesMegaways_90_jackpot-config

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		Version: 4.2.4		Version: 1.0.3			
		578a238ab9047bf68cff2fa2f952de8f74804f13		61634b124d24c97744aaea4ee9cb289a84808722			
		Unicorn Bliss DH					
		Front End		Rules			
		com.eyecon.lamington.slot-unicorn-bliss		carbine-slots_unicornBliss_95_standard-config			
		Version: 2.0.13		Version: 0.0.0.12			
		fd659c20a9df1ab6e6083caaaebb941ee1e37930		9023fb21f395c1fbf7700be983dcda2f3a072bb1			
		Unicorn Bliss MH					
		Front End		Rules			
		com.eyecon.tamborine.slot-unicorn-bliss		carbine-slots_unicornBliss_95_standard-config			
		Version: 5.0.11		Version: 0.0.0.12			
		d357016ed04720054d8e06c95b1b4526f2d2add8		9023fb21f395c1fbf7700be983dcda2f3a072bb1			
		Unicorn Bliss DH JP					
		Front End		Rules			
		com.eyecon.lamington.slot-unicorn-bliss		carbine-slots_unicornBliss_90_jackpot-config			
		Version: 2.0.13		Version: 3.0.0			
		fd659c20a9df1ab6e6083caaaebb941ee1e37930		19af52f93cc7194f1f3749d9c45c59974e27974c			
		Unicorn Bliss MH JP					
		Front End		Rules			
		com.eyecon.tamborine.slot-unicorn-bliss		carbine-slots_unicornBliss_90_jackpot-config			
		Version: 5.0.11		Version: 3.0.0			
		d357016ed04720054d8e06c95b1b4526f2d2add8		19af52f93cc7194f1f3749d9c45c59974e27974c			
		White Wizard Deluxe DH					
		Front End		Rules			
		com.eyecon.lamington.slot-white-wizard-deluxe		carbine-slots_whiteWizardDeluxe_95_standard-config			
		Version: 2.0.12		Version: 3.1.4			
		528537db5aaac30be654af7321962b2ae383c9d4		2d07411c678d6822ff4b25194b4b04e2eb31a3b0			
		White Wizard Deluxe MH					



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		Front End	Rules
		com.eyecon.tamborine.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_95_standard-config
		Version: 5.0.9	Version: 3.1.4
		3eeecbe399fbe9a95001bc4e539424025089bdaa	2d07411c678d6822ff4b25194b4b04e2eb31a3b0
		White Wizard Deluxe MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_92_jackpot-config
		Version: 5.0.9	Version: 3.1.1
		3eeecbe399fbe9a95001bc4e539424025089bdaa	9cae9aa8beabf49e938b6b38515ccd3109c5355
		White Wizard Deluxe DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-white-wizard-deluxe	carbine-slots_whiteWizardDeluxe_92_jackpot-config
		Version: 2.0.12	Version: 3.1.1
		528537db5aaac30be654af7321962b2ae383c9d4	9cae9aa8beabf49e938b6b38515ccd3109c5355
		Fluffy Too DH	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-too	carbine-slots_fluffyToo_95_standard-config
		Version: 2.0.13	Version: 3.0.0
		a69a19c39b3d6f9cb81a268a65321a467ff6ef24	388f1d4c256390fcac55ce894b25c2b2a846051b
		Fluffy Too MH	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-too	carbine-slots_fluffyToo_95_standard-config
		Version: 5.0.12	Version: 3.0.0
		e58399d677c988ade8dc61aa8ddb8800dc9f7086	388f1d4c256390fcac55ce894b25c2b2a846051b
		Fluffy Too DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-too	carbine-slots_fluffyToo_90_jackpot-config
		Version: 2.0.13	Version: 3.0.0
		a69a19c39b3d6f9cb81a268a65321a467ff6ef24	f2108f011a5148001cdd2050680d113e2c45e43c



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		Fluffy Too MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-too	carbine-slots_fluffyToo_90_jackpot-config
		Version: 5.0.12	Version: 3.0.0
		e58399d677c988ade8dc61aa8ddb8800dc9f7086	f2108f011a5148001cdd2050680d113e2c45e43c
		Temple Of Iris DH	
		Front End	Rules
		com.eyecon.lamington.slot-temple-of-isis	carbine-slots_templeOfIris_95_standard-config
		Version: 2.0.16	Version: 3.0.1
		f864e961a86db31eb3a293a652b3f74d88b041be	cbfb55facb7fbf2df5080d178934666ddaf25be8
		Temple Of Iris MH	
		Front End	Rules
		com.eyecon.tamborine.slot-temple-of-isis	carbine-slots_templeOfIris_95_standard-config
		Version: 5.0.11	Version: 3.0.1
		cede773ef47a8f72dae7919154b7bc6929800275	cbfb55facb7fbf2df5080d178934666ddaf25be8
		Temple Of Iris DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-temple-of-isis	carbine-slots_templeOfIris_90_jackpot-config
		Version: 2.0.16	Version: 3.0.2
		f864e961a86db31eb3a293a652b3f74d88b041be	a4f22717648c2b117fb097a21bd45e77bf87c830
		Temple Of Iris MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-temple-of-isis	carbine-slots_templeOfIris_90_jackpot-config
		Version: 5.0.11	Version: 3.0.2
		cede773ef47a8f72dae7919154b7bc6929800275	a4f22717648c2b117fb097a21bd45e77bf87c830
		Shaman's Dream 2 WEB	
		Front End	Rules
		com.eyecon.orion.games.slot-shamans-dream-2	carbine-slots_shamansDream2_95_standard-config
		Version: 4.2.2	Version: 1.0.0



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		2284dc5b6757eb06ac2c8f315ff8914663520221	813a3f6986fe10e782a3cc7834da22b8418df545
		Shaman's Dream 2 WEB JP	
		Front End	Rules
		com.eyecon.orion.games.slot-shamans-dream-2	carbine-slots_shamansDream2_90_jackpot-config
		Version: 4.2.2	Version: 1.0.0
		2284dc5b6757eb06ac2c8f315ff8914663520221	ca3d1cf8a0aac734a53a53a1d61f5f2fc615ac21
		Fluffy Favourites Fairground DH	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-favourites-fairground	carbine-slots_fluffyFavouritesFairground_95_standard-config
		Version: 2.0.16	Version: 3.0.0
		f25c32a099290e9c90514dc8074caf312abc8238	5d34ea4fcbd878fe03686fd702b339a2cdd23f71
		Fluffy Favourites Fairground DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-fluffy-favourites-fairground	carbine-slots_fluffyFavouritesFairground_90_jackpot-config
		Version: 2.0.16	Version: 3.0.1
		f25c32a099290e9c90514dc8074caf312abc8238	9f3793e1ad570d13ef5ce2aeadc8486fb286ee8c
		Fluffy Favourites Fairground MH	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-favourites-fairground	carbine-slots_fluffyFavouritesFairground_95_standard-config
		Version: 5.0.31	Version: 3.0.0
		0fe6779c830a11f10434c13c41cce815726fd524	5d34ea4fcbd878fe03686fd702b339a2cdd23f71
		Fluffy Favourites Fairground MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-fluffy-favourites-fairground	carbine-slots_fluffyFavouritesFairground_90_jackpot-config
		Version: 5.0.31	Version: 3.0.1
		0fe6779c830a11f10434c13c41cce815726fd524	9f3793e1ad570d13ef5ce2aeadc8486fb286ee8c
		Lost Island DH	
		Front End	Rules



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		com.eyecon.lamington.slot-lost-island	carbine-slots_lostIsland_95_standard-config
		Version: 2.0.11	Version: 0.0.0.9
		853b500f079ec0c301148432522ff8fd4ae97943	d424610952fe2bde406246d5360c28a912ce4cd9
		Lost Island MH	
		Front End	Rules
		com.eyecon.tamborine.slot-lost-island	carbine-slots_lostIsland_95_standard-config
		Version: 5.0.9	Version: 0.0.0.9
		9314f347d8049d0219476f81ec87e83537941f2e	d424610952fe2bde406246d5360c28a912ce4cd9
		Lost Island DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-lost-island	carbine-slots_lostIsland_90_jackpot-config
		Version: 2.0.11	Version: 3.1.1
		853b500f079ec0c301148432522ff8fd4ae97943	e386be332164e1d07a50202685269eb1af41e360
		Lost Island MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-lost-island	carbine-slots_lostIsland_90_jackpot-config
		Version: 5.0.9	Version: 3.1.1
		9314f347d8049d0219476f81ec87e83537941f2e	e386be332164e1d07a50202685269eb1af41e360
		99 Time DH	
		Front End	Rules
		com.eyecon.lamington.slot-99-time	carbine-slots_99Time_95_standard-config
		Version: 2.0.17	Version: 3.0.0
		7648025efa34bbcafd263b4d72dddc3833cb656	866cf6e33783bb67502570599d2fa5bea3e583f6
		99 Time MH	
		Front End	Rules
		com.eyecon.tamborine.slot-99-time	carbine-slots_99Time_95_standard-config
		Version: 5.0.18	Version: 3.0.0
		dae9542ae69a13b2e693324cf12b35209f4203ae	866cf6e33783bb67502570599d2fa5bea3e583f6
		99 Time DH JP	
		Front End	Rules



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		com.eyecon.lamington.slot-99-time	carbine-slots_99Time_90_jackpot-config
		Version: 2.0.17	Version: 3.0.2
		7648025efa34bbcafd263b4d72dddc3833cb656	4ea1fd3c022db85b853b5fbeeafa19cb817feba96
		99 Time MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-99-time	carbine-slots_99Time_90_jackpot-config
		Version: 5.0.18	Version: 3.0.2
		dae9542ae69a13b2e693324cf12b35209f4203ae	4ea1fd3c022db85b853b5fbeeafa19cb817feba96
		Stampede DH	
		Front End	Rules
		com.eyecon.lamington.slot-stampede	carbine-slots_stampede_95_standard-config
		Version: 2.0.14	Version: 0.0.0.19
		8723a2dd9e9397041884cbc3c0601c8fc3913567	46e6b0c695ec53ed73c85fbe438bf3b3e3db1bce
		Stampede MH	
		Front End	Rules
		com.eyecon.tamborine.slot-stampede	carbine-slots_stampede_95_standard-config
		Version: 5.0.11	Version: 0.0.0.19
		3edfc44095ea5c0b9cabcf403c554ea755ac4721	46e6b0c695ec53ed73c85fbe438bf3b3e3db1bce
		Stampede DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-stampede	carbine-slots_stampede_90_jackpot-config
		Version: 2.0.14	Version: 3.0.0
		8723a2dd9e9397041884cbc3c0601c8fc3913567	36540602abbd5e0d0fabeecfc84b9eff972ebe19
		Stampede MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-stampede	carbine-slots_stampede_90_jackpot-config
		Version: 5.0.11	Version: 3.0.0
		3edfc44095ea5c0b9cabcf403c554ea755ac4721	36540602abbd5e0d0fabeecfc84b9eff972ebe19
		Beat The Bobbies DH	
		Front End	Rules



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		com.eyecon.lamington.slot-beat-the-bobbies	carbine-slots_beatTheBobbies_95_standard-config
		Version: 2.0.20	Version: 3.0.0
		b4bfa6fc6ed71a7b8d7db005c023db5ba40b827b	cdc9b7f2b5a1ef98fceb1b0f7aa3c5b3d542ba3a
		Beat The Bobbies MH	
		Front End	Rules
		com.eyecon.tamborine.slot-beat-the-bobbies	carbine-slots_beatTheBobbies_95_standard-config
		Version: 5.0.18	Version: 3.0.0
		ac836e72e90a4b602090d0863eb938a92c7f324b	cdc9b7f2b5a1ef98fceb1b0f7aa3c5b3d542ba3a
		Beat The Bobbies DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-beat-the-bobbies	carbine-slots_beatTheBobbies_90_jackpot-config
		Version: 2.0.20	Version: 3.0.0
		b4bfa6fc6ed71a7b8d7db005c023db5ba40b827b	c14cdead4534448ebd50b0e38dce9f2cf88ddbde
		Beat The Bobbies MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-beat-the-bobbies	carbine-slots_beatTheBobbies_90_jackpot-
		Version: 5.0.18	Version: 3.0.0
		ac836e72e90a4b602090d0863eb938a92c7f324b	c14cdead4534448ebd50b0e38dce9f2cf88ddbde
		Sugar Train DH	
		Front End	Rules
		com.eyecon.lamington.slot-sugar-train	carbine-slots_sugarTrain_95_standard-config
		Version: 2.0.17	Version: 3.1.9
		7c27347726649441bcb11f34de4a0abfcb768d5	649c1ca413a34510e8afb0d630ea92cc1b95ad98
		Sugar Train MH	
		Front End	Rules
		com.eyecon.tamborine.slot-sugar-train	carbine-slots_sugarTrain_95_standard-config
		Version: 5.0.14	Version: 3.1.9
		b4e2ed4af3722ef11c028328d48b8bbd57df17b9	649c1ca413a34510e8afb0d630ea92cc1b95ad98



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		Sugar Train DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-sugar-train	carbine-slots_sugarTrain_90_jackpot-config
		Version: 2.0.17	Version: 3.1.12
		7c27347726649441bcbb11f34de4a0abfcb768d5	0d205027338cd20394235e65b15fb73b783af2f
		Sugar Train MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-sugar-train	carbine-slots_sugarTrain_90_jackpot-config
		Version: 5.0.14	Version: 3.1.12
		b4e2ed4af3722ef11c028328d48b8bbd57df17b9	0d205027338cd20394235e65b15fb73b783af2f
		Happy Birthday DH	
		Front End	Rules
		com.eyecon.lamington.slot-happy-birthday	carbine-slots_happyBirthday_95_standard-config
		Version: 2.0.13	Version: 3.0.0
		c749b65204c69182ede4c0651f7140af01d9f707	d6dc809435d004d0b373a19ae1dd0d0e4f37815a
		Happy Birthday MH	
		Front End	Rules
		com.eyecon.tamborine.slot-happy-birthday	carbine-slots_happyBirthday_95_standard-config
		Version: 5.0.14	Version: 3.0.0
		e8eccef41183c4fcb0bcb479b9a4aa0ee027821a	d6dc809435d004d0b373a19ae1dd0d0e4f37815a
		Happy Birthday DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-happy-birthday	carbine-slots_happyBirthday_90_jackpot-config
		Version: 2.0.13	Version: 3.1.5
		c749b65204c69182ede4c0651f7140af01d9f707	9544d38609d41c46fc66312dc074713a9eb794b8
		Happy Birthday MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-happy-birthday	carbine-slots_happyBirthday_90_jackpot-config
		Version: 5.0.14	Version: 3.1.5



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		e8eccef41183c4fcb0bcb479b9a4aa0ee027821a	9544d38609d41c46fc66312dc074713a9eb794b8
		Secret Garden DH	
		Front End	Rules
		com.eyecon.lamington.slot-secret-garden	carbine-slots_secretGarden_95_standard-config
		Version: 2.0.14	Version: 3.0.0
		47cf9474f921a0a840a8518197ed456f52579ab6	fb004877251aff3425240f319a4480aa0e467448
		Secret Garden MH	
		Front End	Rules
		com.eyecon.tamborine.slot-secret-garden	carbine-slots_secretGarden_95_standard-config
		Version: 5.0.12	Version: 3.0.0
		541bee100f1292ecaefe03d50e7bcb989e4348bc	fb004877251aff3425240f319a4480aa0e467448
		Secret Garden DH JP	
		Front End	Rules
		com.eyecon.lamington.slot-secret-garden	carbine-slots_secretGarden_90_jackpot-config
		Version: 2.0.14	Version: 3.1.0
		47cf9474f921a0a840a8518197ed456f52579ab6	e887fae721b2bcc7156e5d51147b8c3406c7d6e3
		Secret Garden MH JP	
		Front End	Rules
		com.eyecon.tamborine.slot-secret-garden	carbine-slots_secretGarden_90_jackpot-config
		Version: 5.0.12	Version: 3.1.0
		541bee100f1292ecaefe03d50e7bcb989e4348bc	e887fae721b2bcc7156e5d51147b8c3406c7d6e3
		Clover Rollover 2 WEB	
		Game Name	File Name
		Clover Rollover 2	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_cloverRollover2_93_standard-3.0.2-config.jar
			carbine-slots_cloverRollover2_93_standard-3.0.2.json
Clover Rollover 2 WEB JP			
Game Name		File Name	

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		Clover Rollover 2	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java

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			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_cloverRollover2_90_jackpot-3.0.2-config.jar
			carbine-slots_cloverRollover2_90_jackpot-3.0.2.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Fluffy Favourites DH	
		Game Name	File Name
		Fluffy Favourites	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java

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			ReactorGameAudit.java	
			ReactorGameCounterUpdateMessage.java	
			ReactorGameLevelState.java	
			SlotGameVariableConfigurationImpl.java	
			SymbolHoldSpinGame.java	
			SymbolHoldSpinRuleImpl.java	
			SymbolHoldSpinScreenEvaluator.java	
			SymbolHoldTriggerEvaluator.java	
			SymbolSwapSpinShapeEvaluator.java	
			SymbolSwapSpinTriggerEvaluator.java	
			carbine-slots_fluffyFavourites_95_standard-3.0.0-config.jar	
			carbine-slots_fluffyFavourites_95_standard-3.0.0.json	
			Fluffy Favourites MH	

Game Name	File Name
Fluffy Favourites	carbine-game-engine-5.6.1-sources.jar
	EvaluationChain.java
	ReelSymbolExpander.java
	CountSymbolEvaluator.java
	LinesWinMultiPatterEvaluator.java
	PatternMatchingEvaluator.java
	PrizeLinePatternMatchingEvaluator.java
	RebetsLineWinPatternMatchingEvaluator.java
	DisplayGenerator.java
	RebetDetailBuilder.java
	RebetEvaluator.java
	ReelStripGenerator.java
	ResetRebetEvaluator.java
	PrizeLineTriggerEvaluator.java
	TriggerRandomMultiplierEvaluator.java
	CarbineGame.java
	CarbineGameComponent.java
	GameWinsCalculatorImpl.java
	PrizeMultiplier.java
	RetriggerCount.java
	EyeconSpinGameRules.java
	Multiplier.java
	RngSequences.java
	ReactorGameMessage.java
	ReactorGameMode.java



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			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyFavourites_95_standard-3.0.0-config.jar
			carbine-slots_fluffyFavourites_95_standard-3.0.0.json
			Fluffy Favourites DH JP
Game Name	File Name		
Fluffy Favourites	carbine-game-engine-5.6.1-sources.jar		
	EvaluationChain.java		
	ReelSymbolExpander.java		
	CountSymbolEvaluator.java		
	LinesWinMultiPatterEvaluator.java		
	PatternMatchingEvaluator.java		
	PrizeLinePatternMatchingEvaluator.java		
	RebetsLineWinPatternMatchingEvaluator.java		
	DisplayGenerator.java		
	RebetDetailBuilder.java		
	RebetEvaluator.java		
	ReelStripGenerator.java		
	ResetRebetEvaluator.java		
	PrizeLineTriggerEvaluator.java		
	TriggerRandomMultiplierEvaluator.java		
	CarbineGame.java		
	CarbineGameComponent.java		
	GameWinsCalculatorImpl.java		



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			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyFavourites_90_jackpot-3.0.2-config.jar
			carbine-slots_fluffyFavourites_90_jackpot-3.0.2.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Fluffy Favourites MH JP	
		Game Name	File Name
		Fluffy Favourites	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java



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	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
	ReactorGameMessage.java
	ReactorGameMode.java
	ReactorGameRules.java
	ReactorGameState.java
	ResultType.java
	WinRejector.java
	ReactorGrid.java
	ConditionalWinResult.java
	ReactorGame.java
	ReactorGameAudit.java
	ReactorGameCounterUpdateMessage.java
	ReactorGameLevelState.java
	SlotGameVariableConfigurationImpl.java
	SymbolHoldSpinGame.java
	SymbolHoldSpinRuleImpl.java
	SymbolHoldSpinScreenEvaluator.java
	SymbolHoldTriggerEvaluator.java
	SymbolSwapSpinShapeEvaluator.java
	SymbolSwapSpinTriggerEvaluator.java
	carbine-slots_fluffyFavourites_90_jackpot-3.0.2-config.jar
	carbine-slots_fluffyFavourites_90_jackpot-3.0.2.json
	MysteryPoolImpl.java
	ProbabilityPoolImpl.java

Fireworks Frenzy DH

Game Name

File Name



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java

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			carbine-slots_fireworksFrenzy_95_standard-3.0.0-config.jar
			carbine-slots_fireworksFrenzy_95_standard-3.0.0.json
		Fireworks Frenzy MH	
		Game Name	File Name
		Fireworks Frenzy	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java



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			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fireworksFrenzy_95_standard-3.0.0-config.jar
			carbine-slots_fireworksFrenzy_95_standard-3.0.0.json
		Fireworks Frenzy DH JP	
		Game Name	File Name
		Fireworks Frenzy	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java



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			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_fireworksFrenzy_90_jackpot-3.1.1-config.jar		
			carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Fireworks Frenzy MH JP		
		Game Name	File Name		
		Fireworks Frenzy	carbine-game-engine-5.6.1-sources.jar		
			EvaluationChain.java		
			ReelSymbolExpander.java		
			CountSymbolEvaluator.java		
			LinesWinMultiPatterEvaluator.java		
			PatternMatchingEvaluator.java		
			PrizeLinePatternMatchingEvaluator.java		
			RebetsLineWinPatternMatchingEvaluator.java		
			DisplayGenerator.java		
			RebetDetailBuilder.java		
			RebetEvaluator.java		
			ReelStripGenerator.java		
			ResetRebetEvaluator.java		
			PrizeLineTriggerEvaluator.java		
			TriggerRandomMultiplierEvaluator.java		
			CarbineGame.java		
			CarbineGameComponent.java		
			GameWinsCalculatorImpl.java		
			PrizeMultiplier.java		



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			RetriggerCount.java		
			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_fireworksFrenzy_90_jackpot-3.1.1-config.jar		
			carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Fluffy In Space DH		
			Game Name	File Name	
			Fluffy In Space	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
				LinesWinMultiPatterEvaluator.java	
				PatternMatchingEvaluator.java	
				PrizeLinePatternMatchingEvaluator.java	
				RebetsLineWinPatternMatchingEvaluator.java	
				DisplayGenerator.java	
				RebetDetailBuilder.java	



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyInSpace_96_standard-3.1.10-config.jar
			carbine-slots_fluffyInSpace_96_standard-3.1.10.json



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		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
		ReactorGameMessage.java
		ReactorGameMode.java
		ReactorGameRules.java
		ReactorGameState.java
		ResultType.java
		WinRejector.java
		ReactorGrid.java
		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_fluffyInSpace_96_standard-3.1.10-config.jar
		carbine-slots_fluffyInSpace_96_standard-3.1.10.json



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Fluffy In Space DH JP		
	Fluffy In Space	Game Name
		File Name
		carbine-game-engine-5.6.1-sources.jar
		EvaluationChain.java
		ReelSymbolExpander.java
		CountSymbolEvaluator.java
		LinesWinMultiPatterEvaluator.java
		PatternMatchingEvaluator.java
		PrizeLinePatternMatchingEvaluator.java
		RebetsLineWinPatternMatchingEvaluator.java
		DisplayGenerator.java
		RebetDetailBuilder.java
		RebetEvaluator.java
		ReelStripGenerator.java
		ResetRebetEvaluator.java
		PrizeLineTriggerEvaluator.java
		TriggerRandomMultiplierEvaluator.java
		CarbineGame.java
		CarbineGameComponent.java
		GameWinsCalculatorImpl.java
		PrizeMultiplier.java
		RetriggerCount.java
		EyeconSpinGameRules.java
		Multiplier.java
		RngSequences.java
		ReactorGameMessage.java
		ReactorGameMode.java
		ReactorGameRules.java
		ReactorGameState.java
		ResultType.java
		WinRejector.java
		ReactorGrid.java
		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java

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			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyInSpace_90_jackpot-3.1.10-config.jar
			carbine-slots_fluffyInSpace_90_jackpot-3.1.10.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Fluffy In Space MH JP	
		Game Name	File Name
		Fluffy In Space	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java



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			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyInSpace_90_jackpot-3.1.10-config.jar
			carbine-slots_fluffyInSpace_90_jackpot-3.1.10.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		White Wizard DH	
		Game Name	File Name
		White Wizard	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java

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			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_whiteWizard_95_standard-3.0.0-config.jar		
			carbine-slots_whiteWizard_95_standard-3.0.0.json		
			White Wizard MH		
			Game Name	File Name	
			White Wizard	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
ReelSymbolExpander.java					
CountSymbolEvaluator.java					
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					
ResetRebetEvaluator.java					



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			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_whiteWizard_95_standard-3.0.0-config.jar
			carbine-slots_whiteWizard_95_standard-3.0.0.json
		White Wizard DH JP	
		Game Name	File Name
		White Wizard	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_whiteWizard_90_jackpot-3.0.2-config.jar
			carbine-slots_whiteWizard_90_jackpot-3.0.2.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java

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		White Wizard MH JP	
		Game Name	File Name
		White Wizard	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java



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			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_whiteWizard_90_jackpot-3.0.2-config.jar
			carbine-slots_whiteWizard_90_jackpot-3.0.2.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Enchanted Prince DH	
		Game Name	File Name
		Enchanted Prince	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java



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		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_enchantedPrince_95_standard-3.0.0-config.jar
		carbine-slots_enchantedPrince_95_standard-3.0.0.json
		Enchanted Prince MH
Game Name	File Name	
Enchanted Prince	carbine-game-engine-5.6.1-sources.jar	
	EvaluationChain.java	
	ReelSymbolExpander.java	
	CountSymbolEvaluator.java	
	LinesWinMultiPatterEvaluator.java	
	PatternMatchingEvaluator.java	
	PrizeLinePatternMatchingEvaluator.java	
	RebetsLineWinPatternMatchingEvaluator.java	
	DisplayGenerator.java	
	RebetDetailBuilder.java	
	RebetEvaluator.java	
	ReelStripGenerator.java	
	ResetRebetEvaluator.java	
	PrizeLineTriggerEvaluator.java	
	TriggerRandomMultiplierEvaluator.java	
	CarbineGame.java	
	CarbineGameComponent.java	
	GameWinsCalculatorImpl.java	
	PrizeMultiplier.java	
	RetriggerCount.java	
	EyeconSpinGameRules.java	
	Multiplier.java	



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			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_enchantedPrince_95_standard-3.0.0-config.jar		
			carbine-slots_enchantedPrince_95_standard-3.0.0.json		
			Enchanted Prince DH JP		
			Game Name	File Name	
			Enchanted Prince	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
CountSymbolEvaluator.java					
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					
ResetRebetEvaluator.java					
PrizeLineTriggerEvaluator.java					

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			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_enchantedPrince_90_jackpot-3.0.1-config.jar
			carbine-slots_enchantedPrince_90_jackpot-3.0.1.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Enchanted Prince MH JP	
		Game Name	File Name
		Enchanted Prince	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java



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		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
		ReactorGameMessage.java
		ReactorGameMode.java
		ReactorGameRules.java
		ReactorGameState.java
		ResultType.java
		WinRejector.java
		ReactorGrid.java
		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_enchantedPrince_90_jackpot-3.0.1-config.jar
		carbine-slots_enchantedPrince_90_jackpot-3.0.1.json
		MysteryPoolImpl.java
		ProbabilityPoolImpl.java



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Fluffy Favourites Megaways WEB		
Game Name	File Name	
Fluffy Favourites Megaways	carbine-game-engine-5.6.1-sources.jar	
	EvaluationChain.java	
	ReelSymbolExpander.java	
	CountSymbolEvaluator.java	
	LinesWinMultiPatterEvaluator.java	
	PatternMatchingEvaluator.java	
	PrizeLinePatternMatchingEvaluator.java	
	RebetsLineWinPatternMatchingEvaluator.java	
	DisplayGenerator.java	
	RebetDetailBuilder.java	
	RebetEvaluator.java	
	ReelStripGenerator.java	
	ResetRebetEvaluator.java	
	PrizeLineTriggerEvaluator.java	
	TriggerRandomMultiplierEvaluator.java	
	CarbineGame.java	
	CarbineGameComponent.java	
	GameWinsCalculatorImpl.java	
	PrizeMultiplier.java	
	RetriggerCount.java	
	EyeconSpinGameRules.java	
	Multiplier.java	
	RngSequences.java	
	ReactorGameMessage.java	
	ReactorGameMode.java	
	ReactorGameRules.java	
	ReactorGameState.java	
	ResultType.java	
	WinRejector.java	
	ReactorGrid.java	
	ConditionalWinResult.java	
	ReactorGame.java	
	ReactorGameAudit.java	
	ReactorGameCounterUpdateMessage.java	
	ReactorGameLevelState.java	
	SlotGameVariableConfigurationImpl.java	
	SymbolHoldSpinGame.java	
	SymbolHoldSpinRuleImpl.java	

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			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3-config.jar
			carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3.json
		Fluffy Favourites Megaways WEB JP	
		Game Name	File Name
		Fluffy Favourites Megaways	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java



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			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3-config.jar		
			carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Unicorn Bliss DH		
			Game Name	File Name	
Unicorn Bliss	carbine-game-engine-5.6.1-sources.jar				
	EvaluationChain.java				
	ReelSymbolExpander.java				
	CountSymbolEvaluator.java				
	LinesWinMultiPatterEvaluator.java				
	PatternMatchingEvaluator.java				
	PrizeLinePatternMatchingEvaluator.java				
	RebetsLineWinPatternMatchingEvaluator.java				
	a				
	DisplayGenerator.java				
	RebetDetailBuilder.java				
	RebetEvaluator.java				
	ReelStripGenerator.java				
	ResetRebetEvaluator.java				
	PrizeLineTriggerEvaluator.java				
	TriggerRandomMultiplierEvaluator.java				
	CarbineGame.java				
	CarbineGameComponent.java				
GameWinsCalculatorImpl.java					



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			PrizeMultiplier.java		
			RetriggerCount.java		
			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_unicornBliss_95_standard-0.0.0.12-config.jar		
			carbine-slots_unicornBliss_95_standard-0.0.0.12.json		
			Unicorn Bliss MH		
			Game Name	File Name	
			Unicorn Bliss	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
				LinesWinMultiPatterEvaluator.java	
				PatternMatchingEvaluator.java	
				PrizeLinePatternMatchingEvaluator.java	
				RebetsLineWinPatternMatchingEvaluator.java	
				DisplayGenerator.java	
				RebetDetailBuilder.java	
				RebetEvaluator.java	



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			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_unicornBliss_95_standard-0.0.0.12-config.jar
			carbine-slots_unicornBliss_95_standard-0.0.0.12.json
Unicorn Bliss DH JP			
		Game Name	File Name
		Unicorn Bliss	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java

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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_unicornBliss_90_jackpot-3.0.0-config.jar
			carbine-slots_unicornBliss_90_jackpot-3.0.0.json
			MysteryPoolImpl.java

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		ProbabilityPoolImpl.java
		Unicorn Bliss MH JP
	Game Name	File Name
	Unicorn Bliss	carbine-game-engine-5.6.1-sources.jar
		EvaluationChain.java
		ReelSymbolExpander.java
		CountSymbolEvaluator.java
		LinesWinMultiPatterEvaluator.java
		PatternMatchingEvaluator.java
		PrizeLinePatternMatchingEvaluator.java
		RebetsLineWinPatternMatchingEvaluator.java
		DisplayGenerator.java
		RebetDetailBuilder.java
		RebetEvaluator.java
		ReelStripGenerator.java
		ResetRebetEvaluator.java
		PrizeLineTriggerEvaluator.java
		TriggerRandomMultiplierEvaluator.java
		CarbineGame.java
		CarbineGameComponent.java
		GameWinsCalculatorImpl.java
		PrizeMultiplier.java
		RetriggerCount.java
		EyeconSpinGameRules.java
		Multiplier.java
		RngSequences.java
		ReactorGameMessage.java
		ReactorGameMode.java
		ReactorGameRules.java
		ReactorGameState.java
		ResultType.java
		WinRejector.java
		ReactorGrid.java
		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java

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			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_unicornBliss_90_jackpot-3.0.0-config.jar
			carbine-slots_unicornBliss_90_jackpot-3.0.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		White Wizard Deluxe DH	
		Game Name	File Name
		White Wizard Deluxe	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java



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			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar		
			carbine-slots_whiteWizardDeluxe_95_standard-3.1.4.json		
			White Wizard Deluxe MH		
			Game Name	File Name	
			White Wizard Deluxe	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
ReelSymbolExpander.java					
CountSymbolEvaluator.java					
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					
ResetRebetEvaluator.java					
PrizeLineTriggerEvaluator.java					
TriggerRandomMultiplierEvaluator.java					
CarbineGame.java					
CarbineGameComponent.java					
GameWinsCalculatorImpl.java					
PrizeMultiplier.java					
RetriggerCount.java					



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			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar		
			carbine-slots_whiteWizardDeluxe_95_standard-3.1.4.json		
			White Wizard Deluxe DH JP		
			Game Name	File Name	
			White Wizard Deluxe	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
				LinesWinMultiPatterEvaluator.java	
				PatternMatchingEvaluator.java	
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					

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			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1-config.jar
			carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
White Wizard Deluxe MH JP			
Game Name	File Name		
White Wizard Deluxe	carbine-game-engine-5.6.1-sources.jar		
	EvaluationChain.java		



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java



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			carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1-config.jar
			carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Fluffy Too DH	
		Game Name	File Name
		Fluffy Too	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java



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			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyToo_95_standard-3.0.0-config.jar
			carbine-slots_fluffyToo_95_standard-3.0.0.json
		Fluffy Too MH	
		Game Name	File Name
		Fluffy Too	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java



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			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyToo_95_standard-3.0.0-config.jar
			carbine-slots_fluffyToo_95_standard-3.0.0.json
		Fluffy Too DH JP	
		Game Name	File Name
		Fluffy Too	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java



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			PrizeMultiplier.java		
			RetriggerCount.java		
			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_fluffyToo_90_jackpot-3.0.0-config.jar		
			carbine-slots_fluffyToo_90_jackpot-3.0.0.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Fluffy Too MH JP		
			Game Name	File Name	
			Fluffy Too	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
				LinesWinMultiPatterEvaluator.java	
				PatternMatchingEvaluator.java	
				PrizeLinePatternMatchingEvaluator.java	
				RebetsLineWinPatternMatchingEvaluator.java	
				DisplayGenerator.java	



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyToo_90_jackpot-3.0.0-config.jar
			carbine-slots_fluffyToo_90_jackpot-3.0.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Temple Of Iris DH	
		Game Name	File Name
		Temple Of Iris	carbine-game-engine-5.6.1-sources.jar



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java

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			carbine-slots_templeOfIris_95_standard-3.0.1-config.jar	
			carbine-slots_templeOfIris_95_standard-3.0.1.json	
		Temple Of Iris MH		
		Game Name	File Name	
		Temple Of Iris	carbine-game-engine-5.6.1-sources.jar	
			EvaluationChain.java	
			ReelSymbolExpander.java	
			CountSymbolEvaluator.java	
			LinesWinMultiPatterEvaluator.java	
			PatternMatchingEvaluator.java	
			PrizeLinePatternMatchingEvaluator.java	
			RebetsLineWinPatternMatchingEvaluator.java	
			DisplayGenerator.java	
			RebetDetailBuilder.java	
			RebetEvaluator.java	
			ReelStripGenerator.java	
			ResetRebetEvaluator.java	
			PrizeLineTriggerEvaluator.java	
			TriggerRandomMultiplierEvaluator.java	
			CarbineGame.java	
			CarbineGameComponent.java	
			GameWinsCalculatorImpl.java	
			PrizeMultiplier.java	
			RetriggerCount.java	
			EyeconSpinGameRules.java	
			Multiplier.java	
			RngSequences.java	
			ReactorGameMessage.java	
			ReactorGameMode.java	
			ReactorGameRules.java	
			ReactorGameState.java	
			ResultType.java	
			WinRejector.java	
			ReactorGrid.java	
			ConditionalWinResult.java	
			ReactorGame.java	
ReactorGameAudit.java				
ReactorGameCounterUpdateMessage.java				
ReactorGameLevelState.java				



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			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_templeOfIris_95_standard-3.0.1-config.jar
			carbine-slots_templeOfIris_95_standard-3.0.1.json
		Temple Of Iris DH JP	
		Game Name	File Name
		Temple Of Iris	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java



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			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_templeOfIris_90_jackpot-3.0.2-config.jar		
			carbine-slots_templeOfIris_90_jackpot-3.0.2.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Temple Of Iris MH JP		
Game Name	File Name				
Temple Of Iris	carbine-game-engine-5.6.1-sources.jar				
	EvaluationChain.java				
	ReelSymbolExpander.java				
	CountSymbolEvaluator.java				
	LinesWinMultiPatterEvaluator.java				
	PatternMatchingEvaluator.java				
	PrizeLinePatternMatchingEvaluator.java				
	RebetsLineWinPatternMatchingEvaluator.java				
	DisplayGenerator.java				
	RebetDetailBuilder.java				
	RebetEvaluator.java				
	ReelStripGenerator.java				
	ResetRebetEvaluator.java				
	PrizeLineTriggerEvaluator.java				
	TriggerRandomMultiplierEvaluator.java				
	CarbineGame.java				
	CarbineGameComponent.java				
	GameWinsCalculatorImpl.java				
	PrizeMultiplier.java				



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			RetriggerCount.java		
			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_templeOfIris_90_jackpot-3.0.2-config.jar		
			carbine-slots_templeOfIris_90_jackpot-3.0.2.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Shaman's Dream 2 WEB		
			Game Name	File Name	
			Shaman's Dream 2	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_shamansDream2_95_standard-1.0.0-config.jar
			carbine-slots_shamansDream2_95_standard-1.0.0.json
		Shaman's Dream 2 WEB JP	
		Game Name	File Name
		Shaman's Dream 2	carbine-game-engine-5.6.1-sources.jar
		EvaluationChain.java	



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_shamansDream2_90_jackpot-1.0.0-config.jar



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			carbine-slots_shamansDream2_90_jackpot-1.0.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
Fluffy Favourites Fairground DH			
		Game Name	File Name
	Fluffy Favourites Fairground		carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java

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			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0-config.jar
			carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0.json
		Fluffy Favourites Fairground MH	
		Game Name	File Name
		Fluffy Favourites Fairground	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java



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			ReactorGameState.java	
			ResultType.java	
			WinRejector.java	
			ReactorGrid.java	
			ConditionalWinResult.java	
			ReactorGame.java	
			ReactorGameAudit.java	
			ReactorGameCounterUpdateMessage.java	
			ReactorGameLevelState.java	
			SlotGameVariableConfigurationImpl.java	
			SymbolHoldSpinGame.java	
			SymbolHoldSpinRuleImpl.java	
			SymbolHoldSpinScreenEvaluator.java	
			SymbolHoldTriggerEvaluator.java	
			SymbolSwapSpinShapeEvaluator.java	
			SymbolSwapSpinTriggerEvaluator.java	
			carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0-config.jar	
			carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0.json	
			Fluffy Favourites Fairground DH JP	
			Game Name	File Name
			Fluffy Favourites Fairground	carbine-game-engine-5.6.1-sources.jar
				EvaluationChain.java
				ReelSymbolExpander.java
				CountSymbolEvaluator.java
				LinesWinMultiPatterEvaluator.java
PatternMatchingEvaluator.java				
PrizeLinePatternMatchingEvaluator.java				
RebetsLineWinPatternMatchingEvaluator.java				
DisplayGenerator.java				
RebetDetailBuilder.java				
RebetEvaluator.java				
ReelStripGenerator.java				
ResetRebetEvaluator.java				
PrizeLineTriggerEvaluator.java				
TriggerRandomMultiplierEvaluator.java				
CarbineGame.java				
CarbineGameComponent.java				



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GameWinsCalculatorImpl.java
PrizeMultiplier.java
RetriggerCount.java
EyeconSpinGameRules.java
Multiplier.java
RngSequences.java
ReactorGameMessage.java
ReactorGameMode.java
ReactorGameRules.java
ReactorGameState.java
ResultType.java
WinRejector.java
ReactorGrid.java
ConditionalWinResult.java
ReactorGame.java
ReactorGameAudit.java

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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1-config.jar
			carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1.json
			MysteryPoolImpl.java

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		ProbabilityPoolImpl.java
	Lost Island DH	
	Game Name	File Name
	Lost Island	carbine-game-engine-5.6.1-sources.jar
		EvaluationChain.java
		ReelSymbolExpander.java
		CountSymbolEvaluator.java
		LinesWinMultiPatterEvaluator.java
		PatternMatchingEvaluator.java
		PrizeLinePatternMatchingEvaluator.java
		RebetsLineWinPatternMatchingEvaluator.java
		DisplayGenerator.java
		RebetDetailBuilder.java
		RebetEvaluator.java
		ReelStripGenerator.java
		ResetRebetEvaluator.java
		PrizeLineTriggerEvaluator.java
		TriggerRandomMultiplierEvaluator.java
		CarbineGame.java
		CarbineGameComponent.java
		GameWinsCalculatorImpl.java
		PrizeMultiplier.java
		RetriggerCount.java
		EyeconSpinGameRules.java
		Multiplier.java
		RngSequences.java
		ReactorGameMessage.java
		ReactorGameMode.java
		ReactorGameRules.java
		ReactorGameState.java
		ResultType.java
		WinRejector.java
		ReactorGrid.java
		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java

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			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_lostIsland_95_standard-0.0.0.9-config.jar
			carbine-slots_lostIsland_95_standard-0.0.0.9.json
		Lost Island MH	
		Game Name	File Name
		Lost Island	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java

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		ConditionalWinResult.java
		ReactorGame.java
		ReactorGameAudit.java
		ReactorGameCounterUpdateMessage.java
		ReactorGameLevelState.java
		SlotGameVariableConfigurationImpl.java
		SymbolHoldSpinGame.java
		SymbolHoldSpinRuleImpl.java
		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_lostIsland_95_standard-0.0.0.9-config.jar
		carbine-slots_lostIsland_95_standard-0.0.0.9.json
		Lost Island DH JP
Game Name	File Name	
Lost Island	carbine-game-engine-5.6.1-sources.jar	
	EvaluationChain.java	
	ReelSymbolExpander.java	
	CountSymbolEvaluator.java	
	LinesWinMultiPatterEvaluator.java	
	PatternMatchingEvaluator.java	
	PrizeLinePatternMatchingEvaluator.java	
	RebetsLineWinPatternMatchingEvaluator.java	
	DisplayGenerator.java	
	RebetDetailBuilder.java	
	RebetEvaluator.java	
	ReelStripGenerator.java	
	ResetRebetEvaluator.java	
	PrizeLineTriggerEvaluator.java	
	TriggerRandomMultiplierEvaluator.java	
	CarbineGame.java	
	CarbineGameComponent.java	
	GameWinsCalculatorImpl.java	
	PrizeMultiplier.java	
	RetriggerCount.java	
	EyeconSpinGameRules.java	
	Multiplier.java	
	RngSequences.java	

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			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_lostIsland_90_jackpot-3.1.1-config.jar		
			carbine-slots_lostIsland_90_jackpot-3.1.1.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Lost Island MH JP		
			Game Name	File Name	
			Lost Island	carbine-game-engine-5.6.1-sources.jar	
EvaluationChain.java					
ReelSymbolExpander.java					
CountSymbolEvaluator.java					
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					
ResetRebetEvaluator.java					
PrizeLineTriggerEvaluator.java					



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			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_lostIsland_90_jackpot-3.1.1-config.jar
			carbine-slots_lostIsland_90_jackpot-3.1.1.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
99 Time DH			
	Game Name	File Name	
	99 Time	carbine-game-engine-5.6.1-sources.jar	
		EvaluationChain.java	
		ReelSymbolExpander.java	
		CountSymbolEvaluator.java	
		LinesWinMultiPatterEvaluator.java	
		PatternMatchingEvaluator.java	



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		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 ReactorGameMessage.java ReactorGameMode.java ReactorGameRules.java ReactorGameState.java ResultType.java WinRejector.java ReactorGrid.java ConditionalWinResult.java ReactorGame.java ReactorGameAudit.java ReactorGameCounterUpdateMessage.java ReactorGameLevelState.java SlotGameVariableConfigurationImpl.java SymbolHoldSpinGame.java SymbolHoldSpinRuleImpl.java SymbolHoldSpinScreenEvaluator.java SymbolHoldTriggerEvaluator.java SymbolSwapSpinShapeEvaluator.java SymbolSwapSpinTriggerEvaluator.java carbine-slots_99Time_95_standard-3.0.0-config.jar carbine-slots_99Time_95_standard-3.0.0.json
		99 Time MH

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		Game Name	File Name
		99 Time	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java

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			SymbolSwapSpinShapeEvaluator.java	
			SymbolSwapSpinTriggerEvaluator.java	
			carbine-slots_99Time_95_standard-3.0.0-config.jar	
			carbine-slots_99Time_95_standard-3.0.0.json	
		99 Time DH JP		
		Game Name	File Name	
		99 Time	carbine-game-engine-5.6.1-sources.jar	
			EvaluationChain.java	
			ReelSymbolExpander.java	
			CountSymbolEvaluator.java	
			LinesWinMultiPatterEvaluator.java	
			PatternMatchingEvaluator.java	
			PrizeLinePatternMatchingEvaluator.java	
			RebetsLineWinPatternMatchingEvaluator.java	
			DisplayGenerator.java	
			RebetDetailBuilder.java	
			RebetEvaluator.java	
			ReelStripGenerator.java	
			ResetRebetEvaluator.java	
			PrizeLineTriggerEvaluator.java	
			TriggerRandomMultiplierEvaluator.java	
			CarbineGame.java	
			CarbineGameComponent.java	
			GameWinsCalculatorImpl.java	
			PrizeMultiplier.java	
			RetriggerCount.java	
			EyeconSpinGameRules.java	
			Multiplier.java	
			RngSequences.java	
			ReactorGameMessage.java	
			ReactorGameMode.java	
			ReactorGameRules.java	
			ReactorGameState.java	
			ResultType.java	
WinRejector.java				
ReactorGrid.java				
ConditionalWinResult.java				
ReactorGame.java				
ReactorGameAudit.java				



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			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_99Time_90_jackpot-3.0.2-config.jar
			carbine-slots_99Time_90_jackpot-3.0.2.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Stampede DH	
		Game Name	File Name
		Stampede	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java



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			GameWinsCalculatorImpl.java		
			PrizeMultiplier.java		
			RetriggerCount.java		
			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_stampede_95_standard-0.0.0.19-config.jar		
			carbine-slots_stampede_95_standard-0.0.0.19.json		
			Stampede MH		
			Game Name	File Name	
			Stampede	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
				LinesWinMultiPatterEvaluator.java	
				PatternMatchingEvaluator.java	
				PrizeLinePatternMatchingEvaluator.java	
				RebetsLineWinPatternMatchingEvaluator.java	
				DisplayGenerator.java	
				RebetDetailBuilder.java	



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_stamped_95_standard-0.0.0.19-config.jar
			carbine-slots_stamped_95_standard-0.0.0.19.json
		Stampede DH JP	
		Game Name	File Name
		Stampede	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_stampede_90_jackpot-3.0.0-config.jar
			carbine-slots_stampede_90_jackpot-3.0.0.json

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		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
		Stampede MH JP	
		Game Name	File Name
		Stampede	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java

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			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_stampede_90_jackpot-3.0.0-config.jar
			carbine-slots_stampede_90_jackpot-3.0.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Beat The Bobbies DH	
		Game Name	File Name
		Beat The Bobbies	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java



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			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_beatTheBobbies_95_standard-3.0.0-config.jar
			carbine-slots_beatTheBobbies_95_standard-3.0.0.json
		Beat The Bobbies MH	
		Game Name	File Name
		Beat The Bobbies	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java



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			RetriggerCount.java		
			EyeconSpinGameRules.java		
			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_beatTheBobbies_95_standard-3.0.0-config.jar		
			carbine-slots_beatTheBobbies_95_standard-3.0.0.json		
			Beat The Bobbies DH JP		
			Game Name	File Name	
			Beat The Bobbies	carbine-game-engine-5.6.1-sources.jar	
				EvaluationChain.java	
				ReelSymbolExpander.java	
				CountSymbolEvaluator.java	
				LinesWinMultiPatterEvaluator.java	
				PatternMatchingEvaluator.java	
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					



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			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_beatTheBobbies_90_jackpot-3.0.0-config.jar
			carbine-slots_beatTheBobbies_90_jackpot-3.0.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
Beat The Bobbies MH JP			
		Game Name	File Name
		Beat The Bobbies	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
		ReelSymbolExpander.java	



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_beatTheBobbies_90_jackpot-3.0.0-config.jar

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			carbine-slots_beatTheBobbies_90_jackpot-3.0.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
Sugar Train DH			
		Game Name	File Name
		Sugar Train	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java

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			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_sugarTrain_95_standard-3.1.9-config.jar
			carbine-slots_sugarTrain_95_standard-3.1.9.json
		Sugar Train MH	
		Game Name	File Name
		Sugar Train	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java



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		WinRejector.java	
		ReactorGrid.java	
		ConditionalWinResult.java	
		ReactorGame.java	
		ReactorGameAudit.java	
		ReactorGameCounterUpdateMessage.java	
		ReactorGameLevelState.java	
		SlotGameVariableConfigurationImpl.java	
		SymbolHoldSpinGame.java	
		SymbolHoldSpinRuleImpl.java	
		SymbolHoldSpinScreenEvaluator.java	
		SymbolHoldTriggerEvaluator.java	
		SymbolSwapSpinShapeEvaluator.java	
		SymbolSwapSpinTriggerEvaluator.java	
		carbine-slots_sugarTrain_95_standard-3.1.9-config.jar	
		carbine-slots_sugarTrain_95_standard-3.1.9.json	
		Sugar Train DH JP	
		Game Name	File Name
		Sugar Train	carbine-game-engine-5.6.1-sources.jar
EvaluationChain.java			
ReelSymbolExpander.java			
CountSymbolEvaluator.java			
LinesWinMultiPatterEvaluator.java			
PatternMatchingEvaluator.java			
PrizeLinePatternMatchingEvaluator.java			
RebetsLineWinPatternMatchingEvaluator.java			
DisplayGenerator.java			
RebetDetailBuilder.java			
RebetEvaluator.java			
ReelStripGenerator.java			
ResetRebetEvaluator.java			
PrizeLineTriggerEvaluator.java			
TriggerRandomMultiplierEvaluator.java			
CarbineGame.java			
CarbineGameComponent.java			
GameWinsCalculatorImpl.java			
PrizeMultiplier.java			
RetriggerCount.java			
EyeconSpinGameRules.java			



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			Multiplier.java		
			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar		
			carbine-slots_sugarTrain_90_jackpot-3.1.12.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Sugar Train MH JP		
			Game Name	File Name	
			Sugar Train	carbine-game-engine-5.6.1-sources.jar	
EvaluationChain.java					
ReelSymbolExpander.java					
CountSymbolEvaluator.java					
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					



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			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar
			carbine-slots_sugarTrain_90_jackpot-3.1.12.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
Happy Birthday DH			
Game Name	File Name		
Happy Birthday	carbine-game-engine-5.6.1-sources.jar		
	EvaluationChain.java		
	ReelSymbolExpander.java		
	CountSymbolEvaluator.java		



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_happyBirthday_95_standard-3.0.0-config.jar
			carbine-slots_happyBirthday_95_standard-3.0.0.json



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		Happy Birthday MH	
		Game Name	File Name
		Happy Birthday	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java

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		SymbolHoldSpinScreenEvaluator.java
		SymbolHoldTriggerEvaluator.java
		SymbolSwapSpinShapeEvaluator.java
		SymbolSwapSpinTriggerEvaluator.java
		carbine-slots_happyBirthday_95_standard-3.0.0-config.jar
		carbine-slots_happyBirthday_95_standard-3.0.0.json
Happy Birthday DH JP		
Game Name	File Name	
Happy Birthday	carbine-game-engine-5.6.1-sources.jar	
	EvaluationChain.java	
	ReelSymbolExpander.java	
	CountSymbolEvaluator.java	
	LinesWinMultiPatterEvaluator.java	
	PatternMatchingEvaluator.java	
	PrizeLinePatternMatchingEvaluator.java	
	RebetsLineWinPatternMatchingEvaluator.java	
	DisplayGenerator.java	
	RebetDetailBuilder.java	
	RebetEvaluator.java	
	ReelStripGenerator.java	
	ResetRebetEvaluator.java	
	PrizeLineTriggerEvaluator.java	
	TriggerRandomMultiplierEvaluator.java	
	CarbineGame.java	
	CarbineGameComponent.java	
	GameWinsCalculatorImpl.java	
	PrizeMultiplier.java	
	RetriggerCount.java	
	EyeconSpinGameRules.java	
	Multiplier.java	
	RngSequences.java	
	ReactorGameMessage.java	
	ReactorGameMode.java	
	ReactorGameRules.java	
	ReactorGameState.java	
	ResultType.java	
	WinRejector.java	
	ReactorGrid.java	
ConditionalWinResult.java		

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		ReactorGame.java	
		ReactorGameAudit.java	
		ReactorGameCounterUpdateMessage.java	
		ReactorGameLevelState.java	
		SlotGameVariableConfigurationImpl.java	
		SymbolHoldSpinGame.java	
		SymbolHoldSpinRuleImpl.java	
		SymbolHoldSpinScreenEvaluator.java	
		SymbolHoldTriggerEvaluator.java	
		SymbolSwapSpinShapeEvaluator.java	
		SymbolSwapSpinTriggerEvaluator.java	
		carbine-slots_happyBirthday_90_jackpot-3.1.5-config.jar	
		carbine-slots_happyBirthday_90_jackpot-3.1.5.json	
		MysteryPoolImpl.java	
		ProbabilityPoolImpl.java	
	Happy Birthday MH JP		
	Game Name	File Name	
	Happy Birthday	carbine-game-engine-5.6.1-sources.jar	
		EvaluationChain.java	
		ReelSymbolExpander.java	
		CountSymbolEvaluator.java	
		LinesWinMultiPatterEvaluator.java	
		PatternMatchingEvaluator.java	
		PrizeLinePatternMatchingEvaluator.java	
		RebetsLineWinPatternMatchingEvaluator.java	
		DisplayGenerator.java	
		RebetDetailBuilder.java	
		RebetEvaluator.java	
		ReelStripGenerator.java	
		ResetRebetEvaluator.java	
		PrizeLineTriggerEvaluator.java	
		TriggerRandomMultiplierEvaluator.java	
		CarbineGame.java	
		CarbineGameComponent.java	
		GameWinsCalculatorImpl.java	
		PrizeMultiplier.java	
		RetriggerCount.java	
		EyeconSpinGameRules.java	
		Multiplier.java	



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			RngSequences.java		
			ReactorGameMessage.java		
			ReactorGameMode.java		
			ReactorGameRules.java		
			ReactorGameState.java		
			ResultType.java		
			WinRejector.java		
			ReactorGrid.java		
			ConditionalWinResult.java		
			ReactorGame.java		
			ReactorGameAudit.java		
			ReactorGameCounterUpdateMessage.java		
			ReactorGameLevelState.java		
			SlotGameVariableConfigurationImpl.java		
			SymbolHoldSpinGame.java		
			SymbolHoldSpinRuleImpl.java		
			SymbolHoldSpinScreenEvaluator.java		
			SymbolHoldTriggerEvaluator.java		
			SymbolSwapSpinShapeEvaluator.java		
			SymbolSwapSpinTriggerEvaluator.java		
			carbine-slots_happyBirthday_90_jackpot-3.1.5-config.jar		
			carbine-slots_happyBirthday_90_jackpot-3.1.5.json		
			MysteryPoolImpl.java		
			ProbabilityPoolImpl.java		
			Secret Garden DH		
			Game Name	File Name	
			Secret Garden	carbine-game-engine-5.6.1-sources.jar	
EvaluationChain.java					
ReelSymbolExpander.java					
CountSymbolEvaluator.java					
LinesWinMultiPatterEvaluator.java					
PatternMatchingEvaluator.java					
PrizeLinePatternMatchingEvaluator.java					
RebetsLineWinPatternMatchingEvaluator.java					
DisplayGenerator.java					
RebetDetailBuilder.java					
RebetEvaluator.java					
ReelStripGenerator.java					
ResetRebetEvaluator.java					



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PrizeLineTriggerEvaluator.java
TriggerRandomMultiplierEvaluator.java
CarbineGame.java
CarbineGameComponent.java
GameWinsCalculatorImpl.java
PrizeMultiplier.java
RetriggerCount.java
EyeconSpinGameRules.java
Multiplier.java
RngSequences.java



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			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
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java
			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_secretGarden_95_standard-3.0.0-config.jar
			carbine-slots_secretGarden_95_standard-3.0.0.json
		Secret Garden DH JP	
		Game Name	File Name

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		Secret Garden	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java
			ReactorGameAudit.java
			ReactorGameCounterUpdateMessage.java
			ReactorGameLevelState.java
			SlotGameVariableConfigurationImpl.java
			SymbolHoldSpinGame.java
			SymbolHoldSpinRuleImpl.java
			SymbolHoldSpinScreenEvaluator.java
			SymbolHoldTriggerEvaluator.java
			SymbolSwapSpinShapeEvaluator.java

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			SymbolSwapSpinTriggerEvaluator.java
			carbine-slots_secretGarden_90_jackpot-3.1.0-config.jar
			carbine-slots_secretGarden_90_jackpot-3.1.0.json
			MysteryPoolImpl.java
			ProbabilityPoolImpl.java
		Secret Garden MH JP	
		Game Name	File Name
		Secret Garden	carbine-game-engine-5.6.1-sources.jar
			EvaluationChain.java
			ReelSymbolExpander.java
			CountSymbolEvaluator.java
			LinesWinMultiPatterEvaluator.java
			PatternMatchingEvaluator.java
			PrizeLinePatternMatchingEvaluator.java
			RebetsLineWinPatternMatchingEvaluator.java
			DisplayGenerator.java
			RebetDetailBuilder.java
			RebetEvaluator.java
			ReelStripGenerator.java
			ResetRebetEvaluator.java
			PrizeLineTriggerEvaluator.java
			TriggerRandomMultiplierEvaluator.java
			CarbineGame.java
			CarbineGameComponent.java
			GameWinsCalculatorImpl.java
			PrizeMultiplier.java
			RetriggerCount.java
			EyeconSpinGameRules.java
			Multiplier.java
			RngSequences.java
			ReactorGameMessage.java
			ReactorGameMode.java
			ReactorGameRules.java
			ReactorGameState.java
			ResultType.java
			WinRejector.java
			ReactorGrid.java
			ConditionalWinResult.java
			ReactorGame.java

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		ReactorGameAudit.java ReactorGameCounterUpdateMessage.java ReactorGameLevelState.java SlotGameVariableConfigurationImpl.java SymbolHoldSpinGame.java SymbolHoldSpinRuleImpl.java SymbolHoldSpinScreenEvaluator.java SymbolHoldTriggerEvaluator.java SymbolSwapSpinShapeEvaluator.java SymbolSwapSpinTriggerEvaluator.java carbine-slots_secretGarden_90_jackpot-3.1.0-config.jar carbine-slots_secretGarden_90_jackpot-3.1.0.json MysteryPoolImpl.java ProbabilityPoolImpl.java
3.	Features that characterise the software object	See at the end of this table ¹
4.	List of software executables and digital signatures (SHA-1)	See at the end of this table ²
5.	Any % RTP	See at the end of this table ³
6.	Reference to verification	Registrar's Standards for Internet Gaming 2023-04-04
7.	Other records	Not applicable

¹ Features that characterise the software object

No.	Game Name	Game Type	Game Description	Min Bet (\$)	Max Bet (\$)
1.	Clover Rollover 2	Slot	Reel Type: 5x3 Pays: 5 lines. Left to right	0.10	50.00
2.	Fluffy Favourites	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Features: Free Games and "Grab-A-Fluffy" Prize Pick Includes: Wild and Scatter symbols	0.01	50.00
3.	Fireworks Frenzy	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Features: Free Games with expanding Wild Includes: Wild and Scatter symbols	0.01	20.00
4.	Fluffy In Space	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right	0.25	20.00

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			Features: Free Games and "Fluffy in Space" Bonus Prize Includes: Wild and Scatter symbols		
5.	White Wizard	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	20.00
6.	Enchanted Prince	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	20.00
7.	Fluffy Favourites Megaways	Slot	Reel Type: 6x7 Pays: Up to 117,649 Megaways™ (ways). Left to right Features: Cascades, Free Games and Wild Multipliers Includes: Wild and Scatter symbols	0.20	16.00
8.	Unicorn Bliss	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	20.00
9.	White Wizard Deluxe	Slot	Reel Type: 5x4 Pays: 100 lines. Left to right Features: Free Games with expanding Wild Includes: Wild and Scatter symbols	0.01	60.00
10.	Fluffy Too	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Features: Free Games and "Coin Pusher" Prize Pick Includes: Wild and Scatter symbols	0.01	50.00
11.	Temple Of Iris	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	50.00
12.	Shaman's Dream 2	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	50.00
13.	Fluffy Favourites Fairground	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Features: Free Games and "Hook-A-Fluffy" Prize Pick Includes: Wild and Scatter symbols	0.01	20.00
14.	Lost Island	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	20.00
15.	99 Time	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Features: Free Games and "Ice Cream Maker" Prize Pick	0.01	20.00

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			Includes: Wild and Scatter symbols		
16.	Stampede	Slot	Reel Type: 5x3 Pays: 243 ways. Left to right Features: Free Games with Multipliers Includes: Wild and Scatter symbols	0.25	50.00
17.	Beat The Bobbies	Slot	Reel Type: 5x3 Pays: 243 ways. Left to right Features: Free Games with Multipliers Includes: Wild and Scatter symbols	0.25	50.00
18.	Sugar Train	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Features: "Rainbow" Prize Pick, "Gumball" instant Bonus and Free Games Includes: Wild and Scatter symbols	0.01	20.00
19.	Happy Birthday	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	20.00
20.	Secret Garden	Slot	Reel Type: 5x3 Pays: 25 lines. Left to right Feature: Free Games Includes: Wild and Scatter symbols	0.01	20.00

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

² List of software executables and digital signatures (SHA-1) Clover Rollover 2 WEB

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1



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PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c



Verification report: ITL2201351

ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_cloverRollover2_90_jackpot-3.0.2-config.jar	dd01e55d040159ad8a9b0ddd208092c58a00bfc9
carbine-slots_cloverRollover2_90_jackpot-3.0.2.json	8212469c69d0eccd903038d97cebfef7efb2a3b47
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy Favourites DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2



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CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavourites_95_standard-3.0.0-config.jar	dd64a27e4db3a4fe170f7569340ae6d66e046d8a
carbine-slots_fluffyFavourites_95_standard-3.0.0.json	4fc7cfdaf6b413b714e4ff1a1838683986b7295



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Fluffy Favourites MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad6c2bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2



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SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31

[carbine-slots_fluffyFavourites_95_standard-3.0.0-config.jar](#)



Verification report: ITL2201351

ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavourites_90_jackpot-3.0.2-config.jar	9482442a5dfc120d750e0b7870fbd414bb4a85cf
carbine-slots_fluffyFavourites_90_jackpot-3.0.2.json	1e1b54959d2a79d9c17252f1d851addedb18194e
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy Favourites MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d



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ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavourites_90_jackpot-3.0.2-config.jar	9482442a5dfc120d750e0b7870fbd414bb4a85cf
carbine-slots_fluffyFavourites_90_jackpot-3.0.2.json	1e1b54959d2a79d9c17252f1d851addedb18194e
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fireworks Frenzy DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28

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CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fireworksFrenzy_95_standard-3.0.0-config.jar	674fa73c9e4bd0e9110ae96c9454ceb492667ecd
carbine-slots_fireworksFrenzy_95_standard-3.0.0.json	aa0902181c0f4659d8362dd0aa1d7b1611321aa6

Fireworks Frenzy MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872



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RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672addcd65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fireworksFrenzy_95_standard-3.0.0-config.jar	674fa73c9e4bd0e9110ae96c9454ceb492667ecd
carbine-slots_fireworksFrenzy_95_standard-3.0.0.json	aa0902181c0f4659d8362dd0aa1d7b1611321aa6

Fireworks Frenzy DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2



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CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1-config.jar	7d5eabecfd32e908f23a86a145f8a54e04f28138
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json	fa2861bfc4d6325e0231d7c762c0cb170e7a7c9d



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pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fireworks Frenzy MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6fd9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c



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SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1-config.jar	7d5eabecfd32e908f23a86a145f8a54e04f28138
carbine-slots_fireworksFrenzy_90_jackpot-3.1.1.json	fa2861bfc4d6325e0231d7c762c0cb170e7a7c9d
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy In Space DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350



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ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyInSpace_96_standard-3.1.10-config.jar	45f94c8eeaca66ff07e40696ef49439feb60f7a9
carbine-slots_fluffyInSpace_96_standard-3.1.10.json	052a55c2af6191a1b84704fe2d2819639d1dcdb2

Fluffy In Space MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d



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Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	



Verification report: ITL2201351

CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyInSpace_90_jackpot-3.1.10-config.jar	96a2ee9ee7cb914bf1fcf47dc24ad7ad0e2bd59c
carbine-slots_fluffyInSpace_90_jackpot-3.1.10.json	06345ce325430ca9f1764faf3f9f248f14d83b00
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410



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PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672addcd65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyInSpace_90_jackpot-3.1.10-config.jar	96a2ee9ee7cb914bf1fcf47dc24ad7ad0e2bd59c
carbine-slots_fluffyInSpace_90_jackpot-3.1.10.json	06345ce325430ca9f1764faf3f9f248f14d83b00
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c



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White Wizard DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad6c2bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2



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SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizard_95_standard-3.0.0-config.jar	2c54ff0cb10a3865d0d505b84d3a41089fb5f6c9
carbine-slots_whiteWizard_95_standard-3.0.0.json	a301b65a2d42b50eae9c4991adb648fa2d452c2d

White Wizard MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85



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ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizard_95_standard-3.0.0-config.jar	2c54ff0cb10a3865d0d505b84d3a41089fb5f6c9
carbine-slots_whiteWizard_95_standard-3.0.0.json	a301b65a2d42b50eae9c4991adb648fa2d452c2d

White Wizard DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebba42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350



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ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizard_90_jackpot-3.0.2-config.jar	3328c176aa8ed482457e2e6cb62bf5ce754744f6
carbine-slots_whiteWizard_90_jackpot-3.0.2.json	f645f661b08d9d14fa9779444c76d674e2e106c7
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

White Wizard MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1



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PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dca0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizard_90_jackpot-3.0.2-config.jar	3328c176aa8ed482457e2e6cb62bf5ce754744f6
carbine-slots_whiteWizard_90_jackpot-3.0.2.json	f645f661b08d9d14fa9779444c76d674e2e106c7
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Enchanted Prince DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872



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RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672addc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_enchantedPrince_95_standard-3.0.0-config.jar	13761d38a2fc1fe3fb39d08c612ca79e967c39ac
carbine-slots_enchantedPrince_95_standard-3.0.0.json	6a25f87c3507efc89fdc8db9188c32e4fceb5b24

Enchanted Prince MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdcb9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2



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CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_enchantedPrince_95_standard-3.0.0-config.jar	13761d38a2fc1fe3fb39d08c612ca79e967c39ac
carbine-slots_enchantedPrince_95_standard-3.0.0.json	6a25f87c3507efc89fdc8db9188c32e4fceb5b24



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Enchanted Prince DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2



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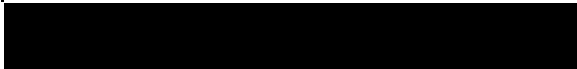
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_enchantedPrince_90_jackpot-3.0.1-config.jar	063652e2709b0585aa979b03b3213372f2f96980
carbine-slots_enchantedPrince_90_jackpot-3.0.1.json	e61e313901de6d24d6661aceed967e7af62be8bc
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Enchanted Prince MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173

**Verification report: ITL2201351**

ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31





Verification report: ITL2201351

Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dca0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3-config.jar	e688f7d9c76f38f79c70999142a5f914f7cd184d
carbine-slots_fluffyFavouritesMegaways_95_standard-1.0.3.json	aaa2eabd8c5bd72265216df9106f5ad36d11840d

Fluffy Favourites Megaways WEB JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102



Verification report: ITL2201351

PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3-config.jar	61634b124d24c97744aaea4ee9cb289a84808722
carbine-slots_fluffyFavouritesMegaways_90_jackpot-1.0.3.json	62d3b729c794d9067841171e4c47dcb39444a59d
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Unicorn Bliss DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2



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ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3eb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacd2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_unicornBliss_95_standard-0.0.0.12-config.jar	9023fb21f395c1fbf7700be983dcda2f3a072bb1

**Verification report: ITL2201351**

carbine-slots_unicornBliss_95_standard-0.0.0.12.json

a5881015e9365ec6f4312116e42ab4b86a98e2b5

Unicorn Bliss MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672addcd65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5



Verification report: ITL2201351

SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_unicornBliss_95_standard-0.0.0.12-config.jar	9023fb21f395c1fbf7700be983dcda2f3a072bb1
carbine-slots_unicornBliss_95_standard-0.0.0.12.json	a5881015e9365ec6f4312116e42ab4b86a98e2b5

Unicorn Bliss DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0



Verification report: ITL2201351

ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_unicornBliss_90_jackpot-3.0.0-config.jar	19af52f93cc7194f1f3749d9c45c59974e27974c
carbine-slots_unicornBliss_90_jackpot-3.0.0.json	4585a1dd4a51303579f340f14a8a4fc191c9154b
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Unicorn Bliss MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32



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RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_unicornBliss_90_jackpot-3.0.0-config.jar	19af52f93cc7194f1f3749d9c45c59974e27974c
carbine-slots_unicornBliss_90_jackpot-3.0.0.json	4585a1dd4a51303579f340f14a8a4fc191c9154b
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

White Wizard Deluxe DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102



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PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar	2d07411c678d6822ff4b25194b4b04e2eb31a3b0
carbine-slots_whiteWizardDeluxe_95_standard-3.1.4.json	ab573494d1d79ccb67b330e809f3a52e66564fbb

White Wizard Deluxe MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2

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PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819



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White Wizard Deluxe DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2



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SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1-config.jar	9cae9aa8beabf49e938b6b38515ccdd3109c5355
carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json	780f301442ae08540f7d3c7e3470be8b66672bbd
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

White Wizard Deluxe MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173



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ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1-config.jar	9cae9aa8beabf49e938b6b38515ccdd3109c5355
carbine-slots_whiteWizardDeluxe_92_jackpot-3.1.1.json	780f301442ae08540f7d3c7e3470be8b66672bbd
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy Too DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d



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Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dca0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyToo_95_standard-3.0.0-config.jar	388f1d4c256390fcac55ce894b25c2b2a846051b
carbine-slots_fluffyToo_95_standard-3.0.0.json	2584429bdb09c691674c247e9063532516a2b8df

Fluffy Too MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28



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CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyToo_95_standard-3.0.0-config.jar	388f1d4c256390fcac55ce894b25c2b2a846051b
carbine-slots_fluffyToo_95_standard-3.0.0.json	2584429bdb09c691674c247e9063532516a2b8df

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872



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RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dca0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672addcd65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyToo_90_jackpot-3.0.0-config.jar	f2108f011a5148001cdd2050680d113e2c45e43c
carbine-slots_fluffyToo_90_jackpot-3.0.0.json	d6438df32e985453300b995a3ae14d60689baf1f
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy Too MH JP

Filename	SHA-1
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carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31



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carbine-slots_fluffyToo_90_jackpot-3.0.0-config.jar	f2108f011a5148001cdd2050680d113e2c45e43c
carbine-slots_fluffyToo_90_jackpot-3.0.0.json	d6438df32e985453300b995a3ae14d60689baf1f
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Temple Of Iris DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85

**Verification report: ITL2201351**

ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_templeOfIris_95_standard-3.0.1-config.jar	cbfb55facb7fbf2df5080d178934666ddaf25be8
carbine-slots_templeOfIris_95_standard-3.0.1.json	97897b07e06139251d1c2e80bb0e9729d4fb9863

Temple Of Iris MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3eb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350



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ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_templeOfIris_95_standard-3.0.1-config.jar	cbfb55facb7fbf2df5080d17893466ddaf25be8
carbine-slots_templeOfIris_95_standard-3.0.1.json	97897b07e06139251d1c2e80bb0e9729d4fb9863

Temple Of Iris DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d



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Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb 641.(8)-7(d)37(d)37(d).



Verification report: ITL2201351

ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dca0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_templeOfIris_90_jackpot-3.0.2-config.jar	a4f22717648c2b117fb097a21bd45e77bf87c830
carbine-slots_templeOfIris_90_jackpot-3.0.2.json	effbb1cea8c2a1630b7297134d042798b0632861
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Shaman's Dream 2 WEB

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdcb9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2



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CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_shamansDream2_95_standard-1.0.0-config.jar	813a3f6986fe10e782a3cc7834da22b8418df545
carbine-slots_shamansDream2_95_standard-1.0.0.json	9c8fc523f6cf14844e2ba92ea73c3db685b1e1eb



Verification report: ITL2201351

Shaman's Dream 2 WEB JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2



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SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_shamansDream2_90_jackpot-1.0.0-config.jar	ca3d1cf8a0aac734a53a53a1d61f5f2fc615ac21
carbine-slots_shamansDream2_90_jackpot-1.0.0.json	100a4096dfb58e1f5c6cf060cc261cc384f7462f
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy Favourites Fairground DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceeb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173



Verification report: ITL2201351

ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0-config.jar	5d34ea4fcbd878fe03686fd702b339a2cdd23f71
carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0.json	15ce5b79741e9bdaed38874caaaa024697d46476

Fluffy Favourites Fairground MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32



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RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0-config.jar	5d34ea4fcbd878fe03686fd702b339a2cdd23f71
carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0.json	15ce5b79741e9bdaed38874caaaa024697d46476

Fluffy Favourites Fairground DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b

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TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebbb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacd2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1-config.jar	9f3793e1ad570d13ef5ce2aeadc8486fb286ee8c
carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1.json	0b7242422d1574dd6a11d98165defceeb196cced
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Fluffy Favourites Fairground MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2



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CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine- slots_fluffyFavouritesFairground_90_jackpot- 3.0.1-config.jar	9f3793e1ad570d13ef5ce2aeadc8486fb286ee8c



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carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1.json	0b7242422d1574dd6a11d98165defceeb196ccd
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Lost Island DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61ecec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7



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ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_lostIsland_95_standard-0.0.0.9-config.jar	d424610952fe2bde406246d5360c28a912ce4cd9
carbine-slots_lostIsland_95_standard-0.0.0.9.json	595bb496429262ad76a189ff4e516d8063b37c26

Lost Island MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceeb00834cbe71b65d4



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WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_lostIsland_95_standard-0.0.0.9-config.jar	d424610952fe2bde406246d5360c28a912ce4cd9
carbine-slots_lostIsland_95_standard-0.0.0.9.json	595bb496429262ad76a189ff4e516d8063b37c26

Lost Island DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32



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RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_lostIsland_90_jackpot-3.1.1-config.jar	e386be332164e1d07a50202685269eb1af41e360
carbine-slots_lostIsland_90_jackpot-3.1.1.json	f113a03c3ec63ace4ce62fa8ce5dbdb7b6fe9f91
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Lost Island MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102



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PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_lostIsland_90_jackpot-3.1.1-config.jar	e386be332164e1d07a50202685269eb1af41e360
carbine-slots_lostIsland_90_jackpot-3.1.1.json	f113a03c3ec63ace4ce62fa8ce5dbdb7b6fe9f91
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f



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LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_99Time_95_standard-3.0.0-config.jar	866cf6e33783bb67502570599d2fa5bea3e583f6
carbine-slots_99Time_95_standard-3.0.0.json	b74368f75cd817748bdbe1993c403e22df1e32da



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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f



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SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_99Time_95_standard-3.0.0-config.jar	866cf6e33783bb67502570599d2fa5bea3e583f6
carbine-slots_99Time_95_standard-3.0.0.json	b74368f75cd817748bdbe1993c403e22df1e32da

99 Time DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7



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ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_99Time_90_jackpot-3.0.2-config.jar	4ea1fd3c022db85b853b5fbeeafa19cb817feba96
carbine-slots_99Time_90_jackpot-3.0.2.json	12382716dcba3cd45340b1c15714fdff46bf8543
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

99 Time MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0



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ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_99Time_90_jackpot-3.0.2-config.jar	4ea1fd3c022db85b853b5fbeeafa19cb817feba96
carbine-slots_99Time_90_jackpot-3.0.2.json	12382716dcba3cd45340b1c15714fdff46bf8543
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Stampede DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219



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CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_stampede_95_standard-0.0.0.19-config.jar	46e6b0c695ec53ed73c85fbe438bf3b3e3db1bce
carbine-slots_stampede_95_standard-0.0.0.19.json	b9765f1b8ee5ffabfa34e79e1771962fe6edee9b

Stampede MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6



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RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_stampede_95_standard-0.0.0.19-config.jar	46e6b0c695ec53ed73c85fbe438bf3b3e3db1bce
carbine-slots_stampede_95_standard-0.0.0.19.json	b9765f1b8ee5ffabfa34e79e1771962fe6edee9b

Stampede DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f



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LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672addcd65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_stampede_90_jackpot-3.0.0-config.jar	36540602abbd5e0d0fabeeecf84b9eff972ebe19
carbine-slots_stampede_90_jackpot-3.0.0.json	f0ebfd58aa265a45c57b27a947bc2492e5dbdeca
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e



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MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Stampede MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5



Verification report: ITL2201351

SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_stampede_90_jackpot-3.0.0-config.jar	36540602abbd5e0d0fabeeccf84b9eff972ebe19
carbine-slots_stampede_90_jackpot-3.0.0.json	f0ebfd58aa265a45c57b27a947bc2492e5dbdeca
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4



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WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beatTheBobbies_95_standard-3.0.0-config.jar	cdc9b7f2b5a1ef98fceb1b0f7aa3c5b3d542ba3a
carbine-slots_beatTheBobbies_95_standard-3.0.0.json	b923d7a92aa17a470c4f382114c6440d14190869

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32



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RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beatTheBobbies_95_standard-3.0.0-config.jar	cdc9b7f2b5a1ef98fceb1b0f7aa3c5b3d542ba3a
carbine-slots_beatTheBobbies_95_standard-3.0.0.json	b923d7a92aa17a470c4f382114c6440d14190869

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219



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CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beatTheBobbies_90_jackpot-3.0.0-config.jar	c14cdead4534448ebd50b0e38dce9f2cf88dddbde
carbine-slots_beatTheBobbies_90_jackpot-3.0.0.json	a1dade029e01bfcdcd404d8b39b168bd6068dd46e
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3



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RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_beatTheBobbies_90_jackpot-3.0.0-config.jar	c14cdead4534448ebd50b0e38dce9f2cf88dddbde
carbine-slots_beatTheBobbies_90_jackpot-3.0.0.json	a1dade029e01bfcdcd404d8b39b168bd6068dd46e
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c



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Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f

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SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_sugarTrain_95_standard-3.1.9-config.jar	649c1ca413a34510e8afb0d630ea92cc1b95ad98
carbine-slots_sugarTrain_95_standard-3.1.9.json	43a40675f181dff6ab2e90003f75d69216d4bb06

Sugar Train MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdfbad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7



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ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_sugarTrain_95_standard-3.1.9-config.jar	649c1ca413a34510e8afb0d630ea92cc1b95ad98
carbine-slots_sugarTrain_95_standard-3.1.9.json	43a40675f181dff6ab2e90003f75d69216d4bb06

Sugar Train DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceeb00834cbe71b65d4



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WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar	0d205027338cd20394235e65b15fbb73b783af2f
carbine-slots_sugarTrain_90_jackpot-3.1.12.json	bf1986a458147ff4a1e8be71b44e9aea8fe5da74
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Sugar Train MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904

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RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_sugarTrain_90_jackpot-3.1.12-config.jar	0d205027338cd20394235e65b15fbb73b783af2f
carbine-slots_sugarTrain_90_jackpot-3.1.12.json	bf1986a458147ff4a1e8be71b44e9aea8fe5da74
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e



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RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_happyBirthday_95_standard-3.0.0-config.jar	d6dc809435d004d0b373a19ae1dd0d0e4f37815a
carbine-slots_happyBirthday_95_standard-3.0.0.json	8bfb44b06fd2ef8c8ce16afe1ab18b547f574b50

Happy Birthday MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f



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LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdce1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_happyBirthday_95_standard-3.0.0-config.jar	d6dc809435d004d0b373a19ae1dd0d0e4f37815a
carbine-slots_happyBirthday_95_standard-3.0.0.json	8bbf44b06fd2ef8c8ce16afe1ab18b547f574b50



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Happy Birthday DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f



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SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_happyBirthday_90_jackpot-3.1.5-config.jar	9544d38609d41c46fc66312dc074713a9eb794b8
carbine-slots_happyBirthday_90_jackpot-3.1.5.json	bc8191464a292e3839d19ffda19327c07e018da4
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Happy Birthday MH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0



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ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_happyBirthday_90_jackpot-3.1.5-config.jar	9544d38609d41c46fc66312dc074713a9eb794b8
carbine-slots_happyBirthday_90_jackpot-3.1.5.json	bc8191464a292e3839d19ffda19327c07e018da4
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21131276e
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c

Secret Garden DH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32



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RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_secretGarden_95_standard-3.0.0-config.jar	fb004877251aff3425240f319a4480aa0e467448
carbine-slots_secretGarden_95_standard-3.0.0.json	0984547a84a154f7fe77c4b9d81b4008128855c0

Secret Garden MH

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6
RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219



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CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_secretGarden_95_standard-3.0.0-config.jar	fb004877251aff3425240f319a4480aa0e467448
carbine-slots_secretGarden_95_standard-3.0.0.json	0984547a84a154f7fe77c4b9d81b4008128855c0

Secret Garden DH JP

Filename	SHA-1
carbine-game-engine-5.6.1.jar	7f8eabdc9933e0580422290cf869ed88e9638d9
EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858eeca6

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RebetEvaluator.class	704982eaaaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6fd9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31

carbine-



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EvaluationChain.class	1473556ef50199b63af5188de2834492102467d2
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	9460b7f9550c31d34f2887da0477dca2db5cde8f
LinesWinMultiPatterEvaluator.class	d6410476d2506ce7072553aebc4b5d6704c754e2
PatternMatchingEvaluator.class	58462aad62bbfc2c7722211401b2d27b6aec410
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	67170b11b8690bd857952b277354d583b9142a48
DisplayGenerator.class	30c07d28fe504466491dbc8ad048b346e72bb872
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	704982eaaaf98363c118af8708f4b18f803e468
ReelStripGenerator.class	153d3c51aa7ba050ed0e248c0e002cafed1d6620
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	2b5b33a7020723f05b42939172b9d1ab56bb8a3b
TriggerRandomMultiplierEvaluator.class	01ddf4e181d644a7dc83cfd715e945bdbfad6b28
CarbineGame.class	63e1a0c1c310e747a8f310c1fa7a95decfd27219
CarbineGameComponent.class	7dba8ecab8a4f63737ea9d576426be3ff953d06a
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cc7e5af739a1e7a19089fea113f78412e8a1082d
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	6f5f7781221a0129e7fdb9056eb115c683b7c09c
ReactorGameMessage.class	e2b7cde6be767834285b0b3ebb42465647d3118d
ReactorGameMode.class	c2add2b57c721559bbc03e6a6ed0f5db440dcda0
ReactorGameRules.class	8fee6bc545b4f8643ac4734532ba50cfc160d211
ReactorGameState.class	e0775904fac36e891e1cabb6f61eeec6c2441350
ResultType.class	a59a61b1c5e486275a54a5ceb00834cbe71b65d4
WinRejector.class	790003b7a4d625efef718f7abbaeeb677b8a1edd
ReactorGrid.class	4460209b4ea5b89b45b8a961ec3ef429e45d9173
ConditionalWinResult.class	a031c0a07589293ccb12fd6f4d9d16e79d3576e0
ReactorGame.class	7bbac279d44058ba32312cedd931f55ae0af40ad
ReactorGameAudit.class	15bb46d6301e8ca1d2eea49591a11833be67da85
ReactorGameCounterUpdateMessage.class	9cb80bb560e0a855fd178bbf672adddc65bed1f7
ReactorGameLevelState.class	c19f6fb211468a2f405b314d0f4d6d6564b70819
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	d1b793d286966d9c7df7062eab4d1b8fa64e4eb5
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2



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carbine-slots_secretGarden_90_jackpot config.jar	e887fae721b2bcc7156e5d51147b8c340
carbine-slots_secretGarden_90_jackpot 3.1.0.json	370e868d836ba9ac7082eddeacdd7672
pool-server-service-1.3.0.jar	9c2ee606e6c3481ed84458f9b349edf21
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb3
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35

³ RTP for the game

No.	Game Name	Theoretical RTP*
1.	Clover Rollover 2 WEB	93.026%
	lover Rollover 2 WEB JP	90.984%+Jackpot 3.0%
2.	Fluffy Favourites	95.388%
	Fluffy Favourites JP	89.999%+Jackpot 3.0%
	Fireworks Frenzy JP	89.917%+Jackpot 3.0%
4.	Fluffy In Space	96.355%
	Fluffy In Space JP	90.160%+Jackpot 3.0%
5.	White Wizard	94.941%
	White Wizard JP	89.917%+Jackpot 3.0%
6.	Enchanted Prince	94.995%
	Enchanted Prince JP	90.031%+Jackpot 3.0%
7.	Fluffy Favourites Megaways W	94.995%
	Fluffy Favourites Megaways W	89.986%+Jackpot 3.0%
8.	Unicorn Bliss	94.995%
	Unicorn Bliss JP	90.031%+Jackpot 3.0%
9.	White Wizard Deluxe	95.631%
	White Wizard Deluxe JP	92.067%+Jackpot 3.0%
10.	Fluffy Too	95.388%
	Fluffy Too JP	89.999%+Jackpot 3.0%
	Shaman's Dream 2 Web	95.569%
12.	Shaman's Dream 2 Web	90.681%+Jackpot 3.0%
13.	Fluffy Favourites Fairground	95.388%
	Fluffy Favourites Fairground JP	89.999%+Jackpot 3.0%
	Lost Island	95.064%
15.	99 Time	95.388%
	99 Time JP	89.999%+Jackpot 3.0%
16.	Stampede	95.250%
	Stampede JP	90.220%+Jackpot 3.0%
17.	Beat The Bobbies JP	90.220%+Jackpot 3.0%
18.	Sugar Train	94.975%
19.	Happy BirthdayJP	90.027%+Jackpot 3.0%
20.	Secret Garden	95.436%



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IV. Details of tests

Product identification: 20 Games

No.	Tests Performed	Details of Tests	Results
HTML5 PC			
1.	Game rules & artwork evaluation	Evaluation of game rules and artwork was conducted to ensure that they satisfy relevant requirements in Registrar's Standards for Internet Gaming 2023-04-04 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 Registrar's Standards for Internet Gaming 2023-04-04.	Passed
3.	Theoretical RTP	Theoretical RTP verification was conducted for the game. See section III.5 above.	Passed
4.	Emulation tests	Emulation tests were conducted to verify that the game payouts are in accordance with the payable and maths.	Passed
5.	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
HTML5 Mobile			
1.	Game rules & artwork evaluation for mobile-specific components	Evaluation of game rules and artwork was conducted for mobile-specific components to ensure that they satisfy relevant requirements in Registrar's Standards for Internet Gaming 2023-04-04 and the game does work according to the game rules and artwork.	Passed
2.	Functional tests for mobile-specific components	Functional tests were conducted to verify that the mobile-specific components satisfy the relevant requirements in Registrar's Standards for Internet Gaming 2023-04-04.	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 PC 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 PC and mobile versions of the game share the same source code.	Passed
6.	Other records	All 20 Games have not been previously certified for AGCO. All 20 Games have been previously certified for UK (please refer to Appendix A for details). The certification was conducted for PC and the following mobile devices: • iPhone XS Max (Browser: Safari) • iPad Mini 4 (Browser: Safari) • Samsung Galaxy S10 (Browser: Chrome) • Samsung Galaxy Tab 4 (Browser: Chrome)	Passed



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Note: Evaluation was conducted at iTech Labs facilities in Australia, India and Bulgaria. All functional tests (if any) were conducted remotely (i.e. remote test environment hosted on customer's site).

V. Complete requirements met by the tests

iTech Labs has evaluated 20 Games as per the relevant Registrar's Standards for Internet Gaming 2023-04-04. Evaluation details are given below:

DESCRIPTION	REF	RESULT
Game Design and Features		
Game designs and features shall be clear and shall not mislead the player. This standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 2.15	
1. Game design shall not give the player the perception that speed of play or skill affects the outcome of the game when it does not.	AGCO 2.15 - 1	Operator responsibility*
2. After the selection of game outcome, the game shall not make a variable secondary decision which affects the result shown to the player. If the outcome is chosen that the game will lose then the game shall not substitute a particular type of loss to show to the player (i.e. near miss).	AGCO 2.15 - 2	Comply
3. Where the game requires a pre-determined pattern (for example, hidden prizes on a map), the locations of the winning spots shall not change during play, except as provided for in the terms governing play.	AGCO 2.15 - 3	Not applicable
4. Games shall not display amounts or symbols that are unachievable.	AGCO 2.15 - 4	Comply
5. Free-to-play games available through the gaming site or related websites shall not misrepresent or mislead players as to the likelihood of winning or prize distribution of similar games, and shall have the same odds of winning as games played for money.	AGCO 2.15 - 5	Comply
6. The denomination of each credit shall be clearly displayed on game screens.	AGCO 2.15 - 6	Not applicable
The method of making bets in sport and event betting must be straightforward and understandable. Information must be made available so that the player is clearly informed of the details of the bet prior to making the bet. All selections in a bet must be displayed to the player. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 2.15.1	
1. Bets on multiple events (parlays) must be identified as parlays.	AGCO 2.15.1 - 1	Not applicable
2. The player must be informed that a bet selected by the player has or has not been accepted.	AGCO 2.15.1 - 2	Not applicable
3. Where the player has placed a bet and the odds, payout odds, or prices of the bet change prior to the bet being confirmed by the operator, the player must have the option of confirming or withdrawing the bet (with refund of the bet). This requirement may not apply to an option for automatic acceptance of changes in bets described in Requirement 4 below.	AGCO 2.15.1 - 3	Not applicable



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DESCRIPTION	REF	RESULT
4. Where operators offer an option of automatic acceptance of changes in bets offered, the player must manually opt in to activate this functionality and must be able to opt out at any time. The details of this auto-accept function and any options for the function must be clearly explained to the player prior to their consent to the application of the function.	AGCO 2.15.1 - 4	Not applicable
5. The player must be informed of the period in which bets can be made on an event or series of events and bets cannot be placed after the close of the betting period.	AGCO 2.15.1 - 5	Not applicable
6. Free to play sport and event betting games must not mislead players	AGCO 2.15.1 - 6	Not applicable
available in		
ncy.	AGCO 2.15.1 - 7	Not applicable
available his	AGCO 2.15.2	
	AGCO 2.15.2 - 1	Not applicable
	AGCO 2.15.2 - 2	Not applicable
	AGCO 2.15.2 - 3	Not applicable
pool bets		
d to) shall be able to	AGCO 2.15.3	Not applicable
nded, play	AGCO 2.16	
or increase nble after 1)4(a)-4(t)-2		

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DESCRIPTION	REF	RESULT
Combining multiple slots titles in a way which facilitates simultaneous play is not permitted.		
It must be a minimum of 2.5 seconds from the time a game is started until the next game cycle can be commenced. It must always be necessary to release and then depress the 'start button' or take equivalent action to commence a game cycle. (Also applicable to Gaming-Related Suppliers) A game cycle starts when a player depresses the 'start button' or takes equivalent action to initiate the game and ends when all money or money's worth staked or won during the game has been either lost or delivered to, or made available for collection by the player and the start button or equivalent becomes available to initiate the next game. A player should commit to each game cycle individually, continued contact with a button, key or screen should not initiate a new game cycle.	AGCO 2.18	Comply
For slots games, the gaming system must not permit a customer to reduce the time until the result is presented. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 2.19	
1. Features such as turbo, quick spin and slam stop are not permitted. This is not intended to be an exhaustive list but to illustrate the types of features the requirement is referring to. <i>Note: This Standard does not apply to bonus/feature games where an additional stake is not wagered.</i>	AGCO 2.19 - 1	Comply
For slot games, the gaming system must not use auditory or visual effects that are associated with a win for returns which are less than or equal to last total amount wagered. (Also applicable to Gaming-Related Suppliers)	AGCO 2.20	Comply
For slot games, all gaming sessions must clearly display a customer's net position (the total of all winnings minus the sum of all losses since the start of the session), in Canadian dollars. (Also applicable to Gaming-Related Suppliers)	AGCO 2.21	Comply
Players shall have the means to track the passage of time. (Also applicable to Gaming-Related Suppliers)	AGCO 2.22	Comply
Information about player account transactions shall be made readily available and clear to the player. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum, the gaming system shall give the player access to the following information:	AGCO 3.15	
4. Gaming event and transaction history (game session outcomes and game transactions) including, in sport and event betting, the date and time of past and current bets, and the date and time at which past bets were settled, and information about current bets.	AGCO 3.15 - 3	Not applicable
5. Total monies wagered for session and/or period of time.	AGCO 3.15 - 5	Operator responsibility*



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DESCRIPTION	REF	RESULT
6. Total monies won or lost for session and/or period of time.	AGCO 3.15 - 6	Operator responsibility*
7. Account balance at start and end of session.	AGCO 3.15 - 7	Operator responsibility*
Game Integrity		
All gaming activities and financial transactions shall be conducted fairly and honestly, and must be independently verifiable. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.01	
1. Continuous independent monitoring and recording of lottery schemes and cash (and cash equivalent) handling must be in place to support the verification of: a. Adherence to required game rules by players and employees or, in sport and event betting, the processing and redemption, if any, of the bet fairly, honestly and in accordance with the terms of the bet placed by the player, including applicable betting rules; b. Confirmation of outcomes of lottery schemes; c. Prize payment to the proper person; d. Accuracy of financial transactions.	AGCO 4.01 – 1	Operator responsibility*
2. Continuous logs shall be maintained for critical gaming systems including to track financial accounting and game state history.	AGCO 4.01 – 2	Operator responsibility*
There shall be appropriate, accurate and complete records of transaction and game state and play information kept and made available for the purposes of (Also applicable to Gaming-Related Suppliers):	AGCO 4.02	
Guidance: There should be an adequate amount of storage, capacity and retention of logged information. The appropriate capacity, design and monitoring of the logging facilities should be in place to ensure that logging is not interrupted for a technical reason that could have been prevented.		
1. Ensuring timely investigations can be performed by the Registrar.	AGCO 4.02 - 1	Operator responsibility*
2. Capturing information needed to continue a partially complete game within a reasonably defined time.	AGCO 4.02 - 2	Operator responsibility*
3. Resolving disputes in a fair and timely manner.	AGCO 4.02 - 3	Operator responsibility*
4. Ensuring player complaints can be resolved.	AGCO 4.02 - 4	Operator responsibility*
5. Tracking all relevant player information (including funds information).	AGCO 4.02 - 5	Operator responsibility*
6. Tracking all relevant individual gaming sessions and game play information.	AGCO 4.02 - 6	Operator responsibility*
7. Tracking all relevant information related to events (including significant events).	AGCO 4.02 - 7	Operator responsibility*
8. Tracking of game enabling, disabling and configuration changes.	AGCO 4.02 - 8	Operator responsibility*

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DESCRIPTION	REF	RESULT
There shall be a mechanism in place to ensure that if logging is interrupted, compensating manual controls are used, where reasonable. (Also applicable to Gaming-Related Suppliers)	AGCO 4.03	Operator responsibility*
The gaming system shall be capable of providing custom and on-demand reports to the Registrar. (Also applicable to Gaming-Related Suppliers) Guidance: the intent is to ensure that the Registrar can receive information in an appropriate format when necessary. Examples are: a list of all games hosted by the website, or a list of all active player accounts.	AGCO 4.04	Operator responsibility*
Game specifications must be documented that clearly indicate (Also applicable to Gaming-Related Suppliers):	AGCO 4.05	
1. The objectives of the game;	AGCO 4.05.1	Comply
2. The wagers that may be made;	AGCO 4.05.2	Comply
3. How the game is operated and played;	AGCO 4.05.3	Comply
4. Odds of winning for each prize available to players;	AGCO 4.05.4	Comply
5. The advantage of the operator in relation to each wager.	AGCO 4.05.5	Comply
Prior to placing a bet or wager, the player shall be provided with sufficient information to make informed decisions about betting or wagering based on chances of winning, the way the game is played, and prizes and payouts are made. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.06	
1. Comprehensive and accurate information that explains the applicable terms governing play must be easily available to the player prior to the placing of a bet or wager through such supports as “game rules”, “help” or “how to play” pages placed prominently to allow players to easily locate them. All reasonable steps must be taken to ensure the content is understandable.	AGCO 4.06 - 1	Comply
2. The explanatory content shall: a. indicate the methods of how players may participate in the game and provide instructions and any terms for each of these methods, b. provide clear instructions on how to interact with the game, c. provide clear descriptions of what constitutes a winning outcome, d. indicate any restrictions on play or betting (e.g., play duration limits, maximum wins), e. contain comprehensive, accurate and understandable information on the odds of winning, payout odds, or returns to players, f. indicate prize value units (e.g., currency or credits), g. provide any other information on elements that will affect play (e.g., the number of decks or frequency of shuffles in virtual card games, the method of in-gaming betting) or results (e.g., how progressive jackpots work, number and kind of tokens to be collected to enter a bonus round, the rules and behaviour in a bonus round, how the results of pool betting in sport and event betting work, the procedures for confirming the results), h. contain the same information and be consistent across all languages it is provided in.	AGCO 4.06 - 2	Comply

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DESCRIPTION	REF	RESULT
3. If certain outcomes, prizes or features are only available under limited circumstances, the explanatory content must clearly indicate what these circumstances are.	AGCO 4.06 - 3	Comply
4. Where speed of interaction has an effect on the player's chances of winning, players must be informed that the speed of connection or processor may have an effect on the game.	AGCO 4.06 - 4	Not Applicable
5. Where player skill and/or strategy has an impact on the player's chances of winning, players must be informed that their skill and/or strategy will have an impact on their chances of winning.	AGCO 4.06 - 5	Not Applicable
6. For all peer-to-peer games, players must be informed of possible communication loss and the impact to the player in such an event.	AGCO 4.06 - 6	Not Applicable
7 The denomination of each credit shall be clearly displayed.	AGCO 4.06 - 7	Not Applicable
8. The units of displayed prizes and payouts (e.g. denominational units, currency) must be clear.	AGCO 4.06 - 8	Not Applicable
9. Cash out options and how to redeem winning bets in sport and event betting.	AGCO 4.06 - 9	Not Applicable
10. Players shall be provided with information that indicates circumstances in which a game can be declared void.	AGCO 4.06 - 10	Comply
Information provided to players prior to and during game play shall not mislead players or misrepresent games. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum, information shall not:	AGCO 4.07	
1. Describe any outcomes, prizes, or features that are not achievable.	AGCO 4.07 - 1	Comply
2. Encourage play as a means of recovering past gambling or other financial losses.	AGCO 4.07 - 2	Comply
3. Be designed so as to make false promises or present winning as the probable outcome.	AGCO 4.07 - 3	Comply
4. Imply that chances of winning increase: a. The longer one plays; b. The more one spends; or c. Suggest that skill can influence the outcome (for games where skill is not a factor);	AGCO 4.07 - 4	a. Comply b. Comply c. Not Applicable
5. Use language that suggests the probability of a particular outcome is more likely to occur than its actual probability. Examples include the use of the terms, "due", "overdue", "ready", and "ready to hit".	AGCO 4.07 - 5	Comply
6. Mischaracterize the nature of the game by giving it a commonly accepted name, such as "European Roulette", if the game does not operate as a player would reasonably expect.	AGCO 4.07 - 6	Not Applicable
All igaming games, random number generators and components of igaming systems that accept, process, determine outcome of, display, and log details about player bets, including any subsequent modifications, must either be approved by the Registrar or certified by an independent testing laboratory registered by the Registrar, as per the AGCO's <i>ITL Certification Policy</i> , prior to being provided for any gaming site.	AGCO 4.08	Operator responsibility*
Gaming systems and gaming supplies shall be provided, installed, configured, maintained, repaired and operated in a way that ensures	AGCO 4.09	



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DESCRIPTION	REF	RESULT
the integrity, safety and security of the gaming supplies and systems. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:		
1. Only games and remote gaming servers approved by the Registrar or certified by an independent testing laboratory registered by the Registrar shall be used on the gaming site.	AGCO 4.09 - 1	Operator responsibility*
5. Operators shall monitor the payback of their live games to detect any behaviour that may indicate faulty performance.	AGCO 4.09 - 5	Operator responsibility*
Where there are suspected game or system faults that may impact game integrity or fairness including the integrity or fairness of sport and event betting(e.g., influencing a player's chances of winning or the return to players), Operators shall make the game unavailable to players until the issue has been resolved. In the case of sport and event betting, making a game unavailable may include the suspension of betting, the withholding of funds, and the refund of any bet until a gaming system fault has been resolved. Operator decisions must be fair, reasonable, and made in good faith.	AGCO 4.10	Operator responsibility*
Game outcomes and sport and event betting transactions shall be recoverable, where technically possible, so that player bets can be settled appropriately. (Also applicable to Gaming-Related Suppliers)	AGCO 4.12	Operator responsibility*
In any case where there is a game or system fault, including where game outcomes or sport and event betting transactions are not recoverable, the Operator shall have clearly defined policies and processes in respect of treating the player fairly when resolving the player's transactions. These policies and processes shall be made available to players. (Also applicable to Gaming-Related Suppliers)	AGCO 4.13	Operator responsibility*
Mechanisms shall be in place to allow a game to be recreated up to and including the last communicated state to the player. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.14	
1. Selected electronic game elements and game outcomes shall be logged before they are displayed to the player.	AGCO 4.14 - 1	Operator responsibility*
2. Information shall be captured that is needed to continue a partially complete game within a reasonable period of time.	AGCO 4.14 - 2	Operator responsibility*

A player's bet and the outcome of the game shall be clearly displayed, easy to understand, and available, easy to understand

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DESCRIPTION	REF	RESULT
Players shall be provided with clear information on the process to report activities related to collusion and cheating, including the suspected use of bots. The process must be simple to use and readily accessible to a player seeking to make a report. Requirements – At a minimum:	AGCO 4.19	
1. Complaints by players about unfair treatment, cheating and collusion must be investigated.	AGCO 4.19 - 1	Not Applicable
2. Information about the Operator's policies and procedures to deter, prevent and detect unfair behaviour, cheating and collusion, including the suspension or disabling of accounts and any recovery of funds, must be made available to the public on request.	AGCO 4.19 - 2	Not Applicable
3. Where an investigation, whether initiated by the Operator or as a result of a player complaint, results in the suspension or disabling of a player account, records of the investigation identifying the activities, the reason for the investigation (including whether it was initiated as the result of a player complaint) and any relevant evidence should be retained in accordance with Standard 1.09.	AGCO 4.19 - 3	Not Applicable
4. The Registrar shall be informed, in accordance with the notification matrix, of any incident that an Operator reasonably believes constitutes an incident of intentional cheating while playing a lottery scheme.	AGCO 4.19 - 4	Not Applicable
Speed and Interruption		
Where speed of interaction has an effect on the player's chances of winning, the Operator shall take reasonable steps to ensure the player is not unfairly disadvantaged due to gaming system related performance issues.	AGCO 4.20	Not Applicable
Service interruptions shall be responded to and dealt with in a way that does not disadvantage players. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum, the gaming system shall:	AGCO 4.21	
1. Inform players that the speed of connection or processor may have, or appear to have, an effect on the game;	AGCO 4.21 - 1	Operator responsibility*
2. Recover from failures that cause interruptions to the game in a timely fashion;	AGCO 4.21 - 2	Operator responsibility*
3. Where appropriate, void bets;	AGCO 4.21 - 3	Operator responsibility*
4. Retain sufficient information to be able to restore events to their pre-failure state, if possible;	AGCO 4.21 - 4	Operator responsibility*
5. Pay players the amount won up to that point, or return bets to players where a game cannot be continued after a service interruption, whichever is the better outcome for the player.	AGCO 4.21 - 5	Operator responsibility*
Peer-to-Peer Games		
In peer-to-peer games, Operators must implement measures intended to deter, prevent and detect the use by players of software programs to automatically participate in game play (referred to as a bot) or to provide the player with an unfair advantage over other players. Requirements – At a minimum:	AGCO 4.22	

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DESCRIPTION	REF	RESULT
1. Operators must clearly provide notice to players of peer-to-peer games that the use of such software is not permitted and, if a player is found to have used such software, it will be considered to be cheating and the player may be sanctioned by the Operator accordingly.	AGCO 4.22 - 1	Not applicable
Games must be conducted in a manner that ensures players are treated fairly and not unfairly disadvantaged by other players. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.23	
1. Measures intended to deter, prevent, and detect unfair behaviour, collusion and cheating, including the suspected use of bots, must be implemented.	AGCO 4.23 - 1	Not applicable
2. Information regarding specific game elements (such as a player's hand or cards) shall not be accessible to give advantage to any player during games, unless by the player themselves.	AGCO 4.23 - 2	Not applicable
3. A mechanism shall be in place to ensure that a player cannot play against themselves or occupy more than one seat at an individual table.	AGCO 4.23 - 3	Not applicable
4. Gaming systems must retain a record of relevant activities to facilitate investigation and be capable of suspending or disabling player accounts and player sessions.	AGCO 4.23 - 4	Not applicable
5. Operators must monitor the effectiveness of their policies and procedures.	AGCO 4.23 - 5	Not applicable
6. As a minimum deterrent, players must be informed that accounts may be closed if the player has cheated, colluded or acted unfairly towards another player.	AGCO 4.23 - 6	Not applicable
Determination of Game Outcomes		
Games must operate according to their game specifications and the outcomes must be determined in accordance with the terms governing play and prevailing payouts as they are described to the player. Sport and event betting must be conducted fairly, honestly and in accordance with the terms of the bet placed by the player. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.24	
1. All possible game outcomes (winning and losing outcomes) shall be available in each play, unless clearly explained to the player.	AGCO 4.24 - 1	Comply
2. The probability of game outcomes in virtual games shall be the same as in the associated live game (e.g., card games), unless the differences are set out in the terms governing play and communicated to players.	AGCO 4.24 - 2	Not applicable
3. The probability of achieving a specific game outcome shall be constant and independent of game history, player or any other factor, unless clearly explained in the terms governing play. Where the game outcome is intended to be random (e.g., dice games or slot games), the outcome must not be dependent or based upon any history or other factors.	AGCO 4.24 - 3	Not Applicable
4. Sport and event bets shall be accepted, processed, and settled in accordance with the terms of the bet placed by the player, including any applicable betting rules.	AGCO 4.24 - 4	Not applicable



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DESCRIPTION	REF	RESULT
Bets shall be committed before the determination of game outcomes. Any wager received after the determination of game outcomes associated with the wager shall be voided and returned to the player. (Also applicable to Gaming-Related Suppliers)	AGCO 4.25	Operator responsibility*
In sport and event betting, bets must be settled fairly and in accordance with the terms of the bet placed by the player and any applicable betting rules that were available to the player when the bet was placed. Where raised, the reasons for the settlement must be clearly and promptly provided to the player. (Also applicable to Gaming-Related Suppliers)	AGCO 4.25.1	Not applicable
The results of bets on sporting or other events must be provided to players making bets on the events. Any change of results must be made available. Account balances will be updated as the results of wagers are confirmed. (Also applicable to Gaming-Related Suppliers)	AGCO 4.25.2	Not applicable
Sport and event betting operators shall have controls in place to ensure the accuracy and timeliness of sport and event results data. (Also applicable to Gaming Related Suppliers)	AGCO 4.25.3	Not applicable
Randomness of Game Outcomes		
A mechanism shall be in place to randomly select game elements used to determine game outcomes. This standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.26	
1. Initial values and conditions shall be selected and used to seed the random selection process in a way that ensures the randomness of the resulting game outcomes and avoids any correlation of selected game elements with elements selected by any other instances of the mechanism.	AGCO 4.26 - 1	Covered by a separate RNG certification (REF: ITLXXXXXX)
2. The selected game elements and their associated game outcomes shall not be influenced, affected or controlled by the amount wagered, or by the style or method of play unless the conditions are changed and are disclosed clearly to the player.	AGCO 4.26 - 2	Covered by a separate RNG certification (REF: ITLXXXXXX)
3. The mechanism used to select game elements and their associated game outcomes shall be impervious to outside influences (such as electro-magnetic interference, devices within or external to the gaming system; the characteristics of the communication channel between the system and the end player device, the player or the Operator) and its components shall not be subject to deterioration that impacts, before any scheduled replacement lifecycle, the randomness of selection.	AGCO 4.26 - 3	Covered by a separate RNG certification (REF: ITLXXXXXX)
4. The selected game elements and their associated game outcomes shall not be altered, discarded or otherwise manipulated through a secondary decision by the game program and shall not be impacted by load on the gaming system.	AGCO 4.26 - 4	Covered by a separate RNG certification (REF: ITLXXXXXX)
5. Any failure by the mechanism to randomly select game elements, including an interruption in the selection process, must be identified	AGCO 4.26 - 5	Covered by a separate RNG certification



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DESCRIPTION	REF	RESULT
and responded to quickly and appropriately to minimize the effect on players.		(REF: ITLXXXXXX)
Mechanisms used to select game elements and their associated game outcome must be capable of being monitored and inspected to ensure the integrity of the mechanisms and its component devices and the randomness of the generated outcomes. This standard does not apply to sport and event betting products. (Also applicable to Gaming-Related Suppliers)	AGCO 4.27	Operator responsibility*
Game Management		
Terms governing play must not be changed during a game session unless the player is made aware of the change before the player places any wagers in the game. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 4.28	
1. Where applicable, game interface changes made by the player shall be appropriately limited by the gaming system to ensure that information and representation of the game remains fair and accurate and in accordance with the terms governing play.	AGCO 4.28 - 1	Comply
2. Information on the current state of multi-state games must be clearly displayed,	AGCO 4.28 - 2	Not applicable

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DESCRIPTION	REF	RESULT
betting activity and report such activity to an independent integrity monitor. Unusual betting activity is a betting pattern that deviates, including statistically, from the activity otherwise exhibited by patrons and reasonably expected by an operator or independent integrity monitor, which may indicate potential suspicious activity in the betting or the underlying sport or other event. Unusual betting activity may include the size of a patron's wager or increased wagering volume on a particular event or wager type. Suspicious betting activity is unusual betting activity that cannot be explained and is indicative of match fixing, the manipulation of an event, misuse of inside information, or other illicit activity.	AGCO 4.32 - 1	Not applicable
2. Independent integrity monitors shall not have any perceived or real conflicts of interests in performing the independent integrity monitor role, including such as acting as an operator or as an oddsmaker.	AGCO 4.32 - 2	Not applicable
3. Independent integrity monitors shall promptly disseminate reports of unusual betting activity to all member sport betting operators.	AGCO 4.32 - 3	Not applicable
4. All sport and event betting operators shall review such reports and notify their independent integrity monitor of whether they have experienced similar activity.	AGCO 4.32 - 4	Not applicable
5. If an independent integrity monitor finds that previously reported unusual betting activity rises to the level of suspicious activity, they shall immediately notify any entity with which they have an information sharing relationship, including independent integrity monitors sport betting operators, the appropriate governing authority for the sport or event, and any other organizations or individuals identified by the Registrar.	AGCO 4.32 - 5	Not applicable
6. All independent integrity monitors receiving such a report shall share such report with their member sport betting operators.	AGCO 4.32 - 6	Not applicable



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DESCRIPTION	REF	RESULT
withhold associated customer funds, on events related to the report must be fair, reasonable, and made in good faith.		
Operators offering sport and event betting products shall ensure that all bets offered meet the following criteria:	AGCO 4.34	Not applicable
1. The outcome of the event being bet on can be documented and verified;	AGCO 4.34 - 1	Not applicable
2. The outcome of the event being bet on can be generated by a reliable and independent process;	AGCO 4.34 - 2	Not applicable
3. The outcome of the event being bet on is not affected by any bet placed;	AGCO 4.34 - 3	Not applicable
4. The majority of participants in the event or league are 18 years of age or older, event shall be broadly defined as assessing total participants in the event/league, rather than in a particular heat, game, match or final contest in the overall sporting event;	AGCO 4.34 - 4	Not applicable
5. For sporting events being bet on the event must be effectively supervised by a sport governing body which must, at minimum prescribe final rules and enforces codes of conduct that include prohibitions on betting by insiders (not applicable to novelty bets);	AGCO 4.34 - 5	Not applicable
6. There are integrity safeguards in place which are sufficient to mitigate the risk of match fixing, cheat-at-play, and other illicit activity that might influence the outcome of bet upon events;	AGCO 4.34 - 6	Not applicable
7. The bet is not on a past event for which the outcome is publicly known;	AGCO 4.34 - 7	Not applicable
8. The bet is not reasonably objectionable,	AGCO 4.34 - 8	Not applicable
9. The event being bet on does not involve animal fighting or cruelty,	AGCO 4.34 - 9	Not applicable
10. Bets on assets and financial markets (e.g., stocks, bonds, currencies, real property) are prohibited;	AGCO 4.34 - 10	Not applicable
11. Bets which expose players to losses greater than the amount wagered are prohibited,	AGCO 4.34 - 11	Not applicable
12. Bets which mimic the structure of financial instruments, products, or markets are prohibited.	AGCO 4.34 - 12	Not applicable
13. Bets on synthetic lottery products and bets on lottery outcomes are prohibited;	AGCO 4.34 - 13	Not applicable
14. The event being bet on is conducted in conformity with all applicable laws;	AGCO 4.34 - 14	Not applicable
15. Bets on minor league sports in Canada, including the Canadian Hockey League (CHL), are prohibited	AGCO 4.34 - 15	Not applicable
Live Dealer Game Integrity		



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DESCRIPTION	REF	RESULT
<i>Applicable to systems with live dealer gaming supplies (Also part of the games checklists. If Games and security in scope of the project, only perform once)</i> Access to live dealer gaming supplies shall be restricted to individuals with a business need. (Also applicable to Gaming-Related Suppliers) [Added: October, 2022] Requirements – At a minimum:	AGCO 4.35	Not applicable
Access privileges are granted, modified, and revoked based on employment status and job requirements and all activities associated with these actions logged.	AGCO 4.35 - 1	Not applicable
Access privileges are independently reviewed and confirmed on a periodic basis.	AGCO 4.35 - 2	Not applicable
<i>Applicable to systems with live dealer gaming supplies (Also part of the games checklists. If Games and security in scope of the project, only perform once)</i> Operators must have controls in place to ensure live dealer game presenters do not compromise the integrity of a game. [Added: October, 2022]	AGCO 4.36	Not applicable
Sensitive data, including player information and data relevant to determining game outcomes, shall be secured and protected from unauthorized access or use at all times. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 5.25	
1. The gaming system shall ensure that data is appropriately backed up in a manner that allows it to be completely and accurately restored.	AGCO 5.25 - 1	Operator responsibility*
2. Data backups shall be stored off-site in a secure location and in accordance with applicable policies and laws.	AGCO 5.25 - 2	Operator responsibility*
Communication of sensitive game data shall be protected for integrity. (Also applicable to Gaming-Related Suppliers)	AGCO 5.27	Operator responsibility*
. For the purpose of Req. 8, reasonably objectional bets include bets on events which are unethical, allow entertainment to be derived from human suffering or death or involve non-consensual violence or injury. . Req 12 applies to contracts for difference including spread betting.		
No player's account is permitted to have a negative funds balance. A player's account with a negative funds balance must be suspended and no transactions permitted after the negative funds balance arises. No transaction is permitted until the negative funds balance is eliminated. No bet will be accepted that could result in a negative funds balance. Guidance: This Standard is not intended to prohibit the resettlement of bets when reasonable and necessary.	AGCO 5.75	Operator responsibility*
Players shall be provided with a clear and accurate representation of their funds account balance that is easily accessible and readily available at all times. (Also applicable to Gaming-Related Suppliers) Requirements – At a minimum:	AGCO 5.76	
1. The player balance shall be displayed in Canadian dollars.	AGCO 5.76 - 1	Comply



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

VI. Observations

None.

VII. Conditions

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

VIII. Final declaration and conformity

No.	Description	Details
1.	Certification	Date of certification: 02 May 2023 Software provider: EYECON ALDERNEY LIMITED Licensee name: N/A Licensee site URLs: N/A Total number of pages: 216 iTech Labs certifies that all 20 Games have passed all tests according to the "Registrar's Standards for Internet Gaming 2023-04-04", except as specified in sections V, VI, and VII. iTech Labs recommends that all 20 Games be approved for deployment.



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Signatures:

Authorised by:  Alvin Rizaldi Senior Consultant iTech Labs 02 May 2023	Signed by:  Kiren Sreekumar Principal Consultant iTech Labs 02 May 2023
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IX. 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 A

No.	Game Name	Game Type	Certification Report Reference Number	Certification Date
1.	Clover Rollover 2	Slot	ITL2002096	13Aug2020
2.	Fluffy Favourites	Slot	ITL2201868	27Jun2022
3.	Fireworks Frenzy	Slot	ITL2001873	17Jul2020
4.	Fluffy In Space	Slot	ITL1801659	30Oct2018
5.	White Wizard	Slot	EYE_201600473, EYE_201600474	21Oct2016, 24Oct2016
6.	Enchanted Prince	Slot	EYE_201600473, EYE_201600474, EYE_2016003703, EYE_2016003708	21Oct2016, 24Oct2016, 20Oct2016, 21Oct2016
7.	Fluffy Favourites Megaways	Slot	ITL2100221	29Jan2021
8.	Unicorn Bliss	Slot	EYE_201600671	09Jan2017
9.	White Wizard Deluxe	Slot	ITL2001873	17Jul2020
10.	Fluffy Too	Slot	ITL2201868	27Jun2022
11.	Temple Of Iris	Slot	EYE_201600473, EYE_201600474, EYE_2016003701, EYE_2016003708	21Oct2016, 24Oct2016, 20Oct2016, 21Oct2016
12.	Shaman's Dream 2	Slot	ITL2002333	10Sep2020
13.	Fluffy Favourites Fairground	Slot	ITL1702034	15Nov2017
14.	Lost Island	Slot	ITL2002951	19Nov2020
15.	99 Time	Slot	EYE_201700061	13Feb2017
16.	Stampede	Slot	EYE_201600651	25Nov2016
17.	Beat The Bobbies	Slot	ITL1701582	04Oct17
18.	Sugar Train	Slot	ITL2101229	31May2021
19.	Happy Birthday	Slot	EYE_201600651	25Nov2016
20.	Secret Garden	Slot	ITL2001873	17Jul2020