

Eyecon RGS Regulatory Overview



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2. Revision History

Version	Author	Modifications
1.0	PC	Initial Version
1.1	VP	Added warehouse components
1.2	PC	Added version baseline
1.3	PC	Removed section on versions
1.4	PC	Added tournament component
1.5	PC	Added gateway service

3. Overview

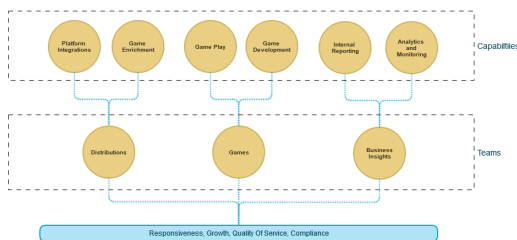
Eyecon's RGS, codenamed 'Stella V', primarily provides remote gaming capabilities to B2B partners. The gaming platform provides game play and game enrichment capabilities targeting desktop and mobile delivery with equal priority.

Flexibility and modularity are its key architectural principles which provide a number of main benefits:

- Reduced change management impact - changes are small and targeted;
- Multiple projects and initiatives may progress in parallel - for example game development and wallet integration;
- The system architecture is open and promotes reuse of the core business domain through discoverable web service APIs. There is a key separation between software component delivery and the configuration of key domain concepts such as casinos, games, bet limits, currencies, etc - Configurations can be released without software component release or downtime.

4. Platform Capabilities

Eyecon's gaming, distribution and support systems must provide a number of key capabilities which can be described as separate focus areas. This separation allows development staff to be organised according to the specific business area rather than technologies.



4.1. Games

4.1.1. Game Play

In order to meet regulatory and maths design goals each game presented to players must follow a set of predefined rules and configurations. For security, reporting and scalability reasons these game mechanics must be executed within a shared and hosted platform. The mechanism within a platform which provides game functionality including game features for a specific game is commonly referred to as the game engine. Essential to the game play capabilities of a gaming platform is the ability to quickly develop and deliver new game content in a low risk, low cost manner (for example through reuse of existing components which reduce the development, internal testing and compliance costs).

Game Play refers to the collective capabilities of Eyecon's platforms to supply this functionality as required to maintain a competitive position within the industry.

4.1.2. Game Development

Game Development refers to any platform capabilities, tooling or documentation which facilitates or promotes the effective development of games targeted for distribution via Eyecon's platforms.

4.2. Distributions

4.2.1. Wallet Integrations

A large part of Eyecon's potential growth comes from the penetration of games into existing and additional market segments. New distribution channels expanding the potential supply of gaming content is implemented by the successful delivery of systems integration projects.

This server translates the proprietary wallet APIs into a unified game transaction interface provided to game servers within Eyecon's RGS platform.

4.2.2. Game Enrichment

Game enrichment refers to the platform capabilities that enrich or decorate the games that would otherwise be playable in their standalone form. This may include features such as free spin bonusing, jackpots, tournaments, game recommendations. They are the capabilities that would be offered to players and operators in addition to a game when it is integrated and delivered to market via Eyecon's platforms. One specific example of this is the provision of regulatory functionality such as reality checks, in most instances this functionality is added without requiring updates to games.

4.3. Customer Support and Service

4.3.1. Support and Reporting

In order to investigate and respond to requests from players both casino operators and gaming platform providers must have access to a system allowing the interrogation of audit history for game play sessions. Static reporting functions provide essential and valuable insight into the financial performance of customers and games.

4.3.2. Customer Requests/Responsiveness

The business and market conditions affecting Eyecon and its customers can and do change, responding to these changes where they manifest as system configuration in a timely manner is an essential aspect of maintaining customer satisfaction and promoting growth.

4.3.3. Internal Reporting

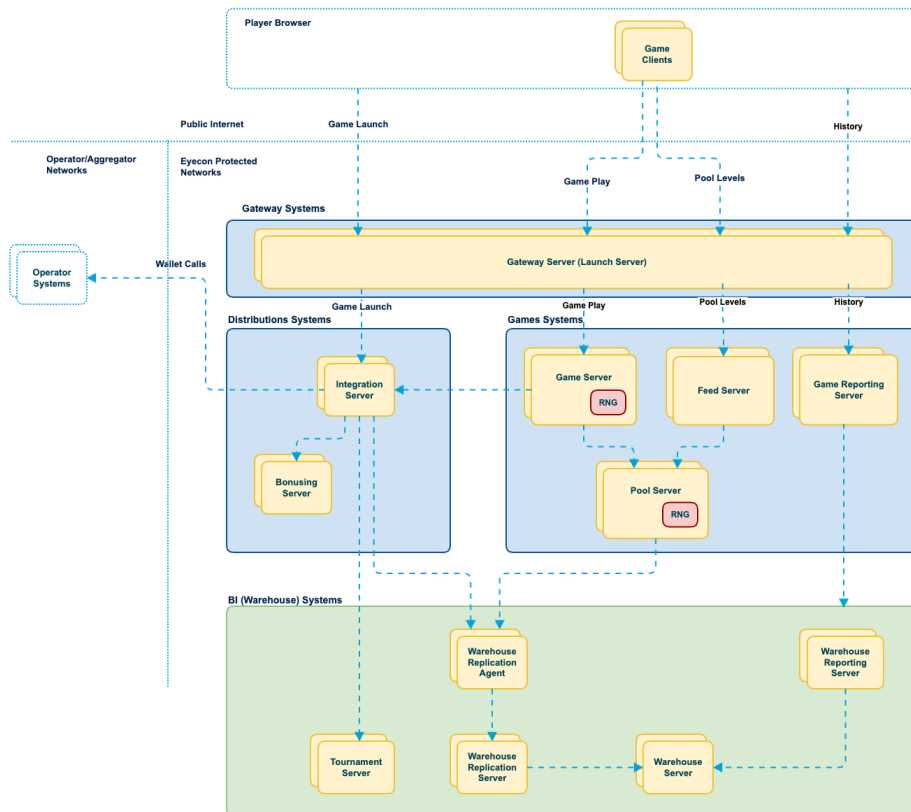
Static reporting functions including revenue reporting are an essential factor in monitoring the performance of games and distributions within chosen markets. Key metrics exposed through reporting functions may be used as verification measures assessing against the business's defined goals.

Dynamic reporting functions allow for more comprehensive analysis, for example the segmentation of players may reveal insights which can be used to optimise game development initiatives and sales and marketing activities.

5. Platform System Architecture

5.1. System Overview

The following diagram outlines the various runtime components and major sub-components in Eyecon's RGS architecture.



5.2. Gateway Systems

5.2.1. Gateway Server (Launch Server)

This component implement rules for allowing and denying traffic to other RGS systems such as implementing geoblocking rules.

5.3. Distributions Systems

5.3.1. Integration Server

This component handles the initial interaction with a player's browser on game launch. It will initially verify the player is valid and permitted to play in the operator's platform by making use of the wallet service. Using available live configurations and the details passed on launch this service will create a game session and redirect the player's browser to the appropriate gaming services.

A Game Session is a transient structure representing the lifetime of a launched game for a specific player, it encapsulates all communication, handles security and manages all state.

All communication with a remote wallet (RGI) is provided by the Wallet Service. The communication with the wallet service is RGI agnostic such that all other services do not require an understanding of the individual APIs, protocols and complexities of each. Generally it provides an authentication mechanism and a game transaction for credits, debits, etc of a player's wallets (cash, demo, play, bonus, promotional, etc).

The Wallet Service exposes a single, universal API for communicating with a wallet. Internally the service converts requests into the specific external API calls for the casino and operator platforms as required.

5.3.2. Bonusing Server

This component manages the state of bonus sessions, for example the remaining spins in a free spin bonusing game session, etc.

5.4. Games Systems

5.4.1. Game Server

This component contains all of the logic and configuration for the mechanics of a game and makes use of an approved RNG for determining random outcomes in accordance with the rules of the game.

5.4.2. Feed Server

This component provides a feed of pool values, for example the current pool balances of a game's jackpot(s).

5.4.3. Game Reporting Server

This component provides an API for retrieving a graphical history of game play.

5.4.4. Pool Server

The logic for managing pools, such as within a game's jackpots, is contained within the pool server. The evaluation of whether a player has been awarded a jackpot is contained within this system, an approved RNG component is used as required for random outcomes.

5.4.5. RNG

An approved RNG implementation is a software component bundled within an application where required for the functionality of that server.

5.5. BI (Warehouse) Systems

5.5.1. Warehouse Replication Agent

This component stores a local backup of all game audit records generated by the Game and Distributions systems. It also provides a means for those records to be copied to a remote warehouse in order to meet data reporting and retention requirements.

5.5.2. Warehouse Replication Server

This component uses the Warehouse Replication Agent to remotely copy the game audit records generated by the Games and Distributions systems into a remote data storage facility.

5.5.3. Warehouse Server

This component stores a local backup of the remotely replicated game audit records. It also transforms those records into summarised reporting tables.

5.5.4. Warehouse Reporting Server

This component provides an API for retrieving historical game play information from the summarised reporting tables.

5.5.5. Tournament Server

This component subscribes to events broadcast from the integration server and produces competition leaderboards for promotional purposes.

5.6. External Systems

5.6.1. Player Browser

All web based games across desktop and mobile, are launched within a web browser on a player's computer.

5.6.2. Operator System

The operator or game aggregator's systems and platforms manage a player's account details such as address. Additionally a player's balance is managed in these platforms including deposit and withdrawal processing.