



Verification report: ITL2302122-1

Eyecon Alderney Limited

Functionality Report Singular License – Slot

11 July 2023

**This is an amended report issued on 20 September 2023 to replace report ITL2302122.
Details of changes are listed in Appendix B.**

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1. Identification of the certification

Type of the certification report	Final Certification Report of Functionality – Singular License – Slot
Identification code of the report	ITL2302122
Details identifying the certification body	iTech Labs Italia REA RM-1282510 Piazza Guglielmo Marconi n., 15 00144 Roma, Italy URL: www.itechlabs.com Email: info@itechlabs.com
Details identifying the report's signatory on behalf of the certification body	Kiren Sreekumar Alvin Rizaldi Rogelio Pérez Cano (DNI 45430254X)
Target jurisdiction	Spain
Dates on which the certification work was performed	From 28 June 2023 to 11 July 2023
Publication date of the certification report	11 July 2023

2. Description of certification purpose

Description of technical infrastructure	The set of equipment, systems, terminals, instruments and software material used by the operator for the organization, operation and development of the gambling activity. The technical game system supports all the necessary operations for the organization, operation and development of the gambling activity and the detection and recording of the corresponding transactions between the players and the operator.						
Identification of the software elements	<table border="1"> <thead> <tr> <th>Game Name</th><th>Channel</th></tr> </thead> <tbody> <tr> <td>Champions Of Poseidon</td><td>HTML5 Desktop</td></tr> <tr> <td></td><td>HTML5 Mobile</td></tr> </tbody> </table>	Game Name	Channel	Champions Of Poseidon	HTML5 Desktop		HTML5 Mobile
Game Name	Channel						
Champions Of Poseidon	HTML5 Desktop						
	HTML5 Mobile						
Licensee	Not applicable						
Manufacturer	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Robert Black (robert.black@eyecon.com)						
Product name	<table border="1"> <thead> <tr> <th>Game Name</th><th>Channel</th></tr> </thead> <tbody> <tr> <td>Champions Of Poseidon</td><td>HTML5 Desktop</td></tr> <tr> <td></td><td>HTML5 Mobile</td></tr> </tbody> </table>	Game Name	Channel	Champions Of Poseidon	HTML5 Desktop		HTML5 Mobile
Game Name	Channel						
Champions Of Poseidon	HTML5 Desktop						
	HTML5 Mobile						
In all cases the data capture and storage regarding the components must be recorded	Not applicable ICS is out of scope (operator's responsibility)						
Critical components and digital signatures	Please refer to Appendix A						
Certified access channels	Internet						
Certified websites and brand names	Not applicable						
Payment methods used during certification	Not applicable This certification is for games only						
Role of the operator	Not applicable						

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Identification of the elements of the technical infrastructure where these are installed	<p>Eyecon Alderney Limited games are hosted at the following location:</p> <p>Continent 8 Technologies Limited c/o Vodafone Malta Ltd MAR Building Cannon Road Qormi QRM 9039</p> <p>Continent 8 Technologies Admiralty Tunnel 77 Queensway Rd Gibraltar GX11 1AA</p> <p>Continent 8 Technologies Data Centre 8 Centenary House La Vrangue St Peter Port Guernsey, GY1 2EY Channel Islands</p> <p>Continent 8 Technologies c/o Keppel, unit B10 IDA Ballycoolin Industrial Estate Dublin 15 D15 YN9K</p>											
The gambling on offer within the scope of the certification, which also indicates the certified versions of the gambling activity	<table><tr><th>No.</th><th>Game Name</th><th>Game Type</th><th>Version Number</th></tr><tr><td>1.</td><td>Champions Of Poseidon</td><td>Slot</td><td>1.0.9</td></tr></table>				No.	Game Name	Game Type	Version Number	1.	Champions Of Poseidon	Slot	1.0.9
No.	Game Name	Game Type	Version Number									
1.	Champions Of Poseidon	Slot	1.0.9									
Types of access technology for the technical gambling system												
<ul style="list-style-type: none">Web access	Yes (HTML5 Mobile + HTML5 Desktop)											
<ul style="list-style-type: none">Flash-based downloadable client	Not applicable											
<ul style="list-style-type: none">PC-based downloadable clients (with indication of target operating systems)	Not applicable											
<ul style="list-style-type: none">Native applications for smartphones, tablets or other mobile devices (with indication of target operating systems)	Not applicable											
<ul style="list-style-type: none">Web-accessible mobile clients, e.g., based on HTML	Yes (HTML5 Mobile)											
Other records	<p>All games specified above have never been certified for Spain. Testing was conducted on the following devices:</p> <ul style="list-style-type: none">DesktopiPhone XS MaxSamsung Galaxy S20iPad 5Th GenerationSamsung Galaxy Tab A											

3. Executive summary of the functionality certification

3.1 Overall functionally qualification/rate

Overall functionally qualification/rate	Comply*
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* Only for requirements that are relevant for software providers; Eyecon Alderney Limited is a software provider. Any requirements marked as "operator's responsibility" are out of scope and must be satisfied by the operator.

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3.2 Summary table of the compliance with the technical requirements

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Area	Total Number of Requirements	Number of Satisfactory Requirements	Number of Unsatisfactory Requirements	Number of 'Not Applicable' Requirements
1. Porcentaje de retorno y tablas de premios	3	3	0	0
2. Generador de números aleatorios	5	4	0	1
3. Lógica del juego	3	3	0	0
4. Registro y trazabilidad	4	2	0	2
5. Terminales y sesión de usuario	13	1	0	12
6. Canales de comunicación	5	0	0	5
7. Aplicaciones de juego gratuito	1	0	0	1
8. Interfaz gráfica	7	4	0	3
9. Comportamiento ante errores técnicos	2	2	0	0
10. Juego automático	1	1	0	0
11. Repetición de la jugada	1	1	0	0
12. Juegos <<en vivo>>	1	0	0	1
13. Funcionalidades varias	5	0	0	5
14. Botes progresivos	1	1	0	0
15. Sistema de control interno	10	0	0	10

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Area	Total Number of Requirements	Number of Satisfactory Requirements	Number of Unsatisfactory Requirements	Number of 'Not Applicable' Requirements
1. Configuración y desarrollo de la sesión de juego destinada a máquinas de azar	7	0	0	7
2. Obligaciones de información a los participantes en relación a la sesión de juego destinada a máquinas de azar	3	0	0	3
3. Desarrollo del juego	12	11	0	1
4. Obligaciones de información a los participantes	2	2	0	0
5. Promoción de los juegos	1	0	0	1

3.3 Summary table of the specific analysis

Various specific analysis performed	<ul style="list-style-type: none"> - Random Number Generator analysis - Analysis of the game logic and the random events
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3.3.1 Random Number Generator analysis

Rate	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Manufacturer	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Product and version	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Checksum	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019

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RNG type	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Random / pseudo random	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Shared RNG	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Algorithm	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Reseed	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Length of the space of different random numbers in bits	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
List of statistical tests	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019

3.3.2 Analysis of the percentage return to player (RTP)

Description	RTP*	Place of publication of the indicated percentages
Champions Of Poseidon	93.102%	Game rules
	95.111%	
	90.102% + Jackpot 3.0%	

*Verified the RTP only up to 2 decimals accuracy.

3.3.3 Analysis of the game logic and the random events

Compliance with the specific rules of the game	Yes
Counterparty risk management system for bets	Not applicable This requirement is not applicable to the games in this certification
Audit of the changes in the configuration via parameters of the counterparty risk management system	Not applicable This requirement is not applicable to the games in this certification
Audit of the changes made by the staff on the bets	Not applicable This requirement is not applicable to the games in this certification
List of random events	Generation of symbols in base game and free spins, generation of prizes in features
Audit of the changes in the configuration via parameters of the game logic	Yes

3.4 Summary table of the integration tests

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Area and Reference to the Requirement	Rate
B.1 Gambling on offer	
B.1.1 Gambling on offer and gambling versions.	Not applicable (operator's responsibility)
B.1.2. Realisation of the gambling activity and correct accounting.	Not applicable (operator's responsibility)
B.1.3. Tracing the wager in relation to channels other than the internet.	Not applicable (operator's responsibility)
B.2. Monetary limits for participation	
B.2.1. Monetary limits for participation.	Not applicable (operator's responsibility)

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B.3. Behaviour in relation to technical faults.	
B.3.1 Loss of connection with the customer.	Not applicable (operator's responsibility)
B.3.2. Error in the customer terminal.	Not applicable (operator's responsibility)
B.4. Internal control system.	
B.4.1 Completeness of OPT/ORT records.	Not applicable (operator's responsibility)
B.4.2 Completeness of JUT/JUD records.	Not applicable (operator's responsibility)

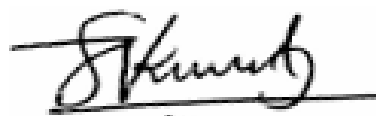
Certification Signature

Authorised by:



Alvin Rizaldi
Senior Consultant

Signed By:



Kiren Sreekumar
Principal Consultant

Signed By:



Rogelio Pérez Cano (DNI 45430254X)
Senior Consultant

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4. Compliance details on the technical requirements

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Area and Reference to the requirement	Rate	Observations
1. Porcentaje de retorno y tablas de premios		
RES_TEC Anexo I. 3.1 Reglamentación básica del juego.	Comply	Except for the following requirements
Operator gambling systems must incorporate procedures necessary for fulfilling the requirements stipulated in every game's basic regulations and in the relevant ministerial order and also, in particular, the established requirements relating to: <ul style="list-style-type: none"> Claims by participants. Promotion of gambling activities. restrictions on participating. 	Not Applicable	Operator's responsibility
The operator shall establish a procedure, to be carried out at least on a monthly basis, which shall verify that the operator's gambling on offer is suited to the held licences. It shall also verify that the options and variant of each type of game comply with the current regulations and that the authorised software versions are being used.	Not Applicable	Operator's responsibility
The operator shall keep a record of active games at all times. The record shall indicate the game, option or variant, where appropriate, commercial name and the authorised version	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.3 Porcentaje de retorno al participante	Comply	Except for the following requirements
The operator shall implement a procedure that shall help ensure the proper functioning of the expected return to the participant. It shall verify, at least on a monthly basis, that the return percentage to the participant obtained in any one of the gambling activities, options or variants, coincides with the expected value or ranges.	Not Applicable	Operator's responsibility
If any serious deviations are detected, the operator must deactivate the affected gambling activities, options or variants, until the problem is discovered and resolved. If improper functioning is confirmed, the operator shall notify the Directorate General for the Regulation of Gambling and state the cause, time period, the gamblers and amounts concerned as well as the adopted measures.	Not Applicable	Operator's responsibility
In those gambling activities where the return percentage may depend on parameters that are configurable on the technical system, such as prize tables, the operator shall keep a record of all changes to said parameters	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.4 Tablas de premios.	Comply	Except for the following requirements
If there are jackpots or multiplying effects to the prizes shown on the screens, it must be specified whether or not the jackpot or multiplying effect affects the prize scheme.	Not Applicable	This requirement is not applicable to the games in this certification
The operator shall keep a record of prize tables for each game so that changes may be audited.	Not Applicable	Operator's responsibility
Prize tables may not be changed during the gambling activity unless such a case is stipulated in the particular rules and the participant has been adequately informed	Not Applicable	Operator's responsibility
2. Generador de números aleatorios		
RES_TEC Anexo I. 3.5.1 Funcionamiento del GNA.	Comply	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated

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		31st July 2019
RES_TEC Anexo I. 3.5.2 Métodos de escalado.	Comply	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
RES_TEC Anexo I. 3.5.3 GNA Hardware	Not Applicable	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
RES_TEC Anexo I. 3.5.4 Fallos en el GNA.	Comply	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
RES_TEC Anexo I. 3.5.5 Resemillado del GNA.	Comply	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
3. Lógica del juego		
RES_TEC Anexo I. 3.6.1 Lógica independiente del terminal de usuario.	Comply	None
RES_TEC Anexo I. 3.6.2 Aplicación del GNA en los juegos.	Comply	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
RES_TEC Anexo I. 3.6.3 Controles de la lógica del juego.	Comply	None
4. Registro y trazabilidad		
RD_TEC Artículo 4.1 a) y c) Requisitos de la Unidad Central de Juegos.	Comply	None
RES_TEC Anexo I. 6.1 Registro y trazabilidad.	Comply	None
RES_TEC Anexo I. 6.3 Fuente de tiempo	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 7.5 Registro y trazabilidad en entorno de liquidez internacional	Not Applicable	Operator's responsibility
5. Terminales y sesión de usuario		
RES_TEC Anexo I. 3.7.1.1 Identificación de terminales.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.7.1.2 Funcionalidad del terminal. Trazabilidad de las operaciones.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.7.2.1 Instalación de componentes en el terminal de usuario	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.7.2.2 Desventaja por la calidad de la conexión.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.7.2.3 Información sobre la calidad de la conexión.	Comply	None
RES_TEC Anexo I. 3.7.2.4 Funcionalidad reducida para ciertos terminales.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.7.2.5 Recursos mínimos del terminal.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.7.3.1 Tratamiento de los datos del participante.	Not Applicable	This requirement is not applicable to the games in this certification
RES_TEC Anexo I. 3.7.3.2 Diseño físico	Not Applicable	This requirement is not applicable to the games in this certification
RES_TEC Anexo I. 3.7.3.3 Integridad del terminal	Not Applicable	This requirement is not applicable to the games in this certification
RES_TEC Anexo I. 3.7.3.4 Terminales móviles	Not Applicable	This requirement is not applicable to the games in this certification

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RES_TEC Anexo I. 3.8.1 Desconexión por inactividad	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.8.2 Registro de las sesiones de usuario	Not Applicable	Operator's responsibility
6. Canales de comunicación		
RD_TEC Artículo 15. 1 y 2 Actividades de juego realizadas a través de Internet	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.2 Redirección al dominio <<.es>>.	Not Applicable	Operator's responsibility
RD_TEC Artículo 16. Actividades de juego realizadas a través de mensajería de texto de servicios telefónicos fijos o móviles.	Not Applicable	This requirement is not applicable to the games in this certification
RD_TEC Artículo 17. Actividades de juego a través de servicios de comunicaciones por voz.	Not Applicable	This requirement is not applicable to the games in this certification
RD_TEC Artículo 18. Actividades de juego a través de medios de comunicación audiovisual.	Not Applicable	This requirement is not applicable to the games in this certification
7. Aplicaciones de juego gratuito		
RD_LIC Disposición adicional sexta – Aplicaciones de juego gratuito	Not Applicable	Operator's responsibility
8. Interfaz gráfica		
LEY_RJU Art. 6.1.a Temática de la interfaz de usuario	Comply	None
RES_TEC Anexo I. 3.9.1 Datos del juego.	Comply	None
RES_TEC Anexo I. 3.9.2 Datos del participante.	Comply	None
RES_TEC Anexo I. 3.9.3 Premios	Comply	Except for the following requirements
If random prizes associated with a turn or bet are offered, the participant must be made aware of the maximum amount obtainable from the turn or bet that is about to be made.	Not Applicable	Operator's responsibility
The participant must be informed when the amount of the random prize is determined on the basis of the amount placed for the turn or bet. When the text or graphics announce a top prize, such a prize must be obtainable through a single game.	Not Applicable	This requirement is not applicable to the games in this certification
RES_TEC Anexo I. 3.9.4 Juegos de cartas.	Not applicable	This requirement is not applicable to the games in this certification
RES_TEC Anexo I. 3.9.5 Simulación de elementos de la vida real.	Not applicable	This requirement is not applicable to the games in this certification
RES_TEC Anexo I. 3.9.6 Interfaz gráfica de terceros.	Not applicable	No third-party interfaces used
9. Comportamiento ante errores técnicos		
RES_TEC Anexo I. 3.11 Deshabilitación de un juego o de una sesión de juego.	Comply	None
RES_TEC Anexo I. 3.12 Juego incompleto.	Comply	Except for the following requirements
The operator must have a documented procedure for managing the downtime of one, several or all components, which includes associated technical measures. The components must run a self-diagnostic, a critical file check and an inter-component communication check.	Not Applicable	Operator's responsibility
10. Juego automático		
RES_TEC Anexo I. 3.13 Juego automático.	Comply	Except for the following requirements
If the system offers gambling-strategy advice or options for automatic gambling, such advice or options must be true and ensure that the gambling activity abides by the compulsory return percentage	Not applicable	This requirement is not applicable to the games in this certification

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The automatic repetition of play may not place a participant at a disadvantage, and neither the sequence of automatic games nor any strategy recommended to the participant must be misleading.	Not applicable	This requirement is not applicable to the games in this certification
In gambling activities where more than one participant is involved, all participants must be informed of and accept a participant who has opted for the automatic-playing mode	Not applicable	This requirement is not applicable to the games in this certification
11. Repetición de la jugada		
RES_TEC Anexo I. 3.14 Repetición de la jugada.	Comply	None
12. Juegos <<en vivo>>		
RES_TEC Anexo I. 3.19 Juego «en vivo».	Not Applicable	The games being certified are not "live".
13. Funcionalidades varias		
RES_TEC Anexo I. 3.15 Jugadores virtuales	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.16 Juegos metamórficos.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.17 Participante en estado «ausente».	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.18 Juegos multiparticipante con anfitrión.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 3.21 Juegos en diferido	Not Applicable	Operator's responsibility
14. Botes progresivos		
RES_TEC Anexo I. 3.20 Botes, botes progresivos, y premios adicionales.	Comply	None
15. Sistema de control interno		
RD_TEC Artículo 13. Sistema de control interno.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.2 Acceso de la Comisión Nacional del Juego al almacén.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.3 Modelo de datos del SCI.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.4 Fuente de tiempo del SCI.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.5 Firma, compresión y cifrado de datos del SCI	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.6 Rendimiento del capturador y del almacén.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.8 Indisponibilidad del SCI y suspensión de la oferta de juego	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.11 Calidad de la información del SCI.	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 5.1.14 Ubicación del almacén en España	Not Applicable	Operator's responsibility
RES_MOD Anexo I. Modelo de datos de monitorización	Not Applicable	Operator's responsibility

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Area and Reference to the requirement	Rate	Observations
1. Configuración y desarrollo de la sesión de juego destinada a máquinas de azar		
OM_AZA Artículo 12.2. Límites económicos a la participación en el juego de las Máquinas de Azar en la sesión destinada al juego de máquinas de azar	Not Applicable	Operator's responsibility
OM_AZA. Artículo 14.1. El operador anticipa al participante la proximidad del cumplimiento de límites	Not Applicable	Operator's responsibility
OM_AZA. Artículo 14.1. El operador anticipa al participante la proximidad del cumplimiento de límites	Not Applicable	Operator's responsibility
OM_AZA. Artículo 14.1. Aviso juego compulsivo en reinicio de sesión en los 60 minutos posteriores	Not Applicable	Operator's responsibility

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OM_AZA. Artículo 14.2. Posibilidad de restringir sesión futura	Not Applicable	Operator's responsibility
OM_AZA. Artículo 14.3. Configuración frecuencia de aviso. Intervalo mínimo	Not Applicable	Operator's responsibility
RES_TEC Anexo I. 2.1.14 Registro de la configuración de la sesión destinada al juego de máquinas de azar	Not Applicable	Operator's responsibility
2. Obligaciones de información a los participantes en relación a la sesión de juego destinada a máquinas de azar		
OM_AZA. Artículo 8.1.2 Obligaciones de información a los participantes	Not Applicable	Operator's responsibility
OM_AZA. Artículo 8.2 Aviso tiempo transcurrido e importe gastado	Not Applicable	Operator's responsibility
OM_AZA. Artículo 13.2. Participación en el juego de «Máquinas de Azar»	Not Applicable	Operator's responsibility
3. Desarrollo del juego		
OM_AZA. Artículo 2. Definiciones	Comply	Definitions
OM_AZA. Artículo 6. Reglas particulares del juego de las «Máquinas de Azar»	Comply	None
OM_AZA. Artículo 11. Desarrollo del juego	Comply	Except for the following requirements
2. When the Directorate-General for the Regulation of Gambling, through direct knowledge, or communication or complaint from a third party, has evidence that a sign or symbol in the game offered by the operator violates the restrictions of Article 6 of Law 13/2011 of 27 May, regulating gambling, the Directorate-General for the Regulation of Gambling may request its suspension and withdrawal, without prejudice to the exercise of sanctioning powers.	Not Applicable	Operator's responsibility
OM_AZA. Artículo 12.1 Importe de participación en el juego de las «Máquinas de Azar»	Comply	None
OM_AZA. Artículo 13.1. Participación en el juego de «Máquinas de Azar»	Comply	None
OM_AZA. Artículo 13.3. Participación en el juego de «Máquinas de Azar». Interrupción de la sesión o de la partida	Comply	None
OM_AZA. Artículo 13.4. Participación en el juego de «Máquinas de Azar». Partida anulada	Comply	None
OM_AZA. Artículo 14.4. Límite de partidas en juego automático	Comply	None
OM_AZA. Artículo 14.5. Duración mínima de la partida	Comply	None
OM_AZA. Artículo 14.6. Asignación de premios	Comply	None
OM_AZA. Artículo 14.7. Botes progresivos y botes garantizados	Not Applicable	This requirement is not applicable to the games in this certification
OM_AZA. Artículo 15. Pago de premios	Comply	None
4. Obligaciones de información a los participantes		
OM_AZA. Artículo 8.1.1 Publicación de las Reglas particulares	Comply	None
OM_AZA. Artículo 8.1.2 Obligaciones de información a los participantes	Comply	Except for the following requirements
a) Identification of the operator of the game and, in particular, on the possession and validity of licenses issued by the General Directorate of the Game trade name, company name, registered office and, where appropriate, address his representative in Spain.	Not Applicable	Operator's responsibility
b) System for attending to claims that the operator has implemented, referred to in the previous article. The information shall include at least: postal and	Not Applicable	Operator's responsibility

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electronic address to which complaints may be addressed, deadlines for submission of the same and, if necessary, standard forms, deadlines and communication of the decision. He also must clarify the obligation of the operator to issue a response to each complaint. The operator must give claimants the identity of personnel to interact with.		
d) Responsible Gaming Policy developed by the operator.	Not Applicable	Operator's responsibility
e) Mathematical expectation of the game return, calculated on a period of one year, as well as the actual rate of return of prizes on amounts played for each of the games in each of the preceding six months. Any jackpot prizes will be excluded from the calculation of this rate, without prejudice to the information that the agent intends to further provide in relation to these prizes.	Not Applicable	Operator's responsibility
5. Promoción de los juegos		
OM_AZA. Artículo 9.2 Promoción de los juegos	Not Applicable	Operator's responsibility

5. Details of specific analysis

5.1 Analysis of the RNG

Analysis and tests performed to verify the behaviour of the RNG	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Analyses and tests performed to verify the fulfillment of the technical requirements	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Summaries or supporting graphics	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Number of carried out simulations	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Parameters used	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Confidence interval	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Configuration parameter values	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Reseeding procedures	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019

5.2 Analysis of return to player

Description	RTP*	Place where the referred percentage is published	Configuration parameters that may affect the RTP (Note if the game system can record the parameters change log)
Champions Of Poseidon	93.102%	Game rules	Not applicable
	95.111%		
	90.102% + Jackpot 3.0%		

*Verified the RTP only up to 2 decimals accuracy.

5.3 Analysis of the game logics and the random events

5.3.1 Bets

Risk Management System for Bets	Not applicable This requirement is not applicable to the games in this
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	certification
Audit of Bets	Not applicable This requirement is not applicable to the games in this certification
Fund Management	Not applicable This requirement is not applicable to the games in this certification

5.3.2 Casino games, poker and other games

The RNG is used to generate the symbols in base game and free spins, and generate the prizes in features. Evaluation of game rules and artwork was conducted to ensure that they satisfy relevant requirements in the guidelines and the game does work according to the game rules and artwork. Functional tests were conducted to verify that the game satisfies the relevant requirements in the guidelines. Emulation tests were conducted to verify that the game payouts are in accordance with the payable and maths. Source code examination was performed on critical components of the software to ensure that the games comply with the relevant standards and that there are no unintended functionalities.

6. Integration test details

Singular License – Slot

Area	Gambling on offer
Test reference	B.1.1
Test name	Gambling on offer and gambling versions.
Test description	Desde el interfaz del jugador, se accederá a comprobar la oferta de juego correspondiente a la licencia singular. Se analizará la oferta disponible de juego desde cada una de las diferentes aplicaciones o terminales de participación. Se analizará cada uno de los juegos y variantes ofrecidas, y se buscará la correspondencia con los juegos y variantes permitidas por la reglamentación básica. Para realizar esta prueba no se requiere jugar, sino analizar la información publicada por el operador, ya sea informativa o reglas de los juegos.
Expected result	Se indicará en el resultado una relación con la siguiente información: - el nombre comercial de los juegos y variantes encontrados - las aplicaciones o terminales desde los que están disponibles. - la correspondencia con las variantes de la reglamentación básica. - la versión de las reglas particulares evaluadas. Se contrastará esta información con el cuestionario descriptivo de la licencia cumplimentado por el operador.
Test type	FUNCIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

Area	Gambling on offer
Test reference	B.1.2
Test name	Realisation of the gambling activity and correct accounting.
Test description	Desde el interfaz del jugador se realizará participación en el juego, verificándose: - la correcta contabilización de apuestas, premios, comisiones u otros. - en el caso de juegos en los que exista comisión del operador, se deberá verificar que el cálculo de comisiones se corresponde con lo establecido en las reglas particulares. - se intentará realizar una participación por importe superior al saldo disponible en la cuenta de juego. En el caso de determinados juegos, se verificará: - Para apuestas, que no se pueden realizar apuestas en momentos no previstos por las

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	<p>reglas particulares, y en particular con posterioridad al cierre de la comercialización, del inicio del evento para apuestas convencionales, o del final del evento para apuestas en directo.</p> <ul style="list-style-type: none"> - Para bingo, que no permite comprar cartones fuera del periodo de comercialización, o cuando la partida hubiera comenzado. - Para póquer o casino, que no se pueden realizar apuestas fuera de los momentos designados para ello en las reglas particulares. <p>NOTA: Esta prueba se repetirá para cada una de las diferentes aplicaciones o terminales de participación, y para cada uno de los juegos, variantes o modalidades.</p>
Expected result	<p>FUNCIONAL</p> <p>La conformidad de las verificaciones descritas anteriormente, desglosadas para cada variantes analizada. Se verificará que no es posible realizar participación por importe superior al saldo disponible en la cuenta de juego. Asimismo se indicará la versión de las reglas particulares.</p> <p>TRAZABILIDAD</p> <p>Se describirá en el resultado las tablas, ficheros u otros que contienen la información. Se emitirá juicio sobre si el sistema de registro del sistema técnico de juego permite recuperar información para explicar cada una de las situaciones, así como reconstruir totalmente lo acontecido en cada una de las partidas.</p>
Test type	FUNCIONAL, TRAZABILIDAD
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

Area	Gambling on offer
Test reference	B.1.3
Test name	Tracing the wager in relation to channels other than the internet.
Test description	En el caso de que existan, se realizarán varias participaciones de cada uno de los canales diferentes de Internet, por ejemplo, SMS y teléfono.
Expected result	<p>TRAZABILIDAD</p> <p>Se analizarán los registros y trazas del sistema de cada una de los canales de participación utilizados, verificando que en el caso de SMS y teléfono el sistema conserva detalle de:</p> <ul style="list-style-type: none"> - fecha/hora de cada mensaje o llamada realizada - número de teléfono que ha originado el mensaje o llamada - contenido del mensaje o de la llamada
Test type	TRAZABILIDAD
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

Area	Monetary Limits for participation
Test reference	B.2.1
Test name	Monetary limits for participation.
Test description	Se verificará que el sistema es conforme a los límites económicos: importes máximos de participación y de premio. Para ello la entidad de certificación participará en el juego intentando superar cada uno de los límites descritos en las órdenes ministeriales de los juegos, en el anexo III apartado segundo.

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Expected result	Se dejará constancia de las pruebas realizadas y el resultado obtenido.
Test type	FUNCIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

Area	Behaviour in relation to technical faults
Test reference	B.3.1
Test name	Loss of connection with the customer.
Test description	Se realizarán pruebas de iniciar una partida y se provocará la pérdida de comunicación con la unidad central de juegos. Se restablecerá la conexión al transcurrir 1 minuto, 5 minutos o 15 minutos (diferentes intervalos de tiempo). Se verificará la reacción del sistema para finalizar la partida y su conformidad con lo descrito en las reglas particulares. Esta prueba se deberá realizar para cada uno de los terminales, aplicaciones o clientes y cada uno de los juegos o modalidades ofrecidas.
Expected result	Se indicará la conformidad con las reglas particulares. Se indicará en el resultado el comportamiento obtenido para cada terminal, aplicación o cliente, y para cada juego o modalidad. Se incluirá también la versión de reglas particulares analizadas.
Test type	FUNCIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

Area	Behaviour in relation to technical faults
Test reference	B.3.2
Test name	Error in the customer terminal.
Test description	Se iniciará una partida y se provocará el apagado inesperado del terminal cliente. Se iniciará de nuevo el terminal al transcurrir 1 minuto, 5 minutos o 15 minutos (diferentes intervalos de tiempo). Se verificará la reacción del sistema para finalizar la partida, y su conformidad con lo descrito en las reglas particulares. Esta prueba se deberá realizar para cada uno de los terminales, aplicaciones o clientes y cada uno de los juegos o modalidades ofrecidas.
Expected result	Se indicará la conformidad con las reglas particulares. Se indicará en el resultado el comportamiento obtenido para cada terminal, aplicación o cliente, y para cada juego o modalidad. Se incluirá también la versión de las reglas particulares analizadas.
Test type	FUNCIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

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Area	Internal Control System
Test reference	B.4.1
Test name	Completeness of OPT/ORT records
Test description	<p>En esta prueba se contrastarán los datos del SCI respecto a los datos del sistema de información del operador, con objeto de evaluar la integridad de los datos del SCI. Se obtendrán los siguientes datos mensuales: A partir del registro OPT/ORT mensual:</p> <ul style="list-style-type: none"> • Participación. • Devolución de la participación. • Premios. • Premios en especie. <p>Esta prueba requiere que la entidad de certificación acceda a datos reales en claro. El operador deberá proporcionar en claro los ficheros OPT/ORT a la entidad de certificación y ésta deberá validar que éstos coinciden con los almacenados realmente en el sistema de información del operador. No se requiere que la entidad de certificación tenga acceso a datos personales.</p> <p>En ningún caso se requiere que la entidad de certificación conozca la clave de cifrado.</p>
Expected result	<p>Se contrastarán los datos de los ficheros OPT/ORT con listados obtenidos del backoffice del sistema técnico de juego. Es necesario que la entidad de certificación se cerciore de la veracidad de estos listados, dado que son la fuente para contrastar la integridad de los datos reales del SCI.</p> <p>Como resultado de esta prueba, la entidad de certificación deberá incluir:</p> <ul style="list-style-type: none"> – La conformidad de las comprobaciones realizadas. - Los siguientes datos de OPT/ORT, calculados a partir de los datos mensuales, para cada mes: <p>El cociente entre el importe de premios y el importe de participación (expresado con 4 decimales).</p> <p>Nota: No se incluirá en el resultado cifras de facturación directamente. Nota: Las comprobaciones y los cálculos se realizarán por separado, tanto en unidades monetarias «EUR», como en cualquier otra unidad, ya sean puntos de bonificación u otros.</p>
Test type	DATOS REALES
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

Area	Internal Control System
Test reference	B.4.2
Test name	Completeness of JUD/JUT records.
Test description	<p>En esta prueba se contrastarán los datos del SCI respecto a los datos del sistema de información del operador, con objeto de evaluar la integridad de los datos del SCI. Se obtendrán los siguientes datos diarios de los 5 días previos a la realización de la prueba:</p> <p>A partir de los registros JUT/JUD:</p> <ul style="list-style-type: none"> • Número de partidas de cada modalidad • Se tomará una muestra aleatoria de 5 partidas y se contrastarán sus datos con el sistema de información del operador. Por ejemplo, los participantes, los premios, el evento en el caso de una apuesta o el número de SMS's en el caso de un concurso. <p>Esta prueba requiere que la entidad de certificación acceda a datos reales en claro. El operador deberá proporcionar en claro los ficheros JUT/JUD a la entidad de certificación y ésta deberá validar que éstos coinciden con los almacenados realmente en el sistema de información del operador. No se requiere que la entidad de certificación tenga acceso a datos personales.</p> <p>En ningún caso se requiere que la entidad de certificación conozca la clave de cifrado</p>



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Expected result	Se contrastarán los datos de los ficheros JUT/JUD con listados obtenidos del backoffice del sistema técnico de juego. Es necesario que la entidad de certificación se cerciore de la veracidad de estos listados, dado que son la fuente para contrastar la integridad de los datos reales del SCI. Como resultado de esta prueba, la entidad de certificación deberá incluir: - La conformidad de las comprobaciones realizadas. Nota: No se incluirá en el resultado cifras de facturación directamente. Nota: Las comprobaciones y los cálculos se realizarán por separado, tanto en unidades monetarias "EUR", como en cualquier otra unidad, ya sean puntos de bonificación u otros.
Test type	DATOS REALES
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	El cumplimiento de este requisito es responsabilidad del Operador. El requisito será evaluado cuando los juegos se integren con una plataforma de juego

7. Description of the place, staff and dates of realization of the certification

Certification entity	iTech Labs Italia REA RM-1282510 Piazza Guglielmo Marconi n., 15 00144 Roma, Italy URL: www.itechlabs.com Email: info@itechlabs.com
Resources involved in the certification process	Kiren Sreekumar Alvin Rizaldi Rogelio Pérez Cano (DNI 45430254X) Nani Srinivasan Eric Sheng
Date of certification	11 July 2023

8. Description of the environments used in the certification process (this section is applicable only when the environment used in the certification process is different to the one used by the operator for the operation)

Eyecon Alderney Limited is a software provider.

All games in this certification have been tested for requirements applicable to software providers. Testing was conducted on the test environment.

All requirements marked as "operator's responsibility" must be satisfied by the operator before the game can be released to production.

9. Description of the digital support that accompany the certification report

Type	Location
Certification Report	Singular License\ ITL2302122_EN_Functionality_Report_Singular_License_Slot_11Jul2023.pdf
Technical Requirements	Singular License\Technical Requirements\Porcentaje de retorno y tablas de premios Singular License\Technical Requirements\Generador de números aleatorios Singular License\Technical Requirements\Lógica del juego Singular License\Technical Requirements\Registro y trazabilidad Singular License\Technical Requirements\Terminales y sesión de usuario Singular License\Technical Requirements\Aplicaciones de juego gratuito Singular License\Technical Requirements\Interfaz gráfica Singular License\Technical Requirements\Comportamiento ante errores

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	técnicos Singular License\Technical Requirements\Juego automático Singular License\Technical Requirements\Desarrollo del juego Singular License\Technical Requirements\Obligaciones de información a los participantes
Evidence of the Integration Tests	Not applicable (operator's responsibility)
Binaries	Singular License\Binaries

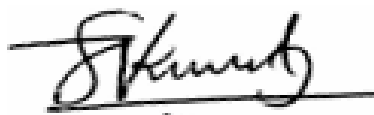
Certification Signature

Authorised by:



Alvin Rizaldi
Senior Consultant

Signed By:



Kiren Sreekumar
Principal Consultant

Signed By:



Rogelio Pérez Cano (DNI 45430254X)
Senior Consultant



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Appendix A Critical Components and SHA-1

Champions Of Poseidon 93 WEB

File Name	SHA-1
carbine-game-engine-5.11.0.jar	5295359da263c9079b6ebc04af02cd3664a6a3d8
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	b3f4c7c1876ebd2e559a3b835c67daefe6cb1813
LinesWinMultiPatterEvaluator.class	c8656fa313131290613b39b1f462a1f6cfc3a83
PatternMatchingEvaluator.class	8148f0bbe65bee5c94bbaad5c78c615ba063cf3c
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	934fcd6b3b4131aa1d0db5de03ef1eeeb2df98f4
DisplayGenerator.class	3ac44fb96b389b33111f9a95f9c109888e0917e2
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	273f16d662ee5319da7fc429fe17c1265d61590e
ReelStripGenerator.class	27ae3e490f8a3bd95beb6bbf472fe782bca7d423
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	d784c071c81de47e515724522f5efa42c1d26600
TriggerRandomMultiplierEvaluator.class	9b26ed27f471de80f8b371ad5d82de0aad0c676
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cf7f196182d81541953cdbbe78a9887cec0cad9b
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	e5faeebb3fa0e3d571c54a56750f7aeab50b49da
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_championsOfPoseidon_93_standard-1.0.1-config.jar	1cc15391917c38e5ea10c19190fea8ba22ecd2b3
carbine-slots_championsOfPoseidon_93_standard-1.0.1.json	967c49664fec2027042493ab8a2c2b0ecca371b2



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Champions Of Poseidon 95 WEB

File Name	SHA-1
carbine-game-engine-5.11.0.jar	5295359da263c9079b6ebc04af02cd3664a6a3d8
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	b3f4c7c1876ebd2e559a3b835c67daefe6cb1813
LinesWinMultiPatterEvaluator.class	c8656fa313131290613b39b1f462a1f6cfc3a83
PatternMatchingEvaluator.class	8148f0bbe65bee5c94bbaad5c78c615ba063cf3c
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	934fcd6b3b4131aa1d0db5de03ef1eeeb2df98f4
DisplayGenerator.class	3ac44fb96b389b33111f9a95f9c109888e0917e2
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	273f16d662ee5319da7fc429fe17c1265d61590e
ReelStripGenerator.class	27ae3e490f8a3bd95beb6bbf472fe782bca7d423
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	d784c071c81de47e515724522f5efa42c1d26600
TriggerRandomMultiplierEvaluator.class	9b26ed27f471de80f8b371ad5d82de0aad0c676
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cf7f196182d81541953cdbbe78a9887cec0cad9b
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	e5faeebb3fa0e3d571c54a56750f7aeab50b49da
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_championsOfPoseidon_95_standard-1.0.1-config.jar	20a9b565f7ac9ee122e4a54f551a9f9f67a307f7
carbine-slots_championsOfPoseidon_95_standard-1.0.1.json	011e9d958ddda9821dcda04f6a08bdf192aa6263



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Champions Of Poseidon 90 WEB JP

File Name	SHA-1
carbine-game-engine-5.11.0.jar	5295359da263c9079b6ebc04af02cd3664a6a3d8
EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
CountSymbolEvaluator.class	b3f4c7c1876ebd2e559a3b835c67daefe6cb1813
LinesWinMultiPatterEvaluator.class	c8656fa313131290613b39b1f462a1f6cfc3a83
PatternMatchingEvaluator.class	8148f0bbe65bee5c94bbaad5c78c615ba063cf3c
PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
RebetsLineWinPatternMatchingEvaluator.class	934fcd6b3b4131aa1d0db5de03ef1eeeb2df98f4
DisplayGenerator.class	3ac44fb96b389b33111f9a95f9c109888e0917e2
RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
RebetEvaluator.class	273f16d662ee5319da7fc429fe17c1265d61590e
ReelStripGenerator.class	27ae3e490f8a3bd95beb6bbf472fe782bca7d423
ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
PrizeLineTriggerEvaluator.class	d784c071c81de47e515724522f5efa42c1d26600
TriggerRandomMultiplierEvaluator.class	9b26ed27f471de80f8b371ad5d82de0aad0c676
CarbineGame.class	58322e1dc0ec673e2f31344232b3d2c46f663951
CarbineGameComponent.class	374b54b0f55cce783eb23c5ea188e987715633b7
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cf7f196182d81541953cdbbe78a9887cec0cad9b
Multiplier.class	b38433bd179e64ecba3b249b40a1a2e6b0496e32
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	e5faeebb3fa0e3d571c54a56750f7aeab50b49da
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
carbine-slots_championsOfPoseidon_90_jackpot-1.0.2-config.jar	22d1f19d076f70c51eb3a6c25519ead856a8f9a6
carbine-slots_championsOfPoseidon_90_jackpot-1.0.2.json	0acb49e6831d2669a2b589542ef2953fa4792950
pool-server-service-1.4.1.jar	9ffacac29d7bfc6d1a9640ea6c9d3cd79ad2895a
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c



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APPENDIX B – Amendments to Report

The previous version of the report had an incorrect result for Botes progresivos.
This has been corrected in this version of the report.
This is a reporting error only and does not affect validity of the tests already completed.
Changes can be found in this version under the following sections:
3.2 Summary table of the compliance with the technical requirements
Singular License – Common
4. Compliance details on the technical requirements
14. Botes progresivos