



GLI®

GLI Europe BV
Diakenhuisweg 29-35
2033 AP Haarlem
The Netherlands

Tel +31 (0)88 220 6600
www.gaminglabs.com

Chamber of Commerce
Leiden nr. 28117769
VAT Identification number
NL 8184.73.393.B.01

This report is only intended for recipients authorized by GLI. Please visit gaminglabs.com to view the applicable terms and conditions and GLI Product Certification Scheme. If the recipient does not agree to all of such terms and conditions or GLI Product Certification Scheme, GLI withdraws the certification or analysis established by this report and the recipient must immediately return to GLI all copies of this report and make no reference to this report for any purpose at any time.

Worldwide Locations

World Headquarters
Lakewood, New Jersey

International Offices
GLI Africa
GLI Asia
GLI Australia Pty Ltd
GLI Austria GmbH
GLI Europe BV
GLI Italy
GLI South America

U.S. Regional Offices
Colorado
Nevada

Identification Code of the Report
Issuance Date

MO-246-EYL-25-01-385
28 April 2025

| | |
|---|--|
| Type of Evaluation Report | Final Functionality Evaluation Report – Singular License for Slots |
| Evaluating Entity: | GLI Europe B.V. |
| Dates of Performance of the Evaluation Work: | 10 March 2025 / 16 April 2025 |
| Jurisdiction: | Spain Online Law 13/2011, of May 27, on Gambling Regulation Royal Decree 958/2020, of 3 November, on commercial communications of gambling activities. Royal Decree 1613/2011, of November 14, expanding on Law 13/2011, dated May 27, on Gambling Regulation, with respect to the technical requirements for gambling activities Resolution of 6 October 2014 of the Gaming Regulation Board passing the provision developing the technical specifications of gaming, traceability and security which have to be fulfilled by technical gaming systems of a non-reserved nature forming the object of licenses granted under the Gaming Regulation Act nº 13/2011 of 27 May. Resolution of 6 October 2014 by the General Gambling Control Directorate approving the provisions establishing the models for preliminary certification reports for technical projects and the model for the internal control system certification report, presented by applicants for general and single licenses for the operation and marketing of gambling. Resolution of 06 October 2014, of the General Gambling Control Directorate, approving the regulation establishing the format and content of the definitive certification report for gaming operators' technical systems and extending the procedure for change management. Resolution of December 29th, 2017, the directorate-general of regulation of gaming agreeing to authorize a liquidity modality different from that proper to the participation of players with Spanish user registration for the game of online poker, and modifying certain decisions on the gaming activities provided for in the gaming regulation act nº 13/2011 of 27 May. Resolution of 31 October 2018 of the Directorate-General for the Regulation of Gambling on the modification of certain resolutions about the gambling activities set out in Law 13/2011 of May 27 on Gambling Regulation. Resolution of 06 June 2024 of General Directorate for Gambling Regulation, approving the data model of the monitoring system and amending Annexes I of the Resolutions of 06 October 2014 and 12 July 2012, regarding the technical specifications and the identification and subjective prohibitions on participation in gambling activities provided in Law 13/2011, 27th May, on the Gambling Regulation. Order HAP/1370/2014, dated 25 July, by which the Basic Regulation of the chance machines gaming is approved. Royal Decree 176/2023, of March 14, which develops safer gaming environments. |
| Technical Standards for Testing: | GLI Europe B.V. Diakenhuisweg 29 - 35 2033AP Haarlem The Netherlands |
| Evaluating Laboratories: | Itech Test Labs India Private Limited No. 1, 2nd Floor, Aurobindo Street Puducherry Pondicherry 605001, India A2LA 2428.10 |
| Evaluation Report Recipient: | Eyecon Alderney Limited Millennium House, Ollivier Street, Alderney GY9 3TD Guernsey, Channel Islands United Kingdom |
| Software Supplier: | Eyecon Alderney Limited Millennium House, Ollivier Street, Alderney GY9 3TD Guernsey, Channel Islands United Kingdom |
| GLI's Internal information: Modified 25 March 2025 | Final Functionality Evaluation Report LC385 |



Submitting Party: Eyecon Alderney Limited
Millennium House, Ollivier Street,
Alderney GY9 3TD
Guernsey, Channel Islands
United Kingdom

Product Name: Clover Rollover StarTrail

Description of the Product Evaluated: Clover Rollover StarTrail
Evaluation requested on 04 March 2025.

Internal File Number: MO-246-EYL-25-01-385

Testing Result: Compliant

If you should have any questions regarding this information, please feel free to contact our office.

Identification details of the person signing the Evaluation Report:
James Boje
Managing Director EMEA
Executive



[2] Description of the object of Evaluation

This Report relates only to the product listed.

GLI tested Eyecon Alderney Limited singular license – Slot Technical System for regulatory compliance against the current Spanish standards (listed on page 1 of this Report).

- For Eyecon Alderney Limited the game type evaluated is Slots.
- The games are accessible via the Internet (web-site).
- The games are accessible via Desktop, Tablet and Mobile.
- This report is for Eyecon Alderney Limited, who is a B2B software provider to third party operators.
- Eyecon Alderney Limited does not own or manage players.

The range of games subject to evaluation is as follows:

| Game Name (Used by Operator) | Game Name (Used by Manufacturer) | Clients Evaluated | | | | |
|---------------------------------|-------------------------------------|------------------------------|-------|-------|-----------------------------------|---------------------------------------|
| | | Windows Desktop Client | FLASH | HTML5 | Native iOS Mobile Client | Native Android Mobile Client |
| "Clover Rollover StarTrail" | Clover Rollover StarTrail | - | - | x | - | - |



[2] Description of the object of Evaluation

For version-control of the “Clover Rollover StarTrail “ GLI gathered Secure Hash Algorithm One (SHA-1) checksums of the following software files:

| File Name | Location | SHA-1 Checksum | Manufacturer | Version | Critical | DPC |
|---|----------|--|-------------------------|---------|----------|-----|
| Clover Rollover StarTrail | | | | | | |
| carbine-game-engine-5.17.3.jar | Server | 53895c7a89154315bb862cb3efddcb7718c9608d | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| EvaluationChain.class | Server | e9c22e7207efd683db6817f7fe83fd77ca054e89 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| ReelSymbolExpander.class | Server | c5fb3d2007cf2335b804bbaa0776311765a3169b | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| CountSymbolEvaluator.class | Server | 5b672dcaeb2ee1f8e4e217ebc22e855caef262f6 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| LinesWinMultiPatternEvaluator.class | Server | 66e0e54523d54065adedad2d0ddefabab62ae91 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| PatternMatchingEvaluator.class | Server | 445d14e7008aeb2adc2f1d7f9501f07155e300bc | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| PrizeLinePatternMatchingEvaluator.class | Server | d95b04ea9a6bd03e511902829fc07fd58aa3c96 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| RebetsLineWinPatternMatchingEvaluator.class | Server | 2c6ca5c8a2a21d390c5cb72a4f150a893cfb4c50 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| DisplayGenerator.class | Server | 98934dd5144d30275e248f249d6bbd1e205f1e0f | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| RebetDetailBuilder.class | Server | 7985465ea53a6fa715e955b62c9c9cb20df7fb09 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| RebetEvaluator.class | Server | 917d2db667e3cc9b7948e0fedb865acb6dc1560f | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| ReelStripGenerator.class | Server | 8ba9847bc3cab82131028c7f006cb48158f962d9 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| ResetRebetEvaluator.class | Server | 8a575fe26cff9e274584c71aecf4f078509f8005 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| PrizeLineTriggerEvaluator.class | Server | fd3ca5480ef084048f53b9df7d3b3f4a44748876 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| TriggerRandomMultiplierEvaluator.class | Server | 069f725b648d95a8c51c8285fcb70c089792f78 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| CarbineGame.class | Server | d187fc1145db98232d9a75fae3bb6babe37aa3ee | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| CarbineGameComponent.class | Server | c7585f7b8c7e1101dff6010db2d68ee9dd9f023c | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| GameWinsCalculatorImpl.class | Server | bc67862f3acb319099c003c43d3dc097d3a53d28 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| PrizeMultiplier.class | Server | 6f3d9718f22b339fcf2234b94c66c7a5740f712f | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |



[2] Description of the object of Evaluation

For version-control of the “Clover Rollover StarTrail” GLI gathered Secure Hash Algorithm One (SHA-1) checksums of the following software files:

| File Name | Location | SHA-1 Checksum | Manufacturer | Version | Critical | DPC |
|--|----------|--|-------------------------|---------|----------|-----|
| Clover Rollover StarTrail | | | | | | |
| RetriggerCount.class | Server | 44f2cf802d72121b3bc39fd64061ad2f16d56bd4 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| EyeconSpinGameRules.class | Server | 44201515f1f86c8359960521db5e26eda0529c70 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| Multiplier.class | Server | f531ee860f01a7e834d54699147d410dbe0050c0 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| RngSequences.class | Server | b5e85b10ab646b596e6be2f98ea8230c6f966ed4 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SlotGameVariableConfigurationImpl.class | Server | 7a66132a82aa2e17458eb0faceab823b27635028 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SymbolHoldSpinGame.class | Server | 60b9ea9e815ce61119fc2b6111d315c473f15485 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SymbolHoldSpinRuleImpl.class | Server | ebbf0412a54a19fa8b9e4d24dc7890e6dd6fc30 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SymbolHoldSpinScreenEvaluator.class | Server | 7513314bf6290a31c239fa597b6bf681d8fc92ba | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SymbolHoldTriggerEvaluator.class | Server | 6aec46deea088eb6c4abf85169426c0598d3f232 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SymbolSwapSpinShapeEvaluator.class | Server | 247c9bf8fb01a2ee6e9cbfe7826455979b5273a1 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| SymbolSwapSpinTriggerEvaluator.class | Server | ba50946ee127837792ebfcc08bfa3737d309cd8d | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| carbine-slots_cloverRolloverStarTrail_93_standard-1.0.6-config.jar | Server | 2d2c55aa3a494039c79d9619a5fcc00f0c02dff5 | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |
| carbine-slots_cloverRolloverStarTrail_93_standard-1.0.6.json | Server | 295c5ab1fe6d6ce2b85cf7b7b0822791d46bcb4b | Eyecon Alderney Limited | 5.17.3 | Yes | N/A |

The games are designed to allow configurable parameters and GLI has verified that the games provided for evaluation are operating in accordance with the game rules and any applicable regulatory requirements. It is therefore the operator’s responsibility to ensure that configurations compliant with regulatory requirements are deployed in the production environment.

To comply with the requirement OM_AZA Article 14.4., the autoplay feature must be configured to not exceed a maximum of 100 autoplay games.

To comply with the requirement OM_AZA Article 14.5., the time per game must be configured so that each game has a minimum duration of 3 seconds.

It is the operator’s responsibility to verify that each participant is provided with a reproduction of all game replays with a graphic reconstruction, or an intelligible description as stated in the requirement RES_TEC Annex I. 3.14.

[3] Executive summary of the functionality evaluation

[3.1] GLOBAL CLASSIFICATION OF FUNCTIONALITY

| | |
|--|-----------|
| Global classification of functionality | Compliant |
|--|-----------|

[3.2] SUMMARY TABLE OF COMPLIANCE WITH TECHNICAL REQUIREMENTS

| Technical requirements for singular licenses | Number of requirements | Number of compliant requirements | Number of non-compliant requirements | Number of non-applicable requirements |
|--|------------------------|----------------------------------|--------------------------------------|---------------------------------------|
| Area: Percentage return and prize tables | 3 | 2 | 0 | 1 |
| Area: Random number generator (RNG) | 6 | 5 | 0 | 1 |
| Area: Game logic | 3 | 3 | 0 | 0 |
| Area: Registration and traceability | 4 | 1 | 0 | 3 |
| Area: Terminals and session | 13 | 3 | 0 | 10 |
| Area: Communication channels | 5 | 0 | 0 | 5 |
| Area: Free gaming applications | 1 | 0 | 0 | 1 |
| Area: Graphic interface | 7 | 4 | 0 | 3 |
| Area: Behaviour in the event of technical errors | 2 | 1 | 0 | 1 |
| Area: Automatic game | 1 | 1 | 0 | 0 |
| Area: Repetition of the play | 1 | 0 | 0 | 1 |
| Area: "Live" games | 1 | 0 | 0 | 1 |
| Area: Various functionalities | 5 | 0 | 0 | 5 |
| Area: Progressive jackpots | 1 | 0 | 0 | 1 |
| Area: Internal control system | 10 | 0 | 0 | 10 |



[3] Executive summary of the functionality Evaluation

[3.2] SUMMARY TABLE OF COMPLIANCE WITH TECHNICAL REQUIREMENTS

| Technical requirements for singular licenses for “Slots” | Number of requirements | Number of compliant requirements | Number of non-compliant requirements | Number of non-applicable requirements |
|--|------------------------|----------------------------------|--------------------------------------|---------------------------------------|
| Area: Game development | 12 | 9 | 0 | 3 |
| Area: Economic limits to participation | 1 | 0 | 0 | 1 |
| Area: Obligations to inform the participants | 10 | 4 | 0 | 6 |
| Area: Promotion of games. | 1 | 0 | 0 | 1 |
| Area: Configuration and development of the game session under the general license of "Other games" | 5 | 0 | 0 | 5 |
| Area: Information obligations to participants in relation to the gaming session under the general license of "Other games" | 1 | 0 | 0 | 1 |

[3] Executive summary of the functionality evaluation

[3.3] SUMMARY TABLE OF SPECIFIC ANALYSES:

[3.3.2] ANALYSIS OF THE RANDOM NUMBER GENERATOR

RNG testing is out of scope of this evaluation, RNG was tested by iTech Labs in report ITL2401052, dated 04 July 2024.

[3.3.3] ANALYSIS OF THE PERCENTAGE OF RETURN TO THE PLAYER

| | | | | |
|--|----------------------|--|------------------|--|
| Published percentage of return to the player for the game. | Published RTP | | GLI's RTP | |
| | 93.242% | | 93.26%* | |
| | | | | |
| | | | | |

The percentage of return is published in the “Return to player” section of the game.

* GLI has confirmed that the published RTP values either:

- a) lie within expected statistical limits of equivalent values computed from simulated test data, or
- b) match those derived analytically from a mathematical model of the game

[3.3.4] ANALYSIS OF THE LOGIC OF THE GAME AND THE RANDOM EVENTS

| | |
|---|--|
| Compliance with particular rules of the game. | Yes |
| Risk management system for straight bets. | N/A – No Straight bets games |
| Audit of changes in the configuration by means of parameters of the risk management system for straight bets. | N/A – No Straight bets games |
| Audit of changes on bets made by the operator's personnel. | No |
| List of random events. | The return of random numbers determines the reel stops for base game and free spins. Also checks against weighted tables for bonus features to determine outcomes of those features. |
| Audit of changes in the configuration by means of parameters of the logic of the game. | No. Game logic can't be changed since a change in the game logic will lead to changes in critical files and a substantial change to the Singular License. |

[3] Executive summary of the functionality evaluation

[3.4] SUMMARY TABLE OF THE INTEGRATION TESTS

| Area and reference of the requirement | Classification |
|---|-----------------|
| B.1 Range of games offered | |
| B.1.1. Range of games offered and game variants. | Not applicable* |
| B.1.2. Execution of the game and correct accounting. | Not applicable* |
| B.1.3. Trace of the participation for channels other than Internet. | Not applicable* |
| B.2 Economic limits on participation | |
| B.2.1. Economic limits on participation. | Not applicable* |
| B.3. Behaviour in response to technical errors | |
| B.3.1. Loss of communication with the client. | Not applicable* |
| B.3.2. Error in the client. | Not applicable* |
| B.4. Internal control system | |
| B.4.1. Integrity of OPT/ORT records. | Not applicable* |
| B.4.2. Integrity of JUC records. | Not applicable* |

* Eyecon Alderney Limited is not acting as an operator. This will be evaluated on the operator's side

[4] Details on compliance with the technical requirements

The rating and Remarks listed in the table below are applicable to all Games, variants and access channels except otherwise indicated in the remarks field.

| Area and reference of the requirement | Rating | Remarks |
|---|----------------|---|
| Area: Percentage return and prize tables | | |
| RES_TEC Annex I. 3.1. Basic gaming regulation. | Compliant | |
| RES_TEC Annex I. 3.3. Percentage return to participant. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 3.4. Prize tables. | Compliant | |
| Area: Random number generator (RNG) | | |
| RES_TEC Annex I. 3.5.1. Functioning of the RNG. | Compliant | |
| RES_TEC Annex I. 3.5.1. Functioning of the RNG. (cryptographically strong RNG) | Compliant | |
| RES_TEC Annex I. 3.5.2. Scaling methods. | Compliant | |
| RES_TEC Annex I. 3.5.3. RNG Hardware. | Not applicable | Software RNG only. |
| RES_TEC Annex I. 3.5.4. Errors in the RNG | Compliant | |
| RES_TEC Annex I. 3.5.5. Reseeding of the RNG. | Compliant | |
| Area: Game logic | | |
| RES_TEC Annex I. 3.6.1. Logic independent from the user terminal. | Compliant | |
| RES_TEC Annex I. 3.6.2. Application of the RNG in the games. | Compliant | |
| RES_TEC Annex I. 3.6.3. Controls of the game logic. | Compliant | |
| Area: Registration and traceability | | |
| RD_TEC Article 4.1.a) and c) Requirements of the Central Gaming Unit. | Compliant | |
| RES_TEC Annex I. 6.1. Registration and traceability. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 6.3. Time source. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 7.5. Registration and traceability in international liquidity environment. | Not applicable | Operator's responsibility |
| Area: Terminals and session | | |
| RES_TEC Annex I. 3.7.1.1. Identification of terminals. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 3.7.1.2. Functionality of the terminal. Operations' traceability. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 3.7.2.1. Installation of components in the user's equipment. | Not applicable | Operator's responsibility |
| RES_TEC Annex I.3.7.2.2. Disadvantage due to connection quality. | Not applicable | Game outcome or development are not influenced by connection quality. |
| RES_TEC Annex I.3.7.2.3. Information on connection quality. | Compliant | |
| RES_TEC Annex I.3.7.2.4. Reduced functionality for certain terminals. | Compliant | |

[4] Details on compliance with the technical requirements

The rating and Remarks listed in the table below are applicable to all Games, variants and access channels except otherwise indicated in the remarks field.

| Area and reference of the requirement | Rating | Remarks |
|---|----------------|---|
| Area: Terminals and session | | |
| RES_TEC Annex I. 3.7.2.5. Minimum terminal resources. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 3.7.3.1. Management of participants' data | Not applicable | No such public terminals are under the scope of this evaluation. |
| RES_TEC Annex I. 3.7.3.2. Physical design. | Not applicable | No such public terminals are under the scope of this evaluation. |
| RES_TEC Annex I. 3.7.3.3. Terminal integrity. | Not applicable | No such public terminals are under the scope of this evaluation. |
| RES_TEC Annex I. 3.7.3.4. Mobile terminals. | Not applicable | No such public terminals are under the scope of this evaluation. |
| RES_TEC Annex I. 3.8.1. Disconnection due to inactivity. | Compliant | |
| RES_TEC Annex I. 3.8.2. Registration of the user sessions. | Not applicable | Operator's responsibility |
| Area: Communication channels | | |
| RD_TEC Article 15.1 and 2. Gaming activities undertaken via the Internet. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 3.2. Redirection to ".es" domain. | Not applicable | Operator's responsibility |
| RD_TEC Article 16. Gaming activities undertaken via texting using fixed or mobile phones. | Not applicable | No gaming activities undertaken via texting. |
| RD_TEC Article 17. Gaming activities using voice communication services. | Not applicable | No gambling activities via voice communication services. |
| RD_TEC Article 18. Gaming activities using audiovisual communication media. | Not applicable | No gambling activities via audio-visual communication methods. |
| Area: Free gaming applications | | |
| RD_COM Article 14.1. Free gaming applications. | Not applicable | Operator's responsibility |
| Area: Graphic interface | | |
| LEY_RJU Article 6.1.a. Theme of the user interface. | Compliant | |
| RES_TEC Annex I. 3.9.1. Data of the game. | Compliant | |
| RES_TEC Annex I. 3.9.2. Data of the participant. | Compliant | |
| RES_TEC Annex I. 3.9.3. Prizes. | Compliant | |
| RES_TEC Annex I. 3.9.4. Card games. | Not applicable | No card games are present in this evaluation |
| RES_TEC Annex I. 3.9.5. Simulation of elements from real life. | Not applicable | The games in this submission don't contain elements from real life. |
| RES_TEC Annex I. 3.9.6. Graphic interface of third parties. | Not applicable | No third party graphic interface is provided. |
| Area: Behaviour in the event of technical errors | | |
| RES_TEC Annex I. 3.11. Disabling of a game or a user session. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 3.12. Incomplete game. | Compliant | |

[4] Details on compliance with the technical requirements

The rating and Remarks listed in the table below are applicable to all Games, variants and access channels except otherwise indicated in the remarks field.

| Area and reference of the requirement | Rating | Remarks |
|---|----------------|---|
| Area: Automatic game | | |
| RES_TEC Annex I. 3.13. Autoplay. | Compliant | |
| Area: Repetition of the play | | |
| RES_TEC Annex I. 3.14. Game replay. | Not applicable | Operator's responsibility |
| Area: "Live" games | | |
| RES_TEC Annex I. 3.19. "Live" gaming. | Not applicable | No live games are offered |
| Area: Various functionalities | | |
| RES_TEC Annex I. 3.15. Virtual players. | Not applicable | No virtual players are available in the games under evaluation. |
| RES_TEC Annex I. 3.16. Metamorphic games. | Not applicable | No metamorphic games are under the scope of this evaluation. |
| RES_TEC Annex I. 3.17. Participant in "absent" status. | Not applicable | No multiplayer games are being approved. |
| RES_TEC Annex I. 3.18. Multi-participant games with host. | Not applicable | No multi-participant games are offered. |
| RES_TEC Annex I. 3.21. Games over "delayed" communication channels. | Not applicable | There is no such feature. |
| Area: Progressive jackpots | | |
| RES_TEC Annex I. 3.20. Jackpots, progressive jackpots and additional prizes. | Not applicable | There is no such feature. |
| Area: Internal control system | | |
| RD_TEC Article 13. Internal control system. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.2. DGOJ access to the vault. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.3. ICS data model. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.4. ICS time source. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.5. Signing, compression and encryption of the ICS data. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.6. Performance of the grabber and vault. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.8. Unavailability of the ICS and suspension of the gaming offer. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.11. Quality of ICS data. | Not applicable | Operator's responsibility |
| RES_TEC Annex I. 5.1.14. Vault location in the European Union. | Not applicable | Operator's responsibility |
| RES_MOD Annex I. Data model for monitoring. | Not applicable | Operator's responsibility |

[4] Details on compliance with the technical requirements

The rating and Remarks listed in the table below are applicable to all Games, variants and access channels except otherwise indicated in the remarks field.

| Area and reference of the requirement | Rating | Remarks |
|--|----------------|--------------------------------------|
| Area: Game development | | |
| OM_AZA Article 2. Definitions. | Compliant | |
| OM_AZA Article 6. Particular rules for the game of slot machines. | Compliant | |
| OM_AZA Article 11. Conduct of the game. | Compliant | |
| OM_AZA Article 12.1. Economic limits to participation in the game of slot machines. | Compliant | |
| OM_AZA Article 13.1. Participation in the game. | Compliant | |
| OM_AZA Article 13.3. Participation in the game. Interruption of a session or a game. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 13.4. Participation in the game. Cancelled game. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 14.4. Game's limit in autoplay mode. | Compliant | |
| OM_AZA Article 14.5. Minimum duration of a game. | Compliant | |
| OM_AZA Article 14.6. Assignment of prizes. | Compliant | |
| OM_AZA Article 14.7. Progressive Jackpots. | Not applicable | There is no such feature. |
| OM_AZA Article 15. Payment of winnings. | Compliant | |
| Area: Economic limits to participation | | |
| OM_AZA. Article 12.2. Economic limits to participation in gambling machines | Not applicable | This is an operator's responsibility |
| Area: Obligations to inform the participants | | |
| OM_AZA Article 8.1.1. Specific rules publication. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 8.1.2.a. Operator information and enabling titles. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 8.1.2.b. Information in the complaints handling system. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 8.1.2.c. Rules and ways of participation. | Compliant | |
| OM_AZA Article 8.1.2.d. Responsible Gaming policies. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 8.1.2.e. Theoretical RTP% and actual RTP% in the last 6 months. | Not applicable | This is an operator's responsibility |
| OM_AZA Article 8.1.2.f. Minimum and Maximum prize of a game. | Compliant | |
| OM_AZA Article 8.1.2.g. Ways to conduct the game. | Compliant | |
| OM_AZA Article 8.1.2.h. Description of winning combinations and prizes. | Compliant | |
| OM_AZA Article 8.1.2.k. Contribution to progressive jackpot. | Not applicable | This is an operator's responsibility |

[4] Details on compliance with the technical requirements

The rating and Remarks listed in the table below are applicable to all Games, variants and access channels except otherwise indicated in the remarks field.

| Area and reference of the requirement | Rating | Remarks |
|--|----------------|--------------------------------------|
| Area: Promotion of games | | |
| OM_AZA Article 9.2. Promotion of the games. | Not applicable | This is an operator's responsibility |
| Area: Configuration and development of the game session under the general license of "Other games" | | |
| RD_ESJ Article 13.3. Session configuration. Ability to restrict future session. | Not applicable | This is an operator's responsibility |
| RD_ESJ. Article 13.4. Impossibility of modifying the session during the course of it. | Not applicable | This is an operator's responsibility |
| RD_ESJ. Article 13.5. Automatic session closure for reaching the limit. The operator anticipates to the participant the proximity of compliance with limits. | Not applicable | This is an operator's responsibility |
| RD_ESJ. Article 13.7. Warning compulsive gaming on session restart within 60 minutes. | Not applicable | This is an operator's responsibility |
| RES_TEC Annex I. 2.1.14. Register of session configuration. | Not applicable | This is an operator's responsibility |
| Area: Information obligations to participants in relation to the gaming session under the general license of "Other games" | | |
| RD_ESJ Article 16. Specific autoevaluation messages | Not applicable | This is an operator's responsibility |



[5] Details on the specific analyses

[5.2] ANALYSIS OF THE RANDOM NUMBER GENERATOR

RNG testing is out of scope of this evaluation, RNG was tested by iTech Labs in report ITL2401052, dated 04 July 2024.

[5.3] ANALYSIS OF THE RETURN TO THE PLAYER IN THE GAMES

| Published RTP | GLI's RTP |
|---------------|-----------|
| 93.242% | 93.26%* |
| | |

The percentage of return is published in the "Return to player" section of the game.

* GLI has confirmed that the published RTP values either:

- a) lie within expected statistical limits of equivalent values computed from simulated test data, or
- b) match those derived analytically from a mathematical model of the game

[5.4] ANALYSIS OF THE LOGIC OF THE GAME AND RANDOM EVENTS

Source code has been reviewed and checked against the artwork. The correct payout and behavior have been verified through functionality testing.

The return of random numbers determines the reel stops for base game, free spins and weighted tables for bonus features. The information has been verified during source code review and game emulation.

The gaming system does not have any configurable parameters which affect gameplay or manual changes that can be made to bets or wins.

Accounting in the game has been verified through functionality testing and review of back office accounting reports. All bets and wins can be reviewed and audited via the same back office reports.

[6] Detail of the integration tests

B. SINGULAR LICENCES

B.1. Range of games offered.

| Area | Range of games offered. |
|---------------------------------|---|
| Reference of the test | B.1.1 |
| Name of the test | Range of games offered and game variants. |
| Description of the test | Not applicable |
| Expected result | <p>The result will give a list, with the following information:</p> <ul style="list-style-type: none"> - The commercial name of the games and variants found. - The applications or terminals from which they are available. - Their correspondence with the variants in the basic regulations. - The version of the particular rules assessed. <p>This information shall be cross-checked against the descriptive licence questionnaire filled in by the operator.</p> |
| Type of test | FUNCTIONAL |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.1. Range of games offered.

| Area | Range of games offered. |
|---------------------------------|--|
| Reference of the test | B.1.2 |
| Name of the test | Execution of the game and correct accounting. |
| Description of the test | Not applicable |
| Expected result | <p>FUNCTIONAL Compliance in the tests described above, broken down for each variant analysed. It shall be checked that it is not possible to stake a greater amount than the amount available in the gaming account. Also, the version of particular rules shall be indicated.</p> <p>TRACEABILITY The result shall describe the tables, files or others containing the information. A judgement shall be issued over whether the gaming technical system's recording system permits the retrieval of information to explain every one of the situations, and also to totally reconstruct what happened in every game.</p> |
| Type of test | FUNCTIONAL, TRACEABILITY |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.1. Range of games offered.

| Area | Range of games offered. |
|---------------------------------|--|
| Reference of the test | B.1.3 |
| Name of the test | Trace of the participation via channels other than Internet. |
| Description of the test | Not applicable |
| Expected result | <p>TRACEABILITY</p> <p>The system records and logs of each of the participation channels used shall be analysed, checking that in the case of SMS and telephone, the system stores the detail of:</p> <ul style="list-style-type: none"> - Date/time of each message or call made. - Telephone number originating the message or call. - Contents of message or call. |
| Type of test | TRACEABILITY |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |



[6] Detail of the integration tests

B. SINGULAR LICENSES

B.2. Financial limits.

| Area | Economic limits on participation. |
|---------------------------------|---|
| Reference of the test | B.2.1 |
| Name of the test | Financial limits. |
| Description of the test | Not applicable |
| Expected result | A statement shall be made of the tests performed and the result obtained. |
| Type of test | FUNCTIONAL |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |
| | |



[6] Detail of the integration tests

B. SINGULAR LICENSES

B.3. Behaviour in response to technical errors.

| Area | Behaviour in response to technical errors. |
|---------------------------------|--|
| Reference of the test | B.3.1 |
| Name of the test | Loss of communication with the client. |
| Description of the test | Not applicable |
| Expected result | Compliance with the particular rules shall be indicated. The result shall show the behaviour observed for each terminal, application or client and for each game or modality. The version of particular rules analysed shall also be included. |
| Type of test | FUNCTIONAL |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |



[6] Detail of the integration tests

B. SINGULAR LICENSES

B.3. Behaviour in response to technical errors.

| Area | Behaviour in response to technical errors. |
|---------------------------------|--|
| Reference of the test | B.3.2 |
| Name of the test | Error in the client. |
| Description of the test | Not applicable |
| Expected result | Compliance with the particular rules shall be indicated. The result shall show the behaviour observed for each terminal, application or client and for each game or modality. The version of particular rules analysed shall also be included. |
| Type of test | FUNCTIONAL |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.4. Internal control system.

| Area | Internal control system. |
|---------------------------------|---|
| Reference of the test | B.4.1 |
| Name of the test | Integrity of OPT/ORT records. |
| Description of the test | Not applicable |
| Expected result | <p>The data in the OPT/ORT files will be cross-checked against the listings obtained from the gaming technical system back office. The certifying body must satisfy itself of the accuracy of these listings, given that they are the source used to cross-check the integrity of ICS real data.</p> <p>As a result of this test, the certifying body must include:</p> <ul style="list-style-type: none"> - The compliance of the tests carried out. - The following OPT/ORT data, calculated from the monthly data, for each month: The ratio of winnings amount to stake amount (expressed to 4 decimal places). <p>Note: The result shall not directly include turnover.</p> <p>Note: The checks and calculations shall be carried out separately, in EUR monetary units and in any other unit, whether bonus points or others.</p> |
| Type of test | REAL DATA |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |

[6] Detail of the integration tests

B. SINGULAR LICENSES

B.4. Internal control system.

| Area | Internal control system. |
|---------------------------------|--|
| Reference of the test | B.4.2 |
| Name of the test | Integrity of JUC records. |
| Description of the test | Not applicable |
| Expected result | <p>The data in the JUC files will be cross-checked against the listings obtained from the gaming technical system back office. The certifying body must satisfy itself of the accuracy of these listings, given that they are the source used to cross-check the integrity of ICS real data.</p> <p>As a result of this test, the certifying body must include:</p> <ul style="list-style-type: none"> - The compliance of the tests carried out. <p>Note: The result shall not directly include turnover.</p> <p>Note: The checks and calculations shall be carried out separately, in EUR monetary units and in any other unit, whether bonus points or others.</p> |
| Type of test | REAL DATA |
| Date/time the test is performed | Not applicable |
| Result obtained | Not applicable |
| Classification | Not applicable |
| Comments | Not applicable |



[7] Description of the place, equipment and dates of performance of the evaluation process

Place: GLI Europe B.V., Diakenhuisweg 29 – 35, 2033AP Haarlem, The Netherlands

Place: Itech Test Labs India Private Limited, No. 1, 2nd Floor, Aurobindo Street, Puducherry , Pondicherry , 605001, India

Equipment: Testing workstations with Windows 11 based Operating Systems

Evaluation Period: 10 March 2025 / 16 April 2025

[7.1] INTERNAL METHODS USED REFERENCE:

- PC-TC-001*
- WIP 24*
- WI-MA-002*

* The evaluation was conducted fully or partially by a subcontracted GLI office. Please refer to the abovementioned "Evaluating Laboratories".



[8] Description of any environments used in the tests different from that actually used by the operator for the execution of the gaming activity

The game content for “**Clover Rollover StarTrail**” was tested in a test environment. GLI has identified all critical files and documented as such in the report.



[9] Description of the digital support which will accompany the evaluation report

To the submitter of this Report, a file named **MO-246-EYL-25-01-385.zip** with the below listed documents is provided:

- Complete evaluation report
- Evidence of evaluation of the technical requirements placed in the “Technical Requirements” folder
- Binaries