



GLI®

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RvA Registration Number of Accreditation applicable to this Report:	
Testing	L372

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**U.S. Regional Offices**  
Colorado  
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Identification Code of the Report  
Issuance Date

MO-246-EYL-25-05-385  
18 June 2025

**Type of  
Evaluation Report**  
**Evaluating Entity:**  
**Dates of Performance  
of the Evaluation  
Work:**  
**Jurisdiction:**

Final Functionality Evaluation Report – Singular License - Slots

GLI Europe B.V.

29 May 2025 / 05 June 2025

Spain Online

Law 13/2011, of May 27, on Gambling Regulation

Royal Decree 958/2020, of 03 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 06 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 06 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 29, 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 14 March, which develops safer gaming environments.

### Technical Standards for Testing:

### Evaluating Laboratories:

GLI Europe B.V.  
Diakenhuisweg 29 – 35  
2033AP Haarlem  
The Netherlands  
RvA L372

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

### Submitting Party:

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

**Product Name:** Fluffy Arcade Coconut Shy LuckyTap

GLI's Internal information:  
Modified 30 April 2025

Final Functionality Evaluation Report  
LC385

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**Description of the Product Evaluated:** Fluffy Arcade Coconut Shy LuckyTap  
Evaluation requested on 27 May 2025.

**Internal File Number:** MO-246-EYL-25-05-385

**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(s) listed.

GLI tested Eyecon Alderney Limited Singular License – Slots 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 game is accessible via the Internet (web-site).
- The game is accessible via Desktop 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.

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
"Fluffy Arcade Coconut Shy LuckyTap"	"Fluffy Arcade Coconut Shy LuckyTap"	-	-	X	-	-

For version-control of the "Fluffy Arcade Coconut Shy LuckyTap" GLI gathered Secure Hash Algorithm One (SHA-1) checksums of the following software files:

File Name	Location	SHA-1 Checksum	Manufacturer	Version	Critical	DPC
"Fluffy Arcade Coconut Shy LuckyTap"						
carbine-game-engine-5.18.0.jar	Server	44713B8720CC1413E09FF12DAD648DD4498B9747	Eyecon Alderney Limited	5.18.0	Yes	N/A
CarbineGame.class	Server	875199C6C3C99A5B0A7C4CBA2B938E11C04784A7	Eyecon Alderney Limited	5.18.0	Yes	N/A
EvaluationChain.class	Server	E9C22E7207EFD683DB6817F7FE83FD77CA054E89	Eyecon Alderney Limited	5.18.0	Yes	N/A
RngSequences.class	Server	B5E85B10AB646B596E6BE2F98EA8230C6F966ED4	Eyecon Alderney Limited	5.18.0	Yes	N/A
LuckyTap.class	Server	C92A6379FD34312CDB0644B39C5ED4B32C99E3EC	Eyecon Alderney Limited	5.18.0	Yes	N/A
LuckyTapAudit.class	Server	11A0CDD75798BF7CAEB9C11924AF1280E8225AC3	Eyecon Alderney Limited	5.18.0	Yes	N/A
PaytableValue.class	Server	54705AF693718D3D4AE384B8AEAABF87D0F109DB	Eyecon Alderney Limited	5.18.0	Yes	N/A
CarbineGameComponent.class	Server	C7585F7B8C7E1101DFF6010DB2D68EE9DD9F023C	Eyecon Alderney Limited	5.18.0	Yes	N/A
LuckyTapState.class	Server	4A3AC448715B809C41768907E2698680E2A7FA6A	Eyecon Alderney Limited	5.18.0	Yes	N/A
WeightedLuckyTapRules.class	Server	AEB8C794FF8C918A9A6F628E66D143880F48095	Eyecon Alderney Limited	5.18.0	Yes	N/A
KnocksConfiguration.class	Server	0001115F5427288169ACD8C8E9313307F5EC5EE9	Eyecon Alderney Limited	5.18.0	Yes	N/A
WeightedLuckyTapRulesImpl.class	Server	D8E26128FB19079713A2D99EC20861132B727886	Eyecon Alderney Limited	5.18.0	Yes	N/A

## [2] Description of the object of evaluation

For version-control of the “**Fluffy Arcade Coconut Shy LuckyTap**” GLI gathered Secure Hash Algorithm One (SHA-1) checksums of the following software files:

File Name	Location	SHA-1 Checksum	Manufacturer	Version	Critical	DPC
<b>“Fluffy Arcade Coconut Shy LuckyTap”</b>						
<b>ProbabilityWinMultiplier.class</b>	Server	8ABC222FA31C020EBA46BD70E20A2989087E64D4	Eyecon Alderney Limited	5.18.0	Yes	N/A
<b>LuckyTapGamePrize.class</b>	Server	7157A8D62EBD8345848A3632EA3172EFC6EFE435	Eyecon Alderney Limited	5.18.0	Yes	N/A
<b>ProbabilityPrizeCount.class</b>	Server	024A87C123DA2DC692A3A428CFE9AA7BE298517A	Eyecon Alderney Limited	5.18.0	Yes	N/A
<b>WeightedLuckyTap.class</b>	Server	6C4FB092EBB169E48D23E0DAD8D3FA31DEA1EA61	Eyecon Alderney Limited	5.18.0	Yes	N/A
<b>carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-1.0.0-config.jar</b>	Server	3BEDEA2B48626E0F362018E44BB0DF23EC893197	Eyecon Alderney Limited	5.18.0	Yes	N/A
<b>carbine-luckyTap_fluffyArcadeCoconutShy_93_standard-1.0.0.json</b>	Server	9292E425F53F9372BFC1EC26E53E7179B69E0DCA	Eyecon Alderney Limited	5.18.0	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
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#### [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	5	0	5
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 RTP	GLI's RTP
	93.428%	93.44%*
Published percentage of return to the player for the game.	<p>The percentage of return is published in the “LuckyTap Rules” section of the game.</p> <p>* GLI has confirmed that the published RTP values either:</p> <p>a) lie within expected statistical limits of equivalent values computed from simulated test data, or</p> <p>b) match those derived analytically from a mathematical model of the game</p>	

##### [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.	Not applicable – It does not offer straight bets.
Audit of changes in the configuration by means of parameters of the risk management system for straight bets.	Not applicable – It does not offer straight bets.
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
<b>Area: Percentage return and prize tables</b>		
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	
<b>Area: Random number generator (RNG)</b>		
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	
<b>Area: Game logic</b>		
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	
<b>Area: Registration and traceability</b>		
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.
<b>Area: Terminals and session</b>		
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	
RES_TEC Annex I. 3.7.2.5. Minimum terminal resources.	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
<b>Area: Terminals and session</b>		
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.
<b>Area: Communication channels</b>		
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.
<b>Area: Free gaming applications</b>		
RD_COM Article 14.1. Free gaming applications.	Not applicable	Operator's responsibility.
<b>Area: Graphic interface</b>		
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.
<b>Area: Behaviour in the event of technical errors</b>		
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	
<b>Area: Automatic game</b>		
RES_TEC Annex I. 3.13. Autoplay.	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
<b>Area: Repetition of the play</b>		
RES_TEC Annex I. 3.14. Game replay.	Not applicable	Operator's responsibility.
<b>Area: "Live" games</b>		
RES_TEC Annex I. 3.19. "Live" gaming.	Not applicable	No live games are offered.
<b>Area: Various functionalities</b>		
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.
<b>Area: Progressive jackpots</b>		
RES_TEC Annex I. 3.20. Jackpots, progressive jackpots and additional prizes.	Not applicable	There is no such feature.
<b>Area: Internal control system</b>		
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
<b>Area: Game development</b>		
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	
<b>Area: Economic limits to participation</b>		
OM_AZA Article 12.2. Economic limits to participation in gambling machines	Not applicable	This is an operator's responsibility.
<b>Area: Obligations to inform the participants</b>		
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.	Compliant	
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	There is no such feature.

#### [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
<b>Area: Promotion of games</b>		
OM_AZA Article 9.2. Promotion of the games.	Not applicable	This is an operator's responsibility.
<b>Area: Configuration and development of the game session under the general license of "Other games"</b>		
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.
<b>Area: Information obligations to participants in relation to the gaming session under the general license of "Other games"</b>		
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
93.428%	93.44%*

The percentage of return is published in the "LuckyTap Rules" 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 LICENSES

#### 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"> <li>- The commercial name of the games and variants found.</li> <li>- The applications or terminals from which they are available.</li> <li>- Their correspondence with the variants in the basic regulations.</li> <li>- The version of the particular rules assessed.</li> </ul> <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><b>FUNCTIONAL</b> 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><b>TRACEABILITY</b> 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"> <li>- Date/time of each message or call made.</li> <li>- Telephone number originating the message or call.</li> <li>- Contents of message or call.</li> </ul>
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"> <li>- The compliance of the tests carried out.</li> <li>- The following OPT/ORT data, calculated from the monthly data, for each month:</li> </ul> <p>The ratio between the winnings amount and the stake amount (expressed to 4 decimal places).</p> <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 record.
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"> <li>- The compliance of the tests carried out.</li> </ul> <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: 29 May 2025 / 05 June 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" on page 1.



## [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 “**Fluffy Arcade Coconut Shy LuckyTap**” 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-25-05-385.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