



**Verification report: ITL2401161**

**Eyecon Alderney Limited**

**Functionality Report  
Singular License – Slot**

**20 May 2024**

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## Verification report: ITL2401161

### 1. Identification of the certification

Type of the certification report	Final Certification Report of Functionality – Singular License – Slot
Identification code of the report	ITL2401161
Details identifying the certification body	iTech Labs Italia REA RM-1282510 Dirección: Piazza Guglielmo Marconi n., 15 - 00144 Roma, Italy URL: <a href="http://www.itechlabs.it">www.itechlabs.it</a> Email: <a href="mailto:info@itechlabs.it">info@itechlabs.it</a>
Details identifying the report's signatory on behalf of the certification body	Alvin Rizaldi Eric Sheng Rogelio Pérez Cano (DNI 45430254X)
Target jurisdiction	Spain
Dates on which the certification work was performed	From 04 April 2024 to 20 May 2024
Publication date of the certification report	20 May 2024

### 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		
	Game Name	Channel
	Fluffy Favourites 10	HTML5 Desktop HTML5 Mobile
Licensee	Not applicable	
Manufacturer	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL Contact: Robert Black ( <a href="mailto:robert.black@eyecon.com">robert.black@eyecon.com</a> )	
Product name		
	Game Name	Channel
	Fluffy Favourites 10	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	For the list of critical components, please refer to Appendix A.	
Certified access channels	Please refer to Appendix A	
Certified websites and brand names	Internet	
Payment methods used during certification	Not applicable	
Role of the Operator	Not applicable This certification is for games only	
Identification of the elements of the technical infrastructure where these are installed	Eyecon Alderney Limited games are hosted at the following location: Continent 8 Technologies Limited c/o Vodafone Malta Ltd MAR Building Cannon Road Qormi QRM 9039	

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	<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>Fluffy Favourites 10</td><td>Slot</td><td>Lamington (1.0.5) Tamborine (1.0.3)</td></tr></table>	No.	Game Name	Game Type	Version Number	1.	Fluffy Favourites 10	Slot	Lamington (1.0.5) Tamborine (1.0.3)
No.	Game Name	Game Type	Version Number						
1.	Fluffy Favourites 10	Slot	Lamington (1.0.5) Tamborine (1.0.3)						
Types of access technology for the technical gambling system									
<ul style="list-style-type: none"><li>Web access.</li></ul>	Yes (HTML5 Mobile + HTML5 Desktop)								
<ul style="list-style-type: none"><li>Flash-based downloadable client.</li></ul>	Not applicable								
<ul style="list-style-type: none"><li>PC-based downloadable clients (with indication of target operating systems).</li></ul>	Not applicable								
<ul style="list-style-type: none"><li>Native applications for smartphones, tablets or other mobile devices (with indication of target operating systems)</li></ul>	Not applicable								
<ul style="list-style-type: none"><li>Web-accessible mobile clients, e.g., based on HTML.</li></ul>	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"><li>Desktop</li><li>iPhone XS Max</li><li>Samsung Galaxy S20</li><li>iPad Mini 4</li><li>Samsung Galaxy Tab 4</li></ul>								

### 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.

#### 3.2 Summary table of the compliance with the technical requirements

##### Singular License – Common

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

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3. Lógica del juego	3	3	0	0
4. Registro y trazabilidad	4	2	0	2
5. Terminales y session 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	12	0	0
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"> <li>- Random Number Generator analysis</li> <li>- Analysis of the game logic and the random events</li> </ul>
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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
RNG type	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 31st July 2019
Random / pseudorandom	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

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### 3.3.2 Analysis of the percentage return to player (RTP)

Description	RTP	Place of publication of the indicated percentages
Fluffy Favourites 10	93.290%	Game rules
	95.388%	
	89.999% + Jackpot 3.0%	

### 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>B.1 Gambling on offer</b>	
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>B.2. Monetary limits for participation</b>	
B.2.1. Monetary limits for participation.	Not applicable (operator's responsibility)
<b>B.3. Behaviour in relation to technical faults.</b>	
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>B.4. Internal control system.</b>	
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)



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### Certification Signature:

Authorised by:

A handwritten signature in black ink that reads "Eric Sheng".

**Eric Sheng**

Project Manager

Signed By:

A handwritten signature in black ink that reads "Alvin Rizaldi".

**Alvin Rizaldi**

Chief Executive Officer

Signed By:

A handwritten signature in blue ink that reads "Rogelio Pérez Cano".

Rogelio Pérez Cano (DNI 45430254X)  
Senior Consultant

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### Fulfillment details of the technical requirements

#### Singular License – Common

Area and Reference to the requirement	Rate	Observations
<b>1. Porcentaje de retorno y tablas de premios</b>		
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"> <li>Claims by participants.</li> <li>Promotion of gambling activities.</li> <li>restrictions on participating.</li> </ul>	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
<b>2. Generador de números aleatorios</b>		
RES_TEC Anexo I. 3.5.1 Funcionamiento del GNA.	Comply	Please refer to RNG certification report REF: RNG.ESP.EYECON.1008.01, dated 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



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		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
<b>3. Lógica del juego</b>		
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
<b>4. Registro y trazabilidad</b>		
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
<b>5. Terminales y sesión de usuario</b>		
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
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
<b>6. Canales de comunicación</b>		
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	Not Applicable	This requirement is not



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mensajería de texto de servicios telefónicos fijos o móviles.		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
<b>7. Aplicaciones de juego gratuito</b>		
RD_LIC Disposición adicional sexta – Aplicaciones de juego gratuito	Not Applicable	Operator's responsibility
<b>8. Interfaz gráfica</b>		
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
<b>9. Comportamiento ante errores técnicos</b>		
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
<b>10. Juego automático</b>		
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
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
<b>11. Repetición de la jugada</b>		
RES_TEC Anexo I. 3.14 Repetición de la jugada.	Comply	None
<b>12. Juegos &lt;&lt;en vivo&gt;&gt;</b>		

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RES_TEC Anexo I. 3.19 Juego «en vivo».	Not Applicable	The games being certified are not "live".
<b>13. Funcionalidades varias</b>		
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
<b>14. Botes progresivos</b>		
RES_TEC Anexo I. 3.20 Botes, botes progresivos, y premios adicionales.	Comply	None
<b>15. Sistema de control interno</b>		
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, compresion 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 suspension 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
<b>1. Configuración y desarrollo de la sesión de juego destinada a máquinas de azar</b>		
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
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
<b>2. Obligaciones de información a los participantes en relación a la sesión de juego destinada a máquinas de azar</b>		
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
<b>3. Desarrollo del juego</b>		
OM_AZA. Artículo 2. Definiciones	Comply	Definitions
OM_AZA. Artículo 6. Reglas particulares del juego de las «Máquinas de Azar»	Comply	None

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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	Comply	None
OM_AZA. Artículo 15. Pago de premios	Comply	None
<b>4. Obligaciones de información a los participantes</b>		
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 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.	Not Applicable	Operator's responsibility
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
<b>5. Promoción de los juegos</b>		
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
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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)
Fluffy Favourites 10	93.290%	Game rules	Not applicable
	95.388%		
	89.999% + Jackpot 3.0%		

### 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 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.
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## 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	<p>The player's interface will be used to access the gambling on offer and check that it matches the specific licence.</p> <p>The available gambling on offer will be analysed from each type of application or terminal used for participation.</p>

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	<p>Each gambling activity and offered version will be analysed along with whether they correspond to the gambling activities and versions allowed by the basic regulations.</p> <p>Gambling is not required to perform this test, instead it will suffice to analyse the information published by the operator, whether it be the rules of the gambling activities or strictly informative details.</p>
Expected result	<p>The result will contain an account of the following information:</p> <ul style="list-style-type: none"> <li>the marketed name of the detected gambling activities and versions.</li> <li>the applications or terminals from which they are available.</li> <li>the correlation with versions from the basic regulations.</li> <li>the version of the particular rules assessed.</li> </ul> <p>This information will be compared with the descriptive questionnaire of the licence completed by the operator.</p>
Test type	FUNCTIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

Area	Gambling on offer
Test reference	B.1.2
Test name	Realisation of the gambling activity and correct accounting.
Test description	<p>The player's interface will be used to participate in gambling and:</p> <ul style="list-style-type: none"> <li>check the correct accounting of bets, prizes, fees or others.</li> <li>in gambling activities where the operator charges a fee, it must be verified that the calculation of fees coincides with the calculation stipulated in the particular rules.</li> <li>an attempt will be made to enter a wager greater than the balance available in the gambling account. In specific gambling activities, it will be verified: <ul style="list-style-type: none"> <li>For betting, that bets cannot be placed at times not prescribed by the particular rules, and especially following the close of a bet promotion, from the start of the event for conventional betting, or from the end of the event for live betting.</li> <li>For bingo, that cards cannot be bought outside the promotion period, or when the game has commenced.</li> <li>For poker or casino games, that bets cannot be placed outside the times designated in the particular rules.</li> <li>For slot machines, it will be checked that, when the slot machine game session automatically concludes due to the time or money limit set during the session's configuration, the game in progress closes in an orderly manner and the accounting is correct.</li> </ul> </li> <li>Note: This test will be repeated for each type of application or terminal used for participation as well as for each gambling activity, version or form.</li> </ul>
Expected result	<p>Functional</p> <p>The conformity of the above described verifications, broken down for each analysed version.</p> <p>It will be confirmed that a wager greater than the balance available in the gambling account cannot be made. The version of the particular rules will also be noted.</p>

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	<p>Traceability</p> <p>The result will detail the tables, files or others containing the information.</p> <p>An opinion will be expressed on whether the recording system of the technical gambling system can recover information accounting for every situation and completely reconstruct the history of every game.</p>
Test type	FUNCTIONAL, TRACEABILITY
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

Area	Gambling on offer
Test reference	B.1.3
Test name	Tracing the wager in relation to channels other than the internet.
Test description	Where applicable, several wagers will be made from every channel other than the internet, e.g. SMS and telephone.
Expected result	<p>Traceability</p> <p>The system's records and traces of every participation channel used will be analysed. In the case of SMS and telephone channels, it will be confirmed that the following details are kept:</p> <ul style="list-style-type: none"> <li>time/date of every message or phone call.</li> <li>telephone number from which the message or call was made.</li> <li>content of the message or call.</li> </ul>
Test type	TRACEABILITY
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

Area	Monetary Limits for participation
Test reference	B.2.1
Test name	Monetary limits for participation.
Test description	<p>The system's compliance with monetary limits, i.e. maximum amounts for participation and prizes, will be verified.</p> <p>To this end, the certification body will participate in gambling and attempt to exceed each limit described in appendix III section two of the ministerial orders in relation to gambling activities.</p> <p>For online slot-machines, the system's compliance with both the monetary limit and time limit set at the beginning of the online slot-machine game session will be verified. It will also be verified that the amount of money a single participant can allocate to gambling on the slot machine may not exceed the balance held by the participant in his gambling account at the moment of initiating the online slot-machine game session, taking into account any increase to the balance by the winnings obtained during said session.</p>
Expected result	The performed tests and obtained result will be recorded.
Test type	FUNCTIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)



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Observations	Not applicable (operator's responsibility)
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Area	Behaviour in relation to technical faults
Test reference	B.3.1
Test name	Loss of connection with the customer.
Test description	Tests will be performed for commencing a game and then causing a connection loss with the central gambling unit. The connection will be re-established after 1 minute, 5 minutes or 15 minutes (different time intervals). The reaction of the system for concluding the game and its compliance with particular rules in this regard will be verified. This test must be conducted for each application or customer terminal and each gambling activity or offered form.
Expected result	Compliance with the particular rules will be noted. The result will state the consequent action of each application or customer terminal and for each gambling activity or form. The version of the particular rules that were analysed will also be included.
Test type	FUNCTIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

Area	Behaviour in relation to technical faults
Test reference	B.3.2
Test name	Error in the customer terminal.
Test description	A game will be started and then an unexpected shut down of the customer terminal will be caused. The terminal will be restarted after 1 minute, 5 minutes or 15 minutes (different time intervals). The reaction of the system for concluding the game and its compliance with particular rules in this regard will be verified. This test must be conducted for each application or customer terminal and each gambling activity or offered form.
Expected result	Compliance with the particular rules will be noted. The result will state the consequent action of each application or customer terminal and for each gambling activity or form. The version of the particular rules that were analysed will also be included.
Test type	FUNCTIONAL
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

Area	Internal Control System
Test reference	B.4.1
Test name	Completeness of OPT/ORT records
Test description	This test will compare the data in the SCI with the data held in the operator's information system for the purpose of assessing the completeness of the SCI data. The following monthly data will be obtained: From the monthly





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	<p>OPT/ORT record:</p> <ul style="list-style-type: none"><li>• Wagered amounts.</li><li>• Reimbursement of wagered amounts.</li><li>• Prizes.</li><li>• Prizes in kind.</li></ul> <p>This test requires access by the certification body to unencrypted real data. The operator must provide the certification body with unencrypted OPT/ORT files. The certification body must confirm whether the files correspond to the files actually stored on the operator's information system. The certification body is not required to have access to personal data.</p> <p>The certification body is not required to know the encryption key under any circumstances.</p>
Expected result	<p>The data of the OPT/ORT files will be compared with the lists obtained from the back-office application of the technical gambling system. The certification body must be certain of the accuracy of these lists since they are the source against which the completeness of the SCI's real data is compared.</p> <p>As a result of this test, the certification body must include:</p> <ul style="list-style-type: none"><li>• The conformity of the performed checks.</li><li>• Calculated on the basis of monthly data, the following OPT/ORT data for every month:</li></ul> <p>The ratio between the prize amount and the amount wagered in gambling (to 4 decimal places).</p> <p>Note: The result will not directly include the turnover figures.</p> <p>Note: The checks and calculations will be done separately, both in the Euro currency and in any other units, whether bonus points or others.</p>
Test type	REAL DATA
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

Area	Internal Control System
Test reference	B.4.2
Test name	Completeness of JUD/JUT records.
Test description	<p>This test will compare the data in the SCI with the data held in the operator's information system for the purpose of assessing the completeness of the SCI data.</p> <p>The following daily data corresponding to the 5 days prior to the test will be obtained:</p> <p>From the JUT/JUD records:</p> <ul style="list-style-type: none"><li>• Number of games for each gambling form</li><li>• A random sampling of 5 games will be taken and their data will be compared with the operator's information system. For example, the participants, the prizes, the event in the case of a bet or the number of SMS's in the case of a competition.</li></ul> <p>This test requires access by the certification body to unencrypted real data. The operator must provide the certification body with unencrypted JUT/JUD files. The certification body must confirm whether the files correspond to the files actually stored on the operator's information system. The certification body is not required to have access to personal data.</p> <p>The certification body is not required to know the encryption key under any circumstances.</p>
Expected result	The data of the JUT/JUD files will be compared with the lists





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	obtained from the back-office application of the technical gambling system. The certification body must be certain of the accuracy of these lists since they are the source against which the completeness of the SCI's real data is compared. As a result of this test, the certification body must include: <ul style="list-style-type: none"><li>• The conformity of the performed checks.</li></ul> Note: The result will not directly include the turnover figures. Note: The checks and calculations will be done separately, both in the Euro currency and in any other units, whether bonus points or others.
Test type	REAL DATA
Date/time of test performance	Not applicable (operator's responsibility)
Obtained result	Not applicable (operator's responsibility)
Qualification	Not applicable (operator's responsibility)
Observations	Not applicable (operator's responsibility)

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

Certification entity	iTech Labs Italia REA RM-1282510 Dirección: Piazza Guglielmo Marconi n., 15 - 00144 Roma, Italy URL: <a href="http://www.itechlabs.it">www.itechlabs.it</a> Email: <a href="mailto:info@itechlabs.it">info@itechlabs.it</a>
Resources involved in the certification process	Alvin Rizaldi Rogelio Pérez Cano (DNI 45430254X) Nani Srinivasan Eric Sheng Saje Thatparanatham
Date of certification	20 May 2024

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

Type	Location
Certification Report	Singular License\ ITL2401161_EN_Functionality_Report_Singular_License_Slot_20May2024.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 técnicos Singular License\Technical Requirements\Juego automático Singular License\Technical Requirements\Desarrollo del juego



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	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:

**Eric Sheng**  
Project Manager

Signed By:

**Alvin Rizaldi**  
Chief Executive Officer

Signed By:

Rogelio Pérez Cano (DNI 45430254X)  
Senior Consultant



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## Appendix A List of critical components and SHA-1

### Fluffy Favourites 10 93 DH & MH

Game Name	File Name	SHA-1
Fluffy Favourites 10	<a href="#">carbine-game-engine-5.13.2.jar</a>	<a href="#">67bddee48b9cad335df64cc9aa39c99b41156e92</a>
	EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
	ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
	CountSymbolEvaluator.class	b3f4c7c1876ebd2e559a3b835c67daefe6cb1813
	LinesWinMultiPatterEvaluator.class	c8656fa313131290613b39b1f462a1f6cfcc3a83
	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	9b26ed27f471de80f8b371ad5d82de0aad0c0676
	CarbineGame.class	95c02d5d57b02da7ec9080208dd32f286d894e3b
	CarbineGameComponent.class	f2d68012443ab92bdf874690734b29309a8cb7b
	GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
	PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
	RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
	EyeconSpinGameRules.class	cf7f196182d81541953cdbbe78a9887cec0cad9b
	Multiplier.class	8d2f1b1db2aca512031c1e81d19fcede795410e8
	RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
	SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
	SymbolHoldSpinGame.class	e5faeebb3fa0e3d571c54a56750f7aeab50b49da
	SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
	SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
	SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
	SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
	SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
	<a href="#">carbine-slots_fluffyFavourites10_93_standard-1.0.3-config.jar</a>	<a href="#">b0a7277577ea3003007f839f88116907b62a1eaa</a>
	carbine-slots_fluffyFavourites10_93_standard-1.0.3.json	5327a07dd2f96678c0408c5dae618144f1dce37d



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**Fluffy Favourites 10 95 DH & MH**

Game Name	File Name	SHA-1
Fluffy Favourites 10	<a href="#">carbine-game-engine-5.13.2.jar</a>	<a href="#">67bddee48b9cad335df64cc9aa39c99b41156e92</a>
	EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
	ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
	CountSymbolEvaluator.class	b3f4c7c1876ebd2e559a3b835c67daefe6cb1813
	LinesWinMultiPatterEvaluator.class	c8656fa313131290613b39b1f462a1f6cfcc3a83
	PatternMatchingEvaluator.class	8148f0bbe65bee5c94bbaad5c78c615ba063cf3c
	PrizeLinePatternMatchingEvaluator.class	251e569cd2a62e1509c5b18178d1361b95550cc3
	RebetsLineWinPatternMatchingEvaluator.class	934fcd6b3b4131aa1d0db5de03ef1eeeb2df98f4
	DisplayGenerator.class	3ac44fb96b389b3311f9a95f9c109888e0917e2
	RebetDetailBuilder.class	435bf790a162a09d65f8ced534416ff1858ecca6
	RebetEvaluator.class	273f16d662ee5319da7fc429fe17c1265d61590e
	ReelStripGenerator.class	27ae3e490f8a3bd95beb6bbf472fe782bca7d423
	ResetRebetEvaluator.class	772b2a40d8dd8dceaf62400a52fb7c6361cb7102
	PrizeLineTriggerEvaluator.class	d784c071c81de47e515724522f5efa42c1d26600
	TriggerRandomMultiplierEvaluator.class	9b26ed27f471de80f8b371ad5d82de0aad0c676
	CarbineGame.class	95c02d5d57b02da7ec9080208dd32f286d894e3b
	CarbineGameComponent.class	f2d68012443ab92bdf874690734b29309a8cb7b
	GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
	PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
	RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
	EyeconSpinGameRules.class	cf7f196182d81541953cdbbe78a9887cec0cad9b
	Multiplier.class	8d2f1b1db2aca512031c1e81d19f9cebe795410e8
	RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
	SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
	SymbolHoldSpinGame.class	e5faeebb3fa0e3d571c54a56750f7aeab50b49da
	SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
	SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
	SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
	SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
	SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
	<a href="#">carbine-slots_fluffyFavourites10_95_standard-1.0.3-config.jar</a>	<a href="#">62a20784ab53d6c291e16f1c32c26c843d2d95ec</a>
	carbine-slots_fluffyFavourites10_95_standard-1.0.3.json	e15de9094d0b607edb7c57699762ab165083b15f

**Fluffy Favourites 10 90 JP DH & MH**

Game Name	File Name	SHA-1
Fluffy Favourites 10	<a href="#">carbine-game-engine-5.13.2.jar</a>	<a href="#">67bddee48b9cad335df64cc9aa39c99b41156e92</a>
	EvaluationChain.class	b4f9f9f5e781252959760a8b7f6a933de6b7a114
	ReelSymbolExpander.class	eed9eef1fb90819b55f1101de7eb697b29d21ad2
	CountSymbolEvaluator.class	b3f4c7c1876ebd2e559a3b835c67daefe6cb1813
	LinesWinMultiPatterEvaluator.class	c8656fa313131290613b39b1f462a1f6cfcc3a83
	PatternMatchingEvaluator.class	8148f0bbe65bee5c94bbaad5c78c615ba063cf3c



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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	95c02d5d57b02da7ec9080208dd32f286d894e3b
CarbineGameComponent.class	f2d68012443ab92bdf874690734b29309a8cb7b
GameWinsCalculatorImpl.class	921e30a61c8e7a1b655b08dd6740bf8073ffdc1
PrizeMultiplier.class	bd6f19cb863832b39ed3b419f985237b0fb5b904
RetriggerCount.class	0ad82a0a3d20818fd921279d265730760a5b844c
EyeconSpinGameRules.class	cf7f196182d81541953cdbbe78a9887cec0cad9b
Multiplier.class	8d2f1b1db2aca512031c1e81d19fcede795410e8
RngSequences.class	02c6c43745e2e146a99ca75a0b3e258dd44c5495
SlotGameVariableConfigurationImpl.class	da158601773b9eab4ca70746c714e705c4cee01c
SymbolHoldSpinGame.class	e5faeebb3fa0e3d571c54a56750f7aeab50b49da
SymbolHoldSpinRuleImpl.class	4f223ffacdc2468ed31cc1572b6476792350331e
SymbolHoldSpinScreenEvaluator.class	aac195e2abdd33e5d237ec71ed41a046ce2cfd2
SymbolHoldTriggerEvaluator.class	e9898a28a6426c0e885f9b00ce0e30c9e9634a3f
SymbolSwapSpinShapeEvaluator.class	6aad79ec0c347e75094c002c9485699e3fd3639b
SymbolSwapSpinTriggerEvaluator.class	f3d97647f90aa2829eefc9816844315c3c8e2c31
<a href="#">carbine-slots_fluffyFavourites10_90_jackpot-1.0.3-config.jar</a>	<a href="#">751d209828c277b6d206848edac016aa16058d6c</a>
carbine-slots_fluffyFavourites10_90_jackpot-1.0.3.json	16d9ed3f398e587f1aa4cd2c4fd26a16a972b65b
<a href="#">pool-server-service-1.5.0.jar</a>	<a href="#">5f84adf4d521f551f1dc5063de03608cfffde86a</a>
MysteryPoolImpl.class	150d5300a805e32d2f3e534b8f082eb37e45d901
ProbabilityPoolImpl.class	1a0376e7a885ef3ddc2b381362f70cd35b24f03c