

**Evaluation Report for:
Eyecon Alderney Limited
Eyecon Gaming Products (45 Online
Games)**

Manufacturer:	Eyecon Alderney Limited
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BMM Australia Pty Ltd

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Evaluation Report

Client name & Address:	Eyecon Alderney Limited Inchalla, Le Val Alderney GY9 3UL
Client Reference Number:	Client Submission Letter Dated May 10th, 2019
Testing dates:	Start date: 10/05/2019 End date: 21/06/2019
Product / Game Description:	Eyecon Gaming Products (45 Online Games)
Test Category:	Category 0
Jurisdictions Recommended:	Sweden
Technical Standard used for Evaluation:	<ul style="list-style-type: none"> - The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State-owned lottery and lottery for public purposes - The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities. - The Swedish Gambling Authority regulations and general guidelines on responsible gambling (LIFS 2018:2) - Gambling Law SFS 2018:1138, June 26, 2018
Location where test was performed:	BMM Australia Pty Ltd. Level 3, 810 Whitehorse Road, Box Hill, 3128 Victoria, Australia
Location where report was issued:	BMM Australia Pty Ltd. Level 3, 810 Whitehorse Road, Box Hill, 3128 Victoria, Australia
Conclusion:	Pass
BMM Reference Number:	EYECON.1007
Method/Procedures used:	EURAF-SPA-MO-04
Consultant(s):	Jason Florian

1. SCOPE OF EVALUATION.

Eyecon Alderney Limited requested BMM Australia Pty Ltd to evaluate Eyecon Gaming Products (45 Online Games) for satisfactory operation in the Sweden market accordingly with the Standards/Regulations described below:

- The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State-owned lottery and lottery for public purposes
- The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.
- The Swedish Gambling Authority regulations and general guidelines on responsible gambling (LIFS 2018:2)
- Gambling Law SFS 2018:1138, June 26, 2018

2. EVALUATION CHARACTERISTICS.

2.1. PLATFORM DESCRIPTION

N/A – Platform is out of scope

2.2. GAME DESCRIPTION

Game rules are contained in the help files accessible on the individual game play skin. There are three types of games evaluated by BMM; multi-HTML5, 'DH' and 'MH'. 'DH' type games are standard desktop games. 'MH' games are designed to run on Mobile phone and tablets; however, these games can still run on typical browsers. Games not denoted are multi-HTML5 where the game is can be launched the same on either device type.

2.2.1. 99 TIME (DH, MH) & 99 TIME JP (DH, MH)

99 Time is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.2. BEAT THE BOBBIES (DH, MH) & BEAT THE BOBBIES JP (DH, MH)

Beat The Bobbies is a 5-reel, 243ways slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.3. CARAVAN TO CAIRO (DH, MH) & CARAVAN TO CAIRO JP (DH, MH)

Caravan To Cairo is a 5-reel, 243ways slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.4. CRYSTAL LOTUS (DH, MH) & CRYSTAL LOTUS JP (DH, MH)

Crystal Lotus is a 5-reel, 10-payline slot with an Expanding Wild Re-Spin feature. Game can be configured to operate with or without additional Jackpot.

2.2.5. CUP CARNAVAL (DH, MH)

Cup Carnival is a 5-reel, 25 paylines slot with Free Spins.

2.2.6. DOUBLEUP DUCKS (DH, MH) & DOUBLEUP DUCKS JP (DH, MH)

Doubleup Ducks is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.7. ENCHANTED PRINCE (DH, MH) & ENCHANTED PRINCE JP (DH, MH)

Enchanted Prince is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.8. FAE LEGEND WARRIOR (DH, MH) & FAE LEGEND WARRIOR JP (DH, MH)

Fae Legend Warrior is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.9. FIREWORKS FRENZY (DH, MH)

Fireworks Frenzy is a 5-reel, 25 paylines slot with Free Spins.

2.2.10. FLUFFY FAVOURITES (DH, MH) & FLUFFY FAVOURITES JP (DH, MH)

Fluffy Favourites is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.11. FLUFFY FAVOURITES FAIRGROUND (DH, MH) & FLUFFY FAVOURITES FAIRGROUND JP (DH, MH)

Fluffy Favourites Fairground is a 5-reel, 25 paylines slot with Free Spins and Prizepick feature. Game can be configured to operate with or without additional Jackpot.

2.2.12. FLUFFY IN SPACE (DH, MH) & FLUFFY IN SPACE JP (DH, MH)

Fluffy In Space is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.13. FLUFFY TOO (DH, MH) & FLUFFY TOO JP (DH, MH)

Fluffy Too is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.14. GETS THE WORM (DH, MH)

Gets the Worm is a 5-reel, 25 paylines slot with Free Spins.

2.2.15. HAPPY BIRTHDAY (DH, MH) & HAPPY BIRTHDAY JP (DH, MH)

Happy Birthday is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.16. HEARTBURST (DH, MH) & HEARTBURST JP (DH, MH)

Heartburst is a 5-reel, 100-payline slot with expanding substitute and free games feature. Game can be configured to operate with or without additional Jackpot.

2.2.17. HOLD THE SAFE (DH, MH) & HOLD THE SAFE JP (DH, MH)

Hold The Safe is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.18. IMPERIAL DESTINY (DH, MH)

Imperial Destiny is a 5-reel, 25 paylines slot with Free Spins and Prizepick feature.

2.2.19. IRISH LUCK (DH, MH) & IRISH LUCK JP (DH, MH)

Irish Luck is a 5-reel, 25 paylines slot Pickapize Feature, Match & Win Feature and a Word COMBO bonus feature. Game can be configured to operate with or without additional Jackpot.

2.2.20. KINGDOM OF CASH (DH, MH) & KINGDOM OF CASH JP (DH, MH)

Kingdom of Cash is a 5-reel, 25 payline slot with two scatter symbols which will trigger two different types of features. Game can be configured to operate with or without additional Jackpot.

2.2.21. KISS ME CLOVER (DH, MH) & KISS ME CLOVER JP (DH, MH)

Kiss Me Clover is a 5-reel, 25 payline slot with Free Spins and Lucky wheel feature. Game can be configured to operate with or without additional Jackpot.

2.2.22. KITTY PAYOUT (DH, MH) & KITTY PAYOUT JP (DH, MH)

Kitty Payout is a 5-reel, 25 payline slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.23. LEGEND OF THE FIVE NINJAS & LEGEND OF THE FIVE NINJAS JP

Legend Of The Five Ninjas is a 5-reel, 243-ways slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.24. LOST ISLAND (DH, MH)

Lost Island is a 5-reel, 25 paylines slot with Free Spins.

2.2.25. PAST THE POST (DH, MH) & PAST THE POST JP (DH, MH)

Past The Post is a 5-reel, 243-ways slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.26. PIGGY PAYOUT (DH, MH) & PIGGY PAYOUT JP (DH, MH)

Piggy Payout is a 5-reel, 25 paylines slot with Free Spins and Prizepick feature. Game can be configured to operate with or without additional Jackpot.

2.2.27. PUGGY PAYOUT (DH, MH) & PUGGY PAYOUT JP (DH, MH)

Puggy Payout is a 5-reel, 25 payline slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.28. SECRET GARDEN (DH, MH)

Secret Garden is a 5-reel, 25 paylines slot with Free Spins.

2.2.29. SHAMAN SPIRIT (DH, MH) & SHAMAN SPIRIT JP (DH, MH)

Shaman Spirit is a 5-reel, 25 lines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.30. SHAMANS DREAM (DH, MH) & SHAMANS DREAM JP (DH, MH)

Shamans Dream is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.31. SHOPPING SPREE (DH, MH) & SHOPPING SPREE JP (DH, MH)

Shopping Spree is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.32. STAMPEDE (DH, MH) & STAMPEDE JP (DH, MH)

Stampede is a 5-reel, 243ways slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.33. STRIKER GOES WILD (DH, MH) & STRIKER GOES WILD JP (DH, MH)

Striker Goes Wild is a 5-reel, 25 payline slot with different Trick Patterns. Game can be configured to operate with or without additional Jackpot.

2.2.34. SUGAR TRAIN (DH, MH) & SUGAR TRAIN JP (DH, MH)

Sugar Train is a 5-reel, 25 paylines slot with Free Spins, Rainbow Pick Feature and a Gumball Bonus feature. Game can be configured to operate with or without additional Jackpot.

2.2.35. SUGAR TRAIN XMAS (DH, MH) & SUGAR TRAIN XMAS JP (DH, MH)

Sugar Train Xmas is a 5-reel, 25 paylines slot with Free Spins, Pick a Present Feature and a Santa's Station Bonus feature. Game can be configured to operate with or without additional Jackpot.

2.2.36. TEMPLE OF AUSAR (DH, MH) & TEMPLE OF AUSAR JP (DH, MH)

Temple of Ausar is a 5-reel, 25 payline slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.37. TEMPLE OF IRIS (DH, MH) & TEMPLE OF IRIS JP (DH, MH)

Temple Of Iris is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.38. TWINKLE (DH, MH) & TWINKLE JP (DH, MH)

Twinkle is a 5-reel, 25 paylines slot with Free Spins and Prizepick feature. Game can be configured to operate with or without additional Jackpot.

2.2.39. UNICORN BLISS (DH, MH) & UNICORN BLISS JP (DH, MH)

Unicorn Bliss is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.40. VERY MERRY CHRISTMAS (DH, MH) & VERY MERRY CHRISTMAS JP (DH, MH)

Very Merry Christmas is a 5-reel, 25 paylines slot Pickapize Feature, Match & Win Feature and a Word COMBO bonus feature. Game can be configured to operate with or without additional Jackpot.

2.2.41. VLAD'S CASTLE (DH, MH) & VLAD'S CASTLE JP (DH, MH)

Vlad's Castle is a 5-reel, 25 paylines slot with Free Spins and Prizepick feature. Game can be configured to operate with or without additional Jackpot.

2.2.42. WHITE WIZARD DELUXE (DH, MH)

White Wizard Deluxe is a 5-reel, 25 paylines slot with Free Spins.

2.2.43. WHITE WIZARD (DH, MH) & WHITE WIZARD JP (DH, MH)

White Wizard is a 5-reel, 25 paylines slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.44. XINGYUN BAOZHU (DH, MH) & XINGYUN BAOZHU JP (DH, MH)

Xingyun BaoZhu is a 5-reel, 25 payline slot with Free Spins. Game can be configured to operate with or without additional Jackpot.

2.2.45. YOYO'S WILD (DH, MH) & YOYO'S WILD JP (DH, MH)

YoYo's Wild is a 5-reel, 25 payline slot with different Trick Patterns and Jackpot. Game can be configured to operate with or without additional Jackpot.

2.3. MATHEMATICAL EVALUATION

GAME NAME	GAME VARIATION/ PAYTABLE ID	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
		% RTP MINIMUM	%RTP MAXIMUM	% RTP MINIMUM	%RTP MAXIMUM
99 Time	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Beat The Bobbies	90	90.22%	90.22%	90.221%	90.221%
	95	95.25%	95.25%	95.248%	95.248%
Caravan To Cairo	90	90.22%	90.22%	90.221%	90.221%
	95	95.25%	95.25%	95.248%	95.248%

GAME NAME	GAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
Crystal Lotus	93	93.21%	93.21%	93.208%	93.208%
	96	96.56%	96.56%	96.561%	96.561%
Cup Carnival	95	94.94%	94.94%	94.941%	94.941%
Doubleup Ducks	90	89.98%	89.98%	89.976%	89.976%
	95	95.00%	95.00%	94.998%	94.998%
Enchanted Prince	90	90.03%	90.03%	90.031%	90.031%
	95	95.00%	95.00%	94.995%	94.995%
Fae Legend Warrior	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Fireworks Frenzy	95	94.94%	94.94%	94.941%	94.941%
Fluffy Favourites	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Fluffy Favourites Fairground	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Fluffy In Space	90	*90.16%	*90.16%	90.161%	90.161%
	96	*96.36%	*96.36%	96.355%	96.355%
Fluffy Too	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Gets The Worm	95	95.19%	95.19%	95.188%	95.188%
Happy Birthday	90	*90.03%	*90.03%	90.027%	90.027%
	95	*95.44%	*95.44%	95.437%	95.437%
Heartburst	92	92.07%	92.07%	92.067%	92.067%
	95	95.63%	95.63%	95.632%	95.632%
Hold The Safe	90	*90.16%	*90.16%	90.161%	90.161%
	92	*92.23%	*92.23%	92.234%	92.234%
	96	*96.36%	*96.36%	96.355%	96.355%
Imperial Destiny	95	*95.40%	*95.40%	95.396%	95.396%
Irish Luck	90	*89.99%	*89.99%	89.988%	89.988%
	95	*95.05%	*95.05%	95.047%	95.047%
Kingdom of Cash	90	*89.98%	*89.98%	89.982%	89.982%
	95	*95.38%	*95.38%	95.377%	95.377%
Kiss Me Clover	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Kitty Payout	90	90.03%	90.03%	90.031%	90.031%
	95	95.00%	95.00%	94.995%	94.995%
Legend Of The Five Ninjas	90	90.22%	90.22%	90.221%	90.221%
	95	95.25%	95.25%	95.248%	95.248%

GAME NAME	GAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
Lost Island	95	*95.07%	*95.07%	95.064%	95.064%
Past The Post	90	90.22%	90.22%	90.221%	90.221%
	95	95.25%	95.25%	95.248%	95.248%
Piggy Payout	90	*90.00%	*90.00%	89.998%	89.998%
	95	*95.00%	*95.00%	94.998%	94.998%
Puggy Payout	90	90.03%	90.03%	90.031%	90.031%
	95	95.00%	95.00%	94.995%	94.995%
Secret Garden	95	95.44%	95.44%	95.437%	95.437%
Shaman Spirit	90	90.01%	90.01%	90.012%	90.012%
	95	95.44%	95.44%	95.437%	95.437%
Shamans Dream	90	90.01%	90.01%	90.012%	90.012%
	95	95.44%	95.44%	95.437%	95.437%
Shopping Spree	90	*89.96%	*89.96%	89.963%	89.963%
	95	95.44%	95.44%	95.437%	95.437%
Stampede	90	90.22%	90.22%	90.221%	90.221%
	95	95.25%	95.25%	95.248%	95.248%
Striker Goes Wild	90	90.02%	90.02%	90.016%	90.016%
	92	92.06%	92.06%	92.062%	92.062%
	96	96.50%	96.50%	96.503%	96.503%
Sugar Train	90	*90.08%	*90.08%	90.084%	90.084%
	95	*95.07%	*95.07%	95.065%	95.065%
Sugar Train Xmas	90	*90.08%	*90.08%	90.084%	90.084%
	95	*95.07%	*95.07%	95.065%	95.065%
Temple of Ausar	90	89.96%	89.96%	89.964%	89.964%
	95	95.44%	95.44%	95.437%	95.437%
Temple of Iris	90	89.96%	89.96%	89.964%	89.964%
	95	95.44%	95.44%	95.437%	95.437%
Twinkle	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
Unicorn Bliss	90	90.03%	90.03%	90.031%	90.031%
	95	95.00%	95.00%	94.995%	94.995%
Very Merry Christmas	90	*90.00%	*90.00%	89.988%	89.988%
	95	*95.05%	*95.05%	95.047%	95.047%
Vlad's Castle	90	90.00%	90.00%	90.000%	90.000%
	95	95.39%	95.39%	95.389%	95.389%
White Wizard Deluxe	95	95.63%	95.63%	95.632%	95.632%
White Wizard	90	89.92%	89.92%	89.918%	89.918%

GAME NAME	GAME	BMM CALCULATED RTP		CLIENT CALCULATED RTP	
	95	94.94%	94.94%	94.941%	94.941%
Xingyun BaoZhu	90	89.92%	89.92%	89.918%	89.918%
	95	94.94%	94.94%	94.941%	94.941%
YoYos Wild	90	90.10%	90.10%	90.100%	90.100%
	92	92.04%	92.04%	92.040%	92.040%
	96	96.51%	96.51%	96.511%	96.511%

Note: *Results accepted by BMM from external results.

2.4. EVALUATED OBJECT IDENTIFICATION:

Game Name	Description	File Name	SHA-1 Signature
99 Time DH	Client	slot-99-time-2.0.10.zip	D0B9364F1BAC87988D59B47E1DDC1B95A23FFA68
	Rules	carbine-slots_99Time_95_standard-3.0.0-config.jar	866CF6E33783BB67502570599D2FA5BEA3E583F6
99 Time DH JP	Client	slot-99-time-2.0.10.zip	D0B9364F1BAC87988D59B47E1DDC1B95A23FFA68
	Rules	carbine-slots_99Time_90_jackpot-3.0.2-config.jar	4EA1FD3C022DB85B853B5FBEEFA19CB817FEBA96
99 Time MH	Client	slot-99-time-5.0.12.zip	208464B530AD5A213A62F2A109CC790FB0402D8E
	Rules	carbine-slots_99Time_95_standard-3.0.0-config.jar	866CF6E33783BB67502570599D2FA5BEA3E583F6
99 Time MH JP	Client	slot-99-time-5.0.12.zip	208464B530AD5A213A62F2A109CC790FB0402D8E
	Rules	carbine-slots_99Time_90_jackpot-3.0.2-config.jar	4EA1FD3C022DB85B853B5FBEEFA19CB817FEBA96
Beat The Bobbies DH	Client	slot-beat-the-bobbies-2.0.14.zip	3AB566CD57DDD69030FBF7C6462EB3EB04DF0ECE
	Rules	carbine-slots_beatTheBobbies_95_standard-3.0.0-config.jar	CDC9B7F2B5A1EF98FCEB1B0F7AA3C5B3D542BA3A
Beat The Bobbies DH JP	Client	slot-beat-the-bobbies-2.0.14.zip	3AB566CD57DDD69030FBF7C6462EB3EB04DF0ECE
	Rules	carbine-slots_beatTheBobbies_90_jackpot-3.0.0-config.jar	C14CDEAD4534448EBD50B0E38DCE9F2CF88DDBDE
Beat The Bobbies MH	Client	slot-beat-the-bobbies-5.0.12.zip	119D39B2933A881C7793FCFC7C1F8812412A28F3
	Rules	carbine-	CDC9B7F2B5A1EF98FCEB1

Game Name	Description	File Name	SHA-1 Signature
		slots_beatTheBobbies_95_standard-3.0.0-config.jar	B0F7AA3C5B3D542BA3A
Beat The Bobbies MH JP	Client	slot-beat-the-bobbies-5.0.12.zip	119D39B2933A881C7793FCF C7C1F8812412A28F3
	Rules	carbine- slots_beatTheBobbies_90_jackpot-3.0.0-config.jar	C14CDEAD4534448EBD50B0 E38DCE9F2CF88DDBDE
Caravan To Cairo DH	Client	slot-caravan-to-cairo-2.0.7.zip	01AC989CB01C86E39116D79 D8A93693F4914633C
	Rules	carbine- slots_caravanToCairo_95_standard-0.0.0.5-config.jar	02246F2FB3C9E2F469D4AB9 3EE35C5005EE5D671
Caravan To Cairo DH JP	Client	slot-caravan-to-cairo-2.0.7.zip	01AC989CB01C86E39116D79 D8A93693F4914633C
	Rules	carbine- slots_caravanToCairo_90_jackpot-0.0.0.8-config.jar	4A2E2DE8ADA1117BBC3334 6BEAE37304997FE893
Caravan To Cairo MH	Client	slot-caravan-to-cairo-5.0.8.zip	5058F343D76ABFCB8593B29 BD9A56EF17845C97B
	Rules	carbine- slots_caravanToCairo_95_standard-0.0.0.5-config.jar	02246F2FB3C9E2F469D4AB9 3EE35C5005EE5D671
Caravan To Cairo MH JP	Client	slot-caravan-to-cairo-5.0.8.zip	5058F343D76ABFCB8593B29 BD9A56EF17845C97B
	Rules	carbine- slots_caravanToCairo_90_jackpot-0.0.0.8-config.jar	4A2E2DE8ADA1117BBC3334 6BEAE37304997FE893
Crystal Lotus DH	Client	slot-crystal-lotus-2.0.19.zip	A1DB06EAD503DA2F518E96 9AFC17DD8E619F148C
	Rules	carbine- slots_crystalLotus_96_standard-3.1.3-config.jar	4B5A969B6EC40C384B803B EE6C22BA953DB85010
Crystal Lotus DH JP	Client	slot-crystal-lotus-2.0.19.zip	A1DB06EAD503DA2F518E96 9AFC17DD8E619F148C
	Rules	carbine- slots_crystalLotus_93_jackpot-3.1.2-config.jar	49B94A9D52DDC74975E036 B5C720C1F5C7895C08
Crystal Lotus MH	Client	slot-crystal-lotus-5.0.18.zip	ACF55CAEF37481EFF1D0FF F0327D8BD58DFA1869
	Rules	carbine-	4B5A969B6EC40C384B803B

Game Name	Description	File Name	SHA-1 Signature
		slots_crystalLotus_96_standard-3.1.3-config.jar	EE6C22BA953DB85010
Crystal Lotus MH JP	Client	slot-crystal-lotus-5.0.18.zip	ACF55CAEF37481EFF1D0FF F0327D8BD58DFA1869
	Rules	carbine- slots_crystalLotus_93_jackpot-3.1.2- config.jar	49B94A9D52DDC74975E036 B5C720C1F5C7895C08
Cup Carnaval DH	Client	slot-cup-carnaval-2.0.10.zip	464CD5A80255AFDC5783D0 D4C98F8B3910269966
	Rules	carbine- slots_cupCarnaval_95_standard- 3.0.0-config.jar	68DF33A254C73D6392FA01B EBB23A33CDAF6D497
Cup Carnaval MH	Client	slot-cup-carnaval-5.0.9.zip	B53DBFCCF7FEB12FF499FC 94C66E9BB5577AF048
	Rules	carbine- slots_cupCarnaval_95_standard- 3.0.0-config.jar	68DF33A254C73D6392FA01B EBB23A33CDAF6D497
Doubleup Ducks DH	Client	slot-double-up-ducks-2.0.6.zip	4332E7901FF55EFBCA0036A 3DBC2F6E8D134B10E
	Rules	carbine- slots_doubleupDucks_95_standard- 0.0.0.14-config.jar	D86CFDAC681B589D38D2F1 1BA62737D590AF348D
Doubleup Ducks DH JP	Client	slot-double-up-ducks-2.0.6.zip	4332E7901FF55EFBCA0036A 3DBC2F6E8D134B10E
	Rules	carbine- slots_doubleupDucks_90_jackpot- 0.0.0.18-config.jar	D11F8FABE5828CCD12F9A1 56B4B254A81CCEF45C
Doubleup Ducks MH	Client	slot-double-up-ducks-5.0.4.zip	FEDC38B1EEFB6108157910 EDC433D1A1A8A83DB1
	Rules	carbine- slots_doubleupDucks_95_standard- 0.0.0.14-config.jar	D86CFDAC681B589D38D2F1 1BA62737D590AF348D
Doubleup Ducks MH JP	Client	slot-double-up-ducks-5.0.4.zip	FEDC38B1EEFB6108157910 EDC433D1A1A8A83DB1
	Rules	carbine- slots_doubleupDucks_90_jackpot- 0.0.0.18-config.jar	D11F8FABE5828CCD12F9A1 56B4B254A81CCEF45C
Enchanted Prince DH	Client	slot-enchanted-prince-2.0.10.zip	27F40E4605CB521E8B97B11 6C2EFA6FA4B28D4D
	Rules	carbine-	13761D38A2FC1FE3FB39D08

Game Name	Description	File Name	SHA-1 Signature
		slots_enchantedPrince_95_standard-3.0.0-config.jar	C612CA79E967C39AC
Enchanted Prince DH JP	Client	slot-enchanted-prince-2.0.10.zip	27F40E4605CB521E8B97B11 6C2EFA6FA4B28D4D
	Rules	carbine- slots_enchantedPrince_90_jackpot-3.0.1-config.jar	063652E2709B0585AA979B0 3B3213372F2F96980
Enchanted Prince MH	Client	slot-enchanted-prince-5.0.8.zip	9E7A1202A6D5D2B894149BB 44B0899E95DD04ABF
	Rules	carbine- slots_enchantedPrince_95_standard-3.0.0-config.jar	13761D38A2FC1FE3FB39D08 C612CA79E967C39AC
Enchanted Prince MH JP	Client	slot-enchanted-prince-5.0.8.zip	9E7A1202A6D5D2B894149BB 44B0899E95DD04ABF
	Rules	carbine- slots_enchantedPrince_90_jackpot-3.0.1-config.jar	063652E2709B0585AA979B0 3B3213372F2F96980
Fae Legend Warrior DH	Client	slot-fae-legend-warrior-2.0.7.zip	3D409757EC4B6251F5A3880 AB78F4760500505A5
	Rules	carbine- slots_faeLegendWarrior_95_standard-3.0.0-config.jar	B23AEDC3BFF7BE25CE9691 7866E7313D440BD84E
Fae Legend Warrior DH JP	Client	slot-fae-legend-warrior-2.0.7.zip	3D409757EC4B6251F5A3880 AB78F4760500505A5
	Rules	carbine- slots_faeLegendWarrior_90_jackpot-3.0.1-config.jar	71CD384A349AFD1BACAF38 2D013F81EC6D9FB61A
Fae Legend Warrior MH	Client	slot-fae-legend-warrior-5.0.8.zip	41FE84E17B9CFB45D8CE57 CD5E7C7D5F56A0DCCA
	Rules	carbine- slots_faeLegendWarrior_95_standard-3.0.0-config.jar	B23AEDC3BFF7BE25CE9691 7866E7313D440BD84E
Fae Legend Warrior MH JP	Client	slot-fae-legend-warrior-5.0.8.zip	41FE84E17B9CFB45D8CE57 CD5E7C7D5F56A0DCCA
	Rules	carbine- slots_faeLegendWarrior_90_jackpot-3.0.1-config.jar	71CD384A349AFD1BACAF38 2D013F81EC6D9FB61A
Fireworks Frenzy DH	Client	slot-fireworks-frenzy-2.0.10.zip	4C892B82B46BA1BEB30D39 93DFB72DC4AE26B08A
	Rules	carbine-	674FA73C9E4BD0E9110AE9

Game Name	Description	File Name	SHA-1 Signature
		slots_fireworksFrenzy_95_standard-3.0.0-config.jar	6C9454CEB492667ECD
Fireworks Frenzy MH	Client	slot-fireworks-frenzy-5.0.9.zip	1179E9410DB0F071897D0F31C227F6A04DF5C1D2
	Rules	carbine-slots_fireworksFrenzy_95_standard-3.0.0-config.jar	674FA73C9E4BD0E9110AE96C9454CEB492667ECD
Fluffy Favourites DH	Client	slot-fluffy-favourites-2.0.9.zip	130543B1613F8E8FB8D4E7B3EBE8D16383F10936
	Rules	carbine-slots_fluffyFavourites_95_standard-3.0.0-config.jar	DD64A27E4DB3A4FE170F7569340AE6D66E046D8A
Fluffy Favourites DH JP	Client	slot-fluffy-favourites-2.0.9.zip	130543B1613F8E8FB8D4E7B3EBE8D16383F10936
	Rules	carbine-slots_fluffyFavourites_90_jackpot-3.0.2-config.jar	9482442A5DFC120D750E0B7870FBD414BB4A85CF
Fluffy Favourites MH	Client	slot-fluffy-favourites-5.0.8.zip	D3F8A16FC2DA2AFB5E542E62EF3DBB768BB9D7C6
	Rules	carbine-slots_fluffyFavourites_95_standard-3.0.0-config.jar	DD64A27E4DB3A4FE170F7569340AE6D66E046D8A
Fluffy Favourites MH JP	Client	slot-fluffy-favourites-5.0.8.zip	D3F8A16FC2DA2AFB5E542E62EF3DBB768BB9D7C6
	Rules	carbine-slots_fluffyFavourites_90_jackpot-3.0.2-config.jar	9482442A5DFC120D750E0B7870FBD414BB4A85CF
Fluffy Favourites Fairground DH	Client	slot-fluffy-favourites-fairground-2.0.8.zip	FFE6B038D1F755842792645203CE6502AA3A1EDD
	Rules	carbine-slots_fluffyFavouritesFairground_95_standard-3.0.0-config.jar	5D34EA4FCBD878FE03686FD702B339A2CDD23F71
Fluffy Favourites Fairground DH JP	Client	slot-fluffy-favourites-fairground-2.0.8.zip	FFE6B038D1F755842792645203CE6502AA3A1EDD
	Rules	carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1-config.jar	9F3793E1AD570D13EF5CE2AEADC8486FB286EE8C
Fluffy Favourites Fairground MH	Client	slot-fluffy-favourites-fairground-5.0.10.zip	6C4572F8EFC6135D0B54D53721FE301304848E34
	Rules	carbine-	5D34EA4FCBD878FE03686F

Game Name	Description	File Name	SHA-1 Signature
		slots_fluffyFavouritesFairground_95_standard-3.0.0-config.jar	D702B339A2CDD23F71
Fluffy Favourites Fairground MH JP	Client	slot-fluffy-favourites-fairground-5.0.10.zip	6C4572F8EFC6135D0B54D53721FE301304848E34
	Rules	carbine-slots_fluffyFavouritesFairground_90_jackpot-3.0.1-config.jar	9F3793E1AD570D13EF5CE2AEADC8486FB286EE8C
Fluffy In Space DH	Client	slot-fluffy-in-space-2.0.14.zip	9512A1E409BBBD42B51432CC6599C5953EFC9008
	Rules	carbine-slots_fluffyInSpace_96_standard-3.1.2-config.jar	0CC986E9C7B37293255E10B4066C9F53DEF560FB
Fluffy In Space DH JP	Client	slot-fluffy-in-space-2.0.14.zip	9512A1E409BBBD42B51432CC6599C5953EFC9008
	Rules	carbine-slots_fluffyInSpace_90_jackpot-3.1.3-config.jar	2D32A86DB70EFADE1AAD95536F4903B03B98A68C
Fluffy In Space MH	Client	slot-fluffy-in-space-5.0.12.zip	C24CC7D20487F3DDF0F065F54ED9149B7252C761
	Rules	carbine-slots_fluffyInSpace_96_standard-3.1.2-config.jar	0CC986E9C7B37293255E10B4066C9F53DEF560FB
Fluffy In Space MH JP	Client	slot-fluffy-in-space-5.0.12.zip	C24CC7D20487F3DDF0F065F54ED9149B7252C761
	Rules	carbine-slots_fluffyInSpace_90_jackpot-3.1.3-config.jar	2D32A86DB70EFADE1AAD95536F4903B03B98A68C
Fluffy Too DH	Client	slot-fluffy-too-2.0.7.zip	2404608A650012CF873460C6B45ECAA40013CF52
	Rules	carbine-slots_fluffyToo_95_standard-3.0.0-config.jar	388F1D4C256390FCAC55CE894B25C2B2A846051B
Fluffy Too DH JP	Client	slot-fluffy-too-2.0.7.zip	2404608A650012CF873460C6B45ECAA40013CF52
	Rules	carbine-slots_fluffyToo_90_jackpot-3.0.0-config.jar	F2108F011A5148001CDD2050680D113E2C45E43C
Fluffy Too MH	Client	slot-fluffy-too-5.0.6.zip	B8498000D9E13B168D3E985E44F53BE381AD7450
	Rules	carbine-slots_fluffyToo_95_standard-3.0.0-config.jar	388F1D4C256390FCAC55CE894B25C2B2A846051B
Fluffy Too MH JP	Client	slot-fluffy-too-5.0.6.zip	B8498000D9E13B168D3E985

Game Name	Description	File Name	SHA-1 Signature
			E44F53BE381AD7450
	Rules	carbine-slots_fluffyToo_90_jackpot-3.0.0-config.jar	F2108F011A5148001CDD2050680D113E2C45E43C
Gets The Worm DH	Client	slot-gets-the-worm-2.0.5.zip	D2D95F79CCA05D37B35592C2450A38BFAFF1C9DF
	Rules	carbine-slots_getsTheWorm_95_standard-0.0.0.13-config.jar	8902F2104044932C5381365D5BA398F320AFFD22
Gets The Worm MH	Client	slot-gets-the-worm-5.0.4.zip	65B6AB16C7CEB814CE23F4F931D2F338E8A6C80F
	Rules	carbine-slots_getsTheWorm_95_standard-0.0.0.13-config.jar	8902F2104044932C5381365D5BA398F320AFFD22
Happy Birthday DH	Client	slot-happy-birthday-2.0.9.zip	DE6CAAC4F2DF008E565DA92E98ABB0B0EB9AB70A
	Rules	carbine-slots_happyBirthday_95_standard-3.0.0-config.jar	D6DC809435D004D0B373A19AE1DD0D0E4F37815A
Happy Birthday DH JP	Client	slot-happy-birthday-2.0.9.zip	DE6CAAC4F2DF008E565DA92E98ABB0B0EB9AB70A
	Rules	carbine-slots_happyBirthday_90_jackpot-3.1.5-config.jar	9544D38609D41C46FC66312DC074713A9EB794B8
Happy Birthday MH	Client	slot-happy-birthday-5.0.9.zip	CE5DECE38A2D20276A0EBA7B4879FF06133084C7
	Rules	carbine-slots_happyBirthday_95_standard-3.0.0-config.jar	D6DC809435D004D0B373A19AE1DD0D0E4F37815A
Happy Birthday MH JP	Client	slot-happy-birthday-5.0.9.zip	CE5DECE38A2D20276A0EBA7B4879FF06133084C7
	Rules	carbine-slots_happyBirthday_90_jackpot-3.1.5-config.jar	9544D38609D41C46FC66312DC074713A9EB794B8
Heartburst DH	Client	slot-heartburst-2.0.9.zip	5092EA76470D010BC9BBA3F3FCE0048248567B25
	Rules	carbine-slots_heartburst_95_standard-3.1.6-config.jar	B8AB5CEDD051EE41903AE005044A397C205AFF37
Heartburst DH JP	Client	slot-heartburst-2.0.9.zip	5092EA76470D010BC9BBA3F3FCE0048248567B25

Game Name	Description	File Name	SHA-1 Signature
	Rules	carbine-slots_heartburst_92_jackpot-3.1.6-config.jar	8EB43382AB07F4EE27B324438188F147D8BCC058
Heartburst MH	Client	slot-heartburst-5.0.16.zip	C6BA8D988576110C6BEDE15D4F8D7CD0866AAC2B
	Rules	carbine-slots_heartburst_95_standard-3.1.6-config.jar	B8AB5CEDD051EE41903AE005044A397C205AFF37
Heartburst MH JP	Client	slot-heartburst-5.0.16.zip	C6BA8D988576110C6BEDE15D4F8D7CD0866AAC2B
	Rules	carbine-slots_heartburst_92_jackpot-3.1.6-config.jar	8EB43382AB07F4EE27B324438188F147D8BCC058
Hold The Safe DH	Client	slot-hold-the-safe-2.0.24.zip	C2E3FC9985A3BD8D50BF30FF800BC93B3FAAAF1D
	Rules	carbine-slots_holdTheSafe_96_standard-3.1.5-config.jar	3DC80146399CB1E94482F8F7E968D3F6A291FF9D
Hold The Safe DH 90 JP	Client	slot-hold-the-safe-2.0.24.zip	C2E3FC9985A3BD8D50BF30FF800BC93B3FAAAF1D
	Rules	carbine-slots_holdTheSafe_90_jackpot-3.1.4-config.jar	83D4831434A9BF8EF63216CE3ED1E4DFAF0410FA
Hold The Safe DH 92 JP	Client	slot-hold-the-safe-2.0.24.zip	C2E3FC9985A3BD8D50BF30FF800BC93B3FAAAF1D
	Rules	carbine-slots_holdTheSafe_92_jackpot-3.1.4-config.jar	F1CAB083C7BF658CD30D2BD2204AE2F9DEF4DAE5
Hold The Safe MH	Client	slot-hold-the-safe-5.0.23.zip	1523527B4C7346DB86C3CCFAA2ABD38AC78EAE96
	Rules	carbine-slots_holdTheSafe_96_standard-3.1.5-config.jar	3DC80146399CB1E94482F8F7E968D3F6A291FF9D
Hold The Safe MH 90 JP	Client	slot-hold-the-safe-5.0.23.zip	1523527B4C7346DB86C3CCFAA2ABD38AC78EAE96
	Rules	carbine-slots_holdTheSafe_90_jackpot-3.1.4-config.jar	83D4831434A9BF8EF63216CE3ED1E4DFAF0410FA
Hold The Safe MH 92 JP	Client	slot-hold-the-safe-5.0.23.zip	1523527B4C7346DB86C3CCFAA2ABD38AC78EAE96
	Rules	carbine-slots_holdTheSafe_92_jackpot-3.1.4-	F1CAB083C7BF658CD30D2BD2204AE2F9DEF4DAE5

Game Name	Description	File Name	SHA-1 Signature
		config.jar	
Imperial Destiny DH	Client	slot-imperial-destiny-2.0.9.zip	111ED45CBCE789F015BDD2 DA0863122EDEBEDFEA
	Rules	carbine- slots_imperialDestiny_95_standard- 3.0.0-config.jar	C179A3EA1FA68A725CA852 A32F7E2BDCBBF28750
Imperial Destiny MH	Client	slot-imperial-destiny-5.0.9.zip	4D4BA1D5AF4CD527712A50 90379EB417643D4075
	Rules	carbine- slots_imperialDestiny_95_standard- 3.0.0-config.jar	C179A3EA1FA68A725CA852 A32F7E2BDCBBF28750
Irish Luck DH	Client	slot-irish-luck-2.0.6.zip	6551289CC8C80DA2AAB222 254EB20F4D6D242F7B
	Rules	carbine-slots_irishLuck_95_standard- 0.0.0.13-config.jar	FE295A535F17A08D9801B4E 93F31D83EE5076D8E
Irish Luck DH JP	Client	slot-irish-luck-2.0.6.zip	6551289CC8C80DA2AAB222 254EB20F4D6D242F7B
	Rules	carbine-slots_irishLuck_90_jackpot- 0.0.0.16-config.jar	B487623EE116792958AE800 33E1C88E5D2069B50
Irish Luck MH	Client	slot-irish-luck-5.0.5.zip	14264A40D3B55D33EAA5884 139A6D8C6512F60D2
	Rules	carbine-slots_irishLuck_95_standard- 0.0.0.13-config.jar	FE295A535F17A08D9801B4E 93F31D83EE5076D8E
Irish Luck MH JP	Client	slot-irish-luck-5.0.5.zip	14264A40D3B55D33EAA5884 139A6D8C6512F60D2
	Rules	carbine-slots_irishLuck_90_jackpot- 0.0.0.16-config.jar	B487623EE116792958AE800 33E1C88E5D2069B50
Kingdom of Cash DH	Client	slot-kingdom-of-cash-2.0.6.zip	13CB3659922DAB198F4A102 46A3BD2FF760BD85D
	Rules	carbine- slots_kingdomOfCash_95_standard- 2.3.2.13-config.jar	BDE62090F6EF72AA4D04314 19433FDBDAE4056E
Kingdom of Cash DH JP	Client	slot-kingdom-of-cash-2.0.6.zip	13CB3659922DAB198F4A102 46A3BD2FF760BD85D
	Rules	carbine- slots_kingdomOfCash_90_jackpot- 2.3.2.16-config.jar	F915974BEF956A0CE9B1AD 2B0E4791B858DCF1EF
Kingdom of Cash MH	Client	slot-kingdom-of-cash-5.0.6.zip	630E4791216646E0F2E11C0 23CBC0DCEDF4D05A2

Game Name	Description	File Name	SHA-1 Signature
	Rules	carbine-slots_kingdomOfCash_95_standard-2.3.2.13-config.jar	BDE62090F6EF72AA4D0431419433FDBDFAE4056E
Kingdom of Cash MH JP	Client	slot-kingdom-of-cash-5.0.6.zip	630E4791216646E0F2E11C023CBC0DCEDF4D05A2
	Rules	carbine-slots_kingdomOfCash_90_jackpot-2.3.2.16-config.jar	F915974BEF956A0CE9B1AD2B0E4791B858DCF1EF
Kiss Me Clover DH	Client	slot-kiss-me-clover-2.0.12.zip	0F7C0A887D039C3978F192CE1F40E9A899885815
	Rules	carbine-slots_kissMeClover_95_standard-3.0.6-config.jar	BB1181DBF0528F696458CF5B80B223889173C3BA
Kiss Me Clover DH JP	Client	slot-kiss-me-clover-2.0.12.zip	0F7C0A887D039C3978F192CE1F40E9A899885815
	Rules	carbine-slots_kissMeClover_90_jackpot-3.0.7-config.jar	48E62AE3938E64592E4116F2A7E9FFF942239A87
Kiss Me Clover MH	Client	slot-kiss-me-clover-5.0.13.zip	BCF360AF2EE2E2670A4DC25C444F2FB88BBB35F1
	Rules	carbine-slots_kissMeClover_95_standard-3.0.6-config.jar	BB1181DBF0528F696458CF5B80B223889173C3BA
Kiss Me Clover MH JP	Client	slot-kiss-me-clover-5.0.13.zip	BCF360AF2EE2E2670A4DC25C444F2FB88BBB35F1
	Rules	carbine-slots_kissMeClover_90_jackpot-3.0.7-config.jar	48E62AE3938E64592E4116F2A7E9FFF942239A87
Kitty Payout DH	Client	slot-kitty-payout-2.0.12.zip	7D1BB13D37491EF63A53E5787C4A12F829305198
	Rules	carbine-slots_kittyPayout_95_standard-3.0.0-config.jar	27D636BE1AF34871EF4F8774B905581F24DC942C
Kitty Payout DH JP	Client	slot-kitty-payout-2.0.12.zip	7D1BB13D37491EF63A53E5787C4A12F829305198
	Rules	carbine-slots_kittyPayout_90_jackpot-3.0.0-config.jar	C0BB4978818BE13F6A8736BC56A154C8FF1972E7
Kitty Payout MH	Client	slot-kitty-payout-5.0.8.zip	3378ED45DD1EF1994A854DD681E2BB3A1A22AC6C
	Rules	carbine-	27D636BE1AF34871EF4F877

Game Name	Description	File Name	SHA-1 Signature
		slots_kittyPayout_95_standard-3.0.0-config.jar	4B905581F24DC942C
Kitty Payout MH JP	Client	slot-kitty-payout-5.0.8.zip	3378ED45DD1EF1994A854D D681E2BB3A1A22AC6C
	Rules	carbine-slots_kittyPayout_90_jackpot-3.0.0-config.jar	C0BB4978818BE13F6A8736B C56A154C8FF1972E7
Legend Of the Five Ninjas	Client	slot-five-ninjas-243-1.3.1.zip	59F5262A5087D2BD7B3341E E0CFD9F50A04FDEBC
	Rules	carbine-slots_legendOfTheFiveNinjas_95_standard-3.0.1-config.jar	38C90D794542DBA5513128B 4D58514FA566D653A
Legend Of the Five Ninjas JP	Client	slot-five-ninjas-243-1.3.1.zip	59F5262A5087D2BD7B3341E E0CFD9F50A04FDEBC
	Rules	carbine-slots_legendOfTheFiveNinjas_90_jackpot-3.0.1-config.jar	9748CE0A650059183E62509 5C6F12502C51A4A29
Lost Island DH	Client	slot-lost-island-2.0.5.zip	39EB94CDC15B50962342E72 4EFB727B68056A4C5
	Rules	carbine-slots_lostIsland_95_standard-0.0.0.9-config.jar	D424610952FE2BDE406246D 5360C28A912CE4CD9
Lost Island MH	Client	slot-lost-island-5.0.3.zip	784684124AE82299E540A6D DA86E7AF057E5A6E5
	Rules	carbine-slots_lostIsland_95_standard-0.0.0.9-config.jar	D424610952FE2BDE406246D 5360C28A912CE4CD9
Past the Post DH	Client	slot-past-the-post-2.0.10.zip	5C6C80CC80751D46EA3ED3 FFE9F9ECDC328C094F
	Rules	carbine-slots_pastThePost_95_standard-3.0.0-config.jar	BF57C8F1F96E6CB3BE1532 4B737561497A7B6807
Past the Post DH JP	Client	slot-past-the-post-2.0.10.zip	5C6C80CC80751D46EA3ED3 FFE9F9ECDC328C094F
	Rules	carbine-slots_pastThePost_90_jackpot-3.0.0-config.jar	06C48B6453FFC5BD4DC794 1FB41DB8C715CC8662
Past the Post MH	Client	slot-past-the-post-5.0.7.zip	5B74FF39E1AA7C73CF1DEC 8628350C9C380B896D
	Rules	carbine-slots_pastThePost_95_standard-3.0.0-config.jar	BF57C8F1F96E6CB3BE1532 4B737561497A7B6807
Past the Post MH JP	Client	slot-past-the-post-5.0.7.zip	5B74FF39E1AA7C73CF1DEC

Game Name	Description	File Name	SHA-1 Signature
			8628350C9C380B896D
	Rules	carbine-slots_pastThePost_90_jackpot-3.0.0-config.jar	06C48B6453FFC5BD4DC7941FB41DB8C715CC8662
Piggy Payout DH	Client	slot-piggy-payout-2.0.5.zip	B4C92F5544AE17ABE58074E6CC114B5F83B1E018
	Rules	carbine-slots_piggyPayout_95_standard-0.0.0.9-config.jar	A0FA3DE6510E325C7EC9532184E3C216A2D73839
Piggy Payout DH JP	Client	slot-piggy-payout-2.0.5.zip	B4C92F5544AE17ABE58074E6CC114B5F83B1E018
	Rules	carbine-slots_piggyPayout_90_jackpot-0.0.0.13-config.jar	E2B07C128BCF7DE517C32A4E85F9D272F5B3B0E3
Piggy Payout MH	Client	slot-piggy-payout-5.0.3.zip	CAA301AD909DF86A7E4C867AAF878B8ED7E0B0B9
	Rules	carbine-slots_piggyPayout_95_standard-0.0.0.9-config.jar	A0FA3DE6510E325C7EC9532184E3C216A2D73839
Piggy Payout MH JP	Client	slot-piggy-payout-5.0.3.zip	CAA301AD909DF86A7E4C867AAF878B8ED7E0B0B9
	Rules	carbine-slots_piggyPayout_90_jackpot-0.0.0.13-config.jar	E2B07C128BCF7DE517C32A4E85F9D272F5B3B0E3
Puggy Payout DH	Client	slot-puggy-payout-2.0.9.zip	B26D37365353BA77773247BD6002E48F75253F2E
	Rules	carbine-slots_puggyPayout_95_standard-3.0.0-config.jar	B257BA5F4577586FF3076D934825D10D07E30CD9
Puggy Payout DH JP	Client	slot-puggy-payout-2.0.9.zip	B26D37365353BA77773247BD6002E48F75253F2E
	Rules	carbine-slots_puggyPayout_90_jackpot-3.0.0-config.jar	DF0310473D14B7B0F887E2137FFEE1CBDB70FACF
Puggy Payout MH	Client	slot-puggy-payout-5.0.8.zip	CC7B0164676ADD467319132649E95CF5133774F7
	Rules	carbine-slots_puggyPayout_95_standard-3.0.0-config.jar	B257BA5F4577586FF3076D934825D10D07E30CD9
Puggy Payout MH JP	Client	slot-puggy-payout-5.0.8.zip	CC7B0164676ADD467319132

Game Name	Description	File Name	SHA-1 Signature
			649E95CF5133774F7
	Rules	carbine-slots_puggyPayout_90_jackpot-3.0.0-config.jar	DF0310473D14B7B0F887E2137FFEE1CBDB70FACF
Secret Garden DH	Client	slot-secret-garden-2.0.8.zip	A214DE4E456527F04A9C1979BFF9B62C860000EE
	Rules	carbine-slots_secretGarden_95_standard-3.0.0-config.jar	FB004877251AFF3425240F319A4480AA0E467448
Secret Garden MH	Client	slot-secret-garden-5.0.6.zip	735148F4622C6D5615E6F6325DA456D1E009AF23
	Rules	carbine-slots_secretGarden_95_standard-3.0.0-config.jar	FB004877251AFF3425240F319A4480AA0E467448
Shaman Spirit DH	Client	slot-shaman-spirit-2.0.8.zip	C325444ED0383AA0C851AC185A039CD37A1A22AC
	Rules	carbine-slots_shamanSpirit_95_standard-3.0.0-config.jar	6189B201809B2C267A545549F687BDFBB1EE0F21
Shaman Spirit DH JP	Client	slot-shaman-spirit-2.0.8.zip	C325444ED0383AA0C851AC185A039CD37A1A22AC
	Rules	carbine-slots_shamanSpirit_90_jackpot-3.0.0-config.jar	C8ADCD337BAC06FEC271F808A20294032C1724E3
Shaman Spirit MH	Client	slot-shaman-spirit-5.0.8.zip	529D124C1D8D5430E45C020DC0DFEE5AC5DD1C6A
	Rules	carbine-slots_shamanSpirit_95_standard-3.0.0-config.jar	6189B201809B2C267A545549F687BDFBB1EE0F21
Shaman Spirit MH JP	Client	slot-shaman-spirit-5.0.8.zip	529D124C1D8D5430E45C020DC0DFEE5AC5DD1C6A
	Rules	carbine-slots_shamanSpirit_90_jackpot-3.0.0-config.jar	C8ADCD337BAC06FEC271F808A20294032C1724E3
Shamans Dream DH	Client	slot-shamans-dream-2.0.8.zip	35472E7ABD9878C3E01DEA69E046D4F40938A6C4
	Rules	carbine-slots_shamansDream_95_standard-3.0.0-config.jar	6F9857C3D874613DBCEF5C9DC7B701C415935B43
Shamans Dream DH	Client	slot-shamans-dream-2.0.8.zip	35472E7ABD9878C3E01DEA

Game Name	Description	File Name	SHA-1 Signature
JP			69E046D4F40938A6C4
	Rules	carbine-slots_shamansDream_90_jackpot-3.0.1-config.jar	3EF1400D8ABD73B600183E812A6E3822C8D0C7BD
Shamans Dream MH	Client	slot-shamans-dream-5.0.6.zip	E11E9E7566D858F83D16EB7C1F0D63D454E7DE1F
	Rules	carbine-slots_shamansDream_95_standard-3.0.0-config.jar	6F9857C3D874613DBCEF5C9DC7B701C415935B43
Shamans Dream MH JP	Client	slot-shamans-dream-5.0.6.zip	E11E9E7566D858F83D16EB7C1F0D63D454E7DE1F
	Rules	carbine-slots_shamansDream_90_jackpot-3.0.1-config.jar	3EF1400D8ABD73B600183E812A6E3822C8D0C7BD
Shopping Spree DH	Client	slot-shopping-spree-2.0.5.zip	D937BED7C816F11FFD57963BD366A9361FCFEE0B
	Rules	carbine-slots_shoppingSpree_95_standard-0.0.0.11-config.jar	6BA62CACD4DC952FE2A43119EDD1CB6E330B4F86
Shopping Spree DH JP	Client	slot-shopping-spree-2.0.5.zip	D937BED7C816F11FFD57963BD366A9361FCFEE0B
	Rules	carbine-slots_shoppingSpree_90_jackpot-0.0.0.15-config.jar	BB3DC38EEA32514671BD0B21326EC4C7AB988D28
Shopping Spree MH	Client	slot-shopping-spree-5.0.3.zip	6016B5D4E120FDEB3604C700DD38EEC048712A80
	Rules	carbine-slots_shoppingSpree_95_standard-0.0.0.11-config.jar	6BA62CACD4DC952FE2A43119EDD1CB6E330B4F86
Shopping Spree MH JP	Client	slot-shopping-spree-5.0.3.zip	6016B5D4E120FDEB3604C700DD38EEC048712A80
	Rules	carbine-slots_shoppingSpree_90_jackpot-0.0.0.15-config.jar	BB3DC38EEA32514671BD0B21326EC4C7AB988D28
Stampede DH	Client	slot-stampede-2.0.7.zip	E6038E4A1DC72EAB005BD3D2B2EB68BB580050ED
	Rules	carbine-slots_stampede_95_standard-0.0.0.19-config.jar	46E6B0C695EC53ED73C85FBE438BF3B3E3DB1BCE
Stampede DH JP	Client	slot-stampede-2.0.7.zip	E6038E4A1DC72EAB005BD3

Game Name	Description	File Name	SHA-1 Signature
			D2B2EB68BB580050ED
	Rules	carbine-slots_stampede_90_jackpot-3.0.0-config.jar	36540602ABBD5E0D0FABEE CFC84B9EFF972EBE19
Stampede MH	Client	slot-stampede-5.0.6.zip	3CA685EC62AA6A3EE9D4D3 79F2CB54914514316B
	Rules	carbine-slots_stampede_95_standard-0.0.0.19-config.jar	46E6B0C695EC53ED73C85F BE438BF3B3E3DB1BCE
Stampede MH JP	Client	slot-stampede-5.0.6.zip	3CA685EC62AA6A3EE9D4D3 79F2CB54914514316B
	Rules	carbine-slots_stampede_90_jackpot-3.0.0-config.jar	36540602ABBD5E0D0FABEE CFC84B9EFF972EBE19
Striker Goes Wild DH	Client	slot-striker-goes-wild-2.0.21.zip	1726B6F3FD5C193A5474AEA A9ED088ADF8869A82
	Rules	carbine-slots_strikerGoesWild_96_standard-3.0.1-config.jar	F08FE38E6B74ED4DC872EE 7AEEDC8D379BFEAB6C
Striker Goes Wild DH 90 JP	Client	slot-striker-goes-wild-2.0.21.zip	1726B6F3FD5C193A5474AEA A9ED088ADF8869A82
	Rules	carbine-slots_strikerGoesWild_90_jackpot-3.1.0-config.jar	6F2A08DB8EF97645E5FEAF 7C87B544B6A6A2BEF6
Striker Goes Wild DH 92 JP	Client	slot-striker-goes-wild-2.0.21.zip	1726B6F3FD5C193A5474AEA A9ED088ADF8869A82
	Rules	carbine-slots_strikerGoesWild_92_jackpot-3.1.0-config.jar	218099DADA1D51C07D8351 1FCFACB167DA6CE0A0
Striker Goes Wild MH	Client	slot-striker-goes-wild-5.0.19.zip	A64234AD887D437BB6F2DD C8AF6027E3829D062B
	Rules	carbine-slots_strikerGoesWild_96_standard-3.0.1-config.jar	F08FE38E6B74ED4DC872EE 7AEEDC8D379BFEAB6C
Striker Goes Wild MH 90 JP	Client	slot-striker-goes-wild-5.0.19.zip	A64234AD887D437BB6F2DD C8AF6027E3829D062B
	Rules	carbine-slots_strikerGoesWild_90_jackpot-3.1.0-config.jar	6F2A08DB8EF97645E5FEAF 7C87B544B6A6A2BEF6
Striker Goes Wild MH 92 JP	Client	slot-striker-goes-wild-5.0.19.zip	A64234AD887D437BB6F2DD C8AF6027E3829D062B

Game Name	Description	File Name	SHA-1 Signature
	Rules	carbine-slots_strikerGoesWild_92_jackpot-3.1.0-config.jar	218099DADA1D51C07D83511FCFACB167DA6CE0A0
Sugar Train DH	Client	slot-sugar-train-2.0.9.zip	460A8E3210BDC0384AC2BD15C618133ED5C4ED7E
	Rules	carbine-slots_sugarTrain_95_standard-3.0.1-config.jar	55E9F0349E9784D8D3E2877C0CBC1835BE6D1060
Sugar Train DH JP	Client	slot-sugar-train-2.0.9.zip	460A8E3210BDC0384AC2BD15C618133ED5C4ED7E
	Rules	carbine-slots_sugarTrain_90_jackpot-3.0.3-config.jar	B22A112AB57D6AA57F05F6176528EB2017683481
Sugar Train MH	Client	slot-sugar-train-5.0.7.zip	805BFA8CC4D4CB989C270BDC317D07E33DE098F4
	Rules	carbine-slots_sugarTrain_95_standard-3.0.1-config.jar	55E9F0349E9784D8D3E2877C0CBC1835BE6D1060
Sugar Train MH JP	Client	slot-sugar-train-5.0.7.zip	805BFA8CC4D4CB989C270BDC317D07E33DE098F4
	Rules	carbine-slots_sugarTrain_90_jackpot-3.0.3-config.jar	B22A112AB57D6AA57F05F6176528EB2017683481
Sugar Train Xmas DH	Client	slot-sugar-train-xmas-2.0.7.zip	475FF6C5309D63F2E0DFC891C06712028D01DC14
	Rules	carbine-slots_sugarTrainXmas_95_standard-0.0.0.7-config.jar	5B1F4310A34EE2E9BF7AF053A871FB56F58B6C19
Sugar Train Xmas DH JP	Client	slot-sugar-train-xmas-2.0.7.zip	475FF6C5309D63F2E0DFC891C06712028D01DC14
	Rules	carbine-slots_sugarTrainXmas_90_jackpot-0.0.0.10-config.jar	15623288D12F516F65F39EBBF227238199A83F53
Sugar Train Xmas MH	Client	slot-sugar-train-xmas-5.0.7.zip	2C21B2FBFA788394079723CB67062910E4840580
	Rules	carbine-slots_sugarTrainXmas_95_standard-0.0.0.7-config.jar	5B1F4310A34EE2E9BF7AF053A871FB56F58B6C19
Sugar Train Xmas MH JP	Client	slot-sugar-train-xmas-5.0.7.zip	2C21B2FBFA788394079723CB67062910E4840580
	Rules	carbine-slots_sugarTrainXmas_90_jackpot-	15623288D12F516F65F39EBBF227238199A83F53

Game Name	Description	File Name	SHA-1 Signature
		0.0.0.10-config.jar	
Temple of Ausar DH	Client	slot-temple-of-ausar-2.0.8.zip	9B4228EF9AA79C9016A75D C9003EA8C2C532F87E
	Rules	carbine- slots_templeOfAusar_95_standard- 3.0.0-config.jar	72CEB26DFC82FAE9209BCF 6E74A0C70C5723E903
Temple of Ausar DH JP	Client	slot-temple-of-ausar-2.0.8.zip	9B4228EF9AA79C9016A75D C9003EA8C2C532F87E
	Rules	carbine- slots_templeOfAusar_90_jackpot- 3.0.1-config.jar	8B06FE197C1A435F4D169AA 3325F2C9C1515E508
Temple of Ausar MH	Client	slot-temple-of-ausar-5.0.7.zip	D68D3929A8B393072CB253F E884E5BBE5E55805B
	Rules	carbine- slots_templeOfAusar_95_standard- 3.0.0-config.jar	72CEB26DFC82FAE9209BCF 6E74A0C70C5723E903
Temple of Ausar MH JP	Client	slot-temple-of-ausar-5.0.7.zip	D68D3929A8B393072CB253F E884E5BBE5E55805B
	Rules	carbine- slots_templeOfAusar_90_jackpot- 3.0.1-config.jar	8B06FE197C1A435F4D169AA 3325F2C9C1515E508
Temple of Iris DH	Client	slot-temple-of-isis-2.0.10.zip	08AF3B0E6FFC7DA3D679D4 3D439AEAB00DA12E89
	Rules	carbine- slots_templeOfIris_95_standard- 3.0.1-config.jar	CBFB55FACB7FBF2DF5080D 178934666DDAF25BE8
Temple of Iris DH JP	Client	slot-temple-of-isis-2.0.10.zip	08AF3B0E6FFC7DA3D679D4 3D439AEAB00DA12E89
	Rules	carbine- slots_templeOfIris_90_jackpot-3.0.2- config.jar	A4F22717648C2B117FB097A 21BD45E77BF87C830
Temple of Iris MH	Client	slot-temple-of-isis-5.0.6.zip	CB3E5CE58E39E8B44E8880 8747FFBB93C8130361
	Rules	carbine- slots_templeOfIris_95_standard- 3.0.1-config.jar	CBFB55FACB7FBF2DF5080D 178934666DDAF25BE8
Temple of Iris MH JP	Client	slot-temple-of-isis-5.0.6.zip	CB3E5CE58E39E8B44E8880 8747FFBB93C8130361
	Rules	carbine- slots_templeOfIris_90_jackpot-3.0.2-	A4F22717648C2B117FB097A 21BD45E77BF87C830

Game Name	Description	File Name	SHA-1 Signature
		config.jar	
Twinkle DH	Client	slot-twinkle-2.0.10.zip	D42B7546069A914491F5CDD C3D0D33E70476105E
	Rules	carbine-slots_twinkle_95_standard- 3.0.1-config.jar	8C3BC2555181F66289623D9 D88379ECFC042120D
Twinkle DH JP	Client	slot-twinkle-2.0.10.zip	D42B7546069A914491F5CDD C3D0D33E70476105E
	Rules	carbine-slots_twinkle_90_jackpot- 3.0.3-config.jar	36EB5CC76BBCEB95544D23 F4A22C85F382D098F6
Twinkle MH	Client	slot-twinkle-5.0.8.zip	2316805CC8B49063CBC3126 B96F231EACD0949C6
	Rules	carbine-slots_twinkle_95_standard- 3.0.1-config.jar	8C3BC2555181F66289623D9 D88379ECFC042120D
Twinkle MH JP	Client	slot-twinkle-5.0.8.zip	2316805CC8B49063CBC3126 B96F231EACD0949C6
	Rules	carbine-slots_twinkle_90_jackpot- 3.0.3-config.jar	36EB5CC76BBCEB95544D23 F4A22C85F382D098F6
Unicorn Bliss DH	Client	slot-unicorn-bliss-2.0.7.zip	7EA14FD2893DDCF441B36C 1E231E8658D3A61593
	Rules	carbine- slots_unicornBliss_95_standard- 0.0.0.12-config.jar	9023FB21F395C1FBBF7700BE 983DCDA2F3A072BB1
Unicorn Bliss DH JP	Client	slot-unicorn-bliss-2.0.7.zip	7EA14FD2893DDCF441B36C 1E231E8658D3A61593
	Rules	carbine- slots_unicornBliss_90_jackpot-3.0.0- config.jar	19AF52F93CC7194F1F3749D 9C45C59974E27974C
Unicorn Bliss MH	Client	slot-unicorn-bliss-5.0.6.zip	3BC06E64E24A6450A0FD394 3FE847843446EFBC3
	Rules	carbine- slots_unicornBliss_95_standard- 0.0.0.12-config.jar	9023FB21F395C1FBBF7700BE 983DCDA2F3A072BB1
Unicorn Bliss MH JP	Client	slot-unicorn-bliss-5.0.6.zip	3BC06E64E24A6450A0FD394 3FE847843446EFBC3
	Rules	carbine- slots_unicornBliss_90_jackpot-3.0.0- config.jar	19AF52F93CC7194F1F3749D 9C45C59974E27974C
Very Merry Christmas DH	Client	slot-very-merry-christmas-2.0.8.zip	BE5C0FBB28CEFB4E4F72D49 3D4A06401B455CA8F2

Game Name	Description	File Name	SHA-1 Signature
	Rules	carbine-slots_veryMerryChristmas_95_standard-0.0.0.3-config.jar	482B3925B1F6B21D2B9A7933CF4B928558B0D6B0
Very Merry Christmas DH JP	Client	slot-very-merry-christmas-2.0.8.zip	BE5C0FBB28CEFB4E72D493D4A06401B455CA8F2
	Rules	carbine-slots_veryMerryChristmas_90_jackpot-0.0.0.9-config.jar	A63110E85146D1F2B464DF1F63740EC34E767456
Very Merry Christmas MH	Client	slot-very-merry-christmas-5.0.7.zip	521D0EF7536A697F07D74712D3471B5CC8168FB4
	Rules	carbine-slots_veryMerryChristmas_95_standard-0.0.0.3-config.jar	482B3925B1F6B21D2B9A7933CF4B928558B0D6B0
Very Merry Christmas MH JP	Client	slot-very-merry-christmas-5.0.7.zip	521D0EF7536A697F07D74712D3471B5CC8168FB4
	Rules	carbine-slots_veryMerryChristmas_90_jackpot-0.0.0.9-config.jar	A63110E85146D1F2B464DF1F63740EC34E767456
Vlad's Castle DH	Client	slot-vlads-castle-2.0.18.zip	1DBF147E5B3802404276E401E45993E505E3C9D6
	Rules	carbine-slots_vladsCastle_95_standard-3.1.0-config.jar	5BEB9F082E2B7E5A9E953E8869EB3F5DC06FEFFC
Vlad's Castle DH JP	Client	slot-vlads-castle-2.0.18.zip	1DBF147E5B3802404276E401E45993E505E3C9D6
	Rules	carbine-slots_vladsCastle_90_jackpot-3.1.2-config.jar	22BCABF8A438A6BC73B8803D5B12458AF0159AA9
Vlad's Castle MH	Client	slot-vlads-castle-5.0.16.zip	45A2398DF918477E9C54044EE3C0EAC5EE2BD595
	Rules	carbine-slots_vladsCastle_95_standard-3.1.0-config.jar	5BEB9F082E2B7E5A9E953E8869EB3F5DC06FEFFC
Vlad's Castle MH JP	Client	slot-vlads-castle-5.0.16.zip	45A2398DF918477E9C54044EE3C0EAC5EE2BD595
	Rules	carbine-slots_vladsCastle_90_jackpot-3.1.2-config.jar	22BCABF8A438A6BC73B8803D5B12458AF0159AA9
White Wizard Deluxe DH	Client	slot-white-wizard-deluxe-2.0.7.zip	F1043E8B36E499F22DEFB0C714C5A10C9D0E67AC

Game Name	Description	File Name	SHA-1 Signature
	Rules	carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar	2D07411C678D6822FF4B25194B4B04E2EB31A3B0
White Wizard Deluxe MH	Client	slot-white-wizard-deluxe-5.0.5.zip	2F07E1BFAFE2A5B49E5D572ABDFAE04C1EF44358
	Rules	carbine-slots_whiteWizardDeluxe_95_standard-3.1.4-config.jar	2D07411C678D6822FF4B25194B4B04E2EB31A3B0
White Wizard DH	Client	slot-white-wizard-2.0.9.zip	7B6B77D4E51DB42BE09EE1A698CD4187D74EE183
	Rules	carbine-slots_whiteWizard_95_standard-3.0.0-config.jar	2C54FF0CB10A3865D0D505B84D3A41089FB5F6C9
White Wizard DH JP	Client	slot-white-wizard-2.0.9.zip	7B6B77D4E51DB42BE09EE1A698CD4187D74EE183
	Rules	carbine-slots_whiteWizard_90_jackpot-3.0.2-config.jar	3328C176AA8ED482457E2E6CB62BF5CE754744F6
White Wizard MH	Client	slot-white-wizard-5.0.8.zip	30F60BFCBCAFACAA5FB7A2EB2D057DD8C498C906
	Rules	carbine-slots_whiteWizard_95_standard-3.0.0-config.jar	2C54FF0CB10A3865D0D505B84D3A41089FB5F6C9
White Wizard MH JP	Client	slot-white-wizard-5.0.8.zip	30F60BFCBCAFACAA5FB7A2EB2D057DD8C498C906
	Rules	carbine-slots_whiteWizard_90_jackpot-3.0.2-config.jar	3328C176AA8ED482457E2E6CB62BF5CE754744F6
Xingyun BaoZhu DH	Client	slot-xingyunbaozhu-2.0.11.zip	283D0D5197B94AEE3703044F5233142A5E4CF27E
	Rules	carbine-slots_xingyunBaoZhu_95_standard-3.0.0-config.jar	2D264BB7F2974E671CF0D4F78D93913AF0CE1B90
Xingyun BaoZhu DH JP	Client	slot-xingyunbaozhu-2.0.11.zip	283D0D5197B94AEE3703044F5233142A5E4CF27E
	Rules	carbine-slots_xingyunBaoZhu_90_jackpot-3.0.1-config.jar	3A35C78FA2C0480512BA1CD A929984AE409EB811
Xingyun BaoZhu MH	Client	slot-xingyunbaozhu-5.0.10.zip	47AFB5DACDD1AB6963438E6494842A37F75ECAE9

Game Name	Description	File Name	SHA-1 Signature
	Rules	carbine-slots_xingyunBaoZhu_95_standard-3.0.0-config.jar	2D264BB7F2974E671CF0D4F78D93913AF0CE1B90
Xingyun BaoZhu MH JP	Client	slot-xingyunbaozhu-5.0.10.zip	47AFB5DACDD1AB6963438E6494842A37F75ECAE9
	Rules	carbine-slots_xingyunBaoZhu_90_jackpot-3.0.1-config.jar	3A35C78FA2C0480512BA1CDA929984AE409EB811
YoYos Wild DH	Client	slot-yoyos-wild-2.0.16.zip	61E70D6BDD1A397201F10E650B81272E09BA4766
	Rules	carbine-slots_yoYosWild_96_standard-3.0.3-config.jar	BE0A3BE4408031D4E56208ADFF7D5F0025658554
YoYos Wild DH 90 JP	Client	slot-yoyos-wild-2.0.16.zip	61E70D6BDD1A397201F10E650B81272E09BA4766
	Rules	carbine-slots_yoYosWild_90_jackpot-3.1.1-config.jar	E6B277210D5FECCB1874B887BFF6C6E39EF3A1D0
YoYos Wild DH 92 JP	Client	slot-yoyos-wild-2.0.16.zip	61E70D6BDD1A397201F10E650B81272E09BA4766
	Rules	carbine-slots_yoYosWild_92_jackpot-3.1.1-config.jar	7A8D6BD2CEFCB99B4C394203DC72FC60D5058B0B
YoYos Wild MH	Client	slot-yoyos-wild-5.0.15.zip	4773E9F62FCA08D373FE651985EC51CF16FB81A4
	Rules	carbine-slots_yoYosWild_96_standard-3.0.3-config.jar	BE0A3BE4408031D4E56208ADFF7D5F0025658554
YoYos Wild MH 90 JP	Client	slot-yoyos-wild-5.0.15.zip	4773E9F62FCA08D373FE651985EC51CF16FB81A4
	Rules	carbine-slots_yoYosWild_90_jackpot-3.1.1-config.jar	E6B277210D5FECCB1874B887BFF6C6E39EF3A1D0
YoYos Wild MH 92 JP	Client	slot-yoyos-wild-5.0.15.zip	4773E9F62FCA08D373FE651985EC51CF16FB81A4
	Rules	carbine-slots_yoYosWild_92_jackpot-3.1.1-config.jar	7A8D6BD2CEFCB99B4C394203DC72FC60D5058B0B

Note: MH indicates MOBILE version
DH Indicates DESKTOP version
JP Indicates attached Jackpot
Not denoted indicates multi-HTML5

3. BMM EVALUATION PERFORMED.

BMM Australia Pty Ltd has tested the new Eyecon Alderney Limited software against the relevant requirements of the Swedish market:

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Chapter 7 – Functions for the licensee's game management	Paragraph			
<u>Activation and deactivation of games</u> The licence holder must be able to immediately activate or deactivate each game or its players; either one or more games, or an individual player or all players at once. Measures pursuant to the first paragraph must be registered and documented. <u>General guideline</u> A game can for example be deactivated by temporary concealment if the licence holder discovers faults in the game or relating to an individual player.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation.
	7.1			
<u>It must be possible to finish playing a game that has been deactivated.</u> For games played in several steps, it must be possible to finish playing the game when the player next logs in.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	7.2			
<u>Interrupted games</u> It must be possible to finish playing an interrupted game, unless otherwise specified in the rules of the game. An interrupted game must be shown to the	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Upon reconnect, unfinished game is presented for completion
	7.3			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p>player, along with any bets made, once the gambling system is reconnected.</p> <p>Bets referred to in the second paragraph must be kept separate and be separately reported in the player’s player account until the game is finished.</p> <p><u>General guideline:</u></p> <p>A game can be considered interrupted if, for example, the gambling system is disconnected from the player’s equipment, if the gambling system or the player’s equipment restarts, or if the gambling system is unexpectedly shut down.</p> <p>A game can also be considered interrupted if it has not been possible to finish a game or a race has been cancelled.</p>				
<p>If an interrupted game is not finished within 90 days, it must be terminated.</p> <p>The rules of the game must clearly state what will happen to a player’s bet if a game is terminated before being finished.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	7.4			
<p>Any errors and faults that arise must be registered and documented.</p> <p>Causes and solutions of errors and faults in the first paragraph must be registered and documented.</p> <p><i>Note: Registration and documentation can be carried out automatically in the gambling system or manually in accordance with documented procedures. If the registration is made automatically in the gambling system, the accredited body must verify the existence and performance of such a function.</i></p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	7.6			
<p>It must be ensured that an interrupted game</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
or other errors and faults will not negatively affect a player's player account or game balance. In the event that a player is unable to finish a game due to errors and faults, there must be a function calculating the amount that will be returned to the player.	7.7			
The value of a pot must not be affected by errors and faults.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	7.8			
Chapter 8 – Information that a gambling system should be able to generate	Paragraph			
It must be possible to create reports, in the gambling system or manually, regarding suspected cheating, as referred to in Chapter 19, Section 6 of the Gambling Act (2018:1138).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.1			
It must be possible to create reports, in the gambling system or manually, regarding suspected cheating, collusion between players, attempted cheating and collusion between players, as well as other registered violations of the terms of use and rules of the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.1			
It must be possible to create reports, in the gambling system or manually, regarding illicit manipulation of the outcome of a game subject to betting.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.1			
The gambling system must have a function for generating reports regarding deviations or changes in a player's gambling habits and gambling patterns which result in responsible gambling measures.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.2			
The gambling system must have a function to generate reports for all player registrations. The gambling system must have a function to generate reports for all open and closed	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.3			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
temporary player accounts referred to in Chapter 13, Section 4, first paragraph of the Gambling Act (2018:1138).				
The gambling system should have a function to generate reports on all registered players, players' account information and date of registration.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.4			
The gambling system must have a function to generate reports of all players that have excluded themselves from gambling for 24 hours, for a certain period of time or indefinitely, in accordance with Chapter 14, Section 12 of the Gambling Act (2018:1138).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.5			
The gambling system must have a function to generate reports of all players who have set limits in terms of time, bets or deposits to their player account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.6			
The gambling system must also have a function to generate reports on the number of players who have lowered or raised their limits in terms of time, bets or deposits to their player account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.6			
The gambling system should have a function to generate reports on inactive player accounts. <u>General guideline:</u> It should be clear from the licence holder's agreement with the player when a player account is considered inactive and what will happen to any outstanding balance once the account has been inactive for a certain period of time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.7			
The gambling system must have a function to generate reports on all player accounts that have been closed.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.8			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
If a player account has been closed, it must be indicated why it was closed and whether it was closed by the player or the licence holder.				
The gambling system must have a function to generate reports on all player accounts with a positive balance which have been closed for more than five working days.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.9			
The gambling system should have a function to generate one report for each player account. <u>General guideline:</u> A report should contain information on balances, deposits, bets, winnings and withdrawals.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.10			
The gambling system must have a function to register the full login session of an individual player. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11			
▪ player ID,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.1			
▪ start and end time of the login session	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.2			
▪ player's equipment,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.3			
▪ total amount of bet during the login session,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.4			
▪ total winnings paid out during the login session	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.5			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
▪ total deposits to player account during the login session (time-stamped)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.6			
▪ total withdrawals from player account during the login session (time-stamped)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.7			
▪ time of final confirmation during the login session	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.8			
▪ reason for terminating a session	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.9			
▪ identification of games and versions played during the login session.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.11.10			
The gambling system must have a function to register and generate one or more reports with information on the player’s transactions during the login session. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12			
▪ player ID,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.1			
▪ starting time of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.2			
▪ player's balance at the starting time of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.3			
▪ bet (timestamped)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.4			
▪ contributions to the pot,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.5			
▪ status of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
	8.12.6			
▪ outcome of the game (timestamped)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.7			
▪ distribution of the pot	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.8			
▪ the end time of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.9			
▪ winnings,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.10			
▪ the player’s balance at the end of the game	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.11			
▪ all interrupted games and the reason why they were not completed.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.12.12			
The gambling system must have a function to register and generate one or more reports regarding events in the gambling system. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13			
▪ substantial winnings	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.1			
▪ large transfers of funds,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.2			
▪ changed terms of a game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.3			
▪ changed terms of a pot,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.4			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
▪ newly established winning pot,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.5			
▪ the player's participation in a winning pot,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.6			
▪ distribution of the pot	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.7			
▪ interrupted game with a pot.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.13.8			
The gambling system must have a function to register and generate individual and aggregate reports on one or more of the licence holders rounds. It must be possible to provide the following in one or more reports in accordance with the first paragraph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14			
▪ name and serial number of the round,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.1			
▪ date,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.2			
▪ starting time of the game round,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.3			
▪ ending time of the game round,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.4			
▪ total turnover,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.5			
▪ number of bets	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.6			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
▪ licensee's bets,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.7			
▪ financing of the winning pot,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.8			
▪ winning pot value at the beginning of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.9			
▪ winning pot value at the end of the game,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.10			
▪ possible outcomes,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.11			
▪ actual outcome,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.12			
▪ total amount of winnings,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.13			
▪ total number of winners,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.14			
▪ number of winners at each level,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.15			
▪ number of right answers,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.16			
▪ total payout,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.17			
▪ the number of players who did not complete the game round and the reason for that.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	8.14.18			
General guideline:				

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
A possible outcome can be a situation in which there is a possibility for a unique outcome that is not directly indicated in the relevant payout table, for example in 1X2 betting on a football match.				
Chapter 9 – Functional requirements for the licence holder in relation to the players	Paragraph			
For games in accordance with Chapters 7 and 8 of the Gambling Act (2018:1138), Section 15 of the Swedish Gambling Authority's regulations and general advice on responsible gambling states that the player must be given clear information at each login regarding the licence holder's responsible gambling measures, the player's limitations of deposits pursuant to Chapter 14, Section 7 of the Gambling Act, and the player's accumulated losses over the last twelve months.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9			
<i>Registration of the player and access to the gambling system</i> The gambling system should have a function to register a player. Verifying the player's authorization shall be done through personal and unique authorization code every time the player logs into the gambling system. <u>General guideline:</u> Following the initial registration, for which the Gambling Act requires the player to prove their identity with bank ID or similar, the licence holder may continue to request	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.1			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
verification by bank ID or similar. The licence holder may alternatively choose to have the player create a user name with an associated access code. A function in the gambling system should inform the player of how they can set up a unique and secure access code				
The gambling system must have a function that checks the age of the player. Section 2 of the Gambling Act (2018:1138) states that games subject to licensing may not be offered to anyone under 18 years of age. Gambling may only be offered if it is possible to verify the player's age.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.2			
If a PEP (politically exposed person) check has been performed in accordance with Chapter 3, Section 10 of the Anti-Money Laundering Act (2017:630), the check must be registered in the gambling system <u>General guideline:</u> Registration can be performed by adding a PEP box in the player register indicating 'yes' or 'no'.. The accredited body must verify whether there is a possibility of registering PEP checks. The term PEP is defined in Chapter 1, Section 2, point six, as a person who holds or have held a prominent public function in a country or in the management of an international organisation.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.3			
All logins into a player account and all attempted logins must be recorded. The gambling system must have a function to detect any attempts at unauthorised access to a player account.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.4			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p>If an unauthorised person has attempted to access a player account, the player must be informed immediately and thereafter in accordance with the agreement between the licence holder and the player.</p> <p><u>General guideline:</u></p> <p>A notice of attempted unauthorised access to a player account can be communicated in the manner that the licence holder deems to be appropriate at the time, for example via text message, e-mail or information upon login.</p>				
<p>A player's identity, date and time shall be recorded at each login and logout.</p> <p>When a player logs in to the gambling system, the time and date of their latest login must be available to the player.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.5			
<p>The gambling system must have a function and documented procedures for the secure change of access codes.</p> <p>It must not be possible for the licence holder to unilaterally change a player's access code.</p> <p><u>General guideline:</u></p> <p>If needed, a temporary code can be sent to the player's registered e-mail or registered mobile phone number.</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.6			
<p><u>Player account</u></p> <p>Section 7 of the Swedish Gambling Authority's regulations and general advice on responsible gambling (LIFS2018:2) states that, in conjunction with opening an account, the customer must agree to the separate terms and conditions pertaining to the</p>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.7			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
protection of the players' money in the event of the licence holder becoming insolvent. The accredited body must verify the existence of a function for players to agree to such terms and conditions before being allowed to open a player account. <i>Note: The accredited body does not need to consider the contents of the terms and conditions.</i>				
The gambling system must have a function to manage and register all financial transactions going in and out of a player account in accordance with Chapter 13, Section 3 of the Gambling Act (2018:1138).	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.7			
The licence holder must give the player access to information on the player account's balance, gambling history, deposits and payments and any other transactions. Gambling history refers to transactions in the form of bets, winnings and losses. Other transactions can refer to bonuses, etc. Chapter 13, Section 3 of the Gambling Act (2018:1138) states that all financial transactions to and from a player account must be registered.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.7			
The information must be available to the player in his player account for at least twelve months.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.7			
To prevent fraud, among other things, it should not be possible for a licensee to allow the transferring of money, game tokens or the like between player accounts.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.7			
Chapter 13, Section 5 of the Gambling Act (2018:1138) states that a licence holder may only receive deposits from a payment service supplier in accordance with the Payment Services Act (2010:751). This means that the licence holder may not accept cash.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.8			
A player should be able to see his balance in the player account immediately after each completed transaction.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.9			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
each completed transaction. There must be a function to show the player which games they have participated in, all the bets made and all the winnings paid out in accordance with Chapter 13, Section 3, first paragraph of the Gambling Act (2018:1138).				
<u>Restrictions on deposits, losses and login sessions</u> Section 13 of the Swedish Gambling Authority's regulations and general advice on responsible gambling (LIFS 2018:2) contains provisions for the licence holder to give the player regular, clear and varied notifications of their winnings and losses as well as information on how long the player has been logged in. Such notifications are to be given as often as needed to counteract excessive gambling. The notifications must be acknowledged by the player, who is to be given the option of confirming or interrupting the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.10			
For online games, there must be a function for the player to easily set a limit for deposits that can be made each day, week and month. A player who has not set limits for deposits in accordance with the first paragraph may not gamble.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.10			
For online games, there must be a function where the player can easily limit the time they spend logged in.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.11			
There must be a function that can give the player warning messages regarding winnings and losses during the login session as well as	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.12			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
information on how long the player has been logged in.				
<u>Exclusion from gambling</u> The gambling system must have a function that allows players to easily exclude themselves temporarily or permanently from a game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.14			
The gambling system must have a function checking for self-exclusion or restricted gambling every time a player registers or logs in to the gambling system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.15			
<u>When the gambling starts</u> During gambling, there must be a function and documented procedures to prevent the placing of a bet once the time set by the licence holder for lot-drawing or an event which will yield a future result has begun. <u>General guideline:</u> When relevant, betting can occur during an ongoing match or similar, for example bets on which team will score next or who will be the man of the match.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	9.16			
Chapter 10 – Refund rate	Paragraph			
When checking, testing or certifying games, the accrediting body must verify the probability of winning and ensure that the correct payout percentage (RTP%) is given to the player	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Theoretical RTP matches with public RTP.
	10.1			
For games with progressive winnings, the minimum payout percentage must be indicated to the player.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Jackpot rules indicated where applicable.
	10.1			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
The player must also be given information on the probability of winning when playing a progressive game where the payout increases linearly in relation to the player's bet.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Does not apply to mystery jackpot where applicable
	10.1			
The gambling system must have a function to monitor the payout percentage of each individual game. Data that is generated in accordance with the first paragraph must be stored and kept available for audit.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	10.2			
Chapter 11: Game instructions, payout table and pot	Paragraph			
<u>Payout table</u> There must be documented procedures to ensure that the calculations of payout tables are correct. <u>General guideline:</u> Procedures can be both automatic and manual.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	11.4			
When checking, testing or certifying games, the accredited body shall verify that the licensee's calculations of the payouts are correct.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	RTP calculations are correct.
	11.4			
Chapter 13: Functionality requirements for random number generators	Paragraph			
The results from a random number generator must be random, statistically independent, have a correct standard deviation and correct probability distribution. The results yielded by the random number generator must not be predictable without knowledge of the applied algorithm, implementation and initial values.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.1			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<u>General guideline:</u> There are several statistical tests that can be used to ascertain the results of a random number generator. The DIEHARD test suite (Marsaglia) and the NIST test suite (National Institute of Standards and Technology) are two of the tests that can be used.				
There must be a documented reference to a well-established algorithm and any source code as well as to the recalculation procedure of the random number generator. If the random number generator is built in to the software, it must be possible to present the entire source code, along with comments and documentation. <u>General guideline:</u> The algorithm that the random number generator is based on should be published in an internationally recognised publication. The outcome tests that may be used on generated random numbers include the X2 test (chi-squared-test), the autocorrelation test and the runs test. The licence holder can enable verification of the set payout table by having the accredited body or the Swedish Gambling Authority to review programmes, plates, logs, verification lists or other documentation for the payout table.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.2			
The random number generator must be able to withstand the set maximum load.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.3			
Functions that do not generate outcomes in games, but which depend on random elements must be based on the results of the random number generator. <u>General guideline:</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.4			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Such functions may include a randomised sequence or placement at a poker table during a tournament.				
Calculations based on a random number generator must have a correct standard deviation and correct probability distribution. The numbers, symbols or events resulting from the random number generator must correspond with the rules set for the game involved. <u>General guideline:</u> If the random numbers are translated into cards, for examples, there should be four aces, four kings, etc. in a normal deck, if the game uses a normal deck.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.5			
The calculations of the random number generator must correspond to the events registered in the gambling system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.6			
Unless otherwise stated in the gambling rules, the outcomes of a random number generator must always be independent of the events in the current or previous game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.8			
<u>Drawing equipment without random number generator</u> The results from drawing equipment without a random number generator must be random, statistically independent, have a correct standard deviation and correct probability distribution. <u>General guideline:</u> The outcome tests that may be used on generated random numbers include the X2 test (chi-squared-test), the autocorrelation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.9			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
test and the runs test.				
<u>Live casino games drawing equipment</u> Drawing equipment in a live casino game must be monitored and recorded. The recorded material must show compliance with the rules of the game. The recording must register date and time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – RNG evaluation is out of scope
	13.11			
Chapter 14: Functionality requirements when an agent terminal is used for wagers and validations	Paragraph			
<u>Agent terminal</u> The gambling system must be able to clearly identify an agent terminal. <u>General guideline:</u> An agent terminal is part of the gambling system and identification can be made through validation of a checksum for the terminal's individual parts, or similar procedure to ensure the integrity of the whole system.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.1			
Communication between an agent terminal and the other parts of the gambling system must be protected during transfer by encryption or equivalent.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.2			
Player or payment transactions sent from an agent terminal to other parts of the gambling system must be validated by the terminal at the end of the transaction before printout.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.3			
<u>Agent terminal for validation of winnings</u> If an agent terminal is used to validate winnings. It must be fitted with a screen	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.4			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
intended to communicate information to the player. The following information must be displayed on the screen that is turned towards the player:				
▪ form of gambling,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.4.1			
▪ bet,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.4.2			
▪ cancellation,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.4.3			
▪ amount won, or “no win”;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.4.4			
▪ game closed.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	14.4.5			
Chapter 15: Functionality requirements for online gambling	Paragraph			
There must be logotypes with links to self-assessments, restrictions (gambling budget), limitation of sessions and exclusion from gambling. The logotypes must be pinned at the top of all the licence holder's websites, mobile websites, applications and similar. The logotypes will be provided by the Swedish Gambling Authority.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Only game evaluation
	15			
<u>Game design</u> Games with interactive options must have illustrations that clearly show current and possible bets. Games in accordance with the first paragraph	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Current and possible bets are clear.
	15.1			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
must clearly illustrate the possibility of changing or resetting the current bet.				
In accordance with Chapter 14, Section 5 of the Gambling Act (2018:1138) and Sections 19–20 of the Swedish Gambling Authority’s regulations and general advice on responsible gambling (LIFS 2018:2), a game may not be designed or programmed to give players the impression of being close to winning, if this is not the case. A game also may not give the impression that the player’s approach or choices have an impact on their probability of winning, if winning is exclusively down to chance.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Games not designed to give false impressions.
	15.1			
Each game round shall last for at least three seconds. The first paragraph also applies to auto play functions.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Game rounds lasts at least 3 seconds.
	15.2			
A player’s participation in a game, and the choices made by the player in the gambling system, must be optional. A player must be given a reasonable period of time to consider the consequences of a choice. Repeated choices made by a player in the gambling system must not be able to be placed in a queue. <u>General guideline:</u> Choices that can be made include “buy”, “pay”, “spin”, “play”, “hold”, “draw”, “double”.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Player participation in a game is optional.
	15.3			
<u>Visual presentation</u> The name of the game must be displayed on all pages associated with that particular	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Game name is displayed on all screens.
	15.4			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
game.				
The gambling system should have a function that continuously shows the player how long he has been logged in.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duration can be deduced from the time display.
	15.5			
The gambling system must have a function that continuously shows the player their balance throughout the session.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Player balance is visible.
	15.6			
The bet on a game must be clearly displayed. The player's possible and actual bets, as well as the minimum and maximum bets, must be clearly displayed. The gambling system must have a function that clearly visualises the player's bet, including the total bets in the game. <u>General guideline:</u> An example of when a player's bet may be included in the total bets is when the player can bet on a combination of things happening in a single bet.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bet is visible.
	15.7			
A player should be informed of the occurrence of factors beyond his control that may affect the current game and its outcome. <u>General guideline:</u> Factors that may affect a player include the use of automation or add-ons for automatic features.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – There are no such features.
	15.8			
The outcome of a game must remain visible for a reasonable period of time.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Outcome is visible for a reasonable period of time.
	15.9			
Computer-simulated gambling machines must clearly indicate or illustrate which	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Game includes its payable.
	15.10			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
symbols represent a win. If different combinations of symbols lead to a win, these must be clearly indicated or illustrated.				
If the characteristics of a game change temporarily the game must clearly indicate the current status before the next game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Game doesn’t have metamorphic features.
	15.11			
symbol that is used in a gambling system must have the same shape and colour throughout that particular game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Not a card game.
	15.12			
The number of active decks as well as which cards are included in a particular game must be clearly indicated. The front of the card must clearly show its suit and rank. The rules of the game must clearly state when the cards will be shuffled. <u>General guideline:</u> In different games, cards other than the playing cards may be included.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Not a card game.
	15.13			
If a non-traditional dice is used in a dice game, this must be made clear to the player. It must be clearly indicated which side of a dice wins a game.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Not a dice game
	15.14			
A gambling system must have a function to prevent players playing against themselves. A gambling system must have a function to discover and prevent one or more players using the same gambling equipment at the same time.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – Single player game.
	15.15			
The current pot amount must be visible to all participating players.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Current jackpot value is visible where applicable.
	15.16			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:8) regarding the technical requirements and the accreditation of bodies in charge of checking, testing and certifying gambling activities.	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
A player must immediately be informed of winning the pot. Once a pot has been won, all players must be informed of its new value. Information pursuant to the second paragraph must also be available to players who have not participated in the specified pot.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Winning player is immediately informed where applicable.
	15.17			
It must be ensured that all information given to the players is correct, regardless of whether or not a pot is available.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Information given is correct.
	15.18			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
Chapter 4: Characteristics of Physical Lottery Tickets				
An individual lottery ticket, which is included in a distribution drawing, must be unique. An individual lottery ticket must be attributable to a batch or round in accordance with the licence granted.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.1			
It must not be possible to read any game information from a sealed ticket.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.2			
For pre-drawn, sealed lottery tickets where the highest possible win exceeds one (1) price base amount the following provisions apply	4.4			
amount the following provisions apply 1. it must not be possible to reseal an opened lottery ticket;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.1			

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
it must not be possible to read game information by holding the ticket up to a light source;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.2			
the game information must not protrude the outside of the seal;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.3			
the lottery ticket must have a copy protection,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.4			
the lottery must be provided with a hidden UV feature	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.5			
the scratch layer must have an overprint to conceal game information and control field	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.6			
sealed control fields must have protection against lifting and reading	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.7			
it must not be possible to read the game information with the help of static electricity;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.8			
the game information must not have fixed positions;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.9			
game information must be protected against alteration,	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	4.4.10			
the lottery ticket must have microtext	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<u>General guideline:</u> Copy protection includes colours that are difficult to replicate, print or varnish that give different reflections, such as glossy varnish on matte paper or special paper. The microtext must be placed under a scratch layer.	4.4.11			
For post-drawn lottery tickets where the highest possible win exceeds one (1) price base amount, the following provisions apply	5			
the lottery ticket should have copy protection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	5.1			
the lottery ticket must be provided with a hidden UV feature	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	5.2			
the lottery ticket must have a security printing pattern;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	5.3			
the game information must be protected against alterations	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	5.4			
the lottery ticket must have microtext	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	5.5			
the lottery ticket must be made from watermarked paper or paper with equivalent protection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	5.6			
the paper must have protection from	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
chemical erasure. <u>General guideline:</u> General advice: Copy protection includes colours that are difficult to replicate, print or varnish that give different reflections, such as glossy varnish on matte paper or special paper. The microtext must be placed under a scratch layer. Paper with equivalent protection can mean that the lottery has a combination of different security measures to provide the equivalent protection of a watermarked paper.	5.7			
For electronic lottery tickets where the highest possible win exceeds 1/6 price base amount, the following provisions apply	6			
if the lottery tickets are activated and restored, this must leave a clear trace	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	6.1			
the lottery ticket must be provided with a hidden UV feature	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	6.2			
the lottery ticket must have copy protection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	6.3			
the lottery ticket must have a control field with overprint;	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	6.4			
electronics and display must be protected from manipulation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.
	6.5			
the lottery ticket must be provided with micro-	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	N/A – No lottery tickets.

The Swedish Gambling Authority regulations and the general guidelines (LIFS 2018:4) on State- owned lottery and lottery for public purposes	PASS	FAIL	N/A	NOTES
	EXTERNAL REF #			
COMPLIANCE TESTING				
<p>text</p> <p><u>General guideline:</u></p> <p>Copy protection includes colours that are difficult to replicate, print or varnish that give different reflections, such as glossy varnish on matte paper or special paper. The microtext must be placed under a scratch layer.</p>	6.6			

4. CONCLUSION

Accordingly, from the test results^{1,2} obtained from the testing performed, BMM Australia Pty Ltd confirms that the item submitted under test conforms to all the relevant Swedish Technical Requirements described in the Scope section.

Yours sincerely,

Anna Fernando

VP Operations Australia Asia Pacific

¹ The results included in this document refer exclusively to the sample tested, such as it is described in the corresponding section.

² BMM Australia Pty Ltd, will not be held responsible for the results extracted from third party test reports.