



Certification number: ITL2303456

EveryMatrix Software Ltd

Gummy Galaxy Examination Report for The Swiss Federal Gaming Board

12 December 2023

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The corresponding game certification report name is:
Online_certification_report_GummyGalaxy_ITL2303456_12Dec2023.pdf

Examination report details:

No.	Requirement	REF	Result
	GENERAL REQUIREMENTS	4.1 Section 1	
1.	Aim The purpose of this Law is to ensure a safe and transparent operation of money games.	4.1 Section 1 Article 2 LJAr	Noted
2.	Casino games The Casinos may operate the following casino games, as long as they meet the requirements of Article 3 OJAr:	4.1 Section 1 Article 4 OMJ	
	a. Table games.	4.1 Section 1 Article 4 OMJ (a)	Not Applicable This is not a table game.
	b. Automated money games;	4.1 Section 1 Article 4 OMJ (b)	Pass
	c. Jackpots.	4.1 Section 1 Article 4 OMJ (c)	Not Applicable
	The number of players that can simultaneously participate in a casino game is 1,000 maximum. This does not apply to jackpots.	4.1 Section 1 Article 4 OMJ, Article 3 OJAr	Not Applicable (Game does not involve more than single player participant)
	GENERAL REQUIREMENTS ON AUTOMATED MONEY GAMES	4.2 Section 2	
1.	Pay-out ratio Each casino game must have a theoretical pay-out ratio of at least 80% but not more than 100%.	4.2 Section 2 Article 5 OMJ	Pass
2.	Game results The results of the game shall be determined only by invariant parameters. Any mechanisms such as a com- pensator or regulator are forbidden.	4.2 Section 2 Article 7 OMJ	Pass
3.	Beginning and end of a game A game begins when the player triggers it by placing a bet; it ends with the verdict of win or loss before a new bet is required to begin a new game.	4.2 Section 2 Article 8 OMJ	Pass
4.	Control and operation for automated money games	4.2 Section 2 Article 11 OMJ	
	1) All automated money games must:	4.2 Section 2 Article 11 OMJ (1)	
	a. Be able to resume operation after a power cut without loss of data;	4.2 Section 2 Article 11 OMJ (1) (a)	Pass
	b. Have an internal diagnosis system (Article 12 OMJ);	4.2 Section 2 Article 11 OMJ (1) (b)	Operator responsibility

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	c. Have an internal or external random number generator to determine the events and results of play;	4.2 Section 2 Article 11 OMJ (1) (c)	Pass Refer RNG report: Online_RNGcertification_report_EveryMatrix_FGB_ITL2102136_09August2021.pdf
	d. Be protected from external influences, namely from electromagnetic and electrostatic interference;	4.2 Section 2 Article 11 OMJ (1) (d)	Not Applicable to online games
	2) The reliability of the random number generator must be demonstrated either by recognised probability calculation methods or by another procedure that is recognised by the FGB:	4.2 Section 2 Article 11 OMJ (2)	Pass Refer RNG report: Online_RNGcertification_report_EveryMatrix_FGB_ITL2102136_09August2021.pdf
5.	Recording of the game results All events and results of the game, as well as all other information of the current game and at least of the four previous ones must be registered.	4.2 Section 2 Article 26 OMJ	Pass
6.	Automatic repetition If an automatic repetition of the game mode is triggered, the player must be able to stop the game after the end of the game in progress.	4.2 Section 2 Article 27 OMJ	Pass
7.	Casino games tournaments 1) Casinos may organise casino games tournaments.	4.2 Section 2 Article 28 OMJ (1)	Not Applicable There are no casino games tournaments.
8.	Game rules The game rules shall contain at least the information on the: a. Gameplay; b. Way of engaging the bets; c. Minimum and maximum bets; d. Possibilities of wins;	4.2 Section 2 Article 30 OMJ	Pass
	ADDITIONAL REQUIREMENTS FOR LAND-BASED AUTOMATED MONEY GAMES	4.2.1 Section 2A	
1.	Maximum bets concerning gaming machines	4.2.1 Section 2A Article 54 OJAr	
	1) The maximum bet for an automated money games serving as games of chance in land based casinos holding a B-type concession is fixed at 25 francs per game.	4.2.1 Section 2A Article 54 OJAr (1)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	2) The maximum bet set in paragraph 1 does not apply to automated table games as long as the pace of play is comparable to that of a real table game.	4.2.1 Section 2A Article 54 OJAr (2)	Not Applicable The current certification is for online games only.

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			This requirement is only applicable for Land Based games.
2.	Data storage for mechanical random number generators Roulette and other games for which the result is determined solely by a mechanical random number generator, may only be used if the numbers are collected or documented electronically or by other means.	4.2.1 Section 2A Article 10 OMJ	Not Applicable No mechanical random number generator in use.
3.	Internal diagnosis system	4.2.1 Section 2A Article 12 OMJ*	
	1) The internal diagnostic system must detect malfunctions of automated money games. It must also contain the data to restore the initial state of the automated money game.	4.2.1 Section 2A Article 12 OMJ* (1)	Not Applicable Internal diagnosis system is out of scope for this certification.
	2) It must carry out autonomous testing of the automated money game. If it detects malfunctions that affect the progress of the game, the meters or the recording of data by the EACS, it shall immediately report these to the EACS and automatically immobilise the machine.	4.2.1 Section 2A Article 12 OMJ* (2)	Not Applicable Internal diagnosis system is out of scope for this certification.
	3) It must store and, on request, display all events, results and all further information of the current game as well as at least the four previous games.	4.2.1 Section 2A Article 12 OMJ* (3)	Not Applicable Internal diagnosis system is out of scope for this certification.
	4) For gaming devices offering free games during a paid game, registration of the last 50 free games in addition to the paid game is required.	4.2.1 Section 2A Article 12 OMJ* (4)	Not Applicable Internal diagnosis system is out of scope for this certification.
	5) If the automated money game is equipped with a banknote reader, the internal diagnostic system must store and, on request, display the value and the credits that are granted for the current and at least the four previous banknotes accepted. This applies analogously if the credits can be acquired by another payment method than banknotes.	4.2.1 Section 2A Article 12 OMJ* (5)	Not Applicable Internal diagnosis system is out of scope for this certification.
4.	Meters	4.2.1 Section 2A Article 13 OMJ	
	1) Meters must allow to calculate the gross gaming revenue of the automated money game on which they are installed.	4.2.1 Section 2A Article 13 OMJ (1)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	2) They cannot exceed their maximum total more than once a month.	4.2.1 Section 2A Article 13 OMJ (2)	Not Applicable The current certification is for online games only.

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			This requirement is only applicable for Land Based games.
	3) They must offer protection against manipulation.	4.2.1 Section 2A Article 13 OMJ (3)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
5.	Data to be recorded	4.2.1 Section 2A Article 14 OMJ	
	1) The electronic meters must record, for each proposed game, the following data:	4.2.1 Section 2A Article 14 OMJ (1)	
	a) Total amount of used game credits in all games played (turnover);	4.2.1 Section 2A Article 14 OMJ (1) (a)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	b) Total amount of won credits in all games played (total wins);	4.2.1 Section 2A Article 14 OMJ (1) (b)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	c) Total amount of games played;	4.2.1 Section 2A Article 14 OMJ (1) (c)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	d) Total amount of accounted credits for each opportunity to earn game credits.	4.2.1 Section 2A Article 14 OMJ (1) (d)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	e) Total amount of credits paid for each payment option offered.	4.2.1 Section 2A Article 14 OMJ (1) (e)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	2) If the automated money game allows the player to select the value of the game credit, the meters must show the data referred to in paragraph 1, letters a and b, in currency.	4.2.1 Section 2A Article 14 OMJ (2)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.

No.	Requirement	REF	Result
6.	Documentation of the casino games	4.2.1 Section 2A Article 46 OMJ	
	The FGB may require the following information and documents concerning automated money games:	4.2.1 Section 2A Article 46 OMJ (2)	
	a. Name and address of the supplier and name and address of the manufacturer, if different; b. Type, model and serial number; c. Drawings and plans of automated money games and their parts and components; d. Description of the hardware and software used, such as performance diagrams for example; e. Instructions on how to play; f. Description of the examination procedure applied; g. Digital color photographs of automated money games; h. Function and structure of the random number generator; i. Description of how the various facts and results related to gambling occur; j. Maximum achievable pay-out during each game; k. Calculation method and results of game statistics; l. Number and results of the performed tests or simulations of games; m. Return to player ratio; n. Chances of winning; o. Source code; p. Use of digital storage means (EPROM, CD-ROM, flash card, etc.);	4.2.1 Section 2A Article 46 OMJ (2)	Not Applicable The current certification is for online games only. This requirement is only applicable for Land Based games.
	ADDITIONAL REQUIREMENTS FOR ONLINE CASINO GAMES	4.2.2 Section 2B	
1.	Information technology security for online games The operator may only purchase online games from suppliers who fulfil the requirement referred to in paragraph 1.	4.2.2 Section 2B Article 65 OJA (2)	Pass Refer ISO/IEC report: AUDIT REPORT N° 21 SX 42 MI.pdf ISO 27001 certificate number: 324/15
2.	Game interruption	4.2.2 Section 2B Article 25 OMJ	
	1) The interruption of an online casino game shall not bring harm to players.	4.2.2 Section 2B Article 25 OMJ (1)	Pass
	2) In event of an interruption, the winnings of the game in progress shall be credited into the player's account and no further bets can be	4.2.2 Section 2B Article 25 OMJ (2)	Pass

No.	Requirement	REF	Result
	withdrawn as long as the player's terminal is not connected.		
3.	Documentation of the casino games	4.2.2 Section 2B Article 46 OMJ	
	The FGB may require the following indications and documents concerning automated money games operated online:	4.2.2 Section 2B Article 46 OMJ (3)	
	a. Name and address of the supplier and name and address of the manufacturer, if different; b. Description of the hardware and software used, such as performance diagrams for example; c. Instructions on how to play; d. Description of the examination procedure applied; e. Function and structure of the random number generator; f. Description of how the various facts and results related to gambling occur; g. Maximum pay-out in a single play; h. Calculation method and results of game statistics; i. Number and results of the performed tests or simulations of games; j. Return to player ratio; k. Chances of winning; l. Source code; m. Method that allows a safe identification of the game;	4.2.2 Section 2B Article 46 OMJ (3)	a. Pass b. Pass c. Pass d. Pass e. Pass f. Pass g. Pass h. Pass i. Pass j. Pass k. Pass l. Pass m. Pass
	REQUIREMENTS ON JACKPOT SYSTEMS	4.4 Section 4	
1.	Jackpot	4.4 Section 4 Article 15 OMJ	
	⁴ The potential win of the jackpot is either a starting value increased by the sum of the amounts paid to the jackpot by money games (increments), or a predetermined fixed price, in cash or in kind.	4.4 Section 4 Article 15 OMJ (4)	Not Applicable
	⁵ If the jackpot win is triggered simultaneously by multiple players, it is shared equally between these players.	4.4 Section 4 Article 15 OMJ (5)	Not Applicable
2.	Requirements related to the jackpot system	4.4 Section 4 Article 16 OMJ	
	The jackpot must be designed in such a way that: a. It is impossible to predict the moment at which the jackpot will be triggered. b. No data shall be lost and the jackpot prize can be re-covered in case of technical issues.	4.4 Section 4 Article 16 OMJ	Not Applicable
3.	Conditions of triggering	4.4 Section 4	

No.	Requirement	REF	Result
		Article 17 OMJ	
	1) The conditions for triggering the jackpot must be fixed in advance. Subject to Article 21 OMJ, They shall not be modified while the jackpot has not been triggered.	4.4 Section 4 Article 17 OMJ (1)	Not Applicable
	2) Under the same terms and conditions, the probability of triggering the jackpot must be the same for all automated money games connected to the jackpot.	4.4 Section 4 Article 17 OMJ (2)	Not Applicable
	3) When a jackpot is triggered, the automated money game that has activated the jackpot must be immobilised. It may not be deblocked until all facts relevant to demonstrating proof of the jackpot win have been determined.	4.4 Section 4 Article 17 OMJ (3)	Not Applicable
	4) Following the triggering of the jackpot, it must immediately return to the predetermined starting value.	4.4 Section 4 Article 17 OMJ (4)	Not Applicable
	5) Paragraph 3 does not apply to jackpots for which the maximum amount of increments does not exceed 5000 francs.	4.4 Section 4 Article 17 OMJ (5)	Not Applicable
4.	Recording and storage	4.4 Section 4 Article 18 OMJ*	
	1) The jackpot system registers automatically: a. The current jackpot value; b. All connected automated money games; c. All increments per automated money game; d. The base value; e. The upper limit; f. The winning amount as well as the date and time of the win; g. The automated money game which triggered the jackpot win.	4.4 Section 4 Article 18 OMJ* (1)	Not Applicable
	2) The jackpot system or the EACS must record and keep for five years the following data: a. All changes to the parameters; b. All access to the system that causes a change in the jackpot system; c. All system malfunctions detected by the system; d. The data in accordance with paragraph 1 letters b-g.	4.4 Section 4 Article 18 OMJ* (2)	Not Applicable
	3) This Article does not apply to jackpots for which the maximum amount of increments does not exceed 5000 francs.	4.4 Section 4 Article 18 OMJ* (3)	Not Applicable
5.	Real-time connection and disconnection	4.4 Section 4 Article 19 OMJ	

No.	Requirement	REF	Result
	1) The jackpot system and the money games linked to it must be connected in a way that guarantees a real- time connection.	4.4 Section 4 Article 19 OMJ (1)	Not Applicable
6.	Interruption and modification of the jackpot in progress	4.4 Section 4 Article 21 OMJ	
	1) A current jackpot may not be interrupted until a win is activated. The Commission may authorise exceptions.	4.4 Section 4 Article 21 OMJ (1)	Not Applicable
	4) All changes to the parameters with respect to a future jackpot must not affect the current jackpot.	4.4 Section 4 Article 21 OMJ (4)	Not Applicable
7.	Interlinking of jackpot systems	4.4 Section 4 Article 23 OMJ	
	1) When games from multiple casinos are interconnected to form a jackpot [...]:	4.4 Section 4 Article 23 OMJ (1)	Not Applicable
	2) The interconnection between jackpots must be encrypted.	4.4 Section 4 Article 23 OMJ (2)	Not Applicable
8.	Electronic accounting and checking system (EACS)	4.4 Section 4 Article 59 OJAr*	
	³ Must be connected to the EACS: b. Jackpot systems unless they meet otherwise the requirements of paragraph 2.	4.4 Section 4 Article 59 OJAr* (3) (b)	Not Applicable
9.	Data recorded by the DSD for online games	4.4 Section 4 Article 39 OMJ*	
	⁴ At the end of each day, the DSD shall register a summary of all the daily transactions and include in particular the following information: h. Total amount of winnings from interconnected jackpots; i. Total amount of increments assigned to interconnected jackpots; j. Total amount of commissions withdrawn for games that are jointly operated by several casinos; k. Total amount of free game credits converted into cashable game credits; l. The total amount of bets allocated to games that are jointly operated by several casinos; m. Total amount of winnings from games that are jointly operated by several casinos; n. Total amount that is subject to withholding tax; o. Date of the day reported and date and time of the recording of the information referred to in letters a to n.	4.4 Section 4 Article 39 OMJ* (4)	Not Applicable
10.	Requirements to be met by the EACS, the DSD or the jackpot system	4.4 Section 4 Article 40 OMJ*	
	¹ For each jackpot, the EACS or an equivalent	4.4 Section 4	Not Applicable

No.	Requirement	REF	Result
	system must record the following data: a. Jackpot winnings and date and time of those winnings; b. If the jackpot has been triggered, the identification number of the automated money game that triggered it.	Article 40 OMJ* (1)	
	² For online jackpot systems, the DSD shall record for each winner when the jackpot is triggered the following data: a. Player ID; b. Jackpot ID; c. The jackpot amount before the trigger; d. The jackpot amount after the trigger; e. Winnings paid to the player; f. Amount of free game credits awarded to the player; g. Information if the jackpot is interconnected or not; h. Date and time of the winning; i. The date and time of recording the information referred to in letters a to f.	4.4 Section 4 Article 40 OMJ* (2)	Not Applicable
11.	Data recording ¹ The data referred to in Article 38 and 40 paragraph 1, from automated money games connected to the EACS, shall be received and stored without modification (raw data). The raw data shall be protected against modification.	4.4 Section 4 Article 41 OMJ* (1)	Not Applicable
12.	Access restriction	4.4 Section 4 Article 44 OMJ*	
	1) The casino determines the people who have access to the installations and systems comprising the relevant data allowing to establish the gross gambling revenue, in particular to the EACS, the DSD, the video surveillance system and the jackpot system.	4.4 Section 4 Article 44 OMJ* (1)	Not Applicable
	2) Each of these people must possess an individual password. At the casino's request, the FGB can authorize other identification measures provided that they are at least equivalent.	4.4 Section 4 Article 44 OMJ* (1)	Not Applicable
13.	Documentation of the casino games	4.4 Section 4 Article 46 OMJ	
	⁴ The FGB may require the following indications and documents concerning jackpots: a. Name and address of the supplier and name and address of the manufacturer, if different; b. Type, model and serial number; c. Drawings and plans of the jackpot systems and their parts and components; d. Description of the hardware and software	4.4 Section 4 Article 46 OMJ (4)	Not Applicable



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	used, such as performance diagrams for example; e. Instructions on how to play; f. Description of the examination procedure applied; g. Type, model or serial number of automated money game(s) connected to the jackpot; h. Description of the operation of the jackpot and the criterion that triggers it; i. Source code; j. Program;		