

# Test Report

Test report No.:  
T-J0005-I0104

Date of issue:  
2017-12-01

<b>Applicant:</b> Bee-Fee Ltd., 27 Old Gloucester Street, WC1N 3AX London, United Kingdom	<b>Manufacturer:</b> Bee-Fee Ltd., 27 Old Gloucester Street, WC1N 3AX London, United Kingdom
<b>Product:</b> Energy Fruits	<b>Target device:</b> BF Games
<b>Product type:</b> Internet games (reels)	<b>Target device type:</b> Internet gaming system
<b>Jurisdiction:</b> United Kingdom	
<b>Test Criteria:</b> Remote gambling and software technical standards June 2017.	
<b>Pages (with annexes):</b> 12	<b>Verdict (subject to conditions in Chapter 1):</b> Pass
<b>Test report type:</b> Game	<b>Subject file No.:</b> 17000460007
<b>Test group(s):</b> Payback, Software	
<b>Remarks:</b> N.A.	

Project responsible person [signature]:

Reviewed by [signature]:

Gregor Zakrajšek

Franci Pikl



## 1 Conditions and settings for compliance with test criteria

Testing performed with English language setting.

Game texts are stored in file **allJSON.json**; this file shall include the following section:

"ef\_rules\_about": "Energy Fruits is a 5--reel, 3--row video-slot with 5- fixed paylines.\n\nThe objective is to land as many identical symbols as possible along a payline. Winning combinations start on the first reel on the left (excluding the SCATTER symbol) and run along an active payline to the last reel on the right.\n\nOnly the highest winning combination of one symbol is paid out.\n\nScatter combinations are paid in addition to line combinations."

"ef\_rules\_scatter\_symbol": "The SCATTER in this game is the STAR symbol.\n\nSCATTER symbols can appear on all reels. Only one SCATTER can appear on each reel.\n\nLanding three SCATTER symbols or more on the reels create a winning combination."

To comply with RTS 8 Auto-play functionality, server configuration (available in adminui) shall include the following setting:

"autoplaySpinCountLimits": [ 10, 20, 30, 40 ], //number of autospins

To comply with RTS 13B Reality checks functionality, server configuration (available in adminui) shall include the following setting:

"realityChecks": [{"caption": "RealityCheck", "interval": 600, "isDefault": true}]

## 2 Protection against unauthorized access

See the corresponding platform test report(s).

## 3 Gaming device general properties

General device design:	Server, Linux, MongoDB
Cabinet(s):	N.A.
Available player denominations:	N.A.
Available tokenizations:	N.A.
Supported communication protocols:	N.A.
Supported progressives:	N.A.
Minimum bet (credits):	1 (per line)
Maximum bet (credits):	50 (per line)



## 4 Annexes

Annex / Test group	Attached [yes/no]	Remark
Functional tests	No	/
Randomness tests	No	/
Payback ratio tests	Yes	/
Software analysis	Yes	/
Device specific tests	No	/
Other annexes	No	/

## 5 Previous / transferred test reports results

N.A.

## 6 Additional information

The following RTS articles from Remote gambling and software technical standards, June 2017 were reviewed during testing and found compliant:

- RTS 1 Requirements 1A (before April 1, 2018), 1A (after April 1, 2018), 1B (before April 1, 2018), 1B (after April 1, 2018), 1C (after April 1, 2018): **Not applicable (IGS requirements)**
- RTS 2 Requirements 2A (before April 1, 2018), 2A (after April 1, 2018), 2B (before April 1, 2018), 2B (after April 1, 2018), 2C (after April 1, 2018), 2D: **Game compliant where applicable, see also IGS and RGS tests**
- RTS 3 Requirements 3A, 3C, 3D: **Game compliant where applicable (No virtual events)**
- RTS 4 Requirements 4A, 4B: **Game complies (No influence for time-critical events)**
- RTS 5 Requirement 5A: **Game complies**
- RTS 6 Requirement 6A: **Game complies**
- RTS 7 Requirements 7A, 7B, 7C, 7D, 7E: **Game compliant where applicable (see also RGS tests)**
- RTS 8 Requirement 8A: **Game complies**
- RTS 9 Requirements 9A, 9B: **Not applicable (No progressives configured during testing)**
- RTS 10 Requirements 10A, 10B, 10C: **Not applicable (No peer-to-peer betting; Stateless game)**
- RTS 11 Requirements 11A (before October 1, 2018), 11A (after October 1, 2018), 11B (before April 1, 2018), 11B (after April 1, 2018): **Not applicable (No peer-to-peer betting)**
- RTS 12 Requirements 12A (before April 1, 2018), 12A (after April 1, 2018), 12B: RTS 8 Requirement 8A: **Not applicable (not game related)**
- RTS 13 Requirements 13A, 13B: **Game complies**
- RTS 14 Requirement 14A: **Game complies**
- RTS 15 Requirement 15A: **Not applicable (classic internet reel game)**
- RTS 16 Requirements 16A, 16B (after October 1, 2018), 16C: **Not applicable (no peer-to-peer)**
- RTS 17 Requirement 17A: **Not applicable (no live dealer studios)**

## 7 Documentation references

The following documentation was used:

- User help,



- Screen capture images,
- Par sheets, Game description,
- Source code and configuration files.

## 8 Other test report references

Test group	Laboratory	Test report identification and date	Remarks
Functional tests	SIQ	T-J0005-I0098, 2017-12-01	BF Gameserver (with extensions)
Software analysis	SIQ	T-J0005-I0098, 2017-12-01	BF Gameserver (with extensions)
Randomness tests	SIQ	T-J0005-I0098, 2017-12-01	BF Gameserver (with extensions)

Test report replacements and extensions may apply.



## 1 Description of the game

### Game Notes

This is a 3x5 video slot. Play fixed 5 lines per spin.

All winning combinations are left to right only on a pay line, except scatter combinations, which may occur in any position.

Only the highest winning combination is paid per line.

Line pay combinations are multiplied by the bet per line.

Only one Scatter symbol on each stopped reel on the screen.

Scatter combinations are multiplied by the total bet.

Scatter combinations are paid in addition to line combinations.

Minimum bet per line 1 credit

Maximum bet per line 50 credits

### Symbols

- CHERRY
- MELON
- LEMON
- PLUM
- ORANGE
- GRAPES
- SEVEN
- STAR

## 2 Pay-glass / artwork illustrations or photos









### 3 Payback ratio

#### 3.1 Payback ratio determination method

The payback ratio value (return to player) was derived using simulation.

#### 3.2 Payback ratio results

Energy Fruits	
Declared by manufacturer	Verified by test laboratory
96,01%	96,02%

### 4 Test summary

The following tests for the game were performed:

- Calculation of the payback ratio,
- Conditions and settings for compliance with test criteria,
- Verification of the information to the player.







# 1 Software identification

Software version(s):1.0

Software components:

Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, libenergyfruits.so	Game library	HDD / SSD	lib\plugins\	196,33 KB	6e88fe4c485d86195fd1db94f21b0d5724a04bd7	5f04bfd0de3e7516bbd2f37150b95afc
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\ef\	6,31 KB	6c6698bf6b4d6be100d7a615b49da066857a26b9	4df8ff5327a9321a401124d0781f0e2f
Bee-Fee, ef_16_10.jpg	Game graphics file	HDD / SSD	games\ef\images\16_10\	0,92 MB	06c0ed473b066b64eddfbab3e55e0a1e4984d729	d206eef196d922b6f7dbd988d1c024a8
Bee-Fee, ef_16_10.json	Graphics configuration file	HDD / SSD	games\ef\images\16_10\	1,95 KB	d1776a15392c7e07e7547138eeb9547db62a6cac	7c1b09ca7c653646677571f57f511cef
Bee-Fee, ef_5_4.jpg	Game graphics file	HDD / SSD	games\ef\images\5_4\	1,07 MB	52a183ed1d57e4d240900954c75c3e788706e413	b17a46407c5ede47a54f7aa434f7fc8d
Bee-Fee, ef_5_4.json	Graphics configuration file	HDD / SSD	games\ef\images\5_4\	1,96 KB	2949de5947aab75f4f5c32583d445afb6661f0b0	3a7afd21ec8293ad8865414a40d41956
Bee-Fee, ef_animations.json	Graphics configuration file	HDD / SSD	games\ef\images\common\	0,85 KB	724a10ca366e2aca4239b1b913456c69420fe008	b0c3d945b71dfca82ed5b1ae54fe7fde
Bee-Fee, ef_animations.png_main.jpg	Game graphics file	HDD / SSD	games\ef\images\common\	526 bytes	bf589a8ee6e43fc3007ab89fef8a7599944475f3	f137c1c19503018ab50540076cfe55a2
Bee-Fee, ef_animations.png_mask.jpg	Game graphics file	HDD / SSD	games\ef\images\common\	519 bytes	80b777e2af076529cb3129179d93c015388542ec	328da52bce09c64dbcd008b31cfffddd
Bee-Fee, ef_common.json	Graphics configuration file	HDD / SSD	games\ef\images\common\	6,04 KB	6518e41274395d46c22c0c954f3ce4aa3f6619d2	c6de4bcd5049b25265817249017f0518
Bee-Fee, ef_common.png_main.jpg	Game graphics file	HDD / SSD	games\ef\images\common\	351,94 KB	c58590d6506d29d73a985eb4d236852f03e4884d	791018df179d56586533011fd068ed30
Bee-Fee, ef_common.png_mask.jpg	Game graphics file	HDD / SSD	games\ef\images\common\	125,68 KB	f61d58e232baf6b4e5df9253845bf28b657e28e1	ef042e69108d4bc2b9aad3f9798bebbba



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, ef_en.json	Graphics configuration file	HDD / SSD	games\efimages\common\	1,64 KB	b35b4789fad5e9e6449bc2ff66d0634646251c99	21e0499c776cf35b4e11f59b4445d81f
Bee-Fee, ef_en.png_main.jpg	Game graphics file	HDD / SSD	games\efimages\common\	48,32 KB	dca963eb565e324999542587fd6342ddc4008ac9	2302c9119bf5be5fdb1316ff5fe845bb
Bee-Fee, ef_en.png_mask.jpg	Game graphics file	HDD / SSD	games\efimages\common\	46,32 KB	41d046431fd9fad968360ae5d4a1e0c55d2d8a8e	69a6716cb4695324103441ab477ea5b8
Bee-Fee, ef_font.json	Graphics configuration file	HDD / SSD	games\efimages\common\	18,12 KB	7a821fa2aba7e426c4858e8b50df6616a6dc1c4d	60d5850eda55fe7ff6eee387ff95eb20
Bee-Fee, ef_font.png_main.jpg	Game graphics file	HDD / SSD	games\efimages\common\	78,44 KB	5e6c37e357ba2a5701e4f8644f56c794495b36f9	e66cd1ae26e6f7ee6d73f2bb85575265
Bee-Fee, ef_font.png_mask.jpg	Game graphics file	HDD / SSD	games\efimages\common\	69,82 KB	95c4f5446b431303afddc0f0b8646e221f6ab627	98bcec27d80184b35dd9cf154667d40d
Bee-Fee, ef_symbols.json	Graphics configuration file	HDD / SSD	games\efimages\common\	72,36 KB	0acb0a222926894c36456b460dbc723dbbf90c31	737b095494481ffa5d3df8f9018da511
Bee-Fee, ef_symbols.png_main.jpg	Game graphics file	HDD / SSD	games\efimages\common\	1,09 MB	0128df4ab65472b1280027414b557ed8964c426e	135497248c990cb479122a4e99e4f0e1
Bee-Fee, ef_symbols.png_mask.jpg	Game graphics file	HDD / SSD	games\efimages\common\	656,07 KB	46039b7e052a469a66311067b949acb4fc8989c5	c2acc42a3d40d2957e2a362861d90847
Bee-Fee, icons_ef.json	Graphics configuration file	HDD / SSD	games\efimages\common\	40,56 KB	946ed34e8f72d5c002691d3728755ae46fbd b223	975c5d6710f73caa9b9a2c3bd2cd0dba
Bee-Fee, icons_ef.png_main.jpg	Game graphics file	HDD / SSD	games\efimages\common\	2,21 MB	6b4bd10203d5c1066102198a98addc6fa0eb7901	ba72ce6a108c914c8501e3016cfe050d
Bee-Fee, icons_ef.png_mask.jpg	Game graphics file	HDD / SSD	games\efimages\common\	0,97 MB	caa21fda64b05db30ed0ecfcfd28dd5383e0cfea	26a84798b494b8d7b491ca2386b2aab1
Bee-Fee, payable_onoff.json	Graphics configuration file	HDD / SSD	games\efimages\common\	6,82 KB	95eef3118d812059faf04cf08861f376b612b4b4	890b0700cdb01a57fd1301e6d9278a45
Bee-Fee, payable_onoff.png_main.jpg	Game graphics file	HDD / SSD	games\efimages\common\	239,41 KB	fece5ce26a02388204ea1089182ec37a3ad574ee	48a6d016c370c8dac35e9bc7a5df05fa



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, payable_onoff.png_mask.jpg	Game graphics file	HDD / SSD	games\files\images\common\	234,9 KB	55df6ecfc54f86f63b80fd2a486aed8921b6adc0	b07a85b8af6755f7fdf71a4c695c94ae
Bee-Fee, ef_background_mobile.jpg	Game graphics file	HDD / SSD	games\files\images\web\	292,93 KB	2ad0c270d886fe31117840e66ba8104d1288eb39	74828014cb8874726ee782e7d1ecdffd8
Bee-Fee, ef_logo.png	Game graphics file	HDD / SSD	games\files\images\web\	83,92 KB	3bb8ee3d748b86a20fb07d02ccc18b6e4262f24c	5bbc811149f9a4e9d9f7bd1625cf5e45
Bee-Fee, ef_paytable_mobile.png	Game graphics file	HDD / SSD	games\files\images\web\	1,75 MB	60478670f3e253954889a13dbbf5ded62c7e16ee	1596b28fb6d30838062ee546bd50fc00
Bee-Fee, ef_rules_web.json	Graphics configuration file	HDD / SSD	games\files\images\web\	2,08 KB	58180360fbe5f169e4dd97e6d54bec1ca6c47568	0219640a97ea4309c885942a840df492
Bee-Fee, ef_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\files\images\web\	439,89 KB	9cdea83eb4b9f8dc66fe07c5b7f6f068954e88f2	17ab47b072f93ea794f9483e4f6383f0
Bee-Fee, ef_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\files\images\web\	138,38 KB	e3561ee167a77bf86d128938d265f9f0c6f092b1	ce787dec49a444d19ae7e95c17dc2e1e
Bee-Fee, ef_web.json	Graphics configuration file	HDD / SSD	games\files\images\web\	3,61 KB	41793099eb1ad4d506e63d0876ff1d3452e4afc6	6e6c11da8e310d07ad95e5721b5d8456
Bee-Fee, ef_web.png_main.jpg	Game graphics file	HDD / SSD	games\files\images\web\	320,58 KB	454affb944c2d518c3672b9429052471548da0ca	0f266b842939e6f678b28649c4c2dcac
Bee-Fee, ef_web.png_mask.jpg	Game graphics file	HDD / SSD	games\files\images\web\	91,3 KB	39df326b21c98dd23d8dfd6b17d745cd4d9ac782	a7f14879fe76b85e9b2cff7b3fc9e9bc

## 2 Test summary

Software analysis for the game was performed:

- Source code analysis:
  - o Jurisdiction independent tests: software review.
  - o Jurisdiction dependent tests.
- Binary code authentication.
- Archiving and depositing.