

# Test Report

Test report No.:  
T-J0005-I0106

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>
Fresh Fortune
<b>Product type:</b>
Internet games (reels)

<b>Target device:</b>
BF Games
<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>	<b>Verdict (subject to conditions in Chapter 1):</b>
15	Pass
<b>Test report type:</b>	<b>Subject file No.:</b>
Game	17000460009
<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:

"ff\_rules\_about": "Fresh Fortune is a 5-reel, 3-row video slot with 243 ways to win. Winning combinations are achieved by landing identical symbols. 243 ways to win means that players win any time they spin a winning combination from left to right on the reels. Winning combinations are achieved by landing as many identical symbols, at any position on adjacent reels, and in any form of 'line'.  
Winning combinations start on the first reel on the left and run along to the last reel on the right.  
Only the highest winning combination of one symbol is paid out. Other combinations from the same symbol are rejected.  
TWIN REELS  
Every new game begins with 2 neighbouring TWIN reels.  
The Twin Reels feature means that with every spin the symbols on the rows of at least 2 reels are cloned and synchronized. These two reels during every single spin can expand to 3, 4 or even 5 identical and synchronized spinning reels.",  
"ff\_rules\_wild": "The WILD in the game is the WILD symbol. The WILD substitutes for all other symbols on the reels. WILDs can only appear on the last four reels and there can only be one WILD symbol on each of the reel."

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):	25 (per game)
Maximum bet (credits):	250 (per game)



## 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
Randomness tests	SIQ	T-J0005-I0098, 2017-12-01	BF Gameserver (with extensions)
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)

Test report replacements and extensions may apply.





# 1 Description of the game

## Game parameters

The game type: Video Reel

The number of reels: 5

The number of ways: all possible only 243

The forming of line wins: - left to right only, beginning from leftmost reel. Only highest line win is paid.  
Be careful with stacked symbols on each reel.

## Wild Symbol

WILD symbols appear only on last four reels.

Substitutes for all symbols on its own position only.

When last four reels are stopped, on each reel on the screen can be seen only one WILD symbol.

## Stacked Symbols

All symbols in regular game are stacked.

## Same or Twin Reels

In all cases the new game starts with 2 neighbours same (Twin) reels.

Depending from RNG same (Twin) reels can increase to 3, 4 or 5. For vision effect the new neighbour reels can go to the left or to the right.

For example:

If game variant is 2345 and total games are:

- odd number, then game starts with same 2 and 3 reels and go to the right – reels 4 and 5.
- even number, then game starts with same 4 and 5 reels and go to the left – reels 3 and 2.

## Symbols

- PLUM
- ORANGE
- CHERRY
- LEMON
- GRAPE
- MELON
- KIWI
- BELL
- DIAMOND
- CROWN
- SEVEN
- WILD

## 2 Pay-glass / artwork illustrations or photos

 <p>Wild symbols substitute for all symbols</p>	 <p>x5 10 x4 2.5 x3 0.5</p>	 <p>x5 5 x4 1.5 x3 0.3</p>	 <p>x5 4 x4 1 x3 0.15</p>
 <p>x5 2.5 x4 0.75 x3 0.1</p>	 <p>x5 2.5 x4 0.75 x3 0.1</p>	 <p>x5 0.4 x4 0.15 x3 0.04</p>	 <p>x5 0.4 x4 0.15 x3 0.04</p>
 <p>x5 0.4 x4 0.15 x3 0.04</p>	 <p>x5 0.25 x4 0.1 x3 0.03</p>	 <p>x5 0.25 x4 0.1 x3 0.03</p>	 <p>x5 0.25 x4 0.1 x3 0.03</p>

### GAME RULES

Fresh Fortune is a 5-reel, 3-row video slot with 243 ways to win. Winning combinations are achieved by landing identical symbols. 243 ways to win means that players win any time they spin a winning combination from left to right on the reels. Winning combinations are achieved by landing as many identical symbols, at any position on adjacent reels, and in any form of 'line'.

Winning combinations start on the first reel on the left and run along to the last reel on the right.

Only the highest winning combination of one symbol is paid out. Other combinations from the same symbol are rejected.

#### TWIN REELS

Every new game begins with 2 neighbouring TWIN reels. The Twin Reels Feature means that with every spin the symbols on the rows of at least 2 reels are cloned and synchronized. These two reels during every single spin can expand to 3, 4 or even 5 identical and synchronized spinning reels.

Game RTP is 98.05%, gamble winrate is 50%



### 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

Fresh Fortune	
Declared by manufacturer	Verified by test laboratory
98,05%	98,04%

### 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, libfreshfortune.so	Game library	HDD / SSD	lib\plugins\	186,08 KB	e66c5147543143eb8e7c905ebb4cc6f17abfb409	16889f4927e5668f51df760c2acbd7bf
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\ff\	12,84 KB	a989b2914e6af2691a0fee5d8b19da4c7025e1b8	f0e8cd1f26c5ca1106d535fa679f796d
Bee-Fee, ff_16_10.jpg	Game graphics file	HDD / SSD	games\ff\images\16_10\	710,96 KB	1f48631fd4d7911398ed2fc78002b1ee54f14047	b8001d0bdaa3adccec6e9d1748ebb4eb
Bee-Fee, ff_16_10.json	Graphics configuration file	HDD / SSD	games\ff\images\16_10\	1,71 KB	1232541dd0d73de2002f670161d260443050f81f	4128187b20cc942dd26c3d70a17475f1
Bee-Fee, ff_5_4.jpg	Game graphics file	HDD / SSD	games\ff\images\5_4\	0,86 MB	814f6fec7cd10a1183e7320fc9bc10841db3d4ad	d3a78f2697b0afe9310d5b471f5d0ca4
Bee-Fee, ff_5_4.json	Graphics configuration file	HDD / SSD	games\ff\images\5_4\	1,73 KB	19c6729ff70511e1bf4a5341ced36201b68f313a	de263ebbb228899886a5f64f180c8b2d
Bee-Fee, ff_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\ff\images\5_4\	1,18 MB	7da349e550dc650b73addba9ec5ace9964d0e603	820100e4eb088c1f513cf6a3acc239dd
Bee-Fee, ff_animations_common.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	2,04 KB	2a47aef38b43d36cb1a5eeb55ff08fd93aeaf1d	bdeae0a1adc0e4714707eb6d90c61da
Bee-Fee, ff_animations_common.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	2,68 KB	be06d1503e449c687d9f194fcc5216ba0a50c15f	0ecad9b25e06568dc262e43674b7091e
Bee-Fee, ff_animations_common.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	2,33 KB	8ba841144602364c918c951db63f6a15f36a1718	beda8af85e5e09d3de5e8f0ac60e4b47
Bee-Fee, ff_common.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	6,45 KB	bb88f21f20685a72cbc0e8f5ecc3a78b30d23f37	571586c659d27d6a4d371ce942f6cca6
Bee-Fee, ff_common.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	395,36 KB	5f50ea4a7d328f4e0407075c4a133e92c4f462a6	54b21d96daef36016237a2562649f9d2



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, ff_common.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	127,8 KB	cf9a665ccd1f0e6a34ff9bcb641a6900e8e55a7	15f85e54a98862bcd9d95bcd f76996f4
Bee-Fee, ff_en.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	1,64 KB	509dda06b16de503db885a2127d4279e917f3880	5ee16b3d823faac4748a907bb33cf148
Bee-Fee, ff_en.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	37,95 KB	dcdbbd46a1dceb19cf3bab6ae7a7de2a8455f7d4	c28ea97b4e8383211d8fa6915746c255
Bee-Fee, ff_en.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	40,52 KB	8c0eb73336b173b91a7e0b313625696b7a6ee412	cd84f9f9085045db7e148ea6c9c5fbb2
Bee-Fee, ff_font.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	21,27 KB	fc7557d158c0cde105a27300acfa379da0791d87	d6bc2d701826cf55287449546df70444
Bee-Fee, ff_font.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	75,48 KB	eb7f8676f83122de9e787766c8baafdb3c3e2bc1	10e4a79d6b1bd95f0dbbc1c5cc506f11
Bee-Fee, ff_font.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	73,73 KB	ebc3526a2fc1c8262b82f4ea0b1358c9d24b39ac	691ef2f7d074ac82daa922cab819a0d9
Bee-Fee, ff_symbols_0.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	40,5 KB	dfa51bfcb3e87d4b6150d17da174fce2633ac9c4	6d7c78dea7396ce488cff4051e551a37
Bee-Fee, ff_symbols_0.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	1,02 MB	ed280c95ae36d23c00f1c138a038682b475a502f	c96c2bcbb480091c76fd6ad2527f4306
Bee-Fee, ff_symbols_0.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	755,12 KB	5cc5286593a939235151e0864cabf2c510baa899	604b8ddd9236b2177e3f047c6cd22c2e
Bee-Fee, ff_symbols_1.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	40,48 KB	ca4720e48df7e72bf850b222ce864e6651dce294	01b82b06b3e2bb1bc4101af6bf50fff3
Bee-Fee, ff_symbols_1.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	1,33 MB	060a9fb498fdab0602a8f7372b310056a7c431d2	82e7cee381041ad9910075bd d11c081a
Bee-Fee, ff_symbols_1.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	1,01 MB	800558fee4210afdb3bc38ed2213a9c9c5f0f7a9	15bffa5c15bd0c5a504a2789ba4c1655
Bee-Fee, ff_symbols_2.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	8,84 KB	76c591ca368184014c16eccd8b5f832c748a502e	cf53f4af03244a45eec931f9a1c2a3d8



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, ff_symbols_2.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	292,43 KB	b49414714821bf9230179f77d6659c72e2edc1fc	cd919e1a8fe61493879b2c0bdee391f2
Bee-Fee, ff_symbols_2.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	156,3 KB	8d75f98a94bbc38890e5725e6e7264b372a50d71	e440ac21131979b56fc5352192d2a144
Bee-Fee, icons_ff.json	Graphics configuration file	HDD / SSD	games\ff\images\common\	24,87 KB	fadaad9e2ccf0f368e04957d33683a6924a10fd7	6110ba9e1a384bc1ec93e6f080b0ea6a
Bee-Fee, icons_ff.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	1,72 MB	2f45c7c7b396d207154c523395d3b359b2b7a251	e9c88f7e863afa8a367f88126f489c2b
Bee-Fee, icons_ff.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\common\	384,26 KB	9bc409e96d3f35feb4203d4f2798849d6b35f368	224530732de5cb3f56071ccf4cd9d85d
Bee-Fee, ff_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\ff\images\machine\	1,02 MB	e00edd44a60a8c44a0e552873ec75ed6bcb62504	c4fe9a63c407e99ff6e3a3d45582172a
Bee-Fee, ff_animations_0.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	11,28 KB	36229b71a579bc29a35341aa3f8358aaaaa827c2	997a3ace9a6884712593ca106620ca30
Bee-Fee, ff_animations_0.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	339,05 KB	658b984fa6a89ceaff1738fa7cbeab9c2d9a9b9b	501b861acde339e658eb5046695dfe4e
Bee-Fee, ff_animations_0.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	256,12 KB	80052571b20f06ca6d3e3ab054e6229ab99b85a9	57a0fb7bb1341893c1c96c69c4570696
Bee-Fee, ff_animations_vertical_0.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	7,64 KB	bf6a761e5734139698e1d91956edd81055d004b7	572663b2e5efcdd85cdf9cb33d8e05ad
Bee-Fee, ff_animations_vertical_0.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	321,61 KB	c8aad22c460b83a3f2fd39324ef75d3fd172eade	4b659765f8baac7ac8bb8d54c9341df0
Bee-Fee, ff_animations_vertical_0.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	181,94 KB	2400b801fc0325e4560d816dcfd82c62fc530ba	8b141f5bfe728ab1765c4c53b7668506
Bee-Fee, ff_big_icon.png	Game graphics file	HDD / SSD	games\ff\images\vertical\	431,73 KB	2f110363ac135a72da6219f83b49e7bf2dbc61f6	ba9aba460e5b57e7d08a67e4a17a18ae
Bee-Fee, ff_lobby_icon.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	4,85 KB	12e88f03990352b1d9b7474b037bc169ac54d5a6	1bc89e423e06ae18462f498f231ec49b



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, ff_lobby_icon.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	97,32 KB	7788f66fc65f55b82742dd08ed17cecd228c0739	f52e6d00474a50504216489d7fe267a5
Bee-Fee, ff_lobby_icon.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	67,04 KB	4f2b3b8e16fa1747a2aa98e98427b83cd8a3606c	530c4c280a1cbb994ff5e062482b28fb
Bee-Fee, ff_logo.png	Game graphics file	HDD / SSD	games\ff\images\vertical\	120,69 KB	2857ce6fee3848e625ab4f488c6ba5bb577d0b6	77254d6727ff827b6a0b93a6663465d7
Bee-Fee, ff_rules_web.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	1,67 KB	313ce1cf2ed8e3a71df3e3a0436dd4551858f12	d8cd19eab30913b2b2402afd0b341f6
Bee-Fee, ff_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	246,19 KB	945beb77e8d73fd2dfe5976a34908a6e8e3c206f	4c97d0304ac67fdd3d06b4f34d1ce508
Bee-Fee, ff_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	17,32 KB	db32b2ca94f4480a23ee80b6e40af72ed41c4cde	a56557f4ad0df00c696dd44d362701af
Bee-Fee, ff_skeleton_back_static.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	367 bytes	a97b19a454bf0d45187b238c60d3fcc0dcd6b9a7	b63fe3fb77e0aa59f2dc488f532db9d6
Bee-Fee, ff_skeleton_bubbles.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	42,05 KB	cf410be6dab6ab8746474e01a54ea36269091547	84bbb0305e11eed50c789e857b4f67c8
Bee-Fee, ff_skeleton_bubbles_intro.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	4,23 KB	0e04b1ed0cf3477e1a7bbd879411d592779e03ac	e3815bcb099856dfca78c282581642a
Bee-Fee, ff_skeleton_bubbles_intro2.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	2,08 KB	8e747fc1eb00372751187b1999e7e49caf256741	d6865fb473dcab618aa796b8d0942e22
Bee-Fee, ff_skeleton_fruits.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	12,54 KB	124fd953a8d6c1d70024dcb993a077b1c873096f	9e1fdab4045c98ff06dfe7e80d4d8e79
Bee-Fee, ff_skeleton_icons.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	6,62 KB	add7d5d9f7a7d30bd171b4d1536f36441a6b1ee8	b86f7fd43197c85f176da672e12de918
Bee-Fee, ff_skeleton_logo_tablets.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	481 bytes	11c87f59a2081c343fe67505d27a7370e3e018bc	065a956207fdf69247303c717403501b
Bee-Fee, ff_skeleton_sky.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	3,73 KB	c0675832377207b0e92d106e50d823871dbd3b01	34e77b649d722e23e09e8e0e2b433c55



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, ff_skeleton_wave.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	10,76 KB	3479010b440562dadb2ec49a3c0599ea4c7bf2cb	cc5c0c640d87f65f8870d0e7e869751f
Bee-Fee, ff_web.json	Graphics configuration file	HDD / SSD	games\ff\images\vertical\	3,64 KB	dcceea619fc4b6cb5a7bde61ee2775895f995144	ce6c7462e4b15124649a415b1f738ce3
Bee-Fee, ff_web.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	386,35 KB	4eb645e4ecad7064b4eab48a5caa617485d517da	61b8b93a852f97cefd6054cf46f9b1e3
Bee-Fee, ff_web.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\vertical\	68,31 KB	adclb19a30c54c68beb2098b4d7aaa1a032363db	5c7a953e1fac33d4b60ed34707e55dc1
Bee-Fee, ff_animations_0.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	11,28 KB	36229b71a579bc29a35341aa3f8358aaaaa827c2	997a3ace9a6884712593ca106620ca30
Bee-Fee, ff_animations_0.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	339,05 KB	658b984fa6a89ceaff1738fa7cbeab9c2d9a9b9b	501b861acde339e658eb5046695dfe4e
Bee-Fee, ff_animations_0.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	256,12 KB	80052571b20f06ca6d3e3ab054e6229ab99b85a9	57a0fb7bb1341893c1c96c69c4570696
Bee-Fee, ff_back_static.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	431 bytes	4e74b12b8ce9d4b3420964ee898dcad1dc9fd340	9b6378b7b92b0af230af59f080810b7e
Bee-Fee, ff_background_mobile.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	284,4 KB	2e9ae8613ffd75adda00a2af7412da6f7c83f02d	55f3d4f1ad5bc4f28498bbdea41bec33
Bee-Fee, ff_bubbles.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	37,99 KB	b5d51130f9c6d5d3b97f9ce41c6a1531e042b5959	6982b08b5af165df20043cb46a408529
Bee-Fee, ff_fruits.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	17,73 KB	2b2856ad56f3a1af44b564a264d3030d4f784f09	94c3b8d8ae998050cdf7044a013cbffa
Bee-Fee, ff_logo.png	Game graphics file	HDD / SSD	games\ff\images\web\	120,69 KB	2857ce6feea3848e625ab4f488c6ba5bb577d0b6	77254d6727ff827b6a0b93a6663465d7
Bee-Fee, ff_paytable_web_en.png	Game graphics file	HDD / SSD	games\ff\images\web\	1,15 MB	22b9f764c0db62184d18b5ee915fbaa7e83f1b26	e1f96fa4be41ac550828dbf393263041
Bee-Fee, ff_rules_web.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	1,67 KB	313ce1cf2ed8ebee71df3e3a0436dd4551858f12	d8cd19eab30913b2b2402afd0b341f6



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, ff_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	246,19 KB	945beb77e8d73fd2dfe5976a34908a6e8e3c206f	4c97d0304ac67fdd3d06b4f34d1ce508
Bee-Fee, ff_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	17,32 KB	db32b2ca94f4480a23ee80b6e40af72ed41c4cde	a56557f4ad0df00c696dd44d362701af
Bee-Fee, FF_skeleton_big_win.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	77,94 KB	7fa4c2c7d9f3eb9276f896192a6704540a5cd61c	5135d2fe0a442ecf0a6986bbeaada2e0
Bee-Fee, ff_wave.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	6,23 KB	618bdae1a66df85ff126ca4155e45e8938596310	ba299164d39d5bb2650a84549e6b1450
Bee-Fee, ff_web.json	Graphics configuration file	HDD / SSD	games\ff\images\web\	3,64 KB	dcccea619fc4b6cb5a7bde61ee2775895f995144	ce6c7462e4b15124649a415b1f738ce3
Bee-Fee, ff_web.png_main.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	386,35 KB	4eb645e4ecad7064b4eab48a5caa617485d517da	61b8b93a852f97cefd6054cf46f9b1e3
Bee-Fee, ff_web.png_mask.jpg	Game graphics file	HDD / SSD	games\ff\images\web\	68,31 KB	adc1b19a30c54c68beb2098b4d7aaa1a032363db	5c7a953e1fac33d4b60ed34707e55dc1

## 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.