

Test Report

Test report No.:
T-J0005-I0107

Date of issue:
2017-12-01

Applicant: Bee-Fee Ltd., 27 Old Gloucester Street, WC1N 3AX London, United Kingdom	Manufacturer: Bee-Fee Ltd., 27 Old Gloucester Street, WC1N 3AX London, United Kingdom
Product: Fruitastic	Target device: BF Games
Product type: Internet games (reels)	Target device type: Internet gaming system
Jurisdiction: United Kingdom	
Test Criteria: Remote gambling and software technical standards June 2017.	
Pages (with annexes): 12	Verdict (subject to conditions in Chapter 1): Pass
Test report type: Game	Subject file No.: 17000460010
Test group(s): Payback, Software	
Remarks: 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:

"fr_rules_about": "Fruitastic is a 3--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 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\nAll 4 fruit symbols (Orange, Watermelon, Plum, Cherry) are stacked symbols. If 9 identical fruit symbols land on the screen, then winning is doubled (x2).",

"fr_rules_bonus_symbol": "Landing nine DIAMOND symbols on the reels triggers the Bonus Round.\n\nThere are nine different, randomly shuffled values attributed to DIAMOND symbols, which are: 10, 15, 20, 25, 30, 40, 50, 100, and 200.\n\nThe player can choose one DIAMOND symbol shown on screen, and will win its respective value multiplied by the Total Bet per game."

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):	5 (per game)
Maximum bet (credits):	500 (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
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.



Test Report Annex: Payback ratio tests

<i>Test report No.:</i>
T-J0011-I0030
<i>Checklist references:</i>
T-J0011-I0030-WN403.xls, T-J0005-I0107-WN505-P-32768.xls
<i>Test report references (if applicable):</i>
N.A.
<i>Internal procedure and issue:</i>
WN203, 10 / 2015-06
<i>Remarks:</i>
N.A.
<i>Date annex completed:</i>
2017-09-25
<i>Tested by [signature]:</i>
Nina Požonec



1 Description of the game

Game Notes

This is a 3x3 video slot. Fixed 5 lines.

All winning combinations are left to right only on a pay way.

Only the highest winning combination is paid per way.

Minimum bet per game: 5

Bet per game (multipliers): 1, 2, 5, 10, 20, 50 and 100.

All wins are multiplied by Bet per Line.

All 4 fruit symbols are stacked. If on the screen we have 9 equal fruit symbols, then the total winning must be multiplied by x2.

9 DIAMOND symbols on screen trigger Bonus Feature.

Symbols

- DIAMOND
- ORANGE
- MELON
- PLUM
- CHERRY
- BAR
- STAR
- BELL

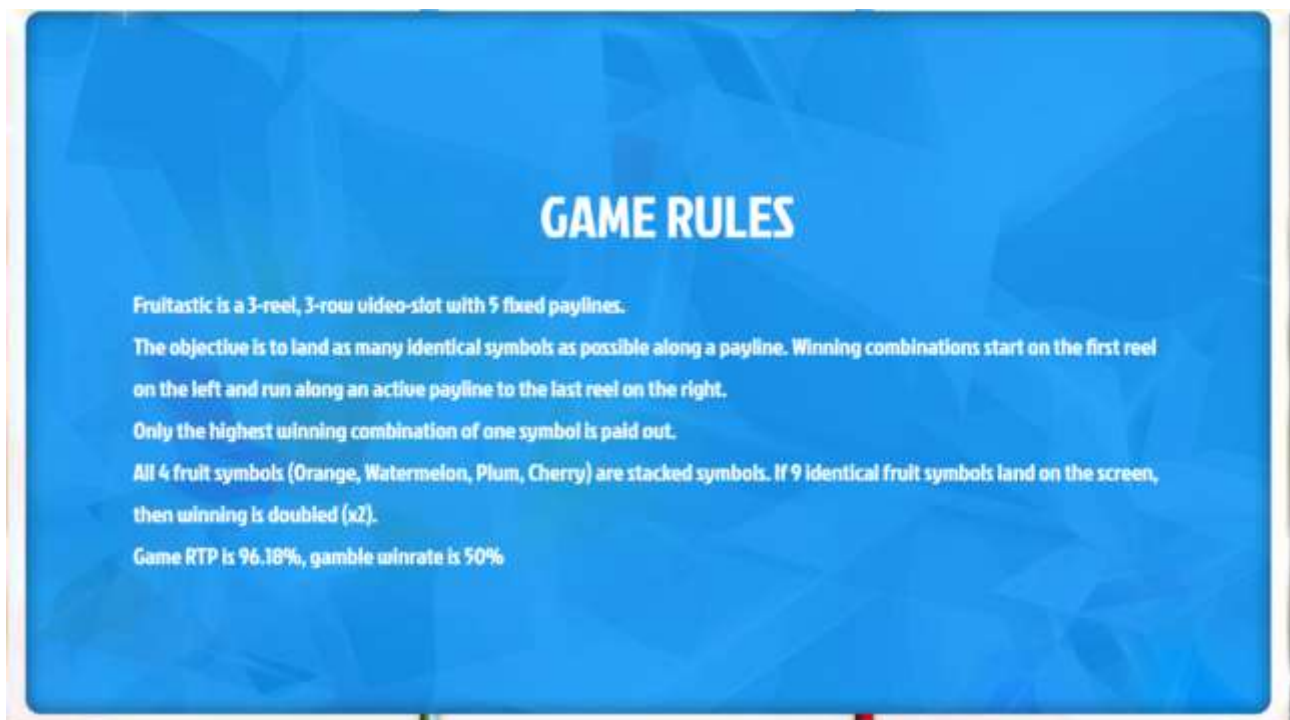
Bonus Feature

9 DIAMOND symbols on screen trigger Bonus Feature.

The following array (9 different values) MUST be shuffle randomly: 10, 15, 20, 25, 30, 40, 50, 100, 200.

The player choose one DIAMOND symbol on screen and will win a value multiplied by Total Bet per game.

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

Fruitastic	
Declared by manufacturer	Verified by test laboratory
96,18%	96,23%

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, libfruitastic.so	Game library	HDD / SSD	lib\plugins\	195,7 KB	d2a42b58ea0a5960896adf5748ae2a538c4cd0c8	7f483dbfd2f12ed89577facc07c81d5
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\fr\	7,37 KB	1e41b1dd455f3af299b3d74a5acc4e840a8d2806	a57ef0389fc198dc3ba972d5ea44cb19
Bee-Fee, fr_16_10.jpg	Game graphics file	HDD / SSD	games\fr\images\16_10\	0,82 MB	1126441fc55576e02d51bf87ae64f80e2e05380a	78536987900b380fff7647562054b6cb
Bee-Fee, fr_16_10.json	Graphics configuration file	HDD / SSD	games\fr\images\16_10\	1,87 KB	ee5a49c5562b117fe708a1f201f889946d1fbd94	6f3807e4e0ad6187e5af93314b3f85a9
Bee-Fee, fr_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\fr\images\16_10\	310,09 KB	cf88c434ce0bac9450c0649d415f2481e598916e	8349de02a8999f86ed47edf6d60bb45b
Bee-Fee, fr_5_4.jpg	Game graphics file	HDD / SSD	games\fr\images\5_4\	1,14 MB	eaef0e64e0ff73227602e0d1b337c4de74baaf20	022a8c1701d62bad96695a7b3260fb25
Bee-Fee, fr_5_4.json	Graphics configuration file	HDD / SSD	games\fr\images\5_4\	1,89 KB	8f3167d32e891d5d22152575b6a7b670843ed5e8	c657197f669f242587ef93d8ff5221f9
Bee-Fee, fr_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\fr\images\5_4\	304,43 KB	1f0dad63dc5e0f88c8c152ef0cd920e4b93c1419	293d3633aadf74dc70ceb0e1ba724304
Bee-Fee, fr_common.json	Graphics configuration file	HDD / SSD	games\fr\images\common\	6,04 KB	582759ddb23bdd19af184cb062c264d8ec86fe89	b913a1b8fd2549d75c1f12da4bb45dbe
Bee-Fee, fr_common.png_main.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	193,58 KB	14dd33863d01958336566c77d919fc47a8962ffa	abfaede959ef1f89fa4a64584ee9715c
Bee-Fee, fr_common.png_mask.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	98,98 KB	7115d978a6a63480516c786c246a4737f432034e	cf255568c1ebd4d7f8e4cab03d46e4b8
Bee-Fee, fr_en.json	Graphics configuration file	HDD / SSD	games\fr\images\common\	1,64 KB	6e3e15376312d8c048b667390e39e6c94951702f	99ea9cd786d3f55e39472b910b986db3



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, fr_en.png_main.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	23,91 KB	4cc62e52c1dc0ac8d3c72b9c0e24d2275fc820de	b8ce2bb78bde29fe6d1ff9f147e6daa2
Bee-Fee, fr_en.png_mask.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	34,5 KB	f335ef457c4e46930103d4bdef951635bc2ad065	8d9496cff515e6b01a782485785a24c2
Bee-Fee, fr_font.json	Graphics configuration file	HDD / SSD	games\fr\images\common\	17,95 KB	fb06d73b2b7ee59eb1977d98a863411bdeb6328	19bd2c701a5ca05c5128f19c860d4499
Bee-Fee, fr_font.png_main.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	69,35 KB	84f3e94e994a194940bc4037dcdce04783113c53	fde315dd50fd364d6bf37a076b4724b8
Bee-Fee, fr_font.png_mask.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	61,39 KB	2cef577a79396536ecb43917293c519c39cf8709	f1f25b50d750eb2a2c85fdec3813c7cd
Bee-Fee, fr_symbols.json	Graphics configuration file	HDD / SSD	games\fr\images\common\	98,65 KB	6a8166eaa71b0abc5c564d44e360463933820aed	575fbc30ddb8c73e72d666464006c536
Bee-Fee, fr_symbols.png_main.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	1,75 MB	05d0b78ba69c4beff4eab1aaf8be39b12932a91d	d2ff160fa489b5fe4dd7b40d44a32a6c
Bee-Fee, fr_symbols.png_mask.jpg	Game graphics file	HDD / SSD	games\fr\images\common\	1,4 MB	ff9824564202283817d000b229920b1d17dbe41c	60aff0f79e513503cc42779189689a21
Bee-Fee, fr_background_mobile.jpg	Game graphics file	HDD / SSD	games\fr\images\web\	459,98 KB	591760195b56a3bc12c623710ddb3a4a073e22e7	6432f9d7abfe89dd62abe0ea8ef4cfe6
Bee-Fee, fr_paytable_web_en.png	Game graphics file	HDD / SSD	games\fr\images\web\	721,8 KB	d0175d8597743b8010e0b01cb1b8e78f4525478e	2fd37c76bb15acc6e5a919c365133c00
Bee-Fee, fr_rules_web.json	Graphics configuration file	HDD / SSD	games\fr\images\web\	1,68 KB	477fd9eebea23393afb979c5b9df6f69beb7c10b	55a01d769007b5e43b36cbbae556ea81
Bee-Fee, fr_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\fr\images\web\	165,8 KB	072008eeba6c48ad478e0ee39ea9af99510ca534	9baa6c63de0896c2470b1d29ee4b4246
Bee-Fee, fr_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\fr\images\web\	90,4 KB	4d09479b49822b9cafb7b0105d93ec25a6d41c2c	4400b5508c4e0b1e7a101e2dccc0722
Bee-Fee, fr_web.json	Graphics configuration file	HDD / SSD	games\fr\images\web\	2,81 KB	cd4057cec1166a7926169dae8b8e340587b1a1ab	3ecc3149dfa134bcb78cee2306efe586



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, fr_web.png_main.jpg	Game graphics file	HDD / SSD	games\fr\images\web\	286,26 KB	a085f6b45a16 cfeaeeb91192 084c5fa0221b 1754	9070477a87c2 76fc09a21e0c 2804c0ba
Bee-Fee, fr_web.png_mask.jpg	Game graphics file	HDD / SSD	games\fr\images\web\	53,24 KB	2464fdcfb9d5 4c65125b98b9 d38d616b2963 d6a1	4b9c326e31f2 c1d3e39239c7 652dc394

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.