

# Test Report

Test report No.:  
T-J0005-I0110

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>
Golden New World
<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>
13	Pass
<b>Test report type:</b>	<b>Subject file No.:</b>
Game	17000460013
<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:

"gnw\_rules\_about": "Golden New World is a 5-reel, 3-row and 20-line video slot. The 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. Only the highest winning combination of one symbol is paid out. Other combinations from the same symbol are rejected. SCATTER combinations are paid in addition to line combinations. Landing the Pyramid Symbol on 1st and 5th reel activated the Pyramid Bonus round.",

"gnw\_rules\_wild\_symbol": "The WILD in the game is the WILD symbol. The WILD substitutes for all other symbols on the reels except for the SCATTER symbol. WILDs can only appear on the middle three reels and there can only be one WILD symbol on each of the middle three reels. WILD and SCATTER symbols cannot appear simultaneously on the same reel. Combinations using only WILD symbol cannot create wins. WILDs can only help generate wins by combining with other symbols to complete a winning line.",

"gnw\_rules\_bonus": "PYRAMID BONUS",

"gnw\_rules\_scatter\_symbol": "The SCATTER in this game is the TREASURE CHEST symbol. SCATTER symbols can appear on all reels. Only one SCATTER can appear on each reel. Landing three or more SCATTER symbols will form a winning combination. It is possible to generate winnings by a combination of SCATTER symbols only. WILD and SCATTER symbols cannot appear simultaneously on the same reel.",

"gnw\_rules\_bonus\_symbol": "Landing the Pyramid Symbol on the 1st and 5th reel activated the Pyramid Bonus round. There are five floors to access in the Pyramid Bonus round. Each floor contains five choices put forward to the player. Starting from the first floor, the player must choose one of the five randomly shuffled elements before him. The element the player chooses will reveal the selected Win Value he has activated. After the player makes his selection, all five elements are uncovered to show all the possible win values that were available. The Possible Win Values available on each floor are as follows: 1st Floor: 6, 7, 8, 9, 30; 2nd Floor: 0, 10, 12, 16, 38; 3rd Floor: 0, 0, 18, 24, 42; 4th Floor: 0, 0, 0, 40, 70; 5th Floor: 0, 0, 0, 0, 100. Additionally, the Red WILD symbol appears on the 1st, 2nd, and 3rd floors only, and is equal to the sum of all wins in its respective row. For example, the WILD on the 1st Floor = 30 = 6 + 7 + 8 + 9. The Pyramid Bonus round ends when: the player hits 0 and takes all winnings collected up until this moment; the player hits 100 on the final floor."

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):	20 (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.



## ***Test Report Annex: Payback ratio tests***

<b><i>Test report No.:</i></b>
T-J0005-I0110
<b><i>Checklist references:</i></b>
T-J0011-I0033-WN403.xls, T-J0005-I0110-WN505-P-32768.xls
<b><i>Test report references (if applicable):</i></b>
N.A.
<b><i>Internal procedure and issue:</i></b>
WN203, 10 / 2015-06
<b><i>Remarks:</i></b>
N.A.
<b><i>Date annex completed:</i></b>
2017-09-25
<b><i>Tested by [signature]:</i></b>
Nina Požonec



# 1 Description of the game

## Game Notes

This is a 3x5 video slot. The number of lines: 20.

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

Only the highest winning combination is paid per line.

Minimum bet per line: 1

Maximum bet per line (recommended): 20

All wins are multiplied by the line bet.

The SCATTER wins, are multiplied by Total Game Bet.

## Wild Symbol

WILD symbols appear only on middle three reels.

3 or more SCATTER symbols on the screen form winning combination.

When all reels are stopped, on each reel on the screen can be seen only one SCATTER or WILD symbol.

## Scatter Symbol

SCATTER symbols appear on all five reels.

3 Scatter symbols trigger 12 Free Spins.

When all reels are stopped, on each reel on the screen can be seen only one Wild or Scatter symbol, but not together.

## Symbols

- JACK
- QUEEN
- KING
- ACE
- HELMET
- COIN
- MAP
- SHIP
- MAN
- WILD
- CHEST
- PYRAMID

## Bonus Feature

Bonus feature starts when two Bonus symbols appear at the same time on first and fifth reels.

The Player chooses one element from each floor. The choice begins from the first floor. After Player's choice, all five elements on the floor must be shuffled randomly.

5th Floor: 0, 0, 0, 0, 100

4th Floor: 0, 0, 0, 40, 70

3rd Floor: 0, 0, 18, 24, 42

2nd Floor: 0, 10, 12, 16, 38

1st Floor: 6, 7, 8, 9, 30

Where:

- 0: Collect, there is no such a symbol on the first floor.
- 30: Wild symbol (in red, the sum of all wins on the row), there is no such a symbols on the last two floors.

If the Player hits Wild (element in red), then player wins all values on the floor.

If the Player hits 0 (Collect symbol), then Bonus feature ends and the Player takes all winnings collected to this moment.

Bonus feature ends when Player hits 100 on last floor. Player takes all winnings collected to this moment.

Minimum possible win is 6 times total bet.

Maximum possible win is 280 times total bet.

## 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

Golden New World	
Declared by manufacturer	Verified by test laboratory
96,17%	96,21%

### 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, libgoldennewworld.so	Game library	HDD / SSD	lib\plugins\	220,68 KB	c28c6b67ef8a3151bd2fe8186f42ad4e6e26c746	a7ee6a492458f9a3997fdf4bc484623f
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\gnw\	8,13 KB	c505cf96e445b584c65a1ccb9e32402603f12598	60b051743c60b2efc6c812c0849d34e7
Bee-Fee, gnw_16_10.jpg	Game graphics file	HDD / SSD	games\gnw\images\16_10\	1,92 MB	79a701e90f9286b1e007b5f7c2dd9453bd9b3516	ec1b425c4e0f9300039d707c843aad34
Bee-Fee, gnw_16_10.json	Graphics configuration file	HDD / SSD	games\gnw\images\16_10\	2,19 KB	e77fee4b7ff0b8e698c8740feb76ba61216c019	4224d12a4706c690d3e73e66126be5f3
Bee-Fee, gnw_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\gnw\images\16_10\	431,35 KB	47294fee81b9549634cb24ad25777b67d23f473a	ae6eaa18dec0f4aa95a0315c7c3bf098
Bee-Fee, gnw_5_4.jpg	Game graphics file	HDD / SSD	games\gnw\images\5_4\	2,52 MB	e2eeec41fdffb0ac34b9bc4956ca3a71123236e1	f5253edb7aa6d10315b3091a3816277a
Bee-Fee, gnw_5_4.json	Graphics configuration file	HDD / SSD	games\gnw\images\5_4\	2,21 KB	2b1f274047adf8dface69296d2f89063549d1d3d	720426bab2b1dd3c4b8d2f5e00ea0454
Bee-Fee, gnw_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\gnw\images\5_4\	546,27 KB	f735a63cce35884428f11dc73dd84fc17bf6d32d	0701326a3d09d0ae14ad5c1033a7db77
Bee-Fee, gnw_bonus_animation.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	7,19 KB	a13be4816dbbf74caada6dcf433f3eb5db288aeb	1f5074f42915827e782cd88e9debc185e
Bee-Fee, gnw_bonus_animation.png_main.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	169,78 KB	6eb821e2481690638cfc3ffe150dedc0e00235a5	a99dd0ad7cc5ec975269213cffa0f0e2
Bee-Fee, gnw_bonus_animation.png_mask.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	115,27 KB	955e1a6d23a3782b1b10cfcc5d440dd13117ff95	29c89908237c3ebfe63bd593b49d0541
Bee-Fee, gnw_common.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	6,08 KB	f97b270580b92dadfa6529ce97c45af7c4e7d2c0	35e68b314e176b067e44fcc8d9e74f34



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, gnw_common.png_main.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	350,24 KB	7f7a7c20bc3c126238aa6a28f67f45aa89df3047	d73954aae57260ec1c80e4980105f21b
Bee-Fee, gnw_common.png_mask.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	88,75 KB	7a4cee1a6821683b96d4db9e18ba25f41b01a3bd	55e1cb98b091cdf11b0e5e86e95321da
Bee-Fee, gnw_en.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	1,64 KB	7046d51d63819b2adda2d18a5953c7ea91a83495	5cd09fff9f188f4acbad12a73a7e89a4
Bee-Fee, gnw_en.png_main.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	30,48 KB	aec46d1a6bb19fd029f544dca686de18abe80f9e	1f9bb92028234be9b0a4f46ba6dc97d2
Bee-Fee, gnw_en.png_mask.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	33,69 KB	fc81e7107b35498243dcffd4030ad09f1b3604b3	9f8bbba70a0b33e6dlac044d34b2906c
Bee-Fee, gnw_expanding_wild.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	25,11 KB	fb12b5be784a4a32fcf547aa6b4bac813ce5fa92	170635f5bd21501151d4134b9f7b2d22
Bee-Fee, gnw_expanding_wild.png_main.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	1,36 MB	b2ee2c50869f649a091b918e018c3510cd1e16c5	ef33ae11c21eb2441ba51a0ca6f0955e
Bee-Fee, gnw_expanding_wild.png_mask.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	348,15 KB	4ac7c212bd1d728c88c6910190e66f1c53a62461	350187ab70ff7bf1fe6a0eab59219172
Bee-Fee, gnw_font.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	18,19 KB	15ebbe78a14a1833bed530d8643cbb16c02d2c21	6976b204b4d770e1c61ec5fe52c34a5b
Bee-Fee, gnw_font.png_main.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	93,25 KB	b76eb293830b9abe9449557d27cadd1e690306ab	4ce320e3918764d6815086f05488d4f0
Bee-Fee, gnw_font.png_mask.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	89,93 KB	a7ce29990b6c7a2bcecc6dc43f755ca6459e1677	775268e0fa3b46d0c7490c598b0634f4
Bee-Fee, gnw_symbols.jpg	Game graphics file	HDD / SSD	games\gnw\images\common\	3,11 MB	687e5dfe492f347ed404ce78da54e6bd46b6eb19	a4d9c0c6fcdffa32d09c1648ce8beeb1
Bee-Fee, gnw_symbols.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	44,13 KB	2f6f8c69b25bd447d8e5cc778669e890c4ed2480	0a9e599fe7c7b197ee6dc140109bcf0a
Bee-Fee, gnw_symbols.png.json	Graphics configuration file	HDD / SSD	games\gnw\images\common\	96,79 KB	76bdade64971a16b597e1d479b66ca4c84154ede	4f55859ce64cb9995a3eb7531b24293a



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, gnw_symbols_p ng.png_main.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\common\	1,89 MB	2c7719a090af6d 1fc3160e52ff84 ed227db82d10	75119f3d9d59 215edb9137df 6de35b01
Bee-Fee, gnw_symbols_p ng.png_mask.jp g	Game graphics file	HDD / SSD	games\gnw\ima ges\common\	1 MB	2494e5adff41bd 380c8d70b8c0c3 8d44939726f4	6f92c8c5432e 57806ed4fcbd 3faa0939
Bee-Fee, icons_gnw.json	Graphics configuration file	HDD / SSD	games\gnw\ima ges\common\	40,56 KB	33854413e19391 89bf40225aceca e6a08c863193	d468acd59fdd 19c35dcd990a 62165369
Bee-Fee, icons_gnw.png_ main.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\common\	1,87 MB	e2983b04154eb8 197ae15b67320b 094c65da7ae5	ed7f943e138d 2265b1ef83b8 d75780f9
Bee-Fee, icons_gnw.png_ mask.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\common\	0,9 MB	1a936f34734494 20b56c4995449c 93782d756d48	d5bcab50bb3d e91ec7e4fa6f 54445050
Bee-Fee, gnw_backgroun d_mobile.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\web\	0,79 MB	ba0e780168bb80 e4acef81426793 abc12e0beb4f	86bfb479204a 714a88b7f7e5 7ea85b85
Bee-Fee, gnw_rules_web. json	Graphics configuration file	HDD / SSD	games\gnw\ima ges\web\	1,68 KB	f576baa661268b 8219a4f479f93b 41df8cac1d32	a766587bb51a b1c5b17844e5 5754a5e5
Bee-Fee, gnw_rules_web. png_main.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\web\	258,18 KB	650f7930c07b48 d73da7ea475291 75dffeda7226	a175ce207a98 d79f3406b320 4ff2d516
Bee-Fee, gnw_rules_web. png_mask.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\web\	66,37 KB	4af893f5c6eae 789c4518d2c65e 9373b9813abf	29a8909bd8a2 b91e09ed723a d3b0c5b5
Bee-Fee, gnw_web.json	Graphics configuration file	HDD / SSD	games\gnw\ima ges\web\	2,81 KB	ef4989c04dabfe 06e536d87aa809 73497f4cf60f	e124eaeef5899 b4470ba82ba6 7f7b9147
Bee-Fee, gnw_web.png_ main.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\web\	531,98 KB	73050335b71a09 f7ebc66218e540 fa2feafa0971	b71b620d1fff be19dce41e0d 9385a23b
Bee-Fee, gnw_web.png_ mask.jpg	Game graphics file	HDD / SSD	games\gnw\ima ges\web\	47,38 KB	a104de83247337 c8f8898ff2ba04 916f323049b5	21b00469ddb0 ad5eb8894552 343bdef0



## 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.