

Test Report

Test report No.:

T-J0005-I0147

Date of issue:

2019-01-07

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:
Hot Classic
Product type:
Internet games (reels)

Target device:
BF Games
Target device type:
Internet gaming system

Jurisdiction:
United Kingdom
Test Criteria:
Remote gambling and software technical standards June 2017.

Pages (with annexes):	Verdict (subject to conditions in Chapter 1):
13	Pass
Test report type:	Subject file No.:
Game	18000551006
Test group(s):	
Payback, Software	
Remarks:	

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 supports various RTP variations. Only RTP variation listed in Test Report Annex: Payback ratio tests, Chapter 3 Payback ratio is approved herein. RTP variant shall be verified in settings in RGS database.

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):	40 (per game)
Maximum bet (credits):	5000 (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	/



Annex / Test group	Attached [yes/no]	Remark
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
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)
Functional tests	SIQ	T-J0005-I0098, 2017-12-01	BF Gameserver (with extensions)

Test report replacements and extensions may apply.

1 Description of the game

Hot Classic is a 5-reel, 4-row video-slot with 40 paylines. 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 FREE SPINS symbols) and run along an active payline to the last reel on the right. Only the highest winning combination is paid per line. Three or more FREE SPINS symbols trigger 10 Free Spins.

Free spins

Landing three or more FREE SPINS symbols will trigger 10 Free Spins. If Free Spins are re-triggered, the player unlocks 10 extra Free Spins, which are added to the current number of Free Spins. During Free Spins an alternate set of reels is used. Free Spins are played using the same trigger bet and paylines that were active during the normal gameplay mode in which Free Spins were triggered.

Scatter symbol

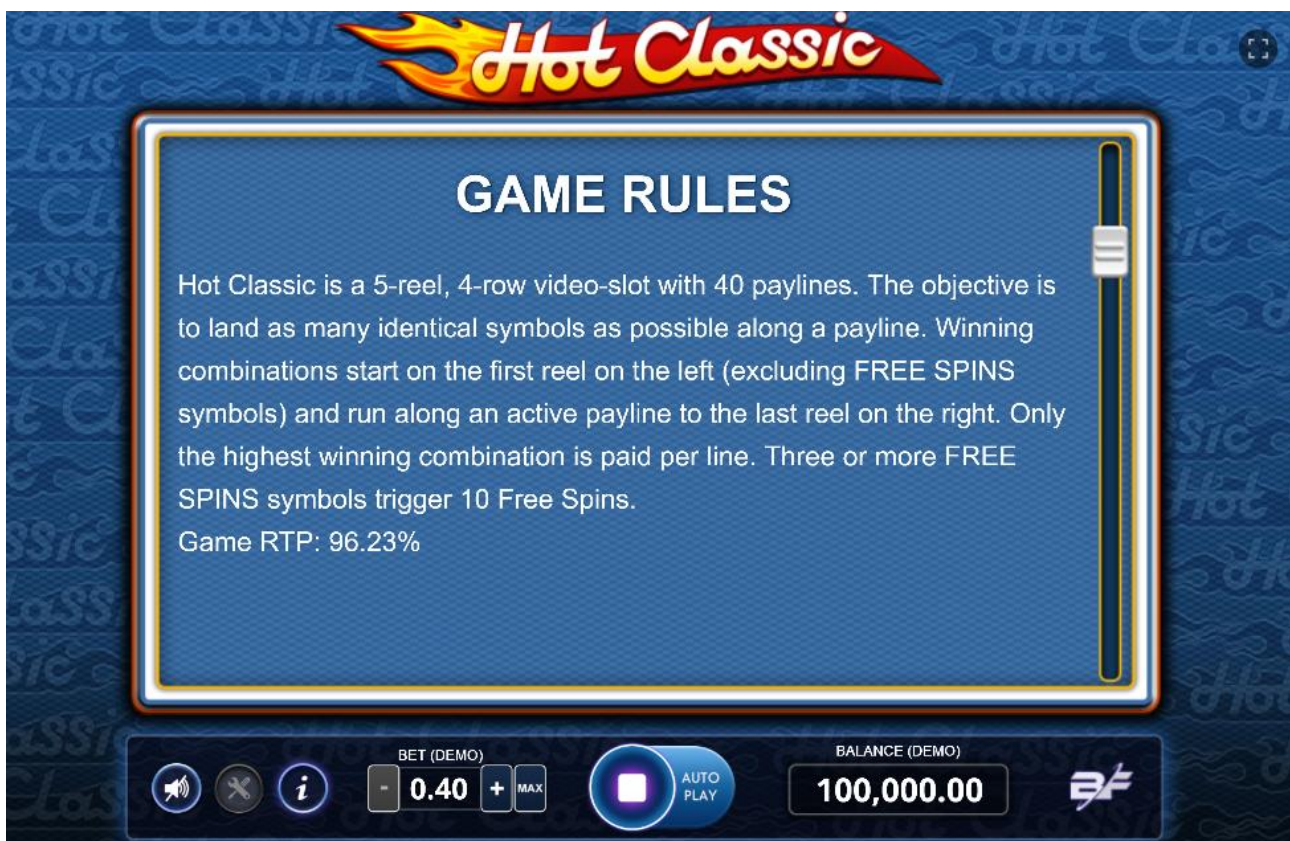
Landing two or more FREE SPINS symbols form a winning combination. Landing three or more FREE SPINS symbols will trigger 10 Free Spins. FREE SPINS symbols can appear on all reels. Only one FREE SPINS can appear on each reel. WILD and FREE SPINS symbols cannot appear simultaneously on the same reel.

Wild symbol

The WILD in the game is the WILD symbol. The WILD substitutes for all other symbols on the reels except for the FREE SPINS symbol. WILDs can only appear on the last four reels and only one WILD symbol can land on each reel. WILD and FREE SPINS symbols cannot appear simultaneously on the same reel.

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

Vintage Win	
Declared by manufacturer	Verified by test laboratory
96,23%	96,36%

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): engin3; 1.0

Software components:

Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, libvintagewin.so, 1.2	Game library	HDD / SSD	\	184,48 KB	09375574027 02197713a12 6024f8fdb8e 65620ff	23ee7a64 5a43744d 305bcb67 58297479
Bee-Fee, index.html	Common game main page	HDD / SSD	\	2,64 KB	da20362986f e5907f73404 3b9e3d921c0 07071b1	6d5c6a09 f84e3634 e0c076b2 52306690
Bee-Fee, autoplay_console.css	Common game graphics file	HDD / SSD	media\comm on\autoplay\	1,81 KB	d65f32fa195 3d3c9aa669b 48832610adc 83aae49	38b1a205 42e167c2 1322b8ad 2de39c89
Bee-Fee, autoplay_console.html	Common game page	HDD / SSD	media\comm on\autoplay\	1,25 KB	88cba579f95 ed5e094596f da05cf86a22 23ae2cf	94ede233 6497ce1a 462cb940 73e15b8b
Bee-Fee, autoplay_spin_counter.css	Common game graphics file	HDD / SSD	media\comm on\autoplay\	340 bytes	03e4e5c1ec0 398c36896f0 c6431225d46 659c167	3501f838 4d211526 929c7dae 296bbd0b
Bee-Fee, autoplay_spin_counter.html	Common game page	HDD / SSD	media\comm on\autoplay\	302 bytes	b6d7da6845f 58cc753aa4f ffc43392648 28e70b3	b572d346 ae2e6596 36d9530e da926a51
Bee-Fee, fullscreenclock.css	Common game graphics file	HDD / SSD	media\comm on\fullscren clock\	297 bytes	48fb5cbc906 6afbde16a69 76b8e684a5a 201d741	c2352edd 82e20717 828b6843 99c5efc7
Bee-Fee, fullscreenclock.html	Common game page	HDD / SSD	media\comm on\fullscren clock\	33 bytes	9de289b8241 faced86c991 25da109e773 8a8a81d	8da963c8 0ab29e2c 3a96c137 69821bd1
Bee-Fee, common_en.json	Common graphics configuration file	HDD / SSD	media\comm on\localizatio n\	1,85 KB	6b3fee13ae7 23e72f62be4 29e24136cfa b8f5812	730a7f7f a6864998 ebbc50e2 369d5047
Bee-Fee, notifications.css	Common game graphics file	HDD / SSD	media\comm on\notificatio ns\	371 bytes	a9e3673f9c6 be5d45a2fa9 6c5fec4ef48 0aaa026	cdd9f70b 686289db ca77f67e 4b685618
Bee-Fee, notifications.html	Common game page	HDD / SSD	media\comm on\notificatio ns\	104 bytes	333752f48ed 9b61c43f616 ec94f06239c d23c76c	df0b4e20 ccee9177 b36f076c c434f5b3
Bee-Fee, realitycheck.css	Common game graphics file	HDD / SSD	media\comm on\realityche ck\	0,92 KB	eeb91bef618 501163d460b 42dde7ec5bf e898606	06770f68 e1db9e43 9993bec9 e7126cf0



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, realitycheck.html	Common game page	HDD / SSD	media\comm on\realityche ck\	1,23 KB	9c68f9712471913eb962172c94de07e793fd873d	a998fce00935ad0fe50ce0c8bca33b1c
Bee-Fee, en.json	Localization file	HDD / SSD	media\games\hot_classic\ocalization\	1,5 KB	4ffc6cfff671fba44b6897a938899b8e0a085628c	df954f794fb04b5fc6757249dd9c85a0
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas0-jpg.jpg	Game graphics file	HDD / SSD	media\	342,64 KB	0d3c92660dfa9088eded5fa2e10168cbfcb8d5b5	7cee8d85c3d4e0e010d897453dfdf9d1
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas0-jpg.json	Graphics configuration file	HDD / SSD	media\	0,91 KB	cc2db1e962576f8637e3a526b9e508c558a43d3b	d88de771eee3b5c963d6b3bce9016c83
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas0-png.png	Graphics configuration file	HDD / SSD	media\	16,25 KB	b10c8f23dc4f7f7a7c14af22b795d8fe39a482c0	3604b8ac9628dfce13761834cd1b602d
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas0-png.png	Game graphics file	HDD / SSD	media\	1,45 MB	a55035f740261aa60f2d2900000cee6a850bf87e	13d63f5c4587f6d6a880d9dc490f77c1
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas1-png.png	Graphics configuration file	HDD / SSD	media\	32,97 KB	5fcf409a2102fec270d9bf128721f13feb2e3af0	6a38440c3ee551fba2939517c15e9e91
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas1-png.png	Game graphics file	HDD / SSD	media\	2,37 MB	bab388bc515001df568b2d3a1165a28779ebac5d	4da0946f120802103009e162bca4a018
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas2-png.png	Graphics configuration file	HDD / SSD	media\	35,44 KB	a789325143f85d7109b5a36c1f132bd7130e9853	dccd0fc6d837063ec108c33c789ec340
Bee-Fee, media_games_hot_classic_hc_mobile_assets_default_atlas2-png.png	Game graphics file	HDD / SSD	media\	1,21 MB	c2b40af93681862d773ff7990059144f43da1722	be69bfcd351afd1597a0de56707b08d4
Bee-Fee, media_games_hot_classic_hc_mobile_en_assets_default_atlas0-png.png	Graphics configuration file	HDD / SSD	media\	1,73 KB	a9ad7a841bb9da48f8c7220d20accdd5efccd507d	87573efe0a9f1d4cd12df3323a535a9f
Bee-Fee, media_games_hot_classic_hc_mobile_en_assets_default_atlas0-png.png	Game graphics file	HDD / SSD	media\	539,82 KB	289b5d3722c568e9695a5dbbf0376fa48092109	f5ab35cfb3dccc9a6a51527e16c581c9
Bee-Fee, media_games_hot_classic_hc_wb_assets_default_atlas0-jpg.jpg	Game graphics file	HDD / SSD	media\	302,7 KB	9d1b496af8c3210ab84a44ec5170a174be29c8b4	03a23e68210376f27c5ccbd6d5a74930



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, media_games_hot_classic_hc_we b_assets_default_atlas0-jpg.json	Graphics configuration file	HDD / SSD	media\	656 bytes	97f00a5597c 48a3e26891c cbaf549b617 8369f49	a353c1a2 41179fc5 9563c4a1 b78ec794
Bee-Fee, media_games_hot_classic_hc_we b_assets_default_atlas0-png.json	Graphics configuration file	HDD / SSD	media\	40,09 KB	f150518b4ff 52f0c1fa4ff 69a3804d2ab b96a7fd	3e91692b 350deae 156dca74 e863e39b
Bee-Fee, media_games_hot_classic_hc_we b_assets_default_atlas0-png.png	Game graphics file	HDD / SSD	media\	6,23 MB	88b69747be1 0c027627d2b 56a0f3a52d7 bf04d95	d045ccae 1d80b931 e3c4d82d 0be5fdd7
Bee-Fee, media_games_hot_classic_hc_we b_assets_default_atlas1-png.json	Graphics configuration file	HDD / SSD	media\	40,71 KB	4e876b1489e dfecbf0dcbc 033111d54af 57c9887	b55a9d7f 5f8fa4fc 35f52bdd 7643adcf
Bee-Fee, media_games_hot_classic_hc_we b_assets_default_atlas1-png.png	Game graphics file	HDD / SSD	media\	1,84 MB	b2ca1724647 81221832c8f 366055e0102 adc8a4f	13b5d391 c099fec1 9ebb2d51 1c791f4e
Bee-Fee, media_games_hot_classic_hc_we b_en_assets_default_atlas0- png.json	Graphics configuration file	HDD / SSD	media\	1,73 KB	eaf63ffe6ae 6ca61af21fe 115612de3dc 9225701	74c550a2 1795c8da 091a40b4 51d0bf67
Bee-Fee, media_games_hot_classic_hc_we b_en_assets_default_atlas0- png.png	Game graphics file	HDD / SSD	media\	0,82 MB	205ebd61ad7 be675790360 c44f0f51f70 5bb86fe	8c342ecf 3f1af4f4 409f0588 24157568
Bee-Fee, media_games_hot_classic_hc_m obile.js	Client-side logic	HDD / SSD	\	306,37 KB	5fcdcd347f de89f77eee5 b3ce2db600a 34a415d	33fdb49c d7a5bebd 0f358764 1f303a43
Bee-Fee, media_games_hot_classic_hc_m obile_assets.json	Graphics configuration file	HDD / SSD	\	9,07 KB	ae246e6b366 3a6755c878e 5327ee2df4c c639ff2	27eb811f 619ea60e 45989219 1aa0b1e2
Bee-Fee, media_games_hot_classic_hc_m obile_en_assets.json	Graphics configuration file	HDD / SSD	\	181 bytes	c4c421dfe8f a40ad7fc95e da52b10fbd0 dbf5680	e43673dd c817ec85 9567f655 a38613fd
Bee-Fee, media_games_hot_classic_hc_we b.js	Client-side logic	HDD / SSD	\	268,94 KB	cad66c76abf 805451d9af9 2beb2b1fe34 c10a795	6efae3ff 85ccc124 c51d28d6 a1b34595
Bee-Fee, media_games_hot_classic_hc_we b_assets.json	Graphics configuration file	HDD / SSD	\	9,18 KB	f7e65d7ca35 39be4678401 29632812c1b 575d29d	b69b1ebb 672b141a b95ac7fb 38c89c17
Bee-Fee, media_games_hot_classic_hc_we b_en_assets.json	Graphics configuration file	HDD / SSD	\	175 bytes	26ff967b58d 4202f9644f6 4df5d975548 c37b4af	debf1b98 1696e797 78414b95 dc1a80f7



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.