

Test Report

Test report No.:

T-J0005-I0177

Date of issue:

2020-06-22

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 Sunrise

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):

13

Verdict (subject to conditions in Chapter 1):

Pass

Test report type:

Game

Subject file No.:

20000200002

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 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):	Settable; tested in currency: 0,01
Maximum bet (credits):	Settable; tested in currency: 300,00

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

Date of signed application received: 2019-09-06

The location of performance of the laboratory activities (if outside of SIQ premises): N.A.

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)**
- Gambling Commission Letter, 2020-01-17, 'Feature Buy In' games: **Game complies (no feature buy-in)**

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.

9 Terms and conditions

SIQ has conducted a level of testing of the gaming product which has historically been adequate for a submission of this type. However, inherent in testing in a laboratory environment are the unavoidable limitations of it not being possible to verify the effects of all possible configurations and environments that occur in actual gaming venues. If any parties dispute our findings, or may present evidence or information contrary to our findings, SIQ would welcome the addition of this information for our consideration. In such an instance, SIQ reserves the right to amend or revise this document.

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The applicant and manufacturer named herein are solely responsible for possession of the appropriate license to sell, lease, service or provide gaming supplies or gaming related services in the jurisdiction for which this product was tested. It is the responsibility of the applicant, manufacturer and operator to ensure that the gaming product detailed herein is maintained and operated correctly, without defects and safely within the venue environment. Product shall be used in line with accompanying manuals and documentation. Conformity to specified criteria does not warrant product performance nor complete bug free operation.

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1 Description of the game

Hot Sunrise is a 3-reel, 3-row video slot with 5 winning lines. Your aim is to land three identical symbols along these lines. Only the highest winning combination of one symbol is paid out.

WILD SYMBOL

The WILD symbol substitutes for all other symbols on the reels. It is possible to generate winnings by a combination of WILD symbols only.

WHEEL BONUS

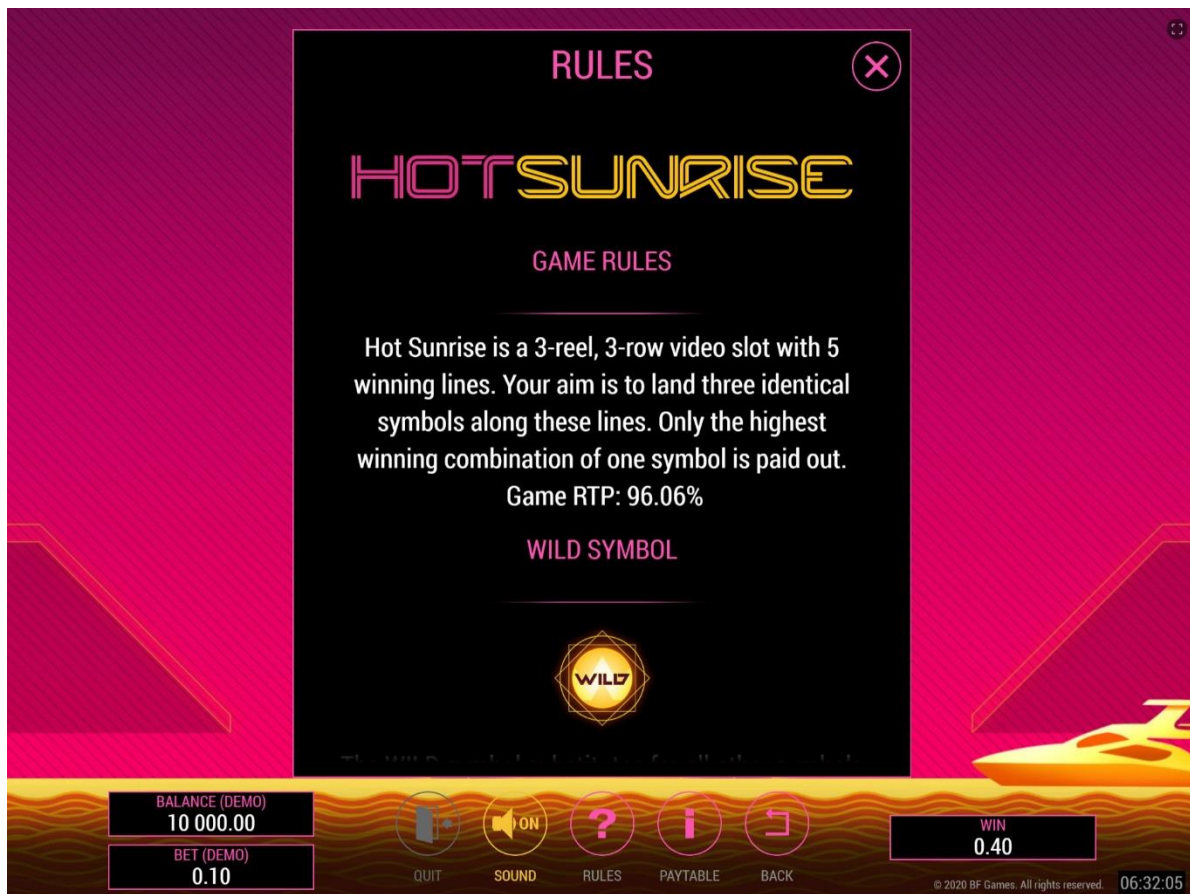
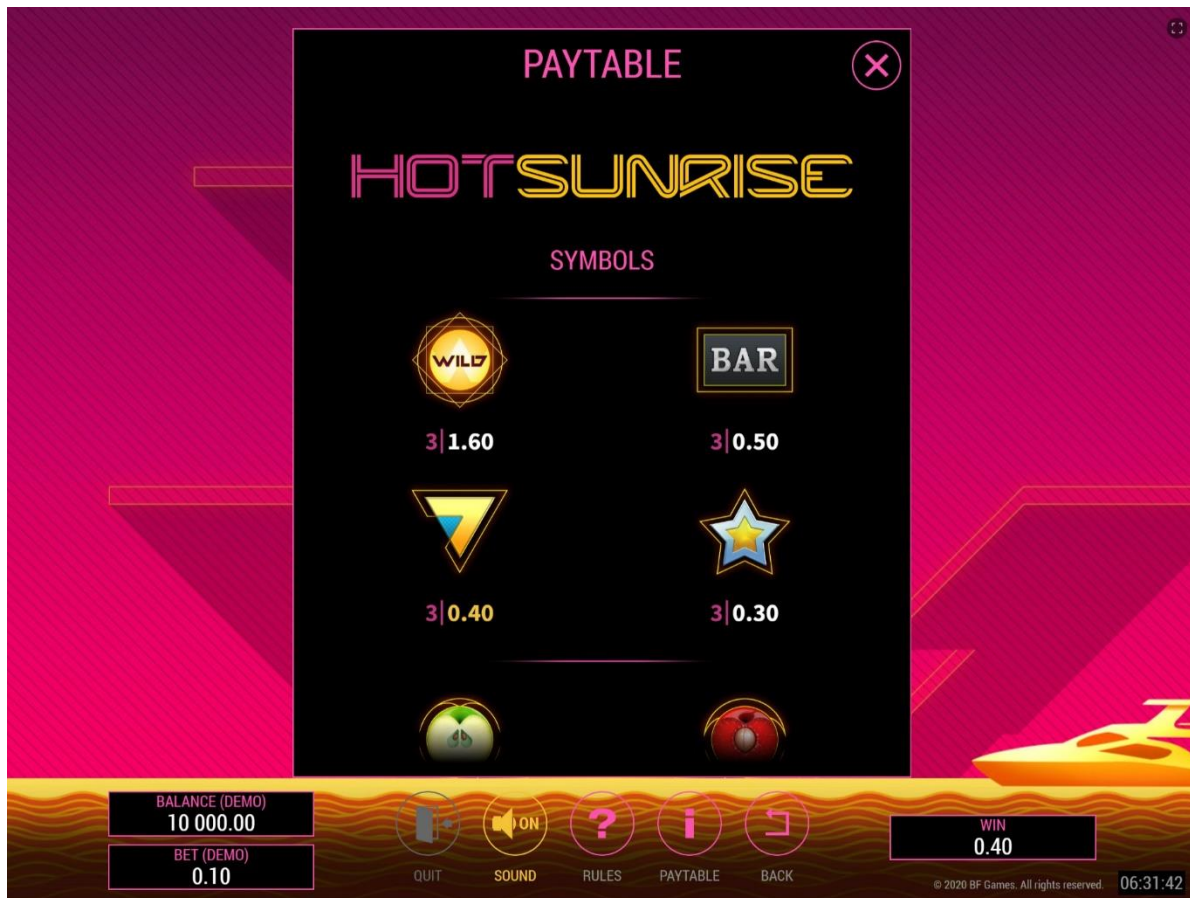
Landing nine equal symbols (including WILD) on the reels will result in a FULL HOUSE and awards with WHEEL BONUS. This feature awards a player with multiplier of a win value from the FULL HOUSE. It is played in two stages. At every stage a WHEEL BONUS is divided into ten parts/fields. In the first stage there are eight multipliers and two chances to go to the next stage. In the second stage all fields are multipliers.

RESPINS

When STACKED symbols of a kind land on two reels then a RESPIN is offered. The stacked reels are sticky and only one reel which has left spins during RESPIN.

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

Hot Sunrise	
Declared by manufacturer	Verified by test laboratory
96,06%	96,06%

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, 1.7 and 1.5

Software components:

Manufacturer, product ID	Desc., function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, libhotsunrise.so, 1.7	Game library	HDD / SSD	\	235,26 KB	ac48609c7ef398e7f2237cd82b9ee24b625a4bd0	d7ffe3a3811b2947ad39a09a76cf6b34
Bee-Fee, hs_bg_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	14,03 KB	b415eaafeb614861bcb33f06fa1d5372bb7e3cf2	51bfb6dc7f85831c0a20ae22a1ebf8b5
Bee-Fee, hs_boat_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	5,17 KB	53cad44a24c78ae7f2314a69a3bd44bd7c862ee8	6571c202f22a8f76976f48b362b887ae
Bee-Fee, hs_cloud_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	24,71 KB	37627394ef8318992d474d0c28d1bf0bbb7bbfcd	c5d412e1492c8b035a7307f5df4f42d7
Bee-Fee, hs_intro_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	13,9 KB	5a7518d08b009d0eb08122bd216c814900fadf16	75ab06282cfb4e6af12a89810fd7ad16
Bee-Fee, hs_overlay_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	21,82 KB	29ac666db0e47f40d46f64fe56fdc63ab3f09045	d04213de63f2b6217d473b4e0041a0b7
Bee-Fee, hs_raysup_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	4,76 KB	4fb88a37b2ca63111688654ec23a3f22d3aded17	3aef1ef209ce6b007a97d2893c6b7805
Bee-Fee, hs_sun_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	91,47 KB	7d7dcc4f4900cb18cb056b335e4ae8ad8c7ac306	081a9b7e4842be5c55a14c13072af248
Bee-Fee, hs_waves_fx_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\background\spine\	5,07 KB	283e267098e1422f5595e690585207968e89619a	69c3b1696fbe56efa05b97f4f7a6ead9
Bee-Fee, hs_bigwin_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\bigwin\spine\	565,53 KB	8a8bc3e88c68f927d0a024d5412bcdf55eb535e6	d1bb62f456b000da6d5f6049be245042
Bee-Fee, hs_bw_partic_big_emitter.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\bigwin\spine\	697 bytes	48edc4cce7fcd3d67ceb07e92290b32ecd4307ca	8cb01d5092d7a628cb02a22bee597b54
Bee-Fee, hs_bw_partic_small_emitter.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\bigwin\spine\	697 bytes	63af34cc464061abe07d12225f3094db390d3e8b	fd18a540d4359881d8eb6c573b2bd8d2



Manufacturer, product ID	Desc., function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, en.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\local ization\	1,16 KB	3eb2d91d8480e1 c22736e12c8b82 c7de3abccdd2d	204062627fd2 28bd6e7faa85 f2c51669
Bee-Fee, hs_reel_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	3,26 KB	637b17367051b6 2811aa8045646d f29463721611	d09b0ff47faa 5ae13d2d20bd 33e264f1
Bee-Fee, hs_sb_apple_skeleton.js on, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	15,81 KB	3455ce14b40cb1 5fa51330e4fca9 31d843fccc4a	84bbd6540187 a57979b1496a 3171429f
Bee-Fee, hs_sb_bar_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	16,34 KB	2efc095eae0341 01c05fa4964087 401b77643d76	afe19e48f3cc 40848be61f20 489d817f
Bee-Fee, hs_sb_cherry_skeleton.js on, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	15,87 KB	fe0d06c51d6901 8deab26eac474f 8376b37119a9	00a2dce89e64 2083e78674c5 90be0e37
Bee-Fee, hs_sb_glow_skeleton.json , 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	10,58 KB	0395ed105cf28e e33b4c40796d93 7d17a0eb8c9a	06ec9ba160d1 dd640c255670 5c475de0
Bee-Fee, hs_sb_lemon_skeleton.js on, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	15,76 KB	76ec92ab51043f c72aabe49ce5b2 a7b53881e695	fd4ff0436905 4e67fb90e01f f0426206
Bee-Fee, hs_sb_plum_skeleton.js on, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	15,95 KB	1f28cf3df47213 21af5b59f59ae8 da39030ad8fc	ef44df3eadfa 8d2c440bb7f4 f6fef16b
Bee-Fee, hs_sb_seven_skeleton.js on, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	16,2 KB	d606d710a8c640 d8ba8155974afe d4cdca45a030	a2c3dfda2ea0 89db1e52904e 3efd1582
Bee-Fee, hs_sb_star_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	19,44 KB	5e018ecee26f03 c5095102b997b6 99437bcc319a	10fe9fd8e1e7 0c8f808f7af6 68bf83f6
Bee-Fee, hs_sb_watermelon_skelet on.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	15,58 KB	3a121c17b3196a 64912b4fffb61c6 9919a11da54d	ea1798faef4f 03666ff86285 3dbed09e
Bee-Fee, hs_sb_wild_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\reel s\spine\	20,87 KB	d3140e699672d6 4165dbb36a4e15 f516c52ca811	604d29633742 f6783f75263d 50272fd8
Bee-Fee, hs_respin_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\resp in\spine\	9,01 KB	7abfe0d7b91253 4f949a991a716a 1c61a41349be	b58b2cded720 541033e1601a 4314d26e
Bee-Fee, hs_spin_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_s unrise\mockup\whe el_of_fortune\spine\	8,97 KB	fc34c8c4692943 6d7de007927cd9 2b2fa4f108b5	58e01b20afb3 522de82f760e d506080c



Manufacturer, product ID	Desc., function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, hs_wof_banner_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\wheel_of_fortune\spine\	16,8 KB	7de6495251de2d9615fc3f5df7ffa362255dbf5d	91ab431b7686d68beec2fc7e8ae2275
Bee-Fee, hs_wof_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\wheel_of_fortune\spine\	550,03 KB	9f7e4ba315f06b4517a28e44a99c51339e027d48	034957d2bc1aca78b5713a85df7c5da8
Bee-Fee, hs_counter_skeleton.json, 1.5	Game graphics file	HDD / SSD	media\games\hot_sunrise\mockup\win_counter\spine\	3,22 KB	1c80008437a34d6ce8e4ec1a62a7db1ee1da1eb2	86b77e2c4552dc730bf15a7f771ef016
Bee-Fee, media_games_hot_sunrise_hs_mobile.js, 1.5	Game graphics file	HDD / SSD	\	185,9 KB	fcfb3eed9d4c594e699d70e0e297a46114e30e12	6f663c1cd48cfcab4ff9d213b7eee5a2
Bee-Fee, media_games_hot_sunrise_hs_mobile_assets.json, 1.5	Game graphics file	HDD / SSD	\	29,8 KB	633e4446fe5342fbbfd8f9faf334ca87014f9b98	1cd68026ee300ad4f7d0231e63c09ecc
Bee-Fee, media_games_hot_sunrise_hs_web.js, 1.5	Game graphics file	HDD / SSD	\	184,15 KB	0b73b1c94afe02d7bfedb93cfaba6e7d924c9317	b2b01b5fe4d0655f51fa8e1f028a6a0c
Bee-Fee, media_games_hot_sunrise_hs_web_assets.json, 1.5	Game graphics file	HDD / SSD	\	27,73 KB	f07a601ce61753169c8ef5871fc2e48131ab97a2	99e5ff5dddcf8f0dc3b85f3c8dd8fc37
Bee-Fee, media_games_hot_sunrise_loader_loader_mobile.js, 1.5	Game graphics file	HDD / SSD	\	16,28 KB	465abba361dbbcb9e6781e7b98b4c2b1a0cd1726	cbdc3b01cb37f5cb978355560d7e03
Bee-Fee, media_games_hot_sunrise_loader_loader_mobile_assets.json, 1.5	Game graphics file	HDD / SSD	\	2 KB	e743e2ad27c6c488d2d7ca8be533f52ef35d3984	e713a9db44f7d7328c60e1c290c63809
Bee-Fee, media_games_hot_sunrise_loader_loader_web.js, 1.5	Game graphics file	HDD / SSD	\	14,82 KB	cf4e9b29b1665accd80347ec0f5fd4eb7325267	12389f3476c5bf1edabf5d272c72ae89
Bee-Fee, media_games_hot_sunrise_loader_loader_web_assets.json, 1.5	Game graphics file	HDD / SSD	\	1,54 KB	7b6bb943335ad74d4c26c51d9094bf119928e8ab	384e90936e91a2425f767a610c6db746



2 Test summary

Software analysis for the game was performed:

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