

# Test Report

Test report No.:  
T-J0005-I0113

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>
Joker Spin
<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>
14	Pass
<b>Test report type:</b>	<b>Subject file No.:</b>
Game	17000460016
<b>Test group(s):</b>	
Payback, Software	
<b>Remarks:</b>	
N.A.	

Project responsible person [signature]:

Reviewed by [signature]:

Gregor Zakrajšek

Franci Piki



## 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:

"jks\_rules\_about": "Joker Spin is a 5-reel, 3-row video-slot with 20 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 SCATTER symbols) and run along an active payline to the last reel on the right. Only the highest winning combination is paid per line. Line wins shown on the PAYTABLE are multiplied by the bet value of the winning line.",

"jks\_rules\_wild\_symbol": "WILD symbols appear on middle three reels only. WILDs substitute for all other symbols except for the SCATTER symbol. Only one WILD symbol can land on each reel. WILD and SCATTER symbols cannot appear simultaneously on the same reel.",

"jks\_rules\_scatter\_symbol": "SCATTER symbols appear on middle three reels only. Landing two or three SCATTER symbols on the screen pays out 2 or 20 times your total bet. Landing three or more SCATTER symbols will trigger 15 Free Spins at x2 multiplier. Only one SCATTER can appear on each reel. WILD and SCATTER symbols cannot appear simultaneously on the same reel.",

"jks\_rules\_free\_spins": "Landing three or more SCATTER symbols will trigger 15 Free Spins at x2 multiplier. No Extra Free Game feature in Free Spins mode. Free Spins can be retriggered. If Free Spins are re-triggered, the player unlocks 15 extra Free Spins with x2 multiplier, which are added to the current number of Free Spins. 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. During Free Spins an alternate set of reels is used.",

"jks\_rules\_sticker\_wild": "Landing 1 or more WILD symbols on the reels during regular play with bet (i.e. not in Free Spins) will trigger one Extra Free Game. All WILD symbols from previous regular play will stay in the same positions on the reels. After Extra Free Game ends, regular play resumes with bet or Free Spin. Only in Extra Free Game, WILD and SCATTER symbols can appear simultaneously on the same reel. Only in Extra Free Game, 2 WILD symbols can appear simultaneously on the same 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):	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.





# 1 Description of the game

## Game parameters

The game type: Video Reels, with sticker Wild symbols

The number of reels: 5

The number of lines: 20 fixed

The forming of line wins: left to right only, beginning from leftmost reel.

## Wild Symbol

Wild symbols appear on middle three reels only.

Substitutes for all symbols on its own position only, except for Scatter symbol.

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

Every time when 1 or more Wild symbols appear on the screen in regular game with bet (not in Free Spins) then the player will have one

Extra Free Game. All Wild symbols from previous regular game will stay on the same positions. Sticker Wild.

After Extra Free Game the next game can be regular game with bet or Free Spin.

3 Scatter symbols on the screen in Extra Free Game trigger 15 Free Spins at x2 multiplier.

## Scatter Symbol:

Scatter symbols appear on middle three reels only.

2 or 3 Scatter symbols on the screen pays 2 or 20 times Total Bet

3 Scatter symbols on the screen trigger 15 Free Spins at x2 multiplier.

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

Only in Extra Free Game mode Wild symbol and Scatter symbol can be seen together on one and the same reel.

Only in Extra Free Game mode 2 Wild symbols can be seen together on one and the same reel.

## Symbols

- PLUM
- ORANGE
- KIWI
- LEMON
- GRAPES
- MELON
- CHERRY
- BELL
- SEVEN
- DIAMOND
- JOKER

## Free Spin Feature

3 Scatter symbols on the screen trigger 15 Free Spins at x2 multiplier.

No Extra Free Game feature in Free Spin mode.

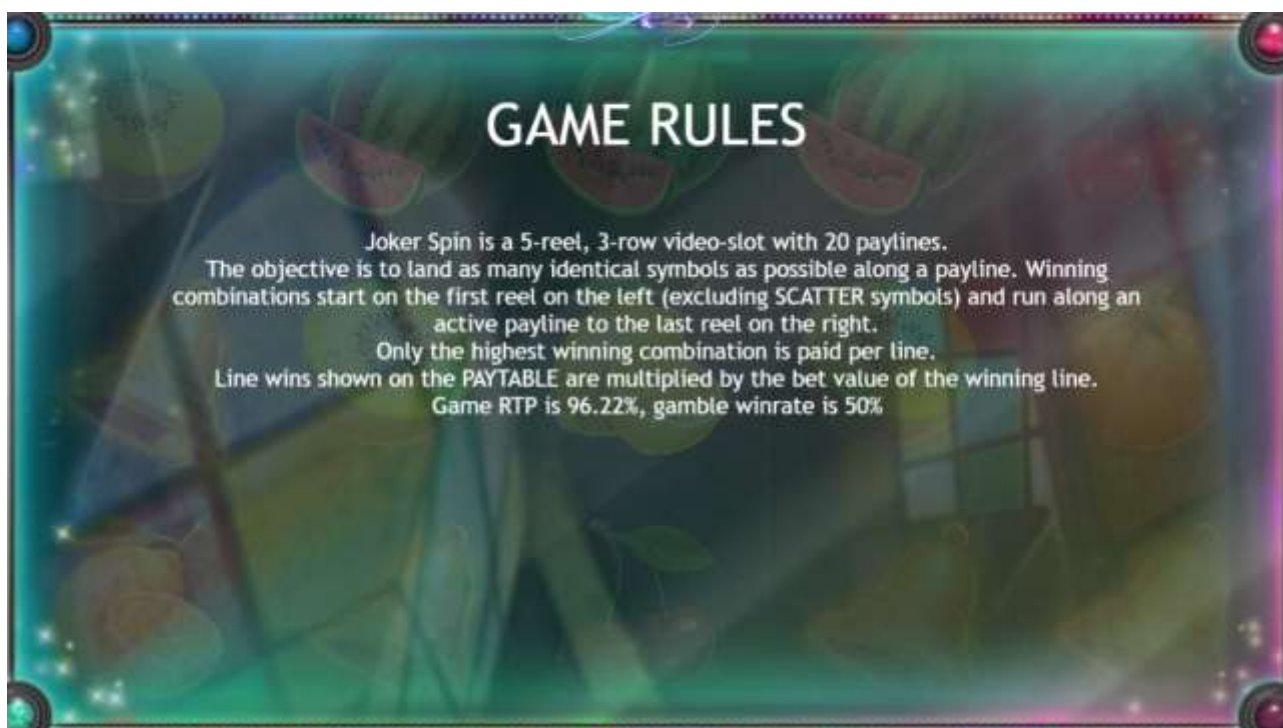
Free spins can be retriggered.

In case of retriggering of the free spins, the player wins 15 new free spins, which are added to the current number of free spins. The free spins multiplier remains the same – by 2!

Free spins are played at triggered bet and lines.

During the free spins the different set of reels is used.

## 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

Joker Spin	
Declared by manufacturer	Verified by test laboratory
96,22%	96,29%

### 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, libjokerspin.so	Game library	HDD / SSD	lib\plugins\	159,68 KB	bf3d256d29bbd5257baec227314abaeda9430c98	ee264cdcb601de72140941c066188ca4
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\jks\	20,09 KB	e620601424eeb91c9ea4293b6c26178229b1d7f7	7ca4e17f0c2af89d679b0ae7db6dafc5
Bee-Fee, jks_5_4.jpg	Game graphics file	HDD / SSD	games\jks\images\5_4\	1,01 MB	41a2711d3af8ff569c8ebd8bea69ff9e8eb6c03f	6fdcd19aed6370389937371067876ca6
Bee-Fee, jks_5_4.json	Graphics configuration file	HDD / SSD	games\jks\images\5_4\	1,74 KB	5c6979b85b8c361f9270ed1f1204b331059e93cf	b52c085ea5a72cabe8040043b1738ab0
Bee-Fee, jks_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\jks\images\5_4\	376,63 KB	4d4c5032483aeff9aa87a50fe60a878a7c652fdf	b3245faf355ab1bf5a697963d358f1d9
Bee-Fee, icons_jks.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	0,85 KB	cdc46bbdb556aead7f3d2b9d868030b2e0757bf2	dc3c644d738776e3bd8d0389c05561ae
Bee-Fee, icons_jks.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	31,75 KB	4802db6efda4b9e4be87fd094cceaf098baa3dcc	3d6812a664d349b79d0b48805ecf06aa
Bee-Fee, icons_jks.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	10,79 KB	c7e2435fb9b2bfc7b439df3a11320fd8fcae5229	f57d98f11bdd8ef3066da637a6a4fb8f
Bee-Fee, jks_animations_respin_0.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,51 KB	2edc1662222d537010731c7e6347134117d498c5	9c914cda6743df2e1522231f2b95b390
Bee-Fee, jks_animations_respin_0.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	227,16 KB	ad5d274e257e1e6fda36751641512cbe669b59bd	cbf9625d2ebf78f93de6d838b8b30fe3
Bee-Fee, jks_animations_respin_0.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	141,21 KB	8fa86147d1488ba42ed5801d551a31a57b40cc49	8d19bf35fc2b39f9fff74d0963dbc7fb
Bee-Fee, jks_animations_symbols_0.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	20,81 KB	22a70e824c1db6a3bc14e5eb1438c43f74b904ce	e716d1883576294b102ca032fdcd242



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, jks_animations_symbols_0.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	375,94 KB	17073acf73fe001a00cca0e740c086759fffd9b	c4470cb48c24f8ef75baca9648c442f4
Bee-Fee, jks_animations_symbols_0.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	310,32 KB	4d64720ae9a3b6e6ce84587275b0bb627e59d99c	e46d8a39327fc382c0a6afae339269a
Bee-Fee, jks_common.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	7,29 KB	0b9d81a1ee2b309c5ca8d93630e1be73b00514f6	78dc99193e4122c3013abf4fe7823099
Bee-Fee, jks_common.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	516,84 KB	7e42e37e63bc1ea3be1021396e7fc3e9f8aa3803	82d71145370a04c7a261feffb730400e
Bee-Fee, jks_common.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	221,75 KB	2c568d1aa5db77cdc9856d8434ff8997ac7023d0	d00c80db5cb498860feb5c7fc1d57482
Bee-Fee, jks_en.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	2,46 KB	78c2eed271792166904a8f03bcb7c5a2c7c460d0	8248ee6c2f313b07655a64be148bb6e6
Bee-Fee, jks_en.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	210,48 KB	3101a771d198f2905f62d8f9e4ba2ed87c904c7b	9d92b5de52475d6e13c18882dcbe37e4
Bee-Fee, jks_en.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	146,7 KB	5e92e70a645c6f35ebb37cf30d875dbf15b1d65d	4d17fd6e78885f6432bb3f6c3e89ca13
Bee-Fee, jks_font.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	21,5 KB	426e60409ee54d943358359e5e6f1e2378bc4dfb	d0ba3c817320b8a2c5bd671f6bd2eb3f
Bee-Fee, jks_font.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	118,76 KB	cc8242744123f51cedb6f389f095c7bd52bb25c1	af8baf2b234912ee66122fca4dbe0824b
Bee-Fee, jks_font.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	91,35 KB	e6b0e58b9d99daf91ffaea08d7e01aeebae22d8e	e9326d9f9d6bcd7cd3ebbbcd8731525
Bee-Fee, jks_icon_lobby_animations_0.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	6,37 KB	eef8dd2628a383a910dc88e11e75949165a24234	7fee4da10daaf80a496920f6d2981eec
Bee-Fee, jks_icon_lobby_animations_0.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	68,63 KB	b91f55b3e39ee92a8f1be636e0e75f5bf409003e	851ae41231b02fda9bdfaadbb8115ae05



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, jks_icon_lobby_animations_0.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	52,64 KB	d3668db75fc0d42fda97ef9844b08af0d012ec39	13561e0c4ca76b7ffda7a481b96cf2c5
Bee-Fee, jks_skeleton_banner.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	21,08 KB	9f8ce0f357a7e9793e61e1e26f857c3767ac7abe	8ff55c55add65e6cac60d57ac6cfb2bf
Bee-Fee, jks_skeleton_bell.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,03 KB	79a97cf6b9333ab9cdd99a06b6e48659ee121191	e2678f04083be7936b48bb99d3ba08a1
Bee-Fee, jks_skeleton_cherry.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4 KB	6e6e249c60c48c91960cf0cf32ea19c53f5a926d	0f63597b1cea12b67c1f9dc751d9084
Bee-Fee, jks_skeleton_diamond.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	8,18 KB	92461dd5f25f3f49a6887918d00be77475499739	cc670bc7e45aeac449273c870e76db9e
Bee-Fee, jks_skeleton_grapes.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,36 KB	5c1ce9d4c3de1c54374feb478257f2c2dc5cb480	cbfcb016a1e57cdfb6712e3d8013216a
Bee-Fee, jks_skeleton_ice.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	15,41 KB	a4b7813a63d052ab520295019304dde257ce6c2f	5a20b63170c32dd678f70262240e75b8
Bee-Fee, jks_skeleton_joker.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	73,88 KB	65557035ebe6bcecf943e03d50edc8cc2f6b34f7	ff4fc389a237fa64fc002bd2b29a38e6
Bee-Fee, jks_skeleton_kiwi.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,29 KB	7f357dd00377c54b76502bcc839f646afc2293db	5d9558007d55ef82a641d0f546d2968a
Bee-Fee, jks_skeleton_lemon.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,27 KB	10b39125208e84f5418ea0c3a26d2b3884cb748f	e7b7df4164e080ec429e8c72cc3f0976
Bee-Fee, jks_skeleton_orange.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,32 KB	339a3badba91bbd78ec6008eb6f1eb814604a4a9	9146ae3d9f69ec15f7a516ca46fa1ab4
Bee-Fee, jks_skeleton_plum.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,24 KB	974ec8bfb62174953a8158a11899d904b75bf555	a025376d7ad3a5ee6e42d06448457afd
Bee-Fee, jks_skeleton_seven.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	11,23 KB	3b6805b352696d02068e552b47287d11d36de3f1	4133ee33fa3cf66ba9285fc3efbbda43
Bee-Fee, jks_skeleton_watmellow.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,59 KB	af7c82b61907f48676618664a9ccc2e9f5a1b51e	5c95d8daf660ff5f4efd5b49c37c1bca



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, jks_symbols.json	Graphics configuration file	HDD / SSD	games\jks\images\common\	4,86 KB	79f7cdfb077949909f4218b208a63688172f5a	6874ec3a3dfa96533996b00d46fb0e9b
Bee-Fee, jks_symbols.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	97,36 KB	287fce6a7a512966d8d2569464c4c0e9ad58717b	c5e9603eb76402f8efae533c87da0d00
Bee-Fee, jks_symbols.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\common\	59,99 KB	9c017761edf7c67d6df03bfd20b8f6621ba4b731	cc1f80c3a33af79ab7cee55ead17a44f
Bee-Fee, jks_16_10.jpg	Game graphics file	HDD / SSD	games\jks\images\machine\	0,85 MB	52591b4fadec54b13b1bd21868602adc4141a053	15bb1baffcdfc4757918cb22f0c34cf3
Bee-Fee, jks_16_10.json	Graphics configuration file	HDD / SSD	games\jks\images\machine\	1,72 KB	b121bec0c148ea516dd86db07a9ce283fa6cdc0d	fc24bf0aaccb52ea2e47afdd9deb9cf3
Bee-Fee, jks_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\jks\images\machine\	305,26 KB	9a2bc405abf055c1a22cad0950ac576abdde2d1f	3fbf684bb50688411c3629b0d96c1dd0
Bee-Fee, jks_lobby_icon_0.json	Graphics configuration file	HDD / SSD	games\jks\images\vertical\	6,83 KB	201658039bf432b5c12d8c31ad84e843e995a8ec	a16b3c0cb37521397972ee96e537b4ab
Bee-Fee, jks_lobby_icon_0.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\vertical\	141,6 KB	d7fe12e59cd741a67c1797a67313625c6dd7c9e5	c9197fb1fa74fe6a98ff3af800c0910d
Bee-Fee, jks_lobby_icon_0.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\vertical\	89,45 KB	cda662370a85b35bf581d38d802729c77d1729d2	a4f915127246daa2982893aefd29446a
Bee-Fee, jks_skeleton_icon_vertical.json	Graphics configuration file	HDD / SSD	games\jks\images\vertical\	44,04 KB	5526f578fba3de2f0151228c9059ed1ad3298473	f8453acd6a5ea66b0e8aff8147025ab0
Bee-Fee, jks_animations_web_0.json	Graphics configuration file	HDD / SSD	games\jks\images\web\	2,07 KB	1be087b8546292ec3bd2a8699b5428230436aa17	f3cc37dfbc32e3a2b7518c23a6f782fc
Bee-Fee, jks_animations_web_0.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\web\	198,99 KB	5ed32eceafde717f7682cf274aff1d6829fafbc5	da828efcf38b4c173de6a83557120cfe
Bee-Fee, jks_animations_web_0.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\web\	75,51 KB	436c92ed6732efadeb8303c24f8463dcfed47abb	32f90e414e20bf27a3a618517fad663c
Bee-Fee, jks_paytable_web_en.png	Game graphics file	HDD / SSD	games\jks\images\web\	1,3 MB	f84390f7c311fad0251df6c335971a509b8cb2aa	05ebba978b988f4e4ceffefa bcaab060



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, jks_rules_web.json	Graphics configuration file	HDD / SSD	games\jks\images\web\	1,69 KB	3cdab4c7754e0ff6d7bfa551d6da6b6390ed1bf	1006e233969149db822bba3ab03602cc
Bee-Fee, jks_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\web\	364,99 KB	fb0738f6f426a12832dbe947035ab2b84cd233c3	0e80ad55b11a1b59446d838086def0b7
Bee-Fee, jks_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\web\	137,36 KB	cff4ce2380aaba1670aa19d8dcc23d653fbc0f6e	d67e2b025967b5eeb246580c3e333c51
Bee-Fee, jks_skeleton_ba ck.json	Graphics configuration file	HDD / SSD	games\jks\images\web\	4,57 KB	be51bf2be0652da18a667719b6f14f30f2045721	3c81010042f603469097a7007fdec480
Bee-Fee, jks_skeleton_log o.json	Graphics configuration file	HDD / SSD	games\jks\images\web\	338 bytes	5d733d32c9661421557cdd8f98fd1787a65da0bf	32c25ad2178801879b66f704be9947f2
Bee-Fee, jks_web.json	Graphics configuration file	HDD / SSD	games\jks\images\web\	2,84 KB	8a55459ddaa5c159693202158383818bd113d62b	8d8d99a271c4115a5d78276ee9e3ef5e
Bee-Fee, jks_web.png_main.jpg	Game graphics file	HDD / SSD	games\jks\images\web\	408,74 KB	79f9c90d551c88edf4aba6dcf73d202c23f75d49	537c542d51d609b02043d6534c9d5854
Bee-Fee, jks_web.png_mask.jpg	Game graphics file	HDD / SSD	games\jks\images\web\	88,14 KB	df7a89404ddf2babdcf5ecd4ee3eef6b09b77b1	84ac55c4a24f528f05d9e74f536a328c

## 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.