

Test Report

Test report No.:
T-J0005-I0114

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:
Mad Men
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	17000460017
Test group(s):	
Payback, Software	
Remarks:	
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:

"mm_rules_about": "Mad Men 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.",

"mm_rules_wild": "WILDs can appear on all reels and substitute for all other symbols except for the SCATTER and BONUS symbols. Only one WILD can appear on each reel. WILD, SCATTER and BONUS symbols cannot appear simultaneously on the same reel. Wins using a combination of WILD symbols only are possible. A win from a line, formed with more than one WILD symbol, is doubled only once. A win from a line formed by WILD symbols only, is not doubled. Only the highest winning payline win is paid out. When two wins on one payline are equal on the payable, then only the longer combination is paid out. There are winnings from WILD symbols only.",

"mm_rules_scatter": "Wins using a combination of SCATTER symbols only are possible. SCATTER symbols can appear on all reels. Only one SCATTER can appear on each reel. WILD, SCATTER and BONUS symbols cannot appear simultaneously on the same reel.",

"mm_rules_bonus": "Wins using a combination of BONUS symbols only are not possible. Landing three or more BONUS symbols will trigger 10 Free Spins, with winning combinations doubled. If Free Spins are re-triggered, the player unlocks 10 extra Free Spins, 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. If the Player hits WILD, then player wins all values on the floor. During Free Spins an alternate set of reels is used."

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 game)
Maximum bet (credits):	20 (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.



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 BRIEFCASE wins, are multiplied by Total Game Bet.

JUKEBOX Symbol

JUKEBOX symbols appear on all five reels.

Substitutes for all symbols on its own position only, except for BRIEFCASE and SHELTER symbols. Doubles when substituting.

A win from a line, formed with more than one JUKEBOX symbol is doubled only once!

A win from a line, formed by JUKEBOX symbols only is not doubled!

The highest payline win only paid. When two wins on one line are equal in payable, the longer one wins only.

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

BRIEFCASE Symbol

BRIEFCASE symbols appear on all five reels.

2 or more BRIEFCASE symbols on the screen form winning combination.

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

Symbol

- BOMB
- RADIOACTIVE
- RADIO
- HAT
- ASHTRAY
- DRINK
- BOTTLE
- WOMAN
- MAN
- JUKEBOX
- BRIEFCASE
- SHELTER

SHELTER Feature - Free Spins

3 SHELTER symbols (on reels 1, 3 and 5) trigger 10 Free Spins at x2 winnings multiplier.

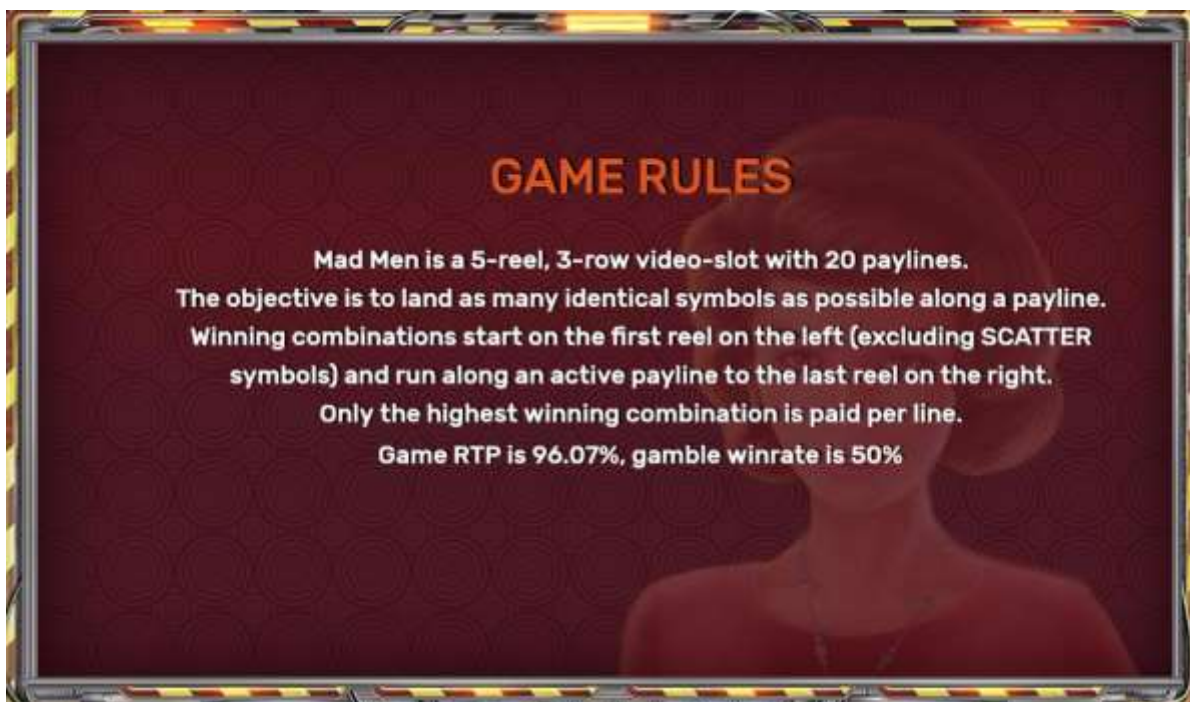
Free spins can be retriggered.

In case of retriggering of the free spins, the player wins 10 new free spins, which are added to the current number of free spins. The free spins multiplier remaining the same – by 2!

Free spins are played at triggered bet and lines.

If the Player hits JUKEBOX (element in red), then player wins all values on the floor. During the free spins the same 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

Mad Men	
Declared by manufacturer	Verified by test laboratory
96,07%	95,80%

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, libmadmen.so	Game library	HDD / SSD	lib\plugins\	153,82 KB	446fdb81f25608571b20d428f43d2d0a4249a0e8	b76fec4b1ca7ed8463f33fc3a5ba2f5a
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\mm\	10,88 KB	ba177407908508e6a015321b7d697fc231228ce9	930d7dd1478115ada587609b64521b8b
Bee-Fee, mm_16_10.jpg	Game graphics file	HDD / SSD	games\mm\images\16_10\	1 MB	f7a168a7111277f026d28ff460ee6ce495f4f608	893295a3a49717dde0f43ed8ea9b0b81
Bee-Fee, mm_16_10.json	Graphics configuration file	HDD / SSD	games\mm\images\16_10\	1,7 KB	f9cece0a3cab7016b8501f0a6518974d7d3c215c	a8adedef8877648d54d9628f0c1f4dcb
Bee-Fee, mm_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\mm\images\16_10\	1,16 MB	7e4dd5994fd3add37ab8a21dd1a904dc04d3b130	2d3915d834f54c834e1f71a79e608ced
Bee-Fee, mm_5_4.jpg	Game graphics file	HDD / SSD	games\mm\images\5_4\	1,25 MB	b9484a5a1118a4362c034375760a01c0ee398aca	0ba94b3270c52dabbfdd358743a11ef0
Bee-Fee, mm_5_4.json	Graphics configuration file	HDD / SSD	games\mm\images\5_4\	1,73 KB	6d39db3435aa58bab0f26bc6bdac15a8e858f150	02c56c46356998f31573c74761bf18d7
Bee-Fee, mm_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\mm\images\5_4\	1,44 MB	f01f83c652419b46904d8a4139547cb42b1131fd	519df92242d937acdc3001614cf4553c
Bee-Fee, icons_mm.json	Graphics configuration file	HDD / SSD	games\mm\images\common\	40,56 KB	75cb1b39c85b0b2f8f9f3d8c0b0b24d0f3584fec	c4e08f197ade27ef6478a10165b744e5
Bee-Fee, icons_mm.png_main.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	2,21 MB	7569ef4a968e877d05ca1dd46d9a8b67f3e4ac74	a7bf37fecf47ab348d3367c36be729ee
Bee-Fee, icons_mm.png_mask.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	0,85 MB	29f20b0565c390355aaf916af03dc6cd15a7be73	3cbb242bf7d6e4a06d80ff3f5f35a18c
Bee-Fee, mm_common.json	Graphics configuration file	HDD / SSD	games\mm\images\common\	6,07 KB	2b09001bc3b7fc6df959c2110ffff92d566b5554	04629018d3e7aab3d0c980eb7d481577



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, mm_common.png_main.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	432,52 KB	362c4325be8411b7f7eb8f582e423b51e3291c2a	9a42daa19c19a40f26c18796ce947fb1
Bee-Fee, mm_common.png_mask.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	66,67 KB	7136f6f5be90ffdb1a6056aad625844b89012d76	7855d0d57ca79eab0b4da62a05c9994e
Bee-Fee, mm_en.json	Graphics configuration file	HDD / SSD	games\mm\images\common\	2,46 KB	c02f828360ddf81997fda905ebf86b310ead1e5	69a7a6f2510a991d067528ad86fef744
Bee-Fee, mm_en.png_main.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	525,73 KB	8ff35d2ce2504055a6488f94b29d43d5409aa672	fe31dc4f738aa0f00d5c8c108398b321
Bee-Fee, mm_en.png_mask.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	49,43 KB	410d845400241a6007e6ce5b0d18cdc836e1d3c3	09f577e06b76a78ac9293816112030b2
Bee-Fee, mm_font.json	Graphics configuration file	HDD / SSD	games\mm\images\common\	17,95 KB	6f06a347a0b8e49bcda3968d14b05c8ebe386fd1	c853646c3d2d9bda30ec18c573095d51
Bee-Fee, mm_font.png_main.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	60,67 KB	017b92bce626dcd6274738a5a4181671421ecfda	04e126b782215757bcf3c7b5a8e56efc
Bee-Fee, mm_font.png_mask.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	44,39 KB	898578d4b8f297f282a75afc9a612e7015af75e0	0ece8a09d9b33c88f5472ca379da2f12
Bee-Fee, mm_symbols0.json	Graphics configuration file	HDD / SSD	games\mm\images\common\	71,38 KB	ae00a0677cac5acca540d161eb95f27694dc37b6	3964799abd5a10c7a51bbec5ebc85255
Bee-Fee, mm_symbols0.png_main.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	2,15 MB	4b2425287fbfac8600425477cc87e52d278934c6	3de93153bf4d18385dbf2c5cd414f14d
Bee-Fee, mm_symbols0.png_mask.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	739,32 KB	cc923597c88df841ab28904e278e32b1922e3d8c	c133eb0bd86e241510ee224e19e37961
Bee-Fee, mm_symbols1.json	Graphics configuration file	HDD / SSD	games\mm\images\common\	68,09 KB	a405c6ce05381076a3659e1cbcf8c97da5c83e3	f2f53e897e861a27600da380abc46e7a
Bee-Fee, mm_symbols1.png_main.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	2,1 MB	c33361cdcf218bdaec67a9e33b8a337658ab6fe9	54355402b9713cf544dd84eebc1a84db
Bee-Fee, mm_symbols1.png_mask.jpg	Game graphics file	HDD / SSD	games\mm\images\common\	709,08 KB	34f23e4e1f5f322a3da38d6a8f5f8b1b47e57d14	d186715627b9a9a58e23cafa73b1885



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, mm_backgroun d_mobile.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	478,37 KB	19906437b659 b06b0e9214c0 8e7db6fb8e76 38aa	95fc71124dfb 140f00c6e77a 8531ab71
Bee-Fee, mm_en_web.jso n	Graphics configuration file	HDD / SSD	games\mm \images\w eb\	1,27 KB	0bbb395ecf64 491482d3c002 3985d32e2623 36f7	78745ad25ca2 b5fab2359715 52f52a88
Bee-Fee, mm_en_web.pn g_main.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	614,26 KB	de10075df794 30d25717e7dd 9b0b35d07c6f 5a0a	a71b33191474 8a514650ec93 c02a8b87
Bee-Fee, mm_en_web.pn g_mask.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	34,53 KB	ebf43f85c0da 02543f9f92da 6f490e45b78c a719	dce2a0b37cd4 2519d1fea9d4 f4364a33
Bee-Fee, mm_logo.png	Game graphics file	HDD / SSD	games\mm \images\w eb\	224,88 KB	cf9239a9e7cf 6da13b55085b 8d972bae76c9 9d82	de74421c6803 1ba3e492c46d a71f5c46
Bee-Fee, mm_paytable_w eb_en.png	Game graphics file	HDD / SSD	games\mm \images\w eb\	1,75 MB	fa476cb08384 76f33319acab 0da8789a6dfb 8942	e21f90e3388d 059122d10bce 782cbcf0
Bee-Fee, mm_rules_web.j son	Graphics configuration file	HDD / SSD	games\mm \images\w eb\	1,67 KB	75b758413578 c59954ca85d2 aa736ecb6bb7 0715	179deff6ccf5 638124320262 6f33d69e
Bee-Fee, mm_rules_web. png_main.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	339,4 KB	2012b0a641bd 148d28465f45 7f6f4e8289a8 416c	4a61c739e316 980c81f98687 d0e8ee44
Bee-Fee, mm_rules_web. png_mask.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	36,71 KB	6289c78c53e0 f6d41e178784 b3005576a228 e3a3	1232bc69336e f94bfc2765b1 1093bfef
Bee-Fee, mm_web.json	Graphics configuration file	HDD / SSD	games\mm \images\w eb\	4,01 KB	86bedd8312d6 765d83b59055 59fbb5849dcd da0e	0647045fa8e0 2f76db36ed13 afb12f45
Bee-Fee, mm_web.png_m ain.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	678,17 KB	4305fefb93c0 d3e8b3572394 d839cfad0044 4a22	43e669effb6a f676f8f8951f c9549041
Bee-Fee, mm_web.png_m ask.jpg	Game graphics file	HDD / SSD	games\mm \images\w eb\	79,76 KB	c0a9344e5cfa eef32d33e5a9 fa22333f0846 72f6	1425125ce12e 774dd30d7b18 7f776195



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.