

# Test Report

Test report No.:  
T-J0005-I0123

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> Star Fortune	<b>Target device:</b> BF Games
<b>Product type:</b> Internet games (reels)	<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> 17	<b>Verdict (subject to conditions in Chapter 1):</b> Pass
<b>Test report type:</b> Game	<b>Subject file No.:</b> 17000460026
<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:

"sf\_rules\_about": "Star Fortune is a 5 -reel, 3 row video-slot with 10 paylines. The objective is to land as many identical symbols as possible located along a payline. Winning combinations start on the first reel on the left or right and run along an active payline to the last reel on the opposite side. Only the highest winning combination from the payline is paid. Payouts are made according to the PAYTABLE. For more information, see the PAYTABLE.",

"sf\_rules\_wild\_symbol": "The WILD in the game is the ROCKET symbol.\nWILDs can only appear on the middle three reels and there can only be one WILD symbol on each of the middle three reels.\nWILD symbols substitute all other symbols on the same reel.\nIf one or more WILD symbols appears on any reel during regular play, then only one free Respin is triggered."

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):	100 (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 Reel

The number of reels: 5

The number of lines: fixed 10

## Wild Symbol

WILD symbols appear on middle 3 reels only.

WILD symbol substitute for all symbols on the same reel.

If one or more WILD symbols appears on any reel in regular game, then only one free Respin starts.

## Symbols

- RED CRYSTAL
- BLUE CRYSTAL
- GREEN CRYSTAL
- VIOLET CRYSTAL
- CRYSTAL
- YELLOW CRYSTAL
- SUN
- BLUE MOON
- WILD

## Respin

WILD symbol substitute for all symbols on the same reel.

If one or two new WILD symbols appears on any reel on Respin mode, then only one additional free Respin starts.

On Respin mode reels with WILD symbol stays the same. Only other reels must be change.

For example - if we have WILD symbol on 3-rd reel, then for the next Respin we need 4 numbers from RNG. Not 5!

3 Respins maximum are possible.

For example - if we have 3 WILD symbols on middle 3 reels from regular game, then for the next one only Respin we need 2 numbers from RNG. Stop position for 1st and 5th reel. The Respin free game must be only one. Not 3!

During the free Respins an alternative set of reels is used.

## 2 Pay-glass / artwork illustrations or photos

<b>WILD</b> SUBSTITUTES FOR ALL SYMBOLS ON THE SAME REEL, TRIGGERS RESPIN		 x5 <b>200</b> x4 <b>100</b> x3 <b>20</b>		 x5 <b>100</b> x4 <b>40</b> x3 <b>10</b>	
 		  x5 <b>40</b> x4 <b>10</b> x3 <b>4</b>			
		  x5 <b>30</b> x4 <b>6</b> x3 <b>2</b>			
		  x5 <b>20</b> x4 <b>4</b> x3 <b>2</b>			

## GAME RULES

STAR FORTUNE IS A 5 REEL, 3 ROW VIDEO-SLOT WITH 10 PAYLINES. THE OBJECTIVE IS TO LAND AS MANY IDENTICAL SYMBOLS AS POSSIBLE LOCATED ALONG A PAYLINE. WINNING COMBINATIONS START ON THE FIRST REEL ON THE LEFT OR RIGHT AND RUN ALONG AN ACTIVE PAYLINE TO THE LAST REEL ON THE OPPOSITE SIDE. ONLY THE HIGHEST WINNING COMBINATION FROM THE PAYLINE IS PAID. PAYOUTS ARE MADE ACCORDING TO THE PAYTABLE. FOR MORE INFORMATION, SEE THE PAYTABLE.  
 GAME RTP IS 98.01%, GAMBLE WINRATE IS 50%



### 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

Star Fortune	
Declared by manufacturer	Verified by test laboratory
98,01%	97,92%

### 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, libroyalcrown.so	Game library	HDD / SSD	lib\plugins\	215,92 KB	5129789d9fef8181df140208a72e947058c93efe	c8c4b3351b4b548a5074b94fe31f3a0c
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\sfl	19,16 KB	4799213eab9a35f6816232ce1b3df5492718729e	04aacd4a62d92b7c4facfe3f73612d2b
Bee-Fee, sf_16_10.json	Graphics configuration file	HDD / SSD	games\sflimages\16_10\	2,86 KB	b32eca499d464c04bddbce6e1ab7562d53a916b9	107d5076a21f3890390b6cc3055d8ef5
Bee-Fee, sf_16_10.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\16_10\	541,35 KB	20ad843965cd33ac554fa4e01d2c9d98da92e7c6	4396b72dfad9379f489de63c360e928c
Bee-Fee, sf_16_10.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\16_10\	37,48 KB	db7eb5f54dfb92c8236cc141f9baec536badadf7	506d102a573a2c6ea212aa7a5df910be
Bee-Fee, sf_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\sflimages\16_10\	664,14 KB	5d5aa364860b032f404a2c0c5b206011ef4783c1	939fa5f75932fa6fee326c1a7a183ae9
Bee-Fee, sf_5_4.json	Graphics configuration file	HDD / SSD	games\sflimages\5_4\	2,88 KB	9b62c96f3a87921b7cec98824b46ef85a456ae4f	630993111846a4089e6eaaaf3cf95a0ff
Bee-Fee, sf_5_4.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\5_4\	748,79 KB	a2a1a0dca78f0dc7784e932e9b1f4d053e87121c	331335c145fb6b9d232515047f83997b
Bee-Fee, sf_5_4.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\5_4\	46,34 KB	ebb36ee7602b5745b728ed1c79cdb7eff914e5d7	c194e53dbcbc8b756aa81951cf232eb2
Bee-Fee, sf_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\sflimages\5_4\	0,85 MB	8a77ca92354b94c54e1e07c582ea13f7d5228998	681cc9ac071a5392dbaa7da3bf858400
Bee-Fee, icon_sf.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	28,06 KB	9cef1f9676bc867ed56013c376f0ec1682c5288dd	99dc51141989350a597fd4ab0a8c0a3b
Bee-Fee, icon_sf.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	1,46 MB	4fdbd35263e279b03dbbfc91bc380a548ab991a6	d819bfb1aefb148073d590a70b2561a2



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, icon_sf.png_mask.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	472,64 KB	a74d43e9148b77d45671ced816084e5d4e6bd459	c63cbe608246b9c9645d6eb1a9b104b4
Bee-Fee, sf_animations_0.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	80,35 KB	fe5edeb1910ef333206f3b4069ae0303dac3f0ac	765130fb98149eba1b607ff5814e9bad
Bee-Fee, sf_animations_0.png_main.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	1,07 MB	dded1cbb599677845479f1ecd40b6fecaad0980b	9442968b6926fad2b0b72be343540cbd
Bee-Fee, sf_animations_0.png_mask.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	668,19 KB	2170d8719cd861fcfc2c7c0f7fe1e824ad7c07f2	10b0ca5cb11c919029af83716019a95e
Bee-Fee, sf_animations_1.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	54,84 KB	281f0fc21c2b02f42e666a01c055dbeb82afc7cb	38ee3ca8c5afb2eb00538994541f4a83
Bee-Fee, sf_animations_1.png_main.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	458,63 KB	0f2aa107f20dbf50b115cf07edcf713c8fe81064	7d709a7f8274bfb6553686b5be46d4c2
Bee-Fee, sf_animations_1.png_mask.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	280,56 KB	44c07a05f849e121273108357f1ea17df9e25a66	1f01f9290c98ad0bb855d16b6e074337
Bee-Fee, sf_big_win_1.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	41,19 KB	3f16dda537de3057f89fee35e4f61217acb02fc3	3797562a99dcde612ba648f656b6576f
Bee-Fee, sf_big_win_2.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	48,12 KB	e49c7d909a99d5da50555b49e25c21048675a272	b6d6d7f18bc63d021f26d5ebb723883f
Bee-Fee, sf_blue_planet.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	8,74 KB	c7647846e56e87762b2b40b54b5d672bad1fc7b8	334e2db9103e28e52fe18c98f3754360
Bee-Fee, sf_common.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	6,06 KB	cc33130ff8b6c805635767bc04b7b6f55b68178f	05735ffb3f7693bea4693145182124ce
Bee-Fee, sf_common.png_main.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	282,6 KB	2498bd97bdd91392e2ea04a922d7c9b78b6726ba	41d1b2a0fff7f78d98cb0deb258047a7
Bee-Fee, sf_common.png_mask.jpg	Game graphics file	HDD / SSD	games\sfimages\common\	94,62 KB	a24eee3233b1fa699a613ac1a00239569a168ccb	c8cf46977c41e6f25ba4eafc78fc213
Bee-Fee, sf_en.json	Graphics configuration file	HDD / SSD	games\sfimages\common\	1,63 KB	43937b78c00b3da7ebe766fd8e59e8d533c8f646	e83aa952a899ded34ae505cd7fd70e8



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sf_en.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	23,46 KB	c2190bb71abd301c0e6aa6e3a98861a02e44b49c	064ba8d53b976de31df5b69d01ecfffl
Bee-Fee, sf_en.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	22,04 KB	a7d00684bae3adddabe3c4b80f8e73400c649838	f0b176d9b118fe93c9757677f4f19703
Bee-Fee, sf_font.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	21,27 KB	4bdf64fdf1abe5ec75388967390a8c8e36bf7fce	67254656ea5113495234d890f727be5c
Bee-Fee, sf_font.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	40,25 KB	995daf127ed8c391487b64d754183c6149d3d7d6	e58ad601217971172c35c20963d81b90
Bee-Fee, sf_font.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	51,33 KB	9185a45a754c390e9fddf5b028f302532422c970	03aca3f01de0d1ab60321e2deb2b68d8
Bee-Fee, sf_highlight.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	8,13 KB	c9bdb49a8e3a518cc7f461502e2e7879bcc5e48c	80a294efa1939ce9efb5382d01d29164
Bee-Fee, sf_highlight.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	107,63 KB	75de1aa5020b46fcd01c306a52de6362d3b9bc04	86047c12d9cd46d5b8eb1a3a0b82f605
Bee-Fee, sf_highlight.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	106,68 KB	a05fa98f7fd37279ee658e68ee7c8f314e27b184	054e82bd235e6b4a93c1616482fbf87d
Bee-Fee, sf_low_blue.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	10,85 KB	fbcd9d5e8f565a22140e8727e74675f30fefa0c87	0f7e862fd8c63b361af300010713925d
Bee-Fee, sf_low_green.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	8,67 KB	bab8f215d3ce7a8be07a2b7566d2bda558c5800a	ecd968398da6ef98faeb2a3f8c5d2b1c
Bee-Fee, sf_low_purple.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	9,03 KB	779a432f81641c4ec2d5fcf21de08d95a634ed19	21a18a41974d14f01fbd245c3ff33a393
Bee-Fee, sf_low_red.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	6,9 KB	dd0d8062a6dc72ba9e347f1ee8dcc98d784502a2	465c05407799df7f4081d30940e09034
Bee-Fee, sf_low_silver.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	6,08 KB	d87d677ba7de14f1165ff33bfa236c4e474d4619	2425e3a1fb3b3622a92b98e6006b99fe
Bee-Fee, sf_low_yellow.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	7,72 KB	6573e56a78b84ea4f4025d61b689eba9ba52557f	fac50a6c4496f875d29bc67ee2002cb6



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sf_red_planet.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	19,34 KB	0327ae68d6b42a4bdcfe90b89988f22d9c9ff612	ea2feccd1420e10f1f92679aebbea4fee
Bee-Fee, sf_respin.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	66,08 KB	cf96262ac431b126e921ec7f5ca09a36c13dadac	e885f3eba780fda62b4ce5ae4f1223aa
Bee-Fee, sf_rocket_down.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	38,83 KB	3adc708b24ad724e187152afd1771516154f9ae1	77f98f0bc2fad31ad9c700e4f34bab31
Bee-Fee, sf_rocket_middle.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	42,94 KB	968eeae3a29a0c477e37d9b580d082541ffe7af	ac70c03604814eed2e19448634b8e824
Bee-Fee, sf_rocket_up.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	40,92 KB	6b596c009b1262039208857de1980de2b3d69c38	c878c342e482b89ef25daca49ae25b68
Bee-Fee, sf_symbols_0.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	50,5 KB	2abfe64d2cdbd65339b14599c0ee2ea008c4928a	0df62585f2ddb92b6bb9cff3fe974a9c
Bee-Fee, sf_symbols_0.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	1,83 MB	9985e5b864324cb01f4a92efa4536b598131b83c	3bed443f1bcb0dfa9c795c36a6e6fe13
Bee-Fee, sf_symbols_0.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\common\	533,44 KB	5257f5a5c3078b6002e7b815d1e4624944cb7642	42161243ad9833d3029f3a4e19a2ba03
Bee-Fee, st_roket_up.json	Graphics configuration file	HDD / SSD	games\sflimages\common\	19,64 KB	197e4d756e81d874d56a38ceacc8a54e84b1341f	27a5683753be83d4de68fdf73dc82334
Bee-Fee, sf_animations_vert_0.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical\	20,93 KB	0edb432b4289abd955b723703087f7beb4bf60af	d17c89f9438e83535dad5f21624dc88b
Bee-Fee, sf_animations_vert_0.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\vertical\	521,36 KB	0c22f3ff9dab28da8e7f35f2d424609c50a4aad4	9ac92b76796fd506205a38c72105a6e2
Bee-Fee, sf_animations_vert_0.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\vertical\	242 KB	e635f4073b9fa79e9dbdf9e04c77a9f65a1fc782	be127ced9e148ff51e02a332a291ba84
Bee-Fee, sf_big_icon.png	Game graphics file	HDD / SSD	games\sflimages\vertical\	439,78 KB	5118bc231d97a2f7b67a0944a7836c65720c803b	c23561b578ee87597fe1dce7f6a00935
Bee-Fee, sf_lobby_icon.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical\	3,66 KB	67ef0445fa74efbf3e372fed05c2f9c20f916323	2247f4ef96060cd5037d043900810d1c



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sf_lobby_icon.png_main.jpg	Game graphics file	HDD / SSD	games\sfimages\vertical\	117,78 KB	e17d01d21d1746d743dcd45087ce4dd56fc2cc9b	42376956491ee2154639b4642a136854
Bee-Fee, sf_lobby_icon.png_mask.jpg	Game graphics file	HDD / SSD	games\sfimages\vertical\	55,48 KB	bb88940c342dda5a746d14f4623dc0059edac9958	e8ee3bb3685dc0b81c1cd562c196354b
Bee-Fee, sf_rules_web.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	1,68 KB	b561891b9df57f45e1f0061b2c485445c9410235	8bb2245b24c93320d7d464b1d48d60c3
Bee-Fee, sf_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\sfimages\vertical\	202,24 KB	1d5af1dc8f7df166660bcab5d48ae89ecf9afe9fd	e4bf08f2e44f685eca45dc8abe9c044d
Bee-Fee, sf_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\sfimages\vertical\	14,89 KB	ff0ad0aee2271399b6d1fbde507e9b13d5ffa61b	7f452321ee3330e7fe48de566c0d0b22
Bee-Fee, sf_skeleton_back.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	356 bytes	0cae9c839069a67c8cd82b8d35c224535357892a	0ec12535ca78d3421fb8982904755fe2
Bee-Fee, sf_skeleton_comonaut.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	30,07 KB	7638b6fa703d0266e24883fc6f2d71aecdcdcbdf	0b469b6d0c989f2f69600d1d2eb83608
Bee-Fee, sf_skeleton_icon.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	8,48 KB	e3cba86a9f235afe941a37d5df59f690edbdcc336	d3d45301aa39426b3a6627121c417189
Bee-Fee, sf_skeleton_intro_comet1.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	9,06 KB	2313895ef77db5443d88bd4d1d061da24d3b91bf	47d425b86d06a3c7fd7484a3df569e71
Bee-Fee, sf_skeleton_intro_comet2.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	13,67 KB	d8bff9225798c04d9b661e0b29d5c4b8b9ff7eae	a47720805a89ea735ec2c90df5591477
Bee-Fee, sf_skeleton_jackpot.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	1,09 KB	e6b9504347bdee08325c6334286449a62ef49e3e	f94b0ab5b3b02073f5807d753260cd2c
Bee-Fee, sf_skeleton_log.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	375 bytes	6ff497f2cb24e03cccbbfd731f41909ee55d88c47	9c5accdf45bc122b4a5af8963254883c
Bee-Fee, sf_skeleton_stars_effects.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	48,48 KB	dd0817b90446540b14018b558727cf2d08b09a0b	f640d7266f4fd9ce19755713c47f6021
Bee-Fee, sf_web.json	Graphics configuration file	HDD / SSD	games\sfimages\vertical\	2,83 KB	074ce618118a46d7b43816d8ed8d39e7f3f8b2d4	3cca66908db8f32f2bfbcbf1164b75a18



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sf_web.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\vertical\	206,97 KB	6b7cd08c77859ece4042bd634c5ccb92c0a50f3a	a8402b26e2ad09b653df40896aa1f00e
Bee-Fee, sf_web.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\vertical\	32,78 KB	4552147d25334cd79ed3086df2a2463aeddff422b	5c4b4490687ac5437ac1bec1af468bfc
Bee-Fee, sf_animations_vert2_0.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	22,95 KB	8005657e8ca8a921631a0c33eb07a4a454c4547b	e8837731b3cac506ff4cb0de137b7317
Bee-Fee, sf_animations_vert2_0.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\vertical2\	658,66 KB	afe0a7a5c2364a56aa8194952a3e93445e850349	2400e5e589ad96719c5f881ca71d8463
Bee-Fee, sf_animations_vert2_0.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\vertical2\	301,92 KB	a891f083f22a1cb274a3b9a5dff645a92a950444	0471c6e2385d728d35e177d960b59ddd
Bee-Fee, sf_down_skeleton_back.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	386 bytes	89c077d69aa9b419291e22c7cb3c9a1259a43545	0c477c3a5ec11f541c7f2a7648cbd268
Bee-Fee, sf_down_skeleton_comet.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	8,94 KB	8e1283249ce76a983f3acb0ea40a02d98d0675b3	cfdfc6fd4abd6d46c17de96e743bee62
Bee-Fee, sf_down_skeleton_jackpot.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	1,08 KB	78d8919bdf151dd8057a6d739cb71c677aafbf74	73527f1c46899b84bcc79989e1b307fc
Bee-Fee, sf_down_skeleton_logo.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	330 bytes	d25030b579ecab9a514029f9f2d731ee81fdaa81	3c3212a312f7b7999d53cef8283b8771
Bee-Fee, sf_down_skeleton_stars_asteroid.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	6,44 KB	020f351cf24778a240d8951642058dc629a95615	e9f452afb20014951a7858ddb339f0f3
Bee-Fee, sf_down_skeleton_stars_effects.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	38,92 KB	e348cb5d03a74f3203da6c468d5553748d25cca9	22ff07cf5fdbcdb3eb55ca4e6df60f88b
Bee-Fee, sf_up_skeleton_back.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	345 bytes	ed373c5f35b2e79a38e53f6567c23a165afb26d9	87b357ce35c7f566cbe84b55eb1b9cb2
Bee-Fee, sf_up_skeleton_comet.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	9,2 KB	45b3c997b68ec3b63706c5e28356f367c48d8369	7f395ee6473d1ab22740df0637ba6102



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sf_up_skeleton_cosmonaut.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	29,54 KB	95c9e54e4181feb7b7f98377405571d82e02159d	d959ccf0a8d3b232c1fc39167e4dabef
Bee-Fee, sf_up_skeleton_logo.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	357 bytes	e54c510ad11ff0183e0c7017bd72f47e132208fa	7b087fb0ae3828c144210d3d94a8b027
Bee-Fee, sf_up_skeleton_stars_effects.json	Graphics configuration file	HDD / SSD	games\sflimages\vertical2\	46,58 KB	cbe9a4a87f1c214ade842a9beac9c25a31049da5	3b47f1e56a3a87c5f233a90bc63d0dc4
Bee-Fee, sf_animations_web_0.json	Graphics configuration file	HDD / SSD	games\sflimages\web\	19,98 KB	d1b7ee1d33d020255c3c02419c4d1b11bc7f0dbc	8f8ebb0b9dfc73284ad64f7176bdb365
Bee-Fee, sf_animations_web_0.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\web\	424,46 KB	68e1555ff7039458f402c486ed5e7cd74a3b01c7	2185ff9ceca0419c5dea62b064966a38
Bee-Fee, sf_animations_web_0.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\web\	166,41 KB	1f8d7ff75c95ac7a58e510d096d9b0708c006560	05d521798ac0490b639478af360a4353
Bee-Fee, sf_background_mobile.jpg	Game graphics file	HDD / SSD	games\sflimages\web\	349,44 KB	0875b409bb1a80bd4c4647ba1d276dc77cf772f2	ee548cf7e67a417ca9581bd5e0588fa7
Bee-Fee, sf_logo.png	Game graphics file	HDD / SSD	games\sflimages\web\	172,2 KB	d015a0ddb819717f40ae4ec9c2825db72c292c3b	12bc19d4205f068f6ff473bd1186254a
Bee-Fee, sf_paytable_web_en.png	Game graphics file	HDD / SSD	games\sflimages\web\	0,87 MB	f067ce9a7d076f21861d17c06b043ba7a0ad6bb1	1c6c78ad401affcc9a115e3ced5a446b2
Bee-Fee, sf_rules_web.json	Graphics configuration file	HDD / SSD	games\sflimages\web\	1,68 KB	b561891b9df57f45e1f0061b2c485445c9410235	8bb2245b24c93320d7d464b1d48d60c3
Bee-Fee, sf_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\web\	202,24 KB	1d5af1dc8f7df166660bcab5d48ae89ecf9afebd	e4bf08f2e44f685eca45dc8abe9c044d
Bee-Fee, sf_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\web\	14,89 KB	ff0ad0aee2271399b6d1fbde507e9b13d5ffa61b	7f452321ee3330e7fe48de566c0d0b22
Bee-Fee, sf_skeleton_background_static.json	Graphics configuration file	HDD / SSD	games\sflimages\web\	439 bytes	4d190957eddf90105de2f096a20dcb860747580a	b64a7de311ec76a10f354c0607f0d58





Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sf_skeleton_cosmonaut.json	Graphics configuration file	HDD / SSD	games\sflimages\we b\	41,85 KB	d8a212d142f0e27da345cd6eb31befa734d927fa	4d2b1adad2297159c3f810b9d331bee5
Bee-Fee, sf_skeleton_intro_comet1.json	Graphics configuration file	HDD / SSD	games\sflimages\we b\	10,36 KB	193ff4e39bc1aeabd78315201690c7db4e5497ec	cba96db07475bf6e689d011c82f4bb7e
Bee-Fee, sf_skeleton_intro_comet2.json	Graphics configuration file	HDD / SSD	games\sflimages\we b\	14,64 KB	db95c95a1e31d7455c9fed193671152c0d7aa619	ccfd06351edb21f0c100005a0235952e
Bee-Fee, sf_skeleton_stars_asteroid_win1.json	Graphics configuration file	HDD / SSD	games\sflimages\we b\	6,54 KB	1ee9be55ae783d86bb72f6663512c26fde0a62ff	5b2eae8850ecbf988d599542a9f44adc
Bee-Fee, sf_skeleton_stars_effects.json	Graphics configuration file	HDD / SSD	games\sflimages\we b\	71,74 KB	915840a8e17195d0ba2da305c11d5a62b8d6e3ea	6adbfeff8c32aadfcblc979c03dbbe828
Bee-Fee, sf_web.json	Graphics configuration file	HDD / SSD	games\sflimages\we b\	2,83 KB	074ce618118a46d7b43816d8ed8d39e7f3f8b2d4	3cca66908db8f32f2bfbcbf1164b75a18
Bee-Fee, sf_web.png_main.jpg	Game graphics file	HDD / SSD	games\sflimages\we b\	206,97 KB	6b7cd08c77859ece4042bd634c5ccb92c0a50f3a	a8402b26e2ad09b653df40896aa1f00e
Bee-Fee, sf_web.png_mask.jpg	Game graphics file	HDD / SSD	games\sflimages\we b\	32,78 KB	4552147d25334cd79ed3086df2a2463aeddff422b	5c4b4490687ac5437ac1bec1af468bfc

## 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.