

# Test Report

Test report No.:  
T-J0005-I0126

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> Stunning Hot	<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> 15	<b>Verdict (subject to conditions in Chapter 1):</b> Pass
<b>Test report type:</b> Game	<b>Subject file No.:</b> 17000460029
<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:

"sh\_rules\_about": "Stunning Hot is a 5-reel, 3-row video slot with 5 fixed 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 the SCATTER symbol) and run along an active payline to the last reel on the right. Only the highest winning combination of one symbol is paid out. Other combinations from the same symbol are rejected. SCATTER combinations are paid in addition to line combinations.",

"sh\_rules\_scatter\_symbol": "The SCATTER in this game is the STAR symbol. SCATTER symbols can appear on all reels. Only one SCATTER can appear on each reel. Landing three or more SCATTER symbols will form a winning combination. It is possible to generate winnings through a combination of SCATTER symbols only."

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):	50 (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 Notes

This is a 3x5 video slot. Play fixed 5 lines per spin.

All winning combinations are left to right only on a pay line, except scatter combinations, which may occur in any position.

Only the highest winning combination is paid per line.

Line pay combinations are multiplied by the bet per line.

Only one Scatter symbol on each stopped reel on the screen.

Scatter combinations are multiplied by the total bet.

Scatter combinations are paid in addition to line combinations.

Minimum bet per line 1 credit

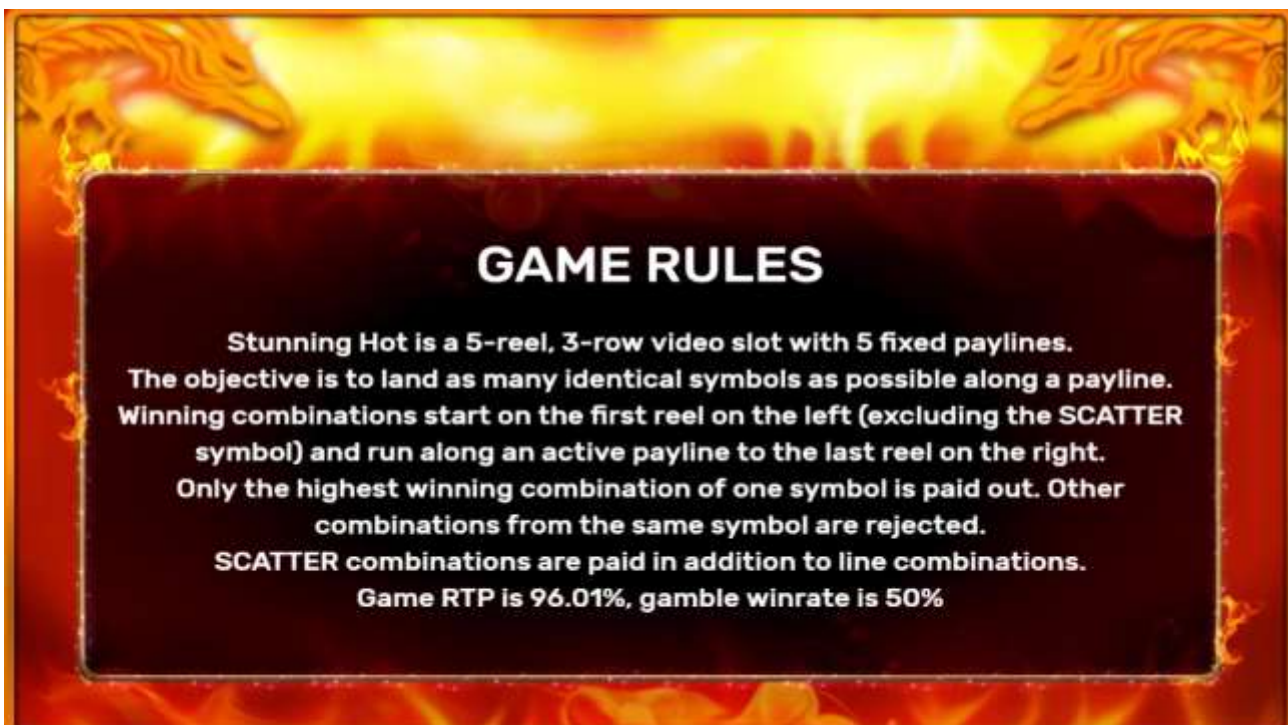
Maximum bet per line 50 credits

### Symbol

- CHERRY
- MELON
- LEMON
- PLUM
- ORANGE
- GRAPES
- SEVEN
- STAR

## 2 Pay-glass / artwork illustrations or photos

STUNNING HOT					
	5x	5000		5x	100
	4x	1000		4x	20
	3x	100		3x	3
	5x	500		5x	200
	4x	200		4x	50
	3x	50		3x	20
	5x	200		5x	500
	4x	50		4x	200
	3x	20		3x	50
	5x	200		5x	200
	4x	50		4x	50
	3x	20		3x	20





### 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

Stunning Hot	
Declared by manufacturer	Verified by test laboratory
96,01%	96,02%

### 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, libenergyfruits.so	Game library	HDD / SSD	lib\plugins\	196,33 KB	6e88fe4c485d86195fd1db94f21b0d5724a04bd7	5f04bafd0de3e7516bbd2f37150b95afc
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\sh\	7,49 KB	233ef3a1f00885d84c904e008ac198305efc5879	5a0e2160f46eb8d53bbe12e630214aff
Bee-Fee, sh_5_4.jpg	Game graphics file	HDD / SSD	games\sh\images\5_4\	683,74 KB	ae4061cd66ae0764395c640694a2df428b6796bf	0654767dd131966ba2650d26c15b3350
Bee-Fee, sh_5_4.json	Graphics configuration file	HDD / SSD	games\sh\images\5_4\	1,73 KB	6c7a5801979c0e1bac837e1a5a7953481a0a019	d50609d77f0fa138b725135ce4ac852b
Bee-Fee, sh_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\sh\images\5_4\	0,87 MB	bed7cd496eef569026a80957bbf403bcdef9f031	628ced616abbabd35241f3cac70d77ca
Bee-Fee, icons_sh.json	Graphics configuration file	HDD / SSD	games\sh\images\common\	40,56 KB	aba49a56fd850ba0dd6803035413129525989011	04a3848a9f32967f94226cd8c4452abf
Bee-Fee, icons_sh.png_main.jpg	Game graphics file	HDD / SSD	games\sh\images\common\	1,99 MB	25bd764530ab699902faf6aa916cb7fe8a563b4d	635de9ff60686ae017b608d80d033b72
Bee-Fee, icons_sh.png_mask.jpg	Game graphics file	HDD / SSD	games\sh\images\common\	1,45 MB	572f6d610f3dd81dda9996a42cb7501243df5a95	bfb0262b3eae421b2cf8a6e20b99e019
Bee-Fee, sh_common.json	Graphics configuration file	HDD / SSD	games\sh\images\common\	5,66 KB	ad1056c8bbe9262420893e9ef7113e5ef464a7dd	d58dd520503b191c910b8c380b4f53d0
Bee-Fee, sh_common.png_main.jpg	Game graphics file	HDD / SSD	games\sh\images\common\	186,37 KB	631b67e046c1c40c2e1ae81dd9153c0c1541af8f	6d18317dc308eaec5d4437ddb9090356
Bee-Fee, sh_common.png_mask.jpg	Game graphics file	HDD / SSD	games\sh\images\common\	62,45 KB	6b422af99955fddf74846cbd916ad7dc7daabdd1	9c40760680152829a46e2bfbcb419d8f
Bee-Fee, sh_dust.json	Graphics configuration file	HDD / SSD	games\sh\images\common\	1,61 KB	ec5fc52f223fb1e9275fef713e57f8d0ea81ee4d	6a645743b0f46c9679b0b169e5eb5e07



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sh_dust.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\common\	750 bytes	fdd8f9cafaea52695312f3215f1cbfca2961ef2d	65ae36b01d733458c30d0a83c0c184a7
Bee-Fee, sh_dust.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\common\	673 bytes	4d2dcca39c453802f422aedb78b8266fe39ece94	dce8758bcadc5b52942ffb30b3f4d7e5
Bee-Fee, sh_en.json	Graphics configuration file	HDD / SSD	games\shimages\common\	1,47 KB	23dab4b8850334741caf22147ed17c358395da59	b9deb8f32b930c153aaa9ab589307a18
Bee-Fee, sh_en.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\common\	30,34 KB	379ee52d9c86b4dbc2dea11e464200f32e39441a	0ad4695a1a13109622b67bd2dc277177
Bee-Fee, sh_en.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\common\	38,1 KB	6fb52661ad1082b74bdc92398cd3912f70a59f69	007deefcdb6fbel3abe64b5629d5c832
Bee-Fee, sh_font.json	Graphics configuration file	HDD / SSD	games\shimages\common\	17,97 KB	2b7ec0a23b254e8aabcfc3d8cd63621c8f8ac220f	867f4446c08223f7b10b6915c2446e0d
Bee-Fee, sh_font.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\common\	83,6 KB	3d763d2e7b0e95054d07aa248341ee1df0134f29	90fb2ec79c92d3c4634b3b6a3dd98a7d
Bee-Fee, sh_font.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\common\	64,47 KB	872d0845057d9ac2e7562a4604c22ff3ad245b6a	10c8b59c2e2d5572ab1150e8de3fffd92
Bee-Fee, sh_skeleton.json	Graphics configuration file	HDD / SSD	games\shimages\common\	38,46 KB	57a2c7877119ebc2fa406e2702192bfda172b1b8	508f7cc41071b9817290f4a682171e66
Bee-Fee, sh_symbols.jpg	Game graphics file	HDD / SSD	games\shimages\common\	491,67 KB	e10b8e458859ecf7a8cdf9783efe5c9ba693f026	8738e744b4dc227b1edbc770ec401ffe
Bee-Fee, sh_symbols.json	Graphics configuration file	HDD / SSD	games\shimages\common\	9,43 KB	1053f1b0952cbabe345bce75671a5af520831a65	b0b298686ee62b30ca6d58a05c0d8def
Bee-Fee, sh_symbols.png.json	Graphics configuration file	HDD / SSD	games\shimages\common\	120,56 KB	31f0fd8aa55911aae57f94d81c81bbfc3a2e38e4	bf02defa77b35775859578abeda16746
Bee-Fee, sh_symbols.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\common\	2,49 MB	44f8275d483377f657d35a54b674bfe8235d38b4	d17657dd70b3cb6296942287f76655c6
Bee-Fee, sh_symbols.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\common\	1,21 MB	19af8ee7dd6861793acc8c004f3cc1acf2c87cf3	2083eea374c735efe0a6efd86192ebd8



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sh_16_10.jpg	Game graphics file	HDD / SSD	games\shimages\machine\	530,75 KB	41492a75f7ab2521a429076771761db3cfd100ac	77adaf97a0702c49c387496f36390c6d
Bee-Fee, sh_16_10.json	Graphics configuration file	HDD / SSD	games\shimages\machine\	1,71 KB	606a30085f5611c2ef62574b78374e3e10a8978f	cd408730acccfd5d42839d1a244833b4
Bee-Fee, sh_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\shimages\machine\	671,04 KB	995ccff8f21adfd526ba795398fd08413ab5aa04	7c7a19085f234189b034a6997a4b10c9
Bee-Fee, sf_skeleton_intro_comet1.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	11,8 KB	c12a64ea8cfe2d222fa085b4902f928389013729	2000a8f0811732cfd2162c187a083d7d
Bee-Fee, sf_skeleton_intro_comet2.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	7,77 KB	7c503ae75151843bb9d9d59b49f843a8b1051c7f	c4eafc8f18646421f7606bbd679b1743
Bee-Fee, sh_animations_vert_0.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	18,45 KB	d0f06644af618034e0e31671515f5f1bd8061010	21844991d9d2c8ef50cec1f021ad05b2
Bee-Fee, sh_animations_vert_0.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	668,96 KB	335ecd110dfa7c7ee1078a17369885b61a284181	3a19810f0a36393f5fcccadb545b3bf2
Bee-Fee, sh_animations_vert_0.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	491,75 KB	3e35fd32afa754e2225f44dd39823a329e2dc810	0a8089436b5870dc8edbd13c5335bcd2
Bee-Fee, sh_big_icon.png	Game graphics file	HDD / SSD	games\shimages\vertical\	359,46 KB	bf73aa80dbf6f710e06eb4cedeb6e1886d22c997	b22fe4e883e85b8059b452f0c7dc2a4c
Bee-Fee, sh_frame.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	1,45 KB	527133ea6a2a63d3da55c0da157c79ae306954b7	95094f4eeb4010f6e90796d33d22e414
Bee-Fee, sh_frame.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	7,13 KB	23dd2b6d0feb0e5946697e9b637e9ca64eced500	6e037b836bfad1d1980635539395fab4a
Bee-Fee, sh_frame.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	7,17 KB	56e204beee82fb0d697f5a97932e1f80f7f7368b	df584948d5a5f6b7894653e674ddda07
Bee-Fee, sh_lobby_icon.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	3,64 KB	3dd6361fe313676e122cf1afba83839bea421838	ae1fdc77f39431486cb434d77ad161f2
Bee-Fee, sh_lobby_icon.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	92,67 KB	8c23447ed5e18734fc616972acb0cc335e907d73	c6a2918ba903a22dcce883ab9901d48c



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sh_lobby_icon.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	49,26 KB	7574fc27ee9df0d94ca82af7ed6f0176fcb9a320	e363f6ec59681763292b85e9ec9a7c6f
Bee-Fee, sh_logo.png	Game graphics file	HDD / SSD	games\shimages\vertical\	179,66 KB	6945b558cb684320237aa55323cd840438084f44	3cfeaffdc1c4458b88d0b6464479e61c
Bee-Fee, sh_rules_web.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	1,68 KB	f0cd41ac1f95c5f6a75d43deda462b8cf3e68490	292d6317bc09959650dd4712648af4a0
Bee-Fee, sh_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	255,94 KB	81e4f088be718ed88295edccf158d841287b278e	b69f167f59e76494281f4adadf4ca582
Bee-Fee, sh_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	36,17 KB	2baa44792edc044544d28e9af2c82d57c6350f3c	b6d8346705fd5d2c1744f9a42e1ef0c9
Bee-Fee, sh_skeleton_ba ck_static.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	387 bytes	2e3d4b8e7604029e4145e93723fa385c3ba99f94	4134768f3a63815316e489646516d0e5
Bee-Fee, sh_skeleton_dragon1.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	17,36 KB	13769b7d02e4740012025ba8e4d3759e714c1f79	ab365abe045b7112919d004d51c5f4e2
Bee-Fee, sh_skeleton_dragon2.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	15,04 KB	2fe259ded864ddae0f52c5497c0ccdec54a904f4	fcf96c5b13a2ceb179699c4fb54bafd9
Bee-Fee, sh_skeleton_fire.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	82,55 KB	441a86026f8b15ea452ddb1461a5a2fb313e92bb	ad2f7a43fe16954f9bfd5a2822b0dd49
Bee-Fee, sh_skeleton_ico n.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	5,76 KB	422718221bb5e0086da3aaee0e3c673536684e70	5d17668ad0e8b0c13a381a7a0e665108
Bee-Fee, sh_skeleton_jackpot.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	1,01 KB	8322190454de913afe748d191a3c7565b2360765	3364acb1d44315b94e4fae1311cdac08
Bee-Fee, sh_skeleton_log o.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	15,14 KB	a5ee50e3036c00c2ae8f427d2b1b845568316d45	d1251dafdda57fa042df6e4dba97d3a6
Bee-Fee, sh_skeleton_particles_glow s.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	11,45 KB	cbbf88e27bd1ce99e2b6044a8138d38a1f83de6a	a3887284a55c0f7821078330c4a1fa38
Bee-Fee, sh_web.json	Graphics configuration file	HDD / SSD	games\shimages\vertical\	3,22 KB	32ddd8bf52f5bdf2a952deecb293064c180fd7f	7da32a0976c7c5558ce793c4ed1ca75f



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sh_web.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	172,41 KB	11e67584540cc3b4972acdb9fe6ad7c57405bd2a	929578ba74ae5963c51bd7d6634613db
Bee-Fee, sh_web.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\vertical\	48,86 KB	cdb935c1e025f5985183e7b9721d6cdbcfd8b97ef	baba4df2872114e745ccdb4074cbeed4
Bee-Fee, sh_16_10_paytable_web_en.jpg	Game graphics file	HDD / SSD	games\shimages\web\	714,26 KB	df99f8495f9495e43914fe8130b724fe978b032c	051edaf4164fbdb99d24145e4dlea9bf
Bee-Fee, sh_animations_0.json	Graphics configuration file	HDD / SSD	games\shimages\web\	8,38 KB	67a69b5cc12bb53a5773ff7848f5e590862b90da	329034a4ead46e9d9a38d93701bfb999
Bee-Fee, sh_animations_0.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\web\	270,09 KB	52b605e76a55230809426d4e48dbe63f6857bbdb	7f559e379c0fce54fd939c687d493d17
Bee-Fee, sh_animations_0.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\web\	169,31 KB	39a3561cce8eefa49dfceb5c4094ce9759068ba7	fe1efad72a7b01496e323baa790210b8
Bee-Fee, sh_background_mobile.jpg	Game graphics file	HDD / SSD	games\shimages\web\	280,18 KB	4ca7604d89506bdd181ea6df7392fac5e4b8ad96	3500823b145111af8cc0116051f0923a
Bee-Fee, sh_frame.json	Graphics configuration file	HDD / SSD	games\shimages\web\	1,45 KB	527133ea6a2a63d3da55c0da157c79ae306954b7	95094f4eeb4010f6e90796d33d22e414
Bee-Fee, sh_frame.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\web\	7,13 KB	23dd2b6d0feb0e5946697e9b637e9ca64eced500	6e037b836bfa1d1980635539395fab4a
Bee-Fee, sh_frame.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\web\	7,17 KB	56e204beee82fb0d697f5a97932e1f80f7f7368b	df584948d5a5f6b7894653e674ddda07
Bee-Fee, sh_logo.png	Game graphics file	HDD / SSD	games\shimages\web\	179,66 KB	6945b558cb684320237aa55323cd840438084f44	3cfeaffdc1c4458b88d0b6464479e61c
Bee-Fee, sh_rules_web.json	Graphics configuration file	HDD / SSD	games\shimages\web\	1,68 KB	f0cd41ac1f95c5f6a75d43deda462b8cf3e68490	292d6317bc09959650dd4712648af4a0
Bee-Fee, sh_rules_web.png_main.jpg	Game graphics file	HDD / SSD	games\shimages\web\	255,94 KB	81e4f088be718ed88295edccf158d841287b278e	b69f167f59e76494281f4adaef4ca582
Bee-Fee, sh_rules_web.png_mask.jpg	Game graphics file	HDD / SSD	games\shimages\web\	36,17 KB	2baa44792edc044544d28e9af2c82d57c6350f3c	b6d8346705fd5d2c1744f9a42e1ef0c9



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, sh_skeleton_ba ck.json	Graphics configuration file	HDD / SSD	games\sh\images\we b\	427 bytes	4baa4c50d63985410e43c886905ce4d2976bc3e1	6fa0ca8959b4fcc944c0a3bcd2049926
Bee-Fee, sh_skeleton_dragon.json	Graphics configuration file	HDD / SSD	games\sh\images\we b\	19,16 KB	b1f9f4991c748a6c80d5ff0175e11a404021ef61	a0a6a8e929fca33af749e2768bf3db8da
Bee-Fee, sh_skeleton_dragon2.json	Graphics configuration file	HDD / SSD	games\sh\images\we b\	16,51 KB	0d119c1180709a9f9089eff11fa61e0922c1d132	82f4291d43a4feb93938bc9bdf7ec9f3
Bee-Fee, sh_skeleton_glow.json	Graphics configuration file	HDD / SSD	games\sh\images\we b\	9,61 KB	0a08594045a0db8319451bb3c8b33e27c4082ec1	9a272ecc2be41b30d55ee038dd543879
Bee-Fee, sh_web.json	Graphics configuration file	HDD / SSD	games\sh\images\we b\	3,22 KB	32ddd8bf52f5bdf2a952deecb293064c180fd7f	7da32a0976c7c5558ce793c4ed1ca75f
Bee-Fee, sh_web.png_main.jpg	Game graphics file	HDD / SSD	games\sh\images\we b\	172,41 KB	11e67584540cc3b4972acdb9fe6ad7c57405bd2a	929578ba74ae5963c51bd7d6634613db
Bee-Fee, sh_web.png_main.sk.jpg	Game graphics file	HDD / SSD	games\sh\images\we b\	48,86 KB	cdb935c1e025f5985183e7b9721d6cdbcfd8b97ef	baba4df2872114e745ccdb4074cbeed4

## 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.