

Test Report

Test report No.:

T-J0005-I0132

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: Wild Jack	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): 14	Verdict (subject to conditions in Chapter 1): Pass
Test report type: Game	Subject file No.: 17000460035
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 texts are stored in file **allJSON.json**; this file shall include the following section:

"wj_rules_about": "Wild Jack is a 3-reel, 3-row video slot with 27 ways to win. Ways to win means that players win any time they spin a winning combination from left to right on the reels. Winning combinations are achieved by landing identical symbols, at any position on adjacent reels, and in any form of 'line'. Winning combinations start on the first reel on the left (excluding the SCATTER Symbol) and run along 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. Landing three or more SCATTER symbols on the reels will trigger 15 Free Spins. All 4 fruit symbols (Orange, Watermelon, Grapes, Cherry) are stacked symbols. If 9 identical fruit symbols land on the screen, then winning is tripled (x3).",

"wj_rules_wild_symbol": "The WILD in the game is the MAN symbol. WILDs can appear on all reels and substitute for all other symbols except for the SCATTER symbol. Only one WILD can appear on each reel. WILD and SCATTER symbols cannot appear simultaneously on the same reel. Combinations using only WILD symbols can create wins.",

"wj_rules_scatter_symbol": "The SCATTER in this game is the COVERED WAGON symbol. SCATTER symbols can appear on all reels. Only one SCATTER can appear on each reel. WILD and SCATTER symbols cannot appear on the same reel. Landing three or more SCATTER symbols will trigger 15 Free Spins. It is not possible to generate winnings by a combination of SCATTER symbols only. WILD and SCATTER symbols cannot appear simultaneously on the same reel.",

"wj_rules_free_spins": "Landing three or more SCATTER symbols will trigger 15 Free Spins. If Free Spins are re-triggered, the player unlocks 15 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. 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):	10 (per game)
Maximum bet (credits):	500 (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 3x3 video slot. All possible ways only: 27.

All winning combinations are left to right only on a pay way.

Only the highest winning combination is paid per way.

Minimum bet per game: 10

Bet per game (multipliers): 1,2,5,10,20 and 50.

All wins are multiplied by Bet per Game Multiplier.

First (minor) 4 fruit symbols are stacked. If on the screen we have 9 equal minor symbols, then the total winning must be multiplied by x3. This special feature appears on both regular games and free spins.

3 Scatter symbols trigger 15 Free Spins.

Wild Symbol

Wild symbols appear on all reels.

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

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

Scatter Symbol

Scatter symbols appear on all reels.

3 Scatter symbols trigger 15 Free Spins.

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

Symbols

- CHERRY
- ORANGE
- BERRY
- PLUM
- MELON
- GRAPE
- STAR
- BELL
- JACK
- SCATTER

Free Spin Feature

3 Scatter symbols trigger 15 Free Spins.

During the free spins an alternate set of reels is used.

Free spins are played at triggered game bet multiplier.

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.

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

WILD JACK	
Declared by manufacturer	Verified by test laboratory
96,12%	96,05%

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, libwildjack.so	Game library	HDD / SSD	lib\plugins\	155,16 KB	5f6dca4d35e6126473b498ac4bb85997bbc39cca	8149e26934ac6932ca3bc3c356ea759d
Bee-Fee, base_config.json	Graphics configuration file	HDD / SSD	games\wj\	8,04 KB	f57734014f1ca002ab0b6b0d6d8bcfaf21c1e212	c700a3c1076d5aa170cd04eaa8358d5d0
Bee-Fee, wj_16_10_intro_animations.json	Graphics configuration file	HDD / SSD	games\wj\images\16_10\	1,65 KB	37b320880c1931944cc4d4f45977ec55be0c5576	863e38f8bbaec122364b3fe309c288da
Bee-Fee, wj_16_10_intro_animations.png_main.jpg	Game graphics file	HDD / SSD	games\wj\images\16_10\	24,92 KB	3fa4be5174a5472d1abe133a26e5a4bb41fd8fa5	a5d8be40c4019bf19196e4c1939a8a3e
Bee-Fee, wj_16_10_intro_animations.png_mask.jpg	Game graphics file	HDD / SSD	games\wj\images\16_10\	18,25 KB	7d365f209b31621256bf58c3ec4dd18a60a311e8	24c2e8dc17022f104413a2966e0e359d
Bee-Fee, wj_16_10_skeleton_intro.json	Graphics configuration file	HDD / SSD	games\wj\images\16_10\	6,27 KB	b825153103614f92ac633f6f0adb3b771042612c	8a7421f54fc6aaa4f4b508639524790b
Bee-Fee, wj_5_4.jpg	Game graphics file	HDD / SSD	games\wj\images\5_4\	1,3 MB	032f5a4b588225e8886b9b2d8eb1453376f3df54	6c167bb885a5021ee38a42b2f281f4dc
Bee-Fee, wj_5_4.json	Graphics configuration file	HDD / SSD	games\wj\images\5_4\	1,73 KB	9da2807572b615324250f8a82f67964a4bb5443a	c6eaa3fa60d1c2f1c5f0c63e81c04a76
Bee-Fee, wj_5_4_intro_animations.json	Graphics configuration file	HDD / SSD	games\wj\images\5_4\	1,65 KB	5141e34179391ed0a11fc635e141336e640904d9	6e9466c134f769c0ac79f45660dd443d
Bee-Fee, wj_5_4_intro_animations.png_main.jpg	Game graphics file	HDD / SSD	games\wj\images\5_4\	24,92 KB	3fa4be5174a5472d1abe133a26e5a4bb41fd8fa5	a5d8be40c4019bf19196e4c1939a8a3e
Bee-Fee, wj_5_4_intro_animations.png_mask.jpg	Game graphics file	HDD / SSD	games\wj\images\5_4\	18,25 KB	7d365f209b31621256bf58c3ec4dd18a60a311e8	24c2e8dc17022f104413a2966e0e359d



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, wj_5_4_paytable_en.jpg	Game graphics file	HDD / SSD	games\wjimages\5_4\	1,26 MB	23104ad6036352010b07a3e043c17cd51641d8e3	19cfe0a5011dd01aa644b2b6ac7e9940
Bee-Fee, wj_5_4_skeleton_intro.json	Graphics configuration file	HDD / SSD	games\wjimages\5_4\	6,28 KB	a29f077e58baf1d74ab884cd6f534c4505a46327	87fae01835cdc9e403951c6503a509a4
Bee-Fee, icons_wj.json	Graphics configuration file	HDD / SSD	games\wjimages\common\	40,29 KB	98b0dedc10e104138b7bf9787df4149387ee70a	6a8c3889f53fbb816e3b0856d2feaeb7
Bee-Fee, icons_wj.png_main.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	1,42 MB	9d42575efd170bbf2e3c67b95c8a6e4a19c53341	5c0c26b7eb999150ae03bba0b803416f
Bee-Fee, icons_wj.png_mask.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	623,74 KB	a4c662db5a17d9c6bb8ec5d3aee20df71f03631e	7eef99a3e42bda2062f179e41fac5c23
Bee-Fee, wj_common.json	Graphics configuration file	HDD / SSD	games\wjimages\common\	6,47 KB	f91fb9f43a04b37629cfd88aa76ef9807340fd6e	282464b869cccf7fa7b684e669baadec5
Bee-Fee, wj_common.png_main.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	375,08 KB	1a1b4a175a70929129f58475e469f095e366f5be	cd3f76d19f02d0072023f6f195967ac6
Bee-Fee, wj_common.png_mask.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	83,57 KB	3b95b7cd7cea5ac823b3db75cedf944a99d561	8720daa22a2c72afc4a1fc2b52a559bb
Bee-Fee, wj_en.json	Graphics configuration file	HDD / SSD	games\wjimages\common\	2,45 KB	668bd6555c21f289c33e35f0a710fdc955826e63	49e38ae9b66190010cc7e196b9c032b7
Bee-Fee, wj_en.png_main.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	270,25 KB	e78ae4d55706590599c4bd2bc4fab84a01aa746	d536333490b1a1cdbc550f890056d9a0
Bee-Fee, wj_en.png_mask.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	67,69 KB	90b723785605b2dd8c6fd2cdcfca4f6fd503184e	4ce7c3bc5dbb35d7b4e69c6a1336b8ea
Bee-Fee, wj_font.json	Graphics configuration file	HDD / SSD	games\wjimages\common\	18,13 KB	ea1fac5517226ec6e5bbbc93d84982ed55394939d	ecbfd1368d5bb3bbec28634d1cfb7721
Bee-Fee, wj_font.png_main.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	79,08 KB	aefa36f08157c6049fa1ce178dfeff6ea92c2929	cf1430ede76ab743581baa50b8d143bd
Bee-Fee, wj_font.png_mask.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	71,49 KB	bf2c002a2132f2c73782c531bf94dd99c2f245f2	a725d9079af0f2ea067dcd7b2e6cbfac



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, wj_symbols.json	Graphics configuration file	HDD / SSD	games\wjimages\common\	94,89 KB	a343d7fc2bc77dc070131d593387f603db2b7bb7	c86548998a4e5bce19643250c1088a07
Bee-Fee, wj_symbols.png_main.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	2,4 MB	f06e111dfad40ce56065517a519971071c0c3ff8	b3b6407be9ad2cfe3d89d62294d557af
Bee-Fee, wj_symbols.png_mask.jpg	Game graphics file	HDD / SSD	games\wjimages\common\	1,75 MB	be55fc26ca3eb528a633d06215d9e9ad73bac766	185d56ef985257e4aa9b0270a7a7f47c
Bee-Fee, wj_16_10.jpg	Game graphics file	HDD / SSD	games\wjimages\machine\	0,96 MB	afd0df9aaccdea81ec734c74ed343a960885c629	3eba25ca458485ed118ac03f5941d36e
Bee-Fee, wj_16_10.json	Graphics configuration file	HDD / SSD	games\wjimages\machine\	1,72 KB	6ec8aaf402d040bf59a39631ed06bf56cd4bc2d3	7429cdd09254b4b16086e9d2a392f336
Bee-Fee, wj_16_10_paytable_en.jpg	Game graphics file	HDD / SSD	games\wjimages\machine\	0,97 MB	571659338f838779a90fe2a987cc64092817e885	344cd670b5c6a936fa9d518b6bb14110
Bee-Fee, wj_animations_0.json	Graphics configuration file	HDD / SSD	games\wjimages\webl\	9,57 KB	9de7da302db956f3e320eff1346038c48280c14a	2425510e83c4b4d7145e2cf51f913901
Bee-Fee, wj_animations_0.png_main.jpg	Game graphics file	HDD / SSD	games\wjimages\webl\	474,4 KB	4919026eea7b4eef210c176f1066ad0076dafba0	51b3fa177fa71293855ea5a1f7c465ff
Bee-Fee, wj_animations_0.png_mask.jpg	Game graphics file	HDD / SSD	games\wjimages\webl\	315,8 KB	5c0e66fbc2c86e38effada093667a99a1653f66f	4fb1b0c01bccf698c786f5c9a3324d5b
Bee-Fee, wj_background_mobile.jpg	Game graphics file	HDD / SSD	games\wjimages\webl\	408,55 KB	39cfaf451d59afded52c9eb76d674268a595ee4a	5b720bc4887b50e627123c73e7c5a4b4
Bee-Fee, wj_birds.json	Graphics configuration file	HDD / SSD	games\wjimages\webl\	8,03 KB	56b0e337b0491ff96995696efe810047060a9fb0	6883907ff4e544880c70d7df3acf5e57
Bee-Fee, wj_bug.json	Graphics configuration file	HDD / SSD	games\wjimages\webl\	12,58 KB	7914c7bbc422852f6d690ea468428b756cce3c11	d8e5a497a38d3b05136c7728f973fcbf
Bee-Fee, wj_bug_cactus.json	Graphics configuration file	HDD / SSD	games\wjimages\webl\	13,74 KB	246485a6f7c9f51b4809b28e831321777f5073dc	baec6847c007ca4521835c1ddc625bf9
Bee-Fee, wj_cactus.json	Graphics configuration file	HDD / SSD	games\wjimages\webl\	2,28 KB	fd73937fe88a10bc8580840460222075597df074	32aed8eec873698a15c3976f999ea0ef



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, wj_cowboy.json	Graphics configuration file	HDD / SSD	games\wjimages\we b\	9,08 KB	6a71dcbace5a4976e0269fa9567953f852821763	6f999b828170ad21400300df4478ea5a
Bee-Fee, wj_en_web.json	Graphics configuration file	HDD / SSD	games\wjimages\we b\	2,48 KB	ae27132d0552816f2dc8e42f9f16caaaa9d1ca46	f253e99f9f82e22e3ea5d92e33176922
Bee-Fee, wj_en_web.png _main.jpg	Game graphics file	HDD / SSD	games\wjimages\we b\	318,8 KB	ec2304d6d81ea43cfdd45cbf738d6dcb038f2fcc	e038cd86f40f9b8fb5658d0a53679791
Bee-Fee, wj_en_web.png _mask.jpg	Game graphics file	HDD / SSD	games\wjimages\we b\	94,62 KB	b6f76c33a9264f39287627b8c348b424868b9efe	6ecf69ed3e7b77624e8ad66aa54cb79b
Bee-Fee, wj_horse.json	Graphics configuration file	HDD / SSD	games\wjimages\we b\	6,69 KB	4eea036daa0d46c3f0c70a57a8c4a388ce0f6cd3	40cb0a85841a9b14866c8a76b992cc73
Bee-Fee, wj_houses.json	Graphics configuration file	HDD / SSD	games\wjimages\we b\	1,47 KB	b88b4c382ffc6bb24155d94c23f7c38a353c9a05	7798b0c2529a8d7f6c1740d8efaf7b78
Bee-Fee, wj_logo.png	Game graphics file	HDD / SSD	games\wjimages\we b\	68,1 KB	210b1f61b7f802adcb1c69a6f4f2fd3af4781503	46e55bf8c940c560616eca9bda4e431e
Bee-Fee, wj_paytable_web_en.png	Game graphics file	HDD / SSD	games\wjimages\we b\	1,45 MB	efb27c90faa5e5c1838995af0c06e1322602548	143462df86bf15707ca9245b7bee0b97
Bee-Fee, wj_rules_web.js on	Graphics configuration file	HDD / SSD	games\wjimages\we b\	1,68 KB	95d106b60dd0ef2b8e619b16040811814b349def	6966d087f99ba30fbfb6639c4347bfc4
Bee-Fee, wj_rules_web.png _main.jpg	Game graphics file	HDD / SSD	games\wjimages\we b\	425,87 KB	5fe47cc00e11343a74bc14e89af8631b364efb7f	b1ca957b2facdf239138921e53794616
Bee-Fee, wj_rules_web.png _mask.jpg	Game graphics file	HDD / SSD	games\wjimages\we b\	70,16 KB	27f916305feadbabcec37d0ecd9364358efacc38	2c15849516295af751a70150abee73e0
Bee-Fee, wj_sky_sun.json	Graphics configuration file	HDD / SSD	games\wjimages\we b\	5,25 KB	d6aa9fde1e2f37382d5fc35af4604e95f6f31680	13b90d6ac1ca545cd1521c40d3e22b43
Bee-Fee, wj_tumbleweed.js on	Graphics configuration file	HDD / SSD	games\wjimages\we b\	6,46 KB	5318524d9649aed9ac35d1a3807ec45785287723	3de41d94efac4a16ca481bd1f56e2470
Bee-Fee, wj_web.json	Graphics configuration file	HDD / SSD	games\wjimages\we b\	4,01 KB	1de7b09f94f2b51e6da85b8802da32abc02446a9	d547f648bd7ec1091279083c7390f1b2



Manufacturer, product ID	Description, function	Media, type	Position, circuit	Size	ID code (SHA1)	ID code (MD5)
Bee-Fee, wj_web.png_main.jpg	Game graphics file	HDD / SSD	games\wj\images\web\	212,4 KB	fcd65f8b9f663fdead73e1eada37ae5537508764	5eb449628e0cc76a4c974dbfbc4c2ee1
Bee-Fee, wj_web.png_main.sk.jpg	Game graphics file	HDD / SSD	games\wj\images\web\	49,93 KB	12864b41517fc2cd221506290ad9aee21558ec30	2eaf84e22bf4f6000057c64da4a08d6a
Bee-Fee, wj_web_skeleton_intro.json	Graphics configuration file	HDD / SSD	games\wj\images\web\	6,4 KB	7cb9d248144bf1e6b977bcc2f83247c08020fda3	2debed1c867d02b2e2ec37d3dc1011dc
Bee-Fee, wj_windows.json	Graphics configuration file	HDD / SSD	games\wj\images\web\	2,96 KB	7878e7bfef27796366f5235f5f574ec19656d135	945bc920fb24cac937c12181ef913be3
Bee-Fee, wj_jackpot.mp4	Game graphics file	HDD / SSD	games\wj\videos\	5,38 MB	68f5aee8b6c5050ee149248d80cc968d2eef5f5f0	f73bf3a0462da4b2175e0b14868bcd17

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.