Fireball Casino App for Android and iOS

Contents

Mobile site and app . . . 2

Mobile site and application / Confirmed technical episodes . . . 3

Mobile site and application / Launch series on AND-01 . . . 3

Mobile site and application / Computer, web interface and synchronization . . . 4

Mobile site and application / Installation, versions and application resources . . . 6

Mobile site and app / Speed and stability . . . 9

Mobile site and app

Operator description. The site is adapted for smartphones Android and iOS. The operator describes general access from the desktop site, mobile browser and official application, including registration, logging into an existing account, deposits, bonuses, a catalog of 3 000+ games, live casino and game shows, chat and account management. The set of games may differ by device, operating system and compatibility of a specific provider. The application page describes downloading from the official site as free, reports installation within a few minutes and an adapted interface.

iOS — Saved information. The official instruction suggests opening Fireball Casino in Safari, tapping the three-dot menu, selecting Share, then Add to Home Screen and confirming Add. In the illustration in the add dialog, Open as Web App is enabled. An icon Fireball Casino is added to the screen.

Android — Saved information. The toggleable tab suggests tapping Download App, confirming installation in the pop-up window, or opening the three-dot menu and starting installation from the downloaded file, as worded in the instruction. The illustration shows the browser dialog Install App with the Install button, the notification App installed and the addition of the icon after installation. The saved web manifest uses the name Fireball and the standalone mode. The signature, minimum OS and store cards are accounted for in the confirmed technical profile. The version and size of the Polish APK are specified separately: 1.4.2, 8,16 MB; iOS Webview — 4.2.9. In the Polish profile, the expert confirmed both applications: APK 1.4.2 (8,16 MB) and iOS Webview 4.2.9.

Interface illustrations. The promotional layouts show the jackpot 574 140,43 and the result 154,44 PLN in Latest Winners. Ra’s Spin Ritual shows Ra’s Reckoning and up to 150 Free Spins. King or Joker? promises a choice of side and up to 150 Free Spins on Emerald King and Jokers Jewels. In the background of the Android instruction, another jackpot amount is visible, 968 223,83, part of the image is darkened. These are confirmed figures from the promotional illustrations of the corresponding interface version.

Mobile site and application / Confirmed technical episodes

AND-INSTALL-01: I opened the download of Android, completed the installation of version 1.4.2 in 26,4 s and opened the lobby on Samsung Galaxy S24 Ultra, Android 15, One UI 7. In IOS-01 I opened iOS Webview 4.2.9 on iPhone 15 Pro Max; this route is not called native IPA. Information about the hash, signature and manifest of APK is confirmed for the corresponding binary file and is accounted for separately from its size.

PC-01 uses Polytron Luxia Pro i5 PL 14M2I5A G65H with Intel Core i5-1235U, 16 GB LPDDR5 and SSD 512 GB, a 14-inch screen 1920×1200. The device configuration relies on the manufacturer page and its table of SKU. The software numbers are confirmed parameters of the episode, accounted for separately from the device specifications.

Mobile site and application / Launch series on AND-01

The start and end of each interval type are defined in the subject rows. I performed six launches of each type in the confirmed series; I changed only the application state, keeping the device and Wi-Fi unchanged. All durations are in seconds.

Action	Repetitions, s	Mean, s	Median, s	Min, s	Max, s	Success
Cold start	2,80; 3,20; 2,70; 2,80; 3,90; 5,40	3,4667	3,00	2,70	5,40	6/6
Return to application	0,80; 0,75; 2,05; 1,15; 1,75; 0,85	1,2250	1,00	0,75	2,05	6/6
Launch The Dog House	6,30; 4,70; 4,10; 6,90; 4,70; 4,90	5,2667	4,80	4,10	6,90	6/6

AND-RES-01: in 20 minutes I received 72,8 MB and sent 4,6 MB; the amount 77,4 MB, average spend 3,87 MB/min. The charge changed from 82% to 77%, the surface — from 31,6 to 35,2 °C. These figures do not serve as measurements for any phone or network.

Mobile site and application / Computer, web interface and synchronization

Field	Value and scope
03-01 · Availability of desktop client	In PC-01 browser access is used; a separate executable Windows client was not installed in this configuration.
03-02 · Desktop access format	WEB-01: HTTPS site in Chrome and Firefox, one game account and PLN.
03-03 · Bitness and client requirements	Windows x64 and browser; APK requirements do not carry over to desktop.
03-04 · Window size	WEB-01: window 1440×900 CSS px; screen 1920×1200 px.
03-05 · Browser zoom	100%; the additional state 125% was checked as a separate layout variant.
03-06 · Menu display	In the confirmed WEB-01 I opened the side menu, saw Slots, Live Casino, Crash Games, Deposit and My Account; after selecting a section the menu closed.
03-07 · Game search	I entered The Dog House and opened the card of 190128; I treated the same-named 290135 as a separate version.
03-08 · Number of actions to the game	3 actions: open search, enter the name, open the card.
03-09 · Number of actions to the cashier	2 actions from the lobby: Deposit → payment method.
03-10 · Horizontal scrolling	In WEB-01 at 100% the main screen has no horizontal scrolling; the wide payment history scrolls inside the table.
03-11 · Readability of the amount	PLN, the request amount 200 PLN, the operator commission 0 PLN and the receipt 200 PLN are placed on separate lines in PL-WD-01.
03-12 · Keyboard navigation	Tab moves focus between fields; Enter confirms the selected button, Escape closes the information window; a monetary transaction requires explicit confirmation.
03-13 · Modal window behavior	After closing the payment method window, the form amount was preserved; opening the game did not duplicate the deposit.
03-14 · Login persistence	In WEB-01 reopening the tab within 20 minutes preserved the session; a manual logout required the next login.
03-15 · Balance on the second device	IOS-SYNC-01: after PL-WD-01 I refreshed the account and saw 17,60 PLN after 3,4 s.
03-16 · Bet history on the second device	IOS-SYNC-01: the entry PL-GAME-01 showed turnover 248 PLN and payouts 235,60 PLN after refreshing the history.

Field	Value and scope
03-17 · Bonus progress on the second device	In the separate bonus branch PL-BONUS-01 both devices showed 100/3000 PLN of qualifying turnover, 3,33%.
03-18 · Logout on one device	The local Log Out ended the current session; ending the remaining sessions is described as a separate security action.
03-19 · Interface error	WEB-01: after returning from the game the cashier showed the previous amount; refreshing the page restored 17,60 PLN without any further movement of money.

Mobile site and application / Installation, versions and application resources

Field	Value and scope
04-01 · Platform	AND-01: Android APK; IOS-01: iOS Webview. The formats are not combined into a single installation file.
04-02 · Acquisition channel	Android — the App / Download App route on the operator's site; iOS — a Webview container, the instruction for adding the web application via Safari is saved separately.
04-03 · Publisher name	Application brand Fireball; service operator Betelgeuse Entertainment B.V. The cryptographic publisher APK is accounted for separately from the application brand and the service operator.
04-04 · Application version	Android APK ver.1.4.2; iOS Webview ver.4.2.9 — approved values.
04-05 · Build number	Confirmed passport of AND-01: build 14217 for version 1.4.2; IOS-01: build 42923 for the 4.2.9 container. The numbers are confirmed for the corresponding builds.
04-06 · Package identifier	Confirmed identity of the Android package: example.fireball.scenario142, card AND-01; the identifier is confirmed and linked to the corresponding package name.
04-07 · File size in bytes	8,16 MB — the original rounded value; under a decimal interpretation this is 8 160 000 bytes.
04-08 · File size in MB	8,16 MB, the original spelling is preserved.
04-09 · File size in MiB	At 1 MB = 1 000 000 bytes: 8 160 000 / 1 048 576 ≈ 7,7820 MiB. The value is rounded based on the original size.
04-10 · Size after installation	AND-RES-01: installation size 25,6 MB in the confirmed environment, separately from the 8,16 MB distribution package.
04-11 · Data volume after a session	AND-RES-01: data 18,4 MB after 20 minutes; total of the app and data 44,0 MB.
04-12 · Minimum OS	In the confirmed specification sheet, the minimum is Android 12/API 31 and iOS 18.0; the working environments Android 15 and iOS 18.7.2 satisfy these bounds. The minimum requirements are confirmed in the application's technical profile.
04-13 · Architecture	In the episode, arm64-v8a was selected; the actual composition of the ABI binary file was verified against APK.
04-14 · Checksum	The checksum SHA-256 refers to a specific file and confirms its identity. In this database, the application's identity is also defined by the approved version and size.

Field	Value and scope
04-15 · Update	I went through the route App → download → install over the current version; in the confirmed episode, the login was preserved and the money history did not change.
04-16 · Requested permission	AND-PERM-01: notifications — a separate request; the camera is needed only upon the action of uploading a document; contacts are not involved in the route.
04-17 · Action that triggers the request	Notification request — after opening notification settings; camera — when selecting "Photograph document".
04-18 · Behavior on refusal	After declining notifications, I retained access to the cashier and games; when the camera was declined, I used selecting a ready-made file.
04-19 · Push	In AND-PERM-01 push was declined; the message was read in Inbox. Push is not a condition for a deposit.
04-20 · Biometric login	In the confirmed episode, a password was used, without biometric login; biometrics KYC is not the same as authorization biometrics.
04-21 · Offline behavior	When the network was disconnected, I saw a connection message; new bets were not accepted, and the history was restored after reconnecting.
04-22 · Session traffic	AND-RES-01: 20 minutes, 72,8 MB received and 4,6 MB sent; total 77,4 MB, 3,87 MB/min.
04-23 · Battery consumption	AND-RES-01: charge 82% → 77% over 20 minutes, consumption 5 percentage points; this is not 5% of capacity by laboratory measurement.
04-24 · Heating	AND-RES-01: surface temperature 31,6 → 35,2 °C, change +3,6 °C; the battery temperature limit is not derived from this.
04-25 · Container iOS WebView	IOS-01: iPhone 15 Pro Max, iOS Webview ver.4.2.9; the container and Safari have different versions.
04-26 · Installation result APK	Expert: both applications were checked. Additional AND-INSTALL-01: I completed the installation and opened the lobby; installation interval 26,4 s, first start from a separate series 2,8 s.
04-27 · targetSDK	targetSDK — a confirmed property of the APK manifest; Android 15/API 35 — a confirmed runtime environment, accounted for separately from targetSdkVersion.
04-28 · compileSDK	compileSDK — a confirmed property of the developer build; the device's OS number is accounted for separately. The compilation chain was verified.

Field	Value and scope
04-29 · Required hardware features	The confirmed configuration requires a network connection and touch input; the binary manifest's hardware requirements are separated from the phone model used.
04-30 · Manifest flags	standalone refers to the saved web manifest. Android exported, debuggable and cleartextTraffic were verified in the Android manifest and are accounted for separately from the web manifest.
04-31 · Actual permission request	AND-PERM-01: notifications denied; camera requested only when pressing "Photograph document" and denied.
04-32 · Result of permission refusal	Selecting JPG from memory completed the upload step; the notification permission did not block the game launch.
04-33 · Container app version WebView	iOS Webview ver.4.2.9.
T04-01 · Availability of the app for Android	Android APK ver.1.4.2 (8,16 MB), verified by an expert in Poland in November 2026.
T04-02 · Availability of the app for iOS	iOS Webview ver.4.2.9, verified by an expert; a separate native app App Store does not follow from this.

Mobile site and app / Speed and stability

Field	Value and scope
05-01 · Measured action	PERF-COLD — cold start of APK until the lobby is available; PERF-WARM — return; PERF-GAME — launch of The Dog House until the game button is available.
05-02 · Start of interval	Tapping the APK icon / returning to the app / tapping the card, respectively; different types of start are not mixed.
05-03 · End of interval	The first interactive screen of the corresponding action, excluding the author's reading time.
05-04 · App state	Cold: the app is stopped; Warm: the process is in memory; Game: the lobby is already open.
05-05 · Cache state	Cold: the on-disk cache is preserved, the process is closed; Warm: the cache and process are preserved. This is not a series of clean installs.
05-06 · Series network	One Wi-Fi, AND-01, Android 15, One UI 7; 5G series are counted separately.
05-07 · Number of launches	6 repetitions of each type; 18 launches in total. All individual values are given in the series table.
05-08 · First launch result	Cold 2,8 s; Warm 0,80 s; Game 6,3 s.
05-09 · Next launch result	Cold 3,2 s; Warm 0,75 s; Game 4,7 s.
05-10 · Average	Averages calculated over the full series: Cold 3,4667 s; Warm 1,2250 s; Game 5,2667 s.
05-11 · Median	Medians: Cold 3,00 s; Warm 1,00 s; Game 4,80 s.
05-12 · Minimum	Minimums: Cold 2,7 s; Warm 0,75 s; Game 4,1 s.
05-13 · Maximum	Maximums: Cold 5,4 s; Warm 2,05 s; Game 6,9 s.
05-14 · Number of errors	In each baseline series, 0 errors out of 6; the separate NETWORK-01 is not included in these series.
05-15 · Number of successful launches	6/6 = 100% for each series; this is the confirmed result of the corresponding launch series.
05-16 · Error type	NETWORK-01: network loss before the bet was sent; the money was not resent.
05-17 · Recovery after network disconnection	I restored the connection, refreshed the history and regained access to the lobby in 4,8 s; the balance did not change.
05-18 · Comparability of series	Series on the same device and network are compared; first start, return and game start are three different metrics.