Integration API specification

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Version Control

Date	***Author***	***Version***	***Changes description***
22-Feb -21	Sergiy B.	*3.139*	Added optional roundDetails parameter in 3.11 EndRound
25-Feb -21	Sergiy B.	*3.140*	Added section 15.3 Launch games from internal lobby for Italian regulated market added optional parameters chosenBalance, previousToken, launchingType in 3.4 Authenticate request added optional parameter totalBalance in 3.6 Balance, 3.14 GetBalancePerGame responses Added optional parameter dataType in 15.2 Checksums API
09-Mar-21	Sergiy B.	*3.141*	XVIII DGA API – remove table times from examples 3.10 jackpotWin – adding specprizeType for Bingo Physical prizes 17.3 – added special prize description to Roomlist and SessionGameInfo
21-Apr-21	Sergiy B.	*3.146*	Added section 15.5 SA RoundDetails
22-Apr-21	Sergiy B.	*3.147*	Added events and triggers in XIX. Games JavaScript API Separated events and triggers per product
30-Apr-21	Sergiy B.	*3.148*	Added note for FRB with periodOfTime in 6.3 Create Free Rounds, 6.7 Create Player Free Rounds
14-May-21	Sergiy B.	*3.149*	Added section 8.6 Jackpot Winners; added level "G" in 8.5 Active Jackpots
17-May-21	Sergiy B.	*3.150*	Added section 15.6 Spanish certification requirements; added **promo** to 3.1 game launch
09-Jun-21	Sergiy B.	*3.152*	Added **extraInfo** in 3.4 authenticate. Added error and description in responses for all methods of III Seamless Wallet API
30-Jun-21	Sergiy B.	3.154	Added dataType parameter to 3.15 promoWin
15-Jul-21	Sergiy B.	3.155	Added jackpotDetails to 3.10 jackpotWin
23-Jul-21	Sergiy B.	3.157	Added DataFeeds method 8.9 Canceled Rounds
23-Jul-21	Sergiy B.	3.158	Added **ctlgroup** parameter to 3.1 Game opening; Added **extraInfo** parameter to 4.8 Start Game; Added options: addRoundDetails to 8.2 Game Rounds
03-Aug-21	Sergiy B.	3.159	Added dataType parameter to 10.1 Player's daily totals
25-Aug-21	Dmitriy M.	3.160	Added roundDetails parameter to the 8.2 Game Rounds section
07-Sep-21	Dmitriy M.	3.162	Added 3.15 *Adjustment* API method
4-Dec-21	Dmitriy M.	3.166	added Sweet Bonanza DGA example, added **addJPContributionAmount** option for Datafeeds
8-Dec-21	Dmitriy M.	3.167	Added **GetFeatures** option for getCasinoGames API method
22-Dec-21	Dmitriy M.	3.168	Added **validBetAmount** parameter to the Adjustment API method, other minor fixes
13-Jan-22	Dmitriy M.	3.169	Minor adjustments, new **CJP** tournament parameters
31- Jan -22	Dmitriy M.	3.170	New parameters for the IT jurisdiction (**aamsTicket**, **aamsSessionId**) for authenticate calls
19-Feb-22	Dmitriy M.	3.171	Added **addBalance** option for the Datafeeds, other minor updates.
06-Apr-22	Dmitriy M.	3.172	added **partialWinStatus** option to round status
03-May-22	Dmitriy M.	3.173	Added new type for the FreeRoundsBonusAPI/v2/ - **F** (Free Bonus Feature)
28-May-22	Dmitriy M.	3.174	Added new optional API /roundDetails.html
30-May-22	Dmitriy M.	3.175	Added Bingo DataFeeds and new roundDetails features for bet.html
28-July-22	Dmitriy M.	3.176	Added a possibility to re-use bonusCode for the same player
02-Aug-22	Sergiy B.	3.177	Added FLEXIBLE Free Tickets type to Free tickets API \ CreateFreeTickets
14-Aug-22	Dmitriy M.	3.178	Removed Simple FRB API (deprecated). Added New game event bigWinLevel.
13-Sep-22	Belets E.	3.179	5.2 Events – added bigWinLevel parameter
25-Oct-22	Sergiy B.	3.180	3.9 jackpotWin - added jackpotDetails and progressive\non-progressive warn for slots
02-Nov-22	Belets E.	3.181	3.13 PromoWin – added **gameId** parameter
09-Nov-22	Sergiy B.	3.182	15.2 Checksums API – added example of response with full path to critical files
17-Nov-22	Belets E.	3.183	3.13 PromoWin – added **roundId** parameter
01-Dec-22	Belets E.	3.184	3.1.2 GameURL API method – added rci, rce, rcHistoryUrl, rcCloseUrl, promo, ctlgroup parameters

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06-Dec-22	Belets E.	3.185	Added sections – 9.2 Promo Details
21-Dec-22	Belets E.	3.186	8.2 Game Rounds added - /gamerounds/adjusted/
28-Dec-22	Belets E.	3.187	6.7 Remove players added **requestID** parameter
11- Jan -23	Belets E.	3.188	Added baseWin, freeSpinCount, freeSpinWin to 3.7 (Result) / 3.10 (EndRound)
24- Jan -23	Belets E.	3.189	Added sections – 15.7 Auto-finalization of Unfinished Rounds
13-Mar-23	Belets E.	3.190	Minor changes, added two parameters to example for BACCARAT
17-Mar-23	Belets E.	3.191	Value addBonusBetWin is added to the options parameter in sections 8.2 and 8.9
04-Apr-23	Belets E.	3.192	Added sections – 6.7 Add player
05-May-23	Belets E.	3.193	8.3 In-game transactions / added type: V – Partial win transaction (closes the round)
15-May-23	Belets E.	3.194	3.13 BonusWin – added **remainAmount** parameter. 17.1 Added sections – How to Access Bingo Client and Display "My Offers" by Default. 1.1 – 1.2 – added DGA parameter.
07-June-23	Belets E.	3.195	Added **includeCanceledBets** parameter to 10.2 Players daily report
20-June-23	Belets E.	3.196	Removed - **3.1.1 Explicit launch URL**
10-Aug-23	Belets E.	3.197	Updated Method 8.6 Jackpot Winners (new version) Value **FREE_BONUS_FEATURE** is added to the features parameter in sections 2.1 Values **finalizedRoundsSeparated / finalizedRoundsHidden** is added to the options parameter in sections 8.2 / Other minor changes.
16-Aug-23	Belets E.	3.198	Updated Method 8.5 Active Jackpots (new version)
29-Aug-23	Belets E.	3.199	Value **CB** is added to the **campaignType** parameter in sections 3.13 / Other minor changes.
01-Sep-23	Belets E.	3.200	Added Boom City, Vegas Bingo, Snakes And Ladders, Mega baccarat, Powerup Roulette, Black Jack/Private BJ DGA examples
06-Nov-23	Belets E.	3.201	Removed – **16 Integration with demo games**. Added **playMode** parameter to **4.8 StartGame**.
20-Nov-23	Belets E.	3.202	Added new section **2.5 Auto-finalization of Unfinished Rounds (SW/BT)** Added **externalPlayerId** parameter to 3.1.2 Players daily report / Other minor changes.
12-Dec-23	Belets E.	3.203	Added new section **2.2 GetLobbyGames**
21-Dec-23	Belets E.	3.204	Added new section **4.10 TransferTransactions** / Other minor changes.
23-Feb-24	Belets E.	3.205	6.3 Create Free Rounds – added **expirationPeriod** / **validityPeriod** parameters 6.11 Added error codes **37#1** – **37#5** / Other minor changes.
14-Mar-24	Belets E.	3.206	9.1 Tournament Winners – added **options (addWinTime/winEventTime)** parameters. 3.9 JackpotWin – added **balanceBeforeWin/balanceAfterWin** parameters. Added section **9.5 Prize Drop Winners** / Added note for **8.5 Active Jackpots** Renamed the method from **VI.Variable Free Rounds API to VI. Variable Free Spins** API and its contents: Free Rounds>Free Spins / FRB>FSB/etc. / Other minor changes
22-Mar-24	Belets E.	3.207	Added sections: **9.2 Tournament Active / 9.3 Tournament Prizes / 9.4 Tournament Leaderboard**
23-Apr-24	Belets E.	3.208	15.2 Checksums API – added options > gameRelatedOnly parameter. / 9.6 Promo Details - added options > CB – Cashback parameter / Added note for 9.1 – 9.6 / Other minor changes.
13-May-24	Belets E.	3.209	Added section - **8.7 Jackpot Winnings** / Other minor changes.
30-May-24	Belets E.	3.210	Added section - **8.1 Environment list (Balance Transfer API) /** Added note/host to sections 8.1-8.10, 9.1 / Other minor changes.
19-June-24	Belets E.	3.211	Added **extraInfo:jurisdictionMaxBet** parameter to **3.4 Authenticate** / Other minor changes.
05-July-24	Belets E.	3.212	Added section - **Bingo gameURL API method** / Other minor changes.
09-July-24	Belets E.	3.213	Updated the **Data Format** subsection in section **18.1**
19-July-24	Belets E.	3.214	The auto-finalization feature has been updated. The update affected sections: 1.1 / 1.2 / 1.6 / 2.6
31-July-24	Belets E.	3.215	4.8 StartGame - added **jurisdiction** parameter.

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06-Sep-24	Belets E.	3.216	3.1.2 GameURL API method / 4.8 StartGame - added **lobbyFilter** parameter / Added section - **18.4 Predefined filters in Live Casino Lobby categories**
19-Sep-24	Sergii O.	3.217	3.9 jackpotWin - added **instanceId** parameter / Other minor changes.
11-Oct-24	Belets E.	3.218	Added section – 2.7 Replay link, 2.8 Error codes / Added note for 6.4, 6.8 / Other minor changes
15-Nov-24	Belets E.	3.219	Added section – **XIX. Free Chips API** (19.1-19.10); **2.1 GetCasinoGames** – added options>**GetFcDetails** parameter/ added – **fcAvailable** parameter
29-Nov-24	Sergii O.	3.220	Updated section – **2.1.1 Game icons** and other minor changes.
06-Dec-24	Sergii O.	3.221	Updated the **Get Chip Values** and **Create Free Chips** subsections in the **XIX. Free Chips API**
09-Dec-24	Sergii O.	3.222	Added section – **2.8 Standalone Slots Lobby**
18-Dec-24	Sergii O.	3.223	Updated section – **2.8 Standalone Slots Lobby** and other minor changes.
20-Dec-24	Belets E.	3.224	3.3 Data Types – new jurisdictions added (**HU/MX/X2/BR/SK/PE/AB**) Added section – **9.6 Active Prize Drops / 9.7 Prize Drop Prizes / 9.8 Prize Drop Latest Wins**
17-Jan-25	Sergii O.	3.225	Updated the **2.8 Standalone Slots Lobby** section
12-Mar-25	Sergii O.	3.226	Updated section – **2.1 GetCasinoGames** and other minor changes.
10-Apr-25	Sergii B.	3.227	Removed section – **2.8 Standalone Slots Lobby**
25-Apr-25	Belets E.	3.228	**18.1 Live Casino Dynamic Games Access** – updated the block with game types in the **Data feeds** section Added - **6.11 Error codes** / **37#6** Bad request: playerList' size should be less or equals to 5000 and other minor changes.
30-May-25	Belets E.	3.229	Added note for **XIX.Free Chips API** / **3.15 Adjustment** – added **roundDetails / bonusCode** parameters. Value **MR** is added to the **campaignType** parameter in **sections 3.13** and other minor changes.
23-June-25	Sergii B.	3.230	Added section – **Bonus Wallet feature**

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I. API Overview

Casino Game API supports different types of games: video slots, video poker, keno, etc. and API should not be changed if Casino Operator needs to add more games to their portfolio.

As soon as new game is available, it is added to Game Library with game symbols. Casino Operator will use provided symbol for StartGame method during opening specific game and Bet requests will be also sent using this symbol. Game Library will be provided to Casino Operator together with integration package or resent when new games are available.

Using this Casino Game API Casino Operator is able to integrate both types of games: web version for desktop devices and mobile version.

Platform provides the set of games built in HTML5 technology.

1.1 Seamless Wallet API

Operator should provide the Seamless Wallet Integration API on their side. Pragmatic Play will call the methods when players make a bet or get a win and their balance should be updated.

Method/Section	Description	Status
2.6 Autofinalization Feature	This feature allows to resolve and complete incomplete rounds with age that exceed 30 days (or a shorter time, if desired) from the start of the round.	Required
Authenticate	This method authenticates player by secure token. Casino Operator generates one-time secure token and sends it with the URL for opening Pragmatic Play game. See "*11.1 Flow diagram of opening casino game* "	Required
Balance	Returns the balance of a player.	Required
Bet	Checks if the player has enough funds and subtracts money from player's balance. Returns the value of updated balance.	Required
Refund	Refunds player's balance. This method will be used for cancellation of a bet in the case the game cannot be finished.	Required
Result	Adds winning amount to player's balance. Returns the value of updated balance.	Required
BonusWin	Notifies the Casino Operator that free spins are over and player's balance should be increased with bonus amount.	Required
JackpotWin	Using this method a Pragmatic Play system will notify Casino Operator about Jackpot winning.	Required
PromoWin	Notifies the Casino Operator that tournament campaign is over and player's cash balance should be increased with amount in promoWin.	Required
EndRound	Notifies the Casino Operator that the game round is over, for transactions finalization purpose.	Optional
SessionExpired	Notifies the Casino Operator that player's game session has expired in PragmaticPlay system due to inactivity or game client closing.	Optional
GetBalancePerGame	Returns the balance of a player per game.	Optional
Adjustment	Using this method the Pragmatic Play system will send to Casino Operator the amount player's balance to be adjusted with.	Optional
Live Casino Dynamic Games Access	DGA is a data transfer system that will provide our operators with game table data to populate thumbnails on their website. **this functionality is required to be implemented (in Asia market the requirement needs to be discussed with AM)*	Required

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1.2 Balance Transfer API

Operator can use this API for game opening and transferring funds to player's balance in the Pragmatic Play system.

Method/Section	Description	Status
2.6 Autofinalization Feature	This feature allows to resolve and complete incomplete rounds that do not exceed 30 days (or a shorter time, if desired) from the start of the round.	Required
CreatePlayer	This method allows registering a new player on Pragmatic Play side.	Required
Transfer	This method transfers funds in to player's balance (i.e. deposit) and out of the player's balance (i.e. withdrawal) within Pragmatic Play system	Required
GetBalance	Using this method Casino Operator can get the current balance of the player in the Pragmatic Play system	Required
StartGame	Casino Operator should call this method before opening the game in player's browser. Secure one-time token is generated on the Pragmatic Play side. As the result of this method Casino Operator will get an URL to the requested game.	Required
TerminateSession	Using this method Casino Operator can terminate the current player session and kick him out all games	Required
Live Casino Dynamic Games Access	DGA is a data transfer system that will provide our operators with game table data to populate thumbnails on their website. **this functionality is required to be implemented (in Asia market the requirement needs to be discussed with AM)*	Required

1.3 Integration API

Integration API offers generic methods that allow Operators to create a game lobby, get statistics and close player sessions forcefully.

Method	Description	Status
GetCasinoGames	Using this method Casino Operator can retrieve the list of games available for integration. May be used for automatic building games lobby at casino website.	Optional
CloseSession	This method terminates active game sessions of the player.	Optional

1.4 Data feeds

Reporting API on the Pragmatic Play side provides a set of data feeds for downloading play sessions, failed transactions and recent information about jackpots.

Method	Description	Status
Play Sessions	This data feed returns play sessions that was played during specified period.	Optional
Failed Transactions	Casino Operator can get the list of Refund and Result transactions that was not processed even after multiple attempts made by the Pragmatic Play server.	Optional
Active Jackpots	Provides information about open jackpots per casino brand.	Optional

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Jackpot Winnings	Provides a list of last winnings of the specified jackpot.	Optional

1.5 Player ID

1.5.1 Seamless Wallet (Authenticate method)

Player ID (userId parameter) is unique identifier of the user within Casino Operator system. Before sending to Pragmatic Play any gaming related request Casino Operator should authenticate a player using Authenticate method. If player is new and its account does not exist in the Pragmatic Play system it will be created automatically on the base of the data sent by Casino Operator server in the Authenticate response. If player account already exists in the Pragmatic Play database it will be updated with the response data if necessary. Player id received in the Authenticate response will be sent with all subsequent requests to Casino Operator.

1.5.2 Balance Transfer (StartGame method)

Player ID is unique identifier of the user within Pragmatic Play system. Before sending to Pragmatic Play any gaming related request Casino Operator should register a player using CreatePlayer method, get player id and save it somewhere inside own system. Then this player id will be sent with all subsequent requests to both Casino Operator and Pragmatic Play.

Please note: this type of game opening remains in the API for compatibility with the previous versions of the interface. Option 2 is more standard and preferred way to open games for integrated systems.

1.6 Play session

Play session is a game round in which bet and wins are combined together. Each round can contain several bets, win and refunds of the bets.

Play sessions (Rounds) that trigger free spins or any bonus feature remain open until the player has completed all the actions required for such a feature. Until then, the game session is incomplete and can remain open for a long time or forever.

Life cycle of Unfinished rounds

> *Important!*
>
> *To resolve and complete unfinished rounds, operators must integrate Autofinalization feature (section 2.6 Auto-finalization of Unfinished Rounds) Autofinalization completes rounds older than 30 days by default.*

1.7 Transaction reference

Transaction reference is unique transaction id within Pragmatic Play system. Transaction reference used for bets and wins has to be different.

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II. Integration API

This is a simple API for Casino Operator to retrieve some data from Pragmatic Play system and send some events to Pragmatic Play. API is an HTTP listener, which listens POST requests coming to an URL with the request mappings below.

All responses are in JSON format.

> URL of the HTTP service will be provided by Pragmatic Play for the production and test environments and looks like:
>
> *https://{API service domain}/IntegrationService/v3/http/CasinoGameAPI*

> Integration simple HTTP Service is securely protected, hence please be sure:
> - player's browser (end) must NOT be used as initiator of requests to the service;
> - proper IPs are supplied to Pragmatic Play for whitelisting

2.1 GetCasinoGames

Request path: POST /getCasinoGames/

Using this method Casino Operator will get the list of casino games available for the integration.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
options	List of settings (String). By including it, operator can get additional information about game. Possible values are: • GetFrbDetails • GetLines • GetDataTypes • GetFeatures • GetFcDetails • GetStudio • FilterStudio=<studio_name>, for example FilterStudio=PP - for Pragmatic Play games or FilterStudio=FP - for Fat Panda games	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Type	Description
gameList	CasinoGame	The list of CasinoGame objects for transferring casino games details (see data type description below)
error	String(10)	0 - if the request was successfully processed or error code in other case.
description	String(250)	Description of the error for troubleshooting purposes.

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Type: CasinoGame

Name	Type	Description
gameID	String(20)	Symbolic unique identifier of the game provided by Pragmatic Play. *Example: vs7monkeys, vs50amt, rla, wra, bjb*
gameName	String(100)	Name of the game. *Example: "Lucky Dragons", "Hot Safari"*
gameTypeID	String(20)	Symbolic unique identifier of the game. *Example: "vs", "rl", "vp".*
typeDescription	String(100)	Short description of the game type. *Example: "Video Slot", "Roulette", "Video Poker".*
technology	String(30)	Short description of the technologies in which the game is available, comma separated. Possible values are: • html5 - HTML5 games
technologyID	String(10)	Technologies in which the game is available, comma separated. Possible values are: • H5 - HTML5 games
platform	String(30)	Platform for which the game can be opened. Possible values, comma separated: • MOBILE – if game should be opened on mobile devices • WEB – if game will be opened on desktop devices
demoGameAvailable	Boolean	If true, a demo version of the game is available.
aspectRatio	String(10)	Describes the proportional relationship between the width and the height of the game. *Example: "4:3", "16:9"*
gameIdNumeric	Long	The numeric value of gameID
jurisdictions	List	List of supported jurisdictions
frbAvailable	Boolean	If true, a free spins bonus of the game is available. *This field is optional and will appear in response in cases where request contains GetFrbDetails in options list*
fcAvailable	Boolean	If true, a free chips bonus of the game is available. *This field is optional and will appear in response in cases where request contains GetFcDetails in options list*
variableFrbAvailable	Boolean	If true, a variable free spins bonus of the game is available *This field is optional and will appear in response in cases where request contains GetFrbDetails in options list*
lines	Integer	Bet multiplier: value that multiplies base bet to determine total bet. *This field is optional and will appear in response in cases where request contains GetLines in options list*
features	List	List of supported in-game features *This field is optional and will appear in response in cases where request contains GetFeatures in options list* Possible values: 1. BUY - in-game Buy feature 2. ANTE - ante bet supporting 3. SUPER_SPIN - super spin support 4. FREE_BONUS_FEATURE - instant bonus support
dataType	String(3)	Type of game portfolio

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		Available options: RNG - Main portfolio games (video slots, classic slots etc.) LC - Live Casino portfolio VSB - Virtual sports betting portfolio *This field is optional and will appear in response in cases where request contains GetDataTypes in options list*
studio	String(10)	Studio the game belongs to. Available options: • PP - Pragmatic Play games • FP - Fat Panda games *This field is optional and will appear in response in cases where request contains GetStudio in options list*

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/getCasinoGames/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&hash=da77af8d0ba97eaa033682466b87f569&options=GetFeatures,GetFrbDetails,Get-
Lines,GetDataTypes,GetFcDetails
```

Example of JSON response:


```
{
    "error": "0",
    "description": "OK",
    "gameList": [
        {
            "gameID": "vs20olympgate",
            "gameName": "Gates of Olympus",
            "gameTypeID": "vs",
            "typeDescription": "Video Slots",
            "technology": "html5",
            "platform": "MOBILE,WEB",
            "demoGameAvailable": true,
            "aspectRatio": "16:9",
            "technologyID": "H5",
            "gameIdNumeric": 1605284987,
            "jurisdictions": [
                "RS",
                "X1",..
                "ON"
            ],
            "frbAvailable": true,
            "variableFrbAvailable": true,
            "lines": 20,
            "dataType": "RNG",
            "features": [
                "ANTE",
                "BUY"
            ],
            "fcAvailable": false
        },

...,

        {
            "gameID": "vs20doghouse",
            "gameName": "The Dog House",
            "gameTypeID": "vs",
            "typeDescription": "Video Slots",
            "technology": "html5",
            "platform": "MOBILE,WEB",
            "demoGameAvailable": true,
            "aspectRatio": "16:9",
            "technologyID": "H5",
            "gameIdNumeric": 1547739735,
            "jurisdictions": [
```

```
                "GR",
                "DE",..
                "ON"
            ],
            "frbAvailable": true,
            "variableFrbAvailable": true,
            "lines": 20,
            "dataType": "RNG",
            "features": [],
             "fcAvailable": false
        }
}
```


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2.1.1 Game icons

> Links to game icons were updated. See new paths below. It is recommended to use new links further.
>
> *Old URLs (with /rec and /square attributes, like game_pic/rec/339/vs20olympgate.png) keep working. They still lead to the same game and size non-branded icons as before, according to specified parameters. For icons of new types and sizes, the new version of links should be used.*

Operator can use the URL below to get icons for the games:

http(s)://{common-static.ppgames.net}/gs2c/common/lobby/v1/apps/slots-lobby-assets/{gameID}/{gameID}_{size}_{branding}_{language}.{filetype}

GameID is a symbolic unique identifier of the game within the Pragmatic Play. Example: 'vs25ultwolgol'.
Size should be specified as *<width>x<height>*. Example: '200x200'.
Branding defines the branding of an icon (see comparison of branded and non-branded icons below). The following options exist:

- *B* – branded icon
- *NB* – non-branded icon

Language defines the language of an icon (see comparison of English and Chinese icons below). The following options exist:

- *No parameter* – default language (English)
- *ZH* – Chinese

Filetype defines the file extension. For the same size of an icon, several filetypes can exist, such as jpg, png.
The following icons can be received:

Size	Branded English	Non-branded English	Non-branded Chinese
138x138	png, jpg	png, **jpg**	
160x115	png, jpg	**png**, jpg	
168x112	png, jpg	png, jpg	
188x83	png	**png**	
200x200	png	**png**	
216x160	jpg	jpg	jpg
260x350	png	png	png
325x234	png	**png**	
339x180	png	png	png
366x160	jpg	jpg	jpg
667x414	png	png	png
800x600		jpg, webp, avif	jpg, webp, avif
1000x1000		jpg, webp, avif	jpg, webp, avif
1200x800		jpg, webp, avif	jpg, webp, avif

Icons in **bold (old sizes) exist for most games. Please note that other icon sizes and types may not be available for all games. If a game icon does not exist but is required, AM can request it additionally.*

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Example of HTTP request:

```
For branded English:
GET gs2c/common/lobby/v1/apps/slots-lobby-assets/vs25ultwolgol/vs25ultwolgol_260x350_B.png
HTTP/1.1

For non-branded English:
GET gs2c/common/lobby/v1/apps/slots-lobby-assets/vs25ultwolgol/vs25ultwolgol_260x350_NB.png
HTTP/1.1

For non-branded Chinese:
GET gs2c/common/lobby/v1/apps/slots-lobby-assets/vs25ultwolgol/vs25ultwolgol_260x350_NB_ZH.png
HTTP/1.1

Host: {common-static.ppgames.net}
Cache-Control: no-cache
```

Example of response for different icon types:

Branded English

Non-branded English

Non-branded Chinese

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2.2 GetLobbyGames

Request path: POST /CasinoGameAPI/getLobbyGames

Using this method Casino Operator will get the list of casino games configured in Back office for the slots lobby.

This method returns all games (configured in the "All Games" category) and the other categories available for slot lobbies are "Hot Games" and "New Games".

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
categories	List of games (String). Possible values are: • all – games from All Games category • new – games from New Games category • hot – games from Hot Games category **If multiple values are to be used, they are specified separated by commas.*	Required
country	ISO Country code. Possibility to get games available (not blocked) for the specific country.	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Type	Description
error	String	Request error code, 0 is success
description	String	Error description
gameID	String	Symbolic unique identifier of the game provided by Pragmatic Play. Example: vs7monkeys, vs50amt, rla, wra, bjb
gameIdNumeric	Number	The numeric value of gameID
gameName	String	Name of the game. Example: “Lucky Dragons”, “Hot Safari”
gameTypeID	String	Symbolic unique identifier of the game. Example: “vs”, “rl”, “vp”.
jurisdictions	Array	Supported jurisdictions
lines	Number	Number of lines
frbAvailable	Boolean	if true, a free spins bonus of the game is available.
demoGameAvailable	Boolean	If true, a demo version of the game is available.
features	class java.lang.Object	List of supported features. Possible values: - BUY - in-game Buy feature - ANTE - ante bet support

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		- SUPER_SPIN - super spin support - FREE_BONUS_FEATURE - instant bonus support
sortingOrder	Number	Sorting order
games.new	Array	The list of games included in New Games category. It will be returned if 'new' category is sent in the request
games.hot	Array	The list of games included in Hot Games category. It will be returned if 'hot' category is sent in the request

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/getLobbyGames/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=ext_test1&categories=all,new,hot&country=ES&hash=99ff2beefd8b04926e821e6b3496c45c
```

Example of JSON response:

```
{
    "error": "0",
    "description": "OK",
    "games": {
        "all": [
            {
                "gameID": "vs20hotzone",
                "gameIdNumeric": 1669710633,
                "gameName": "African Elephant",
                "gameTypeID": "vs",
                "jurisdictions": [
                    "BG",
                    "EE",..
                    "X1"
               ],
                "lines": 20,
                "frbAvailable": true,
                "variableFrbAvailable": true,
                "features": [
                    "FREE_BONUS_FEATURE",
                    "BUY"
                ],
                "demoGameAvailable": true,
                "sortingOrder": 1
            },
…,
                "hot": [
            {
                "gameID": "vs20dhdice",
                "gameIdNumeric": 1664444273,
                "gameName": "The Dog House Dice Show",
                "gameTypeID": "vs",
                "jurisdictions": [
                    "BE",
                    "MT",..
                    "BY"
                ],
                "lines": 20,
                "frbAvailable": true,
                "variableFrbAvailable": true,
                "features": [],
                "demoGameAvailable": true,
                "sortingOrder": 1
            }
        ]
    }
```

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2.3 CloseSession

Request path: POST /closeSession/

This method terminates active game sessions of the player. Operator has the option to remove player's history, so that the incomplete game rounds cannot be finished by another player (usually this is relevant for terminals). To close only game session for specific game Operator may send game id parameter in the request.

Request parameters

Name	Description
secureLogin	User name for authentication in the Casino Game API service
externalPlayerId	Id of the player within the Operator system.
gameId	Id of the game. This is optional parameter, which has to be sent by Operator if only the session for specific game should be closed.
clearHistory	Specifies whether to clear the history of the round or not. May have the following values: 1 – history should be removed, so that the last game round cannot be completed anymore 0 – last game round can be completed
hash	Hash code of the request.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/closeSession/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=421&gameId=vs7monkeys&clearHistory=1&hash=5fd31717ba4-
da9e78ac19730212925c2
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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2.4 CancelRound

Request path: POST /cancelRound/

CancelRound method initiates a refund request, which the Pragmatic system will send to the Operator's remote wallet. After successful refund call the game round will be marked as Canceled in the Pragmatic system.

This method Operator can use any time they want to close player's round forcefully, due to a retention policy on the Operator's system or according to requirements for regulated markets.

> For BT integration, a round can only be canceled if it is not older than 24 hours.

Request parameters

Name	Description
secureLogin	User name for authentication in the Casino Game API service
externalPlayerId	Id of the player within the Operator system.
gameId	Id of the game. This is required parameter.
roundId	Id of the game round to be canceled (play session id).
hash	Hash code of the request.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/cancelRound/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=421&&gameId=vs7monkeys&roundId=123456&hash=5fd31717ba4-
da9e78ac19730212925c2
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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2.5 HealthCheck

HealthCheck method can be used by operators to check if PragmaticPlay provider API service or Game server are live and ready.

API service HealthCheck

Request path:
GET https://{API-service-domain}/IntegrationService/v3/http/CasinoGameAPI/health/heartbeatCheck

Game server HealthCheck

Request path:

http://{game-server-domain}/gs2c/livetest

> *Frequency of calling HealthCheck should not be more than 1 call per minute for any particular brand.*

Response statuses

HTTP Status	Description
200	API service is available to use
Not 200	Any other HTTP status means some issues with API service. Not ready to use.

Example for API Service HealthCheck

Example of HTTP request:

```
GET /IntegrationService/v3/http/CasinoGameAPI/health/heartbeatCheck HTTP/1.1
Host: api.prerelease-env.biz
```

Example of JSON response:

```
HTTP Status: 200 OK

Response body:
{
  "error": "0",
  "description": "OK"
}
```

Example for Game server HealthCheck

Example of HTTP request:

```
GET /gs2c/livetest HTTP/1.1
Host: ext-test1.prerelease-env.biz
```

Example of response:

```
HTTP Status: 200 OK
```

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2.6 Auto-finalization of Unfinished Rounds

> *Important!*
> *To automatically complete unfinished rounds on both the PragmaticPlay and operator side, the Autofinalization function is required for integration.*

Unfinished rounds – round with in-game free spins, or in-game bonus features, which was started by player but wasn't completed during game session.

Unfinished rounds can be caused by following player's actions during gameplay:

- Player hit or bought in-game free spins and closed the game without finishing them.
- Player hit in-game bonus game feature and closed game without finishing it.
- Player started round in **RNG** table game (like American Blackjack) and closed game without completing the round.

Pragmatic Play has the following rules regarding non-finished game rounds:

1. All non-finished players' rounds are stored in PP system.
2. If an operator has specific jurisdiction requirements or internal logic, the finalization procedure is activated for their brands. Meaning, all non-finished rounds are finalized after a specific period of time. The period of time is configured based on jurisdiction requirements or the operator's logic.

For Seamless Wallet API

3. Rounds are finalized according to the following logic:
   a. If a player does not play the round at all before closing the game, PP sends a refund request to the operator and closes the round (irrelevant to slots).
   b. If a player plays the round (for example, makes several free spins) and won in any free-spin, PP sends an actual win to the operator and closes the round.
   c. If a player plays the round (for example, makes several free spins) and hasn't won in any free-spin), PP closes the round. (In case if EndRound is enabled for Operator – the Enground request for this round will be sent)
   In case the player makes a spin and wins additional free spins or other bonus features (including bonus buy), it counts as a spin and the money is not refunded.

For Balance Transfer API

3. Rounds are finalized according to the following logic:
   a. If a player does not complete a round before the game closes, PP returns the bet amount to the player's balance and closes the round.
   b. If a player has played a round (e.g. made several freespins) and won in any freespin, PP credits a partial amount of the winnings to the player's balance and closes the round.
   c. If a player plays the round (for example, makes several free spins) and hasn't won in any free-spin), player's balance is not affected. PP closes the round.
   In case the player makes a spin and wins additional free spins or other bonus features, it counts as a spin and the money is not refunded.

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2.7 Replay link

Request path: ReplayAPI/getSharedLink

Using this method Casino Operator will get a link to replay the player's round.

> ***Important:*** *Replay Link for a round can be obtained only if the round is not older than 31 days.*

> ***Important:*** *For 1 casino, no more than 1 request per second can be sent.*
> *If the server is unavailable or overloaded, send a retry.*

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
roundId	Number	Unique identifier of the game round.	Required
externalPlayerId	String	Id of the player within the Operator system.	Required

Response parameters (JSON)

Name	Type	Description
error	String	Error code.
description	String	Description of the error for troubleshooting.
url	String	URL to replay the player's round.

Example of HTTP request:

```
GET /IntegrationService/v3/http/ReplayAPI/getSharedLink/?
externalPlayerId=1234666303&secureLogin=username&roundId=5015066750001&hash=90a1575b0d6d972a-
cac432d4c9fcb0b96 HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response:

```
{ "error" : 0,
 "description" : "OK",
 "url" : "https://dev1-rs.aws.gametechlabs.net/RRMHIEMe0E"
}
```

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2.8 Error codes

Below table contains the error HTTP statuses that should be returned, in case of issues on request processing

HTTP status	Description
0	OK
1	Unauthorized - Incorrect secure login or calculated hash.
2	Empty mandatory field.
3	Invalid parameter value.
4	Round not found. The requested roundId is not found in the system.
5	There is no replay for this round for some reason.
17	Player not found
99	Request limit has been exceeded. Try later please..
100	Internal error. Try later please

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III. Seamless Wallet API

General description

This is a simple API for Pragmatic Play gaming platform to connect to player's wallet. API is an HTTP listener, which listens application/x-www-form-urlencoded POST requests.

In POST requests can be sent either HTTP Header:

- Content-Type: application/x-www-form-urlencoded
- Content-Type: application/x-www-form-urlencoded; charset=UTF-8

For application/x-www-form-urlencoded, the body of the HTTP message sent to the Seamless Wallet API is essentially one giant query string where name/value pairs are separated by the ampersand (&), and names are separated from values by the equals symbol (=). An example of this would be (please see request examples for each call below):

parameter1=value1&parameter2=value2
All responses should be in JSON format (please see response examples for each call below).

> URL of the Seamless Wallet API should be provided by Casino Operator for the production and test environments.

Bonus Wallet feature

PragmaticPlay supports the 'Bonus Wallet' Feature, which allows Operators to split bet amount to “Real” and “Bonus” parts, which will be displayed in PragmaticPlay’s Backoffice summaries, respectively. This can be managed using the 'bonus' and 'usedPromo' parameters.

- bonus: Represents the player's available bonus balance in wallet API methods responses.
- usedPromo: Indicates the amount of bonus funds used for a specific bet, in “Bet” API method response

For example, if a player has the following balance:
Cash: 100
Bonus: 100
When placing a 10-unit bet, the operator may respond with one of the following outcomes:

cash: 90, bonus: 100, usedPromo: 0 -> The bet was fully covered by real funds.
cash: 100, bonus: 90, usedPromo: 10 -> The bet was fully covered by bonus funds.
cash: 95, bonus: 95, usedPromo: 5 -> The bet was split, using 5 real and 5 bonus funds.

Both bonus and usedPromo parameters are required in the wallet API responses. However, if the operator does not use the player's bonus wallet, zero values should be returned for both parameters.
Winnings for rounds in which parts of the bonus wallet were used for bets will be divided in the PragmaticPlay back office into real/bonus parts in the same proportions as were used for bets in this round

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3.1 Game opening

Operator can form a valid launch URL using 3.1.2 GameURL API method

Operator can allow or decline player to participate in promo campaigns (incl. FSB, Tournament and Prize Drop campaigns). Two way are possible:

1. By sending **extraInfo** / **promoAvailable** parameter in authenticate response (It has higher priority)
2. By sending **promo** parameter in launch URL (It has lower priority)

It is strongly recommended to use **extraInfo** / **promoAvailable** parameter in authenticate response!

Logic of **promo** parameter application for promo campaigns (incl. FSB, Tournament and Prize Drop campaigns)

- Public promo campaigns: parameter value is applied for all players;
- Private promo campaigns with **include** list: Player which is in include list will be able to participate regardless of parameter value. Rest of players are unable to participate;
- Private promo campaigns with **exclude** list: Player which is in exclude list will not be able to participate regardless of parameter value. Rest of players participate depending on parameter value

3.1.1 Explicit launch URL (deprecated)

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3.1.2 GameURL API method

> Value of **externalPlayerId** parameter, passed in *GameURL API* request, must be identical to value of **userId** parameter, which Operator returns in response to *Authenticate API* request. Otherwise game launch will be failed for the Player

> Operators should use this method to obtain the URL for launching **RNG**, **LC** and **VSB** products.
>
> The specification for launching bingo products is described in section **17.1 Bingo room Launching**.

Request path: POST /game/url

Using this method Operator can receive a valid launch URL to requested game.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
symbol	Id of the game within the Pragmatic Play system.	Required
language	Language on which the game should be opened.	Required
token	Secure one-time token is generated by OPERATOR for specific player. (Not required if playMode=DEMO)	Required
externalPlayerId	Unique identifier of the player within the Casino Operator system. Parameter value is case-sensitive. *Example: joe1001, 2644987, playerABC*, playerAbc** * playerABC and playerAbc – are two different player accounts within Pragmatic Play system	Required
currency	Player's ISO 4217 currency code. Examples: 'EUR' or 'USD'.	Optional
platform	Platform for which the game should be opened	Optional
technology	H5 (for all games and devices)	Optional
stylename	Unique identifier of the OPERATOR at PROVIDER side (not for all integration protocols)	Optional
cashierUrl	URL for opening the cashier on Casino Operator site when a player has no funds	Optional
lobbyUrl	URL for returning to Lobby page on Casino Operator site. This link is used for Back to Lobby (Home) button in mobile version of games	Optional
country	Country of the player. 2-letter Country code, ISO 3166-1 alpha-2. *Examples: GB, GI, DK, ES, IT, PT*	Optional
rci	The reality check interval, in minutes.	Optional
rce	The reality check elapsed time, in minutes.	Optional
rcHistoryUrl	a link to the player's game history. *For an iframe, the following example should be used:* rcHistoryUrl=javascript:window.parent.location.href='{http://somewebsite.com/}'	Optional
rcCloseUrl	a link to the page on the Operator's website, to which the player will be redirected if they choose to close the game. *For an iframe, the following example should be used:* rcCloseUrl=javascript:window.parent.location.href='{http://somewebsite.com/}'	Optional

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promo	Indicates if player is allowed to participate promo campaign (incl. FSB, Tournament and Prize Drop campaigns). Possible values: “y”; “n” (Logic of this parameter application is described in note below)	Optional
ctlgroup	Identification for specific table limits group (is applicable for Live Casino portfolio only)	Optional
playMode	If parameter not exist or value is REAL – return real game launch URL, if value is DEMO – return demo game launch URL.	Optional
jurisdiction	Jurisdiction of the player. **Within this method is used only for playMode=DEMO.*	Optional
minimode	1 or 0 Enable or disable mini mode open game	Optional
operatorGameHistoryUrl	URL to open game history page on Operator’s side	Optional
lobbyFilter	**When requesting a URL for LC game:** Filter values which will be predefined when user will open Live Casino lobby category. Possible values available in section **18.4 Predefined filters in Live Casino Lobby categories** **When requesting a URL for Standalone Slots lobby:** Category that will be opened in the Standalone Slots Lobby by default when it is launched. Possible options: • **forYou** – For You category will be opened when launching the lobby; • **allSlots** – All Slots category will be opened when launching the lobby; • **DDW** – Drops and Wins category will be opened when launching the lobby. If no option or incorrect value is sent in the ‘lobbyFilter’ parameter, the ‘For you' category will be opened by default.	Optional (only for LC portfolio **AND** Standalone Slots Lobby)
hash	Hash code of the request.	Required

Response parameters

Name	Description
gameURL	Link to the game to be open on the Pragmatic Play side. This link will contain special parameters which should remain as is.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/game/url/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache
secureLogin=ext_test1&symbol=vs50aladdin&language=en&currency=EUR&platform=WEB&technology=H5&token=
dsgfssdf5g4dfg&stylename=ext_test1&cashierUrl=http://somewebsite.com/cashier/&lobbyUrl=
http://somewebsite.com/lobby/&hash=977c5d467810052271c3983a1d789afa&country=USAA&externalPlayerId=p
layerAbc
```

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Example of JSON response:


```
{
"error": "0",
"description": "OK",
"gameURL":"https://test1.prerelease-env.biz/gs2c/playGame.do?
key=token%3Ddsgfssdf5g4dfg%60%7C%60symbol%3Dvs50aladdin%60%7C%60technology%3DH5%60%7C%60platform%3D
WEB%60%7C%60language%3Den%60%7C%60currency%3DEUR%60%7C%60cashierUrl%3Dhttp%3A%2F%2Fsomewebsite.com%
2Fcashier%2F%60%7C%60lobbyUrl%3D%20http%3A%2F%2Fsomewebsite.com%2Flobby%2F&ppkv=2&stylename=ext_tes
t1&country=USAA&isGameUrlApiCalled=true"
}
```


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Below table contains the error codes that the Pragmatic Play system will return in the response to GameURL API calls.

Code	Description	Further action recommendations
1	Internal error. Try later please.	Error reason should be checked in relevant support channel.
2	Incorrect secure LOGIN and secure password combination (will be returned also if the hash code validation is failed)	Verify request values
7	One or several input parameters is not set or set incorrectly.	Verify request values
14	Required field is empty: {0} is required	Check missing and required parameters

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3.2 Hash calculation

Hash code is calculated with following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

1. Sort all parameter by keys in alphabetical order.
2. Append them in key1=value1&key2=value2.
3. Append secret key, e.g.: key1=value1&key2=value2SECRET.
4. Calculate the hash by using MD5.
5. Compare with hash parameter. In the case of failure Casino Operator should send the error code 5.

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3.3 Data types

Parameter	Type	Description
userId	String(100)	Unique identifier of the user within Casino Operator system. Parameter value is case-sensitive. *Example: joe1001, 2644987, playerABC*, playerAbc** * playerABC and playerAbc – are two different player accounts within Pragmatic Play system
currency	String(3)	Player's ISO 4217 currency code. *Example: EUR, USD*
country	String(2)	Country of the player. 2-letter Country code, ISO 3166-1 alpha-2. *Examples: GB, GI, DK, ES, IT, PT*
jurisdiction	String(2)	Jurisdiction of the player. Available values are: ○ AT – Austria ○ AL – Alberta ○ BR – Brazil ○ BS – Bahamas ○ BG – Bulgaria ○ BE – Belgium ○ CH – Switzerland ○ CZ – Czech Republic ○ DK – Denmark ○ UK – United Kingdom ○ IT – Italy ○ IE – Ireland ○ ES – Spain ○ PT – Portugal ○ RO – Romania ○ MT – Malta ○ MX – Mexico ○ PE – Peru ○ PH – Philippines ○ LT – Lithuania ○ LV – Latvia ○ EE – Estonia ○ SE – Sweden ○ SK – Slovakia ○ CO – Colombia ○ GG – Guernsey (Alderney) ○ GE – Georgia ○ BY – Belarus ○ RS – Serbia ○ IM – Isle of Man ○ GR – Greece ○ DE – Germany ○ NL – The Netherlands ○ NO – Norway ○ X1 – Buenos Aires City ○ X2 – Buenos Aires Province ○ ZA – South Africa ○ UA – Ukraine ○ 99 – Unregulated market ○ ON – Ontario ○ HR – Croatia ○ HU – Hungary
cash	Decimal (10, 2)	*Player's real balance.* *Example: 100.00*
bonus	Decimal (10, 2)	Player's promo balance. *Example: 100.00*
amount	Decimal (10, 2)	Amount of the bet or win. *Example: 1.00*
dataType	String(3)	Type of portfolio Available options: RNG - Main portfolio games (video slots, classic slots etc.) LC - Live Casino portfolio VSB - Virtual sports betting portfolio
totalBalance	Decimal (10, 2)	Full player's balance on casino side, used for menu of balance choosing during switch of games *Example: 1.00*
chosenBalance	Decimal (10, 2)	Amount of money player wants to spend in the game (for in-game lobby switch for Italian regulated market)
launchingType	String(1)	Type of game launch (for in-game lobby switch for Italian regulated market) Possible values:

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		• "N" – normal launch • "L" – from in-game lobby"
previousToken	String(100)	*Value if the token that was received from operator for the game that should be closed* (for in-game lobby switch for Italian regulated market)
extraInfo	String (Valid JSON)	
win	Decimal (10, 2)	Amount of win, which can be optionally sent in endRound calls. *Example: 1.00, 0.0*
roundId	Long	Identification for the player's round.
jackpotId	Long	Identification for the jackpot.
jackpotContribution	Decimal (10, 6)	Amount of the contribution to the jackpot
jackpotDetails	String (Valid JSON)	Detailed contribution amounts for multi-tier jackpots Examples: For slots: "jackpotDetails":"{"64":{"contribution":0.28,"contributionBaby":0.1},"62":{"contribution":0.28,"contributionBaby":0.2}}" For bingo: {"Jackpots":{"2312":{"Contribution":5.0},"2313":{"Contribution":5.0},"2314":{"Contribution":5.0}}} **jackpotDetails.contribution – 10, 16 (limited only by decimal datatype)*
gameId	String (20)	Identifier of the game. *Example: vs25queenofgold, vs50aladdin, cs5triple8gold, bjma, rla, vpa* *The list of available games may be obtained by Casino Operator by calling GetCasinoGames method of CasinoGameAPI of Integration simple HTTP Service.*
language	String(2)	Language code in ISO 639-1 standard (e.g. en, fr, it).
reference	String (32)	Unique reference of the transaction.
sessionId	String (100)	Game session ID on Pragmatic Play side
token	String (100)	Authentication token of the player generated by the Casino Operator system. Token is passed to Pragmatic Play as a game launch request parameter or as a authenticate response parameter afterwards.
providerId	String (32)	Game provider identifier. May be provided by Casino Operator. Otherwise default is used.
transactionId	Varchar (32)	Unique ID of the transaction within Casino Operator system.
timestamp	Long	Date and time when the transaction is processed on the Pragmatic Play side *(Unix epoch time in milliseconds, for example : 1470926696715)*
roundDetails	String(4000)	Additional information about the current game round, such as "gamble", "spin", "bonus" - comma separated. The value could be changed depending on the gameplay of the round. Examples: • "spin" – default bet • "spin,bonusBuy" – bet with purchased bonus • "spin,anteBet" – on Ante bet • "spin,superSpin" – on Super Spins • "type:main,desc:Tie" – Live casino Example 1 • "type:bets,desc:[{"c":"Even","a":"3.0"},{"c":"0G","a":"3.0"},{"c":"Red","a":"3.0"}]" – Live casino Example 2 • "type:bets,desc:[{"c":"5","a":"100"},{"c":"8","a":"100"}],countOfFreeChips:20" – Live casino Example 3 The `countOfFreeChips` parameter indicates the number of free chips used for placing bets. This parameter is sent exclusively for rounds played with free chips.
bonusCode	String	Bonus unique identifier within the Operator system. **Max length of this parameter depends on requestId. The sum of their length has to be 252**

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		symbols or less.
requestId	String	Unique identifier of FSB credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. **Max length of this parameter depends on bonusCode. The sum of their length has to be 252 symbols or less.**
platform	String(10)	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device
error	Integer	Error code.
description	String (100)	Response status short description.
usedPromo	Decimal (10, 2)	Part of bet amount which is taken from bonus balance
ipAddress	String (32)	IP address of the player
campaignId	String	Id of the campaign. In case of CJP call, campaignId is going to have value X:Y where both X and Y are long numbers. Examples: 3672:11
campaignType	String(3)	Type of the campaign
promoWinAmount	Decimal (10, 2)	Prize amount that the player is awarded with during a promotional campaign
promoWinReference	String (100)	Unique reference of the promotional transaction.
promoCampaignID	Long	Id of the promotional campaign.
promoCampaignType	String(1)	Type of the promotional campaign.
specPrizeAmount	number	number of FSB which was won by player in bingo game Examples: 120.0; 35
specPrizeCode	String (100)	unique FSB bonus code within PP system
specPrizeType	String(100)	Type of free special prize Possible values: • "FRB" – For Bingo FRB-as-prize • "*Text value*" – for Bingo Jackpot physical prizes. This value is sent URL – encoded. For example "CITRO%C3%8BN%20C5"
balanceBeforeWin	Decimal (10, 2)	balanceBeforeWin is calculated either by won tier only or by all JP tiers depending on the option selected. **For a more detailed description, please see 3.9 JackpotWin.*
balanceAfterWin	Decimal (10, 2)	balanceAfterWin is calculated either by won tier only or by all JP tiers depending on the option selected. **For a more detailed description, please see 3.9 JackpotWin.*
lobbyFilter	String(100)	Filter values which will be predefined when user will open Live Casino lobby category. Possible values available in section **18.4 Predefined filters in Live Casino Lobby categories.**
instanceId	String	Instance id of the won tier. **For a more detailed description, please see 3.9 JackpotWin.*

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3.4 Authenticate

Request path: POST /authenticate.html

When the game is opening Pragmatic Play receives with URL security token generated by Casino Operator. Using this token Pragmatic Play will ask Casino Operator for player authentication and get the player's balance.

Important: Token from Authenticate response can be used in subsequent wallet requests for other games, launched from the inside of game or bingo client.

Pragmatic Play can send subsequent authenticate requests with the same token, when player:
- opens new casino game from built-in mini lobby
- opens bingo room from bingo lobby
- opens live casino game from live casino lobby

Sending additional Authenticate requests for inner opening is optional *and is not handled by the Pragmatic Play by default. In case Casino Operator need to receive additional authorization for inner opening - they should ask the Pragmatic Play's Technical Support for configuration.*
Operator should accept additional authenticate requests with active token for player.

Request parameters

Name	Description	Status
hash	Hash code of the request.	Required
token	Token of the player.	Required
providerId	Game Provider identifier.	Required
gameId	Id of the game. *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need individual bet limits to be applied when the game opens they should ask the Pragmatic Play's Technical Support for configuration.* *This field is going to be included automatically in case of enabled "Dynamic Bet Scales" feature (related to the betLimits parameter in response)*	Optional
ipAddress	IP address of the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
chosenBalance	Amount of money player wants to spend in the game (for in-game lobby switch for Italian regulated market) *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need individual bet limits to be applied when the game opens they should ask the Pragmatic Play's Technical Support for configuration*	Optional
launchingType	Type of game launch (for in-game lobby switch for Italian regulated market) Possible values: - "N" – normal launch - "L - from in-game lobby" *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need individual bet limits to be applied when the game opens they should ask the Pragmatic Play's Technical Support for configuration*	Optional

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previousToken	*Value if the token that was received from operator for the game that should be closed* (for in-game lobby switch for Italian regulated market) *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need individual bet limits to be applied when the game opens they should ask the Pragmatic Play's Technical Support for configuration*	Optional

Response parameters

Name	Description	Status
userId	Identifier of the user within the Casino Operator's system.	Required
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
token	Token/session of the player. Can be configured to be returned in all other API calls so Operator has control over it across playing process. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
country	Country of the player.	Optional
jurisdiction	Jurisdiction of the player. Please see the *3.3 Data types* section for more details.	Optional
betLimits	An optional element. How this is used is supplier specific, for example it might constitute a further restriction on limits already in place on the game. Structure of the element: ***defaultBet*** – the default bet value ***defaultTotalBet*** – the default total bet value (in the game currency) ***minBet*** – the minimal individual bet amount ***maxBet*** – the maximal individual bet amount ***maxTotalBet*** – the maximum total bet amount (in the game currency) ***minTotalBet*** – the minimum total bet amount (in the game currency) *optionally for in-game buy feature:* ***extMinTotalBet*** – the minimum total bet amount for in-game buy feature (in the game currency) ***extMaxTotalBet -*** the maximum total bet amount for in-game buy feature (in the game currency) If *extMinTotalBet and extMaxTotalBet are not included in response, default values for in-game buy feature will be used* *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need individual bet limits to be applied when the game opens, they should ask the Pragmatic Play's Technical Support for configuration.*	Optional
extraInfo	*An optional element set of additional parameters for different purposes like jurisdiction requirements fulfillment* *Possible values:* • ***"promoAvailable":"y"*** *- Player is allowed to participate promo campaign** • ***"promoAvailable":"n"*** *- Player is not allowed to participate promo campaign** *Example: "extraInfo":{"promoAvailable":"y"}* ** - including FSB, Tournament and Prize Drops campaign* *Logic of this parameter application is described in note below* • ***aamsTicket –*** *AAMS ticket value* • ***aamsSessionId*** *AAMS session ID* *aamsTicket and aamsSessionId parameters are used for Italian lobby solution.* *Example: "extraInfo":{"aamsTicket":"someaamsticket","aamsSessionId":"someaamssessionid"}* • ***jurisdictionMaxBet*** *- Max bet limit for bet scale. If the current max bet exceeds the limit, the bet scale will be reduced to the specified value. The limit should be*	Optional

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	provided in the player's currency.	
error	Response status.	Required
description	Response status short description.	Required

The currency of the player is set up when the player opens a game for the first time, and the player account is created in the Pragmatic Play database, with the userId and currency received in the response on the Authentication request.
Important: *Currency cannot be changed after the player account is created.*

Logic of **extraInfo** / **promoAvailable** parameter application for promo campaigns (incl. FSB, Tournament and Prize Drop campaigns)

- Public promo campaigns: parameter value is applied for all players;
- Private promo campaigns with **include** list: Player which is in include list will be able to participate regardless of parameter value. Rest of players are unable to participate;
- Private promo campaigns with **exclude** list: Player which is in exclude list will not be able to participate regardless of parameter value. Rest of players participate depending on parameter value

Example of HTTP request:

```
POST /authenticate.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

providerId=pragmaticplay&hash=e1467eb30743fb0a180ed141a26c58f7&token=5v93mto7jr
```

Example of JSON response:

```
{
  "userId": "421",
  "currency": "USD",
  "cash": 99999.99,
  "bonus": 99.99,
  "country": "GB",
  "jurisdiction": "UK",
"betLimits":
  {
    "defaultBet": 0.10,
    "minBet": 0.02,
    "maxBet": 10.00,
    "minTotalBet": 0.50,
    "maxTotalBet": 250.00,
  }
"extraInfo":
  {
     "promoAvailable": "Y",
     "jurisdictionMaxBet":5.00,
  }
  "error": 0,
  "description": "Success"
}
```

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3.5 Balance

Request path: POST /balance.html

Using this method a Pragmatic Play system will know a current balance of player and will show it in the game.

Request parameters

Name	Description	Status
hash	Hash code of the request.	Required
providerId	Game Provider identifier.	Required
userId	Identifier of the user within the Casino Operator's system.	Required
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Response parameters

Name	Description	Status
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
totalBalance	Full player's balance on casino side, used for menu of balance choosing during switch of games Can be used for Italian Regulated market	Optional
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /balance.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

providerId=pragmaticplay&userId=421&hash=b4672931ee1d78e4022faaadf58e37db
```

Example of JSON response:

```
{
  "currency": "USD",
  "cash": 99999.99,
  "bonus": 99.99,
  "error": 0,
  "description":"Success"
}
```

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3.6 Bet

Request path: POST /bet.html

Using this method Pragmatic Play system will check the player balance on Casino Operator side to ensure they still have the funds to cover the bet. Amount of the bet must be subtracted from player balance in Casino Operator system.

> ***Important:*** The call is idempotent, i.e. sending bet again only creates one transaction. For retries actual player's balance should be returned.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
gameId	Id of the game.	Required
roundId	Id of the round.	Required
amount	Amount of the bet. Minimum is 0.00.	Required
reference	Unique reference of this transaction.	Required
providerId	Game Provider id.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side *(Unix epoch time in milliseconds, for example : 1470926696715)*	Required
roundDetails	Additional information about the current game round. *In case Casino Operator needs additional bet description to be sent (such as bet type and seat number for live casino or antebet or purchsased bonus for slots), they should ask the Pragmatic Play's Technical Support for additional configuration. In this case Operator should accept data type: String(4000) for roundDetails parameter in current method, Game History API, Data feeds and reports API.* *Examples of roundDetails parameter with enabled bet description:* • "spin" – default bet • "spin,bonusBuy" – bet with purchased bonus • "spin,anteBet" – on Ante bet • "spin,superSpin" – on Super Spins • "type:main,desc:Tie" – Live casino Example 1 *"type:bets,desc:[{"c":"Even","a":"3.0"},{"c":"0G","a":"3.0"}, {"c":"Red","a":"3.0"}]" – Live casino Example 2*	Required
bonusCode	Id of the bonus in Casino Operator system. *If requestId has been passed, then this parameter is going to contain both bonusCode and requestId concatenated with <|> separator.* *(*is mandatory in case of FSB API is implemented)* *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional*
platform	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical*	Optional

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	Support for additional configuration.	
language	Language on which the game was opened. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
jackpotContribution	Amount of the contribution to the jackpot. If there is a multi-tier jackpot, this field will contain the total amount of contributions to all jackpots. The field is optional and should be sent together with jackpotId. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
jackpotDetails	Amounts of the contribution for multi-tier jackpot, separated by tiers (in RNG slots), or several jackpots (in Bingo game). The field is optional and should be sent together with jackpotId and jackpotContribution. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
jackpotId	Id of the active jackpot to contribute. The field is optional and should be sent together with jackpotContribution. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
ipAddress	IP address of the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Response parameters

Name	Description	Status
transactionId	Id of the transaction in wallet.	Required
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
usedPromo	Amount was used from the bonus balance.	Required
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /bet.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

roundDetails=spin&reference=585c1306f89c56f5ecfc2f5d&gameId=vs50aladdin&amount=100.0&providerId=pra
gmaticplay&userId=421&roundId=5103188801&hash=4a5d375ac1311b04fba2ea66d067b8e5&timestamp=1482429190
374
```

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Example of JSON response:


```
{
  "transactionId": 1482429190474,
  "currency": "USD",
  "cash": 99899.99,
  "bonus": 99.99,
  "usedPromo": 0,
  "error": 0,
  "description": "Success"
}
```


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3.7 Result

Request path: POST /result.html

Using this method the Pragmatic Play system will send to Casino Operator the winning result of a bet. The Casino Operator will change the balance of the player in accordance with this request and return the updated balance.

Result request may contain a prize that the player is awarded with during the game round, if there is an active promotional campaigns like Prize Drop. Parameters related to the Prize Drop prizes are optional and should be configured by PragmaticPlay team based on Operator's request.

> ***Important:*** The call is idempotent, i.e. sending result again with the same reference number creates only one transaction. For retries actual player's balance should be returned.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
gameId	Id of the game.	Required
roundId	Id of the round.	Required
amount	Amount of the win.	Required
reference	Unique reference of this transaction.	Required
providerId	Game Provider id.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side *(Unix epoch time in milliseconds, for example : 1470926696715)*	Required
roundDetails	Additional information about the current game round. Examples of roundDetails parameter with enabled result description: "roundDetails":"spin,totalBet:200.0,freeSpinCount:18,totalWin:284.0,baseWin:4.0,freeSpinWin:280.0" • "spin" – default bet • "totalBet" – Total bet amount (only for free spin round) • "totalWin" – Total win amount (only for free spin round) • "baseWin" – Win on a base spin *(optional)* • "freeSpinCount" – Free spin total count *(optional)* Calculates as: freeSpinCount = freeSpinCount + reSpinCount + 1 (if any bonusGame played) • "freeSpinWin" – Free spin total win *(optional)* Calculates as: freeSpinWin = freeSpinWin + reSpinWin + gamblingWin + bonusGamesWins *The fields (baseWin/freeSpinCount/freeSpinWin) is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameters to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Required
bonusCode	Id of the bonus in Casino Operator system. *If requestId has been passed, then this parameter is going to contain both bonusCode and requestId concatenated with <|> separator.*	Optional*

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	*(*is mandatory in case of FSB API is implemented)* *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	
platform	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
promoWinAmount	Prize amount that the player is awarded with during a promotional campaign. *The prize drop win amount must be added to the player's cash balance.* *The field is optional and will appear only if there is a winning in a campaign. Please note, that promoWinAmount, promoWinReference, promoCampaignID and promoCampaignType parameters should appear together.*	Optional
promoWinReference	Unique reference of this transaction. *The field is optional and will appear only if there is a winning in a campaign. Please note, that promoWinAmount, promoWinReference, promoCampaignID and promoCampaignType parameters should appear together.*	Optional
promoCampaignID	Id of the promotional campaign. *The field is optional and will appear only if there is a winning in a campaign. Please note, that promoWinAmount, promoWinReference, promoCampaignID and promoCampaignType parameters should appear together.*	Optional
promoCampaignType	Type of the promotional campaign. Available values are: R – Prize Drop (Cash drop promotion) *The field is optional and will appear only if there is a winning in a campaign. Please note, that promoWinAmount, promoWinReference, promoCampaignID and promoCampaignType parameters should appear together.*	Optional
specPrizes[#].specPrizeAmount	number of FSB which was won by player in bingo game (where # - serial number of prize) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)
specPrizes[#].specPrizeCode	unique FSB bonus code within PP system (where # - serial number of prize) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)
specPrizes[#].specPrizeType	Type of free special prize (where # - serial number of prize) Possible values: • "FRB" – free spins bonus *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)

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Response parameters

Name	Description	Status
transactionId	Id of the transaction in wallet.	Required
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /result.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

roundDetails=spin&reference=585c156df89c56f5ecfd99fb&gameId=vs50aladdin&amount=10.0&providerId=prag
maticplay&userId=421&roundId=5103268693&platform=WEB&hash=533c609c6a74b533efb870b806f00732&time-
stamp=1482429805138
```

Example of JSON response:

```
{
  "transactionId": 1482429805253,
  "currency": "USD",
  "cash": 99809.99,
  "bonus": 99.99,
  "error": 0,
  "description":"Success"
}
```

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3.8 BonusWin

Request path: POST /bonusWin.html

Using this method a Pragmatic Play system will send to Casino Operator winning result of all rounds played on Free Spins Bonus. Casino Operator will change a player balance in appliance with this request and will return an updated balance.

> ***Important:*** The call is idempotent, i.e. sending result again with the same reference number creates only one transaction. For retries actual player's balance should be returned

> ***Important:*** The call is asynchronous and is not linked to the end of the game round.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
amount	Amount of the win. Minimum is 0.00 (Zero amount is treated as loss).	Required
reference	Unique reference of this transaction.	Required
providerId	Game Provider id.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side *(Unix epoch time in milliseconds, for example : 1470926696715)*	Required
bonusCode	Id of the bonus in Casino Operator system. *(*is mandatory in case of FSB API is implemented)* *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Required
roundId	Id of the last played round in Free Spins Bonus *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
gameId	Id of the game for the last played round within Free Spins Bonus *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
requestId	Unique identifier of FSB credit request (for specific player). *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
remainAmount	Number of remaining FSB. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
specPrizes[#].specPrizeAmount	number of FSB which was won by player in bingo game (where # - serial number of prize) *The field is optional and is not sent to the Casino Operator by default. In case Casino*	Optional (Bingo only)

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	Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.	
specPrizes[#].specPrizeCode	unique FSB bonus code within PP system (where # - serial number of prize) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)
specPrizes[#].specPrizeType	Type of free special prize(where # - serial number of prize) Possible values: • "FRB" – free spins bonus *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)

Response parameters

Name	Description	Status
transactionId	Id of the transaction in wallet.	Required
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /bonusWin.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

reference=585d0257f89c56f5ed6b2e37&bonusCode=test_pp_frb1&amount=1.0&providerId=pragmaticplay&userI
d=421&hash=242d4d029c20e6e4692a4b88398f4fdc&timestamp=1482490455354
```

Example of JSON response:

```
{
  "transactionId": 1482490793341,
  "currency": "USD",
  "cash": 99710.04,
  "bonus": 99.99,
  "error": 0,
  "description":"Success"
}
```

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3.9 JackpotWin

Request path: POST /jackpotWin.html

Using this method a Pragmatic Play system will notify Casino Operator about Jackpot winning. Operator should handle the transaction in their system and send the jackpot win transaction id back to the Pragmatic Play.

> ***Important:*** The call is idempotent, i.e. sending result again with the same reference number creates only one transaction. For retries actual player's balance should be returned.

> ***Important:*** Please pay attention that in slot Jackpots, progressive and non-progressive wins are sent together inside the amount field in jackpotWin method.
> Pragmatic Play pays just progressive wins to operator. To receive info on progressive and non-progressive win parts separately, Operator can ask the Pragmatic Play's Technical Support to enable optional parameter jackpotDetails in jackpotWin request
> In this case jackpotDetails will be sent like this **progressive:XX, non-progressive:YY**
> For example: amount: 150 jackpotDetails: progressive:100, non-progressive:50

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
providerId	Game Provider id.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side *(Unix epoch time in milliseconds, for example : 1470926696715)*	Required
userId	Identifier of the user within the Casino Operator's system.	Required
gameId	Id of the game.	Required
roundId	Id of the game round.	Required
jackpotId	Id of the jackpot.	Required
jackpotDetails	Detailed information about the won jackpots in the round . *Examples:* *Bingo:* *"jackpotDetails":"{"2701": {"amount":1.00,"prizeType": "monetary"}, "2702":{"amount":2.00,"prizeType": "monetary"}}* *Slots:* *"{"progressive":130.34375,"non-progressive":3125.0}"* *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
amount	Total amount of all jackpot winnings in the round.	Required
reference	Unique reference of the transaction within the Pragmatic Play system.	Required
platform	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

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token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
balanceBeforeWin	balanceBeforeWin is calculated either by won tier only or by all JP tiers depending on the option selected. Options list: • **Calculation by tier** balanceBeforeWin = winning amount of the won tier (including progressive and community wins) • **Calculation by JP** balanceBeforeWin = sum of balances of all tiers (except WON) + winning amount of the won tier (including progressive and community wins, except JP baby) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
balanceAfterWin	balanceAfterWin is calculated either by won tier only or by all JP tiers depending on the option selected. Options list: • **Calculation by tier** balanceAfterWin = seed of the new instance of the won tier • **Calculation by JP** balanceAfterWin = sum of balances of all tiers (except WON) + seed of the new instance of the won tier (except JP baby) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
instanceId	Instance id of the won tier. The first instance starts from the "1" identifier. If several brands or operators participate in the same jackpot, instance is incremented globally per jackpot, not individually per brand or operator. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
specPrizes[#].specPrizeType	Text value - name of physical prize (where # - serial number of prize) Possible values: • "Text value" – for Bingo Jackpot physical prizes. This value is sent URL – encoded. For example "CITRO%C3%8BN%20C5" *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)

Response parameters

Name	Description	Status
transactionId	Id of the transaction in wallet.	Required
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required

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error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /jackpotWin.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

reference=585d0b2af89c56f5ed6f0d1f&gameId=vs30catz_jp&amount=55.0&jackpotId=568&providerId=pragmat-
icplay&userId=421&roundId=5109164607&hash=8ef28798d5b3e523528bdb61ada939a7&timestamp=1482492714431
```

Example of JSON response:

```
{
  "transactionId": 1482492905503,
  "currency": "USD",
  "cash": 99815.04,
  "bonus": 99.99,
  "error": 0,
  "description":"Success"
}
```

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3.10 EndRound

Request path: POST /endRound.html

Every time a game round is over, the Pragmatic Play system will call EndRound method, so that Operator can finalize the game round transactions on their side in real time.

> If Operator does not need to finalize transactions in real time it is strongly recommended to disable EndRound functionality on the Pragmatic Play side. Instead, Data Feed API can be used for transaction finalization, in order to decrease the number of requests to the Operator system and keep traffic between two systems as light as possible.

> ***Important:*** EndRound request may be sent more than once. If the game round is already finalized, Operator should ignore the EndRound request and return the success response.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
gameId	Id of the game.	Required
roundId	Id of the round.	Required
providerId	Game Provider id.	Required
bonusCode	Id of the bonus in Casino Operator system. *(The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
platform	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
roundDetails	Additional information about the current game round. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.* "roundDetails":"spin,totalBet:200.0,freeSpinCount:18,totalWin:284.0,baseWin:4.0,freeSpinWin:280.0" • "spin" – default bet • "totalBet" – Total bet amount	Optional

	• "totalWin" – Total win amount • "baseWin" – Win on a base spin • "freeSpinCount" – Free spin total count Calculates as: freeSpinWin = freeSpinWin + reSpinWin + gamblingWin + bonusGamesWins • "freeSpinWin" – Free spin total win Calculates as: *freeSpinWin = freeSpinWin + reSpinWin + gamblingWin + bonusGamesWins*	
win	Win amount in round. Intended to notify Operator about amount won in round. This is notification parameter, and should not be used for transaction within round. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
specPrizes[#].specPrizeAmount	number of FSB which was won by player in bingo game (where # - serial number of prize) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)
specPrizes[#].specPrizeCode	unique FSB bonus code within PP system (where # - serial number of prize) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)
specPrizes[#].specPrizeType	Type of free special prize (where # - serial number of prize) Possible values: • "FRB" – free spins bonus *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional (Bingo only)

Response parameters

Name	Description	Status
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /endRound.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

gameId=vs50hercules&providerId=pragmaticplay&userId=421&roundId=5103579948&platform=WEB&hash=0755b1
f739655f4d394b20575a7570df
```

Example of JSON response:

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```
{
  "cash": 99764.99,
  "bonus": 99.99,
  "error": 0,
  "description": "Success"
}
```


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3.11 Refund

Request path: POST /refund.html

Pragmatic Play system may use this method to rollback a bet transaction on the Casino Operator side, in order to reverse the transaction and adjust player's balance. When receive a Refund request Operator have to return money back to player's balance.

> ***Important:*** The call is idempotent, i.e. sending refund for existing bet again only creates one transaction.

> ***Important:*** If bet transaction is not found then nothing should happen on the Casino Operator side and success (0) or specific error code for this situation should be returned.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
reference	Reference from the original bet transaction.	Required
providerId	Game Provider id.	Required
platform	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
amount	Amount to be refunded. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
gameId	Id of the game. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
roundId	Id of the round. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
timestamp	Date and time when the transaction is processed on the Pragmatic Play side (Unix epoch time in milliseconds, for example : 1470926696715) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

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roundDetails	Additional information about the current game round. If the Free Chips API is implemented, it will contain the number of free chips in the refunded round. **For example, "roundDetails":"countOfFreeChips:10"* *The field is optional and is not sent to the Operator by default. If Casino Operator needs this parameter to be sent with request, they should ask the Pragmatic Play's Technical Support for additional configuration, and accept enhanced roundDetails format (please see 3.3 Data types section).*	Optional
bonusCode	Id of the bonus in Casino Operator system. *(*is mandatory in case of FSB API or Free Chips API is implemented)* *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional*
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Response parameters

Name	Description	Status
transactionId	Id of the refund transaction in Casino Operator system.	Required
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /refund.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

reference=585c2692f89c56f5ed083692&providerId=pragmaticplay&userId=421&platform=WEB&hash=0078aaf-
b64b316a05c91124e4411541a
```

Example of JSON response:

```
{
  "transactionId":"C1482435726839",
  "error": 0,
  "description":"Success"
}
```

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3.12 GetBalancePerGame

Request path: POST /getBalancePerGame.html

The method allows Pragmatic Play to get player's balance available for certain games. This method is applicable to operators that needs different amount of money to be available in the game client depending on the game type and the policy within Casino Operator system.

Request parameters

Name	Description	Status
hash	Hash code of the request.	Required
userId	Identifier of the user within the Casino Operator's system.	Required
providerId	Game Provider Id.	Required
gameIdList	The list of games for which player's balance should be returned. It is a string contains game id separated by comma.	Required
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
platform	The platform type (channel) on which the game is played. Possible values: • "MOBILE" – mobile device • "WEB" – desktop device *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Response parameters

Name	Description	Status
gamesBalances	The list of player's balances per game. Contains data structures with the following fields: gameID – id of the game cash – Real balance of the player bonus – Bonus balance of the player	Required
totalBalance	Full player's balance on casino side, used for menu of balance choosing during switch of games Can be used for Italian Regulated market	Optional
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /getBalancePerGame.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

providerId=....&userId=...&gameIdList=vs20cd,vs20bl,vs7monkeys
```

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Example of JSON response:


```
{   "gamesBalances": [
      {"gameID":"vs20cd","cash":25.02,"bonus":0.00},
      {"gameID":"vs9c","cash":12.02,"bonus":0.00}
   ],
  "error": 0,
  "description": "Success"
}
```


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3.13 PromoWin

Request path: POST /promoWin.html

Using this method the Pragmatic Play system will notify Casino Operator about winning that the player is awarded as a result of a campaign that is finished. Notification is asynchronous and may come to the operator with a short delay after the campaign is over. Operator should handle the transaction in their system and send promo win transaction id back to the Pragmatic Play.

> ***Important:*** The call is idempotent, i.e. sending result again with the same reference number creates only one transaction. For retries actual player's balance should be returned

> ***Important:*** This call is also used for notification about the FSB as Prize winnings from prize drops or tournament.

> ***Important:*** The call is also used for notification about community jackpot winnings. In case Casino Operator would like to receive the CJP value also (in the campaignType parameter), they should ask the Pragmatic Play's Technical Support for additional configuration.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
providerId	Pragmatic Play provider id in Operator's system.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side (Unix epoch time in milliseconds, for example : 1470926696715)	Required
userId	Id of the player within the operator's system.	Required
campaignId	Id of the campaign.	Required
campaignType	Type of the campaign. Available values are: T – Tournament CJP – Community Jackpot CB – Cashback MR – Prize Drop (FR as prize)	Required
amount	Prize amount that the player is awarded with. Minimum is 0.00 (Zero amount is treated as loss). *The prize amount must be added to the player's cash balance.*	Required
currency	Player's currency.	Required
reference	Unique reference of the transaction within the Pragmatic Play system.	Required
roundId	Id of the round (the last round in Tournaments achievement which leads to changing the scores) *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration*.	Optional
gameId	Symbolic unique identifier of the game.	Optional

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dataType	Portfolio type of promo campaign *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Response parameters

Name	Description	Status
transactionId	Id of the transaction in wallet.	Required
currency	Currency of the player.	Required
cash	Real balance of the player.	Required
bonus	Bonus balance of the player.	Required
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /promoWin.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

reference=some_reference&campaignId=123456&amount=200.0&providerId=PragmaticPlay&campaignType=T
&userId=some_userId&timestamp=1547473412242&currency=USD&hash=62918d1ba53bee8225c0f2affcf20603
```

Example of JSON response:

```
{
  "transactionId": 1482492905503,
  "currency": "USD",
  "cash": 99815.04,
  "bonus": 99.99,
  "error": 0,
  "description":"Success"
}
```

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3.14 SessionExpired

Request path: POST /session/expired

Using this method the Pragmatic Play system will notify Casino Operator that player's session has expired in Pragmatic Play system due to long inactivity or game closing.

The method is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this method to be sent, they should ask the Pragmatic Play's Technical Support for additional configuration

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
providerId	Pragmatic Play provider id in Operator's system.	Required
sessionId	Player's game session id on Pragmatic Play side	Required
playerId	Id of the player within the operator's system.	Required
token	Token of the player from Authenticate response. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Response parameters

Name	Description	Status
error	Response status.	Required
description	Response status short description.	Required

Example of HTTP request:

```
POST /cgAPItest/v3/httpService/session/expired HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded

providerId=PragmaticPlay&sessionId=6fd2d6f3bb8f4c5a9fadf15d81206af2&playerId=123456&hash=c46d5b113e81d306831a06765e12067f
```

Example of JSON response:

```
{
"error": 0,
"description":"Success"
}
```

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3.15 Adjustment

Request path: POST /adjustment.html

Using this method, the Pragmatic Play system will send the Casino Operator the amount of the player's balance to be adjusted (in case the request contains a negative amount, the player's balance should be decreased). The Casino Operator will change the balance of the player in accordance with this request and return the updated balance. In case of negative amount in request, and insufficient player's balance Operator should return error code 1 and description "Insufficient balance".

> ***Important:*** The call is idempotent, i.e. sending result again with the same reference number creates only one transaction. For retries actual player's balance should be returned.

> ***Important:*** the request is offline (does not require the player to be online). It is used only for the **Live Casino** portfolio.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
gameId	ID of the game.	Required
token	Token of the player from Authenticate response (Token which was used in session when particular round was played). *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
roundId	ID of the round.	Required
amount	Amount to be adjusted (may have either positive or negative value)	Required
reference	Unique reference of this transaction.	Required
providerId	Game Provider ID.	Required
validBetAmount	Valid bet amount.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side (Unix epoch time in milliseconds, for example : 1470926696715)	Required
roundDetails	Additional information about the current game round. If the Free Chips API is implemented, it will contain the number of free chips in the refunded round. **For example, "roundDetails":"countOfFreeChips:10"* *The field is optional and is not sent to the Operator by default. If Casino Operator needs this parameter to be sent with request, they should ask the Pragmatic Play's Technical Support for additional configuration, and accept enhanced roundDetails format (please see 3.3 Data types section).*	Optional
bonusCode	Id of the bonus in Casino Operator system. *(*is mandatory in case of Free Chips API is implemented)* *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional*

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Response parameters

Name	Description	Status
transactionId	ID of the transaction in wallet	Required
currency	Currency of the player	Required
cash	Real balance of the player	Required
bonus	Bonus balance of the player	Required
error	Response status	Required
description	Response status short description	Required

Example of HTTP request:

```
POST /adjustment.html
HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

reference=60ed801845034f0008cdb819&gameId=rgs1ftest1&validBetAmount=1.75&amount=1.11&providerId=pra
gmaticplay&userId=421&roundId=5103268693&hash=abf5ff527800ee1378c706f2d63aa3c5&timestamp=1626177560
595
```

Example of JSON response:

```
{
    "bonus": 99.99,
    "cash": 99809.99,
    "currency": "USD",
    "description": "Success",
    "error": 0,
    "transactionId": 1482429805253
}
```

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3.16 RoundDetails

Request path: POST /roundDetails.html

Using this method the Pragmatic Play system will send to Casino Operator details of slot machine or RNG table game results, for particular game round, which then can be sent to the Regulator.

> ***Important:*** This request is sent only after the EndRound call, hence it has to be enabled and supported.

Request parameters

Name	Description	Status
hash	Hash code of the request	Required
userId	Identifier of the user within the Casino Operator's system.	Required
roundId	ID of the round.	Required
providerId	Game Provider ID.	Required
smResult	The details of slot machine or RNG table game result	Required
gameCategory	Game category	Required
betMultiplier	Bet multiplier	Required

Response parameters

Name	Description	Status
error	Response status	Required
description	Response status short description	Required

Example of HTTP request:

```
POST /roundDetais.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

hash=681c32ea7733fcd01135e5ad48a0a8db&providerId=providerLogin_1&userId=1&roundId=123451&smResult=1
%3A10%3B2%3B9%3B3%3B2%233%3B1%3B2%3B1%3B4%2312%3B12%3B12%3B4%3B1%23R%23S%23VS%23222%23MV%232%2C00%2
3MT%232%23&betMultiplier=50
```

Example of JSON response:

```
{
    "error": 0,
    "description": "Success"
}
```

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3.17 Error codes

Below table contains the error codes that should be returned by Casino Operator in the response to Seamless Wallet API calls.

Code	Description	Send Reconciliation call	
		Bet (send Refund)	**Result/Refund etc.** (send retry)
0	Success.	No	No
1	Insufficient balance. The error should be returned in the response on the Bet request.	No	Yes
2	Player not found or is logged out. Should be returned in the response on any request sent by Pragmatic Play if the player can't be found or is logged out at Casino Operator's side.	Yes	Yes
3	Bet is not allowed. Should be returned in any case when the player is not allowed to play a specific game. For example, because of special bonus.	No	Yes
4	Player authentication failed due to invalid, not found or expired token.	Yes	Yes
5	Invalid hash code. Should be returned in the response on any request sent by Pragmatic Play if the hash code validation is failed.	Yes	Yes
6	Player is frozen. Casino Operator will return this error in the response of any request if player account if banned or frozen.	Yes	Yes
7	Bad parameters in the request, please check post parameters.	Yes	Yes
8	Game is not found or disabled. This error should be returned on Bet request if the game cannot be played by some reason. Bet result request with winning amount should be processed as intended, even if the game is disabled.	Yes	Yes
50	Bet limit has been reached. The code is relevant for regulated markets.	No	Yes
100	Internal server error. Casino Operator will return this error code if their system has internal problem and cannot process the request at the moment and Operator logic requires a retry of the request. Request will follow Reconciliation process	Yes	Yes
120	Internal server error. Casino Operator will return this error code if their system has internal problem and cannot process the request and Operator logic does not require a retry of the request. Request will NOT follow Reconciliation process	No	No
130	Internal server error on **EndRound** processing. Casino Operator will return this error code if their system has internal problem and cannot process the **EndRound** request, and Operator logic requires a retry of the request. This error code should be used for Endround method only and not for other methods	-	-
210	Reality check warning	Yes	Yes
310	Player's bet is out of his bet limits. Should be returned if player's limits have been changed, and the bet is out of new limit levels. Game client will show a proper error message, and ask player to reopen the game. After game reopening new bet limits will be applied. The error is relevant for operators that send player's bet limits in response on Authenticate request.	No	No

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IV. Balance Transfer API

This is a simple API for game Operator to connect to the Pragmatic Play game system. API is an HTTP listener, which listens POST requests coming to an URL with the request mappings below.

All responses should be in JSON format and should contain error code and error description, which is empty in the case if no error occurs.

> URL of the HTTP service will be provided by Pragmatic Play for the production and test environments and looks like:
>
> *https://{API service domain}/IntegrationService/v3/http/CasinoGameAPI*

> Balance Transfer HTTP service is securely protected, hence please be sure:
> - player's browser (end) must NOT be used as initiator of requests to the service;
> - proper IPs are supplied to Pragmatic Play for whitelisting

> It is possible to play only one portfolio at the same time with this API.

4.1 Game opening

After Operator calls StartGame method at Pragmatic Play side he gets an URL for game opening.
The link will look like:
https://{game server domain}/gs2c/openGame.do?tc={ticket}&stylename={secureLogin}
where:
game server domain – a domain name for game opening and playing;
ticket – secure one-time token generated by Pragmatic Play.

4.2 Hash calculation

Hash code is calculated with following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

1. Sort all parameter by keys in alphabetical order.
2. Append them in key1=value1&key2=value2.
3. Append secret key, e.g.: key1=value1&key2=value2SECRET.
4. Calculate the hash by using MD5.
5. Compare with hash parameter. In the case of failure Casino Operator should send the error code 5.

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4.3 Data types

Name	Type	Description
externalPlayerId	String(100)	Unique identifier of the player within the Casino Operator system. Parameter value is case-sensitive. *Example: joe1001, 2644987, playerABC*, playerAbc** * playerABC and playerAbc – are two different player accounts within Pragmatic Play system
playerId	String(100)	Unique identifier of the player within the Pragmatic Play system. May be used for troubleshooting. *Example: 1000, 2644987*
currency	String(3)	Currency of the player, 3-character ISO 4217 code. *Example: USD, EUR*
language	String(2)	Language code in ISO 639-1 standard (e.g. en, fr, it).
externalTransactionId	String(100)	Unique identifier of the transaction within Casino Operator system. *Example: 5623489, CHR789452, c0304c72-514f-47a4-8ae1-eb755224391b*
transactionId	String(100)	Unique identifier of the transaction within Pragmatic Play system. *Example: 5623489, CHR789452, c0304c72-514f-47a4-8ae1-eb755224391b*
amount	Decimal (10, 2)	Amount that is transferred in or out of the player's balance. Can have positive (deposit) or negative (withdrawal) values. *Example: 20.35, -40.00*
balance	Decimal (10, 2)	Player's current balance. Example: '100.00'.
gameId	String(20)	Symbolic unique identifier of the game within the Pragmatic Play system. *Example: vs25queenofgold, vs50aladdin, cs5triple8gold, bjma, rla, vpa* The list of available games may be obtained by Casino Operator by calling GetCasinoGames method of CasinoGameAPI of *Integration simple HTTP Service*.
platform	String(20)	Platform for which the game should be opened. Available values: • MOBILE – if game should be opened on mobile devices • WEB – if game will be opened on desktop devices If this parameter is not defined for game opening request, desktop version of the game will be opened by default. The list of platforms, supported by specific game, can be found in Game Library.
URL	String(250)	URL of a certain resource on the Casino Operator or Pragmatic Play website. LobbyUrl, CashierURL – are the links to Casino Operator's resources that will be opened when player clicks "Fund" or "Home" button in the game. GameURL – is the link for opening a game on Pragmatic Play's game server.
error	Integer	0 - if the request was processed successfully or error code in other case.
description	String (250)	Description of the error for troubleshooting purpose.
timestamp	DateTime	Date and time when the transfer is processed on the Pragmatic Play side.
timepoint	Long	Time point

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4.4 CreatePlayer

Request path: POST /player/account/create/

Using this method Casino Operator will create player's account within the Pragmatic Play system. This method should be called before player is sent to the Pragmatic Play's games.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
externalPlayerId	Id of the player within the Operator system.	Required
currency	Currency of the player.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
playerId	Id of the player within the Pragmatic Play system. * is returned only on **first** request to create player with the same externalPlayerId.
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/player/account/create/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=test_player&currency=USD&hash=620a4016ae32ea0ef-
bebfe1b3544571c
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK",
  "playerId": 6749178
}
```

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4.5 Transfer

Request path: POST /balance/transfer/

This method transfers funds in to player's balance (i.e. deposit) and out of the player's balance (i.e. withdrawal) within Pragmatic Play system. Positive amount of money indicates fund in and negative amount means fund out transaction.

Important: In cases where transfer call fails due to:

- **network error (HTTP status ≠ 200)**
- **error: 1 (description: "internal error")** in response

Operator should send idempotent retry calls (with the same externalTransactionId).
Recommended actions are specified in 4.11 Error codes

Important: The call is idempotent, i.e. sending it again only creates one transaction.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
externalPlayerId	Id of the player within the Casino Operator system.	Required
externalTransactionId	Id of the transaction within Casino Operator system.	Required
amount	Amount to be added to player's balance (positive value) or to be subtracted from player's balance (negative value), in player's currency.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
transactionId	Id of the transfer transaction within the Pragmatic Play system.
balance	Player's balance after successful transaction.
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/balance/transfer/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=test_player&externalTransactionId=EXT123456789&hash=380720e97
4ae2b775ce933fb73eb8fcf&amount=999.99
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK",
  "transactionId": 1908759,
  "balance": 999.99
}
```

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4.6 GetTransferStatus

Request path: POST /balance/transfer/status/

This method returns the status of a particular transaction that transferred the money in or out the player's balance on the Pragmatic Play side.

> ***Important:*** *This method will return player's balance after successful transaction for all transactions that was created not earlier than August 3, 2017. For older transactions player's balance in the response will be null. Description field of the response will contain the following text: "Transaction is older than 3.08.2017".*

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
externalTransactionId	Id of the transaction within Casino Operator system.	Required
externalPlayerId	Id of the player within the Casino Operator system.	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
transactionId	Id of the transfer transaction within the Pragmatic Play system.
status	Status of the transaction: ○ 'Success' – The transaction was successfully processed ○ 'Not found' – The transaction was not found (was not processed)
amount	Amount added to player's balance (positive value) or subtracted from player's balance (negative value), in player's currency.
balance	Player's balance after successful transaction. *Note: The field will contain current player's balance in case the transaction was not processed.*
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/balance/transfer/status/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalTransactionId=EXT123456789&hash=380720e974ae2b775ce933fb73eb8fcf
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK",
  "transactionId": 1908759,
  "status": "Success",
  "amount": "999.99",
  "balance": 999.99
}
```

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4.7 GetBalance

Request path: POST /balance/current/

Using this method Operator can get the current balance of the player in the Pragmatic Play system.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
externalPlayerId	Id of the player within the Casino Operator system.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
balance	Current player's balance within the Pragmatic Play system.
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/balance/current/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

externalPlayerId=test_player&secureLogin=username&hash=405281156fc4cace4d2385a8ead83290
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK",
  "balance": 999.99
}
```

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4.8 StartGame

Request path: POST /game/start/

Using this method Operator can receive a valid URL to requested game. A specific ticket will be generated for player defined in the request for a particular game. This ticket will be verified on the Pragmatic Play side when player opens a game.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
externalPlayerId	Id of the player within the Operator system.	Required
gameId	Id of the game within the Pragmatic Play system.	Required
language	Language on which the game should be opened.	Required
platform	Platform for which the game should be opened	Optional
cashierURL	Link for opening the cashier on Casino Operator site when a player has no funds	Optional
lobbyURL	Link for returning to Lobby page on Casino Operator site. This link is used for *Back to Lobby (Home)* button in mobile version of games	Optional
playMode	If parameter not exist or value is REAL – return real game launch URL, if value is DEMO – return demo game launch URL.	Optional
jurisdiction	Jurisdiction of the player. **Within this method is used only for playMode=DEMO.*	Optional
hash	Hash code of the request.	Required
ctlgroup	The identification for specific table limits group (is applicable for Live Casino portfolio only)	Optional
lobbyFilter	**When requesting a URL for LC game:** Filter values which will be predefined when user will open Live Casino lobby category. Possible values available in section **18.4 Predefined filters in Live Casino Lobby categories** **When requesting a URL for Standalone Slots lobby:** Category that will be opened in the Standalone Slots Lobby by default when it is launched. Possible options: • **forYou** – For You category will be opened when launching the lobby; • **allSlots** – All Slots category will be opened when launching the lobby; • **DDW** – Drops and Wins category will be opened when launching the lobby. If no option or incorrect value is sent in the 'lobbyFilter' parameter, the 'For you' category will be opened by default.	Optional (only for LC portfolio **AND** Standalone Slots Lobby)

Response parameters

Name	Description
gameURL	Link to the game to be open on the Pragmatic Play side. This link will contain special parameters which should remain as is.

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Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/game/start/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=test_player&gameId=vs50aladdin&language=en&platform=WEB&cashi
erURL=http%3A%2F%2Fdomain.com%2F&lobbyURL=http%3A%2F%2Fdomain.com%2F&hash=438fea0a68a0e9ab49df756c-
c20eda8f
```

Example of JSON response:

```
{
"error": "0",
"description": "OK",
"gameURL":"https://{game_server_domain}/gs2c/openGame.do?tc=SHq6rK8JEuJRKmeAqD3Ceim1Wojtma1MA7xsu4-
ciynHFWXosjDjgAUPH1A3FSoAM&stylename=username&lang=en"
}
```

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4.9 TerminateSession

Request path: POST /game/session/terminate/

Using this method Operator can terminate the current player session and kick him out all games.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
externalPlayerId	Id of the player within the Casino Operator system.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/game/session/terminate/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=test_player&hash=405281156fc4cace4d2385a8ead83290
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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4.10 TransferTransactions

Request path: POST /balance/transfer/transactions

This method returns transfer transactions (deposits and withdrawals) for all players during the period defined by time point, but not longer than 10 minutes. Data will be returned in CSV format.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
timepoint	Time point starting from which data will be transferred. If time point is empty, the new time point will be returned. *(Unix epoch time in milliseconds, for example: 1470926696715)*	Optional
hash	Hash code of the request.	Required

Response parameters (CSV)

Name	Description
externalPlayerId	Unique identifier of the player within the Casino Operator system
timestamp	Date and time when the transfer is processed on the Pragmatic Play side. *(Unix epoch time in milliseconds, for example: 1470926696715)*
externalTransactionId	Unique identifier of the transaction within Casino Operator system.
amount	Amount transferred in or out of the player's balance, in the player's currency. Can have positive (deposit) or negative (withdrawal) values.
currency	Currency of the player, 3-character ISO 4217 code.

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/balance/transfer/transactions/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&timepoint=1482510713000&hash=405281156fc4cace4d2385a8ead83290
```

Example of JSON response:

```
timepoint=1482510979767
externalPlayerId,timestamp,externalTransactionId,amount,currency
421,1482510741000,1482429190474,100.00,USD 422,1482510742000,1482429190475,-200.00,USD
```

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4.11 Error codes

Below table contains the error codes that the Pragmatic Play system will return in the response to Balance Transfer API calls.

> Only responses with HTTP Status: 200 should be accepted by operator as valid response
>
> Responses with HTTP Status other than 200 **should not be accepted** as valid (recommended actions are the same as for **error: 1, description "Internal error. Try later please."**)

> *For each API account, retry frequency for failed "Transfer" or "*GetTransferStatus*" method requests, should be not more than **one call per minute** and **not longer than 1 hour**. (after 1 hour* Error reason should be checked in relevant support channel*)*

Code	Description	Further action recommendations	
		Transfer method	**Other methods**
1	Internal error. Try later please.	Options: Transfer call retry After getting valid response: *- Transfer success(error code 0 or 8) – no action required* *- Transfer failed –Transfer transaction failed, amount can be returned to player's wallet*	Error reason should be checked in relevant support channel
	Insufficient funds available to complete the transaction.	GetBalance request, to get actual balance	-
100	"*{Error description}*. Try later please" (GetTransferStatus method)	GetTransferStatus method retries After getting valid response: *- Transfer success (error code 0) – no action required* *- Transfer is in progress now – retry with frequency and period defined in current section* *- Internal error – retry with frequency and period defined in current section*	-
2	Incorrect secure LOGIN and secure password combination (will be returned also if the hash code validation is failed)	Verify request values	Verify request values
6	Game is not found or is not allowed for your system	-	Error cause should be checked in relevant support channel
7	One or several input parameters is not set or set incorrectly.	Verify request values	Verify request values
8	Transaction already exists	No action required	-
17	Player not found	Verify request values	Verify request values
21	Currency code is incorrect or unsupported	-	Verify request values

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V. Games JavaScript API

This section describes Pragmatic Games JS API which can be used by operators to take different events like spin started, ended, entering to bonus game or free spins directly from the game using JavaScript communication. Starting the game launch, Pragmatic games send different events to the topmost window, so they can be caught and used for different purposes on operator side – to attract players' attention, etc.

5.1 Game Events Interception

During lifetime, starting the moment when game is loaded into iframe, game sends different events based on user behavior to the topmost window. So that, sent events can be intercepted on operator side and used further.

The example of the code which can intercept these events looks like this:

XD.receiveMessage(handler, ["http://", $Host].join(""));

XD.receiveMessage(handler, ["https://", $Host].join(""));

Where handler - js custom function for handling the event

XD - the postMessage library

All events are sent in the following format:

Object {

name:<name of the event>

data:<additional data for this event>

};

Example:

Object {

name: "bonusGameStarted"

};

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5.2 Events

Currently all Pragmatic HTML5 games send events described in the table below.

Event Name	Description	Data	Video Slots	Bingo	Live games
spinStarted	Player clicks *Spin* button and reels started spinning	sender:*value**	✓		
spinEnded	Reels stopped	sender:*value**	✓		
resultShown	Game round result is shown to player and all the animation related to the round is completed	sender:*value**	✓		
gameRoundStarted	Player clicks *Spin*	sender:*value**	✓		✓
gameRoundEnded	Game round is finished (it comes before resultShown event)	sender:*value**	✓		✓
bonusGameStarted	Bonus game opens for player	sender:*value**	✓		
bonusGameEnded	Player played bonus game, saw result and returned to the main game	sender:*value**	✓		
freeSpinStarted	Free spins started for player	sender:*value**	✓		
freeSpinEnded	Free spins are over, player saw result of the Free Spins and returned back to the main game	sender:*value**	✓		
gameLoadingStarted	Game loading has started	sender:*value**	✓		✓
gameLoadingEnded	Game has finished loading and is available for playing	sender:*value**	✓		✓
balanceTooLow	Player no longer has enough balance to spin with current selected bet	sender:*value**	✓	✓	
notifyCloseContainer	Game container is closing because of window closure, redirect or refreshing	sender:*value**	✓	✓	✓
gameQuit	For home/lobby/close/leave	sender:*value**	✓		✓
openCashier	For insufficient funds message/button	sender:*value**	✓		✓
homeButton	For Home Button action in Bingo	sender:*value**		✓	
RC_SHOWN	reality check pop-up message is shown	sender:*value**	✓	✓	✓
RC_CONTINUE	for continue button action in RC pop-up	sender:*value**	✓	✓	✓
RC_QUIT	for close button action in RC pop-up	sender:*value**	✓	✓	✓
gameReady	bingo client is initialized and ready for use	'gameReady'		✓	✓

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gameActive	bingo client is reverted to normal mode and player can continue play	'gameActive'		✓	✓
FRB_STARTED**	Free Spins Bonus Session started in game	sender:*value**	✓		
FRB_ENDED**	Free Spins Bonus session ended in game	sender:*value**	✓		
bigWinLevel	Player won big win (the higher winnings amount – the higher level parameter)	params: { level: int (0,1,2,3...) }	✓		
gameChange	The player changed the game	sender:value*	✓		

*-value: identifier of game from which event is sent.

Examples: sender: "vs50aladdin"; sender: 401 – for RNG and Live games client (value=gameId)
sender: "bingo" – for Bingo game client

***- Events are optional and not available by default. In case Casino Operator needs this event they should ask the Pragmatic Play's Technical Support for additional configuration.*

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5.3 Triggers

Triggers are special JS Postmessages which are sent from parent page to game client, in order to apply needed action

Name	Description	Data	RNG	Bingo	Live games
Stop autoplay	Is sent to stop Auto Play for our games from client side.	***postMessage('{"type":"Tilt"}','*');***	✓		✓
Update balance	Is sent to update balance in cases, where player's balance can be changed outside of game (for example when player deposited or playing in another game in parallel)	***postMessage("updateBalance");*** *or* ***postMessage({event: "refreshBalance"});***	✓		
Pause / Resume	Is sent to pause or resume whole game. While it's paused, player is not able to continue the game	***postMessage("requestPause");*** ***postMessage("requestResume");***	✓		
Mute / Unmute	Is sent to turn on or turn off the sound	***postMessage({event: "setVolume", params:{muted: true}});*** ***postMessage({event: "setVolume", params:{muted: false}});***	✓		
Stop game (Bingo)	Is sent to inactivate Bingo game client for player (for example in reality check action)	***postMessage('stopGame','*');***		✓	
Restart game (Bingo)	Is sent to re-activate Bingo game client which was stopped before	***postMessage('restartGame','*');***		✓	

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VI. Variable Free Spins API

Free Rounds Bonus (FRB) has been renamed to **Free Spins Bonus (FSB)**.

Note that the change only affects the method name and has no effect on the parameters, content, or API methods as a whole.

Free Spins Bonus (FSB) **(previously Free Rounds Bonus (FRB))** allows the player to play a specified number of free spins in a game. Free Spins created via Variable Free Spins API may be configured to be played with a certain bet value specified for each game and currency. During Free Spins game play, bets are not deducted from the player's balance, but all wins are collected for the Free Spins Bonus in the Pragmatic Play's system.

After all free spins are played the Pragmatic Play system sends a bonusWin API call to Operator server to add money to the player's balance. Please note that not all games support FSB.

Free Spins can be awarded to players registered within the Pragmatic Play system using API.

Free Spins Bonus HTTP service is a simple API for game Operator to manage Free Spins. API is an HTTP listener, which listens POST requests coming to an URL with the request mappings below.

If the Free Spins API is used to create the FSB, then implementing cancel via the API (method 6.4 Cancel Free Spins) is also mandatory.

All responses should be in JSON format.

URL of the FSB HTTP service will be provided by Pragmatic Play for the production and test environments and looks like: *https://{API service domain}/IntegrationService/v3/http/FreeRoundsBonusAPI/v2/*

Free Spins HTTP service is securely protected, hence please be sure:
- player's browser (end) must NOT be used as initiator of requests to the service;
- proper IPs are supplied to Pragmatic Play for whitelisting

The **bonusCode** is unique and can be used only one time for same playerId. Please make sure you've integrated the FSB in the proper way and won't reuse/award same **bonusCode** values in your logic. In case Casino Operator needs to make the **bonusCode reusable** they should ask the Pragmatic Play's Technical Support for additional configuration.

6.1 Hash calculation

Hash code is calculated with following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

1. Sort all parameter by keys in alphabetical order.
2. Append them (if the value is not null or empty) in key1=value1&key2=value2.
3. Append secret key, e.g.: key1=value1&key2=value2SECRET.
4. Calculate the hash by using MD5.
5. Compare with hash parameter. In the case of failure Casino Operator should send the error code 5.

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6.2 Data types

Name	Type	Description
playerId	String(100)	Id of the player within the Operator system. Examples: 1000, 2644987.
currency	String	Player's ISO 4217 currency code. Examples: 'EUR' or 'USD'.
gameID	String	Unique identifier of the game.
rounds	Integer	Number of free spins
bonusCode	String	Bonus unique identifier within the Operator system. **Max length of this parameter depends on requestId. The sum of their length has to be 252 symbols or less.**
requestId	String	Unique identifier of FSB credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. **Max length of this parameter depends on bonusCode. The sum of their length has to be 252 symbols or less.**
expirationDate, startDate, validityDate	Long	Date and time when the bonus will start, expire or until it is valid - timestamp in seconds. *(Unix epoch time in seconds, for example : 1470926605)*
periodOfTime	number	Awarded bonus time in seconds
error	Integer	Error code.

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6.3 Create Free Spins

Request path: POST /FreeRoundsBonusAPI/v2/bonus/create/

Using this method Operator can create a new Free Spins Bonus with the Pragmatic Play's games.
In case of a network error Operator can send a repeated Create Free Spins requests. The Pragmatic Play system will not create new FS bonus if there is an active FS bonus with the same bonus code.

> ***Note:***
> In cases where Operator creates Free Spins Bonus with **periodOfTime** and more than one game in **gameList**, player will be able to continue FSB only in game, which FSB was started in.
> In cases where the operator creates a FSB with the **frType=F** parameter, only one game can be added to the gameList.

> ***Note:***
> To specify Expiration and Validity for FSB, either **expirationDate** and **validityDate** (as timestamps in seconds) OR **expirationPeriod** and **validityPeriod** (as {N} minutes) parameters can be specified. If **expirationPeriod** is specified, **validityPeriod** must be specified as well.

> ***Note:***
> Expiration date is mandatory. It should be sent as timestamp in seconds, and the bonus validity period must not be longer than 30 days.
>
> 1. Total bet for each round is calculated as bet-per-line * number-of-lines.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
bonusCode	Bonus id within the Casino Operator's system. Should be unique within the brand.	Required
startDate	Date and time when free spins bonus will start. **UNIX time in sec*	Required
expirationDate	Date and time when the free spins will expire. **UNIX time in sec*	Optional Should NOT be used when the **expirationPeriod** is specified.
validityDate	Date and time when the bonus gets invalid and is unavailable for the player. Doesn't work when frType is passed. **UNIX time in sec*	Optional Should be used if **expirationDate** is specified.
expirationPeriod	Number of minutes (after FSB is created to a player), after which free spins will expire.	Optional Should NOT be used when the **expirationDate** is specified.
validityPeriod	Number of minutes (after FSB is created to a player), after which the bonuses will become unavailable. Doesn't work when frType is passed.	Optional Should be used if **expirationPeriod** is specified.

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rounds	Number of free game rounds awarded.	Optional. Should not be used when **periodOfTime or frType** parameter is specified
periodOfTime	Awarded bonus time in seconds (please see note)	Optional. Should not be used when **rounds or frType** parameter is specified
frType	Type of the Free Spins Bonus that the player will be awarded. Available values are: F – Instant bonus rounds (triggering predefined in-game feature)	Optional. Should not be used when **rounds or periodOfTime** parameter is specified
hash	Hash code of the request.	Required
gameList	List of the games associated with the bonus, with bet per line values for each currency. See below VariableFRGame type description of the objects in the list. *This data must be sent as a JSON in the body of the request.*	Required

Type: VariableFRGame

Name	Description
gameId	Id of the game associated with the free spins bonus.
betValues	List of bets per line or total bets with the currency.

Type: VariableFRBetValue

Name	Description	Status
currency	Currency code.	Required
betPerLine	Value of bet per line in the specified currency, which will be applied during free spins	Should not be used when totalBet option is used
totalBet	Value of total bet in the specified currency, which will be applied during free spins	Should not be used when betPerLine option is used

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/FreeRoundsBonusAPI/v2/bonus/create?bonusCode=Bonus_Code&expira-
tionDate=1540563996&rounds=27&secureLogin=Secure_Login&startDate=1537971996&validityDate=1543242396
&hash=464e9816b531cc78bbdcffc81dd44e18 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json


{
  "gameList": [
    {
```

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```
      "gameId": "vs25a",
      "betValues": [
        {"betPerLine": 0.05, "currency": "USD"},
        {"betPerLine": 0.10, "currency": "EUR"},
        {"betPerLine": 0.50, "currency": "CNY"}
      ]
    },
    {
      "gameId": "vs9c",
      "betValues": [
        {"betPerLine": 0.15, "currency": "USD"},
        {"betPerLine": 0.30, "currency": "EUR"},
        {"betPerLine": 1.50, "currency": "CNY"}
      ]
    }
  ]
}
```


Example of JSON response:


```
{
  "error": "0",
  "description": ""
}
```


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6.4 Cancel Free Spins

Request path: POST /FreeRoundsBonusAPI/v2/bonus/cancel/

Using this method Operator can cancel an existing Free Spins Bonus in the Pragmatic Play system. In addition to campaign cancellation, all related players' bonuses will also be cancelled according to the corresponding logic.

> Cancellation logic for bonuses depends on the bonus status.
> All not-started bonuses will be cancelled.
>
> If the bonus was started but not finished:
> - for free spins and countdown fs, already played spins and awarded wins remain, but the rest of the spins and free seconds will be cancelled,
> - single unfinished rounds, such as instant bonuses or free spin rounds, will not be cancelled, so the player can finish them and receive wins later.
>
> Finished, cancelled, or expired bonuses will not be affected (the player's win and bonus status remain).

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/FreeRoundsBonusAPI/v2/bonus/cancel HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&bonusCode=421&hash=39554fed4f41132eb8fe75e9a7ba3df6
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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6.5 GetPlayersFSB

Request path: POST /FreeRoundsBonusAPI/getPlayersFRB/

Using this method Casino Operator system can get from the Pragmatic Play system all Free Spins Bonus that are awarded to the particular player.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
playerId	Id of the player within the Operator system.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
bonuses	List of information about all active FSB that were awarded to the player. See below FSB type description of the objects in the list.
error	Error code.
description	Description of the error for troubleshooting.

Type: FRB

Name	Description
currency	Currency of the player.
gameIDList	List of symbolic unique identifiers of the game that the FS is awarded for, comma separated. Example: vs25a, vs9c, vs20s.
rounds	Number of free game rounds awarded.
roundsPlayed	Number of rounds already played.
bonusCode	Bonus id within the Operator system. Should be unique within the brand.
expirationDate	Date and time when the free spins will expire.

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Example of HTTP request:

```
POST /IntegrationService/v3/http/FreeRoundsBonusAPI/getPlayersFRB HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&playerId=421&hash=b623382e6dd3219d63b7ed1979408856
```

Example of JSON response:


```
{
  "error": "0",
  "description": "OK",
  "bonuses": [
    {
      "currency": "USD",
      "gameIDList": "vs20bl",
      "rounds": 10,
      "roundsPlayed": 0,
      "bonusCode": "421_frb1",
      "expirationDate": "2016-12-24 00:00",
    },
    {
      "currency": "USD",
      "gameIDList": "vs20bl",
      "rounds": 10,
      "roundsPlayed": 0,
      "bonusCode": "421_frb2",
      "expirationDate": "2016-12-24 00:00",
    }
  ]
}
```


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6.6 Add players

Request path: POST /FreeRoundsBonusAPI/v2/players/add/

Using this method Operator can add players to the existing Free Spins Bonus. Free spins bonus will be available to both existing and future players, whether they are already registered with PP system or not yet.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
playerList	List of player id to add to the existing Free Spins Bonus, comma separated. This data must be sent as a JSON in the body of the request. **The maximum player list size value is 5000 in a batch.*	Required
requestId	Unique identifier of FSB credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST    /IntegrationService/v3/http/FreeRoundsBonusAPI/v2/players/add/?secureLogin=ext_test1&bonus-
Code=421&hash=908ea6c3335602d153e490871b376c77 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json

{
   "playerList": ["449986","450013","450509","437070"]
}
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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6.7 Add player

Request path: POST FreeRoundsBonusAPI/v2/bonus/player/add

Using this method Operator can add one player to the existing Free Spins Bonus and override such parameters as periodOfTime, rounds, expirationDate or validityDate. Free spins bonus will be available to both existing and future players, whether they are already registered with PP system or not yet.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
playerId	Player ID in Casino Operator's system.	Required
config.expirationDate	Date and time when the bonus will expire (in seconds).	Optional
config.validityDate	Date and time util the bonus will be valid (in seconds).	Optional
config.rounds	The number of rounds for number-of-spins FSB.	Optional. Should not be used when **periodOfTime** parameter is specified.
config.periodOfTime	The number of seconds for time-limited FSB.	Optional. Should not be used when **rounds** parameter is specified.
requestId	Unique identifier of FSB credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/FreeRoundsBonusAPI/v2/bonus/player/add?secureLogin=username&bonus-
Code=422_frb&requestId=req125&playerId=123456&hash=26a4f62a8cde581ed5645cbd115f28b0 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json


For number-of-spins FSB:
{
    "config": {
        "expirationDate": 1470926605,
```

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```
        "validityDate": 1470926605,
        "rounds": 1234
    }
}
For time-limited FSB:
{
    "config": {
        "expirationDate": 1470926605,
        "validityDate": 1470926605,
        "periodOfTime": 1234
    }
}
For a player without a specific configuration:
{
    "config": {

    }
}
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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6.8 Remove players

Request path: POST /FreeRoundsBonusAPI/v2/players/remove/

Using this method Operator can remove players from the existing Free Spins Bonus and cancel free spins awarded to them.

Cancellation logic for bonuses depends on the bonus status.
All not-started bonuses will be cancelled.

If the bonus was started but not finished:

- for free spins and countdown fs, already played spins and awarded wins remain, but the rest of the spins and free seconds will be cancelled,
- single unfinished rounds, such as instant bonuses or free spin rounds, will not be cancelled, so the player can finish them and receive wins later.

Finished, cancelled, or expired bonuses will not be affected (the player's win and bonus status remain).

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
playerList	List of player id to remove from the existing Free Spins Bonus, comma separated.	Required
requestID	Unique identifier of FSB credit request (for specific player) which was sent during adding of player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/FreeRoundsBonusAPI/v2/players/remove HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json
Cache-Control: no-cache

secureLogin=username&bonusCode=421&hash=39554fed4f41132eb8fe75e9a7ba3df6

{
   "playerList": ["449986","450013","450509","437070"]
}
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK"
}
```

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6.9 Create Player Free Spins

Request path: POST /FreeRoundsBonusAPI/v2/bonus/player/create/

Using this method Operator can create a new Free Spins Bonus with the Pragmatic Play's games for player
In case of a network error Operator can send a repeated Create Free Spins requests. The Pragmatic Play system will not create new RF bonus if there is an active FS bonus with the same bonus code.

> ***Note:***
> In cases where Operator creates Free Spins Bonus with **periodOfTime** and more than one game in **gameList**, player will be able to continue FSB only in game, which FSB was started in.
>
> In cases where the operator creates a FSB with the **frType=F** parameter, only one game can be added to the gameList.

> ***Note:***
>
> 2. Expiration date is mandatory. It should be sent as timestamp in seconds, and the bonus validity period must not be longer than 30 days.
> 3. Total bet for each round is calculated as bet-per-line * number-of-lines.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
bonusCode	Bonus id within the Casino Operator's system. Should be unique within the brand.	Required
startDate	Date and time when free spins bonus will start. **UNIX time in sec*	Required
expirationDate	Date and time when the free spins will expire. **UNIX time in sec*	Required
validityDate	Date and time when the bonus gets invalid and is unavailable for the player. Doesn't work when frType is passed. **UNIX time in sec*	Optional
rounds	Number of free game rounds awarded.	Optional. Should not be used when **periodOfTime or frType** parameter is specified
periodOfTime	Period of bonus time in seconds (please see note)	Optional. Should not be used when **rounds or frType** parameter is specified
frType	Type of the Free Spins Bonus that the player will be awarded. Available values are: F – Instant bonus rounds (triggering predefined in-game feature)	Optional. Should not be used when **rounds or periodOfTime** parameter is specified

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playerId	Player ID in Casino Operator's system.	Required
currency	Player currency.	Required
hash	Hash code of the request.	Required
gameList	List of the games associated with the bonus, with bet per line values for each currency. See below VariableFRGame type description of the objects in the list. *This data must be sent as a JSON in the body of the request.*	Required
requestId	Unique identifier of FSB credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional

Type: VariableFRGame

Name	Description
gameId	Id of the game associated with the free spins bonus.
betValues	List of bets per line or total bets with the currency.

Type: VariableFRBetValue

Name	Description	Status
currency	Currency code.	Required
betPerLine	Value of bet per line in the specified currency, which will be applied during free spins	Should not be used when **totalBet** option is used
totalBet	Value of total bet in the specified currency, which will be applied during free spins	Should not be used when **betPerLine** option is used

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/FreeRoundsBonusAPI/v2/bonus/player/create/?bonusCode=some_bomnus_-
code123&expirationDate=1597921169&rounds=27&secureLogin=some_secureLogin&startDate=1597835415&cur-
rency=USD&playerId=392&hash=2b7e7dc8ef0ecd2dcd9c89b9f79fbae1 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json


{
  "gameList": [
    {
      "gameId": "vs25a",
      "betValues": [
```

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```
        {"betPerLine": 0.05, "currency": "USD"},
        {"betPerLine": 0.10, "currency": "EUR"},
        {"betPerLine": 0.50, "currency": "CNY"}
      ]
    },
    {
      "gameId": "vs9c",
      "betValues": [
        {"betPerLine": 0.15, "currency": "USD"},
        {"betPerLine": 0.30, "currency": "EUR"},
        {"betPerLine": 1.50, "currency": "CNY"}
      ]
    }
  ]}
```

Example of JSON response:

```
{
  "error": "0",
  "description": ""
}
```

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6.10 Get Bet Scales

Request path: POST /IntegrationService/v3/http/CasinoGameAPI/getBetScales

Using this method Operator can receive available **bet per line** and **total bet scale** values for games per currency

> ***Important:*** To avoid excessive traffic and load on both PragmaticPlay and Operator system, it is recommended to send in request games and currencies list which are needed for Free Spins Bonus creation. This API method is designed only for the games that support FSB.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
gameIDs	List of game IDs, in cases where it is sent, bet scales will be returned only for sent game list	Optional
currencies	List of currencies, in cases where it is sent, bet scales will be returned only for sent currencies list	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.
gameList	List of the games, with relevant game and bet scale list. See below betScaleList type description of the objects in the list. *This data must be sent as a JSON in the body of the request.*

Type: betScaleList

Name	Description
currency	Symbolic code of currency. Example: “USD”, “EUR”
betPerLineScales	List of possible bets per line
totalBetScales	List of possible total bets

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/getBetScales/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&hash=d249eef6f9264213586f3e94b7daba40&gameIDs=vs20cd&currencies=USD,EUR
```

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Example of JSON response:


```
{
    "description": "OK",
    "error": "0",
    "gameList": [
        {
            "betScaleList": [
                {
                    "betPerLineScales": [
                        1.0,
                        2.0,
                        3.0,
                        4.0,
                        5.0
                    ],
                    "currency": "USD",
                    "totalBetScales": [
                        20.0,
                        40.0,
                        60.0,
                        80.0,
                        100.0
                    ]
                },
                {
                    "betPerLineScales": [
                        1.0,
                        2.0,
                        3.0,
                        4.0,
                        5.0
                    ],
                    "currency": "EUR",
                    "totalBetScales": [
                        20.0,
                        40.0,
                        60.0,
                        80.0,
                        100.0
                    ]
                }
            ],
            "gameID": "vs20cd"
        }
    ]}
```


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6.11 Error codes

The table below contains the error codes that the Pragmatic Play system will return in the response to Variable Free Spins API calls.

Code	Description
0	Request was successfully processed.
1	Authentication failed. Incorrect secure login and secure password combination.
2	Validation failed. Empty mandatory field '{field name}'.
3	Game(s) are not supported: {list of the game id}.
4	Game(s) do not support Free round bonus: {list of the game id}
5	Bonus code already exists.
6	The requested Free Round bonus is not found in the system.
7	Free round bonus is canceled.
8	Free round bonus is closed or started to play.
9	Currency code '{ISO code}' is incorrect or unsupported.
10	Player does not have active Free round bonuses.
11	Free round bonus cannot be created. Expiration date limit (30 days) has been exceeded.
12	Free round bonus cannot be created. Expiration date is in the past.
14	Bonus code already exists with another parameters.
19	Free round bonus is expired.
37	Bad request: periodOfTime and rounds cannot be used in same time
37#1	Bad request: Either dates (expirationDate and validityDate) or periods (expirationPeriod and validityPeriod) should be specified.
37#2	Bad request: If expirationPeriod is specified validityPeriod must be specified as well.
37#3	Bad request: Expiration period limit ({X} days) has been exceeded.
37#4	Bad request: The difference between Validity period and Expiration period should not exceed the limit ({Y} days).
37#5	Bad request: Expiration period exceeds the Validity period.
37#6	Bad request: playerList' size should be less or equals to 5000
38	Bet per line less than 0.01 after total bet conversion (totalBet / number of slot lines)
39	Bet per line less than 0.01
44	Package is not found or cancelled.
45	Package is expired.
46	Player already registered in package with same bonusCode.
1000	Internal server error. Pragmatic Play will return this error code if their system has internal problem and cannot process the request.

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VII. Game History API

History API provides game rounds played by the player, with their details. Operator can get a list of games played, game rounds that the player has played during a particular day and hour, and the screen of the game at the end of the game round.

History HTTP service is a simple API for game Operator to get player's game history. API is an HTTP listener, which listens POST requests coming to an URL with the request mappings below.

All responses should be in JSON format.

> URL of the history HTTP service will be provided by Pragmatic Play for the production and test environments and looks like:
>
> *https://{API service domain}/IntegrationService/v3/http/HistoryAPI/*

> History HTTP service is securely protected, hence please be sure:
> - player's browser (end) must NOT be used as initiator of requests to the service;
> - proper IPs are supplied to Pragmatic Play for whitelisting

> **IMPORTANT!**
> For RNG games portfolio, all Game History API methods are supported
>
> For LC, VSB portfolio only 7.7 OpenHistoryExtended and 7.6 GetRoundStatus methods are supported

7.1 Hash calculation

Hash code is calculated with following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

1. Sort all parameter by keys in alphabetical order.
2. Append them (if the value is not null or empty) in key1=value1&key2=value2.
3. Append secret key, e.g.: key1=value1&key2=value2SECRET.
4. Calculate the hash by using MD5.
5. Compare with hash parameter. In the case of failure Casino Operator should send the error code 5.

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7.2 Data types

Name	Type	Description
secureLogin	String (32)	User name for authentication in the Casino Game API service. Should be provided by the Pragmatic Play.
playerId	String(100)	Id of the player within the Operator system. Examples: 1000, 2644987.
gameId	String (32)	Symbolic unique identifier of the game within the Pragmatic Play system. *Example: vs25queenofgold, vs50aladdin, cs5triple8gold, bjma, rla, vpa* Casino Operator can get the list of all available games by a call of GetCasinoGames method of *Integration API*.
language	String(2)	Language code in ISO 639-1 standard (e.g. en, fr, it).
roundId	Long	Identification for the player's round.
currency	String(3)	Player's ISO 4217 currency code. Examples: 'EUR' or 'USD'.
cash	Decimal (10, 2)	Player's real balance. Example: '100.00'.
bonus	Decimal (10, 2)	Player's promo balance. Example: '100.00'.
betAmount	Decimal (10, 2)	Amount of the bet. Example: '1.00'.
winAmount	Decimal (10, 2)	Amount of the win. Example: '5.25'.
roundDetails	String(4000)	Additional information about the current game round, such as “Free spin”, “Bonus”, etc.
datePlayed	DateTime	Date when the round was played
timeZone	TimeZone	Time zone of the user. *Example: GMT, GMT+8, GMT+04:00*
error	Integer	Error code.

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7.3 GetPlayedGames

Request path: POST /GetPlayedGames/

Using this method Casino Operator can get a list of the games played by the player during the day.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
playerId	Id of the player within the Casino Operator system.	Required
datePlayed	Date, based on the time zone of the user.	Required
timeZone	Time zone of the user. *Example: GMT, GMT+8, GMT+04:00*	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
games	List of games played. See below GamePlayed type description of the objects in the list.

Type: GamePlayed

Name	Description
gameId	Symbolic unique identifier of the game.
gameName	Name of the game.
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/HistoryAPI/GetPlayedGames/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&playerId=421&datePlayed=2016-12-
23&timeZone=GMT+00:00&hash=980d06d3361f1e21a2f1550c6806ef52
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK",
  "games": [
    {
      "gameId": "vs30catz_jp",
      "gameName": "The Catfather Part II"
    },
    {
      "gameId": "vs50aladdin",
      "gameName": "3 Genie Wishes"
    }
  ]
}
```

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7.4 GetGameRounds

Request path: POST /GetGameRounds/

Using this method Casino Operator can get a list of the game rounds played by the player during the certain day and (optionally) the **specific hour**.

> ***Important:*** In case the **hour** parameter is absent in the request, it will default to 0.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
playerId	Id of the player within the Casino Operator system.	Required
datePlayed	Date when the game rounds were played, based on time zone of the user.	Required
timeZone	Time zone of the user. *Example: GMT, GMT+8, GMT+04:00*	Required
gameId	Symbolic unique identifier of the game.	Required
hour	Ordinal number of time in a day. *Example: 0,1,2,..,22,23*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
rounds	List of game rounds played. See below GameRound type description of the objects in the list.
error	Error code.
description	Description of the error for troubleshooting.

Type: GameRound

Name	Description
dateTime	Date and time when the round was played, based on time zone of the user. The value is returned in Pragmatic Play's server time zone (UTC/GMT+0).
gameId	Symbolic unique identifier of the game.
gameName	Name of the game.
roundId	Unique identifier of the game round.
currency	Player's currency.
betAmount	Bet amount.
winAmount	Win amount.
balance	Player's balance at the end of the round.
roundDetails	Additional information about the game round, such as "Free spin", "Bonus", etc.
memberId	Unique id for player on the Pragmatic Play side.
casinoID	Unique id for brand on the Pragmatic Play side.

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detailsUrl	This parameter is not currently used and should be ignored by operators
roundStatus	Status of the game round. May have the following values: ○ In progress – game round was started but not finished yet by the player ○ Completed – game round has been completed by the player

Example of HTTP request:

```
POST /IntegrationService/v3/http/HistoryAPI/GetGameRounds/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&playerId=421&datePlayed=2016-12-
23&timeZone=GMT+00:00&gameId=vs50aladdin&hour=10&hash=0179f75a37274337f9aefe2c3108db0f
```

Example of JSON response:


```
{
  "error": "0",
  "description": "OK",
  "rounds": [
    {
      "dateTime": "2016-12-23 05:50:35.0",
      "gameId": "vs50aladdin",
      "gameName": "3 Genie Wishes",
      "roundId": "5108924498",
      "currency": "USD",
      "betAmount": "0.0",
      "winAmount": "0.05",
      "balance": "99711.59",
      "roundDetails": "Free spin",
      "memberId": 6638030,
      "detailsUrl": "pragmaticplay"
    } , … ,
    {
      "dateTime": "2016-12-23 05:54:28.0",
      "gameId": "vs50aladdin",
      "gameName": "3 Genie Wishes",
      "roundId": "5108946371",
      "currency": "USD",
      "betAmount": "2.5",
      "winAmount": "0.0",
      "balance": "99710.04",
      "roundDetails": null,
      "memberId": 6638030,
      "detailsUrl": "pragmaticplay"
    }
  ]
}
```


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7.5 OpenHistory

Request path: POST /OpenHistory/

Using this method Casino Operator can get a link to the page with the game details at the end of the round. The method returns URL that contains round id and a one-time password that the game server will use for validation of the request, for the security reason.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
playerId	Identifier of the player within the Casino Operator system.	Required
roundId	Unique identifier of the game round.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
url	URL for opening the game screen page.
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/HistoryAPI/OpenHistory/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&playerId=421&roundId=5108924498&hash=361527d01b040fd0c5fb68dcc204b707
```

Example of JSON response:

```
{
"error":"0",
"description": "OK",
"url":"https://{game_server_domain}/gs2c/gameHistoryDetailForApi.do?otp=9KngwmdYVw6YLViPVIjU9eEMFs-
lzlALnwtoZygNWTMB7SqAApl8ERLysn7Xp26p0&playSessionId=5108924498"
}
```

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7.6 GetRoundStatus

Request path: POST /GetRoundStatus/

Method returns the current status of a particular game round. Using this method Casino Operator can check game rounds recorded on their side and cancel open bets returning money to the player's balance.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
roundId	Id of the game round.	Required
gameId	Id of the game.	Required
options	List of settings (String). By including it, operator can get additional information about round. Possible values are: • partialWinStatus	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
roundId	Id of the game round.
betAmount	Amount of the bet.
winAmount	Amount of the winnings.
roundStatus	Status of the game round. May have the following values: ○ In progress – game round was started but not finished yet by the player ○ Completed – game round has been completed by the player ○ Canceled – game round has been closed automatically by the game round finalization process ○ CompleteInProcess – game round is marked as Completed in the db; BetResult or EndRound requests is in asynchronous transaction queue and the system tries to send it to Operator ○ CancelInProcess – game round is marked as Canceled in the db; Refund is in asynchronous queue and being sent to Operator. ○ "Partial win" – status for rounds which were finalized by system with partial winning (status will be sent in case when operator included partialWinStatus in options request parameter)
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/HistoryAPI/GetRoundStatus/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&roundId=5108924498&gameId=vs50aladdin&hash=8567449f06333293030e8f80ec89d3fa
```

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Example of JSON response:


```
{
"description": "OK",
"roundId": 5108924498,
"betAmount": "0.0",
"winAmount": "0.0",
"roundStatus": "Canceled"
}
```


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7.7 OpenHistoryExtended

Request path: POST /OpenHistoryExtended/

Using this method Casino Operator can obtain detailed information about played game round, including free spin sessions.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
playerId	Id of the player within the Operator system.	Required
gameId	Id of the game.	Required
roundId	Unique identifier of the game round.	Required
language	Language of report page	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
url	Report page URL.
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /IntegrationService/v3/http/HistoryAPI/OpenHistoryExtended/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&playerId=123123&gameId=vs7monkeys&roundId=111222&hash=5fd31717ba4-
da9e78ac19730212925c2
```

Example of JSON response:

```
{
   "error": "0",
   "description": "OK"
   "url":"https://{game server domain}/gs2c/parentRoundHistoryDetails.do?
playSessionId=111222&stylename=username&hash=9cf3e7442c8ea5e95c22d123500ad56e"
}
```

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7.8 Error codes

The table below contains the error codes that the Pragmatic Play system will return in the response to Game History API calls.

Code	Description
0	Request was successfully processed.
1	Authentication failed. Incorrect secure login and secure password combination.
2	Request validation failed. Type mismatch for value.
4	Round not found. The requested roundId is not found in the system.
1000	Internal server error. Pragmatic Play will return this error code if their system has internal problem and cannot process the request.

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VIII. Data feeds and reports

Data feeds let Casino Operator to download information about in-game money transactions for all game rounds played and jackpot winnings.

In order to receive DataFeeds data for casino, Operator should follow the flow below:

1. Call /environments API method with relevant secureLogin identifier for casino
2. In response PragmaticPlay will return a list of environment and direct API domains (single or multiple environment domains can be returned)
3. Operator should call DataFeeds API method from each Environment, using the relevant API domain
4. In case of multiple domains are returned in Environment API response, Operator should aggregate DataFeeds received from different environments, on their side

Data of the feeds related to large number of records (like transactions) will be requested using time point and sent to the Operator in CSV format.

> *For each API account, frequency of any particular "Data feeds and reports" method requests, should be not more than one call per minute.*
>
> *Also, the data can be extracted no later than the last month.*

> *Any "Data feeds and reports" method should be requested **only with dataType parameter value, which is available for Operator**. Available dataType values can be received from 2.1 2.1 GetCasinoGames method*

Time points

Time point is a timestamp starting from the server time when data is requested for the first time. If the request is sent without a time point, the system returns a time point, which should be sent with the next request.

Whenever a request with the time point is sent, data from the moment of timepoint to the current moment will be transferred, along with the new time point. This new time point should be used for the next request, and so on.

Using such a mechanism, no data will be lost. If clients haven't received response from the Pragmatic Play with the new time point, they will be able to re-send the request with the same time point, until requested data is received.

> Data can be loaded by small portions for periods of time not longer than 10 minutes.

Using timepoints for past periods

If Operator needs to get data for a longer period they can send a number of subsequent requests setting up a starting timepoint and then using timepoints that the Pragmatic Play system returns in the response.

For example, if Operator needs to get data for the last N minutes, they can calculate the start date and time of the period as *Start* = (*"now" – N minutes*), convert it into timestamp and send request to the Transactions API using this timestamp as a time point. Server will return data for 10 minutes starting from the timestamp sent in the request, along with the new time point. Using timepoints returned by the server and sending requests one after another Operator can get as many portions of data as they need, to download data that are already in the past.

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Data Feed URL

URL of the data feeds service will be provided by Pragmatic Play for the production and test environments and looks like:

https://{API service domain}/IntegrationService/v3/DataFeeds/transactions/
https://{API service domain}/IntegrationService/v3/DataFeeds/failedtransactions/
https://{API service domain}/IntegrationService/v3/JackpotFeeds/jackpots/

*And for **Bingo** it has to look like this:*

*https://{Bingo API service domain}/*BingoReports/DataFeeds/gamerounds/
*https://{Bingo API service domain}/*BingoReports/JackpotFeeds/jackpots/

Data feeds service is securely protected, hence please be sure:
- player's browser (end) must NOT be used as initiator of requests to the service;
- proper IPs are supplied to Pragmatic Play for whitelisting

Data formats

Data will be returned in CSV or JSON format. For more details please see the chapter where the data feed is described.

All successful server responses in CSV format will contain a new time point that should be sent then by the client to the server in the next request. Format of the server response is as follows:

```
#timepoint = {server time in ms}
{Data in standard csv format}
```

Client should get the first line from the response, parse it and save the time point somewhere for the next request. The rest of the response should be parsed as normal CSV stream.

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Data types

Name	Type	Description
login	String(30)	API user name (secureLogin value) for authentication in the Pragmatic Play API.
password	String(30)	API password (secret key value) for authentication in the Pragmatic Play API.
timepoint	Long	Time point
dataType	String(3)	Type of portfolio, indicates which portfolio Data Feeds should be returned Available options: RNG - Main portfolio games (video slots, classic slots etc.) LC - Live Casino portfolio VSB - Virtual sports betting portfolio BNG – Bingo portfolio (should be used for relevant API context path) **Important!** *In cases where dataType is included in request, Data Feeds for relevant portfolio will be returned only* *When there is no dataType in request, will be returned Data Feeds for RNG only*
playerID	Number(15)	Player unique identifier within Pragmatic Play system.
extPlayerID	String(100)	Player unique identifier within Casino Operator system.
gameID	String(20)	Symbolic unique identifier of the game provided by Pragmatic Play.
playSessionID	Long	Id of the player's session for particular game (unique number of the game round).
parentSessionID	Long	Id of the play session, in which the feature was triggered (unique number of the parent game round
startDate	DateTime	Date and time when the game round started.
endDate	DateTime	Date and time when the game round ended.
status	String(1)	Status of the game round, transaction or jackpot
type	String(1)	Type of the game round or transaction
bet	Double(15,2)	Bet amount.
win	Double(15,2)	Win amount.
currency	String(3)	Currency of the transaction, 3 letter ISO code.
jackpot	Double(15,2)	Jackpot win amount.
platform	String(1)	The platform type (channel) on which the game was played. Possible values : U - Unknown W - WEB M - Mobile
bonusCode	String (100)	Id of the Free Spins Bonus. Is applied for rounds, played with FSB
options	String(100)	List of settings
timestamp	DateTime	Date and time when the transaction is processed on the Pragmatic Play side.
referenceID	String(100)	Unique id for reference of this transaction on the Pragmatic Play side.
amount	Double(15,2)	Amount of the transaction.
betAmount	Double(15,2)	Amount of the bet.
winAmount	Double(15,2)	Amount of winning in current bet.

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roundDetails	String(4000)	Additional information about the current game round
jackpotID	Number(15)	Unique identifier of the Jackpot within Pragmatic Play system.
name	String(100)	Name of the Jackpot.
level	String(1)	Level of the Jackpot
games	String(255)	The list of the games participating in the Jackpot. It contains gameId (game symbols), comma separated.
dateTime	DateTime	Date and time when the Jackpot was won.
totalRounds	Integer	Total number of game rounds
totalFreeSpinRounds	Integer	Total number of free spin rounds
totalBet	Double(15,2)	Total bet amount.
totalWin	Double(15,2)	Total win amount.
totalJackpot	Double(15,2)	Total Jackpot win amount.
totalPromo	Double(15,2)	Total amount of wins in Prize Drop campaigns
startTimepoint	Long	Starting Time point *(Unix epoch time in milliseconds, for example : 1619710210000)*
endTimepoint	Long	Ending Time point *(Unix epoch time in milliseconds, for example : 1627486210000)*
amountInPlayerCurrency	Double(15,2)	Amount in player's currency
tier	String(5)	Jackpot tier
payoutStatus	String(1)	Status of the jackpot payout transaction. Possible values: • I – In Progress (not finished yet) • C – Completed • M - Manual
winDate	Long	Date and time of Jackpot winning. *(Unix epoch time in milliseconds, for example : 1619710210000)*
winType	String(2)	Jackpot winning type. Possible values: • W – standard jackpot winning • WC – community shared jackpot winning • WN – non-progressive jackpot winning
playerCurrencySymbol	String(3)	Symbol of player's currency
finalizedRoundsSeparated	–	show completed rounds with status 'C' and finilezed/cancelled (cancelled=1) rounds with status 'F'
finalizedRoundsHidden	–	shows only completed rounds (exclude finalized/cancelled rounds)

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8.1 Environment list

The Environment list feed provides information about all operator environment domains for the specified secure login.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description
secureLogin	User name for authentication in the Casino Game API service
hash	Hash code of the request.

Response parameters (JSON)

Name	Type	Description
environments	HealthPerEnvironment	The list of environment objects for each secureLogin (see data type description below)
error	String(10)	0 - if the request was successfully processed or error code in other case.
description	String(250)	Description of the error for troubleshooting purposes.

Type: HealthPerEnvironment

Name	Type	Description	Status
envName	String(30)	Name of environment within SPE system	Required
apiDomain	String(250)	Name of API service domain within SPE system	Required

Example of HTTP request:

```
GET /IntegrationService/v3/http/SystemAPI/environments? secureLogin=ext_test1&hash=6a3081f6a5327b-b0b5132f50965a5806 HTTP/1.1
Host: {specific server API service domain}
Cache-Control: no-cache
```

Example of response:

```
{
    "error": "0",
    "description": "OK",
    "environments": [
        {
            "envName": "prerelease1",
            "apiDomain": "api.prerelease-env.biz "
        },
        {
            "envName": "prerelease2",
            "apiDomain": "api.prerelease-env.biz "
        }
    ]
}
```

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8.2 Game Rounds

Using this data feed Casino Operator can load information about all game rounds, including not finished ones that were played during the period defined by time point, but not longer than 10 minutes.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

There two options for getting game rounds data.

Request path: GET /DataFeeds/gamerounds/

Returns all game rounds including unfinished. Unfinished game rounds may appear in the feed twice – first when player makes a bet and then when player gets a winning.

Request path: GET /DataFeeds/gamerounds/finished/

Returns only game rounds that were finished within the time interval. Each game rounds appears in the data feed only once, after it is completed.

Request path: GET /DataFeeds/gamerounds/adjusted/

Returns only game rounds that were Adjusted within the time interval. Each game rounds appears in the data feed only it was adjusted. Only for **Live Casino** portfolio.

Data will be returned in CSV format.

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	API password (secret key value) for authentication in the Pragmatic Play API.	Required
timepoint	Time point starting from which data will be transferred. If time point is empty, the new time point will be returned. *(Unix epoch time in milliseconds, for example : 1470926696715)*	Optional
dataType	Type of portfolio, indicates which portfolio Data Feeds should be returned *In cases where dataType is included in request, Data Feeds for relevant portfolio will be returned only* *When there is no dataType in request, will be returned Data Feeds for RNG only*	Optional
options	List of settings (String). By including it, operator can get additional information about round. Possible values are: • addRoundDetails • addBalance • addBonusBetWin • finalizedRoundsSeparated • finalizedRoundsHidden	Optional

Response parameters (CSV)

Name	Description	Status
playerID	Player unique identifier within Pragmatic Play system.	Required
extPlayerID	Player unique identifier within Casino Operator system.	Required
gameID	Symbolic unique identifier of the game provided by Pragmatic Play.	Required
playSessionID	Id of the player's session for particular game (unique number of the game round).	Required

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parentSessionID	Id of the play session, in which the feature was triggered (unique number of the parent game round). This field will contain the same value as the playSessionID field for all game rounds except free spins. *(Rows with free spins will contain the id of game round where they were triggered in the parentSessionID field and id of the free spin round in the playSessionID field)*	Required
startDate	Date and time when the game round started. *(Will be returned in yyyy-mm-dd HH:mm:ss format, for example: "2017-08-28 02:14:13")*	Required
endDate	Date and time when the game round ended. Will be null if the game round is not finished yet. *(Will be returned in yyyy-mm-dd HH:mm:ss format, for example: "2017-08-28 02:14:13")*	Required
status	Status of the game round: I – In Progress (not finished yet) C – Completed F – Canceled or finalized (only for /gamerounds/finished/ with finalizedRoundsSeparated option)	Required
type	Type of the game round: R – game round F – free spin triggered during the game round	Required
bet	Bet amount.	Required
win	Win amount.	Required
currency	Currency of the transaction, 3 letter ISO code.	Required
jackpot	Jackpot win amount.	Required
bonusBet	Bonus bet amount.	Optional
bonusWin	Bonus win amount.	Optional
platform	The platform type (channel) on which the game was played. *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need this parameter to be applied, they should ask the Pragmatic Play's Technical Support for configuration.* Possible values : U - Unknown W - WEB M - Mobile	Optional
bonusCode	Id of the Free Spins Bonus. Is applied for rounds, played with FSB *The field is optional and is not handled by the Pragmatic Play by default. In case Casino Operator need this parameter to be applied, they should ask the Pragmatic Play's Technical Support for configuration.*	Optional
roundDetails	Provides additional info bets and result of the live casino games. *This field is optional and will appear in response in cases where request contains addRoundDetails in options list* Example: *"type:bets,desc:[{"c":"Even","a":"3.0"},{"c":"0G","a":"3.0"},{"c":"Red","a":"3.0"}]"*	Optional
balance	The balance value after the round has been processed by operator	Optional

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This field is optional and will appear in response in cases where request contains addBalance in options list

To use this addBalance in current method , Operator should accept data type: String(4000) for balance. It is also not handled by the Pragmatic Play by default. In case Casino Operator need this parameter to be applied, they should ask the Pragmatic Play's Technical Support for configuration.

Example of HTTP request:

```
GET /IntegrationService/v3/DataFeeds/gamerounds/?
login=username&password=testKey&timepoint=1482510713000 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of response:

```
timepoint=1618298161139
playerID,extPlayerID,gameID,playSessionID,parentSessionID,startDate,endDate,status,type,bet,win,cur
rency,jackpot,bonusCode,bonusBet,bonusWin
531288,889325,vs20magicpot,50994065,50994064,2021-04-13 07:06:18,2021-04-13
07:06:18,C,F,0.00,0.00,EUR,0.00,null,0.00,0.00
531288,889325,vs20magicpot,50994066,50994064,2021-04-13 07:06:25,2021-04-13
07:06:25,C,F,0.00,0.00,EUR,0.00,null,0.00,0.00
531288,889325,vs20magicpot,50994067,50994064,2021-04-13 07:06:28,2021-04-13
07:06:28,C,F,0.00,0.00,EUR,0.00,null,0.00,0.00
531288,889325,vs20magicpot,50994073,50994064,2021-04-13 07:06:47,2021-04-13
07:06:47,C,F,0.00,0.00,EUR,0.00,null,0.00,0.00
531288,889325,vs20magicpot,50994068,50994064,2021-04-13 07:06:31,2021-04-13
07:06:31,C,F,0.00,0.00,EUR,0.00,null,0.00,0.00
```

Example of response with live casino roundDetails:

```
timepoint=1629886017636
playerID,extPlayerID,gameID,playSessionID,parentSessionID,startDate,endDate,status,type,bet,win,cur
rency,jackpot,roundDetails
1550741378897,417,401,20192920608,null,2021-08-25 10:02:42,2021-08-25
10:02:51,C,R,50.00,100.00,USD,0.00,"type:bets,desc:[{"c":"Even","a":"3.0"},{"c":"0G","a":"3.0"},
{"c":"Red","a":"3.0"}]"
```

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8.3 In-game transactions

Request path: GET /DataFeeds/transactions/

Using this data feed Casino Operator can load money transactions for all game rounds that were played during the period defined by time point, but not longer than 10 minutes. Data will be returned in CSV format.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	API password (secret key value) for authentication in the Pragmatic Play API.	Required
timepoint	Time point starting from which data will be transferred. If time point is empty, the new time point will be returned. *(Unix epoch time in milliseconds, for example : 1470926696715)*	Optional
dataType	Type of portfolio, indicates which portfolio Data Feeds should be returned *In cases where dataType is included in request, Data Feeds for relevant portfolio will be returned only* *When there is no dataType in request, will be returned Data Feeds for RNG only*	Optional
options	List of settings. By including it, operator can get additional information about transaction. Possible values are: • addTransactionStatus • addJPContributionAmount • onlyPromoWins – only wins in PrizeDrops campaigns will be returned. **If a request has an onlyPromoWins option, the response should contain only transactions with type = P (win in promotional campaign).*	Optional

Response parameters (CSV)

Name	Description	Status
playerID	Player unique identifier within Pragmatic Play system.	Required
extPlayerID	Player unique identifier within Casino Operator system.	Required
gameID	Symbolic unique identifier of the game provided by Pragmatic Play.	Required
playSessionID	Id of the player's session for particular game (unique number of the game round).	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side. *(Unix epoch time in milliseconds, for example : 1470926696715)*	Required
referenceID	Unique id for reference of this transaction on the Pragmatic Play side.	Required
type	Type of the transaction: B – player made a bet W – player won V – Partial win transaction (closes the round) L – Cancel bet transaction (for finalized rounds) R – refund transaction J – Player won Jackpot	Required

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	P – Win in promotional campaign	
amount	Amount of the transaction.	Required
currency	Currency of the transaction, 3 letter ISO code.	Required
contributionAmount	The amount of contribution for round that takes part in the Jackpot *This field is optional and will appear in response in cases where request contains addJPContributionAmount in options list*	Optional
status	Current status of transaction. Possible values are: S – success L – canceled R – refunded *This field is optional and will appear in response in cases where request contains addTransactionStatus in options list*	Optional

Example of HTTP request:

```
GET /IntegrationService/v3/DataFeeds/transactions/?
login=username&password=testKey&timepoint=1482510713000&options=addTransactionStatus HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of response:

```
timepoint=1482510809258
playerID,extPlayerID,gameID,playSessionID,timestamp,referenceID,type,amount,currency,status
6638030,421,vs50aladdin,5111126041,1482510741000,585d5195f89c56f5ed95012e,B,2.50,USD,S
6638030,421,vs50aladdin,5111126041,1482510742000,585d5196f89c56f5ed950159,W,0.50,USD,S
6638030,421,vs50aladdin,5111126590,1482510745000,585d5199f89c56f5ed950344,B,2.50,USD,S
6638030,421,vs50aladdin,5111127141,1482510748000,585d519cf89c56f5ed95054e,B,2.50,USD,S
```

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8.4 Failed Transactions

Request path: GET /DataFeeds/failedtransactions/

Feed for getting Refund and BetResult/Result transactions which weren't processed even during asynchronous sending.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	API password (secret key value) for authentication in the Pragmatic Play API.	Required
timepoint	Timepoint starting from which data will be transferred. If timepoint is empty, the new timepoint will be returned. *(Unix epoch time in milliseconds, for example : 1470926696715)*	Optional

Response parameters (CSV)

Name	Description	Status
playerID	Player unique identifier within Pragmatic Play system.	Required
extPlayerID	Player unique identifier within Casino Operator system.	Required
gameID	Symbolic unique identifier of the game within the Pragmatic Play system. *Example: vs25queenofgold, vs50aladdin, cs5triple8gold, bjma, rla, vpa* The list of available games may be obtained by Casino Operator by calling GetCasinoGames method of CasinoGameAPI HTTP service.	Required
playSessionID	Id of the player's session for particular game (unique number of the game round).	Required
referenceID	Unique id for reference of this transaction on the Pragmatic Play side.	Required
betAmount	Amount of the bet.	Required
winAmount	Amount of winning in current bet.	Required
timestamp	Date and time when the transaction is processed on the Pragmatic Play side. *(Unix epoch time in milliseconds, for example : 1470926696715)*	Required
roundDetails	Additional information about the current game round, comma separated. Example: "spin,bonus"	Required

Example of HTTP request:

```
GET /IntegrationService/v3/DataFeeds/failedtransactions/? login=username&password=testKey&time-
point=1482510713000 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of response:

```
timepoint=1482510979767
playerID,extPlayerID,referenceID,gameID,playSessionID,betAmount,winAmount,timestamp,roundDetails
```

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8.5 Active Jackpots (replacement of previous version)

Request path: GET /JackpotFeeds/extended/jackpots

Active Jackpots feed provides information about open jackpots and their open tiers (progressive) per casino brand. Operator will get in the response a list of the open jackpots including detailed info about their open/active (not won) tiers in JSON format. Information about non-progressive (multiplier) tiers is not displayed in this feed.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

> ***Important:*** In case there are no ative jackpots according to the given criteria, an empty list is returned in the response.

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
currency	ISO-4217 code currency. Currency for JP amounts returned in feed. If missed, then amounts are returned in in the main jackpot currency.	Optional
hash	Hash code of the request.	Required

Response parameters (JSON)

Name	Description	Status
mainJackpotID	Unique identifier (parent/main) of the Jackpot within Pragmatic Play system.	Required
name	Name of the Jackpot.	Required
level	Level of the Jackpot: • G – Global Jackpot • N – Network jackpot, • O– Jackpot for particular Operation • B – Jackpot for particular casino Brand	Required
games	The list of the games participating in the Jackpot. It contains gameId (game symbols), comma separated. *Example: vs25safari_jp,vs30catz_jp,vs7monkeys_jp*	Required
status	Current status of the Jackpot. Possible values: A – Active S – Shutdowned	Required
tiersNumber	Parameter indicating the total number of progressive tiers (active and won) configured for a Jackpot. For Single-tier jackpots the value “1” will be specified. The non-progressive tier should NOT be included.	Required

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Type: Tiers

This list displays information only for active/open (not won) progressive tiers. Information about non-progressive (multiplier) tiers is not displayed in the list.

Name	Description	Status
jackpotTierID	Unique identifier of the Jackpot **Tier** within the Pragmatic Play system.	Required
tier	Jackpot tier name identifier. The tier index (0 - 3) that operator receives in API should be mapped with the appropriate tier in the game: 0 – the 1st tier (the lowest). 1 – the 2nd tier. 2 – the 3rd tier, 3 – the 4th tier (the highest).	Required
amount	Jackpot fund (for specific tier) for the moment of request, in USD by default. Or values can be returned in the requested currency.	Required

Example of HTTP request:

```
GET /IntegrationService/v3/JackpotFeeds/extended/jackpots/?
login=username&hash=67ea77ad83ce1c153f73cddaeee2c577 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of JSON response (multiple-tiers):

```
{
  "jackpots": [
    {
      "mainJackpotID": 459,
      "name": "test_name",
      "level": "B",
      "games": "vsprg20doghouse",
      "status": "A",
      "tiersNumber": 4,
      "tiers":[
        {
            "jackpotTierID": 459,
            " tier": 0,
            "amount": 10 },
        ....
        {
            "jackpotTierID": 460,
            " tier": 1,
            "amount": 200 }]}
              ],
  "error": "0",
  "description": "OK"
}
```

Example of JSON response (single-tier):

```
{
  "jackpots": [
    {
      "mainJackpotID": 459,
      "name": " test_name_2",
      "level": "B",
      "games": "vsprg20doghouse",
      "status": "A",
      "tiersNumber": 1,
      "tiers":[
        {
            "jackpotTierID": 459,
            " tier": 0,
            "amount": 10 }]}
              ],
  "error": "0",
```

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```
  "description": "OK"
}
```

In case there are no active jackpots:

```
{"winners": [],
    "error": "0",
    "description": "OK"}
```

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8.6 Jackpot Winners (replacement of previous version)

Request path: GET /JackpotFeeds/extended/winners

The Jackpot Winners feed provides information about jackpot winnings including progressive jackpot wins and community share part. An operator will get in the response a list of the winners in JSON format.

> Maximal period of Jackpot Winners DataFeeds for which data can be transferred is not more than 30 days

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
startTimepoint	Starting Time point for transferring data period *(Unix epoch time in milliseconds, for example : 1619710210000)*	Required
endTimepoint	Ending Time point for transferring data period *(Unix epoch time in milliseconds, for example : 1627486210000)*	Required
hash	Hash code of the request.	Required

Response parameters (JSON)

Name	Type	Description
winners	List	List of Jackpot winners during requested period. See below Winners type description of the objects in the list
error	String	Error code
description	String	Description of the error for troubleshooting

Type: Winners

Name	Description	Status
jackpotTierID	Unique identifier of the Jackpot Tier within the Pragmatic Play system.	Required
extPlayerID	Player unique identifier within Casino Operator system.	Required
winAmount	Won jackpot amount in player's currency.	Required
winDate	Date and time of Jackpot winning. For community part it is the date and time for creating transaction *(Unix epoch time in milliseconds, for example : 1619710210000)*	Required
winType	Jackpot winning type. Possible values: • W – standard jackpot winning • WC – community shared jackpot winning • NW – non-progressive jackpot winning	Required
playSessionID	Unique number of the play session (game round) in which Jackpot was won Optional, is used optional standard jackpot wins	Optional
currency	Currency of the player.	Required

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Example of HTTP request:

```
GET /IntegrationService/v3/JackpotFeeds/extended/winners/?
login=username&hash=67ea77ad83ce1c153f73cddaeee2c577&startTimepoint=1619710210000&endTimepoint=1627
486210000 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of JSON response:

```
{
    "winners": [
        {
            "jackpotTierID": 3924,
            "extPlayerID": "459",
            "winAmount": 8.60,
            "winDate": 1620890276322,
            "winType": "W",
            "playSessionID": 10293633659602,
            "currency": "USD"
        },
        ....
        {
            "jackpotTierID": 3925,
            "extPlayerID": "460",
            "winAmount": 15,
            "winDate": 1620890648909,
            "winType": "NW",
            "playSessionID": 10293686600602,
            "currency": "USD"
        }



    ],
    "error": "0",
    "description": "OK"
}
```

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8.7 Jackpot Winnings

Request path: GET /JackpotFeeds/extended/winnings

Jackpot Winnings feed provides information on jackpot winnings for each active jackpot tier for the entire jackpot lifetime, indicating the total number of winnings, as well as the amount and winner of the largest and last winnings.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
mainJackpotID	Unique identifier (parent/main) of the Jackpot within the Pragmatic Play system.	Required
currency	ISO-4217 code currency. Currency for JP amounts returned in feed. If missed, then amounts are returned in the main jackpot currency.	Optional
hash	Hash code of the request.	Required

Response parameters (JSON)

Name	Type	Description
name	String	Name of the Jackpot.
tiers	List	List of tier objects for transferring details for tiers. See below (tiers type) the description of the objects in the list.
error	String	Error code
description	String	Description of the error for troubleshooting

Type: tiers

Name	Type	Description	Status
jackpotTierID	String	Unique identifier of the Jackpot Tier within the Pragmatic Play system.	Required
tier	Number	Jackpot tier name identifier. The tier index (0 - 3) that the operator receives in API should be mapped with the appropriate tier in the game: • 0 – the 1st tier (the lowest) • 1 – the 2nd tier • 2 – the 3rd tier • 3 – the 4th tier (the highest).	Required
numberOfWins	Number	Number of times the jackpot tier was won during the jackpot tier lifetime.	Required
biggestWin	Array	Set of biggest win parameters. See below (biggestWin type) parameters description.	Required
lastWin	Array	Set of last win parameters. See below (lastWin type) parameters description.	Required

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Type: biggestWin

Name	Type	Description	Status
winDate	Number	Date and time of the biggest win in the jackpot tier lifetime. (Will be returned as timestamp in milliseconds).	Required
winAmount	Number(15,2)	Amount of the biggest win in the jackpot tier lifetime.	Required
extPlayerID	String	Identifier of the player (within the Casino Operator system) who won the biggest win within the jackpot tier. Is returned only if the player belongs to the Casino that sends the request.	Optional
maskedExtPlayerID	String	Identifier of the player (within the Casino Operator system) who won the biggest win within the jackpot tier. Is returned in masked view.	Required

Type: lastWin

Name	Type	Description	Status
winDate	Number	Date and time of the last win in the jackpot tier lifetime. (Will be returned as timestamp in milliseconds).	Required
winAmount	Number(15,2)	Amount of the last win in the jackpot tier.	Required
extPlayerID	String	Identifier of the player (within the Casino Operator system) who won the last win within the jackpot tier. Is returned only if the player belongs to the Casino that sends the request.	Optional
maskedExtPlayerID	String	Identifier of the player (within the Casino Operator system) who won the last win within the jackpot tier. Is returned in masked view.	Required

Example of HTTP request:

```
GET /IntegrationService/v3/JackpotFeeds/extended/winnings?login=username&currency=EUR&mainJack-
potID=1234&hash=fc7c18fddb167b6e7f781e49a4949481 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of JSON response:


```
{
    "error": 0,
    "description": "OK",
    "name": "Test Jackpot",
    "tiers":
    [
        {
            "jackpotTierID": 459,
            "tier": 0,
            "numberOfWins": 54,
            "biggestWin":
            {
                "winDate": 1689404434,
                "winAmount": 50.00,
                "extPlayerID": "external-player-idxx",
                "maskedExtPlayerID": "**t**na*-**ay*r-id**"
            },
            "lastWin":
            {
                "winDate": 1706261434,
                "winAmount": 20.00,
                "maskedExtPlayerID": "**t*r**l-**a*er*i*xx"
            }
        },
        ...
```


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```
        {
            "jackpotTierID": 462,
            "tier": 3,
            "numberOfWins": 7,
            "biggestWin":
            {
                "winDate": 1693645174,
                "winAmount": 200000.00,
                "maskedExtPlayerID": "***t**na*-**ay*r-id**"
            },
            "lastWin":
            {
                "winDate": 1693645174,
                "winAmount": 200000.00,
                "maskedExtPlayerID": "***t**na*-**ay*r-id**"
            }
        }
    ]
}
```


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8.8 Daily Totals

Request path: GET /DataFeeds/totals/daily/

Daily Totals API provides aggregated data grouped by currency for every day from a certain period. Operator can use this method for cross checking their data. Only completed game rounds are included in the response. If a game round was started in one day and finished in another day, its results will be included in the daily totals for the day it was finished. Data will be returned in JSON format.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

> Since the results of this API are based on daily totals for the day it was finished, make sure that the same setting is applied in the back-office report so it could be compared correctly. If the setting is absent, then refer to the back-office user guide to determine the exact type of aggregation for the specific report.

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	API password (secret key value) for authentication in the Pragmatic Play API.	Required
startDate	Start date and time of the period for which the data should be loaded	Required
endDate	End date and time of the period for which the data should be loaded	Required
dataType	Type of portfolio, indicates which portfolio Data Feeds should be returned *In cases where dataType is included in request, Data Feeds for relevant portfolio will be returned only* *When there is no dataType in request, will be returned Data Feeds for RNG only*	Optional
options	List of settings. By including it, operator can get additional totals. Possible values are: • addTotalPromo – for Prize Drop wins	Optional

Response parameters (JSON)

Name	Description	Status
totalRounds	Total number of game rounds completed during the reporting period, including in-game free spin rounds and Free Spins Bonus / Free Chips rounds.	Required
totalFreeSpinRounds	Total number of in-game free spin rounds completed during reporting period	Required
totalBet	Total bet amount.	Required
totalWin	Total win amount.	Required
totalJackpot	Total Jackpot win amount.	Required
totalPromo	Total amount of wins in Prize Drop campaigns. *This field is optional and will appear in response in cases where request contains addTotalPromo in options list*	Optional
currency	Currency, 3 letter ISO code.	Required

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Example of HTTP request:

```
GET  /IntegrationService/v3/DataFeeds/totals/daily/?login=username&password=testKey&startDate=2018-
05-21 00:00:00&endDate=2018-05-22 00:00:00&options=addTotalPromo
23:59:59 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of JSON response:


```
{ "error": "0",
"description": "OK",
"data": [

{
"totalRounds": 48,
"totalFreeSpinRounds": 10,
"totalBet": 48,
"totalWin": 92.68,
"totalJackpot": 0,
"totalPromo": 0,
"currency": "RMB"
}
]}
```


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8.9 Player's Incomplete Rounds

Request path: GET /DataFeeds/gamerounds/incomplete/

This report returns all the game rounds that were started by a certain player but not completed yet.

Data will be returned in JSON format.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	API password (secret key value) for authentication in the Pragmatic Play API.	Required
playerId	Id of the player within the Casino Operator's system.	Required
dataType	Type of portfolio, indicates which portfolio Data Feeds should be returned *In cases where dataType is included in request, Data Feeds for relevant portfolio will be returned only* *When there is no dataType in request, will be returned Data Feeds for RNG only*	Optional

Response parameters (JSON)

Name	Description	Status
playerId	Id of the player within the Casino Operator's system.	Required
gameId	Id of the game.	Required
playSessionID	Id of the player's session for particular game (unique number of the game round).	Required
betAmount	Bet amount.	Required

Example of HTTP request:

```
GET /IntegrationService/v3/DataFeeds/gamerounds/incomplete/? login=username&password=testKey&play-
erId= bobtest HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of JSON response:


```
{
  "error": "0",
  "description": "OK",
  "playerId": "bobtest",
  "data": [
    {
      "gameId": "vs50aladdin",
      "playSessionID": "2352191424",
      "betAmount": 10.00
    },
    {
      "gameId": "vs20bl",
      "playSessionID": "23521914534",
      "betAmount": 20.00
    },
    {
      "gameId": "vs20cm",
```


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```
      "playSessionID": "2352191665",
      "betAmount": 30.00    }
  ]
}
```


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8.10 Canceled Rounds

Request path: GET /DataFeeds/gamerounds/canceled/

This report returns all the game rounds that were canceled.

Data will be returned in CSV format.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

Request parameters

Name	Description	Status
login	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	API password (secret key value) for authentication in the Pragmatic Play API.	Required
timepoint	Timepoint starting from which data will be transferred. If timepoint is empty, the new timepoint will be returned. *(Unix epoch time in milliseconds, for example : 1470926696715)*	Optional
options	List of settings. By including it, operator can get only partial win rounds. Possible values are: • onlyPartialWin – for return only rounds with partial win. • addBonusBetWin – for returns bonus part of the bet and win.	Optional

Response parameters (CSV)

Name	Description	Status
playerID	Player unique identifier within Pragmatic Play system.	Required
extPlayerID	Player unique identifier within Casino Operator system.	Required
gameID	Symbolic unique identifier of the game provided by Pragmatic Play.	Required
playSessionID	Id of the player's session for particular game (unique number of the game round).	Required
parentSessionID	Id of the play session, in which the feature was triggered (unique number of the parent game round). This field will contain the same value as the playSessionID field for all game rounds except free spins. *(Rows with free spins will contain the id of game round where they were triggered in the parentSessionID field and id of the free spin round in the playSessionID field)*	Required
startDate	Date and time when the game round started. *(Will be returned in yyyy-mm-dd HH:mm:ss format, for example: "2017-08-28 02:14:13")*	Required
endDate	Date and time when the game round ended. Will be null if the game round is not finished yet. *(Will be returned in yyyy-mm-dd HH:mm:ss format, for example: "2017-08-28 02:14:13")*	Required
status	Status of the game round: I – In Progress (not finished yet) C – Completed	Required
type	Type of the game round: R – game round F – free spin triggered during the game round	Required
bet	Bet amount.	Required

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win	Win amount.	Required
currency	Currency of the transaction, 3 letter ISO code.	Required
jackpot	Jackpot win amount.	Required
bonusBet	Bonus bet amount.	Optional
bonusWin	Bonus win amount.	Optional

Example of HTTP request:

```
GET /IntegrationService/v3/DataFeeds/gamerounds/canceled/? login=username&password=testKey&time-
point=1482510713000 HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of response:

```
timepoint=1618298161139
playerID,extPlayerID,gameID,playSessionID,parentSessionID,startDate,endDate,status,type,bet,win,cur
rency,jackpot,bonusBet,bonusWin
531288,889325,vs20magicpot,50994065,50994064,2021-04-13 07:06:18,2021-04-13
07:06:18,C,F,0.00,0.00,EUR,0.00,null,W,0.00,0.00
531288,889325,vs20magicpot,50994066,50994064,2021-04-13 07:06:25,2021-04-13
07:06:25,C,F,0.00,0.00,EUR,0.00,null,W,0.00,0.00
531288,889325,vs20magicpot,50994067,50994064,2021-04-13 07:06:28,2021-04-13
07:06:28,C,F,0.00,0.00,EUR,0.00,null,W,0.00,0.00
531288,889325,vs20magicpot,50994068,50994064,2021-04-13 07:06:31,2021-04-13
07:06:31,C,F,0.00,0.00,EUR,0.00,null,W,0.00,0.00
531288,889325,vs20magicpot,50994069,50994064,2021-04-13 07:06:34,2021-04-13
07:06:34,C,F,0.00,0.00,EUR,0.00,null,W,0.00,0.00
```

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IX. Promotions API

Tournament API allows operators to set up an automated procedures related to Pragmatic tournaments.

> For Global tournaments, all tournament winners will be returned in response.
> But **only playerIds belonging to the operator, will be included in response,** playerIds of other operators will not be included in the response.

9.1 Tournament Winners

Request path: GET /tournaments/winners/

This API method returns winners for all **RNG** and **Live casino** tournaments that were closed during requested period of time. The period between the requested start and end date should not be longer than 31 days.

Data will be returned in JSON format.

> Processing of DataFeeds should be performed with the general flow described in section 8 **Data feeds and reports**

> **Recommendations for API request frequency limits:**
> It is recommended that the casino operator use this API method no more often than one request per 60 minutes with an interval of at least 60 minutes between the startDate and the endDate.

Request parameters

Name	Type	Description	Status
login	String(30)	API user name (secureLogin value) for authentication in the Pragmatic Play API.	Required
password	String(30)	API password (secret key value) for authentication in the Pragmatic Play API.	Required
startDate	Date	Start date of the period for which the data should be loaded. *Date and time in the format yyyy-MM-dd HH:mm:ss.*	Required
endDate	Date	End date of the period for which the data should be loaded. *Date and time in the format yyyy-MM-dd HH:mm:ss.*	Required
options	String	List of settings. By including it, operator can get additional information about tournament. Possible values are: • addWinTime	Optional

Response parameters (JSON)

Name	Type	Description
tournaments	List	List of tournaments that were closed during requested period. See below Tournament type description of the objects in the list
error	String	Error code
description	String	Description of the error for troubleshooting

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Type: Tournament

Name	Type	Description
tournamentID	Number(15)	Id of the tournament
name	String	Name of the tournament
dateOpened	Date	Date and time when the tournament started. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
dateClosed	Date	Date and time when the tournament was finished. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
winners	List	Tournament winners – the list of top players that were awarded with tournament prizes. See below "Tournament Winner" type description of the objects in the list

Type: Tournament Winner

Name	Type	Description
playerID	String	Id of the player within the operator's system.
tournamentPlayerID	Number(15)	Player's id within the tournament
position	Number(5)	Rank of the player in the tournament
score	Number(15)	Score of the player
prizeGift	String	Gift, which the player will receive as a prize. This field is optional and will appear only if prizeAmount, prizeCoins, prizeCurrency fields are not present in the response.
prizeAmount	Number(15,2)	Prize amount that the player is awarded with. *The field is optional and will appear only if there is no prizeGift field in the response.* *Please note, that prizeAmount, prizeCoins, prizeCurrency should appear together.*
prizeCoins	Number(15)	Prize amount in coins. *The field is optional and will appear only if there is no prizeGift field in the response.* *Please note, that prizeAmount, prizeCoins, prizeCurrency should appear together.*
prizeCurrency	String	Currency code for prize amount. *The field is optional and will appear only if there is no prizeGift field in the response.* *Please note, that prizeAmount, prizeCoins, prizeCurrency should appear together.*
winEventTime	Date	Date and time of the player's win event. *This field is optional and will appear in response in cases where request contains addWinTime in options list.*

Example of HTTP request:

```
GET /IntegrationService/v3/http/tournaments/winners/?login=username&password=testKey&startDate=
2018-01-20 11:00:00&endDate=2018-01-20 12:00:00&options=addWinTime HTTP/1.1
Host: {domain received from environments API}
Cache-Control: no-cache
```

Example of JSON response:


```
{
  "error" : 0,
  "description" : "OK",
  "tournaments" : [ {
    "tournamentID" : 10,
    "name" : "Super tournament",
    "dateOpened" : 2018-01-18 10:00:00,
    "dateClosed" : 2018-01-20 11:30:00,
    "winners" : [ {
      "playerID" : "extid-0",
```


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```
      "tournamentPlayerID" : 20,
      "position" : 1,
      "score" : 100000,
      "prizeAmount" : 1000.00,
      "prizeCoins" : 20.0,
      "prizeCurrency" : "USD",
      "winEventTime" : "2018-01-18 12:30:00"

    },
    {
      "playerID" : "extid-3",
      "tournamentPlayerID" : 24,
      "position" : 2,
      "score" : 99667,
      "prizeAmount" : 500.0,
      "prizeCoins" : 10.0,
      "prizeCurrency" : "USD",
      "winEventTime" : "2018-01-20 08:33:00"

    }]
  } ]
}
```


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9.2 Tournament Active

Request path: GET/tournaments/active

This API method returns a list of current (in 'Started' status) tournaments as of a certain date. The operator will get the list of tournaments, including detailed information about each one, in JSON format.

> **Recommendations for API request frequency limits:**
> It is recommended that the casino operator use this API method no more often than one request per 30 minutes.

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
currencies	String	ISO-4217 code currency. Currencies for prize pool and limits returned in feed. *If this parameter is missed in request, then amounts are returned in the main tournament currency.*	Optional
dataType	String	Product vertical for which promotion is created. Available values are: 1. RNG – Slots & More games. 2. LC – Live Games. If missed, tournaments for all products are returned.	Optional
activityDate	Date	Date in the format 'yyyy-MM-dd' for which active tournaments should be returned. This is the date on which these tournaments were/will be active. If the activityDate parameter is specified and this value is in the past, this date should not be earlier than 31 days from the current date (date of sending the request). *If this parameter is missed, the response will contain the list of tournaments that are/were in Started status on the date when the request is sent (even if the tournament end date is on that day and the tournament has already ended at the time the request is sent).*	Optional

Response parameters (JSON)

Name	Type	Description
tournamentsList	List	List of active tournaments in which the casino participates. Description of objects in the list see below (tournamentsList type).
error	String	Error code.
description	String	Description of the error for troubleshooting.

Type: tournamentsList

Name	Type	Description
tournamentID	Number	Tournament ID.
name	String	Name of the tournament (EN version).
dataType	String	Product vertical for which this promotion is created. Available values are:

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		3. RNG – Slots & More games. 4. LC – Live Games.
level	String	Promotion level. Available values are: 5. B - Bespoke, 6. N - Network.
startDate	Date	Date and time when the tournament starts. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
endDate	Date	Date and time when the tournament ends. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
prizePoolList	List	List of Tournament total prize pool in different currencies (according to those specified in request). Includes just fixed prizes, without prizes with bet multiplier. Description of objects in the list see below (prizePoolList type).
numberOfPrizes	Number	Number of prizes in the Tournament.
minBetList	List	Minimal bet to participate in the Tournament. Is sent in different currencies (according to those specified in request). Description of objects in the list see below (minBetList type).
minRounds	Number	Minimal number of rounds to participate in the Tournament. Is returned if it's configured in the Tournament.
minWageredAmountList	List	Minimal total bet amount required for the players to participate in the tournament. The scoring starts after the qualification is reached. Is returned if it's configured in the Tournament
games	String	List of the games participating in the tournament. It contains gameId (game symbols), comma separated. *Example: "vs20cricksugar", "vs20olymp12gate", "vs20fruitsw188".*

Type: prizePoolsList

Name	Type	Description
currency	String	Symbolic code of currency. *Example: "USD", "EUR".*
amount	Number(15,2)	Prize pool amount.

Type: minWageredAmountList

Name	Type	Description
currency	String	Symbolic code of currency. *Example: "USD", "EUR".*
amount	Number(15,2)	Minimal wagered amount.

Example of HTTP request:

```
GET /IntegrationService/v3/http/tournaments/active/?
secureLogin=username&currencies=USD,EUR&dataType=RNG&activityDate=2023-12-14&hash=8a4cf1f664aed-
c6e9c4d99e95cbd53a3 HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

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Example of JSON response:


```
{
"error" : 0,
"description" : "OK",
"tournamentsList" : [ {
"tournamentID" : 10,
"name" : "Super tournament",
"dataType" : "RNG",
"level" : "N",
"startDate" : 2023-12-10 10:00:00,
"endDate" : 2023-12-20 11:30:00,
"prizePoolList" : [
{
"currency": "USD",
"amount": 20000.00
},
{
"currency": "EUR",
"amount": 17902.10
}
],
"numberOfPrizes" : 100,
"minBetList" : [
{
"currency": "USD",
"amount": 2.00
},
{
"currency": "EUR",
"amount": 1.80
}
],
"minRounds" : 10,
"minWageredAmountList" : [
{
"currency": "USD",
"amount": 20.00
},
{
"currency": "EUR",
"amount": 18.00
}
],
"games" : ["vs20cricksugar", "vs20olymp12gate", "vs20fruitsw188"]
},
{
"tournamentID" : 11,
"name" : "Super tournament 2",
"dataType" : "RNG",
"level" : "B",
"startDate" : 2023-12-11 12:00:00,
"endDate" : 2023-12-15 12:00:00,
"prizePoolList" : [
{
"currency": "USD",
"amount": 20000.00
},
{
"currency": "EUR",
"amount": 20000.00
}
],
"numberOfPrizes" : 100,
"minBetList" : [
{
"currency": "USD",
"amount": 2.00
},
{
"currency": "EUR",
```


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```
"amount": 2.00
}
],
"minRounds" : 10,
"minWageredAmountList" : [
{
"currency": "USD".
"amount": 20000.00
},
{
"currency": "EUR",
"amount": 2.00
}
],
"games" : ["vs20cricksugar", "vs20olymp12gate", "vs20fruitsw188"]
}]
}
```


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9.3 Tournament Prizes

Request path: GET/tournaments/prizes

This API method returns a list of prizes for a specific tournament in JSON format.

> **Recommendations for API request frequency limits:**
> It is recommended that the casino operator request this method once for each tournament ID, as the returned data does not change.
> It is also recommended to use this API method for different tournament IDs no more often than one request per 30 minutes.

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
tournamentID	Number	ID of the tournament for which prizes will be received.	Required
currencies	String	ISO-4217 code currency. Currencies for amounts returned in feed. *If this parameter is missed in the request, then amounts are returned in the main tournament currency.*	Optional

Response parameters (JSON)

Name	Type	Description
error	String	Error code.
description	String	Description of the error for troubleshooting.
prizeList	List	List of prizes configured for the tournament.

Type: prizeList

Name	Type	Description
positionFrom	Number	Starting position in the leaderboard position interval for which this prize is awarded.
positionTo	Number	Ending position in the leaderboard position interval for which this prize is awarded.
prizeType	String	Gift that players (from the specific leaderboard position interval) will receive as the prize. Available values are: 7. Fixed Prize Amount, 8. Text Prize, 9. Bet Multiplier, 10. Free Spins, 11. Countdown FS, 12. Instant Bonus.
amountInCurrencyList	List	Prize amount that players within the 'Fixed Prize Amount' prize type will receive. This field is optional and will appear only if prizeType is 'Fixed Prize Amount'.

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text	String	Gift in the form of text gift that players within the 'Text Prize' prize type will receive. This field is optional and will appear only if prizeType is 'Text Prize'.
multiplier	Number	Gift in the form of bet multiplier that players within the 'Bet Multiplier' prize type will receive. This field is optional and will appear only if prizeType is 'Bet Multiplier'.
spinsNumber	Number	Gift in the form of free spins that players within the 'Free Spins' prize type will receive. This field is optional and will appear only if prizeType is 'Free Spins'.
seconds	Number	Gift in the form of Countdown Free Spins Bonuses that players within the 'Countdown FS' prize type will receive. This field is optional and will appear only if prizeType is 'Countdown FS'.

Type: amountInCurrencyList

Name	Type	Description
currency	String	Symbolic code of currency. *Example: "USD", "EUR".*
amount	Number(15,2)	Prize amount (converted from coins) players within the Fixed Prize Amount prize type will receive.

Example of HTTP request:

```
GET  /IntegrationService/v3/http/tournaments/prizes/?secureLogin=username&tournamentID=10&curren-
cies=USD,EUR&hash=183855d03e4b4fc666f4963e4966173c  HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response:


```
{
"error" : 0,
"description" : "OK",
"prizeList" : [ {
"positionFrom" : 1,
"positionTo" : 5,
"prizeType" : "Fixed Prize Amount",
"amountInCurrencyList" : [
{
"currency": "USD",
"amount": 1000.00
},
{
"currency": "EUR",
"amount": 1000.00
}
                ],
},
{
"positionFrom" : 6,
"positionTo" : 10,
"prizeType" : "Text Prize",
"text" : "iPhone 15 Pro Max 256Gb"
},
{
"positionFrom" : 11,
"positionTo" : 15,
"prizeType" : "Bet Multiplier",
"multiplier" : 10,
},
{
"positionFrom" : 16,
"positionTo" : 20,
"prizeType" : "Free Spins",
```


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```
"spinsNumber" : 5
},
{
"positionFrom" : 21,
"positionTo" : 25,
"prizeType" : "Countdown FS",
"seconds" : 100
},

{
"positionFrom" : 26,
"positionTo" : 30,
"prizeType" : "Bet Multiplier",
"multiplier" : 10
},


{
"positionFrom" : 31,
"positionTo" : 35,
"prizeType" : "Instant Bonus"
}
]
}
```


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9.4 Tournament Leaderboard

Request path: GET/tournaments/leaderboard

This API method returns the top X players (from the leaderboard) for a specific tournament in JSON format.

> **Recommendations for API request frequency limits:**
> It is recommended to use this API method only when there are active tournaments and not more often than one request per 10 minutes.
> If the tournaments have already ended, there is no need to request the data, as the returned data will no longer change.

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
tournamentID	Number	ID of the tournament for which the leaderboard will be received.	Required
leaderboardSize	Number	Number of top players from the leaderboard that should be sent for the tournament in response. If it's missed, winning positions will be sent.	Optional

Response parameters (JSON)

Name	Type	Description
error	String	Error code.
description	String	Description of the error for troubleshooting.
leaderboardList	List	List of top X players (from the leaderboard) of the tournament. This list should be sent in order from 1st to the last player in the leaderboard interval. Description of the objects in the list see below (leaderboardList type).

Type: leaderboardList

Name	Type	Description
playerID	String	Player's ID within operator's system. This parameter will be sent only if the player belongs to the casino that sent the request.
tournamentPlayerID	Number(15)	Player's ID within the tournament
position	Number(15)	Player's rank within the tournament.
score	Number(15)	Player's score within the tournament.

Example of HTTP request:

```
GET /IntegrationService/v3/http/tournaments/leaderboard/?
secureLogin=username&tournamentID=10&leaderboardSize=20&hash=b25b9a3510c9edd8dd910d949e4fb782
HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

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Example of JSON response:


```
{
"error" : 0,
"description" : "OK",
"leaderboardList" : [ {
               "playerID" : "3432432432",
               "tournamentPlayerID" : 100,
               "position" : 1,
               "score" : 10000
},
       …
{
"playerID" : "98656789",
               "tournamentPlayerID" : 57,
               "position" : 20,
               "score" : 1000
}]
}
```


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9.5 Prize Drop Winners

Request path: GET /prizedrops/winners

This API method returns winners for all RNG and Live casino prize drops that were awarded during the requested period. The requested period is defined by time point, but not longer than 10 minutes.

Data will be returned in JSON format.

> **Recommendations for API request frequency limits:**
> It is recommended that the casino operator use this API method no more often than one request per 10 minutes.

Request parameters

Name	Type	Description	Status
secureLogin	String(30)	API user name (secureLogin value) for authentication in the Pragmatic Play API	Required
hash	String	Hash code of the request	Required
timepoint	Number	Time point starting from which data will be transferred. If time point is empty, the new time point will be returned. *(Unix epoch time in milliseconds, for example: 1470926696715)*	Optional

Response parameters (JSON)

Name	Type	Description
error	String	Error code
description	String	Description of the error for troubleshooting
timepoint	Number	The new time point
winners	List	Prize drop winners – the list of players who were awarded prizes during the requested period. See below “Prize Drop Winner” type description of the objects in the list.

Type: Prize Drop Winner

Name	Type	Description
playerID	String	Id of the player within the operator’s system
prizeDropID	Number	Id of the prize drop
dataType	String	Portfolio type. Possible values: LC – Live casino

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		RNG – main portfolio games (video slots, classic slots etc.)
prizeDropPlayerID	Number(15)	Player's id within the prize drop
winDate	Date	Date and time when the prize is added to the player's balance. For expired prizes, it is the expiration date. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
roundID	Number	ID of the round where the prize was won
status	String	Status of the prize: A – Awarded E – Expired F – Failed
prizeGift	String	Gift, which the player will receive as a prize. This field is optional and will appear only if prizeAmount, prizeCoins, prizeCurrency fields are not present in the response.
prizeAmount	Number(15,2)	Prize amount that the player is awarded with. *The field is optional and will appear only if there is no prizeGift field in the response. Please note, that prizeAmount, prizeCoins, prizeCurrency should appear together.*
prizeCoins	Number(15)	Prize amount in coins. *The field is optional and will appear only if there is no prizeGift field in the response. Please note, that prizeAmount, prizeCoins, prizeCurrency should appear together.*
prizeCurrency	String	Currency code for prize amount. *The field is optional and will appear only if there is no prizeGift field in the response. Please note, that prizeAmount, prizeCoins, prizeCurrency should appear together.*

Example of HTTP request:

```
GET /IntegrationService/v3/http/prizedrops/winners?secureLogin=username&hash=ce7fc0f009e5fd-
d27058c0c35c76b118&timepoint=1516440180000 HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response (3 winners: cash, text prize and winner with expired prize):


```
{  "error" : 0,
  "description" : "OK",
  "timepoint" : 1516440780000,
  "winners" : [ {
     "playerID" : "extid-0",
     "prizeDropID" : 10,
     "dataType" : "RNG",
     "prizeDropPlayerID" : 20,
     "winDate" : "2018-01-20 11:33:08",
     "roundID" : 37491345,
     "status" : "A",
     "prizeAmount" : 1000.0,
     "prizeCoins" : 20.0,
     "prizeCurrency" : "USD"
    },
    {
     "playerID" : "extid-3",
     "prizeDropID" : 10,
     "dataType" : "RNG",
     "prizeDropPlayerID" : 24,
     "winDate" : "2018-01-20 11:35:43",
     "roundID" : 3789063,
```


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```
     "status" : "A",
     "prizeGift" : "text prize"
    },
    {
     "playerID" : "extid-9",
     "prizeDropID" : 8,
     "dataType" : "RNG",
     "prizeDropPlayerID" : 15,
     "winDate" : "2018-01-20 11:39:40",
     "roundID" : 2468654,
     "status" : "E",
     "prizeAmount" : 0.0,
     "prizeCurrency" : "USD"
    }]
} ]}
```


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9.6 Active Prize Drops

Request path: GET/prizedrops/active

Active Prize Drops method provides a list of casino prize drops that were/are/will be active on a specific date. Operator can request:

- either a list of **all** active prize drops, or prize drops for **live casino**, or prize drops for **slots** (specifying *dataType* parameter in the request);
- prize drops that were/will be in 'Started' status on a **specific date**. That is, the operator can specify a date in the request, and all prize drops that will be/were in 'Started status on that day (even if the prize drop started on that day or will end on that day) will be returned in the response.

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
currencies	String	ISO-4217 code currency. Currencies for prize pool and other amounts returned in feed. *If this parameter is missed in the request, then amounts are returned in the main prize drop currency.*	Optional
dataType	String	Product vertical for which promotion was created. Available values are: • RNG – Slots & More games. • LC – Live Games. If missed, prize drops for all product verticals are returned.	Optional
activityDate	Date	Date in the format 'yyyy-MM-dd' for which active prize drops should be returned. This is the date on which these prize drops were/will be active. If the activityDate parameter is specified and this value is in the past, this date should not be earlier than 31 days from the current date (date of sending the request). *If this parameter is missed, the response will contain the list of prize drops that are/were in Started status on the date when the request is sent (even if the prize drop end date is on that day and the prize drop has already ended at the time the request is sent).*	Optional

Response parameters (JSON)

Name	Type	Description
error	String	Error code.
description	String	Description of the error for troubleshooting.
prizeDropsList	List	List of active prize drops in which the casino participates. Description of objects in the list see below (*prizeDropsList* type).

Type: prizeDropsList

Name	Type	Description
prizeDropID	Number	Prize drop ID.
name	String	Name of the prize drop (EN version).

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dataType	String	Product vertical for which this promotion was created. Available values are: • RNG – Slots & More games. • LC – Live Games.
level	String	Promotion level. Available values are: • B - Bespoke, • N - Network.
startDate	Date	Date and time when the prize drop starts. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
endDate	Date	Date and time when the prize drop ends. *Date and time in the format yyyy-MM-dd HH:mm:ss.*
prizePoolList	List	Prize drop total prize pool. Is sent in different currencies (according to those specified in the request). Includes just fixed prizes, without prizes with bet multiplier. Description of objects in the list see below (*prizePoolList* type).
numberOfPrizes	Number	Number of prizes configured for the prize drop.
minBetList	List	Minimal bet to participate in the prize drop. Is sent in different currencies (according to those specified in request). Description of objects in the list see below (*minBetList* type).
minRounds	Number	Minimal number of rounds to participate in the prize drop. Is returned if it's configured in the prize drop.
minWageredAmountList	List	Minimal total bet amount required for the players to participate in the prize drop. Scoring starts after the qualification is reached. Is returned if it's configured in the prize drop. Description of objects in the list see below (*minWageredAmountList* type).
games	String	List of the games participating in the prize drop. It contains gameId (game symbols), comma separated. *Example: "vs20cricksugar", "vs20olymp12gate", "vs20fruitsw188".*

Type: prizePoolList

Name	Type	Description
currency	String	Symbolic code of currency. Example: "USD", "EUR".
amount	Number(15,2)	Prize pool amount.

Type: minBetList

Name	Type	Description
currency	String	Symbolic code of currency. Example: "USD", "EUR".
amount	Number(15,2)	Minimal bet amount.

Type: minWageredAmountList

Name	Type	Description
currency	String	Symbolic code of currency. Example: "USD", "EUR".
amount	Number(15,2)	Minimal wagered amount.

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Example of HTTP request:

```
GET /IntegrationService/v3/http/prizedrops/active/?
secureLogin=username&currencies=USD,EUR&dataType=RNG&activityDate=2023-12-14&hash=8a4cf1f664aed-
c6e9c4d99e95cbd53a3 HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response:


```
{
"error" : 0,
"description" : "OK",
"prizeDropsList" : [ {
"prizeDropID" : 10,
"name" : "Super Prize Drop",
"dataType" : "RNG",
"level" : "N",
"startDate" : 2023-12-10 10:00:00,
"endDate" : 2023-12-20 11:30:00,
"prizePoolList" : [
{
"currency": "USD",
"amount": 20000.00
},
{
"currency": "EUR",
"amount": 18628.10
}
],
"numberOfPrizes" : 100,
"minBetList" : [
{
"currency": "USD",
"amount": 2.00
},
{
"currency": "EUR",
"amount": 1.87
}
],
"minRounds" : 10,
"minWageredAmountList" : [
{
"currency": "USD",
"amount": 20.00
},
{
"currency": "EUR",
"amount": 18.68
}
],
"games" : ["vs20cricksugar", "vs20olymp12gate", "vs20fruitsw188"]
},
{
"prizeDropID" : 11,
"name" : "Super Prize Drop 2",
"dataType" : "RNG",
"level" : "B",
"startDate" : 2023-12-11 12:00:00,
"endDate" : 2023-12-15 12:00:00,
"prizePoolList" : [
{
"currency": "USD",
"amount": 20000.00
},
{
"currency": "EUR",
"amount": 18628.10
}
],
"numberOfPrizes" : 100,
```

```
"minBetList" : [
{
"currency": "USD",
"amount": 2.00
},
{
"currency": "EUR",
"amount": 1.87
}
],
"minRounds" : 10,
"minWageredAmountList" : [
{
"currency": "USD",
"amount": 20.00
},
{
"currency": "EUR",
"amount": 18.68
}
],
"games" : ["vs20cricksugar", "vs20olymp12gate", "vs20fruitsw188"]
}]
}
```


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9.7 Prize Drop Prizes

Request path: GET/prizedrops/prizes

Prize Drop Prizes method provides a list of prizes configured in the prize drop, aw well as the number of prizes remaining.

> The list of prizes can only be retrieved for prize drops whose status is either 'Activated', 'Started' or 'Closed', but only if they ended no more than 31 days ago.

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
prizeDropID	Number	ID of the prize drop for which prizes will be received.	Required
currencies	String	ISO-4217 code currency. Currencies for amounts returned in feed. *If this parameter is missed in the request, then amounts are returned in the main prize drop currency.*	Optional

Response parameters (JSON)

Name	Type	Description
error	String	Error code.
description	String	Description of the error for troubleshooting.
prizeList	List	List of prizes configured for the prize drop. Description of the objects in the list see below (*prizeList* type).

Type: prizeList

Name	Type	Description
prizesNumber	Number	Number of prizes configured for the specific prize.
prizeType	String	Gift that players will receive as a prize. Available values are: • Fixed Prize Amount, • Text Prize, • Bet Multiplier, • Free Spins, • Countdown FS, • Instant Bonus.
prizesLeft	Number	Number of these prizes remaining (not yet won).
amountInCurrencyList	List	Prize amount that players within the 'Fixed Prize Amount' prize type will receive. This field is optional and will appear only if prizeType is 'Fixed Prize Amount'.
text	String	Gift in the form of text gift that players within the 'Text Prize' prize type will receive. This field is optional and will appear only if prizeType is 'Text Prize'.
multiplier	Number	Gift in the form of bet multiplier that players within the 'Bet Multiplier' prize type will receive. This field is optional and will appear only if prizeType is 'Bet Multiplier'.
spinsNumber	Number	Gift in the form of free spins that players within the 'Free Spins' prize type will receive. This field is optional and will appear only if prizeType is 'Free Spins'.

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seconds	Number	Gift in the form of countdown free spins that players within the 'Countdown FS' prize type will receive. This field is optional and will appear only if prizeType is 'Countdown FS'.

Type: amountInCurrencyList

Name	Type	Description
currency	String	Symbolic code of currency. Example: "USD", "EUR".
amount	Number(15,2)	Amount (converted from coins) players within the Fixed Prize Amount prize type will receive.

Example of HTTP request:

```
GET /IntegrationService/v3/http/prizedrops/prizes/?
secureLogin=username&prizeDropID=10&currencies=USD,EUR&hash=ece2b4cf65b47981ba7e7f81859d1a0f
HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response:

```
{ "error" : 0,
  "description" : "OK",
  "prizeList" : [ {
        "prizesNumber" : 10,
        "prizeType" : "Fixed Prize Amount",
        "prizesLeft" 5,
        "amountInCurrencyList" : [
                {
                "currency": "USD",
                "amount": 100.00
                },
                {
                "currency": "EUR",
                "amount": 100.00
                }
                ],
        },
        {
        "prizesNumber" : 10,
        "prizeType" : "Text Prize",
        "prizesLeft" 5,
        "text" : "iPhone 15 Pro Max 256Gb"
        },
        {
        "prizesNumber" : 10,
        "prizeType" : "Bet Multiplier",
        "prizesLeft" 5,
        "multiplier" : 10,
        },
        {
        "prizesNumber" : 10,
        "prizeType" : "Free Spins",
        "prizesLeft" 5,
        "spinsNumber" : 5
        },
        {
        "prizesNumber" : 10,
        "prizeType" : "Countdown FS",
        "prizesLeft" 5,
        "seconds" : 60
        },
        {
        "prizesNumber" : 10,
        "prizeType" : "Instant Bonus",
        "prizesLeft" 5
```

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```
        }]
}
```

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9.8 Prize Drop Latest Wins

Request path: GET/prizedrops/latestWins

Prize Drop Latest Wins method provides a list of the latest X wins (awarded prizes) for a specific prize drop. Operator can specify exactly how many latest wins they want to receive, e.g., the latest 20 wins.

> The list of the latest wins can only be retrieved for prize drops whose status is either 'Started' or 'Closed', but only if they ended no more than 24 hours ago.

Request parameters

Name	Type	Description	Status
secureLogin	String	API user name (secureLogin value) for authentication in Pragmatic Play API.	Required
hash	String	Hash code of request.	Required
prizeDropID	Number	ID of the prize drop for which the latest wins will be received.	Required
currencies	String	ISO-4217 code currency. Currencies for amounts returned in feed. *If this parameter is missed in the request, then amounts are returned in the main prize drop currency.*	Optional
listSize	Number	Number of latest wins (max 300) in the prize drop that should be sent in response. If it's missed, 300 latest wins will be received.	Optional

Response parameters (JSON)

Name	Type	Description
error	String	Error code.
description	String	Description of the error for troubleshooting.
latestWinsList	List	List of latest wins in the prize drop. Wins will be sent in descending order (newest to oldest). Description of the objects in the list see below (*latestWinsList* type).

Type: latestWinsList

Name	Type	Description
playerID	String	Player's ID within operator's system. This parameter will be sent only if the player belongs to the casino (any of it shards) that sent the request.
prizeDropPlayerID	Number(15)	Player's ID within the prize drop.
roundID	Number	ID of the round in which the prize was won. This parameter will be sent only if the round belongs to the casino (any of its shards) that sent the request.
gameID	String	Symbolic unique identifier of the game (within the Pragmatic Play system) in which the prize was won. *Example: vs50aladdin.*
bet	Map	Player's bet in the round in which the prize was won, **except for Bet Multiplier prize**. When the bet is sent for the Bet Multiplier prize, it returns: • player's win bet – if the player's win bet doesn't exceed the bet

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		limit configured* for Bet Multiplier prize; • bet limit – if the player's win bet exceeds the bet limit configured* for Bet Multiplier prize. * if the bet limit is configured in PD. E.g., player's win bet is 50, but bet limit for Bet Multiplier prize is 20, then 20 will be returned in bet parameter (because it is used for prize calculation). Is sent as a map (key:value, where key - currency, value - amount) in different currencies, according to those specified in request.
prizeType	String	Type of prize the player won.
value	String	Value of the prize depending on the prizeType. It may contain the value from: • 'Multiplier' field of the won prize if the type of the won prize is 'Bet Multiplier'; • 'Text' field of the won prize if the type of the won prize is 'Text Prize'; • 'Spins Number' field of the won prize, if the type of the won prize is 'Free Spins'; • 'Seconds' field of the won prize if the type of the won prize is 'Countdown FS'. This field is optional and doesn't appear if the type of prize won is either 'Fixed Prize Amount' or 'Instant Bonus'.
winAmount	Map	Amount won by the player in 'Fixed Prize Amount' OR 'Bet Multiplier' prize type. This field is optional and only appears if the type of prize won is either 'Fixed Prize Amount' or 'Bet Multiplier'. Is sent as a map (key:value, where key - currency, value - amount) in different currencies, according to those specified in request.

Example of HTTP request:

```
GET /IntegrationService/v3/http/prizedrops/latestWins/?
secureLogin=username&currencies=USD,EUR&prizeDropID=10&listSize=6&hash=321b99afd0f9acb989303a5a6bf-
b88c4  HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response:

```
{ "error" : 0,
  "description" : "OK",
  "latestWinsList" : [ {
        "playerID" : "extid-0",
        "prizeDropPlayerID" : 10,
        "roundID" : 5010062240001,
        "gameID" : "vs50aladdin",
        "bet" : {
                "USD" : 10.00,
                "EUR" : 9.33
        },
        "prizeType" : "Bet Multiplier",
        "value" : 10,
        "winAmount" : {
                "USD" : 100.00,
                "EUR" : 93.30
        }
        },
        {
"playerID" : "extid-11",
"prizeDropPlayerID" : 14,
"roundID" : 5010062243001,
        "gameID" : "vs50aladdin",
"bet" :         {
```

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```
                "USD" : 20.00,
                "EUR" : 18.66
        },
        "prizeType" : "Text Prize",
        "value" : "iPhone 15 Pro Max"
        },
        {
        "playerID" : "extid-23",
"prizeDropPlayerID" : 17,
"roundID" : 5010062242001,
        "gameID" : "vs50aladdin",
"bet" :         {
                "USD" : 5.00,
                "EUR" : 4.67
        },
        "prizeType" : "Free Spins",
        "value" : 10
        },
        {
        "playerID" : "extid-47",
"prizeDropPlayerID" : 25,
"roundID" : 5010062241001,
        "gameID" : "vs50aladdin",
"bet" :         {
                "USD" : 15.00,
                "EUR" : 14.01
        },
        "prizeType" : "Countdown FS",
        "value" : 60
        },
        {
        "playerID" : "extid-111",
        "prizeDropPlayerID" : 44,
"roundID" : 5010062250001,
        "gameID" : "vs50aladdin",
        "bet" :         {
                "USD" : 10.00,
                "EUR" : 9.33
        },
        "prizeType" : "Fixed Prize Amount",
        "winAmount" : {
                "USD" : 100.00,
                "EUR" : 93.30
        }
        },
        {
        "prizeDropPlayerID" : 56,
"gameID" : "vs50aladdin",
        "bet" : {
                "USD" : 50.00,
                "EUR" : 46.67
        },
        "prizeType" : "Instant Bonus"

        }]
}
```


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9.9 Promo Details

Request path: GET /promo/details/

This API method is responsible for providing additional promotion details, such as portfolio type, promotion level etc.

> **Recommendations for API request frequency limits:**
> It is recommended that the casino operator request this method once for each tournament ID, as the returned data does not change.
> It is also recommended to use this API method for different tournament IDs no more often than one request per 30 minutes.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
hash	Hash code	Required
promoCampaignID	Id of the promotional campaign.	Required
promoCampaignType	Type of the promotional campaign. Available values are: R – Prize Drop (Cash drop promotion) T – Tournament CB – Cashback	Required

Response parameters (JSON)

Name	Type	Description
error	Number	Error code
description	String	Description of the error for troubleshooting
details	Object	Promotion details
details.name	String	Name of the tournament
details.level	String	Promotion level. There should be 2 possible values: B - bespoke, meaning a promo is created and managed by the operator. The default value. N - network, meaning promo is created and controlled by Pragmatic Play
details.dataType	String	Portfolio type. Possible values are LC for Live Casino or RNG for main portfolio games (video slots, classic slots etc.))

Example of HTTP request:

```
GET /IntegrationService/v3/http/promo/details/?secureLogin=login&hash=e3dd118e815f87df53ce5d-
b475e539c8&promoCampaignID=5432346234&promoCampaignType=T 12:00:00 HTTP/1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of JSON response:

```
{
  "error":0,"description":"OK","details":{"name":"promo1","level":"B","dataType":"RNG"}
}
```

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Error codes

Below table contains the error HTTP statuses that should be returned, in case of issues on request processing

HTTP status	Description
0	OK
1	Authentication error. Incorrect secure login and secure password combination
2	Empty mandatory field
3	Invalid parameter value
7	Promotion not found
99	Request limit has been exceeded. Try later please..
100	Internal error. Try later please

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X. Business Statistics API

Statistics API is used for receiving business statistics reports from Pragmatic Play about play activity, based on needed options.

> URL of the HTTP service will be provided by Pragmatic Play for the production and test environments and looks like:
>
> https://{API service domain}/IntegrationService/v3/StatisticsAPI/players/daily/totals/

> Integration simple HTTP Service is securely protected, hence please be sure:
>
> - player's browser (end) must NOT be used as initiator of requests to the service;
>
> - proper IPs are supplied to Pragmatic Play for whitelisting

Hash calculation

Hash code is calculated with following formula:
From request GET parameters, all parameters are taken (except hash) and appending to string:

1. Sort all parameter by keys in alphabetical order.
2. Append them (if the value is not null or empty) in key1=value1&key2=value2.
3. Append secret key, e.g.: key1=value1&key2=value2SECRET.
4. Calculate the hash by using MD5.

10.2 Players daily report

Players Daily report provides aggregated data grouped by player and optionally by game for. Player statistics is accumulated by day based on Pragmatic Play server time zone. Operator can request data for a certain day only (in the past).

Operator can use this method for cross checking their data. Only completed game rounds are included in the response. If a game round was started in one day and finished in another day, its results will be included in the daily totals for the day it was finished.

Request path: GET /StatisticsAPI/players/daily/totals/

Request parameters

Name	Type	Description	Status
secureLogin	String	User name for authentication in the Report API service.	Required
hash	String	Hash code of the request.	Required
date	String	Date for which the data should be loaded (format YYYY-MM-DD)	Required
options	String	List of settings. By including it, operator can get an additional totals or group by additional parameters. Possible values are: *groupByGame* – if it is required to receive data per player per game. *includeCanceledBets* – exclude canceled rounds from totalBet amount.	Optional

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dataType	String(3)	Type of portfolio, indicates which portfolio Data Feeds should be returned Available options: RNG - Main portfolio games (video slots, classic slots etc.) LC - Live Casino portfolio VSB - Virtual sports betting portfolio **Important!** *In cases where dataType is included in request, Data Feeds for relevant portfolio will be returned only* *When there is no dataType in request, will be returned Data Feeds for RNG only*	dataType

Response parameters (CSV)

Name	Type	Description
playerID	String	Id of the player within the Casino Operator's system
gameID	String	Symbolic unique identifier of the game within the Pragmatic Play system. *Example: vs25queenofgold, vs50aladdin, cs5triple8gold, bjma, rla, vpa* In case options parameter is set as groupByGame
totalRounds	Number	Total number of game rounds completed during the reporting period, does not include free spins received as promo.
totalFreeSpinRounds	Number	Total number of free spin rounds (in-game feature) completed during reporting period.
totalBet	Double(15,2)	Total bets made by player during reporting period. The values are in player's currency.
totalWin	Double(15,2)	Total wins won by player during reporting period. The values are in player's currency.
currency	String	Player's currency, 3 letter ISO 4217 code. Example: "USD"

Example of HTTP request:

```
GET /IntegrationService/v3/StatisticsAPI/players/daily/totals/?
secureLogin=login&hash=34642b49d19990ff97a13ed6384554e4&date=2020-03-04&options=groupByGame HTTP/
1.1
Host: api.prerelease-env.biz
Cache-Control: no-cache
```

Example of response:

```
playerID,gameID,totalRounds,totalFreeSpinRounds,totalBet,totalWin,currency
player1 ,vs10bookoftut,5,0,10.00,0.00,USD
player2,vs25mmouse,11,0,22.00,1.60,USD
```

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10.3 Error codes

Below table contains the error HTTP statuses that should be returned, in case of issues on request processing

HTTP status	Description
400	Bad request. Is returned in cases when some of required parameters are not present, or empty
401	Unauthorized - Incorrect secure login or calculated hash
500	Internal error. Is returned when there are some problems, or data cannot be returned because of invalid date in request

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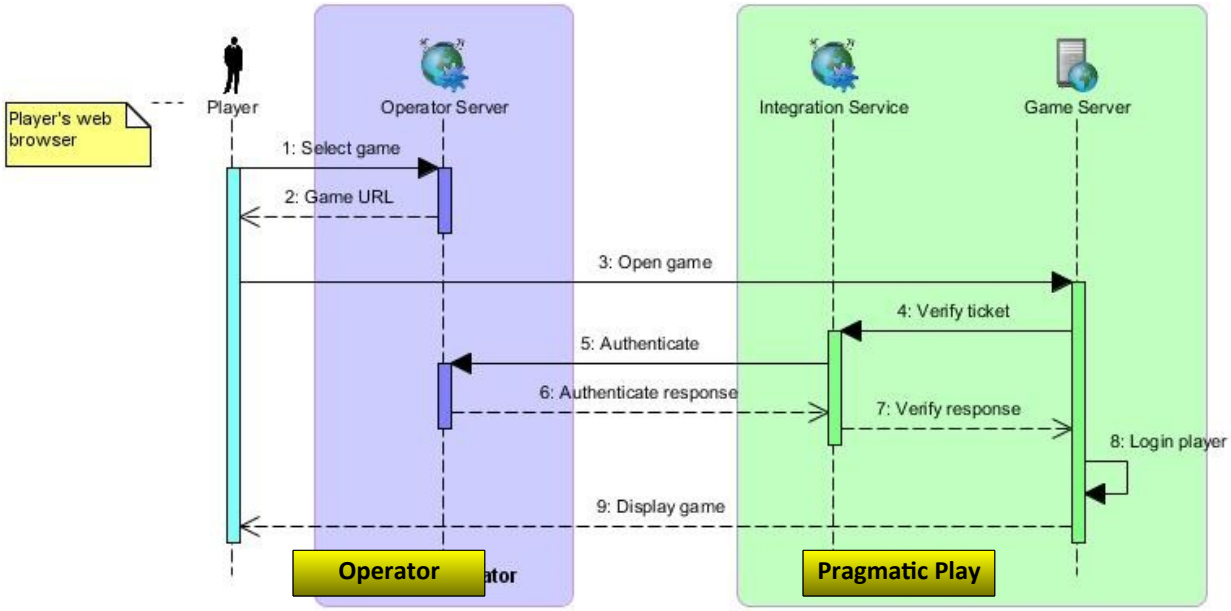
XI. Diagrams

11.1 Flow diagram of opening casino game for Seamless Wallet API



Flow details

1. Player selects a game, which is served by Pragmatic Play. Specific one-time password is created on Operator side. This password should uniquely identify the player within Operator system.
2. Operator, with the help of JS library provided by Pragmatic Play, checks if selected game can be launched on the player's OS and return URL of the game to the player browser. If the game cannot be launched then appropriate message will be shown to the player.
3. URL of the game is loading in player browser for redirecting player to Pragmatic Play game server.
4. Game Server verifies one-time password received with URL.
5. Pragmatic Play Integration Service calls Operator server to authenticate player using received token.
6. Operator authenticates the player. If player is authenticated Operator returns player id within Operator system and player current balance.
7. Game Server receives a result of player authentication. If authentication is not successful a player will receive an error message.
8. Game Server finds player id in the database or creates a new player account
9. The game with all required data is opened for player.

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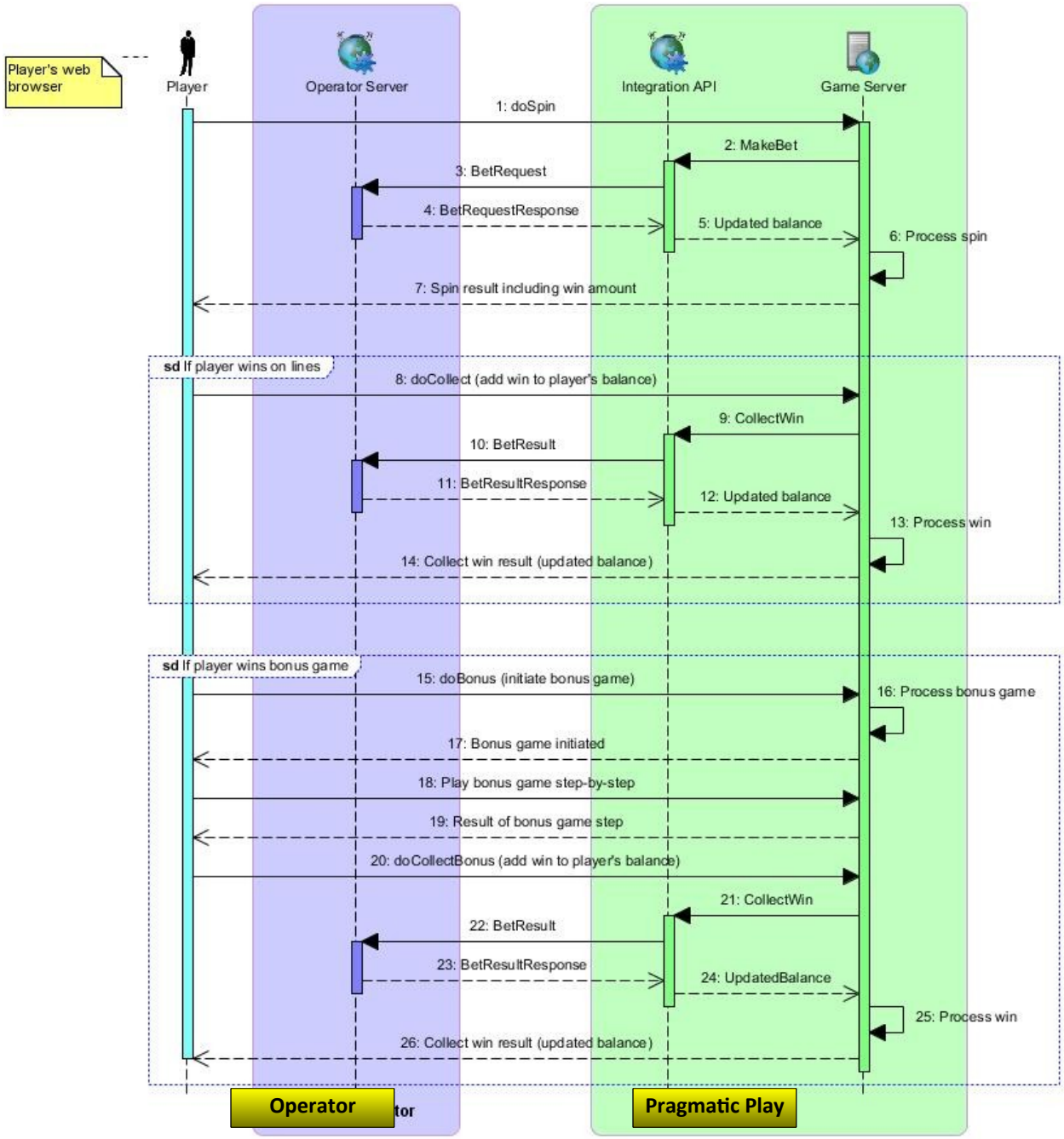
11.2 Flow diagram of playing casino game Seamless Wallet API



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Flow details

The game flow is shown in the example of the slot.

1. Player clicks Spin button on the game screen, and game client sends doSpin request to the Pragmatic Play Game server.
2. Game server calls Pragmatic Play Integration service to withdraw money from the player balance.
3. Integration service sends Bet request to the Operator server. If the request cannot be handled by Operator due to connection problem, Pragmatic Play server will repeat the request 3 times. After that Refund request will be sent to the Operator server for cancelling bet until response from Operator server is received.
4. Operator verifies that player has enough funds in the wallet to make a bet, subtracts requested amount from the balance and returns updated player balance in the response. If there is not enough money in the wallet, Operator returns an error.
5. Pragmatic Play Integration service returns updated balance to the game server.
6. Game server processes spin - gets new combination on the reels, checks combinations that trigger free spins or bonus game feature, calculates win amount, etc.
7. Game server returns response to the game client. Response may contain updated reels, information about winning lines, triggered features and win amount.
8. If player has a win on lines game client sends doCollect request to the Game server to collect player's winnings.
9. Game server calls Pragmatic Play Integration service to add win amount to the player balance.
10. Integration service calls Operator server sending BetResult request. If request cannot be handled by Operator due to connection problem, Pragmatic Play server will repeat the request until it receives a response from Operator server.
11. Operator adds money to player's wallet and returns updated player balance.
12. Pragmatic Play Integration service returns updated balance to the Game server.
13. Game server collects player's win.
14. Game server returns response to the game client containing updated player balance.
15. If bonus game feature is triggered game client sends doBonus request to the Game server.
16. Game server starts bonus game feature.
17. Game server returns response with all information that is necessary for the game client to play bonus game.
18. Game client sends a request to the game server on every step of the bonus game.
19. Game server handles request and returns response with the result of current step.
20. When bonus game is over game client sends doCollectBonus request to the Game server.
21. Game server calls Pragmatic Play Integration service to add bonus game win amount to the player balance.
22. Integration service calls Operator server, sending BetResult request. If request cannot be handled by Operator due to connection problem, Pragmatic Play server will repeat request until it receives a response from Operator server.
23. Operator adds money to player's wallet and returns updated player balance.
24. Pragmatic Play Integration service returns updated balance to the Game server.
25. Game server processes bonus game win.
26. Game server returns response to the game client containing updated player balance.

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XII. Reconciliation

12.1 Reconciliation process

If a request times out because of internet connection problems, or contains relevant error code (3.17 Error codes), then the Pragmatic Play system will follow a process described below, to reconcile the action.

> For the cases where Operator receives retry API calls within reconciliation process, actual player's balance must be returned in response

Bet transaction

The Bet request will be retried 2 (two) times with a delay of 5 seconds between attempts.

If a request is still not processed after the second try, Pragmatic Play will initiate the Refund request to cancel this single bet on the Operator side.

Refund transaction

Refund request will be added to a Transaction queue and an error message will be displayed to the player on the game interface. The game client should be closed. The reconciliation mechanism starts from there.

Operator will accept Refund requests that run independently of the game session in order to ensure the two systems are kept in sync.

Such a request can be sent if Pragmatic Play has an unknown response on the Refund request on its side because of a timeout or relevant error code (so it will try to run it in the background until the Operator response will not reach Pragmatic Play).

Operator will return a successful response on the Refund request even if the transaction has been canceled in the past and does not need to be canceled again or even if Bet has not reached Operator system because of timeouts.

Winning transactions

The BetResult/BonusWin/JackpotWin/Adjustment requests will be retried 2 (two) times with a delay of 5 seconds between attempts.

If a request is still not processed after the second try then it will be added to the Transaction queue for reconciliation. Game round result will be displayed to the player on the game interface.

BetResult/BonusWin/JackpotWin/Adjustment requests will be added to the Transaction queue and sent independently of the game session, according to the Reconciliation mechanism.

PromoWin

The PromoWin requests will be retried in the similar way as described calls above but with a delay of 30 minutes after the tournament is going to be finished.

EndRound

The EndRound request will be added to the Transaction queue once the game server determines a game round is over. The reconciliation mechanism starts from there.

Operator will accept EndRound requests that run independently of the game session in order to ensure the two systems are kept in sync. Repeated EndRound request can be sent only if the Pragmatic Play system has an unknown status on its side because of a timeout or special error code on the EndRound call, so it will try to run it in the background until the Operator response will not reach Pragmatic Play.

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12.2 Reconciliation mechanism

The reconciliation mechanism ensures the two systems (Game Platform and Casino Operator) are kept in sync.

From the Pragmatic Play system perspective, the Transaction queue is a table within the database that records any Refund, BetResult/BonusWin/JackpotWin/PromoWin/Adjustment and EndRound requests that timed out.

The Pragmatic Play system put in place an automated process (cron job) that reads the Transaction queue table from the database and runs the requests within the queue.

After 24 hours, the requests that are still unsuccessful will be marked for manual reconciliation.

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XIII. Reality Check

13.1 Server side implementation

Reality Check Warning

One of the regulatory requirement is to notify the player with a certain frequency regarding the actual amount of time the player spends in the game. In UK regulation the user set the notification frequency during the login via the portal. In the next money transaction call (bet or win) after the reality check interval expiration will result in an appropriate reality check error. The error should be translated to an appropriate warning popup displayed to the player.

Reality check error

Error code	Description	Additional data
210	Reality check warning	○ rcRegulation – Regulator. Possible values are: UK, Malta ○ rcInterval – Reality check interval in minutes ○ rcTimeInSession – Total session time in minutes ○ rcNetGain – Status of player's profit/loss over the session time

Example of reality check error response:

```
{
    "error": 210,
    "description": "Reality check warning",
    "details": {
        "rcRegulation": "Malta",
        "rcInterval": 20,
        "rcTimeInSession": 60,
        "rcNetGain": 23.05
    }
}
```

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Reality Check Response

Request path: POST /realityCheck/response/

Once user have received reality check error, they have two choices – continue to play or stop playing and logout. Pragmatic Play will send the Reality Check Response request, in order to notify the Operator about player's choice. Operator should resume the player's session, reset the reality check counter and continue handling money transactions.

If player have chosen to stop playing and there is a winning requests that ware refused by Operator due to the reality check warning, those requests must be properly processed on both sides to allow player to get their winnings: Pragmatic Play will re-send winning requests and Operator must add money to player's balance.

Request parameters

Name	Description	Status
providerId	Pragmatic Play identifier for authentication in Casino Operator's system. May be provided by Casino Operator. Otherwise default value is used.	Required
playerId	Identifier of the player within the Casino Operator system.	Required
userAction	Represent the user response to reality check dialog. Can be one of the 2 options below: ○ **Reset** – Continue to play and reset the reality check counter ○ **Stop** – Stop playing. Please note, in such case all active game windows should be terminated	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST /realityCheck/response/ HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

playerId=6&userAction=Reset&providerId=PragmaticPlay&hash=53ff1b78529a7b97fca9026d9c2dc788
```

Example of JSON response:

```
{
  "error": "0",
  "description": "Success"
}
```

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13.2 Client side implementation

The game client should calculate a time the player has spent in the game and display a reality check message every X minutes, which will inform the player how long they are playing the game. To activate reality check feature in the game client an Operator should provide the Pragmatic Play game launcher with the following parameters:

- rci – the reality check interval, in minutes. This is the interval for reality check messages to be shown to the player during game play
- rce – the reality check elapsed time, in minutes. This is optional parameter, which indicates already elapsed minutes on another games. If this parameter is sent by Operator, the first time RC message will appear in rci – rce minutes after game opening
- rcHistoryUrl – a link to the player's game history. This is optional parameter. If Operator send the rcHistoryUrl parameter, game client will add the "History" button to the reality check message. There are two options here:
    - Operator may provide a URL to the page on their side. In this case rcHistoryUrl should contain a link to Operator's page. For example: rcHistoryUrl=http://casinosite.com/history/
    - Game client can show inbuilt game history, provided by Pragmatic Play. In this case Operator should send the predefined value: rcHistoryUrl=ingame
- rcCloseUrl – a link to the page on the Operator's website, to which the player will be redirected if they choose to close the game. This parameter is optional. The "Close" button appears on the reality check message only if Operator sends the URL

The "Continue" button always appears on the reality check message. This button removes the reality check message and resumes the game screen.

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XIV. Custom messages

Seamless Wallet API responses can optionally contain one or more messages that will be shown in the player's game client. This optional feature initially is designed for UKGC CMA support, but operators can also use it for their needs.

Upon receiving a message, game client will display information to the player in order to inform him or her about a specific event, and optionally request a user response.

All text that is sent inside a message must be translated to the player's language.

14.1 Custom messages syntax

A custom message is an optional "message" element added to API responses. There can be zero or more "message" elements per response:

```
{…
  "messageTriggers": [
  {
    "title": "Starting to use bonus funds",
     "text": "You are starting play with bonus funds.\nFrom this point it possible that won funds
may have to be\nre-bet many times before they can be withdrawn from your account.\nPlease click
Bonus Details for further details.",
    "nonIntrusive": false,
    "options": [
    {
      "action": "continue",
      "label": "OK"
    },
    {
      "action": "link",
      "label": "Bonus Details"
      "linkType": "redirect",
      "url": " https://www.casino.com/bonus/details",
     } ]
  } ]
}
```

Each item in the "`messageTriggers`" array may contain elements `title`, `text, nonIntrusive` and `options`.

The `title` element contains the title of the message box, which must be in one short line of no more than 60 characters.

The `text` specifies the message box text and may contain multiple lines. When specifying a forced line break the symbol used is \n. The max length of the text is 300 characters.

If `nonIntrusive` is specified and true, the message can be shown in a non-modal, non-intrusive fashion. Default value: false.

The `options` array can contain one or more elements. Each option always has `action` and `label` elements and may contain optional `url` element for redirect or Ajax call and a `linkType` specifying how the request should be sent to the URL if it is specified. Options and link types are specified below.

The options order specifies the order in which the options shall appear in the message box.

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14.2 Action types

Each `option` element inside a message has a type that specifies the expected behavior when that option is selected. These are the possible values:

Type	Use case	Description
quit	Quit the game	Close the game. Acts the same as pressing Home button.
continue	Continue the game	Close the message box and resume the game.
history	Game history/Details	Close the message box and open the history URL if it was specified during game launch. If history URL was not specified please use the “link” type.
link		Close the message box and open or send Ajax request to the URL indicated in the “action” parameter.

14.3 Link types

The action element inside an option specifies the expected behavior when that option is selected. The default value is redirect. These are the possible values:

Type	Use case	Description
redirect	Open a page	Redirects the player to the URL specified for the “link” option.
open	Open a new tab	Opens a new/blank tab in the browser, with the link specified for the action.
ajax	Notify and resume	An Ajax request is sent to the URL and immediately let the player continue with the game flow.
ajaxResponse	Notify and wait	An Ajax request is sent to the URL and wait until "successful json response" is received. Only then continue with the game flow.
notify	Notify and resume	A JavaScript event should be sent to parent window as postMessage(). For example, if the game is opened in iframe and player wants to go back to the lobby JS notification to the parent page should be used instead of redirect, which will cause opening the lobby page inside iframe.

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14.4 Custom messages API

Response parameters

Name	Type	Description	Status
messageTriggers	Array	Messages that will be displayed in the player's game client.	Optional
message	**Object**		
title	String (60)	Title of the message box.	Optional
text	String (300)	Text to be shown in the message box.	Required
nonIntrusive	Boolean	If specified and true, the message can be shown in a non-modal, non-intrusive fashion. Default value: false.	Optional
options	Array	List of options, should specify buttons shown in the message box. At least one option should be defined. In the simplest case, it will be the OK button, which closes the box.	Optional
option	**Object**		
action	String (10)	Type of the option. Available types are: quit, continue, history, link. Detailed description of each action can be found in Action types section above.	Required
label	String (20)	Text on the button in the message box to be shown to the player.	Required
linkType	String (10)	Type of the link. Relevant only for actions of "link" type. Available values are: redirect, ajax, ajaxResponse, notify. Detailed description of each link type can be found in Link types section above.	Optional
url	String (100)	URL of the link. Relevant only for actions of "link" type.	Optional

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XV. Regulated Markets

This section represents integration API and other useful materials important for certain regulated markets.

15.1 Responsible gaming - Sweden

For Sweden there are four items that needs additional attention in order to comply with Swedish regulations.

Login time

Players should at all-time be able to see login time, this includes the mobile client as well. For this purpose, PragmaticPlay takes an addition game launch parameter:

elapsedTime - Current elapsed session time, the value is in seconds. If present the elapsed time will be displayed in the game client.

Links and logos to self-assessment tests

Player should also at all-time be able to see three logos with links at the top of the client in a locked field. PragmaticPlay have extended our game launcher to take three additional launch parameters.

- **pauseplayUrl** – encoded url to the “Spelpaus”
- **selftestUrl** – encoded url to the “Självtest”
- **playlimitUrl** – encoded url to the “Spelgränser”

Set player’s country

Operator needs to set jurisdiction on PragmaticPlay authenticate call, the jurisdiction parameter is used for reporting and Game Client behavior. For Sweden the jurisdiction is “SE”.

Displaying of totals

To display in game interface total amounts of Bet, Win or Loss during player’s game session, operator should use section **XIII Custom messages** of current document.

15.2 Checksums API

Using this method Casino Operator will get the list containing all critical files with their checksums to be verified and sent to the Regulator.

All responses should be in JSON format.

> URL of the API for regulated markets will be provided by Pragmatic Play for the production and test environments and looks like:
>
> *https://{API service domain}/IntegrationService/v3/http/RegulationAPI/*

> All HTTP services are securely protected, hence please be sure:
> - player’s browser (end) must NOT be used as initiator of requests to the service;
> - proper IPs are supplied to Pragmatic Play for whitelisting

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Request path: POST /checksums/

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service	Required
jurisdiction	One or more jurisdiction codes (delimited with comma) to filter the result. May be omitted to get all available jurisdictions	Optional
dataType	Type of portfolio, indicates which portfolio checksums should be returned Available options: RNG - Main portfolio games (video slots, classic slots etc.) LC - Live Casino portfolio VSB - Virtual sports betting portfolio **Important!** *In cases where dataType is included in request, checksums for relevant portfolio will be returned only* *When there is no dataType in request, will be returned checksums for RNG only*	Optional
options	List of settings. By including it, operator can get additional information about checksums. Possible values are: • gameRelatedOnly **Important!** In case the operator sends this parameter the system will return only game related files: • game-engine • game-configurations • rng.jar • gs2c-random **Platform files (config-tool-1.0.6.jar and check_files_v7.sh) will not be received.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Type	Description
checksums	List	The list of filenames and checksums for every critical file.
error	String(10)	0 - if the request was successfully processed or error code in other case.
description	String(250)	Description of the error for troubleshooting purposes.

> *In case Casino Operator needs full path to critical files to be returned in response (for example if this is required by regulation market), they should ask the Pragmatic Play's Technical Support for additional configuration.*
>
> *Example of response with full path to critical files can be found below*

Example of HTTP request:

```
POST /IntegrationService/v3/http/RegulationAPI/checksums/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded

secureLogin=ext_test1&hash=3b4d0b1b84bf4eaa694acb0657a922f3&jurisdiction=IT,LV
```

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Example of JSON response with no path to critical files:


```
"checksums": [
    {
        "files": [
            {"checksum": "3aa16f6a16adadd8065aa35f4a5ac9877c4408e6",
                "fileName": "vs50aladdin_cv2-88.01_.hs",
                "gameId": "vs50aladdin"},

             {"checksum": "48e923a19fa4460a8b0b589019813f08be460991",
                "fileName": "vs50aladdin_cv2-96.53_.hs",
                "gameId": "vs50aladdin"},
            {
       ...
        ],
        "jurisdiction": "LV"
    },
    {
        "files": [
            {"checksum": "c39c25ad9a1128f3bf79bd578fc579521d9c5059",
                "fileName": "dh-gs2c-random-1.0.39189.jar",
                "gameId": "vs243lions"},

            {"checksum": "b33e33da96c37c0eb2d02b3fbf439685fcda876c",
                "fileName": "dh-rng-1.0.0.jar",
                "gameId": "vs243lions"},
            {
        ...

        ],
        "jurisdiction": "IT"
    }
],
"description": "OK",
"error": "0"
```


Example of JSON response with path to critical files:


```
"checksums": [
    {
        "files": [
            {   "gameId": "vs25vegas",
                "fileName": "vs25vegas_cv10-96.05_.hs",
                "filePath": "/home/docker/chksum/custom/games_configurations",
                "checksum": "df8ed4a450d05970edfdd9df18450684a9c01254"},
             {  "gameId": "vs25gladiator",
                "fileName": "vs25gladiator_cv6-96.17_.hs",
                "filePath": "/home/docker/chksum/custom/games_configurations",
                "checksum": "dec2785c3dadab8ee4c94c9dd88c3300f7d9fe19"},
            {
       ...
        ],
        "jurisdiction": "IT"
    },
    {
        "files": [
            {   "gameId": "vs25wildspells",
                "fileName": "vs25wildspells_cv9-95.17_.hs",
                "filePath": "/home/docker/chksum/custom/games_configurations",
                "checksum": "efbdc83ef79eee2614d145d1360336fe4e680ad9"},

            {   "gameId": "vs25wolfgold",
                "fileName": "vs25wolfgold_cv4-93.99_.hs",
                "filePath": "/home/docker/chksum/custom/games_configurations",
                "checksum": "599d8706f3adf7b4059c9c38501c242644b60a5f"},
            {
        ...

        ],
```


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```
        "jurisdiction": "LV"
    }
],
"description": "OK",
"error": "0"
```


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15.3 Launch games from internal lobby for Italian regulated market

Since Italian regulator requires operators to ask players for funds that they want to spend playing a certain game, a game provider, who offer an in-game mini lobby, have to implement the same in their games.

There are two things that are important with this regard, once player has chosen a game:

1. A total balance should be shown to the player in a pop up, in which he will enter the amount he wants to spend in this game
2. The current game session must be closed and a new game session opened on operator's side and communicated to AAMS.

Also, in order to display current AAMS Ticket and AAMS Sessionid in game client, operator should send following additional parameters in authenticate response (in extraInfo response parameter body):

- "aamsTicket": "someaamsticketvalue";
- "aamsSessionId: "someaamssessionidvalue"

PragmaticPlay offer mini lobby for Live games and slots. Both types of games can be enhanced to support Italian requirements. To make it possible, the following changes to PP Native Wallet API are proposed:

1. New "totalBalance" parameter will be added to the response on both /balance and /getBalancePerGame calls (depending on which one is used by operator in existing integration). The parameter is optional, should be sent by operator for Italy but can be sent for all players as well.
2. The following parameters will be sent to Authenticate request, which will inform operator that a new game is about to be opened from in-game lobby:
    - launchingType - indicates the way the game is being launched. Possible values are: "N" - normally (by operator), "L" - from in-game lobby. The default value is "N"
    - gameId- id of the game being launched
    - chosenBalance - amount of money player wants to spend in the game
    - previousToken - value if the token that was received from operator for the game that should be closed (corresponds to the current opened game session on operator's side)
3. Parameter "token" will be empty if a new game is being launched from in-game mini lobby. Token for this game should be generated by operator and returned in the response

When operator gets an Authentication call with launchingType=L, they should do the following:

1. Close the current game session identified by previousToken parameter in operator's system
2. Close AAMS ticket for that game session
3. Open a new game session in operator's system
4. Open a new ticket in AAMS
5. Return new token, player id, his balance, etc. in the response as usually

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15.4 Portuguese Regulated Market - Slot Machine and RNG Table Game Reporting

This is a simple API for Operators to connect to the Pragmatic Play gaming system. API is an HTTP listener, which listens POST requests coming to an URL with the request mappings below.

> URL of the HTTP service will be provided by Pragmatic Play for the production and test environments and looks like: *https://{API service domain}/RegulationService/*

> The service is securely protected, hence please be sure:
> - player's browser (end) must NOT be used as initiator of requests to the service;
> - proper IPs are supplied to Pragmatic Play for whitelisting

Introduction

This document describes the API, which Pragmatic Play has created for Operators in Portugal, for slot machines and RNG table games reporting according to SRIJ requirements providing the way of getting the string needed to fill the smResult field present in the AJOG files.

API Architecture

The communication interface between the Operator and the Pragmatic Play is performed by server-to-server requests via HTTPS (using POST method). Responses are sent as JSON. The structure and the elements information are defined in this section.

Requests Authentication

All requests that are sent to the Pragmatic Play API should be authenticated. Each request contains Secure Login as a request parameter and a Password as a part of the hash code calculated based on the request parameters. Pragmatic Play will supply the Operator with dedicated credentials.

Error Handling

If the ErrorCode parameter equals to 0 or not exist, then the response was processed successfully with no error. In Case the ErrorCode > 0, it means that the response was processed with an error.

Slot Machine and RNG Table Game Reporting API

Hash calculation

Hash code is calculated with the following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

1. Sort all parameter by keys in alphabetical order.
2. Append them (if the value is not null or empty) in key1=value1&key2=value2.
3. Append secret key, e.g.: key1=value1&key2=value2SECRET.
4. Calculate the hash by using MD5.
5. Compare with hash parameter. In the case of failure Casino Operator should send the error code 1.

Credentials for connecting to Pragmatic Play service, for integration and production environments, will be provided by our Integration team by Operator's request.

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API specification

Request path: POST /ReportingAPI/Portugal/smResult/

Using this method Operator can get a details of slot machine or RNG table game results, for particular game round, which then can be sent to the Regulator in the smResult field.

> ***Important:*** Only completed game rounds that have been finished by players are allowed. The smResult report cannot be generated for incomplete game rounds. It is recommended to wait at least 5 minutes before calling this API method after the operator receives the endRound request.

Request parameters

Name	Type	Description	Status
secureLogin	String	User name for authentication in the Pragmatic Play service. The value will be provided by Pragmatic Play.	Required
roundId	Long	Id of the round, which is finished by a player.	Required
hash	String	Hash code of the request	Required

Response parameters

Name	Description
smResult	The details of slot machine or RNG table game result.
error	The error code and description for troubleshooting. This field will appear only in case of error. Successful responses should not contain it.

Example of HTTP request:

```
POST /RegulationService/ReportingAPI/Portugal/smResult/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&roundId=123654987&hash=438fea0a68a0e9ab49df756cc20eda8f
```

Example of the successful response:


```
{
                                                                                "smResult":
"0:5;8;1;3;1#10;10;11;11;11#4;2;10;9;4#R#10#H10#122#MV#0.01#MT#1#R#10#H10#112#MV#0.01#MT#1#MG#0.08#
",
    "betMultiplier": 20,
    "error": {
        "code": 0,
        "description": "OK"
    }
}
```


Example of error response:


```
{
    "smResult": null,
    "betMultiplier": null,
    "error": {
        "code": 2,
        "description": "Game round is not found."
    }
}
```


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Error codes

Below table contains the error codes that the Pragmatic Play system will return in the response to API calls.

Code	Description
1	Authentication failed. Incorrect secure login and secure password combination (will be returned also if the hash code validation is failed)
2	Game round is not found.
3	Validation failed. One or several input parameters is not set or set incorrectly.
10	Incomplete game. Game round is not finished by the player.
100	Internal server error.

Examples

This section provides the examples of smResult field generated for various combinations. The content of the field generated by the service was formatted for easier understanding.

Paying symbol

The symbol that pays itself and is not required to be on a payline.

```
0: 1;10;8;10;9#                  //Game screen
   12;11;5;3;12#
   8;4;1;6;1#
   R#1#P1#0;12;14#MV#8.75#MT#2#  //Symbol 1 paying 8.75 and its positions
```

Winning in bonus game

Bonus game (BG) was triggered by a scatter, which is not required to be on a payline.

```
0: 3;13;13;13;3#                //Game screen
   3;13;3;13;3#
   3;13;13;13;13#
   3;3;13;13;13#
   R#3#P3#0;5;10;15#MV#5.5#MT#2# //Symbol 3 triggered the BG, its positions and BG win amount
```

Hidden paying symbol

The symbol is paying, and it is hidden and not shown to the player explicitly because it was replaced on the game screen by an expanding symbol.

```
0: 12;12;2;9;2#                //Game screen
   9;9;2;10;9#
   2;2;2;2;11#
   R#9#H9#111#MV#0.25#MT#2#     //Winning lines begin
   R#12#H12#000#MV#0.15#MT#2#
   R#2#H2#2222#MV#2.5#MT#2#
   R#9#H9#210#MV#0.25#MT#2#
   R#9#H9#12221#MV#2.5#MT#2#
   R#12#H12#0012#MV#0.5#MT#2#
   R#9#H9#22100#MV#2.5#MT#2#R
   #9#H9#12101#MV#2.5#MT#2#
   R#9#H9#211#MV#0.25#MT#2#
   R#9#H9#212#MV#0.25#MT#2#
   R#9#H9#110#MV#0.25#MT#2#
   R#9#H9#112#MV#0.25#MT#2#
   R#12#H12#002#MV#0.15#MT#2#
   R#2#H2#2202#MV#2.5#MT#2#
   R#12#H12#02220#MV#1.25#MT#2#
   R#12#H12#200#MV#0.15#MT#2#
   R#9#H9#12021#MV#2.5#MT#2#
   R#12#H12#02020#MV#1.25#MT#2#
   R#12#H12#202#MV#0.15#MT#2#    //Winning lines end
   R#1#P1#2;4;10#MV#1.25#MT#2#   //Symbol 1 pays 1.25 but its positions do not match game screen
```

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15.5 South Africa RoundDetails

API specification

Request path: POST /regulation/SA/roundDetails

SA RoundDetails method is optional and should be implemented only in the case when Operator want to receive additional SA specific round details. This method is not available by default.

In case Casino Operator needs to enable this method, they should ask the Pragmatic Play's Technical Support for additional configuration.

Request parameters

Name	Description	Status
hash	Hash code of the request.	Required
roundId	ID of the finished game round	Required
providerId	Game provider identifier	Required
freeSpinsCount	Number of free spins played within the round (Zero if no FS is played)	Required
freeSpinsWin	Total amount of winning which is won from FS(Zero if there no winnings in FS)	Required

Response parameters

Name	Description
error	Error code
description	Description of the error for troubleshooting

Example of HTTP request:

```
POST /regulation/SA/roundDetails HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

roundid=421&freeSpinsCount=10&freeSpinsWin=10.11&providerId=pragmaticplay&hash=b4672931ee1d78e4022-faaadf58e37db
```

Example of JSON response:

```
Example of JSON response:

{
error": 0, "description": "Success"
}
```

Error codes

Below table contains the error codes that the Pragmatic Play system will return in the response to API calls.

Code	Description
5	Invalid hash code. Should be returned in the response on any request sent by Pragmatic Play if the hash code validation is failed.
7	Bad parameters in the request, please check post parameters.
100	Internal server error. Casino Operator will return this error code if their system has internal problem and cannot process the request at the moment.

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15.6 Promo campaigns requirements for regulated markets

According to the new requirements (e.g Spanish certification requirements or Dutch Gaming Authority / KSA), an operator needs to authenticate every player before letting them access any promo campaign (incl. FSB, Tournament and Prize Drop campaigns). Players need to meet promotion criteria set by the particular regulator before participating in a promo campaign. That is why operator should send player's status (is player eligible for promo or not) to Pragmatic Play before game suggests any promotions to that player. If player is eligible, player will receive a notification about existing promotions and can take part in it. If player is not eligible, no promo notifications will be displayed.

Solutions:

Operator can notify PragmaticPlay system about player's promo-access status in both ways, by special parameter in game launch URL or special parameter in authenticate response

It is recommended For Casino Operator to use **extraInfo parameter in authenticate response** option, as this way is secure and excludes possibility of promo access status control from player's side.

extraInfo parameter in authenticate response has priority over **promo** parameter in game launch URL

1. extraInfo parameter in authenticate response

When player opens any of the Pragmatic Play games, Operator needs to send the specific parameterin authenticate response which indicates player's promo status *"extraInfo":{"promoAvailable":"y"}*

- If promoAvailable:**"y"** – it means that player is eligible for promotions and promo can be suggested to that player.
- If promoAvailable:**"n"** – it means that player is not eligible for promotions and promo should not be suggested to that player.

2. promo parameter in game launch URL

Every time player opens any of the Pragmatic Play games, Operator needs to send the specific parameter with player's promo status. The new parameter **promo** will be added into launcher with possible values y – yes/n – no.

- If promo = **y** – it means that player is eligible for promotions and promo can be suggested to that player.
- If promo = **n** – it means that player is not eligible for promotions and promo should not be suggested to that player.

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XVI. Integration with demo games

> ***Important:*** *In order to start using demo games, the Operator must implement the opening of the games through the appropriate use of the* **playMode** *parameter in the methods:*
>
> - *3.1.2 GameURL for* **Seamless Wallet API**

***stylename -** SecureLogin configured for real brand on PragmaticPlay side.
It should be sent in order to launch Demo session with real game configurations, such as RTP, in markets where it is required by regulation.
Also, to launch demo game with real bet scales configuration, operator has to send optional parameter "cur" in game launch URL
In case Casino Operator needs real game configuration to be loaded in demo games with stylename, they should ask the Pragmatic Play's Technical Support for additional configuration.

> - *4.8 StartGame for* **Balance Transfer API**

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XVII.Bingo Integration API

Bingo Game API

Using Bingo game API, OPERATOR is able to integrate both types of games: web versions for desktop and mobile devices. Provider provides Bingo builds based on HTML5 technology. HTML5 versions are available for desktop and mobile devices.

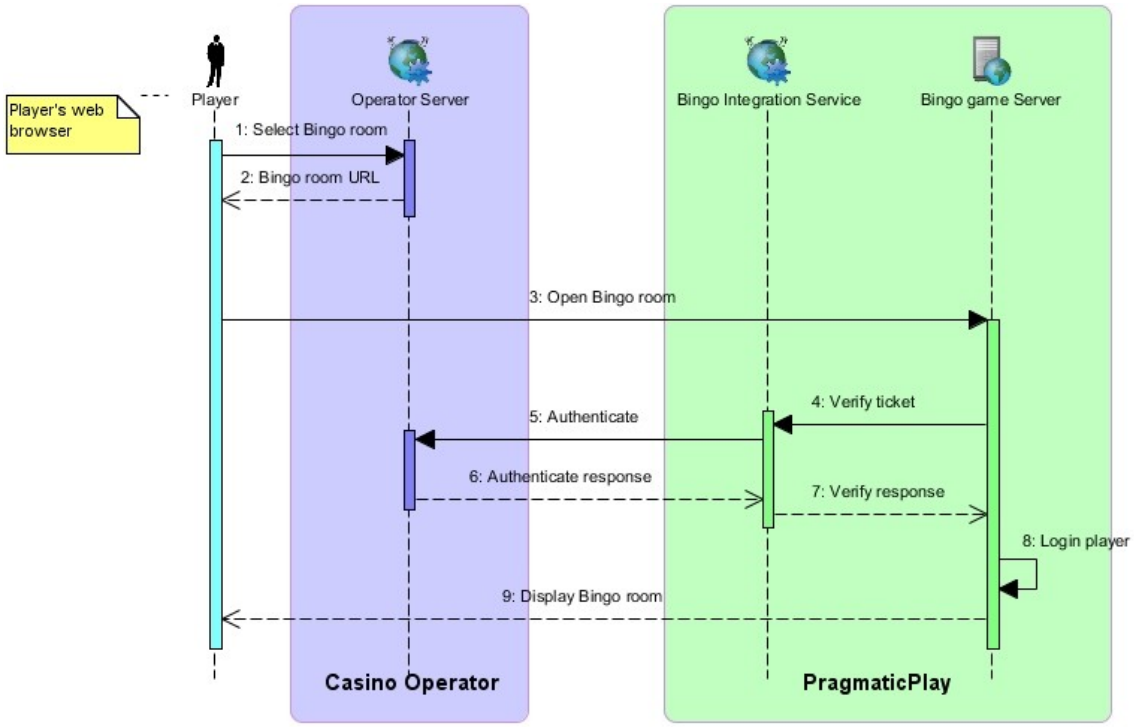
Definitions

List of definitions for the OPERATOR:

1. Bingo room – specific theme for web client.
2. Bingo game session – order of bingo games for specific period of time and bingo room.
3. Bingo game – specific settings in game for bingo game round.

17.1 Bingo room Launching

Room opening



Bingo game launch URL (deprecated)

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Bingo gameURL API method

Request path: POST /game/url

Using this method Operator can receive a valid launch URL to requested game.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
room	The unique identifier for Bingo room (for bingo lobby 9999).	Required
language	Language on which the game should be opened.	Required
token	Secure one-time token is generated by OPERATOR for specific player.	Required
externalPlayerId	Unique identifier of the player within the Casino Operator system. Parameter value is case-sensitive. *Example: joe1001, 2644987, playerABC*, playerAbc** • playerABC and playerAbc – are two different player accounts within Pragmatic Play system	Required
currency	Player's ISO 4217 currency code. Examples: 'EUR' or 'USD'.	Optional
platform	Platform for which the game should be opened	Optional
profileURL	User profile page.	Optional
promotionalURL	A page which includes promotion information.	Optional
rcCloseURL	A link to the page on the Operator's website, to which the player will be redirected if they choose to close the game. *For an iframe, the following example should be used:* rcCloseUrl=javascript:window.parent.location.href='{http://somewebsite.com/}'	Optional
stylename	Unique identifier of the OPERATOR at PROVIDER side (not for all integration protocols).	Optional
cashierURL	URL for opening the cashier on Casino Operator site when a player has no funds.	Optional
lobbyURL	URL for returning to Lobby page on Casino Operator site. This link is used for Back to	Optional

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	Lobby (Home) button in mobile version of games.	
gamesLobby	The external html page which shows user a list of mini slots and manages to launch them (Mini Slots).	Optional
rci	The reality check interval, in minutes.	Optional
rce	The reality check elapsed time, in minutes.	Optional
rcHistoryUrl	A link to the player's game history. *For an iframe, the following example should be used:* rcHistoryUrl=javascript:window.parent.location.href='{http://somewebsite.com/}'	Optional
rcCloseUrl	A link to the page on the Operator's website, to which the player will be redirected if they choose to close the game. *For an iframe, the following example should be used:* rcCloseUrl=javascript:window.parent.location.href='{http://somewebsite.com/}'	Optional
responsibleGaming	A separate page which contains 'responsible gaming' info.	Optional
isNewWindow	The parameter to define if bingo client needs to display some elements which are related to full tab view. (ex logo in header). Available values: – true – new window – false – iframe inside OPERATOR`s website	Optional
selfTestPageURL	For Sweden jurisdiction. Required logos link to Operator side.	Optional
budgetURL	For Sweden jurisdiction. Required logos link to Operator side.	Optional
suspensionURL	For Sweden jurisdiction. Required logos link to Operator side.	Optional
timer	For Sweden jurisdiction. This value Operator can set as initial for logged time session. In case if parameter is empty, logged session will be calculated from beginning.	Optional
hash	Hash code of the request	Required

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Response parameters

Name	Description
gameURL	Link to the game to be open on the Pragmatic Play side. This link will contain special parameters which should remain as is.

Example of HTTP request:

```
POST /BingoIntegration/BingoGameAPI/game/url/ HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=ext_test1&room=9999&language=en&currency=EUR&platform=WEB&token=dsgfssdf5g4dfg&stylename=ext
_test1&externalPlayerId=playerAbc&cashierURL=http://somewebsite.com/cashier/&lobbyURL=http://
somewebsite.com/lobby/
```

Example of JSON response:

```
{
    "error": 0,
    "description": "OK",
    "gameURL": "https://bingo.prerelease-env.biz/bingo/playBingo.do?
key=token%3Ddsgfssdf5g4dfg%26room%3D9999%26language%3Den&stylename=test1"
}
```

The table below contains the error codes that the Pragmatic Play system will return in the response to GameURL API calls.

Code	Description	Further Action Recommendations
1	Internal error. Try later please.	Error reason should be checked in relevant support channel.
2	Incorrect secure LOGIN and secure password combination (will be returned also if the hash code validation is failed).	Verify request values
7	One or several input(s) is not set or set incorrectly.	Verify request values
14	Required field is empty: {0} is required.	Check missing and required parameters.

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Hash calculation

Hash code is calculated with following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

6. Sort all parameter by keys in alphabetical order.
7. Append them in key1=value1&key2=value2.
8. Append secret key, e.g.: key1=value1&key2=value2SECRET.
9. Calculate the hash by using MD5.
10. **Compare with hash parameter. In the case of failure Casino Operator should send the error code 5.**

Desktop version of bingo client should have minimal width for wrapper (iframe) 840dp and height 500dp, so that content can be fully displayed. In **mobile** version, for phones and tablets, the bingo client support min window width 320dp.
Our Backend allows to disable some elements in bingo client depending on its version:

1. For **Mobile** version:
- Multi Tabs – no switching between rooms within mobile bingo client interface;
- Balance – no balance with deposit button within mobile bingo client interface;
- Menu – no menu button within mobile bingo client interface;
- Mini-games lobby – no mini games functionality within mobile bingo client interface;
- Chat – no chatting functionality;
2. For **Desktop** version:
- Header – no header within desktop bingo client interface replacing balance and menu to interface below, no bingo lobby functionality;
- Menu - no menu button within desktop bingo client interface;
- Balance – no balance field within desktop bingo client interface;
- Mini-games lobby – no mini games functionality within desktop bingo client interface;
- Chat - no chat area within desktop bingo client interface;

In order to access different settings and launch bingo client inside iframe on Operator websites, the following cases with custom messages are available:

- { name: 'notifyCloseContainer' } - is sent for any closing event inside bingo client which notifies main window that container with bingo client should be closed.
- in case if Operator requires room list filtration for lobby inside bingo client or preorders, by PP back office setting will be activated automatically sending for cases when client has launched post message { type: 'getRooms' }. After this Operator`s site should response with post message { type: 'rooms', roomIds: [...] }, with rooms which are available for current user. Each time when site list is updated, the new post message should be sent.
- { name: 'nonAuthorized' } - this post massage is sent to main window each time when non-logged user is trying to open a room from bingo client, that site could show login form above bingo client.
- { type: ‘gameHistory', url: '/gameHistory/' } - is sent to main window = if Menu within bingo client interface is disabled and Operator wants to use user bingo history from PP.
- { type: 'deposit' } - is sent to main window for deposit button action inside bingo client interface, if Operator requires keep bingo client and deposit window in same tab. Need to be configured in PP back office.

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"My Offers" page launch

How to Access Bingo Client and Display "My Offers" by Default.

Instruction:

Step 1: On the Operator's website, on a dedicated page, add a button with a link to the Bingo Client.

Step 2: If you want "My Offers" section to be displayed by default when user clicks on the button, make sure you add the following parameter to the end of the URL: **"&action=myOffers**".

Step 3: An example of a link that, when clicked, will redirect the user to the Bingo client right in the "My Offers" section:

https://<Server domain>/bingo/playBingo.do?key=token%3D<token>%26room%3D<9999>%26language%3D<language>%26cashierURL%3D<cashierURL>%26lobbyURL%3D<lobbyURL>%26profileURL%3D<profileURL>%26preBuyCardURL%3D<preBuyCardURL>%26promotionURL%3D<promotionURL>%26rci%3D0%26rce%3D0%26rcHistoryUrl%3D<rcHistoryUrl>%26rcCloseUrl%3D<rcCloseUrl>%26gamesLobby%3D<gamesLobby>%26responsibleGaming%3D<responsibleGamingURL>%26selfTestPageURL%3D<OperatorUrl>budgetURL%3D<OperatorUrl>suspensionURL%3D<OperatorUrl>timer%3D<playedPeriod>%26isNewWindow%3Dfalse&stylename=<operator_stylename>&**action=myOffers**

Step 4: Click on the button to load the Bingo client with “My Offers” section displayed by default.

Note: This feature is optional and is only available to Operators who choose to use it. If you do not want to use this feature, simply do not add the **"&action=myOffers"** parameter to the end of the URL.

Additionally, Seamless Wallet API can be used for easy and seamless access to the Bingo client features.

If you encounter any issues or have any questions about accessing the Bingo client with the "My Offers" section displayed by default, please contact our technical support team for assistance.

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Mini-games

Bingo client allows OPERATOR to introduce user to Bingo, video slots and other games by using iframe in special area inside web application.

In order to do that, the OPERATOR needs to create a special lobby page for mini-games list (should be hosted on OPERATOR side), which will allow player to choose and play any mini-game inside Bingo client.

Iframe`s size for lobby page in the **desktop version** should have non-fixed height but alterable width between 720dp and 480dp. Mini-game will be launched in special container as separate iframe, by post message notification from lobby-page to main window, in moment when user clicks to launch a min-game. The aspect ratio between width and height is 16:9 for mini-game container in each resolution.

Iframe`s size for lobby page in the **mobile version** has alterable width between 320dp and higher, depends on device display size, an aspect ratio of iframe between width and height is 16:9.

OPERATOR needs to implement special post messages logic for Bingo web client page.

Implementation of post messages by the dispatched event explanation:

'otherWindow' can listen to dispatched messages by executing the following JavaScript:

```
window.addEventListener("message", receiveMessage, false);

function receiveMessage(event)
{
  if (event.origin !== "http://example.org:8080")
    return;

  // ...
}
```

> NOTE: External link from the Operator side should always begin with HTTPS. CORS headers should always be present.

Example of implementation on OPERATOR side:

```
<div class="mini-games__item" >
  <div
    class="mini-games__item-img"
    style="background-image: url(/resources/mini-slots/madame-destiny.png)"
    data-link="https://{game server domain}/gs2c/playGame.do?key=<KEY_VALUE>&stylename={secureLogin}&gameSym-
bol=vs10madame&minimode=1"
  ></div>
</div>
```

Bingo client expects receive next:

window.postMessage(JSON.stringify({ type: 'OPEN_SLOT', link: ***<link of launcher>****}), '*');* – when game is launching on OPERATOR lobby page should be sent such post message.

For game Providers of mini-games to sync updating of balance between bingo and game, we recommend to support next post message: *postMessage({ name: 'updateBalance' }, '*').* This post message will be sent by bingo client to child window with mini-game container to update balance information.

For more information use the following documentation:
https://developer.mozilla.org/en-US/docs/Web/API/Window/postMessage

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17.2 Bingo integration API for OPERATOR side

This is a simple API for Pragmatic Play gaming platform to connect to player's wallet. API is an HTTP listener, which listens application/x-www-form-urlencoded POST requests.

> To connect player's wallet at operator side, methods and specification which are described in section III Seamless Wallet API of current document should be used.

> As an option, In order to set player's nickname which will be used in bingo chat, provider can pass optional parameter "nickname" in response of method 3.4 Authenticate.

Nickname

Request path: /nickname.html
**request path is the same as for Seamless Wallet API*

The method is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this method to be sent, they should ask Pragmatic Play's Technical Support for additional configuration.

This method is used by Pragmatic Play side for informing OPERATORS about what nickname is used by player in bingo system. For example, in situation when Operator doesn`t support nickname parameter in 3.4 Authenticate method, user needs to set up nickname inside bingo game client, and this nickname will be forwarded back to the OPERATOR in this method.

Request parameters

Name	Type	Description	Status
userId	String(100)	Identifier of the user within the Casino Operator system.	Required
nickName	String(100)	Current nickname of player in Pragmatic Play system.	Required
providerId	String (32)	Game provider identifier.	Required
hash	String (32)	Hash code of the request	Required

Response parameters

Name	Type	Description	Status
error	Number	Response status.	Required
description	String(250)	Response status short description.	Required

Example of HTTP request:

```
POST /nickname.html HTTP/1.1
Host: someoperatordomain.net
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

nickName=PlayerNickname&userId=16b31c8848b21&providerId=PragmaticPlay&hash=d8450312aee2fe68c76f80be75d26849
```

Example of JSON response:

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```
{
  "error": "0",
  "description": "OK",
}
```


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Free Spins Bonus Prizes

This feature allows operator to set prize type as Free Spins Bonus (FSB), which further can be used by player in PragmaticPlay slot games.
In order to support Spinner room with FSB prizes in BINGO product, In **3.8 Result**, **3.11 EndRound**, **3.8 BonusWin** methods will be added new optional array **specPrizes[#]** with next parameters inside:

- specPrizeAmount – number of FSB which was won by player in bingo game
- specPrizeCode – uniqual FSB bonus code within PP system per bingo game and player.
- specPrizeType – “FSB” which will be special mark that this prize is Free Spins bonus for casino game

This list is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play’s Technical Support for additional configuration. Such result should be sent only if player won FSB with other monetary prize. Otherwise if players has only FSB prize in current game, this list should be taken from endRound and result is not sent. If Operator`s players participate in bingo games with FSB prizes but this list is not set up, result won`t be sent at all and round will be closed without winners on Operator side.

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17.3 Bingo integration API for PROVIDER side

Hash calculation

In Provider side API security hash is passed as special request header x-hash

Consider the RoomList request as an example of hash calculation.

> NOTE: parameter names should be taken for calculation by order from json request

Phase 1: Get request body

Example:

```
{
    "language": "en",
    "playerID": "1677d81655c46",
    "secureLogin": "secure_login"
}
```

Phase 2: Add 'secure password' to request body string

Example:

```
{
    "language": "en",
    "playerID": "1677d81655c46",
    "secureLogin": "secure_login"
}secure_password
```

Phase 3 Encode MD5

Example:

62e80083e2ffb016890d33aae54a240d

Phase 4: Add x-hash header to the request

Example:

```
POST /BingoIntegration/BingoGameAPI/RoomList HTTP/1.1
Host: api-domain
-H 'x-hash: 62e80083e2ffb016890d33aae54a240d'
-H 'Content-Type: application/json'
  -d '{
    "language": "en",
    "playerID": "1677d81655c46",
    "secureLogin": "secure_login"
}'
```

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RoomList V2

This method returns a list of active bingo rooms for the current time period.

Request parameters

Property	Type	Description	Status
playerId	String	Unique player identifier	Optional
language	String	Player's language by ISO 639-1	Optional
secureLogin	String	Login to access the API	Required
currency	String	Currency of player ('EUR', 'USD')	Required

Example of request:

```
POST /BingoIntegration/BingoGameAPI/RoomList/v2 HTTP/1.1
Content-Type: application/json
X-hash: 2bb56e5d20e5565563d22a6489b2cd74
Host: example.com
Content-Length: 114

{
  "playerId" : "1623e6952764",
  "currency" : "EUR",
  "language" : "en",
  "secureLogin" : "brand_login"
}
```

Response parameters

Property	Type	Description
error	integer	Response status.
description	string	Response status - short description.
activeRoomList	Array of 'Room V2' type	List of active bingo rooms.
upcomingRoomList	Array of 'Room V2' type	List of upcoming bingo rooms.

Structure 'RoomV2'

Property	Type	Description
roomId	long	Bingo room identifier.
bingoType	integer	Bingo game type
roomName	string	Bingo room name.
cardCost	List	Array of card cost of package. More one element if multi stake game.
gamePrize	Array of type 'PrizeStructure'	Array of game prize. More one element if multi stake game.
jackpots	Array of type 'JackpotStructure'	Jackpots amounts
nextGameStart	number	Starting time of the next game. (in UNIX timestamp in ms)
playersBoughtCards	integer	Number of players who bought cards for the current game.
playersInRoom	integer	Number of players in the current bingo room.
jurisdiction	string	May contain one or multiple jurisdictions comma separated
inSession	boolean	Always false
private	boolean	Possible values - true, false. If true - the room has specific entry conditions. If false – regular public room.
x2goPrizes	Map type 'PrizeStructure'	Map of x to go prizes. Key- Value
rollOnPrizes	Map type 'PrizeStructure'	Map of Roll on prizes Key- Value

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Structure 'PrizeStructure'

Property	Type	Description
amount	Double	(optional) Prize amount or equivalent prize amount on request currency.
prizeType	String (SpecificPrizeType)	Type of prize (monetary, FRB, PhysicalPrize).
specificName	String	(optional) Specific prize name.
specificAmount	Double	(optional) Specific prize amount.
betPerLine	Double	(optional) Only for prize type FRB.

Structure 'JackpotStructure'

Property	Type	Description
jackpotId	long	Id vof current jackpot.
name	String	Name of jackpot.
prize	Structure of type 'PrizeStructure'	Jackpot prize
jackpotType	String	Type of jackpot (PJP - Progressive JP, FJP - Fixed JP, CPJ - Community Progressive JP, CFJ - Community Fixed JP).

NOTE: In one game can be either Xtogos or Roll-ons as additional prizes, or nothing

Example of response

```
HTTP/1.1 200 OK
Content-Type: application/json;charset=UTF-8
Content-Length: 3644
```

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```
{"error":0,"description":"OK","activeRoomList":[{"roomId":1000,"bingoType":75,"roomName":"Room
1000","cardCost":[1.25],"gamePrize":
[{"amount":100,"prizeType":"monetary"}],"nextGameStart":0,"jackpots":
[{"jackpotId":100205,"name":"Jackpot","prize":
{"amount":25000,"prizeType":"monetary"},"jackpotType":"FJP"}],"playersBoughtCards":25,"playersInRoo
m":10,"jurisdiction":"99","inSession":false,"x2goPrizes":{"3":
{"amount":10,"prizeType":"monetary"}},"private":false},
{"roomId":1001,"bingoType":75,"roomName":"Room                1001","cardCost":[1.27],"gamePrize":
[{"prizeType":"FRB","specificName":"Release                                                    the
Kraken","specificAmount":333,"betPerLine":0.1}],"nextGameStart":0,"jackpots":
[{"jackpotId":100206,"name":"Jackpot","prize":{"prizeType":"FRB","specificName":"Release        the
Kraken","specificAmount":2500,"betPerLine":0.1},"jackpotType":"FJP"}],"playersBoughtCards":25,"play
ersInRoom":10,"jurisdiction":"99","inSession":false,"rollOnPrizes":{"1":
{"prizeType":"FRB","specificAmount":10}},"private":false},
{"roomId":1002,"bingoType":75,"roomName":"Room                1002","cardCost":[1.27],"gamePrize":
[{"amount":100,"prizeType":"monetary"}],"nextGameStart":0,"jackpots":
[{"jackpotId":100207,"name":"Jackpot","prize":
{"amount":15000,"prizeType":"PhysicalPrize","specificName":"CITROËN                              C3
AIRCROSS","specificAmount":1},"jackpotType":"FJP"}],"playersBoughtCards":25,"playersInRoom":10,"jur
isdiction":"99","inSession":false,"rollOnPrizes":{"1":
{"amount":10,"prizeType":"monetary"}},"private":false},
{"roomId":1003,"bingoType":75,"roomName":"Room                1003","cardCost":[1.27],"gamePrize":
[{"amount":100,"prizeType":"monetary"}],"nextGameStart":0,"jackpots":
[{"jackpotId":100208,"name":"JP1","prize":
{"amount":15000,"prizeType":"PhysicalPrize","specificName":"CITROËN                              C3
AIRCROSS","specificAmount":1},"jackpotType":"FJP"},{"jackpotId":100209,"name":"JP2","prize":
{"amount":25000,"prizeType":"monetary"},"jackpotType":"FJP"},
{"jackpotId":100210,"name":"JP3","prize":{"prizeType":"FRB","specificName":"Release             the
Kraken","specificAmount":2500,"betPerLine":0.1},"jackpotType":"FJP"}],"playersBoughtCards":25,"play
ersInRoom":10,"jurisdiction":"99","inSession":false,"rollOnPrizes":{"1":
{"amount":10,"prizeType":"monetary"}},"private":false}],"upcomingRoomList":[]}
```


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JackpotWinners

This method returns jackpot winners with all required information for specific date.

Request parameters

Property	Type	Description	Staus
secureLogin	String	Login to access the API	Required
dateFrom	Number	Start date of the request. UNIX time in ms	Required
dateTo	Number	End date of the request. UNIX time in ms	Required
language	String	Player's language	Optional

Example request

```
POST /BingoIntegration/BingoGameAPI/JackpotWinners HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 75b4923eef6667b9833dd2fa6f3fcaab
{"dateFrom":1544054400000,"dateTo":1544140800000,"language":"en","secureLogin":"vitalis"}
```

Response parameters

Property	Type	Description	Status
error	Number	Response status.	Required
description	String	Response status short description.	Required
jackpotWinners	array of type 'JackpotWinner'	The list of objects for transferring information about jackpot winners.	Required

Structure 'JackpotWinner'

Property	Type	Description	Status
playerID	string	Unique player identifier.	Required
nickname	string	Player's nickname.	Optional
amount	double	Jackpot won amount.	Required
dateTime	number	Date and time when jackpot is won. UNIX time in ms	Required
jackpotName	string	Name of the jackpot.	Required
roomID	number	ID of the room.	Required
bingoType	integer	Bingo game type (75,90,80,50,30)	Required
gameName	string	Name of the game when jackpot is won.	Required
roundID	number	ID of the round.	Required
currency	string	Player's currency ISO 4217	Required

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Example response


```
{
    "error": 0,
    "description": "OK",
    "jackpotWinners": [
        {
            "playerID": "169d886556e2",
            "nickname": "some_nickname",
            "amount": 11.7,
            "dateTime": 1556286943000,
            "jackpotName": "progressive",
            "roomID": 1582,
            "bingoType": 75,
            "gameName": "progressive jp game",
            "bingoRoundID": 75741724,
            "currency": "USD"
        },
        {
            "playerID": "169d886556e2",
            "nickname": "some_nickname",
            "amount": 117,
            "dateTime": 1556284044000,
            "jackpotName": "static",
            "roomID": 1582,
            "bingoType": 75,
            "gameName": "static jp game",
            "bingoRoundID": 75741428,
            "currency": "USD"
        }
    ]
}
```


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ChangeNickname

This method is responsible for changing of player's nickname.

Request parameters

Property	Type	Description	Status
secureLogin	string	Login to access the API	Required
playerID	string	Unique player identifier.	Required
nickname	string	New nickname of the player.	Required

Example request

```
POST /BingoIntegration/BingoGameAPI/ChangeNickname HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 06e0c41632d208c5b5b8fc3487279b99

{"playerID": "playerID","nickname": "NewNickname","secureLogin": "secureLogin"}
```

Response parameters

Property	Type	Description	Status
Error	number	Response status.	Required
description	string	Response status short description.	Required

Example response

```
{
        "error": 0,
        "description": "OK"
}
```

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Bingo Player History

This method returns list of rounds that were played by player in specified period of time. It is available in BingoGameAPI.

Request parameters

Property	Type	Description	Status
secureLogin	string	Login to access the API	Required
playerID	string	Unique player identifier	Required
startDate	number	Starting date of request period. UNIX time in ms	Required
endDate	number	End date for request period. UNIX time in ms	Required
Language	string	Player's language	Required
roundID	Number	Round ID for player transaction from common API.	Optional
bingoRoundID	Number	Unique identifier of played bingo round from Provider side.	Optional
fromIndex	number	Starting index for result order in response	Required
pageOffset	integer	Number of result on page (limit 50 items)	Required

NOTE: In this request can be sent one of 2 parameters: roundID or bingoRoundID or without in case search for time-frame

Example request:

```
POST /BingoIntegration/BingoGameAPI/BingoPlayerHistory HTTP/1.1
Host: api-bingo.prerelease-env.biz
x-hash: 146ad89345eca759410c31ab3d72458b
Content-Type: application/json

{"secureLogin":"securelogin","playerID":"16243a2ec4218f2","startDate":1543660263791,"endDate":15446
10663791,"language":"es","roundID":20006700607,"fromIndex":0,"pageOffset":50}
```

Response values

Property	Type	Description	Status
error	string	Number of errors.	Required
description	string	Description of error	Required
bingoRounds	array of type 'Rounds'	List of rounds.	Required
count	long	Number of founded results	Optional

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Structure 'Rounds'

Property	Type	Description	Status
bingoRoundID	long	Unique identifier of played bingo round from Provider side.	Required
roomName	string	Name of room where the round was played	Required
roundDate	number	Date and time of round start. UNIX time in ms	Required
price	double	Sum of money which was spent by player	Required
cardsNumber	integer	Sum of cards which were bought for round	Required
givenCardsNumber	Integer	The number of cards given to player in addition (relevant for Buy X get Y games).	Required
freeCardsNumber	integer	The number of cards, which are played by player as free cards from FSB.	Required
prize	double	Sum of money which player won	Required

Example response:


```
{
    "error": 0,
    "description": "OK",
    "bingoRounds": [
        {
            "bingoRoundID": "71635203",
            "roomName": "vcb wwg sky1 75 vcb es",
            "roundDate": 1544087429000,
            "price": 10,
            "cardsNumber": 10,
            "givenCardsNumber": 10,
            "freeCardsNumber": 10,
            "prize": 506.01
        }
    ],
    "count": 1
}
```


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Bingo Round History

This method returns information about bought / given cards for specified bingo game as well as information about played bingo games. It can be also used for receiving information about number of cards in a game.

Request parameters

Property	Type	Description	Status
secureLogin	string	Login to access the API	Required
roundID	number	Round ID for player transaction from wallet API.	Required
bingoRoundID	number	Unique identifier of played bingo round from Provider side.	Required
language	string	Player's language.	Optional

NOTE: In this request should be sent at least one of 2 parameters: roundID or bingoRoundID

Example request:

```
POST /BingoIntegration/BingoGameAPI/BingoRoundHistory HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 448f27e631b836c4549b49d492fb3423

{"roundID": 1000, "language": "en",   "secureLogin": "securelogin"}
```

Response parameters

Property	Type	Description	Status
gameName	string	Name of the game.	Optional
gameID	Number	ID of the game. (Bingo game ID)	Required
roomID	Number	ID of the room.	Required
bingoType	integer	Bingo game type (75 or 90)	Required
bingoRoundID	number	Unique identifier of played bingo round from Provider side.	Required
bingoCalls	string	Called numbers divided by whitespaces up to winning call.	Optional
bingoWinners	array of BingoWinners	The list of objects with information about pattern and winners per game part. For usual game this list contain single object.	Required
boughtCards	array of type 'BoughtCards'	The list of objects with information about players and cards number, bought for specific round.	Required
error	number	Response status.	Required
description	string	Response status short description.	

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Structure 'BingoWinner'

Property	Type	Description	Status
partNumber	integer	Number of part for which winners are returned.	Required
pattern	string	Name of the pattern for current part.	Required
winningCallNumber	integer	Number of call when prize was won.	Required
winnerDetails	array of 'BingoWinnerDetails'		Required

Structure BingoWinnerDetails'

Property	Type	Description	Status
playerID	string	Unique player identifier on operator's side	Required
currency	string	Currency of player	Required
prizeAmount	double	Prize amount won	Required
jpAmount	double	Jackpot amount won	Required
cardID	number	ID of the winning card	Required
nickname	String	Player nickname.	Required

Structure 'BoughtCards'

Property	Type	Description	Status
playerID	string	Unique player identifier.	Required
boughtCardsNumber	integer	The number of cards bought for specific round by player. For free games it is number of cards, given automatically to player during purchase period. For fixed-price game it will be number of cards in a pack.	Required
givenCardsNumber	integer	The number of cards given to player in addition (relevant for Buy X get Y games).	Required
freeCardsNumber	Integer	The number of cards, which are played by player as free cards from FSB.	Required
cardCost	double	Cards cost for specific bingo round. For fixed-price game it will be cost of one card from pack.	Required
currency	string	Currency of the player (ISO 4217). Examples: EUR' or USD'.	Optional

Example response:


```
{"error":0,"description":"OK","gameName":"vcb wwg sky1 game grid it" ,"bingoType":75,
"bingoRoundID":71635203,"gameID":5800,"roomID":1202,"bingoCalls":"22,68,55,9,73,60,71,25,65,32,39,12,38,
13,28,21,56,61,41,11","bingoWinners":[{"partNumber":1,"pattern":"Crazy Any 3 Corners","winningCallNum-
ber":20,"winnerDetails":
[{"playerID":"16243a2ec4218f2","nickname":"sk_en_65","currency":"USD","prizeAmount":1.67,"jpAmount":167,
"cardID":79000},
{"playerID":"16243a2ec4218f2","nickname":"sk_en_65","currency":"USD","prizeAmount":1.67,"jpAmount":167,"
cardID":79006},
{"playerID":"16243a2ec4218f2","nickname":"sk_en_65","currency":"USD","prizeAmount":1.67,"jpAmount":167,"
cardID":79005}]}],"boughtCards":[{"playerID":"16243a2ec4218f2","boughtCardsNumber":10,"givenCardsNum-
ber":10,"freeCardsNumber":10,"cardCost":1,"currency":"USD"}]}
```


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Error Codes

Tables below contain the error codes that should be returned by PROVIDER in the response.

Shared exceptions:

Code	Description
0	"OK"
100	Internal Service Error
5	Incorrect secureLogin or/and securePassword
7	Required field is empty: '{0}' is required
8	Field {0} is wrong. {0} will contain a field causing an error.
9	Player with transferred nickname already exists
10	Player is not found
11	Currency code '{0}' is incorrect or unsupported

Bingo exceptions:

Code	Description
101	You cannot order cards more than max available number
102	Pre-order of cards is not allowed at this point of time for the selected game
103	This game is not available anymore. Please order cards to another game
105	The requested data is not found
106	The cards were not found according to the criteria
107	incorrect number of cards
1	Insufficient balance
109	Wallet transaction failed
110	Max number of cards are already bought for this round

Bonus service exceptions:

Code	Description
202	Request problem. Empty mandatory field '%s'. '%s' will contain a field causing an error
203	Room(s) are not supported: %s. '%s' will contain ID of a room / rooms causing an error
204	Game(s) do not support FR bonus: %s. '%s' will contain ID of a game / games causing an error

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205	May be raised when Creating a Bonus. Bonus code already exists
206	May be raised when Cancelling a Bonus. Bonus is not found or already released
207	May be raised when Cancelling a Bonus. Bonus is already canceled
208	May be raised when Cancelling a Bonus. FS bonus is started to play
211	May be raised when Creating a Bonus. Expiration date limit has been exceeded
212	May be raised when Creating a Bonus. Expiration date can't be in the past
214	May be raised when Creating a Bonus. Same bonus already exists (player, rooms, expire_date etc)
215	Request problem. Type mismatch for value '%s'. '%s' will contain a value causing an error
216	Request problem. Wrong json data: '%s'. '%s' will contain a data causing an error
217	Deprecated. Validity date must be after expiration date
219	Deprecated. Room `%s` does not support %s bonus. '%s' will contain room ID and bonus ID causing an error
220	Deprecated. May be raised when Creating a Bonus. Bonus does not support selected room
221	Invalid bonus type
222	Invalid min price
223	Invalid max price
224	Minimum price should be less or equal to maximum price

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17.4 Free tickets API

ActiveGameConfigs

This method returns a list of used game configurations in each Bingo room.

Request parameters

Property	Type	Description	Status
secureLogin	string	Login to access the API	Required
currency	string	Currency symbol (ISO 4217)	Optional
roomID	Number	Bingo room identifier.	Optional

Example of request

```
POST /BingoIntegration/FreeTicketsAPI/ActiveGameConfigs HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 75b4923eef6667b9833dd2fa6f3fcaab
```

```
{
  "currency": "USD"
, "roomID": 1582
, "secureLogin": "7casino"
}
```

Response parameters

Property	Type	Description
error	number	Response status.
description	string	Response status - short description.
rooms	array of type 'Rooms'	List of Bingo rooms with details

Structure 'Rooms'

Property	Type	Description
roomName	String	Bingo room name
roomID	Number	Bingo room identifier.
standardFT	Boolean	True or false. True - if standard free tickets can be used to play in this room
monetaryFT	Boolean	True or false. True - if monetary free tickets can be used to play in this room
gameConfigs	array of type ' gameConfigs '	List of game configurations for bingo rounds

Structure 'gameConfigs'

Property	Type	Description
gameConfigID	String	Unique game configuration ID within the Pragmatic play.
gameName	String	Name of Bingo game.
cost	Number	Cost for a ticket or cost for a pack (depending on the settings)
type	String	Defines purchase of tickets type (by one or by fixed pack)

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prize	Number	Initial game prize pot for all parts in platform currency
x2goPrizes	Array of the type 'x2goPrizes'	Arrays of Xtogo prizes
jackpot	Boolean	True or false. True If the jackpot is included in this game
rollOnPrizes	Array of the type 'rollOnPrizes'	Array of Roll on prizes
prizeType	string	FRB – for FRB prizes, this value present only when special prizes
betPerLine	Number	Value of money for one line in casino games for player currency. This value present only when FRB prizes

Structure 'rollOnPrizes''

Property	Type	Description
rollOn	Number	Level of Roll on prize
prize	Number	Pot for each Roll on prize

Structure 'x2goPrizes''

Property	Type	Description
x2go	Number	Level of XtoGO prize
prize	Number	Pot for each Xtogo prize

NOTE: If currency is not sent in request, in response there will be platform currency

Example of response


```
{"error":"0","description":"OK","rooms":[{"gameConfigs":[{"gameConfigID":"1522-6505","gameName":"uk fixed 75","cost":12.58,"type":"One ticket","prize":125.8,"x2goPrizes":[],"jackpot":false},{"gameConfigID":"1522-6563","gameName":"free_game_uk","cost":0.0,"type":"One ticket","prize":30.0,"x2goPrizes":[],"jackpot":false},{"gameConfigID":"1522-6623","gameName":"very low prize","cost":1.25,"type":"One ticket","prize":0.0,"x2goPrizes":[],"jackpot":true},{"gameConfigID":"1522-6624","gameName":"very low","cost":0.13,"type":"One ticket","prize":0.0,"x2goPrizes":[{"x2go":1,"prize":12.5}],"jackpot":true},{"gameConfigID":"1522-6513","gameName":"uk mixed","cost":12.58,"type":"One ticket","prize":2516.0,"x2goPrizes":[],"jackpot":false}],"roomName":"UK","roomID":1522,"standardFT":true,"monetaryFT":false}]}
```


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CreateFreeTickets

The following method provides the possibility to award players with free tickets.

Request parameters

Property	Type	Description	Status
secureLogin	string	Login to access the API	Required
playerID	string	Id of the player within the operator's system	Required
freeTicketsType	string	Defines the type of free tickets ● "STANDARD" (Free tickets that don't have cost and don't participate in prize contribution) ● "MONETARY" (Free tickets that don't have influence on player's balance but contribute and consider as normal ticket for reports) ● "FLEXIBLE" (Free tickets can have standard or monetary type, depending on configuration of Bingo Room where they are used by player)	Required
roomIDList	Array	List of symbolic unique rooms identifiers in scheduler	Required Required (Optional for FLEXIBLE freeTicketsType)
freeTickets	Number	Number of free tickets awarded.	Required
minCostTicket	Number	Min ticket price in the game where Free tickets can be used (in platform currency)	Optional
maxCostTicket	Number	Max ticket price in the game where Free tickets can be used (in platform currency)	Optional
bonusCode	string	Unique bonus identifier within the Casino Operator system.	Required
expirationDate	Number	Date and time of Free Spins expiration. (timestamp in milliseconds)	Optional

Example of request

```
POST /BingoIntegration/FreeTicketsAPI/CreateFreeTickets/ HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 75b4923eef6667b9833dd2fa6f3fcaab

{"secureLogin":"7casino","playerID":"165f69774e61b","freeTicketsType":"STANDARD","roomIDList":
[1682,1282],"freeTickets":10,"minCostTicket":0.0,"maxCostTicket":100.0,"bonusCode":"BC1587849079708
","expirationDate":1587849079708}
```

Response parameters

Property	Type	Description
error	number	Response status.
description	string	Response status - short description
providerPlayerID	number	Player identifier within the Pragmatic Play system.

Example of response

```
{"error":0,"description":"OK","providerPlayerID":453816}
```

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CancelFreeTickets

This method provides the possibility to cancel free tickets.

Request parameters

Property	Type	Description	Status
secureLogin	String	Login to access the API	Required
bonusCode	String	Unique bonus id within the Casino Operator system.	Required

Example of request

```
POST /BingoIntegration/FreeTicketsAPI/CancelFreeTickets/ HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 75b4923eef6667b9833dd2fa6f3fcaab

{"secureLogin":"7casino","bonusCode":"BC1587849079708"}
```

Response parameters

Property	Type	Description
error	number	Response status.
description	string	Response status - short description
status	string	Possible values - Canceled
bonusCode	string	Unique bonus id within the Casino Operator system.

Example of response

```
{"error":0,"description":"OK","status":"Canceled","bonusCode":"BC1587849079708"}
```

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ActiveFreeTickets

This method returns free ticket info per player.

Request parameters

Property	Type	Description	Status
secureLogin	String	Login to access the API	Required
roomID	Number	Bingo room identifier.	Optional
playerID	String	Unique player identifier.	Required

Example of request

```
POST /BingoIntegration/FreeTicketsAPI/ActiveFreeTickets/ HTTP/1.1
Host: api-bingo.prerelease-env.biz
Content-Type: application/json
x-hash: 75b4923eef6667b9833dd2fa6f3fcaab

{"secureLogin":"7casino","playerID":"165f69774e61b","roomID":1111}
```

Response parameters

Property	Type	Description
error	number	Response status.
description	string	Response status - short description
bonuses	Array of the `Bonuses`	List of Free tickets owned by the player along with their statuses

Structure 'Bonuses'

Property	Type	Description
bonusCode	String	Unique bonus id within the Casino Operator system.
roomIDList	String	Room identifiers within Pragmatic play. Represent all rooms which are connected to this bonus code
status	String	Next types possible: ● Active (not all Free tickets are wagered) ● Pending (bonus is waiting to be claimed by player)
freeTicketsType	String	Types: ● "STANDARD" (Free tickets that don't have cost and don't participate in prize contribution) ● "MONETARY" (Free tickets that don't have influence on player's balance but contribute and consider as normal ticket for reports)
expirationDate	Number	Date when free tickets become unavailable. Timestamp in milliseconds
activeFreeTickets	Number	Available Free tickets that can be used by the player

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playedFreeTickets	Number	Free tickets that were used by the player
awardingDate	Number	Date when bonus was created in PP system. Timestamp in milliseconds
minCostTicket	Number	Min ticket price in the game where Free ticket can be used (in platform currency)
maxCostTicket	Number	Max ticket price in the game where Free ticket can be used (in platform currency)

Example of response


```
{"error":0,"description":"OK","bonuses":
[{"roomIDList":"1262","bonusCode":"BC23","expirationDate":1587640451179,"freeTicketsType":"STANDARD","st
atus":"P","activeFreeTickets":5,"playedFreeTickets":0,"awardingDate":1586765653150,"minCostTicket":0.0,"
maxCostTicket":2.0},
{"roomIDList":"1576","bonusCode":"BC1587629820144","expirationDate":1587640620144,"freeTicketsType":"MON
ETARY","status":"P","activeFreeTickets":5,"playedFreeTickets":0,"awardingDate":1586765822146,"minCostTic
ket":0.0,"maxCostTicket":2.0}]}
```


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XVIII. Live Casino Integration

> To connect player's wallet at operator side, methods and specification which are described in section III Seamless Wallet API of current document should be used.

18.1 Live Casino Dynamic Games Access

DGA Overview

DGA stands for Dynamic Games Access.

DGA is a data transfer system that will provide our operators with game table data to populate thumbnails on their website. Functionality will use HTML Websockets protocol to transfer the data to the operator's website in real time. Data will be consumed in JSON format.

WebSocket data feed

Pragmaticplay will provide the operator with a JavaScript API (.js file) to handle the HTML Websocket protocol. Using this API an operator will be able to make a successful subscribe to the websockets and also have functions available to listen and consume the incoming data. Doing this will allow an operator a very easy way of managing the data on their website.

Data feeds

The type of information that will be delivered to an operator through the DGA system will be the following:

- Table Name, language specific table info & image.
- Table Limits
- Table Open/Closed
- NewTable(true/false) (if new table is createdand in less than 30 days, will be passed newTable:true , otherwise - newTable:false)
- Dealer Name
- Roulette
    - Last 20 results
    - Updated after each game round
    - Number of players in the game
- Baccarat
    - Shuffle notifications
    - Last 21 results
    - Updated after every game
    - baccaratShoeSummary - Provides the total number of completed games, along with a breakdown of results: number of Player wins, Banker wins, Tie outcomes, as well as the count of Player Pair and Banker Pair occurrences
- Blackjack
    - Seats taken/seats open
- One Blackjack
    - Number of players in the game
- Game Shows
    - Last 20 results
        - Slots of multipliers (if applicable)
    - Number of players in the game
- Mega Sic Bac

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  - Last 21 results
  - Number of players in the game
- Football Blitz Top Card
  - Last 21 results
  - Number of players in the game
- Sic Bo
  - Last 20 results with each die value and their total sum
  - Number of players in the game
- Dragon Tiger
  - Last 21 results
  - Statistics
  - Shuffle notifications
  - Number of players in the game
- Andar Bahar
  - Last 21 Results
  - Number of players in the game

JavascriptAPI

Using PP's javascript API the operator will be able to handle the DGA data much easier. Depending on the chosen push or pull functionality, the .js file will include functions to subscribe, listen and consume data. The API will include the source code file(.js) and also how to use the functions provided
Latest js file can be found on:

https://dga.pragmaticplaylive.net/dgaAPI.js

Example of the functions contained inside the API

To start consuming the game information from Pragmatic Play's tables you will need to follow a few steps:

Step1

dga.connect('server')

Server could be set to live or staging URL. Pragmatic Play will provide this.
1 server connection.

dga.available('casinoID')

Request will return all tables available for selected casino. Pragmatic Play will provide the relevant casinoID once integration of DGA starts.

dga.subscribe('casinoID', 'tableID', 'currency');

Multiple subscribe methods. 1 subscribe method for each table you would like to get info from.
Connect to a table to receive table information. tableIDs will be provided.
Currency is optional. When empty EUR values will be sent. Please consult Pragmatic Play for supported currencies.

dga.onConnect()

When dga.connect('server') has successfully connected to DGA server, then the dga.onConnect() method can be invoked. This can then be used to contain all the subscribe methods.

Step 2

dga.onMessage(data)

To consume data. Data will be contained as an object for ease of use. Override this method to start using the response information.
Please see Data format & object example on the next page. Every time the table info updates a new object will be send with the updated information to be consumed

Step 3

dga.disconnect()

disconnecting from service.
*when player leaves page a socket will normally auto disconnect as well.

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Data Format

Data will be send to the operator using JSON format. As part of the API provided JSON format will be consumed as an object (image on the right) for ease of use.

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Andar Bahar


```
{
"closeTime": "1698285600000",
"currency": "EUR",
"dealer": {
"name": "No dealer"
},
"gameResult": [
{
"cardValue": "4",
"gameId": "3795108300",
"jokerScore": 4,
"result": 1,
"time": "Oct 25, 2023 7:27:48 AM",
"winner": "ANDAR"
},
{
"cardValue": "10",
"gameId": "3795106400",
"jokerScore": 10,
"result": 2,
"time": "Oct 25, 2023 7:27:48 AM",
"winner": "BAHAR"
},
],
"languageSpecificTableInfo": "",
"newTable": false,
"openTime": "1698228000000",
"tableId": "1024",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/jzbzy021lg8xy9i2/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 500,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Andar Bahar",
"tableOpen": false,
"tableSubtype": "singletimer",
"tableType": "ANDARBAHAR",
"totalSeatedPlayers": 0
}
```


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Baccarat, Speed Baccarat, Mega Baccarat


```
{
"baccaratShoeSummary": {
"bankerPairCounter": "8",
"bankerWinCounter": "33",
"playerPairCounter": "5",
"playerWinCounter": "24",
"tieCounter": "7",
"totalGames": "64"
},
"currency": "EUR",
"dealer": {
"name": "Magdalene"
},
"gameLoaderKey": "baccaratgame",
"gameResult": [
{
"banker": 1,
"gameId": "4031588204",
"player": 8,
"time": "Oct 25, 2023 10:08:24 AM",
"winner": "PLAYER_WIN"
},
{
"banker": 4,
"gameId": "4031591004",
"player": 2,
"time": "Oct 25, 2023 10:08:47 AM",
"winner": "BANKER_WIN"
},
{
"banker": 1,
"gameId": "4031600104",
"player": 1,
"time": "Oct 25, 2023 10:09:58 AM",
"winner": "TIE"
}
],
"goodRoadsDepthMap": {
"bankerPingPongDepth": 5,
"bankerSandwichDepth": 0,
"bankerStreakDepth": 0,
"oneTwoBankerDepth": 0,
"oneTwoPlayerDepth": 0,
"playerPingPongDepth": 0,
"playerSandwichDepth": 0,
"playerStreakDepth": 0,
"separatedBankerDepth": 0,
"separatedPlayerDepth": 0,
"switchBankerDepth": 0,
"switchPlayerDepth": 0
},
"goodRoadsMap": {
"bankerPingPong": true,
"bankerSandwich": false,
```


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```
"bankerStreak": false,
"oneTwoBanker": false,
"oneTwoPlayer": false,
"playerPingPong": false,
"playerSandwich": false,
"playerStreak": false,
"separatedBanker": false,
"separatedPlayer": false,
"switchBanker": false,
"switchPlayer": false
},
"grTableCount": 4,
"languageSpecificTableInfo": "",
"newTable": false,
"shuffle": false,
"statistics": "[[\"BB1\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PN0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PN0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PN0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"BB0\",\"BN0\",\"---\",\"---\",\"---\"],[\"PN0\",\"PP2\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"BN0\",\"BN0\",\"BN1\",\"BN0\",\"BN0\"],[\"PN0\",\"PB1\",\"---\",\"---\",
\"---\",\"BN0\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PN0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN1\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PB0\",\"PN0\",\"PB0\",\"---\",
\"---\",\"---\"],[\"BN0\",\"BN0\",\"---\",\"---\",\"---\",\"---\"],[\"PN0\",\"PN0\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"BN0\",\"BP0\",\"BN0\",\"---\",\"---\"],[\"PN0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PB0\",\"PP0\",\"---\",\"---\",
\"---\",\"---\"],[\"BB0\",\"BN0\",\"BN1\",\"BN0\",\"---\",\"---\"],[\"PN0\",\"PN0\",\"PN0\",\"PN0\",
\"---\",\"---\"],[\"BN0\",\"BN0\",\"BN0\",\"BP0\",\"---\",\"---\"],[\"PB0\",\"PN0\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PN0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"PP0\",\"---\",\"---\",\"---\",
\"---\",\"---\"],[\"BN0\",\"---\",\"---\",\"---\",\"---\",\"---\"]]",
"tableId": "402",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/pwnhicogrzeodk79/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 1200,
"minBet": 0.2,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Speed Baccarat 1",
"tableOpen": true,
"tableSubtype": "speedbaccarat",
"tableType": "BACCARAT",
"totalSeatedPlayers": 404
}
```


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Blackjack


```
{
"availableSeats": 3,
"betbehind": true,
"currency": "EUR",
"currentUserId": "",
"dealer": {
"name": "Kurtis"
},
"languageSpecificTableInfo": "",
"multiseat": true,
"multiseatLimit": 2,
"newTable": false,
"playerCount": 2,
"seat1": true,
"seat2": false,
"seat3": true,
"seat4": true,
"seat5": false,
"seat6": false,
"seat7": true,
"sidebets": true,
"tableId": "301",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/sm9wsky7hh3ynx98/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 2500.0,
"maxPlayers": 500,
"minBet": 10.0,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Blackjack 11",
"tableOpen": true,
"tableSubtype": "bj2",
"tableType": "BLACKJACK",
"tableVariant": "bj2",
"totalSeatedPlayers": 4
}
```


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Speed Blackjack


```
{
"availableSeats": 7,
"betbehind": true,
"currency": "EUR",
"currentUserId": "",
"dealer": {
"name": "Cip"
},
"languageSpecificTableInfo": "",
"multiseat": false,
"multiseatLimit": 1,
"newTable": false,
"playerCount": 0,
"seat1": false,
"seat2": false,
"seat3": false,
"seat4": false,
"seat5": false,
"seat6": false,
"seat7": false,
"sidebets": true,
"tableId": "569",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/sbjsbim6hsbj2424/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 500,
"minBet": 50.0,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "SPEED BLACKJACK 4 RUBY",
"tableOpen": true,
"tableSubtype": "speedblackjack",
"tableType": "BLACKJACK",
"totalSeatedPlayers": 0
}
```


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One Blackjack


```
{
"currency": "EUR",
"dealer": {
"name": "Cas"
},
"languageSpecificTableInfo": "",
"newTable": false,
"tableId": "901",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/wmlbmkp87fxb9lzz/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 600,
"minBet": 1.0,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "ONE Blackjack",
"tableOpen": true,
"tableSubtype": "OneBJ",
"tableType": "ONEBJ",
"tableVariant": "bj2",
"totalSeatedPlayers": 99
}
```


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Boom City


```
{
"currency": "EUR",
"dealer": {
"name": "Cédric"
},
"gameResult": [
{
"gameId": "3063322612",
"mr": 2.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 2.0,
"pr": 1.0,
"rc": 1,
"result": "2x",
"time": "Oct 25, 2023 9:45:20 AM"
},
{
"gameId": "3063322512",
"mr": 1.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 1.0,
"pr": 1.0,
"rc": 1,
"result": "BLANK",
"time": "Oct 25, 2023 9:44:52 AM"
},
{
"gameId": "3063322012",
"mr": 1.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 1.0,
"pr": 1.0,
"rc": 1,
"result": "1x",
"time": "Oct 25, 2023 9:43:27 AM"
},
{
"gameId": "3063321812",
"mr": 1.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 1.0,
"pr": 1.0,
"rc": 3,
"result": "BG2",
"time": "Oct 25, 2023 9:42:59 AM"
},
```


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```
{
"gameId": "3063321512",
"mr": 1.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 1.0,
"pr": 1.0,
"rc": 4,
"result": "BG3",
"time": "Oct 25, 2023 9:41:01 AM"
},
{
"gameId": "3063321312",
"mr": 5.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 5.0,
"pr": 1.0,
"rc": 1,
"result": "5x",
"time": "Oct 25, 2023 9:39:30 AM"
},
{
"gameId": "3063321012",
"mr": 6.0,
"pe": true,
"powerUp": true,
"powerUpList": [
"3.0"
],
"powerUpTotal": 6.0,
"pr": 3.0,
"rc": 1,
"result": "2x",
"time": "Oct 25, 2023 9:38:33 AM"
},
{
"gameId": "3063320312",
"mr": 1.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 1.0,
"pr": 1.0,
"rc": 2,
"result": "BG1",
"time": "Oct 25, 2023 9:37:17 AM"
},
{
"gameId": "3063319312",
"mr": 40.0,
"pe": true,
"powerUp": true,
"powerUpList": [
```


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```
"40.0"
],
"powerUpTotal": 40.0,
"pr": 40.0,
"rc": 1,
"result": "1x",
"time": "Oct 25, 2023 9:31:25 AM"
},
{
"gameId": "3063319112",
"mr": 2.0,
"pe": false,
"powerUp": false,
"powerUpList": [],
"powerUpTotal": 2.0,
"pr": 1.0,
"rc": 1,
"result": "2x",
"time": "Oct 25, 2023 9:30:36 AM"
}
],
"languageSpecificTableInfo": "",
"newTable": false,
"tableId": "1401",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/boomorbustccny01/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 3000.0,
"maxPlayers": 3000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "BOOM CITY",
"tableOpen": true,
"tableSubtype": "BoomOrBust",
"tableType": "BOOMORBUST",
"totalSeatedPlayers": 295
}
```


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Dragon Tiger


```
{
"currency": "EUR",
"dealer": {
"name": "Lilly-Rose"
},
"dragonTigerShoeSummary": {
"dragonWinCounter": "17",
"tieCounter": "3",
"tigerWinCounter": "21",
"totalGames": "41"
},
"gameResult": [
{
"gameId": "3325819603",
"gameResult": 7,
"tableId": "ge49e4os88bp4bi5",
"time": "Oct 25, 2023 9:10:04 AM",
"winner": "DRAGON"
},
{
"gameId": "3325821003",
"gameResult": 12,
"tableId": "ge49e4os88bp4bi5",
"time": "Oct 25, 2023 9:11:39 AM",
"winner": "TIGER"
},
{
"gameId": "3325825303",
"gameResult": 9,
"tableId": "ge49e4os88bp4bi5",
"time": "Oct 25, 2023 9:16:48 AM",
"winner": "TIE"
},

...
],
"languageSpecificTableInfo": "",
"newTable": false,
"shuffle": false,
"statistics": "[[\"G0\",\"G0\",\"---\",\"---\",\"---\",\"---\"],[\"D0\",\"D0\",\"---\",\"---\",\"---
\",\"---\"],[\"G0\",\"G0\",\"---\",\"---\",\"---\",\"---\"],[\"D1\",\"---\",\"---\",\"---\",\"---\",
\"---\"],[\"G0\",\"G0\",\"G0\",\"---\",\"---\",\"---\"],[\"D0\",\"D0\",\"D0\",\"D0\",\"---\",\"---
\"],[\"G0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"D0\",\"---\",\"---\",\"---\",\"---\",\"---
\"],[\"G0\",\"---\",\"---\",\"---\",\"---\",\"---\"],[\"D1\",\"D0\",\"D0\",\"D0\",\"D0\",\"---\"],
[\"G0\",\"G0\",\"---\",\"---\",\"---\",\"---\"],[\"D0\",\"D0\",\"---\",\"---\",\"---\",\"---\"],
[\"G0\",\"G0\",\"G0\",\"G0\",\"---\",\"---\"],[\"D0\",\"---\",\"---\",\"---\",\"---\",\"---\"],
[\"G0\",\"G0\",\"G0\",\"---\",\"---\",\"---\"],[\"D1\",\"---\",\"---\",\"---\",\"---\",\"---\"],
[\"G0\",\"G0\",\"G0\",\"---\",\"---\",\"---\"]]",
"tableId": "1001",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/ge49e4os88bp4bi5/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
```


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```
"maxPlayers": 5000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Dragon Tiger",
"tableOpen": true,
"tableType": "DRAGONTIGER",
"totalSeatedPlayers": 208
}
```


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Roulette, Speed Roulette, Auto Roulette


```
{
"currency": "EUR",
"dealer": {
"name": "Clay"
},
"languageSpecificTableInfo": "",
"last20Results": [
{
"color": "red",
"gameId": "4119005305",
"powerUpList": [],
"powerUpMultipliers": [],
"result": 23,
"time": "Oct 25, 2023 9:57:30 AM"
},
{
"color": "black",
"gameId": "4119001705",
"powerUpList": [],
"powerUpMultipliers": [],
"result": 20,
"time": "Oct 25, 2023 9:56:07 AM"
},
],
"newTable": false,
"tableId": "201",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/5kvxlw4c1qm3xcyn/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 2000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Roulette Green",
"tableOpen": true,
"tableSubtype": "pp_dev_test_roulette",
"tableType": "ROULETTE",
"totalSeatedPlayers": 116
}
```


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PowerUp Roulette


```
{
"currency": "EUR",
"dealer": {
"name": "Keanu"
},
"languageSpecificTableInfo": "",
"last20Results": [
{
"color": "red",
"gameId": "3063327712",
"powerUpList": [
"33 Black"
],
"powerUpMultipliers": [
25.0
],
"result": 18,
"resultMultiplier": 75.0,
"time": "Oct 25, 2023 10:02:07 AM"
},
{
"color": "black",
"gameId": "3063327512",
"powerUpList": [],
"powerUpMultipliers": [],
"result": 28,
"resultMultiplier": 25.0,
"time": "Oct 25, 2023 10:00:53 AM"
},
{
"color": "red",
"gameId": "3063324012",
"powerUpList": [
"30 Red",
"32 Red"
],
"powerUpMultipliers": [
25.0,
25.0
],
"result": 27,
"resultMultiplier": 175.0,
"time": "Oct 25, 2023 9:50:45 AM"
},
],
"newTable": false,
"tableId": "240",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/powruprw1qm3xc25/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 2000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
```


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```
},
"tableName": "PowerUp Roulette",
"tableOpen": true,
"tableSubtype": "poweruproulette",
"tableType": "ROULETTE",
"totalSeatedPlayers": 388
}
```


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Lucky 6 Roulette


```
{
"currency": "EUR",
"dealer": {
"name": "Emeline"
},
"languageSpecificTableInfo": "",
"last20Results": [
{
"color": "black",
"gameId": "3606329917",
"result": 33,
"slots": {
"4": 50,
"7": 50,
"15": 50,
"16": 1188,
"23": 50,
"34": 188
},
"time": "Oct 25, 2023 10:06:39 AM"
},
{
"color": "black",
"gameId": "3606329417",
"result": 33,
"slots": {
"0": 50,
"16": 50,
"29": 88,
"32": 50,
"34": 50,
"36": 50
},
"time": "Oct 25, 2023 10:02:46 AM"
},
{
"color": "red",
"gameId": "3606329317",
"multiplier": 50,
"result": 14,
"slots": {
"10": 50,
"14": 50,
"20": 50,
"24": 88,
"25": 88,
"31": 88
},
"time": "Oct 25, 2023 10:01:57 AM"
},
{
"color": "red",
"gameId": "3606328217",
"multiplier": 50,
```


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```
"result": 27,
"slots": {
"3": 50,
"12": 50,
"18": 50,
"21": 50,
"27": 50,
"31": 50
},
"time": "Oct 25, 2023 9:53:20 AM"
}
],
"newTable": false,
"tableId": "211",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/lucky6roulettea3/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 4500,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Lucky 6 Roulette",
"tableOpen": true,
"tableSubtype": "megaroulette",
"tableType": "ROULETTE",
"tableVariant": "lucky6roulette",
"totalSeatedPlayers": 107
}
```


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Mega Roulette, Auto Mega Roulette


```
{
"currency": "EUR",
"dealer": {
"name": "Arlington"
},
"languageSpecificTableInfo": "",
"last20Results": [
{
"color": "black",
"gameId": "3712013702",
"powerUpList": [],
"powerUpMultipliers": [],
"result": 13,
"slots": {
"10": 200,
"11": 150,
"33": 50
},
"time": "Oct 25, 2023 9:58:39 AM"
},
{
"color": "red",
"gameId": "3712012402",
"multiplier": 50,
"powerUpList": [],
"powerUpMultipliers": [],
"result": 19,
"slots": {
"2": 100,
"19": 50,
"28": 100
},
"time": "Oct 25, 2023 9:56:57 AM"
},
{
"color": "red",
"gameId": "3712007902",
"powerUpList": [],
"powerUpMultipliers": [],
"result": 30,
"slots": {
"3": 200,
"10": 50,
"32": 50,
"34": 100,
"36": 50
},
"time": "Oct 25, 2023 9:51:09 AM"
},
{
"color": "black",
"gameId": "3712007202",
"multiplier": 150,
"powerUpList": [],
```


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```
"powerUpMultipliers": [],
"result": 2,
"slots": {
"2": 150,
"34": 150,
"36": 100
},
"time": "Oct 25, 2023 9:50:18 AM"
},
],
"newTable": false,
"tableId": "204",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/1hl65ce1lxuqdrkr/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 4500,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Mega Roulette",
"tableOpen": true,
"tableSubtype": "megaroulette",
"tableType": "ROULETTE",
"totalSeatedPlayers": 765
}
```


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Mega Wheel


```
{
"currency": "EUR",
"dealer": {
"name": "Maliha"
},
"languageSpecificTableInfo": "",
"last20Results": [
{
"gameId": "3147147509",
"multiplier": 88,
"result": 30,
"slot": 10,
"time": "Oct 25, 2023 10:25:04 AM"
},
{
"gameId": "3147147409",
"multiplier": 8,
"result": 2,
"slot": 1,
"time": "Oct 25, 2023 10:24:20 AM"
},
{
"gameId": "3147145909",
"multiplier": 20,
"result": 1,
"slot": 8,
"time": "Oct 25, 2023 10:12:18 AM"
},
{
"gameId": "3147145809",
"multiplier": 15,
"result": 10,
"slot": 5,
"time": "Oct 25, 2023 10:11:32 AM"
},
{
"gameId": "3147145709",
"multiplier": 88,
"result": 5,
"slot": 8,
"time": "Oct 25, 2023 10:10:45 AM"
}
],
"newTable": false,
"tableId": "801",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/md500q83g7cdefw1/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 1000.0,
"maxPlayers": 20000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Mega Wheel",
```


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```
"tableOpen": true,
"tableSubtype": "jackpotwheel",
"tableType": "MEGAWHEEL",
"totalSeatedPlayers": 3636
}
```


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Sic Bo


```
{
"currency": "EUR",
"dealer": {
"name": "Aesha"
},
"languageSpecificTableInfo": "",
"last20Results": [
{
"die1": 1,
"die2": 1,
"die3": 6,
"gameId": "4014748416",
"time": "Oct 25, 2023 10:23:08 AM",
"totalSum": 8
},
{
"die1": 1,
"die2": 1,
"die3": 3,
"gameId": "4014748116",
"time": "Oct 25, 2023 10:22:42 AM",
"totalSum": 5
},
{
"die1": 2,
"die2": 3,
"die3": 5,
"gameId": "4014747816",
"time": "Oct 25, 2023 10:22:16 AM",
"totalSum": 10
}
],
"newTable": false,
"shuffle": false,
"tableId": "701",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/lc419kkmr2sxfpbk/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 5000.0,
"maxPlayers": 2000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Mega Sic Bo",
"tableOpen": true,
"tableSubtype": "standard_sicbo",
"tableType": "SicBO",
"totalSeatedPlayers": 501
}
```


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Snakes and Ladders


```
{
"currency": "EUR",
"dealer": {
"name": "Bauden"
},
"gameResult": [
{
"bonusType": "NA",
"gameId": "3860360008",
"time": "Oct 25, 2023 9:54:40 AM",
"winBets": [
{"bc": "101", "mul": 2.0}
]
},
{
"bonusType": "SNLB",
"gameId": "3860358108",
"time": "Oct 25, 2023 9:54:10 AM",
"winBets": [
{"bc": "104", "mul": 35.0}
]
},
{
"bonusType": "NA",
"gameId": "3860357808",
"time": "Oct 25, 2023 9:52:20 AM",
"winBets": []
},
{
"bonusType": "NA",
"gameId": "3860355908",
"time": "Oct 25, 2023 9:50:34 AM",
"winBets": [
{"bc": "101", "mul": 20.0}
]
},
{
"bonusType": "TOTM_B",
"gameId": "3860353708",
"time": "Oct 25, 2023 9:47:35 AM",
"winBets": [
{"bc": "107", "mul": 6.0}
]
},
{
"bonusType": "NA",
"gameId": "3860352708",
"time": "Oct 25, 2023 9:44:57 AM",
"winBets": [
{"bc": "103", "mul": 5.0},
{"bc": "102", "mul": 1.0},
{"bc": "101", "mul": 2.0}
]
},
```


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```
{
"bonusType": "TOTM",
"gameId": "3860352108",
"time": "Oct 25, 2023 9:44:04 AM",
"winBets": [
{"bc": "107", "mul": 7.0}
]
}
],
"languageSpecificTableInfo": "",
"newTable": false,
"tableId": "1601",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/snakeladder26101/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 4500.0,
"maxPlayers": 10000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Snakes & Ladders Live",
"tableOpen": true,
"tableSubtype": "snakeladder",
"tableType": "SNAKESANDLADDERSLIVE",
"totalSeatedPlayers": 60
}
```


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Spaceman


```
{
"currency": "EUR",
"dealer": {
"name": "spaceman"
},
"gameResult": [
{
"gameId": "2095541511",
"result": "2.48",
"time": "Oct 25, 2023 9:43:00 AM"
},
{
"gameId": "2095541411",
"result": "1.6",
"time": "Oct 25, 2023 9:42:34 AM"
},
{
"gameId": "2095541211",
"result": "5.75",
"time": "Oct 25, 2023 9:42:14 AM"
}
],
"languageSpecificTableInfo": "",
"newTable": false,
"tableId": "1301",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/spacemanyxe123nh/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 100.0,
"maxPlayers": 15000,
"minBet": 1.0,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Spaceman",
"tableOpen": true,
"tableType": "SPACEMAN",
"totalSeatedPlayers": 728
}
```


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Big Bass Crash


```
{
"gameResult": [
{
"gameId": "5410179410",
"result": "2.08",
"time": "Jul 2, 2024 9:52:25 AM"
},
{
"gameId": "5410179310",
"result": "1.65",
"time": "Jul 2, 2024 9:52:05 AM"
},
{
"gameId": "5410179210",
"result": "4.04",
"time": "Jul 2, 2024 9:51:49 AM"
}
],
"totalSeatedPlayers": 431,
"tableId": "1320",
"tableName": "Big Bass Crash",
"newTable": false,
"dedicatedLanguage": "en",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/bigbassnewbb1320/poster.jpg?
v0.044068826948495676",
"tableLimits": {
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0],
"minBet": 1.0,
"maxBet": 100.0,
"maxPlayers": 9999
},
"dealer": {"name": "BigBassDealer"},
"tableOpen": true,
"tableType": "SPACEMAN",
"gameLoaderKey": "bigbass",
"currency": "EUR"
}
```


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High Flyer


```
{
"gameResult": [
{
"gameId": "4631802501",
"result": "1.84",
"time": "Jul 2, 2024 9:55:37 AM"
},
{
"gameId": "4631802401",
"result": "1.18",
"time": "Jul 2, 2024 9:55:19 AM"
},
{
"gameId": "4631802301",
"result": "2.46",
"time": "Jul 2, 2024 9:55:06 AM"
}
],
"totalSeatedPlayers": 2,
"tableId": "2201",
"tableName": "High Flyer",
"newTable": true,
"dedicatedLanguage": "en",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/haphflyer2201jfm/poster.jpg?
v0.044068826948495676",
"tableLimits": {
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0],
"minBet": 0.1,
"maxBet": 200.0,
"maxPlayers": 500
},
"dealer": {"name": "HighFlyer"},
"tableOpen": true,
"tableType": "HIGHFLYER",
"tableSubtype": "HighFlyer",
"gameLoaderKey": "highflyer",
"currency": "EUR"
}
```


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Sweet Bonanza


```
{
"currency": "EUR",
"dealer": {
"name": "Izabele"
},
"gameResult": [
{
"gameId": "3280409914",
"multiplier": 1.0,
"payout": [3.0],
"rc": 1,
"result": "2",
"sbmul": [],
"sugarbomb": false,
"time": "Oct 25, 2023 9:29:34 AM",
"winner": "TWO"
},
{
"gameId": "3280409814",
"multiplier": 1.0,
"payout": [2.0],
"rc": 1,
"result": "1",
"sbmul": [],
"sugarbomb": false,
"time": "Oct 25, 2023 9:28:49 AM",
"winner": "ONE"
},
{
"gameId": "3280409414",
"multiplier": 1.0,
"payout": [6.0],
"rc": 1,
"result": "5",
"sbmul": [],
"sugarbomb": false,
"time": "Oct 25, 2023 9:25:31 AM",
"winner": "FIVE"
},
{
"gameId": "3280409314",
"multiplier": 1.0,
"payout": [16.5],
"rc": 2,
"result": "Sweet Spins",
"sbmul": [],
"sugarbomb": false,
"time": "Oct 25, 2023 9:24:36 AM"
},
{
"gameId": "3280408414",
"multiplier": 1.0,
"payout": [10.0],
"rc": 4,
```


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```
"result": "Bubble Surprise",
"sbmul": [],
"sugarbomb": false,
"time": "Oct 25, 2023 9:15:57 AM"
},
],
"languageSpecificTableInfo": "",
"newTable": false,
"tableId": "1101",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/pbvzrfk1fyft4dwe/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 3000.0,
"maxPlayers": 9000,
"minBet": 0.2,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Sweet Bonanza CandyLand",
"tableOpen": true,
"tableSubtype": "Sweet Bonanza",
"tableType": "SWEETBONANZA",
"totalSeatedPlayers": 3
}
```


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Vegas Ball Bonanza


```
{
"currency": "EUR",
"dealer": {
"name": "Beverley"
},
"gameResult": [
{
"ball": "09",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:54:00 AM"
},
{
"ball": "91",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:49 AM"
},
{
"ball": "25",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:42 AM"
},
{
"ball": "08",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:36 AM"
},
{
"ball": "19",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:31 AM"
},
{
"ball": "30",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:27 AM"
},
{
"ball": "15",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:25 AM"
},
{
"ball": "14",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:21 AM"
},
{
"ball": "01",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:19 AM"
},
{
"ball": "24",
"gameId": "3860358308",
```


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```
"time": "Oct 25, 2023 9:53:16 AM"
},
{
"ball": "92",
"gameId": "3860358308",
"generatedValue": "3",
"time": "Oct 25, 2023 9:53:05 AM"
},
{
"ball": "20",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:53:02 AM"
},
{
"ball": "02",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:52:59 AM"
},
{
"ball": "21",
"gameId": "3860358308",
"time": "Oct 25, 2023 9:52:56 AM"
}
],
"languageSpecificTableInfo": "",
"newTable": false,
"tableId": "1501",
"tableImage": "https://client.pragmaticplaylive.net/desktop/assets/snaps/bingogame01bingo/poster.jpg?
v0.38990292533435056",
"tableLimits": {
"maxBet": 900.0,
"maxPlayers": 5000,
"minBet": 0.1,
"ranges": [0.1, 0.2, 0.25, 0.4, 0.5, 1.0]
},
"tableName": "Vegas Ball Bonanza",
"tableOpen": true,
"tableSubtype": "bingo",
"tableType": "BINGO",
"totalSeatedPlayers": 84
}
```


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18.2 Flow of placing and sending bets for Seamless Wallet API

Due to the fact that on some Live Casino tables it is possible to place additional bets (bet behind, side bets) we would like to give an example list of such scenarios and what will be sent to the operator's API.

Scenario 1: Player placed one main bet on one seat and no bet behind

We will send only one /bet.html and one /result.html (if there was a winning) call

Scenario 2: Player placed main bets on several seats and no bet behinds

We will send only one /bet.html and one /result.html (if there was a winning) call

Scenario 3: Player placed one main bet and one bet behind

We will send two /bet.html calls (one for main bet and one for bet behind) and one /result.html call (as total and in case there are any winnings)

Scenario 4: Player placed main bets on several seats and one bet behind

We will send two /bet.html calls (one is for all main bets and one for bet behind) and one /result.html call (as total and in case there are any winnings)

Scenario 5: Player placed main bets on several seats and several bet behinds

We will send multiple /bet.html calls (one for main bet and one bet for each bet behind) and one /result.html call (as total and in case there are any winnings). Therefore, if there's one main bet and seven bet behinds, we will send eight bets.

Scenario 6: Player placed one main bet with one side bet

We will send one /bet.html calls and one /result.html call (if there was a winning). The side bet is always a part of a main bet.

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18.3 Games Full-Screen

Full Screen in live games allows to use total set of functionality in viewport, and ensures the game container stick without any scrolls and scaling, to give users a good interaction

In order to allow fullscreen mode, when Live Casino Game is being used in mobile version, Operator should embed in Object (container) with game client, following JS script:

<script src="https://client.pragmaticplaylive.net/desktop/assets/api/fullscreenApi.js" ></script>

The following attributes have to be included in the iframe in order to support the fullscreen button in the LC games:

allowfullscreen webkitallowfullscreen mozallowfullscreen

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18.4 Predefined filters in Live Casino Lobby categories

Operator can provide lobbyFilter values when composing game Launch URL. If provided filter values are present in Live Casino Lobby, they will be set as a default when player opens the category.

For Seamless Wallet API

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/game/url/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=ext_test1&symbol=101&language=en&currency=EUR&platform=WEB&technology=H5&token=
dsgfssdf5g4dfg&stylename=ext_test1&cashierUrl=http://somewebsite.com/cashier/
&lobbyFilter=BJ_FS:FS$BJ_MB:1$BJ_TYPE:S&lobbyUrl=
http://somewebsite.com/lobby/&hash=977c5d467810052271c3983a1d789afa&country=USA
```

Example of JSON response:

```
{
"error": "0",
"description": "OK",
"gameURL":"https://test1.prerelease-env.biz/gs2c/playGame.do?
key=token%3Ddsgfssdf5g4dfg%60%7C%60symbol%101%60%7C%60technology%3DH5%60%7C%60platform%3DWEB%60%7C%
60language%3Den%60%7C%60currency%3DEUR%60%7C%60cashierUrl%3Dhttp%3A%2F%2Fsomewebsite.com%2Fcashier%
2F%60%7C%60lobbyUrl%3D%20http%3A%2F%2Fsomewebsite.com%2Flobby%2F&ppkv=2&stylename=ext_test1&country
=USA&lobbyFilter=BJ_FS:FS$BJ_MB:1$BJ_TYPE:S&isGameUrlApiCalled=true"
}
```

For Balance Transfer API

Example of HTTP request:

```
POST /IntegrationService/v3/http/CasinoGameAPI/game/start/ HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/x-www-form-urlencoded
Cache-Control: no-cache

secureLogin=username&externalPlayerId=test_player&gameId=101&language=en&platform=WEB&cashierURL=ht
tp://domain.com/&lobbyFilter=BJ_FS:FS$BJ_MB:1$BJ_TYPE:S&lobbyURL=http://domain.com/
&hash=438fea0a68a0e9ab49df756cc20eda8f
```

Example of JSON response:

```
{
"error": "0",
"description": "OK",
"gameURL":"https://{game_server_domain}/gs2c/openGame.do?tc=SHq6rK8JEuJRKmeAqD3Ceim1Wojtma1MA7xsu4-
ciynHFWXosjDjgAUPH1A3FSoAM&lobbyFilter=BJ_FS:FS$BJ_MB:1$BJ_TYPE:S&stylename=username&lang=en"
}
```

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18.4.1 Filter Values

Filter			
BJ	Category Blackjack:		
	FS	FS	Free seats
	MB	Min bets	
		1	€1-10
		25	€25-50
		100	€100+
	TYPE	Table type	
		S	Speed
		R	Regular
		U	Unlimited
		P	Prive
		VIP	VIP
		X	Blackjack X
	LG	Blackjack League	
		BBJT	Bronze tournament
		SBJT	Silver Tournament
		PRBJT	Prive tournament
		GBJT	Gold tournament
	PROMO	PROMO	Promotions
RL	Category Roulette		
	TYPE	Table type	
		N	Native
		V	Variants
		A	Auto
		R	Regular
		VIP	VIP
		S	Speed
	PROMO	PROMO	Promotions
GS	Category Game Shows		
	PROMO	PROMO	Promotions
BC	Category Baccarat		
	PROMO	PROMO	Promotions
	GR	GR	Good roads

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PR			
	TYPE	Table type	
		N	Native
		V	Variants
		P	Prive
		S	Speed
		R	Regular
	Category Promotions		
	PROMO	Promotions	
		DW	Drops & Wins
		OP	Other Promos
	LG	Blackjack League	
		BBJT	Bronze Tournament
		SBJT	Silver Tournament
		GBJT	Gold Tournament
		PRBJT	Prive Tournament

AG	Category Asian Games		
	PROMO	PROMO	Promotions
SB	Category Sic Bo		
	PROMO	PROMO	Promotions
AB	Category Andar Bahar		
	PROMO	PROMO	Promotions
DT	Category Dragon Tiger		
	PROMO	PROMO	Promotions

Examples of filter keys	Description
BJ_MB:1	Category Blackjack: Min bets:€1-10
BJ_MB:25	Category Blackjack: Min bets:€25-50
BJ_MB:25,100	Category Blackjack: Min bets:€25-50 and €100+
RL_TYPE:N	Category Roulette: Table type: Native
RL_TYPE:N,A	Category Roulette: Table type: Native and Auto
BC_GR:GR	Category Baccarat: Good roads

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Example: *use cases (without encoding). This needs to be used with encoding for actual use case.*

Number	Description	Value
1	Create a BJ Lobby with pre-filter options: All BJ tables with available seats, min bet 1-10 euros and speed tables	"BJ_FS:FS$BJ_MB:1$BJ_TYPE:S"
2	IBJ Lobby with pre-filters 25-50 EUR and regular seats	"BJ_MB:25$BJ_TYPE:R"

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XIX. Free Chips API

Free Chips (FC) allows the player to play a specified number of free chips in a table live game. Free Chips created via Free Chips API may be configured to be played with a certain number of chips, chip value, bet limit and win limit in specified games. During Free Chips gameplay, bets are not deducted from the player's balance, but all wins are collected for the Free Chips in the Pragmatic Play's system.

After all free chips are played, the Pragmatic Play system sends a bonusWin API call to the Operator server to add money to the player's balance. Please note that not all games support FC.

Free Chips can be awarded to players registered in the Pragmatic Play system using API. If a player is not registered in the PP system yet, their account will be created automatically.

Free Chips HTTP service is a simple API for game Operators to manage Free Chips. API is an HTTP listener that listens to POST requests coming to a URL with the request mappings below.

All responses should be in JSON format.

> ***Important:***
> *For Seamless Wallet integration, in order to receive* ***countOfFreeChips*** *value in wallet requests for each round, an operator should accept enhanced format of roundDetails (Please see section 3.3 Data Types), and ask the Pragmatic Play's Technical Support for additional configuration.*

> ***Note:***
> URL of the FC HTTP service will be provided by Pragmatic Play for the production and test environments and looks like: *https://{API service domain}/IntegrationService/v3/http/ FreeChipsAPI/LC/*

> ***Note:***
> Free Chips HTTP service is securely protected hence please be sure:
> - player's browser (end) must NOT be used as an initiator of requests to the service;
>
> proper IPs are supplied to Pragmatic Play for whitelisting

> The **bonusCode** is unique and can be used only one time for the same playerId. Please make sure you've integrated the FC in the proper way and won't reuse/award the same **bonusCode** values in your logic. In case the Casino Operator needs to make the **bonusCode** reusable, they should ask Pragmatic Play's Technical Support for additional configuration.

19.1 Hash calculation

Hash code is calculated with following formula:
From request post parameters, all parameters are taken (except hash) and appending to string:

6. Sort all parameter by keys in alphabetical order.
7. Append them (if the value is not null or empty) in key1=value1&key2=value2.
8. Append secret key, e.g.: key1=value1&key2=value2SECRET.
9. Calculate the hash by using MD5.
10. Compare with hash parameter. In the case of failure Casino Operator should send the error code 5.

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19.2 Data types

Name	Type	Description
playerId	String(100)	Id of the player within the Operator system. Examples: 1000, 2644987.
gameId	String	Unique identifier of the game.
chipsNumber	Number	Number of free chips awarded.
chipsNumberPlayed	Number	Number of free chips played.
chipValue	Number	Value of a single free chip in EUR.
maxBetLimit	Number	Maximum number of free chips that can be placed in a round. Should be a natural number greater than 0.
maxWinLimit	Number	Maximum winning limit in EUR that a player can receive in a bonus. Should be a natural number greater than 0.
bonusCode	String	Bonus unique identifier within the Operator system. Should be 1-100 character long. *Max length of this parameter depends on **requestId**. The sum of their length has to be 252 symbols or less.*
requestId	String	Unique identifier of FC credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *Max length of this parameter depends on **bonusCode**. The sum of their length has to be 252 symbols or less.*
startDate, expirationDate, validityDate, expirationPeriod, validityPeriod	Long	Date and time when the bonus will start, expire or until it is valid - timestamp in seconds. *Start date must be a valid future date. Expiration date should be after start date but no more than 45 days.* *(Unix epoch time in seconds, for example : 1470926605)*
error	Integer	Error code.
description	String	Description of the error for troubleshooting.

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19.3 Create Free Chips

Request path: POST FreeChipsAPI/LC/create

Using this method Operator can create a new Free Chips campaign with the Pragmatic Play's games.

> ***Note:***
> To specify Expiration and Validity for FC, either **expirationDate** and **validityDate** (as timestamps in seconds) OR **expirationPeriod** and **validityPeriod** (as {N} minutes) parameters can be specified. If **expirationPeriod** is specified, **validityPeriod** must be specified as well.
> Expiration date/period cannot be more than 45 days after start time. The bonus validity period must not be longer than 45 days.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
bonusCode	Bonus id within the Casino Operator's system. Should be unique within the brand.	Required
startDate	Date and time when free chips campaign will start. **UNIX time in sec*	Required
expirationDate	Date and time when the free chips will expire. **UNIX time in sec*	Optional Should NOT be used when the **expirationPeriod** is specified.
validityDate	Date and time when the bonus gets invalid and is unavailable for the player. **UNIX time in sec*	Optional Should be used when the **expirationDate** is specified.
expirationPeriod	Number of minutes (after FC is created for a player), after which free chips will expire.	Optional Should NOT be used when the **expirationDate** is specified.
validityPeriod	Number of minutes (after FC is created for a player), after which the bonuses will become unavailable.	Optional Should be used when the **expirationPeriod** is specified.
chipsNumber	Number of free chips awarded.	Required
chipValue	Value of a single free chip in EUR.	Required
maxBetLimit	Maximum number of free chips that can be placed in a round. If not provided, the bonus will have no bet limit.	Optional
maxWinLimit	Maximum winning limit in EUR that a player can receive in a bonus. If not provided, the bonus will have no win limit.	Optional
hash	Hash code of the request.	Required
gameList	List of the games associated with the bonus. See below Games type description of the objects in the list. *This data must be sent as a JSON in the body of the request.*	Required

Type: Games

Name	Description
gameId	Id of the game associated with the free chips campaign.

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Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/create?
secureLogin=username&bonusCode=421&startDate=1721808000&expirationDate=1722240000&validityDate=1722
412800&chipsNumber=27&chipValue=1&maxBetLimit=5&maxWinLimit=5000&hash=464e9816b531cc78bbdcffc81d-
d44e18 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json

{
   "gameList":
   [
      {"gameId": "1611"}
      {"gameId": "bja"}
   ]
}
```

Example of JSON response:

```
{
    "error": "0",
    "description": "OK"
}
```

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19.4 Cancel Free Chips

Request path: POST FreeChipsAPI/LC/cancel

Using this method Operator can cancel an existing Free Chips campaign in the Pragmatic Play system. In addition to campaign cancellation, all related players' bonuses will also be cancelled according to the corresponding logic.

> ***Note:***
> Cancellation logic for bonuses depends on the bonus status.
> If a player has not claimed the given bonus, all free chips will be removed.
> If a player claimed the bonus and played partially, the not-played free chips will be removed.
> If a player has claimed and played the bonus, no action will be taken.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
bonusCode	Bonus id within the Casino Operator's system. Should be unique within the brand.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/cancel?
secureLogin=username&bonusCode=421&hash=39554fed4f41132eb8fe75e9a7ba3df6 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json
```

Example of JSON response:

```
{
    "error": "0",
    "description": "OK"
}
```

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19.5 Get Players FC

Request path: POST FreeChipsAPI/LC/getPlayersFC

Using this method Casino Operator system can get from the Pragmatic Play system all Free Chips that are awarded to the particular player but hasn't played yet.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
playerId	Id of the player within the Operator system.	Required
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.
bonuses	List of information about all not finished FC that were awarded to the player. See below FC type description of the objects in the list

Type: FC

Name	Description
gameIDList	List of symbolic unique identifiers of the game that the free chips are awarded for, comma separated. *Example: 1611, bja.*
chipsNumber	Number of free chips awarded.
chipsNumberPlayed	Number of free chips already played.
chipValue	Value of a single free chip in EUR.
bonusCode	Bonus id within the Operator system. Should be unique within the brand.
expirationDate	Date and time when the free chips will expire.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/getPlayersFC?
secureLogin=username&playerId=12345&hash=b623382e6dd3219d63b7ed1979408856 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json
```

Example of JSON response:

```
{
  "error": "0",
  "description": "OK",
  "bonuses": [
    {
      "gameIDList": "1611",
      "chipsNumber": 27,
```

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```
      "chipsNumberPlayed": 20,
      "chipValue": 1,
      "bonusCode": "421_fbb1",
      "expirationDate": "2024-07-30 00:00"
    },
    {
      "gameIDList": "bja",
      "chipsNumber ": 11,
      "chipsNumber Played": 0,
      "chipValue": 5,
      "bonusCode": "421_fbb2",
      "expirationDate": "2024-08-11 00:00"
    }
  ]
}
```


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19.6 Add players

Request path: POST FreeChipsAPI/LC/addPlayers

Using this method Operator can add players to the existing Free Chips campaign. The bonus will be available to both existing and future players, whether they are already registered with the PP system or not yet.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
playerList	List of player id to add to the existing Free Chips campaign, comma separated.	Required
requestId	Unique identifier of FC credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/addPlayers?
secureLogin=username&bonusCode=421&hash=464e9816b531cc78bbdcffc81dd44e18 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json

{
   "playerList": ["449986","450013","450509","437070"]
}
```

Example of JSON response:

```
{
    "error": "0",
    "description": "OK"
}
```

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19.7 Add player

Request path: POST FreeChipsAPI/LC/addPlayer

Using this method Operator can add one player to the existing Free Chips campaign and override such parameters as expirationDate, validityDate, chipsNumber, maxBetLimit or maxWinLimit. The bonus will be available to both existing and future players, whether they are already registered with the PP system or not yet.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
playerId	Id of the player within the Operator system.	Required
config.expirationDate	Date and time when the bonus will expire (in seconds). Provided expiration date should not exceed the expiration date of campaign.	Optional
config.validityDate	Date and time until the bonus will be valid (in seconds). Provided validity date should not exceed the validity date of campaign.	Optional
config.chipsNumber	Number of free chips awarded.	Optional
config.maxBetLimit	Maximum number of chips that can be placed in a round. If not provided, the bonus will have no bet limit.	Optional
config.maxWinLimit	Maximum winning limit in EUR that a player can receive in a bonus. If not provided, the bonus will have no win limit.	Optional
requestId	Unique identifier of FC credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/addPlayer?
secureLogin=username&bonusCode=421&playerId=12345&hash=26a4f62a8cde581ed5645cbd115f28b0 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json

{
"config": {
    "expirationDate": 1722240000,
    "validityDate": 1722412800,
    "chipsNumber": 1234
    "maxBetLimit": 5,
    "maxWinLimit": 5000
    }
}
```

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Example of JSON response:

```
{
    "error": "0",
    "description": "OK"
}
```

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19.8 Remove players

Request path: POST FreeChipsAPI/LC/removePlayers

Using this method Operator can remove players from the existing Free Chips campaign and cancel free chips awarded to them.

> ***Note:***
> Cancellation logic for bonuses depends on the bonus status.
> If a player has not claimed the given bonus, all free chips will be removed.
> If a player claimed the bonus and played partially, the not-played free chips will be removed.
> If a player has claimed and played the bonus, no action will be taken.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
bonusCode	Bonus id within the Operator system. Should be unique within the brand.	Required
playerList	List of player id to remove from the existing Free Chips campaign, comma separated.	Required
requestId	Unique identifier of FC credit request (for specific player). It has to be passed to re-use the same bonusCode value again for the player. *The field is optional and is not sent to the Casino Operator by default. In case Casino Operator needs this parameter to be sent with request they should ask the Pragmatic Play's Technical Support for additional configuration.*	Optional
hash	Hash code of the request.	Required

Response parameters

Name	Description
error	Error code.
description	Description of the error for troubleshooting.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/removePlayers?
secureLogin=username&bonusCode=421&hash=464e9816b531cc78bbdcffc81dd44e18 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json

{
   "playerList": ["449986","450013","450509","437070"]
}
```

Example of JSON response:

```
{
    "error": "0",
    "description": "OK"
}
```

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19.9 Get Chip Values

Request path: POST FreeChipsAPI/LC/getChipValues

Using this method Operator can receive chip values in EUR currency that are available for FC with provided LC games.

> ***Note:***
> This API method is designed only for FC and returned chip values are not related to chip values of real bets.

Request parameters

Name	Description	Status
secureLogin	User name for authentication in the Casino Game API service.	Required
gameList	List of live casino game IDs. If not provided, FC chips for all games will be returned.	Optional
hash	Hash code of the request.	Required

Response parameters (JSON)

Name	Description
error	Error code.
description	Description of the error for troubleshooting.
chipValues	List of possible chip values in EUR for the requested games.

Example of HTTP request:

```
POST IntegrationService/v3/http/FreeChipsAPI/LC/getChipValues?
secureLogin=username&hash=405281156fc4cace4d2385a8ead83290 HTTP/1.1
Host: api.prerelease-env.biz
Content-Type: application/json

{
   "gameList": ["1611","bca"]
}
```

Example of JSON response:

```
{
    "error": "0",
    "description": "OK",
    "chipValues":[
       0.1,
       0.5,
       1.0,
       5.0,
       10.0,
       50.0,
       100.0,
       200.0,
       500.0
       ]
}
```

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19.10 Error codes

The tables below contain the error codes that the Pragmatic Play system will return in response to Free Chips API calls.

Authentication errors:

Code	Description
0	OK
1	Authentication failed. Incorrect secure login and secure password combination.
2	Validation failed. Empty mandatory field '{field name}'.
16	Wrong json data: '{json data}'.
37	Bad request: '{bad parameters list}'.
1000	Internal server error. Pragmatic Play will return this error code if their system has internal problem and cannot process the request.

Errors while executing the request:

Code	Description
4003	Campaign does not exist
4005	Campaign cannot be cancelled due to the status
4011	Bonus Code cannot be empty
4012	Bonus Code must be 1-100 characters long
4013	Bonus Code cannot contain the / symbol
4014	Campaign with this bonus code already exists
4032	Max winning limit should be greater than 0
4033	Max bet limit should be a natural number greater than 0
4034	The following tables have minimum bet limit larger than the given maximum bet limit
4042	Number of chips cannot be empty
4043	Number of chips value should be a natural number
4044	Chip value must be greater than 0
4045	Chip value cannot be lower than the lowest min bet limit of the selected tables
4046	Chip value cannot be higher than the highest max bet limit of the selected tables
4047	Chip value is not in the given set
4056	GameID not present for the casinoId
4091	Free chip bonus does not exist
4094	Bonus is already either expired, cancelled or wagered
4100	The Player/s already exists with same request ID
4101	The player/s already has a bonus for this campaign using the provided bonus code. To issue additional bonuses, please include a Request ID

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4156	Game list cannot be empty
4157	GameID contains invalid characters
4160	Game type is not allowed for free chips
4201	Start date must be a valid future date
4202	Either dates (expirationDate and validityDate) or periods (expirationPeriod and validityPeriod) should be specified
4203	The expiration date cannot be the same as the start date and must be within a maximum of 45 days after the start date
4204	The expiration period cannot be zero and must be a maximum of 45 days after the start date
4205	The validity date must be the same as the expiration date or within a maximum of 45 days after the expiration date
4206	The validity period must be the same as the expiration period or within a maximum of 45 days after the expiration period
5000	Oops! We encountered an unexpected issue. Please try again later
5002	Invalid Request
7000	Players list cannot be empty
7001	External Player Id cannot be empty
7003	Invalid start date, it should be Epoch seconds

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