

Admin

The following administrative functionality is available from the **Admin** tab of the playAWARDS Console. This section is broken down into the following sections:

- **Getting Connected**
- **Loyalty Center**
- **Users**
- **Economy**
- **App Management**
- **SDK Distribution**

Getting Connected

Getting Connected allows you to retrieve the application keys needed to securely connect to PLAYSTUDIOS and playLINK. The **playAWARDS** and **playLINK** signing keys allow you to create signed tokens used in player identity and login protocols, and to validate signed tokens created by playAWARDS and playLINK APIs. These keys do not expire but can be regenerated if necessary.

The screenshot shows the 'Getting Connected' section of the Admin tab. It contains two main sections: 'Get playAWARDS Signing Key' and 'Get playLINK Signing Key'. Each section has a sub-section for 'POPI Slots' with environment details and a 'Copy App ID to Clipboard' button. Below each sub-section is a field for 'playAWARDS Signing Key' or 'playLINK Signing Key' with a 'Copy Key to Clipboard' button. At the bottom of each section is a large orange 'Retrieve playAWARDS Key' or 'Retrieve playLINK Key' button.

Do the following:

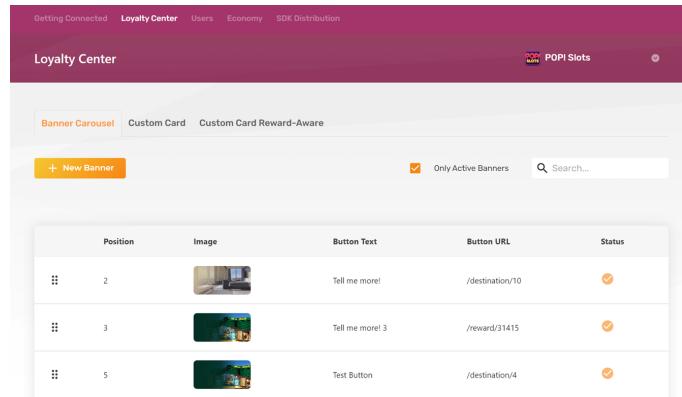
1. Select the **App Environment** for which you want to retrieve a **Signing Key**. You can change the application environment in the application drop-down list. The selected **App Environment** determines the **App ID**.
2. Click **Copy App ID to Clipboard** to copy the **App ID**.
3. Click **Copy Key to the Clipboard** to copy the signing key. The signing key is hidden by default.
4. Click **Retrieve playAWARDS Key** or **Retrieve playLINK Key** to display the signing key.
5. Click **Hide Key** to hide the signing key.

Loyalty Center

You can use the **Banner Carousel** to add a banner to your Loyalty Center. You can apply your banner to any of your applications. You can create a custom card to use as a banner in your Loyalty Center, for example, to advertise a product. You can also create a custom card highlighting Rewards and offers to use as a banner. You can use this custom card in the Loyalty Center to encourage players to purchase the displayed Reward.

Banner Carousel

The **Banner Carousel** lists the existing banners for your Loyalty Center. Select the **Only Active Banners** checkbox in order to see those banners that are active in your Loyalty Center. To find a specific banner, you can use the **Search** field.



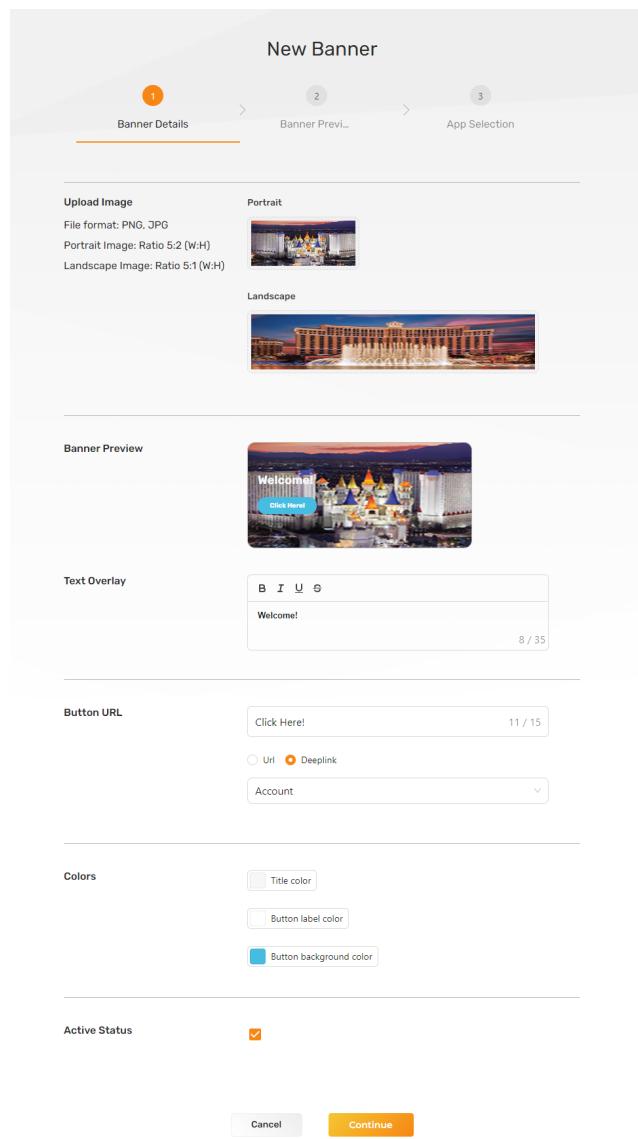
The screenshot shows the 'Banner Carousel' section of the Loyalty Center. At the top, there are tabs for 'Banner Carousel', 'Custom Card', and 'Custom Card Reward-Aware'. Below the tabs, there is a search bar with a placeholder 'Search...' and a checked checkbox labeled 'Only Active Banners'. A yellow button labeled '+ New Banner' is located at the top left of the main content area. The main content area displays a table with three rows of banner data:

Position	Image	Button Text	Button URL	Status
2		Tell me more!	/destination/10	<input checked="" type="checkbox"/>
3		Tell me more! 3	/reward/31415	<input checked="" type="checkbox"/>
5		Test Button	/destination/4	<input checked="" type="checkbox"/>

Creating Banners

Do the following to create a banner:

1. Click **New Banner** to open the **New Banner** window.



2. Enter the following for your new banner:

- **Upload Image** - Upload your portrait and landscape images to be used for your banner. The image requirements are:
 - **File format:** PNG, JPG
 - **Portrait Image:** Ratio 5:2 (W:H)
Image width should be at least 343px and smaller than 686px.
 - **Landscape Image:** Ratio 5:1 (W:H)
Image width should be at least 636px and smaller than 1272px.
- **Banner Preview** - A preview of your banner is displayed, showing the **Portrait Image** you uploaded, along with the **Text Overlay** as well as the **Button** text and colors.
- **Text Overlay** - The text added to your banner. You can preview the text on your banner in the **Banner Preview**.
- **Button URL** - Here you define the button's call-to-action for the banner. Enter the text to be displayed on the button. You can also specify the type of link to create:
 - **URL** - Enter the URL to which players are redirected when they click the button.

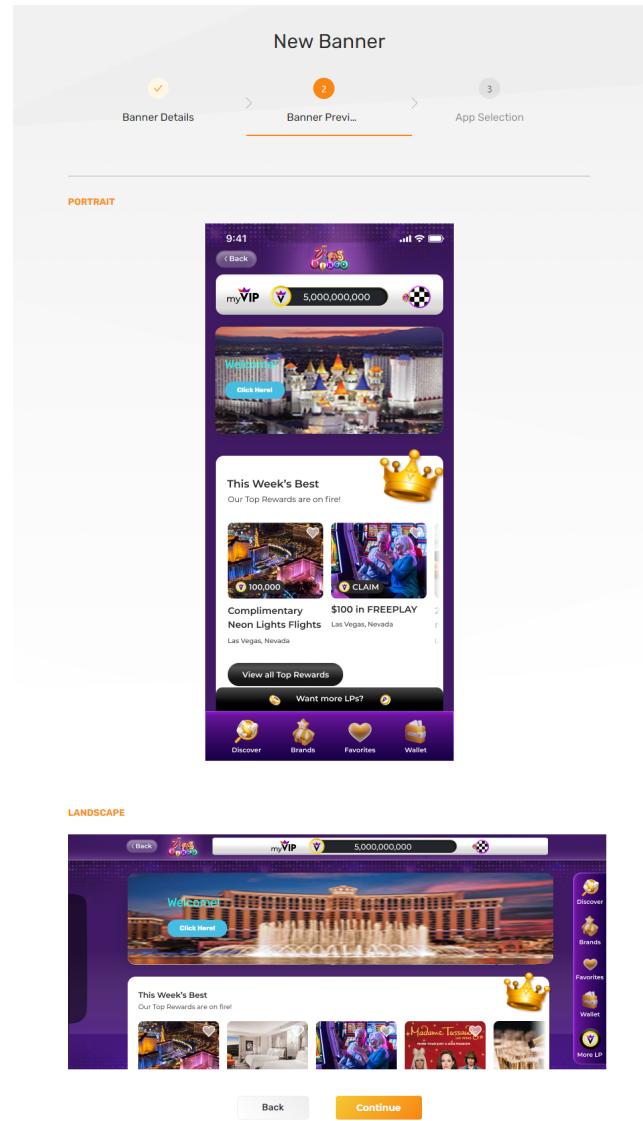
- **Deeplink** - You can specify the deeplinks for the banner. Select one of the following areas:

- **Account**
- **Brands**
- **Category** -- Select the category.
- **Collection** -- Select the collection.
- **Destination** -- Select the destination.
- **Favorites**
- **Home**
- **MyVIP**
- **Partner** -- Select the partner.
- **Price** -- Select a price range.
- **Reward** -- Select a Reward.
- **Section**
- **Wallet**

You can select the **URL** option again to display the deeplink URL in the text input.

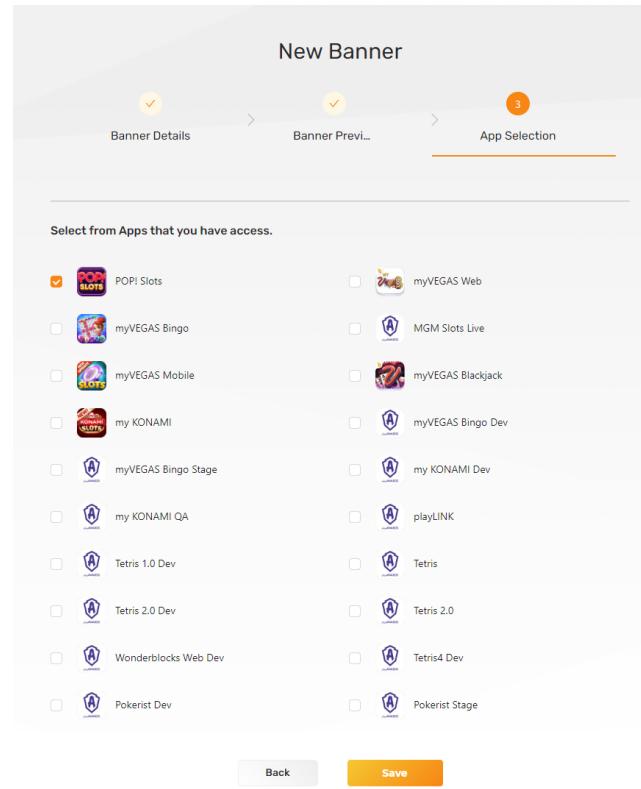
- **Colors** - Define the colors to be displayed on the **Text Overlay** and button text, as well as the background color of the button.
- **Active Status** - Select this checkbox to make the banner active.

3. Click **Continue** to preview your banners.



The **Banner Preview** allows you to review how your banner will look in your Loyalty Center in both the **Portrait** and **Landscape** orientations.

4. Click **Continue**.



5. Select the applications for which you want the new banner to apply.

6. Click **Save**.

Sorting Banners

You can sort the banners in your Loyalty Center. You can change their position and dictate how banners will display.

To change the positions of the banners, you can click on the left-side of the banner row and move the banner up or down to change its position.

Position	Image	Button Text	Button URL	Status
2		Tell me more!	/destination/10	<input checked="" type="checkbox"/>
3		Tell me more! 3	/reward/31415	<input checked="" type="checkbox"/>
5		Test Button	/destination/4	<input checked="" type="checkbox"/>

Once you move the banners to the position you want, you can either revert the move or save it. Click the undo button to undo the banner move, or click **Save** to save your changes.

Editing Banners

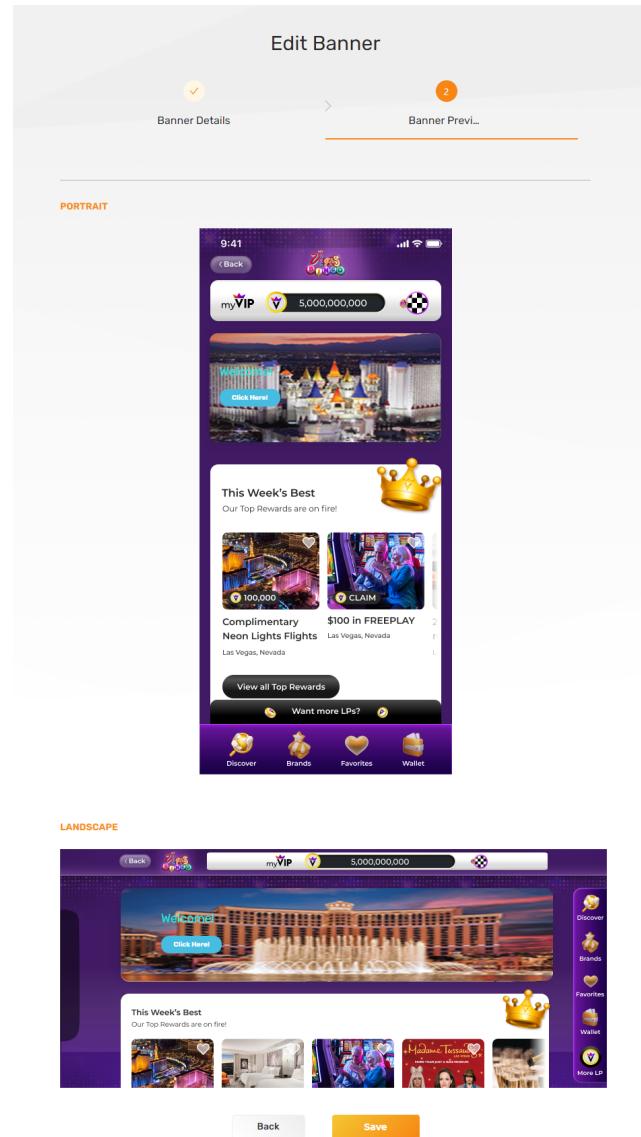
Do the following to edit a banner:

1. Click in the row for the specific banner you want to edit. Doing so will open the **Edit Banner** page.

The screenshot shows the 'Edit Banner' interface. At the top, there are two tabs: 'Banner Details' (highlighted with a red circle) and 'Banner Previ...'. Below this, the 'Banner Details' section includes fields for 'Upload Image' (with file format requirements: PNG, JPG; portrait ratio 5:2 (W:H), landscape ratio 5:1 (W:H)), 'Portrait' (showing a thumbnail of a city skyline at night), 'Landscape' (showing a wider view of the same skyline with a fountain), 'Text Overlay' (with a rich text editor containing 'Welcome!' and a character count of 0 / 35), 'Button URL' (with a text input 'Click Here!', a character count of 11 / 15, and radio buttons for 'Url' (selected) and 'Deeplink' with a sub-input '/account'), 'Colors' (with three color swatches for 'Title color', 'Button label color', and 'Button background color'), and 'Active Status' (with a checked checkbox). At the bottom, there are 'Cancel' and 'Continue' buttons.

2. Edit the necessary fields on the **Banner Details** page. You can delete images as well as add new images. You can also change any of the text fields or color selections.

3. Click **Continue** to preview your changes on the **Banner Preview** page.



4. When you are happy with your edits, click **Save** to commit your changes. You can then return to the banner list and sort your active banners.

Custom Card

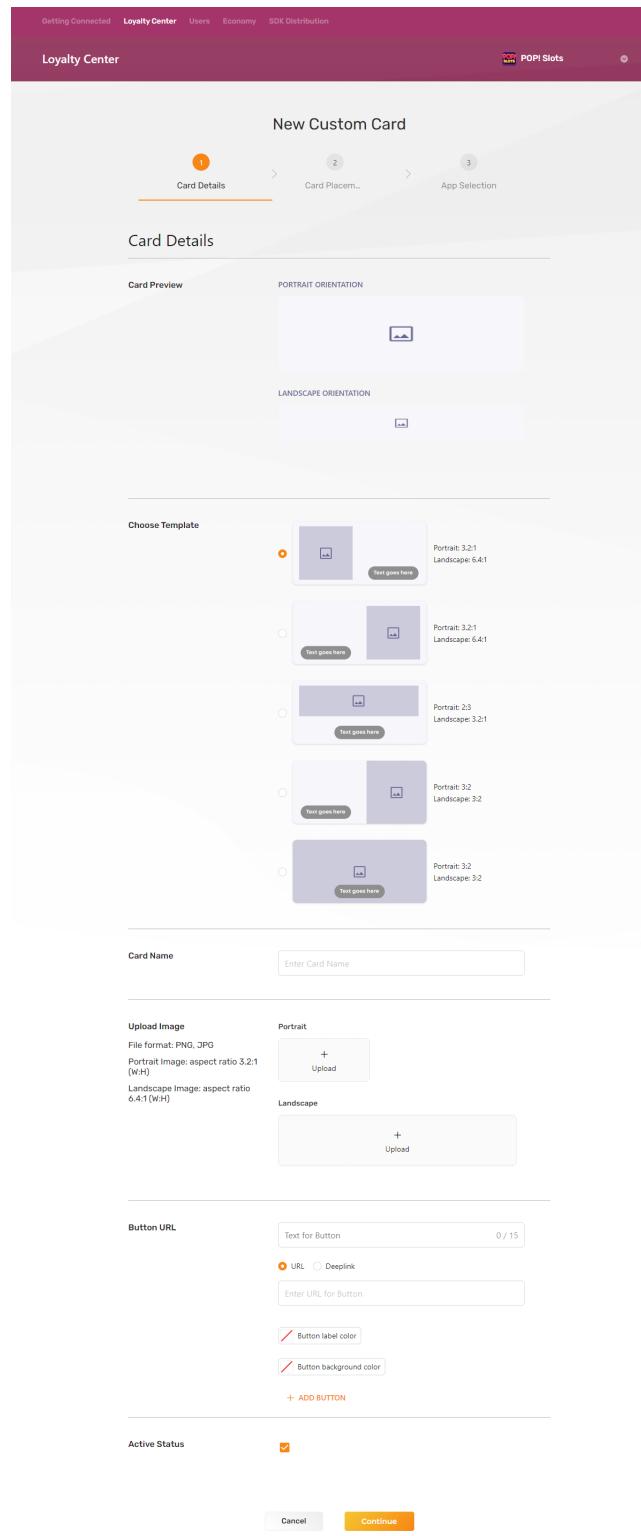
You can create a custom card to use as a banner. You can use this custom card in the Loyalty Center, for example, to advertise a product. Select the **Only Active Cards** checkbox in order to see those custom cards that are active in your Loyalty Center. To find a specific custom card, you can use the **Search** field.

Card Name	Button Text	Button URL	Status
Custom Card Test	TELL ME MORE!	/myvip	<input checked="" type="checkbox"/>
CardTestPOP	CardTestPOP	/reward/17867	<input checked="" type="checkbox"/>
Demo Card	Demo Button	/account	<input checked="" type="checkbox"/>

Creating Custom Cards

Do the following to create a custom card:

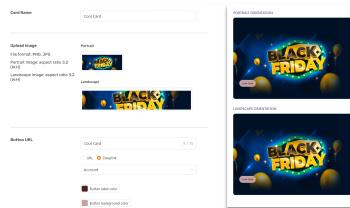
1. Click **New Custom Card** to open the **New Custom Card** window.



2. Enter the following on the **Card Details** page for your new custom card:

- **Card Preview** - A preview of your custom card is displayed in both portrait and landscape orientation.

When creating a new custom card, a pop-up preview of your card remains attached to the **New Custom Card** pages as you navigate through.



- **Choose Template** - Select the layout you want to use for your custom card.

Note: Be aware of the aspect ratios and image dimensions for each template. Your uploaded images must adhere to sizing guidelines.

- **Card Name** - Enter a name for your new custom card.
- **Upload Image** - Upload your portrait and landscape images to be used for your custom card.

- **Portrait**
- **Landscape**

- **Button URL** - Here you define the button's call-to-action for the card. Enter the text to be displayed on the button. You can also specify the type of link to create:

- **URL** - Enter the URL to which players are redirected when they click the button.
- **Deeplink** - You can specify the deeplinks for the custom card. Select one of the following areas:

- **Account**
- **Brands**
- **Category** -- Select the category.
- **Collection** -- Select the collection.
- **Destination** -- Select the destination.
- **Favorites**
- **Home**
- **MyVIP**
- **Partner** -- Select the partner.
- **Price** -- Select a price range.
- **Reward** -- Select a Reward.

Rewards are displayed as **RewardID - OfferID - Name**.

- **Wallet**

- **Button label color** - Select the color for the button.
- **Button background color** - Select the color for the button background.
- **ADD BUTTON** - You can add a second button to your card. To remove the second button, click **REMOVE BUTTON**.

- **Active Status** - Select this checkbox to make the card active.

3. Click **Continue**.

New Custom Card

Card Details

myVIP Tier

Card Location

Categories

Destinations

Back Continue

4. Select whether to use **myVIP Tier** levels to filter how the custom card is displayed. If you select **Yes**, use the slider to select the range of tiers for which member players can see your custom card.

5. Select the **Card Location**:

- **Homepage** -- Define the location for your new custom card on the Homepage. The Homepage will have several cards, and you are setting the position for your new custom card among these cards.
- **Categories**
- **Destinations**

6. Click **Continue**.

Select from Apps that you have access.

<input type="checkbox"/> POP! Slots	<input type="checkbox"/> myVEGAS Web
<input type="checkbox"/> myVEGAS Bingo	<input type="checkbox"/> MGM Slots Live
<input type="checkbox"/> myVEGAS Mobile	<input type="checkbox"/> myVEGAS Blackjack
<input type="checkbox"/> my KONAMI	<input type="checkbox"/> myVEGAS Bingo Dev
<input type="checkbox"/> myVEGAS Bingo Stage	<input type="checkbox"/> my KONAMI Dev
<input type="checkbox"/> my KONAMI QA	<input type="checkbox"/> playLINK

Back Save

7. Select the applications for which this new custom card applies.

Note: Each application will have its own custom card.

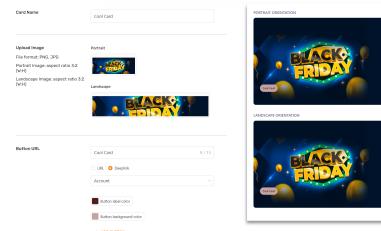
8. Click **Save**.

Editing Custom Cards

Do the following to edit a custom card:

1. Click in the row for the specific card you want to edit. Doing so will open the **Edit Custom Card** pages.
2. Edit the necessary fields on the **Card Details** page. You can delete images and add new images. You can also change any of the text fields or color selections.

When editing a custom card, a pop-up preview of your card remains attached to the **Edit Custom Card** pages as you navigate through.



3. Click **Continue** to the **Card Placement** page.

Note: You cannot edit the applications for which you created the custom card.

4. When you are happy with your edits, click **Save** to commit your changes.

Custom Card Reward-Aware

You can also create a custom card highlighting Rewards and offers to use as a banner. You can use this custom card in the Loyalty Center to encourage players to purchase the displayed Reward. Select the **Only Active Cards** checkbox in order to see those custom Reward cards that are active in your Loyalty Center. To find a specific custom Reward card, you can use the **Search** field.

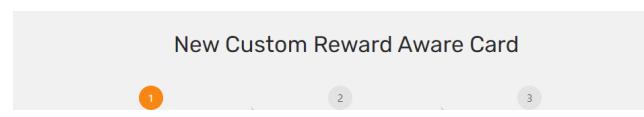
The screenshot shows the Loyalty Center interface with the 'Custom Card Reward-Aware' tab selected. At the top, there are tabs for 'Getting Connected', 'Loyalty Center', 'Users', 'Economy', and 'SDK Distribution'. Below the tabs, there are buttons for 'Banner Carousel', 'Custom Card', and 'Custom Card Reward-Aware'. There are also filters for 'Only Active Cards' and a search bar. The main area displays a table of custom reward cards:

Image	Card Name	Button Text 1	Button Text 2	Start Date	End Date	Status
Reward GET UPDATE 4 Card	Buy Now!	Learn More	2020-06-20T20:04:00Z	2020-07-20T20:06:00Z	<input checked="" type="checkbox"/>	
Reward Custom Card	Buy Now!	-	2015-06-20T20:00:00Z	2015-07-20T20:00:00Z	<input checked="" type="checkbox"/>	
Lego Land Special	Buy Now!	-	2001-07-20T20:07:00Z	2031-07-20T20:07:00Z	<input checked="" type="checkbox"/>	
TestCard1	Buy Now!	-	2021-08-20T20:06:00Z	2031-08-20T20:06:00Z	<input checked="" type="checkbox"/>	

Creating Custom Reward-Aware Cards

Do the following to create a custom Reward card:

1. Click **New Custom Card** to open the **New Custom Reward Aware Card** window.

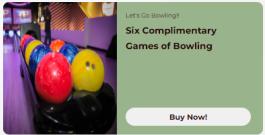


Card Details > Card Placement > App Selection

Card Details

Card Preview

PORTRAIT ORIENTATION



LANDSCAPE ORIENTATION (SCALED TO FIT)



Card Name Let's go bowling!

Offer 4512 - 32435 - Six Complimentary Games of Bowling

Reward Title Six Complimentary Games of Bowling

Upload Image
File format: PNG, JPG
Image ratio: 6:7



Image must be 6:7

Text Overlay

B I U S

Let's Go Bowling!

18 / 40

Colors

Text color

Background color

Buttons

Buy Now! 8 / 15

Button label color

Button background color

Learn More 0 / 15

Button label color

Button background color

Remove button

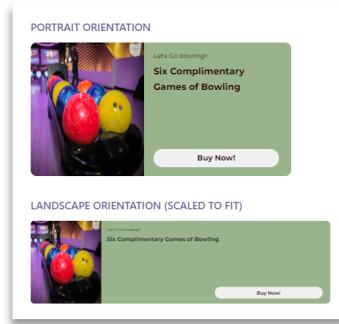
Start Date and Hour (GMT) 09-01-2024 01:00

The screenshot shows a user interface for managing a custom reward card. At the top, there's a date and time selector set to '09-30-2024' at '00:59'. Below it is a checkbox labeled 'Active Status' which is checked. At the bottom are two buttons: 'CANCEL' and 'Continue', with 'Continue' being orange.

2. Enter the following for your new custom card:

- **Card Preview** - A preview of your custom card is displayed in both portrait and landscape orientation.

When creating a new custom card, a pop-up preview of your card remains attached to the **New Custom Reward Aware Card** pages as you navigate through.



- **Card Name** - Enter a name for your new custom card.
- **Offer** - ID of the offer. You must select the **Offer** ID in order to get the image from that Reward and the text inside the card, for example, the Reward title.
- **Reward Title** - Provide a title to be displayed on the custom Reward card.
- **Upload Image** - Upload your image to be used for your custom card. Note the image ratio; you must adhere to stated image ratios.
- **Text Overlay** - Provide additional descriptive text for your custom Reward card. You can use HTML to style your content.
- **Colors**
 - **Text color** - Select the color for the text overlay on your Reward card.
 - **Background color** - Select the color of your Reward card background.
- **Buttons** - The initial button available is the **Buy Now** button, offering the option to make a Reward purchase.
 - **Button label color** - Select the color for the button.
 - **Button background color** - Select the color for the button background.
 - **ADD BUTTON** - You can add a second button to your card. The additional button on the custom Reward card will offer the option to **Learn More**. To remove the second button, click **REMOVE BUTTON**.
- **Start Date and Hour (GMT)** - The date and time when the offer on the Reward card is valid.

- **End Date and Hour (GMT)** - The date and time at which the offer on the Reward card is no longer valid.
- **Active Status** - Select this checkbox to make the card active.

3. Click **Continue**.

Card Details

myVIP Tier Yes No

Card Location Homepage

Categories Select category

Destinations Select destination

Back **Continue**

4. Select whether to use **myVIP Tier** levels to filter how the custom Reward card is displayed. If you select **Yes**, use the slider to select the range of tiers for which member players can see your custom Reward card.

5. Select the **Card Placement**:

- **Homepage**
- **Categories**
- **Destinations**

6. Click **Continue**.

Select from Apps that you have access.

<input type="checkbox"/> POP! Slots	<input type="checkbox"/> myVEGAS Web
<input type="checkbox"/> myVEGAS Bingo	<input type="checkbox"/> MGM Slots Live
<input type="checkbox"/> myVEGAS Mobile	<input type="checkbox"/> myVEGAS Blackjack
<input type="checkbox"/> my KONAMI	<input type="checkbox"/> myVEGAS Bingo Dev
<input type="checkbox"/> myVEGAS Bingo Stage	<input type="checkbox"/> my KONAMI Dev
<input type="checkbox"/> my KONAMI QA	<input type="checkbox"/> playLINK

Back **Save**

7. Select the applications for which this new custom Reward card applies.

Note: Each application will have its own custom card. The **Custom Card Reward-Aware** feature is available only for those applications that have Loyalty Center integrated.

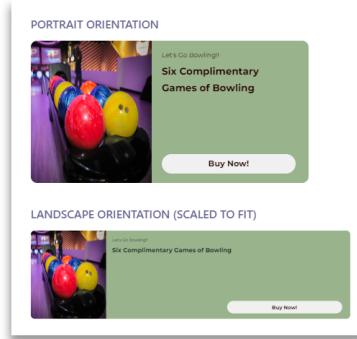
8. Click **Save**.

Editing Custom Reward Cards

Do the following to edit a custom Reward card:

1. Click in the row for the specific Reward card you want to edit. Doing so will open the **Edit Custom Reward Aware Card** pages.
2. Edit the necessary fields on the **Card Details** page. You can delete images and add new images. You can also change any of the text fields or color selections.

When editing a custom card, a pop-up preview of your card remains attached to the **Edit Custom Reward Aware Card** pages as you navigate through.



3. Click **Continue** to the **Card Placement** page.

Note: You cannot edit the applications for which you created the custom card.

4. When you are happy with your edits, click **Save** to commit your changes.

Swimlanes

Store managers can configure the titles and icons of the standard swimlanes by application. This allows customization for various categories such as partners, brands, collections, destinations, categories, and price.

Custom swimlanes are created in the [Rewards Partner Console](#) (RPC). Standard swimlanes are out-of-the-box for applications within the Loyalty Center.

Note: Only standard swimlanes can be edited in this tool. Custom swimlanes must be edited in the RPC.

Select the **Only Active Swimlanes** checkbox in order to see those swimlanes that are active in your Loyalty Center. To find a specific swimlane, you can use the **Search** field.

Position	Category	Swimlane Type	Icon	Title	Subtitle	Status	Action
1	Custom	Custom Swimlane 2	👑	For me	These Rewards are going fast!	<input checked="" type="checkbox"/>	
2	Custom	Custom	📘	For you, this is great	Subtitle for you	<input checked="" type="checkbox"/>	
5	Custom	Custom Swimlane	👑	For you	These Rewards are going fast!	<input checked="" type="checkbox"/>	
6		fb3a2474-9c1b-4f35-b5db-06f02f166f63	📘	A Category for Everyone!	A Reward for every occasion	<input checked="" type="checkbox"/>	
7		6eddb8c52-6a0a-499e-9101-a10c274615cc	👑	For you	These Rewards are going fast!	<input checked="" type="checkbox"/>	
7		Custom Swimlane	👑	For you	These Rewards are going fast!	<input checked="" type="checkbox"/>	

Note: You cannot create a swimlane from this page.

Sorting a Swimlane

You can sort the swimlanes in your Loyalty Center.

To change the positions of the swimlanes, you can click on the left-side of the swimlane row and move the swimlane up or down to change its position.

Position	Category	Swimlane Type	Icon	Title	Subtitle	Status	Action
1	Custom	Custom Swimlane 2	👑	For me	These Rewards are going fast!	<input checked="" type="checkbox"/>	
2	Custom	Custom	📘	For you, this is great	Subtitle for you	<input checked="" type="checkbox"/>	
5	Custom	Custom Swimlane	👑	For you	These Rewards are going fast!	<input checked="" type="checkbox"/>	

Once you move the swimlanes to the position you want, you can either revert the move or save it.

Position	Category	Swimlane Type	Icon	Title	Subtitle	Status	Action
3	Custom	Custom	📘	For you, this is great	Subtitle for you	<input checked="" type="checkbox"/>	
7	Custom	Custom Swimlane	👑	For you	These Rewards are going fast!	<input checked="" type="checkbox"/>	
8		fb3a2474-9c1b-4f35-b5db-06f02f166f63	📘	A Category for Everyone!	A Reward for every occasion	<input checked="" type="checkbox"/>	

Click the undo button to undo the swimlane move, or click **Save** to save your changes.

Editing Swimlanes

Do the following to edit a standard swimlane:

1. Click the pencil icon on the row for the swimlane you want to edit. The **Edit Swimlane Details** window is displayed.

The screenshot shows the 'Edit Swimlane Details' interface. At the top, it displays the category as 'Custom Swimlane 2' and the status as 'Active'. Below this, there are fields for 'Title' (containing 'For me') and 'Subtitle' (containing 'These Rewards are going fast!'). An 'Icon' section allows for uploading an image, with a note that the image dimensions should be 1:1. At the bottom, there are 'Cancel' and 'Apply Changes' buttons.

Note: Only standard swimlanes can be edited in this tool. Custom swimlanes must be edited in the [RPC](#).

2. Edit the following fields as necessary:

- **Status** checkbox - When selected, the swimlane is active.
- **Title** - The title for the swimlane.
- **Subtitle** - The subtitle for the swimlane.
- **Icon** - Upload an image to display in the swimlane.

3. Click **Apply Changes** to commit your changes.

Users

You can add and edit users in the playAWARDS Console. You can also deactivate **User** accounts. Select the **Only Active Users** checkbox in order to see those users that are active in your Loyalty Center. To find a specific user, you can use the **Search** field.

Creating a New User

Do the following to create a new user:

1. Click **Create New User**. This opens the **Create New User** page:

The screenshot shows a user interface for creating a new user. At the top, a header bar says 'Create New User'. Below it is a vertical list of fields:

- Email: A text input field with placeholder text 'e.g. test@mail.com'.
- First name: A text input field with placeholder text 'First name'.
- Last name: A text input field with placeholder text 'Last name'.
- Role: A dropdown menu labeled 'Choose Role'.
- Deactivate Account: A checkbox labeled 'Deactivate'.
- App: A list of checkboxes for selecting applications:
 - Select All
 - Bellagio Poker
 - Brainium Solitaire
 - Brainium Solitaire Dev
 - Brainium Solitaire Free
 - Brainium Solitaire Free Dev
 - Brainium Spider Solitaire Free
 - Brainium Spider Solitaire Free Dev
 - Brainium Spider Solitaire Plus

At the bottom are two buttons: 'Cancel' and 'Create New User' (which is highlighted in orange).

2. Enter the following information:

- **Email**
- **First name**
- **Last name**
- **Role** - Select a Role from the following options:
 - **PLAYSTUDIOS BI**
 - **External User**
 - **PLAYSTUDIOS User**
 - **Super User** - Has the ability to create, edit or delete all users and view reports.
- **Deactivate Account** - Select **Deactivate Account** to deactivate the user account.
- **App** - Select the applications for which the new user will have access.

3. Click **Create New User** to save the new user. Click **Cancel** to close the page without creating a new user.

Editing an Existing User

Do the following to edit an existing user:

1. Locate an existing user by scanning the **User** list.

Users			
Email	Role name	Active	Edit
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	PlayStudios User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	PlayStudios User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	

1 2 3 4 5 47 Results

The **Users** list displays all users in the system, segmented by pages, with 10 users per page. Click on the page numbers at the bottom of the list to navigate the complete list.

You can also search for a user in the list by typing a term into the **Search** bar. A list is displayed of all users that match the search terms entered.

Select **Only Active Users** to restrict the **Users** list to active users. Deselect this option to see both active and inactive users in the list.

- Click on the pencil icon in the user's row in the list. This opens the **Edit User** page where you can make changes.

Users			
Email	Role name	Active	Edit
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	Super User	<input checked="" type="checkbox"/>	
[REDACTED]	PlayStudios User	<input checked="" type="checkbox"/>	

- Edit the user's information.

Note: A user's **Email** cannot be modified.

Edit User

Email	<input type="text" value="REDACTED@REDACTED.REDACTED"/>
First name	<input type="text" value="REDACTED"/>
Last name	<input type="text" value="REDACTED"/>
Role	<input type="text" value="Super User"/>
Deactivate Account	<input type="checkbox"/> Deactivate

Cancel **Apply Changes**

4. Click **Apply Changes** to save the edited user information. To exit without saving, click **Cancel**.

Deactivating an Account

Do the following to deactivate an existing user account:

1. Locate an existing user.
2. Click on the pencil icon in the user's row in the list. This opens the **Edit User** page.

Users	
Create New User	
Email	Role name
[REDACTED]	Super User
[REDACTED]	Super User
[REDACTED]	PlayStudios User

3. Select **Deactivate**.

Edit User

Email: [REDACTED]
First name: [REDACTED]
Last name: [REDACTED]
Role: Super User

Deactivate Account
 Deactivate

[Cancel](#) [Apply Changes](#)

4. Click **Apply Changes**.

Economy

The application teams and PLAYSTUDIOS BI will define each of the different earn methods as well as the rules associated with the earn methods for each application on the Loyalty Engine. You can create, edit or delete **Earn Rules** from this page.

The screenshot shows the 'Economy' section with the 'Earn Rules' tab selected. It displays three rule sets, each with a priority score and various configuration options. The first rule set (Priority Score: 1) includes fields for method (Maximum myVIP Tier 0), minimum daily occurrence (0), maximum daily occurrence (0), and minimum myVIP Tier (0). The second rule set (Priority Score: 2) includes fields for method (Maximum myVIP Tier 0), minimum daily occurrence (0), maximum daily occurrence (0), and minimum myVIP Tier (0). The third rule set (Priority Score: 3) includes fields for method (Maximum myVIP Tier 0), minimum daily occurrence (1), maximum daily occurrence (1), and minimum myVIP Tier (0). There are also sections for Authentication type, Earn rule, Per what action, and LP Amount per event.

You can neither add nor delete the following rules from this page; these rules can only be edited:

- **Daily Cap**
- **Lifetime Cap**
- **Initial Balance**

You can **Hide** any of the defined rules on this page. You can also collapse any ruleset:

The screenshot shows the 'Economy' section with the 'Earn Rules' tab selected. Below it, there are three collapsed sections: 'Daily Cap Rules', 'Lifetime Cap Rules', and 'Initial Balance Rules', each indicated by a downward arrow icon. At the bottom of the screen, there are two status boxes: 'Max Account Merges: 10' and 'Min Sync Amount: 1000'.

The following information cannot be edited:

- **Max Account Merges** - The maximum number of times an **Anonymous** account can be merged into an existing account.
- **Min Sync Amount** - The minimum number of Loyalty Point grants required to trigger a sync. The system will not perform a sync until this value is reached; the request is kept in the engine cache. The purpose of this functionality is to limit the traffic between the playAWARDS system and the engine.

Adding a New Earn Rule

Do the following to add a new **Earn Rule**:

1. Click the plus sign on the **Earn Rules** area to open the **Add earnRules** window.

The screenshot shows a configuration interface for creating a new earn rule. The form includes fields for Name, Priority Score, Occurrence and Tier restrictions, Game Level restriction, Platform, Identity Type, Earn Criteria, and Amount. There are also 'Cancel' and 'Save' buttons at the bottom.

2. Enter the following information:

- **Name** - You can name your earn rule whatever you want. This field is not case-sensitive, but cannot include spaces and special characters.
- **Priority Score**
- **Occurrence Restriction** - Select to enable an occurrence restriction on this method. The restriction represents the boundaries within which the behavior must qualify.
 - **Occurrence Min** - The minimum number of occurrences that must happen to initiate the restriction.
 - **Occurrence Max** - The maximum number of occurrences that can happen within the restriction.
- **Tier Restriction** - Select to enable a tier restriction on this method. The restriction represents the tier boundary within which the player must qualify.
 - **Tier Min** - The minimum tier level that must be present to initiate the restriction.
 - **Tier Max** - The maximum tier level that can be present within the restriction.
- **Game Level Restriction** - Select to enable a tier restriction on this method. The restriction represents the game level boundary within which the player must qualify.
 - **Tier Min** - The minimum tier level that must be present to initiate the restriction.
 - **Tier Max** - The maximum tier level that can be present within the restriction.
- **Platform** - The operating system on which the player must be playing.
 - **Any**
 - **Android**
 - **iOS**
 - **Web**
- **Identity Type** - The ID status the player must have. For example, if identity is set to **Auth**, then every behavior that comes through the engine will be tested to see if the player is authenticated. If the player is authenticated, then this is the qualifying rule set and the corresponding number

of points will be awarded. If the player is not authenticated, then the player does not qualify for this rule set and the system continues to the next prioritized rule set in the method.

- **Auth**
- **Anonymous**
- **Any**
- **Earn Criteria** - Determines whether a win event can be triggered once or multiple times.
 - **Single**
 - **Multiple**
- **Per** - Identifies and maps the earn method type between your game and the Loyalty Engine. Whatever you name the event here is exactly how it must come through from your game. This field is not case-sensitive. It can include spaces since the **key:value** pair will be passed in double quotes, but it is not recommended to include special characters.
- **Amount** - The amount of Loyalty Points that will be awarded if this rule set is found to qualify.

Editing and Deleting an Earn Rule

Do the following to edit an **Earn Rule**:

1. Click the pencil icon on the **Earn Rule** you want to edit. The **Edit earnRules** window is displayed.

The screenshot shows the 'Edit earnRules' dialog box. The 'Name' field is set to 'NewlyCreated'. The 'Priority Score' is 1. Under 'Occurrence Restriction', 'Occurrence Min' and 'Occurrence Max' are both 0. Under 'Tier Restriction', 'Tier Min' and 'Tier Max' are both 0. Under 'Game Level Restriction', 'Tier Min' and 'Tier Max' are both 0. The 'Platform' dropdown is set to 'Any' and the 'Identity Type' dropdown is set to 'Auth'. In the 'Earn Criteria' section, 'Single' is selected for 'Criteria' and 'SPIN' is selected for 'Per'. The 'Amount' is 10. At the bottom are 'Cancel' and 'Save' buttons, with 'Save' being orange.

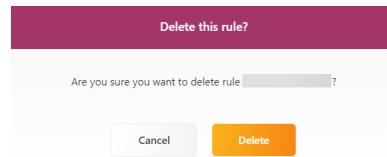
2. Edit the fields as necessary.

Note: You cannot edit the **Priority Score** on the rule. The **Priority Score** is how the Loyalty Engine determines which rule to test first.

3. Click **Save** to save your changes.

Do the following to delete an **Earn Rule**:

1. Click the trashcan icon on the **Earn Rule** you want to delete. A dialog window is displayed asking you if you want to **Delete this rule?**

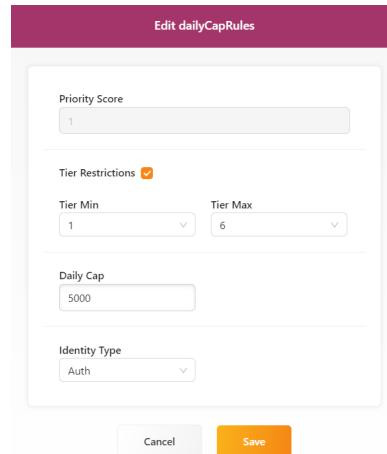


2. Click **Delete** to delete the **Earn Rule**.

Editing Daily Cap Rules

Do the following to edit **Daily Cap Rules**:

1. Click the pencil icon on the rule you want to edit. The **Edit dailyCapRules** window is displayed.



2. Edit the following fields as necessary:

- **Tier Restrictions**
 - **Tier Min**
 - **Tier Max**
- **Daily Cap** - This is the daily cap assigned to the player. This number will be the max amount of Loyalty Points the player can earn in a given day.
- **Identity Type**

Note: You cannot edit the **Priority Score** on the rule. The **Priority Score** is how the Loyalty Engine determines which cap rule to test first.

3. Click **Save** to save your changes.

Editing Lifetime Cap Rules

Do the following to edit **Lifetime Cap Rules**:

1. Click the pencil icon on the rule you want to edit. The **Edit lifetimeCapRules** window is displayed.

The screenshot shows a modal window titled "Edit lifetimeCapRules". It contains three main input fields: "Priority Score" with the value "1", "Authentication Type" (a dropdown menu), and "Daily Cap" with the value "1000000". At the bottom are two buttons: "Cancel" and "Save" (highlighted in orange).

2. Edit the following fields as necessary:

- **Identity Type**
- **Daily Cap**

Note: You cannot edit the **Priority Score** on the rule. The **Priority Score** is how the Loyalty Engine determines which cap rule to test first.

3. Click **Save** to save your changes.

Editing Initial Balance Rules

Do the following to edit **Initial Balance Rules**:

1. Click the pencil icon on the rule you want to edit. The **Edit initialBalanceRules** window is displayed.

The screenshot shows a modal window titled "Edit initialBalanceRules". It contains several input fields: "Priority Score" (1), "Authentication Type" (dropdown), "Tier Min" (0), "Tier Max" (0), and "Initial Balance" (0). At the bottom are two buttons: "Cancel" and "Save" (highlighted in orange).

2. Edit the following fields as necessary:

- **Identity Type**
- **Tier Restrictions**
 - **Tier Min**
 - **Tier Max**
- **Initial Balance** - This is the player's initial balance.

Note: You cannot edit the **Priority Score** on the rule. The **Priority Score** is how the Loyalty Engine determines which cap rule to test first.

3. Click **Save** to save your changes.

App Management

This feature centralizes the application management process within the playAWARDS Console to streamline and automate the creation and management of applications.

To find a specific application for review, you can use the **Search** field.

App Management		
+ Create App <input type="text"/> Search...		
App ID	App Name	Environment
AnotherApp_20ad4f2e-a9d5-406a-a4ef-e5abdd0de33c1	AnotherApp	Development
AnotherOne_c8bcb357-7dc8-4209-b3fa-df434c50d150	AnotherOne	Development
Another_Gabf06cb-eb33-40fa-af9e-25d9937c59fb	Another	Development
Anothering_e92ac45c-b629-42c6-b081-e2f605a4fa	Anothering	Development
BrainiumSolitaireFree_Dev_b1621976-cf68-415f-aa83-151cd6e37705	BrainiumSolitaireFree_Dev	Development
BrainiumSolitaireFree_Prod_44c7bde8-7c52-49a3-9b5a-9cfdf73bc99c3	BrainiumSolitaireFree_Prod	Production

Note: You can neither edit nor delete an application from this page.

Creating a New App

Do the following to create an app:

1. Click **Create App**. The **Create App** window is displayed:

Create App

App Details

Please input name in the format **GameName_[TestOrProd]**.
Be aware that GameName has no spaces and uses underscore (_) if necessary. The name is **case-sensitive**.

App Name	Example App
App Description Add App Description 0 / 200	
<input type="radio"/> Development <input type="radio"/> Production	
Cancel Save	

2. Enter the following for your new app:

- **App Name** - Enter the name of your new application.

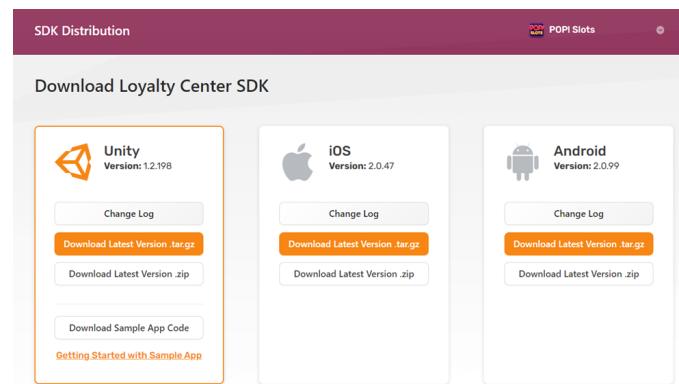
Note: Input the **App Name** in the format **GameName_[TestOrProd]**. Note that **App Name** has no spaces and uses underscores as necessary. The name is case-sensitive.

- **App Description** - Enter a description of the new application.
- **Environment** - Select the environment to which you want your application to be available. Options are **Development** or **Production**.

3. Click **Save**.

SDK Distribution

You can now access the latest version of the Loyalty Center SDK through the playAWARDS Console.



You can select the appropriate SDK for your needs: **Unity**, **iOS** or **Android**.

For each SDK, you can do the following:

- Click **Change Log** to review the changelog documentation for each SDK. The documentation provides the version number, date of release, as well as a list of changes for that specific release.
- Click **Download Latest Version .tar.gz** to download a compressed tar.gz file.
- Click **Download Latest Version .zip** to download a compressed .zip file.

Sample App

You can download a sample of the SDK code. You can also review documentation for the sample application.

- Click **Download Sample App Code**. The sample application code is downloaded in a .zip file.
- Click **Getting Started with Sample App** to review documentation. The console will open a new window.

Past Versions

You can also review changelogs or download previous versions of SDKs through the **Past versions** section.

You can select to review **Unity**, **iOS** or **Android** SDKs.

Past versions		
Unity	iOS	Android
Version	Release Date	Action
1.2.94	10/05/2024	Change Log Download .tar.gz Download .zip
1.2.89	09/05/2024	Change Log Download .tar.gz Download .zip