

Reality check

Operator's integration team is obliged to implement `realitycheck.json` in order to run gameplay on UK/ES environment due to license requirements. The parameters that are send by Yggdrasil Game Server and parameters that should be send back by Operator Transaction System are described in depth below.

Parameters in realitycheck request send by the Yggdrasil Game Server:

Parameter	Version	Format	Max length	Comment
org		String	32	Organization identifier(s)
sessiontoken		String	32	The unique token key to identify and validate the player session
decision		String	10	Decision made by player upon seeing reality check pop-up. Possible values: "CONTINUE" and "STOP"
playerid		String	20	The player id as returned from an authenticate (playerinfo) call
description		String	20	Description of the action

In the following way game server will request operator system:

<https://host/realitycheck.json?org=Demo&sessiontoken=1F31E37F7C87A74B9EC380373AE5DEA7&decision=CONTINUE&playerid=xxxxx&description=realityCheck>

Expected response parameters:

Parameter	Version	Format	Max length	Comment
organization		String	32	Organization identifier(s)
playerId		String	20	The player id as returned from an authenticate (playerinfo) call

Example of response send back by operator's system:

```
{
  "code": 0,
  "data": {
    "organization": "xxx",
    "playerId": "xxxxxxxxxx"
  }
}
```

Failure reply data to wager request

Returned field	Version	Format	Comment
code		Integer	The return code (see below)
msg		String	Message for internal purposes, it doesn't affect message presented to the player in any way
Data.gameHistoryURL		String	URL to game history. This field is optional, used only for reality check purposes (UK environment)
Data.timeElapsed		Integer	Player activity (number of minutes). OPTIONAL parameter
Data.gameErrorType		String	Defines type of reality check error, this field is optional. Possible values: MAX_LOSS or MAX_TIME (ES environment)
Data.gameBalanceDifference		String	Balance difference measured between start and end of the game, used in conjunction with MAX_LOSS or MAX_TIME. This field is optional (ES environment) . If operator sends empty string – Yggdrasil client will calculate this value

Example:

```
{
  "code": 1011,
  "msg": "Reality check pending.",
  "data": {
    "gameHistoryURL": "https://host/xxxxxxxxxx",
    "timeElapsed": 5,
    "gameErrorType": "MAX_TIME",
    "gameBalanceDifference": "0"
  }
}
```

Fault handling

Fault handling in the Restless Gambling API is rather simple. There are only a few return codes that the Game Server cares about, and in these cases there should be a translated message to display to the player.

Return code	Version	Meaning	Comment
1011		Reality Check pending	The player has not yet chosen option in reality check pop-up

Communication flow for server side Reality Check

Playerinfo request -> Response -> Wager request -> Response with code 1011 > Reality Check request > Reality Check response > Redirect or Continue the game

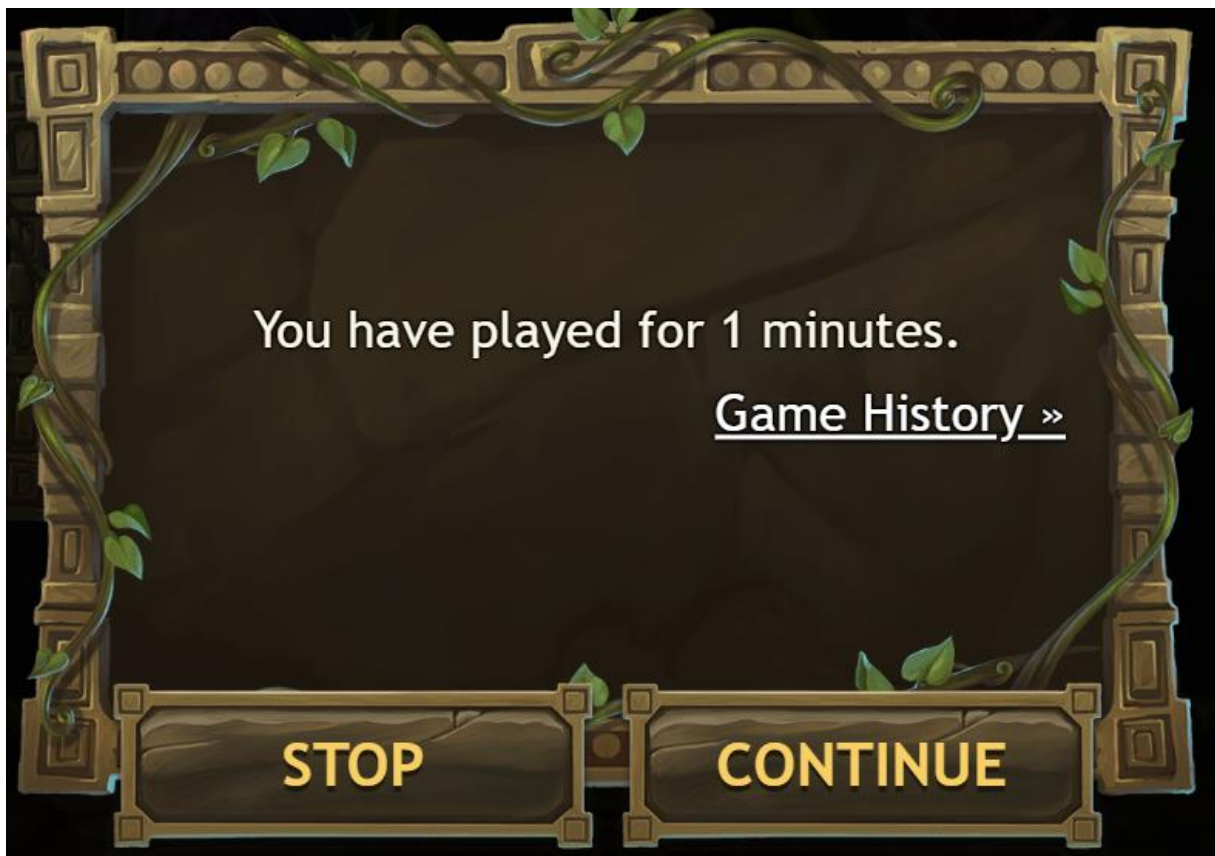
EXAMPLE FOR UK:

“Session Reminder”

Example response from the operator:

```
{
  "code":1011,
  "msg":"Reality check pending.",
  "data": {
    "gameHistoryURL":"https://host/xxxxxxxxxx",
    "timeElapsed": 1,
  }
}
```

Popup in the game:



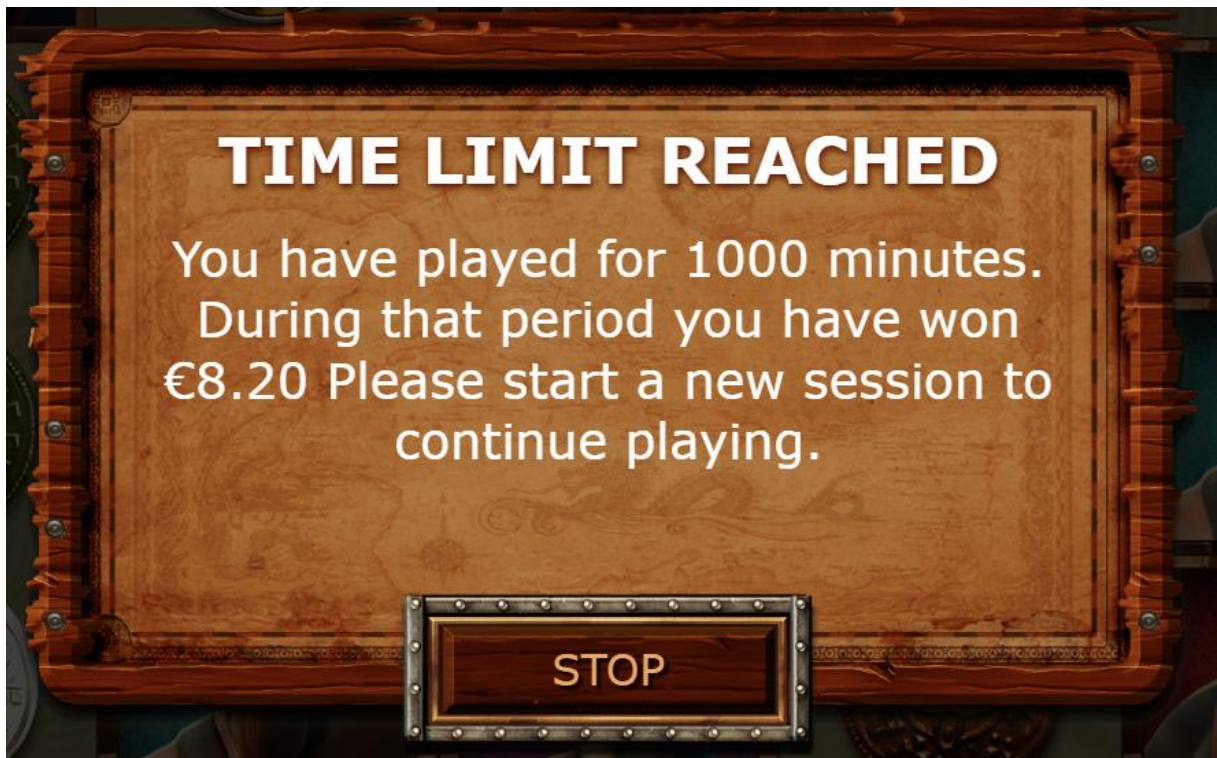
EXAMPLES FOR SPAIN:

“Time Limit Reached”

Example response from the operator:

```
{  
  "code":1011,  
  "msg":"Reality check pending.",  
  "data": {  
    "timeElapsed": 1000,  
    "gameErrorType":"MAX_TIME",  
    "gameBalanceDifference": "8.20"  
  }  
}
```

Popup in the game:



“Lost Limit Reached”

Example response from the operator:

```
{  
  "code":1011,  
  "msg":"Reality check pending.",  
  "data": {  
    "timeElapsed": 1,  
    "gameErrorType":"MAX_LOSS",  
    "gameBalanceDifference": "90.67"  
  }  
}
```

Popup in the game:



“Session Reminder” – for ES

Configuration:

2 extra parameters added to launchClient:

&reminderElapsed=X (mins): session time passed by the operator, 0 by default

&reminderInterval=Y (mins): reality check frequency, 60 by default, reality checks turned off if set to 0

1st reality check appearance: **reminderInterval - reminderElapsed**

2nd,3rd... reality check appearance: **reminderInterval** after previous one

Example parameters in launch url: **&reminderInterval=1&reminderElapsed=0**

Popup in the game:

