**Restless Gambling API**

Kamil Banasik 2019/03/20 14:55

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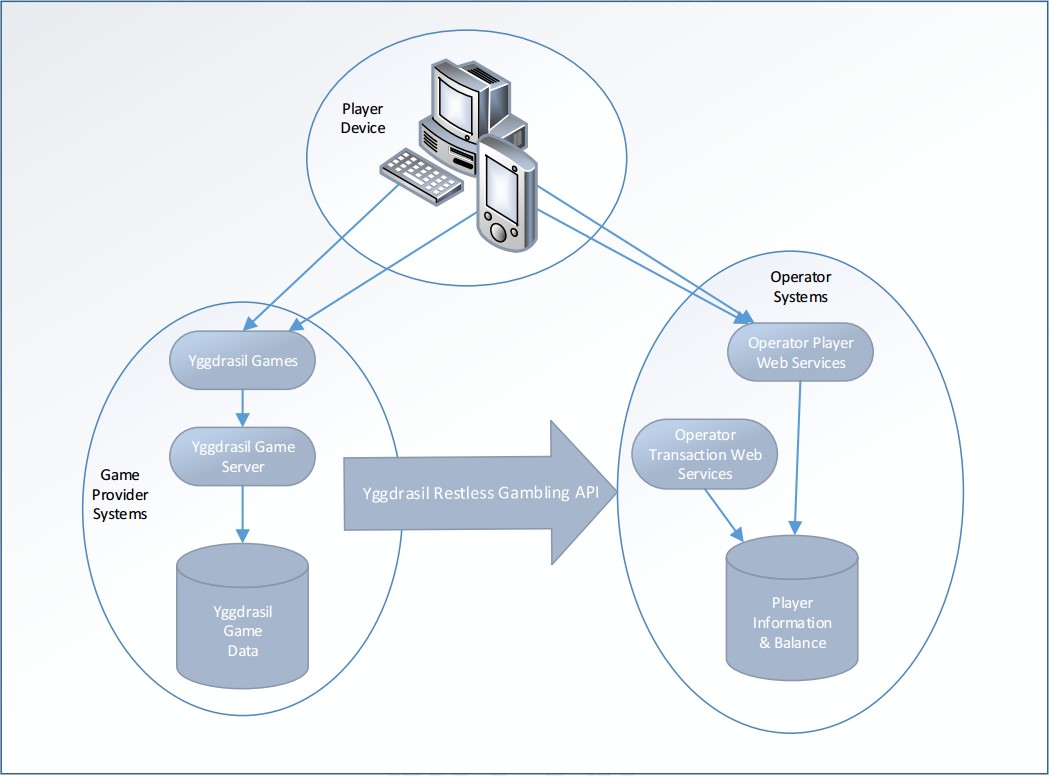
# Overview

## Purpose of this document

本文檔的目的是描述如何將操作員系統與Yggdrasil遊戲服務器和Yggdrasil遊戲集成。

讀者應該熟悉互聯網賭博系統架構。

## Role of Yggdrasil Restless API in E-gambling deployment

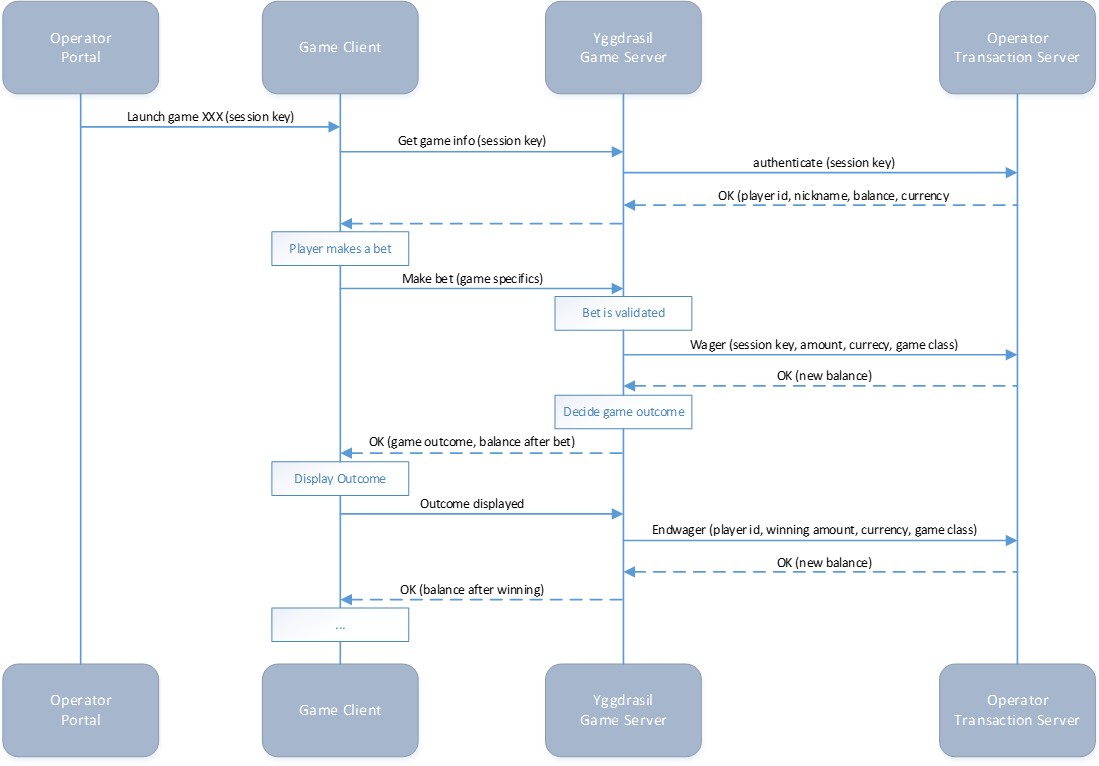


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# Concepts

## General gambling flow



### Launch and authentication

當操作員的門戶網站啟動實際遊戲時，遊戲開始。 如何做到這一點可能因遊戲而異，並且不屬於此API描述的一部分。 但重要的是，Web門戶網站會傳遞可用於驗證玩家登錄的會話密鑰。 此會話密鑰僅對當前播放器會話有效。

Yggdrasil遊戲服務器通過playerinfo URL通過Restless調用驗證會話密鑰，接收有關玩家的一些基本信息，如暱稱，本國貨幣和當前餘額。

Possible parameters:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Example value** | **Default value** | **Scope limitation** | **Description** |
| **key** | 160421121051050000(...) |  |  | Session ID |
| **currency** | EUR, PLN, GBP |  |  | User's currency |
| **lang** | en, sv, pl | en |  | User's language |
| **gameid** | 7301 |  |  | Game identification |
|  |  | number. Our game |
|  |  | portfolio (with gameids) |
|  |  | you can find in our |
|  |  | Client Zone: [https://](https://client.yggdrasilgaming.com/docs-files/) |
|  |  | [client.yggdrasilgaming.co](https://client.yggdrasilgaming.com/docs-files/) |
|  |  | [docs-files/](https://client.yggdrasilgaming.com/docs-files/) Game |
|  |  | catalogue file (ask |
|  |  | Business for access) |

[/](https://client.yggdrasilgaming.com/docs-files/)

**org** Casino Name of your brand

organisation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **channel** | pc, mobile | pc |  | User's channel |
| **home** | https:// yggdrasilgaming.com/ |  | mobile only | Home button and Reality Check Stop button redirection URL (if realityCheckBackURL not specified) 主頁按鈕和現實檢查停止按鈕重定向URL（如果未指定現實CheckBack URL） |
| **fullscreen** | yes, no | no | desktop only | Enables the option to play in fullscreen mode啟用該選項以全屏模式播放 |
| **reminderElapsed** | 30 | 0 |  | Session time passed (minutes) 會議時間過去（分鐘） |
| **reminderInterval** | 100, 40, 0 | 60 |  | Reality Check frequency (minutes). If the value  is 0 then Reality Check is turned off. Otherwise, first info will appear after (reminderInterval- reminderElapsed)  and each and every next will appear after reminderInterval現實檢查頻率（分鐘）。 如果值  為0然後關閉現實檢查。 否則，第一個信息將出現在（reminderInterval- reminderElapsed）之後  並且每個下一個將在提醒中間後出現 |
| **topOrg** | CasinoGroup |  | only for pff launch client | Your name of top organization您的頂級組織名稱 |
| **clientHistoryURL** | https:// yggdrasilgaming.com/ |  | only for UK/GiB integrations | Game History link inside Reality Check Window. If not specified then it links to in-game Game HistoryReality Check Window中的遊戲歷史鏈接。 如果未指定，則鏈接到遊戲中的遊戲歷史記錄 |
| **realityCheckBackURL** | https:// yggdrasilgaming.com/ |  |  | Reality Check Stop button redirection URL現實檢查停止按鈕重定向URL |
| **redirectType** | self, top | self |  | Redirection type (self - redirects iframe content, top, redirects iframe parent)重定向類型（自行重定向iframe內容，頂部，重定向iframe父級） |
| **share** | yes, no | yes |  | Enables or disables social features啟用或禁用社交功能 |
| **leaderboardRewatch** | yes, no | yes |  | Enables or disables watch functionality in tournaments啟用或禁用錦標賽中的觀看功能 |

**license** it, uk, ro, dk, it, schhol, agcc, cz, es, se

### Making a bet

only for UK/RO/IT/DK/ IT/SCHHOL/AGCC/CZ/

ES integrations

Enables or disables additional features (for particular license) in game client. More information [here](http://doc.yggdrasilgaming.com/xwiki/bin/view/Front%2BEnd%2Bdocumentation/)

啟用或禁用遊戲客戶端中的其他功能（特定許可證）。 更多信息在這裡

當玩家進行了下注並且遊戲服務器已經驗證了下注參數並為下注做好準備時，a

下注URL被發送給運營商。 如果成功，則回复包含更新的玩家信息。

### Ending a bet

當已經玩遊戲並且已經確定並向玩家顯示結果時，通過終端呼叫結束投注，該終結呼叫還向操作員交易系統通知獎金。 （對於某些遊戲，這在遊戲實際向玩家顯示之前發生）。

請注意，endwager也會在輸掉投注時發送。

## Wagers

投注是由一個或多個結果終止的一系列投注（每個通過投注呼叫發送），最後一個結果由終端投注呼叫發送。 通過共享相同的“參考”來識別與同一下注相關的所有交易。 此參考編號永遠不會重複使用。

例如。 當玩家買入錦標賽的入場券並在他輸掉或贏得錦標賽時結束時，可以開始下注。 這些交易應該保持在一起的原因有很多，而不是兩個完全獨立的轉移。 一個重要原因是可以跟踪“在場”中的錢，即保留用於尚未結算的下注（或其他交易）。

## 餘額和適用的獎金

可能有兩個金額作為球員的餘額返還.

balance

**Balance**

**Description**

玩家可用的可提取金額。

#### 

applicableBonus  
(適用的獎金)

玩家擁有的獎金金額，可用於分類所定義的特定遊戲。

某些遊戲可能會單獨顯示可用金額，但如果顯示任何內容，通常會顯示余額和適用的金額之和。

賭博交易不區分餘額和獎金。 操作員交易系統通過使用餘額或獎金進行收費，並在為下註註冊獎金時匹配並支付正確的種類。

## Transaction categories交易類別

每個遊戲交易用遊戲類別和可選的多個標籤分類。

分類是一種分層結構，可以唯一地分組和識別所有Yggdrasil遊戲。 彩票的結構如下表所示

|  |  |  |
| --- | --- | --- |
| **Category** | **Example** | **Meaning** |
| Cat1 | Casino | The category of games遊戲類別 |
| Cat2 | Slot | The type within the category類別中的類型 |
| Cat3 | Seasons | The variant within the type類型中的變體 |
| Cat4 | Four Seasons | The name of the game遊戲的名稱 |
| Cat5 | 7323 | The number of the game遊戲數量 |

這些字段的確切內容是遊戲定義的一部分。 這些字段由操作員事務系統提供兩種可選用途。 操作員交易系統無需管理此數據。 為避免複雜部署新遊戲或更改遊戲，強烈建議操作員事務系統接受所有輸入並動態增加所接收的不同組合的集合。

該結構的第一個目的是使運營商能夠為不同的遊戲或遊戲組實施不同的獎金和活動。 因此，運營商交易系統可以為所有彩票提供獎金，但不能用於其他遊戲。 或者可能有一個免費嘗試某個遊戲的廣告系列。

第二個目的當然是使內在報告成為可能。

每次交易都可能會發送許多標籤。 除非需要使用數據來創建報告，否則操作員事務系統可以安全地忽略它們。

實際標籤取決於遊戲定義。 下表顯示了一個示例。

|  |  |  |
| --- | --- | --- |
| **Tag group** | **Example** | **Meaning** |
| GameName | GameName.Seasons | 遊戲名稱（請注意，相同的遊戲名稱可以顯示為許多類型遊戲的類別） |
| Model | Model.M1 | 特殊遊戲模型指示符 |
| Channel | Channel.PC | From where the game is played PC/Mobile |

出於格式化原因，標記作為TagGroup.Value發送到最多九個標記參數，名為tag1到tag9（例如：＆tag1 = GameName.Seasons）

## Bet details

如果需要有關底層投注的詳細信息，可以在遊戲服務器的錢包配置中進行配置。

設置錢包屬性“betdetails = Yes”以啟用其他投注信息。

該信息將在bets響應字段中作為JSON數組發送。 請注意，此信息的格式是遊戲特定的。 該信息主要用於記錄和監管目的。

## Idempotency, Tombstones and Robustness

為了在調用系統沒有得到對請求的正確回复時在系統之間建立穩健的連接，它可能需要在第一次失敗時重做操作，或者在實際發生時取消它。

這種行為得到了冪等方案的支持，該方案將操作重複為無操作。事務由所謂的事務引用標識。因此，如果發生故障，呼叫服務可以安全地重複請求，直到它收到OK回复，而不會有雙重借記或信用的風險。

API的健壯性的“冪等性”方法的一個優點是它對於很晚到達的消息也具有彈性。例如。如果協議改為詢問“事務N發生了什麼”並對該結果起作用，則很可能發生關於事件的回复可以在事務N到達操作員系統之前發送。這樣遊戲服務器可以例如推斷出沒有必要退款，但這筆錢實際上是為失敗的賭注而預留的。

為了協調系統，Restless Gambling API期望在事務引用上具有冪等性。這意味著如果已經進行了交易 - 由相同的引用和子引用標識，則重複操作將是無操作。

在某些情況下 - 例如下注，通常情況下，如果發生未識別的故障，交易將“撤消”。這是由cancelwager調用執行的。

在其他情況下 - 例如endwager - 將重複事務，直到操作員事務系統返回OK結果。

此外，如果Yggdrasil遊戲服務器取消下注（通過cancelwager）而不是重試（例如取消下注並通知玩家而不是再次嘗試執行），交易不僅應該被取消，而且還要留下一個標記（墓碑）這樣任何延遲的原始投注請求都不會“撤消取消”。

# Protocol generics協議泛型

## Request format申請格式

The request format is a general URL GET with parameters. E.g. as typed into a browser [https://transactionservice.operator.com/  
playerinfo.json?](https://transactionservice.operator.com/playerinfo.json?)

[sessiontoken=12101614403789000025BE113B9D0435889888BEBC868F3C15D1E76BE0D91E70253D69BACB411BB4718&  
version=1&  
lang](https://transactionservice.operator.com/playerinfo.json?sessiontoken=12101614403789000025BE113B9D0435889888BEBC868F3C15D1E76BE0D91E70253D69BACB411BB4718&amp;version=1&amp;lang=en)

Data should be sent in UTF-8 format and standard url encoding should be applied where needed. The request can also be sent using POST, whereas the parameters are sent as post data.

To enable the use of POST instead of GET, the wallet configuration property “method=POST” need to be set in the game   
數據應以UTF-8格式發送，標準網址編碼應在需要時應用。 請求也可以使用POST發送，而參數作為發布數據發送。

要啟用POST而不是GET，需要在遊戲服務器配置中設置錢包配置屬性“method = POST”server configuration

## Money data貨幣數據

Monetary amounts are sent as strings up to 13 digits, a decimal point and then up to two decimals. E.g. 1234.56 or 9.00. in the URL parameter. In replies it should be sent as a json string value of the same format, as e.g. “1234.00” The decimals are optional so the previous example could also be sent as “1234”.( 貨幣金額作為字符串發送，最多13位，小數點，然後最多兩位小數。 例如。 1234.56或9.00。 在URL參數中。 在回復中，它應該作為相同格式的json字符串值發送，例如， “1234.00”小數是可選的，因此前面的示例也可以作為“1234”發送。)

## Reply format回复格式

Reply format should be a json structure returned as data, also in UTF-8. The media type should be “application/json”.  
回复格式應該是以數據形式返回的json結構，也是UTF-8。 媒體類型應為“application / json

## Successful reply data成功的回複數據

|  |  |  |  |
| --- | --- | --- | --- |
| **Returned field** | **Required field(必填項目)** | **Format(格式)** | **Comment** |
| code | yes | Integer | The return code (see below) 返回碼（見下文） |
| data |  | Structure | The data returned返回的數據 |
| data.playerId | yes | String | Id of the player玩家的身份 |
| data.nickName | no | String | The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。 |
| data.organization | yes | String | Name of the operator to whom the player belongs.( 玩家所屬的運營商名稱。) |
| data.balance | yes | String number | Amount of withdrawable money available to player(可用於玩家的可提取資金金額) |
| data.applicableBonus | yes | String number | Amount of bonus money available to player for the game referred in the request.( 玩家在請求中引用的遊戲可獲得的獎金金額。) |
| data.currency | yes | String | The three letter code of the balance and bonus returned.( 返回餘額和獎金的三字母代碼) |

data.homeCurrency yes String The three letter code of the player’s default currency.( 玩家默認貨幣的三字母代碼。)

Example: (以下是系統(DB)回復給我們)

{ **"code"**: 0, #意思是回復

**"data"**: {

**"playerId"**:"40000001", **"nickName"**:"Restless", **"organization"**:"Demo",

**"balance"**:4000.00, **"applicableBonus"**:0.00, **"currency"**:"EUR", **"homeCurrency"**:"EUR"

}

}

## Failure reply data失敗回複數據

|  |  |  |  |
| --- | --- | --- | --- |
| **Returned field** | **Version** | **Format** | **Comment** |
| code |  | Integer | The return code (see below) |
| msg |  | String | Message for internal purposes (it will show up in YGG internal logs), it doesn’t affect a message presented to the player in any way. 內部消息（它將顯示在YGG內部日誌中），它不會以任何方式影響呈現給玩家的消息。 |

Example:

{

**"code"**:1000, #只要0以外都不算成功

**"msg"**:"Session expired. Please log in again." #會話已過期。 請再次登錄

}

## Fault handling 故障處理

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.( Restless Gambling API中的故障處理相當簡單。 遊戲服務器只關注幾個返回碼，在這些情況下，應該有一個翻譯的消息顯示給玩家。)

|  |  |  |  |
| --- | --- | --- | --- |
| **Return code** | **Meaning** | **Comment** | **Error in-game message** |
| 0 | Success | Expected for all calls(預計所有電話) |  |
| 1000 | Not logged in | The session key is not valid.( 會話密鑰無效。) | A technical error occurred when processing the request. Please contact support(處理請求時發生技術錯誤。 請聯繫支持) |
| 1006 | Overdraft | The player is out of money in the currency requested. The message supplied is displayed, and if possible the player is directed to where he deposits money.( 玩家在請求的貨幣中沒有錢。 顯示提供的消息，如果可能，播放器將被定向到他存錢的地方) | You do not have sufficient funds for the bet(您沒有足夠的資金進行投注) |
| 1007 | Blocked | The player is blocked from play,  e.g. due to responsible gaming limits. The supplied message is displayed and the game client is closed.( 玩家被禁止玩耍，  例如 由於負責任的遊戲限制。 顯示提供的消息並關閉遊戲客戶端。) | The account is blocked and no bets can be performed(該帳戶被屏蔽，無法執行投注) |
| 1008 | Not authorized | The player is not authorized to make this bet. The supplied message is displayed to the player.( 玩家無權進行此投注。 提供的信息將顯示給播放器。) | You are not allowed to perform the bet due to gaming limits(由於遊戲限制，您不得進行投注) |
| 1013 | Bonus limit | Restrict the max bet value when playing the game with bonus money.( 在用獎金玩遊戲時限制最大賭注值。) | You cannot place this bet due to max bet limit on bonus funds(由於獎金基金的最大下注限制，您無法下注) |

1 Any other error The operation will be cancelled A technical error occurred when

or retired. The player is informed processing the request. Please

that there is “a technical problem”. The message will be logged for system maintenance.

contact support

In case of one of the recognized return codes (i.e. 1000, 1006, 1007 or 1008), the Yggdrasil Game Server **assumes that the operation did not go through.** In case of return code 1 (for synchronous gameplay) or any other return code that is non- zero, the game server will retry or cancel the transaction as appropriate.  
在一個識別的返回代碼（即1000,1006,1007或1008）的情況下，Yggdrasil遊戲服務器假定操作沒有通過。 在返回代碼1（用於同步遊戲）或任何其他非零返回代碼的情況下，遊戲服務器將根據需要重試或取消該交易。

## c (from UK, RO, IT, ES, DK, SE, CZ...)( 交易前綴（來自英國，RO，IT，ES，DK，SE，CZ ......）)

For transactions from these jurisdictions: UK, RO, IT, ES, DK, SE, CZ, LV, EE we add an additional prefix (uk, ro, it, es, dk, se, cz) for methods: wager, endwager, cancelwager, appendwageresult, campaignpayout.

Reference parameter contains an additional prefix. We add prefix only for 'reference', 'subreference' is without additional prefix.

Operator needs to have a possibility to distinguish the below two endwagers (and other calls: wager, cancelwager etc.) in your system (the same subreference and reference with prefix).  
對於來自這些司法管轄區的交易：英國，RO，IT，ES，DK，SE，CZ，LV，EE我們為方法添加額外的前綴（uk，ro，it，es，dk，se，cz）：wager，endwager， 取消投注，追加投資，競選付款。

參考參數包含附加前綴。 我們僅為'reference'添加前綴，'subreference'沒有附加前綴。

運營商需要有可能在您的系統中區分以下兩個終端（以及其他呼叫：下注，取消交換等）（相同的子引用和帶前綴的引用）。

Example:

Environment MT: endwager, reference 1610111151170000003, subreference 1610111152240000013.1610111152240000015

Environment UK: endwager, reference uk1610111151170000003, subreference 1610111152240000013.1610111152240000015

Example of requests:

<https://host/wager.json?>   
[org=YourOrgName&  
sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&  
playerid=el\_43859\_eur&  
amount=0.20&  
currency=EUR&  
service=M](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

[+Game&  
cat1=Casino&  
cat2=Slot&  
cat3=Seasons&  
cat4=Four+Seasons&  
cat5=7323&  
tag1=GameName.Four](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

[+Seasons&  
tag2=Model.M1&  
tag3=Channel.pc&  
lang=en&  
version=5](+Seasons&tag2=Model.M1&tag3=Channel.pc&lang=en&version=5) [https://host/cancelwager.json?](https://host/cancelwager.json?org=YourOrgName&amp;playerid=D80187CDEF79499&amp;reference=1603231304260100003&amp;subreference=1&amp;version=3) [https://host/appendwagerresult.json?](https://host/appendwagerresult.json?org=YourOrgName&amp;playerid=D80187CDEF79499&amp;amount=1.01&amp;bonusprize=0.00&amp;currency&amp;tickets=1&amp;service=Mir&amp;reference=1603231304260100004&amp;subreference=r1&amp;description=First%2Bpartial%2Bresult&amp;cat1=Betting&amp;cat2=SportsBook&amp;cat3=SuperLive&amp;cat4=BetPump&amp;cat5=10000&amp;tag1=GameName.BetPump&amp;tag2=Model.M1&amp;tag3=Channel.web&amp;lang=en&amp;version=3)

[org=YourOrgName&playerid=cc\_1\_eur&amount=0.00&bonusprize=0.00&currency=EUR&tickets=1&service=Mir&reference=uk160316151](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

[+Game&cat1=Casino&cat2=Slot&cat3=Avalanche&cat4=Incinerator&cat5=7320&tag1=GameName.Incinerator&tag2=Model.M1&tag3=Chan](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5) [https://host/campaignpayout.json?](https://host/campaignpayout.json?org=YourOrgName&amp;&amp;playerid=cc_360471_eur&amp;cash=0.00&amp;bonus=1.02&amp;currency=eur&amp;service=Mir&amp;reference=1603211008430800001&amp;description=Free%2Bspin%2Bwin%2Bref%3A%2B1603211008150200001&amp;campaignref=1603211008150200001&amp;last=Y&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5&amp;prepaidticketid=1603211008150200003&amp;prepaidref=1603211008150200001&amp;singleWin=1.02&amp;totalWin=1.02&amp;roundCount=5&amp;ruleType=FEATUREWIN)

# Protocol requests協議請求

## playerinfo

運營商的整合團隊有義務實施playerinfo.json以運行遊戲。 Yggdrasil Game Server發送的參數和操作員Transcation System應發回的參數將在下面詳細介紹。

操作員事務系統應驗證提供的會話密鑰當前是否有效並返回上面定義的播放器信息。 如果運營商系統能夠進行貨幣兌換，它應該返迴轉換為所發送貨幣的可用資金。 否則，它應該以可以返回的貨幣返還資金。

如果有任何獎金，這適用於根據cat1..cat9分類（見上文）的遊戲，獎金金額應在回復中退回。

從版本3開始，playerinfo應返回擴展信息，如第3.5節所述。 由Yggdrasil遊戲服務器發送的playerinfo請求中的參數：

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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用於標識和驗證玩家會話的唯一令牌密鑰 |
| cat1..cat9 |  | String | 32 | The category information describing the game for which any applicable bonus should be reported描述應報告任何適用獎金的遊戲的類別信息 |
| lang |  | String | 2 | Two-letter language code used to identify language which will be utilized  to translate messages presented to player用於識別將使用的語言的雙字母語言代碼  翻譯呈現給玩家的消息 |
| version |  | Integer | 11 | Protocol version協議版本 |
| tag1..tag9 |  | String | 64 | The tag information of the game遊戲的標籤信息 |

通過以下方式，遊戲服務器將請求操作員系統：

<https://host/playerinfo.json?> [org=YourOrgName&  
sessiontoken=dc7e81db760c466a890274a9c153c349&  
lang=no&  
version=5&  
cat1=Casino&  
cat2=Slot&  
cat3=StickyJ&  
cat4=](https://host/playerinfo.json?org=YourOrgName&amp;sessiontoken=dc7e81db760c466a890274a9c153c349&amp;lang=no&amp;version=5&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=StickyJ&amp;cat4=Joker%2BMillions&amp;cat5=7312&amp;tag1=GameName.Joker%2BMillions&amp;tag2=Model.M1&amp;tag3=Channel.pc)

[+Millions&  
cat5=7312&  
tag1=GameName.Joker+Millions&  
tag2=Model.M1&tag3=Channel.pc](https://host/playerinfo.json?org=YourOrgName&amp;sessiontoken=dc7e81db760c466a890274a9c153c349&amp;lang=no&amp;version=5&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=StickyJ&amp;cat4=Joker%2BMillions&amp;cat5=7312&amp;tag1=GameName.Joker%2BMillions&amp;tag2=Model.M1&amp;tag3=Channel.pc)   
Expected response parameters:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Format** | **Max Length** | **Mandatory field** | **Comment** |
| code | Int | 5 | yes | Should return 0 if request was valid. For error codes see chapter „Fault handling” 如果請求有效，則應返回0。 有關錯誤代碼，請參閱“故障處理”一章 |
| data.gender | String | 1 | optional | “M” for male or “F” for female. Other inputs will be ignored男性為“M”，女性為“F”。 其他輸入將被忽略 |
| data.playerId | String | 20 | yes | Identifies the player (User ID that is generated by partner’s system) 標識播放器（合作夥伴系統生成的用戶ID） |
| data.organization | String | 32 | yes | Organization identifier(s) |
| data.balance | String | 20 | yes | Amount of withdrawable money available to a player. 可用於玩家的可提取資金金額。 |
| data.applicableBonus | String | 20 | optional | Amount of bonus money available to a player for the game referred in the request. 玩家可用於請求中引用的遊戲的獎金金額。 |
| data.currency | String | 3 | yes | The three letter code of the player’s default currency. 玩家默認貨幣的三字母代碼。 |
| data.homeCurrency | String | 3 | yes | The three letter code of the player’s default currency. 玩家默認貨幣的三字母代碼。 |
| data.nickName | String | 64 | optional | The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。 |
| data.country | String | 2 | optional | The 2-letter country code of the player (ISO 3166-1 alfa-2) 播放器的雙字母國家代碼（ISO 3166-1 alfa-2） |

data.gameHistorySessionId String 64 only for Italy Required ONLY for

ITALY (jurisdiction)

ns.label

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| data.gameHistoryTicketId | String | 64 | only for Italy | Required ONLY for ITALY (jurisdiction) |
| data.popupMessage | JSON |  | only for UK/GIB | Optional ONLY for UK/ GIB僅適用於UK / GIB |
| data.popupMessage.title | String | 30 | optional |  |
| data.popupMessage.contentString | | 86 | optional |  |
| data.popupMessage.butto | String | 11 | optional | for example TERMS or CLOSE例如TERMS或CLOSE |
| data.popupMessage.buttons.SatcrtiinognType | |  | optional | REDIRECT or CLOSE |
| data.popupMessage.butto | String |  | optional | <https://your.url.com/>or null (to close the popup) https://your.url.com/或null（關閉彈出窗口） |
| data.popupMessage.channelString | |  | optional | PC or MOBILE or BOTH |
| msg | String | 100 | yes | Only if code not equals to 0. Message with information about the error. 僅當代碼不等於0.消息包含有關錯誤的信息。 |

Example of response send back by the operator’s system:

ns.url

{

**"code"**: 0,

**"data"**: {

**"playerId"**:"40000001", **"nickName"**:"Restless", **"organization"**:"Demo", **"balance"**:4000.00, **"applicableBonus"**:0.00, **"currency"**:"EUR", **"homeCurrency"**:"EUR", **"country"**:"DE", **"gameHistorySessionId"**:"1234", **"gameHistoryTicketId"**:"56789", **"popupMessage"**:{

**"title"**:"Example Message Title!", **"content"**:"This is Example message content!", **"buttons"**:[

{

**"label"**:"EXAMPLE",

**"actionType"**:"REDIRECT", **"url"**:"https://your.url.com/"

},

{

**"label"**:"CLOSE", **"actionType"**:"CLOSE", **"url"**:**null**

}

],

**"channel"**:"PC"

}

}

}

## wager

運營商的集成團隊有義務實施wager.json以運行遊戲。 Yggdrasil Game Server發送的參數和操作員Transcation System應發回的參數將在下面詳細介紹。

除非已經處理了相同的投注（通過引用和子引用標識）或者已經執行了cancelwager請求，否則操作員事務系統應該保留該金額。預訂可以是現金或獎金或任何其他類型。

根據cat1..cat9分類（見上文），回复應反映相同的貨幣和任何適用的遊戲獎金。

這可能是屬於下注的第一筆交易（由參考標識），但如果遊戲有多次買入，它也可能是同一下注中的第二次或第三次下注。

如果通過使用預付票進行下注，則金額將等於零（除非部分票由玩家因某種原因支付），並且下注的價值將在預付費字段和實際成本中下注（可能不同）將在prepaidcost字段中，並且已使用票證的ID將在預付票證ID中。所有三個字段僅供參考，只要接受零價格下注，運營商可以忽略這三個字段。

Yggdrasil遊戲服務器發送的投注請求中的參數：

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| sessiontoken |  | String | 32 | The unique token key to identify and validate the player session用於標識和驗證玩家會話的唯一令牌密鑰 |
| org |  | String | 32 | Organization identifier(s) |
| playerid |  | String | 20 | The player id as returned from an authenticate call從身份驗證呼叫返回的玩家ID |
| amount |  | Money | 22 | The cost of the bet. (ex: 99999999999999999.99) 投注的成本。 （例如：99999999999999999.99） |
| currency |  | String | 3 | The three letter code of the currency betted. 這個貨幣的三個字母代碼打賭。 |
| reference |  | String | 20 | Unique identifier of the wager下注的唯一標識符 |
| subreference |  | String | 50 | Unique identifier within the wager of the transaction交易投注中的唯一標識符 |
| description |  | String | 20 | Description of the bet, translated and meant for the player to read. 下注的描述，翻譯並供玩家閱讀。 |
| prepaidticketid | 2 or higher | String | 20 | Id of the ticket used to pay for wager用於支付賭注的機票的ID |
| prepaidvalue | 2 or higher | Money | 22 | The value paid for the wager by the prepaid ticket. 預付票據為下注支付的價值。 |
| prepaidcost | 2 or higher | Money | 22 | The cost as charged for the prepaid ticket預付機票的費用 |
| prepaidref | 2 or higher | String | 64 | Reference that was supplied when prepaids were created創建預付款時提供的參考 |
| jackpotcontribution | 4 or higher | String | 22 | Part of the players bet, which go to jackpot pool部分玩家下注，進入累積獎池 |
| cat1..cat9 |  | String | 64 | The category information describing the game played描述所玩遊戲的類別信息 |

tag1..tag9 String 64 The tag information of the game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| lang |  | String | 2 | Two-letter language code used to identify language which will be utilized  to translate messages presented to player(用於識別將使用的語言的雙字母語言代碼  翻譯呈現給玩家的消息) |

version Integer 11 Protocol version

##### Important!

*Description* field (case insensitive) has few possible values which need to be handled in order to make auto payout functionality work properly:

說明字段（不區分大小寫）具有幾個可能的值，需要處理這些值才能使自動支付功能正常工作：

* "CashRace" - means that next endwager will be auto payout for participation in prize drop created in Yggdrasil's Back Office (in this case **only endwager** request contains description: "CashRace". Wager has a different description and amount of this wager is **greater than 0**)(“CashRace” - 意味著下一個endwager將自動支付參與Yggdrasil後台創建的獎金下降（在這種情況下，只有endwager請求包含描述：“CashRace”。下注有不同的描述，並且此次下注的金額大於0）)
* "Tournament" - means that next endwager will be auto payout for participation in tournaments created in Yggdrasil's Back Office(•“錦標賽” - 意味著下一個投注者將自動支付參加Yggdrasil後台創建的錦標賽)
* "NetworkTournament" - means that next endwager will be auto payout for participation in network tournaments created in Yggdrasil's Back Office(•“NetworkTournament” - 意味著下一個endwager將自動支付參與Yggdrasil後台創建的網絡錦標賽)
* "NetworkMission" - means that next endwager will be auto payout for participation in network missions created in Yggdrasil's Back Office(•“NetworkMission” - 意味著下一個endwager將自動支付參與Yggdrasil後台創建的網絡任務)
* "Boost" - means that next endwager will be auto payout for participation in other boost tools that are not mentioned above(•“提升” - 意味著下一個endwager將自動支付參與上述未提及的其他提升工具)

當描述字段包含上述參數之一時，來自這些投注的獎金應計入Game Win（RTP）。請記住，描述字段中還有其他可能的值。In the following way game server will request operator system:   
<https://host/wager.json?>

[org=YourOrgName&  
sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&playerid=el\_43859\_eur&  
amount=0.20&  
currency=EUR&  
service=M](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

[+Game&  
cat1=Casino&  
cat2=Slot&  
cat3=Seasons&  
cat4=Four+Seasons&  
cat5=7323&  
tag1=GameName.Four](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

[+Seasons&  
tag2=Model.M1&  
tag3=Channel.pc&lang=en&  
version=5](https://host/wager.json?org=YourOrgName&amp;sessiontoken=7d723bc2e501435ba0e671d67b3fbdca&amp;playerid=el_43859_eur&amp;amount=0.20&amp;currency=EUR&amp;service=Mir&amp;reference=1603231211330100001&amp;subreference=w1603231211330100002&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Seasons&amp;cat4=Four%2BSeasons&amp;cat5=7323&amp;tag1=GameName.Four%2BSeasons&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

Expected response parameters:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| organization |  | String | 32 | Organization identifier(s) 組織標識符 |
| playerId |  | String | 20 | The player id as returned from an authenticate call從身份驗證呼叫返回的玩家ID |
| currency |  | String | 3 | The three letter code of the currency betted. 這個貨幣的三個字母代碼打賭。 |
| applicableBonus |  | String | 20 | Amount of bonus money available to player for the game referred in the request. 玩家在請求中引用的遊戲可獲得的獎金金額。 |
| homeCurrency |  | String | 3 | The three letter code of the player’s default currency. 玩家默認貨幣的三字母代碼 |
| balance |  | String | 20 | Amount of withdrawable money available to player玩家可獲得的可提取資金金額 |
| nickName |  | String | 64 | The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。 |
| bonus |  | String | 20 | Bonus that player receive when make deposit to his wallet. 玩家在存入錢包時收到的獎金。 |

gameHistorySessionId String 64 Required ONLY for ITALY (jurisdiction)(僅適用於意大利（轄區)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| gameHistoryTicketId |  | String | 64 | Required ONLY for ITALY (jurisdiction) |
| data.popupMessage |  | JSON | only for UK/GIB | Optional ONLY for UK/ GIB僅適用於UK / GIB |
| data.popupMessage.title |  | String | 30 optional | Title of popupMessage popupMessage的標題 |
| data.popupMessage.content | | String | 86 optional | Content of popupMessage popupMessage的內容 |
| data.popupMessage.butto |  | String | 11 optional | for example TERMS or CLOSE 例如TERMS或CLOSE |
| data.popupMessage.buttons.actionType | | String | optional | REDIRECT or CLOSE 重定向或關閉 |
| data.popupMessage.butto |  | String | optional | for example [https://](https://your.url.com/) [your.url.com/](https://your.url.com/) or null (to close the popup) 例如https：// your.url.com/或null（關閉彈出窗口） |

data.popupMessage.channel String optional PC or MOBILE or BOTH

ns.label

ns.url

Example of response send back by operator’s system:

{

**"code"**: 0,

**"data"**: {

**"currency"**: "eur", **"applicableBonus"**: 0.0, **"homeCurrency"**: "eur", **"organization"**: "orgDemo", **"balance"**: 7.84, **"nickName"**: "belles", **"playerId"**: "el\_43859\_eur",

**"gameHistorySessionId"**:"1234", **"gameHistoryTicketId"**:"56789", **"popupMessage"**:{

**"title"**:"Example Message Title!", **"content"**:"This is Example message content!", **"buttons"**:[

{

**"label"**:"TERMS", **"actionType"**:"REDIRECT", **"url"**:"https://your.url.com/"

},

{

**"label"**:"CLOSE", **"actionType"**:"CLOSE", **"url"**:**null**

}

],

**"channel"**:"PC"

}

}

}

**Communication flow for automatic payouts works as follows (example of a scenario for Network Tournament):** First, Yggdrasil Game Server sends wager request with *amount* = '0.00' and *description* = 'NetworkTournament'.   
自動支付的通信流程如下（網絡錦標賽的場景示例）：首先，Yggdrasil Game Server發送金額='0.00'且描述='NetworkTournament'的投注請求。  
<https://host/wager.json?>

[org=YourOrgName&  
sessiontoken=ddd&  
playerid=yyy&  
amount=0.00&  
currency=EUR&  
service=Mir&  
reference=1612031010460000155&  
subre](https://host/wager.json?org=YourOrgName&amp;sessiontoken=ddd&amp;playerid=yyy&amp;amount=0.00&amp;currency=EUR&amp;service=Mir&amp;reference=1612031010460000155&amp;subreference=w1612031010460000156&amp;description=NetworkTournament&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Nudge&amp;cat4=Nirvana&amp;cat5=7319&amp;tag1=GameName.Nirvana&amp;tag2=Model.M1&amp;tag3=Channel.Channel.pc&amp;lang=en&amp;version=3)   
Response send back by the operator’s system:

{

**"code"**:0,

**"data"**: {

**"organization"**: "xxx", **"playerId"**: "yyy", **"balance"**: 961.20,

**"applicableBonus"**: 0.44, **"currency"**: "EUR", **"homeCurrency"**: "EUR"

}

}

In the last step, Yggdrasil Game Server sends endwager request with the prize money for the participation in Network

Tournament. *Description* is also set to 'NetworkTournament' and prize is in the *amount* parameter.  
在最後一步中，Yggdrasil Game Server發送帶有獎金的endwager請求以參與網絡

比賽。 描述也設置為'NetworkTournament'，獎金在金額參數中。

[https://host/endwager.json?](https://host/endwager.json?org=YourOrgName&amp;playerid=yyy&amp;amount=50.00&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=1&amp;service=Mir&amp;reference=1612031010460000155&amp;subreference=1612031010460000156.1612031010470000007&amp;description=NetworkTournament&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Nudge&amp;cat4=Nirvana&amp;cat5=7319&amp;tag1=GameName.Nirvana&amp;tag2=Model.M1&amp;tag3=Channel.Channel.pc&amp;lang=en&amp;version=3) [org=YourOrgName&  
playerid=yyy&  
amount=50.00&  
bonusprize=0.00&  
currency=EUR&  
tickets=1&  
service=Mir&reference=1612031010460000](https://host/endwager.json?org=YourOrgName&amp;playerid=yyy&amp;amount=50.00&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=1&amp;service=Mir&amp;reference=1612031010460000155&amp;subreference=1612031010460000156.1612031010470000007&amp;description=NetworkTournament&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Nudge&amp;cat4=Nirvana&amp;cat5=7319&amp;tag1=GameName.Nirvana&amp;tag2=Model.M1&amp;tag3=Channel.Channel.pc&amp;lang=en&amp;version=3)

Response send back by the operator’s system:

{

**"code"**: 0,

**"data"**: {

**"organization"**: "xxx", **"playerId"**: "yyy", **"balance"**: 1011.20,

**"applicableBonus"**: 0.44, **"currency"**: "EUR", **"homeCurrency"**: "EUR"

}

}

## Cancelwager

運營商的集成團隊有義務實施cancelwager.json以運行遊戲。 Yggdrasil Game Server發送的參數和操作員Transcation System應發回的參數將在下面詳細介紹。

運營商交易系統應取消具有相同參考和子參考字段的投注交易。 所有預留資金都應記入玩家賬戶。

如果沒有使用給定引用和子引用的下注，則操作員事務系統應留下標記以防止具有相同引用和子引用的任何進一步的下注請求。

注意：

我們在cancelWager中發送引用和子引用。

如果您在系統中發現此交易並成功取消，請返回代碼0。

如果您在數據庫中找不到此事務 - 請返回代碼0（與上述情況相同）。 在其他情況下 - 請返回代碼：1。

staging.yggdrasilgaming.com

Parameters in cancelwager request send by the Yggdrasil Game Server:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| playerid |  | String | 20 | The player id as returned from an authenticate call 從身份驗證呼叫返回的玩家ID |
| reference |  | String | 20 | Unique identifier of the wager |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| subreference | String | | 50 | Unique identifier within the wager of the transaction(交易投注中的唯一標識符) |
| org |  | String | 32 | Organization identifier(s) 組織標識符 |
| version | Integer | | 11 | Protocol version協議版本 |

In the following way game server will request operator system:

[https://host/cancelwager.json?](https://host/cancelwager.json?org=YourOrgName&amp;playerid=D80187CDEF79499&amp;reference=1603231304260100003&amp;subreference=1&amp;version=3)   
[org=YourOrgName&  
playerid=D80187CDEF79499&  
reference=1603231304260100003&  
subreference=1&version=3](https://host/cancelwager.json?org=YourOrgName&amp;playerid=D80187CDEF79499&amp;reference=1603231304260100003&amp;subreference=1&amp;version=3)

Expected response parameters:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| organization |  | String | 32 | Organization identifier(s)  組織標識符 |
| playerId |  | String | 20 | The player id as returned from an authenticate call  從身份驗證呼叫返回的玩家ID |
| currency |  | String | 3 | The three letter code of the currency betted. 貨幣的三字母代碼更好。 |
| balance |  | String | 20 | Amount of withdrawable money available to player可用於玩家的可提取資金金額 |

bonus String 20 Bonus that player receive when make deposit to his wallet. 玩家在存入錢包時收到的獎金。

Example of response send back by operator’s system:

{

**"code"**: 0,

**"data"**: {

**"playerId"**:"D80187CDEF79499",

**"organization"**:"Demo", **"balance"**:12.95,

**"currency"**:"EUR"

}

}

## Appendwagerresult

運營商的集成團隊必須實施appendwagerresult.json才能運行遊戲。   
Appendwagerresult用於新的大獎遊戲，如Joker Millions和Holmes先生以及Boost工具：Prize Drop。   
Yggdrasil Game Server發送的參數和應由Operator Transaction System發回的參數將在下面詳細介紹

除非已經處理了相同的appendwagerresult（通過引用和子引用標識），否則運營商交易系統應支付金額。 如果通過獎金支付相應的投注，則操作員系統應該優選地用獎勵金來代替現金。 如果存在貨幣轉換，則可能應用與下注時相同的費率。

Bonusprize用於遊戲具有通常不可提取的額外支付，例如成就獎金或預付票的獎金，以及可能由支付的現金金額產生的任何獎金。 請注意，運營商平台必須決定和管理任何下注要求。

根據cat1..cat9分類（見上文），回复應反映相同的貨幣和任何適用的遊戲獎金。

這是可能產生更多支出的遊戲的中間或額外結果支付。 稍後會有一個endwager電話。

這種調用永遠不會以零支付方式進行，在這種情況下也沒有任何意義。Parameters in appendwagerresult request send by the Yggdrasil Game Server:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| org |  | String | 32 | Organization identifier(s) |
| playerid |  | String | 20 | The player id as returned from an authenticate  call when the game was launched從身份驗證返回的玩家ID  在遊戲發佈時打電話 |
| amount |  | Money | 22 | The winnings of the bet賭注的獎金 |
| isJackpotWin |  | Boolean | 4 | True if win is a jackpot如果勝利是累積獎金，則為真 |
| bonusprize | 2 | Money | 22 | The value of any bonus prize paid out, i.e. prizes that should not be withdrawable but only used for gambling.  支付的任何獎金的價值，即不應提取但僅用於賭博的獎品。 |
| currency |  | String | 3 | The three letter code of the currency won贏得了該貨幣的三字母代碼 |
| reference |  | String | 20 | Unique identifier of the result payout結果支付的唯一標識符 |
| subreference |  | String | 50 | Unique identifier within the wager of the transaction交易投注中的唯一標識符 |
| description |  | String | 64 | Description of the winning, translated and meant for the player to read. 獲勝的描述，翻譯並供玩家閱讀。 |
| cat1..cat9 |  | String | 64 | The category information describing the game played |
| tag1..tag9 |  | String | 64 | The tag information of the game |
| lang |  | String | 2 | Two-letter language code used to identify language which will be utilized  to translate messages presented to player |

version Integer 11 Protocol version

In the following way game server will request operator system: https://host/appendwagerresult.json?

org=YourOrgName&  
playerid=D80187CDEF79499&  
amount=1.01&  
bonusprize=0.00&  
currency=&  
tickets=1&  
service=Mir&  
reference=1603231

+partial

+result&cat1=Betting&  
cat2=SportsBook&  
cat3=SuperLive&  
cat4=BetPump&  
cat5=10000&  
tag1=GameName.BetPump&  
tag2=Model.M1&tag3= or

https://host/appendwagerresult.json?   
org=YourOrgName&  
playerid=D80187CDEF79499&  
amount=0.00&  
bonusprize=100001.66&  
currency=&  
tickets=1&  
service=Mir&  
reference=16

+Millions&  
cat5=10000&  
tag1=GameName.Joker+Millions&  
tag2=Model.M1&  
tag3=Channel.web&lang=en&  
version=3

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 call從身份驗證呼叫返回的玩家ID |
| currency |  | String | 3 | The three letter code of the currency betted. 這個貨幣的三個字母代碼打賭。 |
| applicableBonus |  | String | 20 | Amount of bonus money available to player for the game referred in the request. 玩家在請求中引用的遊戲可獲得的獎金金額。 |
| homeCurrency |  | String | 3 | The three letter code of the player’s default currency. 玩家默認貨幣的三字母代碼。 |
| balance |  | String | 20 | Amount of withdrawable money available to player可用於玩家的可提取資金金額 |
| nickName |  | String | 64 | The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。 |
| bonus |  | String | 20 | Bonus that player receive when make deposit to his wallet. 玩家在存入錢包時收到的獎金。 |

Example of response send back by operator’s system:

{

**"code"**: 0,

**"data"**: {

**"currency"**:"eur", **"applicableBonus"**:12.95, **"homeCurrency"**:"eur", **"organization"**:"xxx", **"balance"**:105.05, **"nickName"**:"xxx", **"playerId"**:"el\_54696\_eur", **"bonus"**: 0

}

}

**When player wins jackpot, communication flow will look as follows (example of a scenario):** Appendwagerresult request send by Yggdrasil Game Server to the operator system: (Appendwagerresult請求由Yggdrasil Game Server發送給操作員系統：)  
  
<https://host/appendwagerresult.json?>

[org=YourOrgName&&  
playerid=0000000000000&  
amount=461.27&  
bonusprize=0.00&  
currency=EUR&tickets=0&  
service=Mir&  
reference=161](https://host/appendwagerresult.json?org=YourOrgName&amp;&amp;playerid=0000000000000&amp;amount=461.27&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=0&amp;service=Mir&amp;reference=1611010114500200022&amp;subreference=1612010114500200023.1612010114510200012&amp;description=Jackpot&amp;isJackpotWin=true&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=ShardsJ&amp;cat4=Holmes%2Band%2Bthe%2BStolen%2BStones&amp;cat5=7317&amp;tag1=GameName.Holmes%2Band%2Bthe%2BStolen%2BStones&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=3)

[+and+the+Stolen+Stones&cat5=7317&  
tag1=GameName.Holmes+and+the+Stolen](https://host/appendwagerresult.json?org=YourOrgName&amp;&amp;playerid=0000000000000&amp;amount=461.27&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=0&amp;service=Mir&amp;reference=1611010114500200022&amp;subreference=1612010114500200023.1612010114510200012&amp;description=Jackpot&amp;isJackpotWin=true&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=ShardsJ&amp;cat4=Holmes%2Band%2Bthe%2BStolen%2BStones&amp;cat5=7317&amp;tag1=GameName.Holmes%2Band%2Bthe%2BStolen%2BStones&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=3)

[+Stones&  
tag2=Model.M1&  
tag3=Channel.pc&  
lang=en&version=3](https://host/appendwagerresult.json?org=YourOrgName&amp;&amp;playerid=0000000000000&amp;amount=461.27&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=0&amp;service=Mir&amp;reference=1611010114500200022&amp;subreference=1612010114500200023.1612010114510200012&amp;description=Jackpot&amp;isJackpotWin=true&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=ShardsJ&amp;cat4=Holmes%2Band%2Bthe%2BStolen%2BStones&amp;cat5=7317&amp;tag1=GameName.Holmes%2Band%2Bthe%2BStolen%2BStones&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=3)

Response from operator system:

{

**"code"**: 0,

**"data"**: {

**"playerId"**: "0000000000000",

**"nickName"**: "xxx", **"organization"**: "XXX", **"balance"**: 492.35,

**"applicableBonus"**: 0.0, **"currency"**: "EUR", **"homeCurrency"**: "EUR"

}

}

## endwager

運營商的集成團隊有義務實施endwager.json以運行遊戲。 Yggdrasil Game Server發送的參數和應由運營商交易系統發回的參數將在下面詳細介紹。

除非已經處理了相同的endwager（通過引用和子引用標識），否則運營商交易系統應支付金額。支付，金額和預訂可以是現金或獎金或任何其他類型。

如果通過獎金支付相應的投注，則操作員系統應該優選地用獎勵金來代替現金。如果存在貨幣轉換，則可能應用與下注時相同的費率。根據cat1..cat9分類（見上文），回复應反映相同的貨幣和任何適用的遊戲獎金。

Bonusprize用於遊戲有一個額外的支付，通常不能提取，例如成就獎金或預付票的獎金，除了可能由支付的現金金額產生的任何獎金。請注意，運營商平台必須決定和管理任何下注要求。

以上添加的標有版本5的參數與超級旋轉遊戲相關。一旦錢包版本更改為5，它們將被添加到操作員請求中，並且將實現超級旋轉停止標準。

這是與下注有關的最後一筆交易。

Parameters in endwager request send by the Yggdrasil Game Server:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| org |  | String | 32 | Organization identifier(s) |
| playerid |  | String | 20 | The player id as returned from an authenticate  call when the game was launched從身份驗證返回的玩家ID  在遊戲發佈時打電話 |
| amount |  | Money | 22 | The winnings of the bet賭注的獎金 |
| isJackpotWin |  | Boolean | 4 | True win is a jackpot真正的勝利是一個累積獎金 |
| bonusprize | 2 | Money | 22 | The value of any bonus prize paid out, i.e. prizes that should not be withdrawable but only used for gambling. 支付的任何獎金的價值，即不應提取但僅用於賭博的獎品。 |
| currency |  | String | 3 | The three letter code of the currency won贏得了該貨幣的三字母代碼 |

tickets Integer 11 The number of tickets, spins or rounds played. This has different meaning for different 門票，旋轉或回合的數量。 這對於不同的人有不同的含義games and is intended for campaigns and for statistics.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| reference |  | String | 20 | Unique identifier of the result payout |
| subreference |  | String | 50 | Unique identifier within the wager of the transaction, if campaignpayout is  enabled or transaction is without a win, this field is empty如果是campaignpayout，則在交易的投注中具有唯一標識符  啟用或事務沒有獲勝，此字段為空 |
| description |  | String | 128 | Description of the winning, translated and meant for the player to read. 獲勝的描述，翻譯並供玩家閱讀。 |
| cat1..cat9 |  | String | 64 | The category information describing the game played描述所玩遊戲的類別信息 |
| tag1..tag9 |  | String | 64 | The tag information of the game遊戲的標籤信息 |
| lang |  | String | 2 | Two-letter language code used to identify language which will be utilized  to translate messages presented to player用於識別將使用的語言的雙字母語言代碼  翻譯呈現給玩家的消息 |
| version |  | Integer | 11 | Protocol version協議版本 |
| prepaidref | 2 | String | 64 | 創建預付款時提供的參考 |
| prepaidticketid | 2 | String | 20 | 用於支付賭注的機票的ID |
| singleWin | 5 | String | 22 | Single win value in player currency玩家貨幣的單贏價值 |
| totalWin | 5 | String | 22 | Total win value in player currency |
| roundCount | 5 | String | 11 | Round count played to achieve stop criteria |
| ruleType | 5 | String | 10 | Rule type of the SuperSpin. Possible values are SINGLEWIN, TOTALWIN, FEATUREWIN SuperSpin的規則類型。 可能的值為SINGLEWIN，TOTALWIN，FEATUREWIN |

In the following way game server will request operator system:

[https://  
host/endwager.json?](https://host/endwager.json?)   
[org=YourOrgName&&  
playerid=cc\_1\_eur&  
amount=0.00&  
bonusprize=0.00&  
currency=EUR&  
tickets=1&  
service=Mir&  
reference=16031615102](https://host/endwager.json?org=YourOrgName&amp;&amp;playerid=cc_1_eur&amp;amount=0.00&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=1&amp;service=Mir&amp;reference=1603161510230700001&amp;subreference&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)

[+Game&cat1=Casino&  
cat2=Slot&cat3=Avalanche&  
cat4=Incinerator&  
cat5=7320&  
tag1=GameName.Incinerator&  
tag2=Model.M1&  
tag3=Chan](https://host/endwager.json?org=YourOrgName&amp;&amp;playerid=cc_1_eur&amp;amount=0.00&amp;bonusprize=0.00&amp;currency=EUR&amp;tickets=1&amp;service=Mir&amp;reference=1603161510230700001&amp;subreference&amp;description=Start%2BGame&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5)   
Expected response parameters:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| organization |  | String | 32 | Organization identifier(s) 組織標識符 |
| playerId |  | String | 20 | The player id as returned from an authenticate call 從身份驗證呼叫返回的玩家ID |
| currency |  | String | 3 | The three letter code of the currency betted. 這個貨幣的三個字母代碼打賭。 |
| applicableBonus |  | String | 20 | Amount of bonus money  available to player for 獎金金額  可供玩家使用 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | the game referred in the  request. |
| homeCurrency |  | String | 3 | The three letter code of the player’s default currency. 玩家默認貨幣的三字母代碼。 |
| balance |  | String | 20 | Amount of withdrawable money available to player可用於玩家的可提取資金金額 |
| nickName |  | String | 64 | The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。 |
| gameSessionBalance |  | String | 64 | Required ONLY for SPAIN (jurisdiction) 僅適用於西班牙（轄區） |
| gameParticipation |  | String | 64 | Required ONLY for SPAIN (jurisdiction) |
| gamePrizes |  | String | 64 | Required ONLY for SPAIN (jurisdiction) |

Example of response send back by operator’s system:

{

**"code"**: 0,

**"data"**: {

**"currency"**: "eur", **"applicableBonus"**: 980.0, **"homeCurrency"**: "eur", **"organization"**: "Demo", **"balance"**: 1235.0,

**"nickName"**: "xxpq8n6ebekekuj",

**"playerId"**: "cc\_360551\_eur"

}

}

## campaignpayout(廣告系列支付)

運營商的整合團隊有義務實施campaignpayout.json，以便能夠在一次交易中將獎金從預付費獎勵給玩家。 Yggdrasil Game Server發送的參數和操作員Transcation System應發回的參數將在下面詳細介紹。

在campaignPayout的情況下，當玩家使用所有預付費（免費旋轉）時，所有來自預付費的贏額將作為一個交易發送。 沒有它，交易將在每次使用預付費後發送，並且贏取金額將立即添加到玩家。

運營商交易系統應該使用api呼叫中提供的現金，獎金或貨物的組合來向玩家賬戶貸記。 “reference”參數唯一地定義了campaignpayout。

Parameters in campaignpayout request send by the Yggdrasil Game Server:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| org |  | String | 64 | Organization identifier(s) |
| playerid |  | String | 20 | The player id as returned from an authenticate  call when the game was launched從身份驗證返回的玩家ID  在遊戲發佈時打電話 |

cash Money 22 Cash money to be paid out or zero

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| bonus |  | Money | 22 | Bonus money to be paid out or zero獎金要支付或零 |
| currency |  | String | 3 | The three letter code of the currency. 貨幣的三字母代碼。 |
| reference |  | String | 64 | Unique identifier of the payout支付的唯一標識符 |
| description |  | String | 128 | Description of the payout, translated and meant for the player to read. 支付的描述，翻譯並供玩家閱讀。 |
| cat1..cat9 |  | String | 64 | The category information describing the game played描述所玩遊戲的類別信息 |
| tag1..tag9 |  | String | 64 | The tag information of the game遊戲的標籤信息 |
| campaignref |  | String | 64 | A reference to the campaign that originated the payout(s) 對發起支付的廣告系列的引用 |
| last |  | String | 1 | Flag indicating if it was the last payout on the payouts associated with ‘campaignref’. Values “Y” or “N”. 表示是否是與'campaignref'關聯的付款的最後一次付款的標記。 值“Y”或“N”。 |
| lang |  | String | 2 | Two-letter language code used to identify language which will be utilized  to translate messages presented to player用於識別將使用的語言的雙字母語言代碼  翻譯呈現給玩家的消息 |
| version |  | Integer | 11 | Protocol version協議版本 |
| prepaidref | 2 | String | 64 | Reference that was supplied when prepaids were created創建預付款時提供的參考 |
| prepaidticketid | 2 | String | 20 | Id of the ticket used to pay for wager用於支付賭注的機票的ID |
| singleWin | 5 | String | 22 | Single win value in player currency玩家貨幣的單贏價值 |
| totalWin | 5 | String | 22 | Total win value in player currency玩家貨幣的總贏額 |
| roundCount | 5 | String | 11 | Round count played to achieve stop criteria輪數計數達到停止標準 |

ruleType 5 String 10 Rule type of the SuperSpin. Possible values are SINGLEWIN, TOTALWIN, FEATUREWIN SuperSpin的規則類型。 可能的值為SINGLEWIN，TOTALWIN，FEATUREWIN

In the following way Yggdrasil Game Server will request operator system:

[https://host/campaignpayout.json?](https://host/campaignpayout.json?org=YourOrgName&amp;&amp;playerid=cc_360471_eur&amp;cash=0.00&amp;bonus=1.02&amp;currency=eur&amp;service=Mir&amp;reference=1603211008430800001&amp;description=Free%2Bspin%2Bwin%2Bref%3A%2B1603211008150200001&amp;campaignref=1603211008150200001&amp;last=Y&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5&amp;prepaidticketid=1603211008150200003&amp;prepaidref=1603211008150200001&amp;singleWin=1.02&amp;totalWin=1.02&amp;roundCount=5&amp;ruleType=FEATUREWIN) [org=YourOrgName&&  
playerid=cc\_360471\_eur&  
cash=0.00&  
bonus=1.02&  
currency=eur&  
service=Mir&  
reference=1603211008430800001&  
des](https://host/campaignpayout.json?org=YourOrgName&amp;&amp;playerid=cc_360471_eur&amp;cash=0.00&amp;bonus=1.02&amp;currency=eur&amp;service=Mir&amp;reference=1603211008430800001&amp;description=Free%2Bspin%2Bwin%2Bref%3A%2B1603211008150200001&amp;campaignref=1603211008150200001&amp;last=Y&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5&amp;prepaidticketid=1603211008150200003&amp;prepaidref=1603211008150200001&amp;singleWin=1.02&amp;totalWin=1.02&amp;roundCount=5&amp;ruleType=FEATUREWIN)

[+spin+win+ref%3A](https://host/campaignpayout.json?org=YourOrgName&amp;&amp;playerid=cc_360471_eur&amp;cash=0.00&amp;bonus=1.02&amp;currency=eur&amp;service=Mir&amp;reference=1603211008430800001&amp;description=Free%2Bspin%2Bwin%2Bref%3A%2B1603211008150200001&amp;campaignref=1603211008150200001&amp;last=Y&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5&amp;prepaidticketid=1603211008150200003&amp;prepaidref=1603211008150200001&amp;singleWin=1.02&amp;totalWin=1.02&amp;roundCount=5&amp;ruleType=FEATUREWIN)

[+1603211008150200001&  
campaignref=1603211008150200001&  
last=Y&  
cat1=Casino&  
cat2=Slot&  
cat3=Avalanche&  
cat4=Incinerator&  
cat5=7](https://host/campaignpayout.json?org=YourOrgName&amp;&amp;playerid=cc_360471_eur&amp;cash=0.00&amp;bonus=1.02&amp;currency=eur&amp;service=Mir&amp;reference=1603211008430800001&amp;description=Free%2Bspin%2Bwin%2Bref%3A%2B1603211008150200001&amp;campaignref=1603211008150200001&amp;last=Y&amp;cat1=Casino&amp;cat2=Slot&amp;cat3=Avalanche&amp;cat4=Incinerator&amp;cat5=7320&amp;tag1=GameName.Incinerator&amp;tag2=Model.M1&amp;tag3=Channel.pc&amp;lang=en&amp;version=5&amp;prepaidticketid=1603211008150200003&amp;prepaidref=1603211008150200001&amp;singleWin=1.02&amp;totalWin=1.02&amp;roundCount=5&amp;ruleType=FEATUREWIN)

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 call從身份驗證呼叫返回的玩家ID |
| currency |  | String | 3 | The three letter code of the currency betted. 這個貨幣的三個字母代碼打賭。 |
| applicableBonus |  | String | 20 | Amount of bonus money available to player for the game referred in the request. 玩家在請求中引用的遊戲可獲得的獎金金額。 |
| homeCurrency |  | String | 3 | The three letter code of the player’s default currency. 玩家默認貨幣的三字母代碼。 |
| balance |  | String | 20 | Amount of withdrawable money available to player玩家可獲得的可提取資金金額 |

nickName String 64 The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。

Example of response send back by operator’s system:

{

**"code"**: 0,

**"data"**: {

**"currency"**: "eur", **"applicableBonus"**: 1.02, **"homeCurrency"**: "eur", **"organization"**: "Demo", **"balance"**: 0.0,

**"nickName"**: "a-2db3-a.8.2crx",

**"playerId"**: "cc\_360471\_eur"

}

}

## getbalance

運營商的集成團隊有義務實施getbalance.json以運行遊戲。 Yggdrasil Game Server發送的參數和應由Operator Transaction System發回的參數將在下面詳細介紹。

Parameters in getbalance 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用於標識和驗證玩家會話的唯一令牌密鑰 |
| playerid |  | String | 20 | The player id as returned from an authenticate (playerinfo) call從身份驗證（playerinfo）調用返回的玩家ID |
| gameid |  | String | 4 | Game identifier |

description String 20 Description of the action

In the following way game server will request operator system: [https://host/getbalance.json?](https://host/getbalance.json?org=YourOrgName&amp;sessiontoken=1F31E37F7C87A74B9EC380373AE5DEA7&amp;playerid=xxxxx&amp;gameid=7330&amp;description=getbalance)

[org=YourOrgName&  
sessiontoken=1F31E37F7C87A74B9EC380373AE5DEA7&  
playerid=xxxxx&  
gameid=7330&  
description=getbalance](https://host/getbalance.json?org=YourOrgName&amp;sessiontoken=1F31E37F7C87A74B9EC380373AE5DEA7&amp;playerid=xxxxx&amp;gameid=7330&amp;description=getbalance)

Expected response parameters:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Version** | **Format** | **Max Length** | **Comment** |
| organization |  | String | 32 | Organization identifier(s) 組織標識符 |
| playerId |  | String | 20 | The player id as returned from an authenticate (playerinfo) call從身份驗證（playerinfo）調用返回的玩家ID |
| currency |  | String | 3 | The three letter code of the currency betted這個貨幣的三個字母代碼打賭 |
| homeCurrency |  | String | 3 | The three letter code of the player's default currency玩家默認貨幣的三字母代碼 |
| applicableBonus |  | String | 20 | Amount of bonus money available to player for the game referred in the request. 玩家在請求中引用的遊戲可獲得的獎金金額。 |
| balance |  | String | 20 | Amount of withdrawable money available to player可用於玩家的可提取資金金額 |
| nickName |  | String | 64 | The nick name of the player, to be displayed in Table Games (optional). 播放器的暱稱，將在Table Games中顯示（可選）。 |
| bonus |  | String | 20 | Amount of bonus money available to player (alternative field to applicableBonus) 玩家可獲得的獎金金額（適用於Bullon的替代字段） |

Example of response send back by operator’s system:

{

**"code"**: 0,

**"data"**: {

**"currency"**:"EUR", **"applicableBonus"**:12.95, **"homeCurrency"**:"EUR", **"organization"**:"XXX", **"balance"**:105.05, **"nickName"**:"XXX",

**"playerId"**:"XXX", **"bonus"**: 0

}

}

# Launching games發起遊戲

In order to launch game please use one of below urls.

|  |  |  |
| --- | --- | --- |
| **Environment name** | **URL** | **Game mode** |
| Staging MT | https://staticstaging.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Production MT | https://staticlive.yggdrasilgaming.com/init/ launchClient.html? | Play for real |
| Staging Gib | https:// staticstaginggib.yggdrasilgaming.com/init/ launchClient.html? | Play for real |
| Production Gib | https://staticlivegib.yggdrasilgaming.com/ init/launchClient.html? | Play for real |

|  |  |  |
| --- | --- | --- |
| Staging CW | https:// staticstagingcw.yggdrasilgaming.com/init/ launchClient.html? | Play for real |
| Production CW | https://staticlivecw.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Staging UK | https://staticstaginguk.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Production UK | https://staticliveuk.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Staging MTIT (Italy) | https:// staticstagingmtit.yggdrasilgaming.com/init/ launchClient.html? | Play for real |
| Production MTIT (Italy) | https://staticlivemtit.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Staging Asia | https://staticstagingsg.ygg-7ehd83n.com/ init/launchClient.html? | Play for real |
| Production Asia | https://staticlivesg.ygg-7ehd83n.com/init/ launchClient.html? | Play for real |
| Staging Denmark | https://staticstagingdk.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Production Denmark | https://staticlivedk.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Staging Sweden | https://staticstagingse.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Production Sweden | https://staticlivese.yggdrasilgaming.com/init/ launchClient.html? | Play for real |
| Staging Spain | https://staticstaginges.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Production Spain | https://staticlivees.yggdrasilgaming.com/init/ launchClient.html? | Play for real |
| Staging Czech | https://staticstagingcz.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| Production Czech | https://staticlivecz.yggdrasilgaming.com/ init/launchClient.html? | Play for real |
| **Environment name** | **URL** | **Game mode** |
| PFF Malta | https://staticpff.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Curacao | https://staticpffcw.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF UK | https://staticpffuk.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Gibraltar | https://staticpffgib.yggdrasilgaming.com/ init/launchClient.html? | Play for fun |
| PFF MTIT (Italy) | https://staticpffit.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Denmark | https://staticpffdk.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Sweden | https://staticpffse.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Spain | https://staticpffes.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Czech | https://staticpffcz.yggdrasilgaming.com/init/ launchClient.html? | Play for fun |
| PFF Asia | https://staticpffsg.ygg-7ehd83n.com/init/ launchClient.html? | Play for fun |

##### IMPORTANT!

Sample call for play for real mode on staging cw environment:   
<https://staticstagingcw.yggdrasilgaming.com/init/> [launchClient.html?  
gameid=7301&  
lang=sv&  
currency=EUR&  
org=YourOrgName&  
channel=pc&  
key=xxx](https://staticstagingcw.yggdrasilgaming.com/init/launchClient.html?gameid=7301&amp;lang=sv&amp;currency=EUR&amp;org=YourOrgName&amp;channel=pc&amp;key=xxx)

One has to replace org & key parameters in the above url. org - name of organization in the Yggdrasil system

key - session key provided by the operator

To launch mobile version of the games simply change "channel=*pc*" to “channel=*mobile*”.   
必須在上面的url中替換org＆key參數。 組織 - Yggdrasil系統中的組織名稱

密鑰 - 運營商提供的會話密鑰

要啟動移動版遊戲，只需將“channel = pc”更改為“channel = mobile”即可。  
Sample call for play for fun mode:   
<https://staticpff.yggdrasilgaming.com/init/launchClient.html?>

[gameid=7301&  
lang=en&  
currency=EUR&  
org=YourOrgName&  
channel=pc&key=](https://staticpff.yggdrasilgaming.com/init/launchClient.html?gameid=7301&amp;lang=en&amp;currency=EUR&amp;org=YourOrgName&amp;channel=pc&amp;key)

# Jackpot

有可用的累積獎金投放功能，可以返回當前頂級組織中指定的累積獎金或所有累積獎金，它使用兩個參數：

·組織 - 組織名稱（對於本地累積獎金，Yggdrasil Game Server提取最高組織並使用此返回累積獎金值）

·gameid - 可以有不同的累積獎金遊戲的差異，因此將使用gameid並返回與同一遊戲相關的不同累積獎金ID

## Jackpot feed for Joker Milions (only available for clients with Maltese license)

累積獎金的網址是（請記住用正確的品牌名稱替換網址中的orgname值）：

##### Production Malta

[https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?](https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7312&amp;currency=EUR) [org=YourOrgName&  
gameid=7312&  
currency=EUR](https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7312&amp;currency=EUR)

If you prefer to use json instead you can use this service: 如果您更喜歡使用json，則可以使用此服務：[https://production.yggdrasilgaming.com/game.web/service?](https://production.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7312&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&  
gameid=7312&  
what=jackpot&  
currency=EUR&  
org=YourOrgName](https://production.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7312&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

## Jackpot feed for all games(所有遊戲的累積獎勵)

##### Production Malta

All jackpots <https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName> Jackpot/s related with particular game [https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?](https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

[org=YourOrgName&gameid=7317](https://production.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

If you prefer to use json instead you can use this service: [https://production.yggdrasilgaming.com/game.web/service?](https://production.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&gameid=7317&what=jackpot&currency=EUR&org=YourOrgName](https://production.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

##### Production Curacao

All jackpots <https://productioncw.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName>

Jackpot/s related with particular game [https://productioncw.yggdrasilgaming.com/game.web/services/feed/jackpot?](https://productioncw.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317) [org=YourOrgName&gameid=7317](https://productioncw.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

If you prefer to use json instead you can use this service: [https://productioncw.yggdrasilgaming.com/game.web/service?](https://productioncw.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&gameid=7317&what=jackpot&currency=EUR&org=YourOrgName](https://productioncw.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

##### Production United Kingdom

All jackpots <https://productionuk.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName> Jackpot/s related with particular game [https://productionuk.yggdrasilgaming.com/game.web/services/feed/jackpot?](https://productionuk.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

[org=YourOrgName&gameid=7317](https://productionuk.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

If you prefer to use json instead you can use this service: [https://productionuk.yggdrasilgaming.com/game.web/service?](https://productionuk.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&gameid=7317&what=jackpot&currency=EUR&org=YourOrgName](https://productionuk.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

##### Production Gibraltar

All jackpots <https://productiongib.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName> Jackpot/s related with particular game [https://productiongib.yggdrasilgaming.com/game.web/services/feed/jackpot?](https://productiongib.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

[org=YourOrgName&gameid=7317](https://productiongib.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

If you prefer to use json instead you can use this service: [https://productiongib.yggdrasilgaming.com/game.web/service?](https://productiongib.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&gameid=7317&what=jackpot&currency=EUR&org=YourOrgName](https://productiongib.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

##### Production Italy MT

All jackpots <https://productionmtit.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName> Jackpot/s related with particular game [https://productionmtit.yggdrasilgaming.com/game.web/services/feed/jackpot?](https://productionmtit.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

[org=YourOrgName&gameid=7317](https://productionmtit.yggdrasilgaming.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

If you prefer to use json instead you can use this service: [https://productionmtit.yggdrasilgaming.com/game.web/service?](https://productionmtit.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&gameid=7317&what=jackpot&currency=EUR&org=YourOrgName](https://productionmtit.yggdrasilgaming.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

##### Production Asia

All jackpots <https://productionsg.ygg-7ehd83n.com/game.web/services/feed/jackpot?org=YourOrgName> Jackpot/s related with particular game [https://productionsg.ygg-7ehd83n.com/game.web/services/feed/jackpot?](https://productionsg.ygg-7ehd83n.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

[org=YourOrgName&gameid=7317](https://productionsg.ygg-7ehd83n.com/game.web/services/feed/jackpot?org=YourOrgName&amp;gameid=7317)

If you prefer to use json instead you can use this service: [https://productionsg.ygg-7ehd83n.com/game.web/service?](https://productionsg.ygg-7ehd83n.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

[fn=info&gameid=7317&what=jackpot&currency=EUR&org=YourOrgName](https://productionsg.ygg-7ehd83n.com/game.web/service?fn=info&amp;gameid=7317&amp;what=jackpot&amp;currency=EUR&amp;org=YourOrgName)

For **stage** environments please replace:

[https://production.yggdrasilgaming.com](https://production.yggdrasilgaming.com/) with [https://staging.yggdrasilgaming.com](https://staging.yggdrasilgaming.com/) for Malta environment [https://productioncw.yggdrasilgaming.com](https://productioncw.yggdrasilgaming.com/) with [https://stagingcw.yggdrasilgaming.com](https://stagingcw.yggdrasilgaming.com/) for Curacao environment [https://productionuk.yggdrasilgaming.com](https://productionuk.yggdrasilgaming.com/) with [https://staginguk.yggdrasilgaming.com](https://staginguk.yggdrasilgaming.com/) for United Kingdom environment [https://productiongib.yggdrasilgaming.com](https://productiongib.yggdrasilgaming.com/) with [https://staginggib.yggdrasilgaming.com](https://staginggib.yggdrasilgaming.com/) for Gibraltar environment [https://productionmtit.yggdrasilgaming.com](https://productionmtit.yggdrasilgaming.com/) with [https://stagingmtit.yggdrasilgaming.com](https://stagingmtit.yggdrasilgaming.com/) for Italy environment [https://productionsg.ygg-7ehd83n.com](https://productionsg.ygg-7ehd83n.com/) with [https://stagingsg.ygg-7ehd83n.com](https://stagingsg.ygg-7ehd83n.com/) for Asia environment

[https://productiondk.yggdrasilgaming.com](https://production.yggdrasilgaming.com/) with [https://stagingdk.yggdrasilgaming.com](https://staging.yggdrasilgaming.com/) for Danish environment [https://productionse.yggdrasilgaming.com](https://productionse.yggdrasilgaming.com/) with [https://stagingse.yggdrasilgaming.com](https://stagingse.yggdrasilgaming.com/) for Swedish environment [https://productiones.yggdrasilgaming.com](https://production.yggdrasilgaming.com/) with [https://staginges.yggdrasilgaming.com](https://staginges.yggdrasilgaming.com/) for Spanish environment [https://productioncz.yggdrasilgaming.com](https://productioncz.yggdrasilgaming.com/) with [https://stagingcz.yggdrasilgaming.com](https://stagingcz.yggdrasilgaming.com/) for Czech environment

# Bingo

Bingo不支持在請求中發送的“data.popupMessage”：playerinfo和wager。 Bingo始終在iframe中啟動。 因此，應在運營商的網站上履行CMA要求通知玩家他們是否正在從使用受限制的資金轉向不受限制的資金，反之亦然。

# Typical integration plan

最初，Yggdrasil為操作員準備配置，以便可以使用舞台環境。 Yggdrasil開發人員/支持團隊從現在開始處理運營商的集成團隊以解決任何問題，通常通過電子郵件或Skype（我們更喜歡通過Skype聯繫）

在下一步中，運營商的團隊準備遊戲 - 根據本文檔實施playerinfo，wager，endwager，cancelwager和appendwagerresult（用於累積獎金遊戲）。運營商團隊還為Yggdrasil開發人員/測試人員準備測試帳戶（最好每個帳戶都有不同的貨幣）

Yggdrasil方面的整合團隊進行冪等性測試，並且正在驗證對Yggdrasil Game Server請求的響應的正確性。運營商的開發人員解決任何剩餘的問題。

運營商的集成團隊實現了Prepaids / Campaign API，如下所述：https：// doc.yggdrasilgaming.com/xwiki/bin/view/Campaign+API/

Yggdrasil的質量保證團隊進行測試（階段環境）以檢查是否：

•遊戲可在桌面和移動設備上正常運行（在iOS和Android上運行）

•預付款適當發放

•後台為操作員正常工作

•BOOST工具（錦標賽，現金競賽和任務）正常工作

成功通過測試後，操作員的配置將盡快在生產環境中發布（通常在Yggdrasil發布生產環境變更時 - 目前每月一次）

此時，雙方對生產環境進行隱藏的beta測試，以確保在上線之前，所有內容（遊戲，BOOST，BackOffice）都能正常運行。最後，通過測試後，遊戲將在生產環境中上線。

# Frequently asked questions(常見問題)

1. Is Cat5 the round number? Does all wagers and its matching appendwager requests (for a spin) have the same number? Is it unique in yggdrasil system or will it repeat between games or players?( Cat5是圓號嗎？ 所有投注及其匹配的追加投標請求（旋轉）是否具有相同的編號？ 它在yggdrasil系統中是獨一無二的還是會在遊戲或玩家之間重複？)

Cat5 contains gameid. Wager and appendwagerresult calls have matching reference parameter.( Cat5包含gameid。 Wager和appendwagerresult調用具有匹配的引用參數。)

1. What are possible values of Tag3 in game tags? Is it only Channel.PC and Channel.Mobile? Is it based on the value

Yes to all of these(遊戲代碼中Tag3的可能值是什麼？ 它只是Channel.PC和Channel.Mobile嗎？ 它是基於價值的)

1. Is “Sessiontoken” in wager request the same as “key” that was sent to the game launcher?( 下注請求中的“Sessiontoken”與發送到遊戲啟動器的“key”相同嗎？)

Yes, key = sessiontoken

1. Is “Reference” unique in the system? What is the difference between Reference and Subreference?

“參考”在系統中是否唯一？ 參考和子參考之間有什麼區別？

Reference is wager's identifier and will look like this '1701170925270000003'. Reference should be unique, but you should look on reference and subreference as unique pair.

For subreference we have few possibilities

* in wager and cancelwager call, subreference is transaction reference and we create it by incrementing reference id by one and adding 'w' at the beginning (it will look like this 'w1701170925270000004'). If we cancel particular wager, reference and subreference will be exactly the same in cancelwager call.
* endwager and appendwagerresult

In endwager or appendwager call subsequent to wager call, the reference doesn't change (if wager had reference='1701170925270000003', endwager to this wager will also have reference='1701170925270000003'), }}}

Subreference is different - usually when player has won it will consist of two parts: transaction reference and prize's identifier and will look like this '1701170845560000003.1701170845560000004'. In case player has lost it will be empty  
參考是投注的標識符，看起來像這個'1701170925270000003'。引用應該是唯一的，但您應該將引用和子引用視為唯一對。

對於子引用，我們幾乎沒有可能

\*在wager和cancelwager調用中，子引用是事務引用，我們通過將引用id遞增1並在開頭添加'w'來創建它（它看起來像'w1701170925270000004'）。如果我們取消特定的下注，則在cancelwager調用中引用和子引用將完全相同。

\* endwager和appendwagerresult

在下注或者下注之後，在下注中調用，引用不會改變（如果下注引用='1701170925270000003'，則此次下注的終結者也會有參考='1701170925270000003'），}}}

子引用是不同的 - 通常當玩家贏了它將包括兩部分：交易參考和獎品的標識符，看起來像這樣'1701170845560000003.1701170845560000004'。如果玩家輸了，它將是空的

1. “Bonusprize” field, under what condition will there be bonus payout? “Bonusprize”字段，在什麼條件下會有獎金支付？

There will be bonus payout when there are winnings from a prepaid ticket, 當預付票有獎金時，會有獎金支付，

1. PlayerInfo response, can I assume below are the mandatory fields?

{"code": 0, "data": { } "playerId":"40000001", "nickName":"Restless", "organization":"Demo", "balance":"4000.00", "applicableBonus":"0.00", "currency":"EUR", "homeCurrency":"EUR" }

Yes

1. Is nickname field required in the wager/end wager/cancelwager response? wager / end wager / cancelwager響應中是否需要暱稱字段？

You may leave there empty string. 你可以留下空字符串

1. When description field contains CashRace, Tournament, NetworkTournament, NetworkMission, Boost, how do we tag the

You shouldn't count the winning amount to game win when one of above is present in description field. It's up to you how to tag winning amount in your system.

However, you shouldn't categorize that as normal win, because it will negatively affect RTP. Any other type is fine. we don't have any preference.

1. Could you explain a bit more about campaingpayout?

It is used for freespins functionality.

Normally in freespins we send after every spin endwager call, but on request from operator we can turn campaignpayout functionality, which sends winnings from freespins in one request instead of multiple requests.

In order to have payout via 1 request from freespins, all you need to do is implement campaignpayout and ask for enabling this feature and we will set it up for you on our side.

1. How long does it take for sessiontoken to expire?

Sessiontoken expiration time is managed by operator's side. When sessiontoken expires and player tries to spin, game will present error and he will have to reload game. Every authentication call should provide new active sessiontoken.

1. Is lang and currency parameter mandatory in order to launch game?

Yes, both language and currency is obligatory when launching games.

1. Regarding cancel request, do we have to cancel all transactions with same reference or cancel only transactions

All transactions with same reference and subreference.

1. What will happen in case of request timeout from our side, will you be resending the same request or cancel it?

If endwager timed out, we will resend same request. If it was wager, we will cancel it.

1. What is exactly prepaid ticket? How it will effect our system? Do we have to do any deduction from user balance?

Prepaidticketid is one of parameters connected with our prepaid api functionality. Prepaidticketid in wager request provides a way to identify prepaid ticket used by player.

When using our prepaid api you don't need to do any deduction from player's balance.

1. What is jackpotcontribution parameter in wager request? Does it have any impact on player’s balance?

Jackpot contribution is a functionality that can be turned on per operator's request. This field is for informative purposes, shows how much of player's bet goes to prize pool. Works only for jackpot games.

1. Is subreference unique?

Yes, it's unique, but you need to compare a pair of reference and subreference on your side. Wager and consecutive endwager have the same references, but different subreferences.

It is possible for endwager subreference to be empty when player has lost bet.

1. What should I do in case currency field is empty in wager request?

There is no possiblity of this happening, there will be always currency in wager request.

1. What do you mean by “achievement bonus” in appendwagerresult?

What we meant by that is sometimes winning in appendwagerresult will be paid in amount parameter and sometimes in bonusprize field. It depends on game and our inner implementation.

1. What is SuperSpin, singleWin, totalWin, roundCount, ruleType?

Superspin is our type of prepaid. Please see prepaid documentation for more details. singleWin,totalWin,roundCount,ruleType - those are extra parameters that can be turned on if operator requests for it. They are mainly for informative purposes,

1. What's your user inactivity timeout?

User session is active till the end of the game (to be specific: when player closes tab in browser or goes to another page)

1. What’s your API-call timeout?

Yggdrasil Game Server API has two types of timeouts: RESTLESS\_CONNECTION\_TIMEOUT (specifies time limit during which our API needs to connect to operator’s server) – 3s

and RESTLESS\_READ\_TIMEOUT (specifies how long our API awaits for input data to read) – 10s

1. Do you send secureToken(sessionToken) as part of every request like bet, win, cancel?

Most of our requests don’t contain secureToken. Calls that do have secureToken: playerinfo (our authentication call), wager and getbalance.No, there is no possibility to configure it from operator’s side.

1. What is the player experience in case of unfinished games?

When player launches game a pop-up window is shown in order to inform player that his session was interrupted and he can continue playing from where he stopped playing or play new session

1. Does the playerId need to be unique across labels?

Yes, the playerId must be unique across labels.

1. Do you send a win request in case Player didn’t win?

Yes, we do send endwager calls even if player doesn’t win anything.

1. Could you provide sample APIs call sequence needed in a gameplay of a normal game and jackpot game?

Regular gameplay: playerinfo -> response -> wager -> response -> wager …. -> endwager -> response -> end

For jackpot games: playerinfo -> response -> wager -> response -> appendwagerresult -> response -> endwager -> end