Gameflex
Generic Operator Wallet API
(GGO)

Client:	Iforium
Date:	10th September 2021
Revision:	1.6
Location:	GameflexGenericOperatorWalletAPI1.6.docx
Security Classification:	Confidential
Distribution List:	Gameflex Operators

Change History

Version	Date	Author	Summary of Changes
1.0	15th September 2020	Craig Osborne	Initial Release.
1.1	23rd September 2020	Craig Osborne	Correct typo of Void and Rollback including StartRound. Fix method version numbers. Add IP Address on Redeem Session Token. Improved method descriptions.
1.2	3rd November 2020	Matthew Keggen	Fix typo in Credit Transaction URI. Correct description of Gateway Session Token on Award Winnings, Void Bet, Rollback Bet, End Game Round. Include support for Operator Alerts.
1.3	11th March 2021	Craig Osborne Matthew Keggen	Add Alert Action callbacks to notify the Operator Wallet and/or the Game Wrapper of the Player action. Include extra Operator references on Alerts and Alert Actions. Tidy up Game Launch documentation.
1.4	9th August 2021	Craig Osborne	Add support for TableID and GameVersion for regulated markets.
1.5	13th August 2021	Craig Osborne	Correct Place Bet Game Not Found error code from Game Round Not Found.
1.6	10th September 2021	Cherise Fialho	Remove City from Redeem Session Token.

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1   Preface

This document is intended to provide an Operator the necessary information to support a seamless integration of the Gameflex Platform. The documentation defines the Architecture, Operator Wallet API methods and the necessary integration steps required.

An overview of the full Gameflex Platform integration is provided in the "Gameflex - Operator Integration Overview" document. This includes an overview of the Gameflex Platform and the Integration Process that the Operator must follow.

2 Operator Wallet API Overview

The Gameflex Platform needs to communicate with the Operator Wallet for the purposes of launching Games and seamlessly debiting and crediting funds from the Operator Wallet. This section documents the implementation of the Operator Wallet API.

2.1 API Architecture Overview

The Operator Wallet API has been designed as a lightweight REST style web service using HTTP transport protocol and JSON Payloads. All requests will be sent as POST requests with the content ContentType: application/json and all responses should be returned with the content ContentType: application/json. We do not use HTTP status codes for business logic rules (i.e. returning 404 when an Account is not found). All responses should return a HTTP 200 status code and we use the error code returned in the response body.

The location of the Operator Wallet API endpoint is to be provided by the Operator. All communication must be HTTP over TLS (https) with a valid server-side certificate in both staging and production. In addition, IP whitelisting must be implemented to control access to the Operator Wallet API.

Authentication is implemented using HTTP basic authentication. Both parties will share a set of credentials.

2.1.1 Common Data Types

The Operator Wallet API uses the following standard data types for input request and response JSON values:

Data Type	Description	Typical Value(s)
Boolean	Represents a Boolean logic value.	true or false
Date	All dates and times are UTC. Using the following format: yyyy-MM-ddTHH:mm:ss:fffZ The Z suffix can be omitted	1965-05-16T00:00:00.999Z
Integer	32-bit number.	123456
Integer64	64-bit number.	12345678901234
Money	All monetary amounts are to 2 decimal places.	12.14
String	String value.	MyUsername

2.1.2 Common Request Format

Each Operator Wallet API method as separate URI method. Each request will have the following common JSON payload:

```
{
    PlatformKey: "L100",
    Sequence: "bfced060-b167-431e-bb84-023d8c31f53d",
    Timestamp: "2020-09-14T13:21:50.2518211Z"
}
```

Name	Type	Description
PlatformKey	String(4)	The platform key associated with the caller.
Sequence	String(50)	A UUID is generated by Gameflex for each Web API request.
Timestamp	Date	A UTC Timestamp for the request.

The PlatformKey is used to distinguish which Gameflex environment making the request. This differs between staging and live environments. The PlatformKey can be used to make any ID value sent by Gameflex globally unique.

The primary usage of the request Sequence and Timestamp is to allow correlation of any request and response in both the Operator's logging system and the Gameflex logging system to aid quick diagnosis of integration issues and any live production issues.

2.1.3 Common Response Format

All Operator Wallet API methods will return JSON containing an ErrorCode and an optional Balance, optional array of Alerts (not supported on all methods) and a Result object:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "EUR",
        CashFunds: 210.71,
        BonusFunds: 0,
        FundsPriority: "Unknown",
        Version: 105657
    },
    Result: {
        Custom per method
    },
    Alerts: [
        {
            OperatorAlertReference: "A1234",
            Type: "AlertType",
            Title: "Title",
            Message: "Message",
            NonIntrusive: false,
            Actions: [
                {
                    OperatorAlertActionReference: "AA1234C",
                    Action: "Continue",
                    Label: "Continue",
                    WalletCallback: {
                        Method: "Continue",
                        Data: "Data"
                    },
                    WrapperCallback: {
                        Method: "Continue",
                        Data: "Data"
                    }
                },
                {
                    Action: "Link",
                    Label: "History",
                    LinkUrl: "https://www.iforium.com"
                }
            ]
        }
    ]
}
```

2.1.4 Common Response Values

Name	Type	Description
ErrorCode	Integer	The error status of the response as described in section 2.1.4.1 below.
Balance	Balance Object	Common Operator Wallet Balance response as described in section 2.1.4.2 below.
Result	Object	Optional Result object which varies per Operator Wallet API method.

2.1.4.1 Response Error Codes

Error codes are standardised across all methods. The error codes expected by each method vary. The complete set of error codes are as follows:

Error Code Number	Description
0	Success – The API call has successfully completed without any errors.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-2	Insufficient Funds – The Operator Wallet has insufficient Player funds to complete the debit.
-3	Session Not Found – The session token was not found on the Operator Wallet or the session token has expired.
-4	Account Frozen – The account has been suspended / frozen by the Operator Wallet.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.
-7	Transaction Not Completed – The debit/credit transaction has not been completed in the Operator Wallet.
-8	Transaction Not Found – The debit/credit transaction cannot be found in the Operator Wallet.
-9	Currency Mismatch – The Operator Wallet Currency Code mismatches the Currency Code of the Gameflex Account.
-10	Stake Limit – The bet has exceeded the individual stake limit set for the Player inside the Operator Platform.
-11	Wager Limit – The bet will exceed the wager limit set for the Player inside the Operator Platform.
-12	Loss Limit - The bet will exceed the loss limit set for the Player inside the Operator Platform.
-13	Session Length Limit – The Player has exceeded the session length set for the Player inside the Operator Platform.
-14	Game Round Not Found – The Game Round has not been found.
-15	Game Not Found – The Game has not been configured in the Operator Platform.

2.1.4.2 Operator Wallet Balance object

Various Operator Web API methods return a standard Balance object:

Parameter	Type	Typical Value	Description
Balance.CurrencyCode	String(3)	GBP	3-character currency code in ISO 4217 format. See "Iforium Common Reference Data" document.
Balance.CashFunds	Money	120.15	Cash Funds Balance for the Player to a maximum of 2 decimal places.
Balance.BonusFunds	Money	30.10	Optional Bonus Funds Balance for the Player to a maximum of 2 decimal places when the Player has a bonus in the Operator Wallet. See Note 1 below.
Balance.FundsPriority	String	Unknown, BonusFundsFirst or CashFundsFirst	Optional value which determines the usage order of funds inside the Operator Wallet. See note 1 below. The value returned should be:

Player Funds		Value
Cash	**Bonus**	
0.00	0.00	CashFundsFirst
> 0.00	0.00	CashFundsFirst
0.00	> 0.00	BonusFundsFirst
> 0.00	> 0.00	See below.

If Player has both Cash and Bonus Funds available in the Operator Wallet, the choice of "BonusFundsFirst" or "CashFundsFirst" will be determined by the Operator to match how stakes will be removed from the players Operator Wallet funds.

If no value is returned, it will be treated as "Unknown" which can also be returned as a valid response.

Balance.Version	Int64	1234	Optional. This is the current version number on the balance inside the Operator Wallet. This can either be a timestamp or auto incremented version number. If the version number will not be used the value should be sent as NULL or omitted from the Json. If no value is specified Gameflex will assign a timestamp to the balance.

Notes:
1. For the UKGC market the BonusFunds.Balance and FundsPriority are required.

If the Operator Web API method includes an Operator Wallet Balance, it must be returned apart from if the error code is one of the following:

Error Code Number	Description
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-3	Session Not Found – The session token was not found on the Operator Wallet or the session token has expired.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.

2.1.4.3   Alert object

Alerts are used to message the Player. They help support regulatory functionality or provide information to the Player on bonuses etc. Alerts can be either non-intrusive toaster style messages or intrusive dialog boxes with Alert Action buttons. All Alert text must be translated by the Operator.

Alerts can be returned during the Game launch process via the Redeem Session Token method response. This Alert will be displayed before launching the Game. Alerts can also be returned during normal game play on the responses to Place Bet, Award Winnings or End Game Round methods.

The Operator can optionally specify callbacks for the dialog Alert Action buttons: Alert Wallet Callback Notification to notify the Operator Wallet of the Player action as defined in section 3.10; and/or, an Alert Wrapper Callback Notification to raise JavaScript post message back to the Game Wrapper; please see "Gameflex Universal Launcher (GUL) – Integration Guide" or "Gameflex Express Library (GEL) -Quick Start" dependent on how you have chosen to implement the Game Launch.

The Alert object is defined as follows:

Parameter	Type	Typical Value	Description
Alerts[]. OperatorAlertReference	String(50)	A1234	Optional reference for the Alert. If an Alert Action specifies a Wallet Callback, this value is sent back in the Alert Wallet Callback Notification as defined in section 3.10. If an Action specifies a Wrapper Callback, this value is sent back in the Wrapper JavaScript post message.
Alerts[].Type	String(50)	ResponsibleGaming	Each Alert must specify a type to describe its functionality. This is not displayed to the Player. The value must not contain any spaces or special characters. If an Action specifies a Wallet Callback, this value is sent back in the Alert Wallet Callback Notification as defined in section 3.10. If an Action specifies a Wrapper Callback, this value is sent back in the Wrapper JavaScript post message.
Alerts[].Title	String(50)	Information	Optional Operator translated title to be displayed on intrusive dialog boxes. If no title is specified and the Alert is intrusive, Gameflex will add a default translated title.
Alerts[].Message	String(250)	Bonus Awarded	Operator translated message to be displayed to the Player. This may contain html links for Player interaction.
Alerts[].NonIntrusive	Boolean	True	If true is returned, the message is displayed to the Player for a period of 5 seconds in a toast style notification dialog. If false is returned, the Alert is rendered as a dialog box with Alert Action buttons.
Alerts[]. Actions[]. Action	String(20)	Continue	The following values are supported: Continue – Continues Game play. Close – Close the Game and returns player to the lobby.

			Logout – Closes the Game and waits for the Callback to complete before returning the player to the lobby. Link – Links to the specified LinkUrl.
Alerts[]. Actions[]. OperatorAlertActionReference	String(50)	A1234	Optional reference for the Alert Action. If an Action specifies a Wallet Callback, this value is sent back in the Alert Wallet Callback Notification as defined in section 3.10. If an Action specifies a Wrapper Callback, this value is sent back in the Wrapper JavaScript post message.
Alerts[]. Actions[]. Label	String(50)	Continue	Operator translated button text.
Alerts[]. Actions[]. LinkUrl	String	https://myurl.com	Optional Link Url that must be set when specifying a Link Action. The button will open the Link Url in a new window.
Alerts[]. Actions[]. WalletCallback. Method	String(50)	Continue	The Alert Wallet Callback Notification is optional. If specified, it must not contain any spaces or special characters. This value is sent back in the Alert Wallet Callback Notification. See section 3.10.
Alerts[]. Actions[]. WalletCallback. Data	String(1000)	ContinueData	Optional value sent back in Alert Wallet Callback Notification. It allows the Operator additional data to process the Alert Wallet Callback Notification. If this value contains sensitive data, we recommend this value should be encrypted or use some form of hash for signing. See section 3.10.
Alerts[]. Actions[]. WrapperCallback. Method	String(50)	Continue	The Alert Wrapper Callback Notification is optional. If specified, it must not contain any spaces or special characters. This value is sent back to the Game Wrapper via a JavaScript post message.
Alerts[]. Actions[]. WrapperCallback. Data	String(1000)	ContinueData	Optional value sent back in the Alert Wrapper Callback Notification via a JavaScript post message to the Game Wrapper. If this value contains sensitive data, we recommend this value should be encrypted or use some form of hash for signing.

2.2 Game Launch

Games are launched using either the Gameflex Express Library (GEL) or the newer Gameflex Universal Launcher (GUL). These are documented separately. We recommend all new Operators use the Gameflex Universal Launcher (GUL).
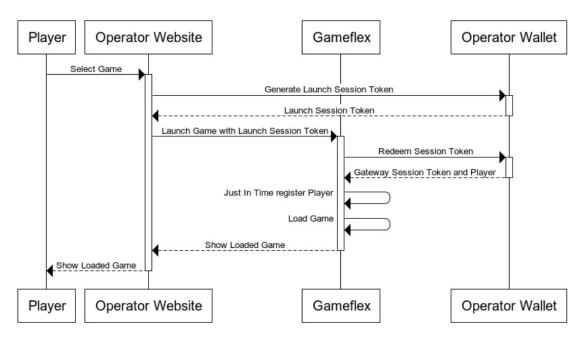
2.2.1 Gameflex Express Library (GEL)

This is a JavaScript library that the Operator utilises on its website to launch both Desktop and Mobile games using a common library. Once a Game has been launched the Operator Website can use the Gameflex Engage Object to interact with the Game. Using the Gameflex Express Library allows the Operator Website to remain agnostic to the Games being launched allowing faster provision of new Game Providers. See "Game Express Library – Quick Start" documentation for more details.

2.2.2 Gameflex Universal Launcher (GUL)

Gameflex Universal Library (GUL) uses a simple URL redirect Game Launch process. The Operator Website can interact with Games using JavaScript post messages. See "Gameflex Universal Library (GUL) Integration Guide" documentation for more details.

2.2.3 Game Launch Workflow

Both 'Gameflex Express Library (GEL)' and 'Gameflex Universal Launcher (GUL)' use the same Game launch workflow:

2.3 Game Rounds

When a player plays a game, all the transactions are group together into a Game Round for each spin of a slot or hand in a card game. A Game Round can have multiple transactions. Each Game Round is signalled by End Game Round to mark it as complete. End Game Round can be set on the individual transaction or by a separate End Game Round request. The transactions are made up of the following Operator Wallet Web API requests:

- **Place Bet** – This method is used to Place a Bet for a given Game Round. The Place Bet method may start a new Game Round and/or End the Game Round.
- **Award Winnings** – This method is used to credit Award Winnings for a given Game Round back to a Players Operator Wallet. The Award Winnings method may start a new Game Round and/or End the Game Round. An Award Winnings can happen after a Game Round has closed.
- **Void Bet** – This method is used to return stakes for a given Game Round. This is use by some card games. The Void Bet method may End the Game Round. A Void Bet can happen after a Game Round has closed.

- **Rollback Bet** – This method is used to rollback a Place Bet for a given Game Round. The Rollback Bet method may End the Game Round. A Rollback Bet can happen after a Game Round has closed.
- **End Game Round** - This method is used to end a Game Round.

The Operator is required to implement all Operator Web API methods.

2.3.1   Typical simple transaction sequences
Place Bet with no winnings will generate the following Web API request:

- Place Bet with Start Game Round and End Game Round set

Occasionally it can also be composed of 2 separate Web API requests for certain Game Providers:

- Place Bet with Start Game Round
- End Game Round

Place bet with winnings typically generates 2 separate Web API requests:

- Place Bet with Start Game Round set
- Award Winnings with End Game Round set

As in the Place bet with no winnings, the End Game Round may be sent in a separate Web API request by certain Game Providers.

Occasionally some Game Providers Award Winnings inside a Game Round without a Place Bet action:

- Award Winnings with both Start Game Round and End Game Round set

As in the previous examples, the End Game Round may be sent in a separate Web API request by certain Game Providers.

2.3.2   Typical multi-step transaction sequences
Multi-Step Games like Blackjack can generate multiple bets and award winnings under a single Game Round:

- Web API request 1
  - Place Bet with Start Game Round
- Web API request 2
  - Place Bet e.g. Split in Blackjack
- Optional Web API request 3 to N
  - Award Winnings
- Web API request N+1
  - End Game Round (this maybe combined on the last Award Winnings batch above)

Certain games can also generate multiple sequences of bets and award winnings under a single Game Round:

- Web API request 1
  - Place Bet with Start Game Round
- Web API request 2
  - Award Winnings
- Repeated Sequences for N Web API requests
  - Web API request

- Place Bet
  - o Web API request
    - Award Winnings

- Web API request N+1
  - o End Game Round (this maybe combined on the last Award Winnings batch above)

3 API Methods

The Gameflex Operator Wallet API is composed of the following API methods:

3.1 Redeem Session Token

This method is used as a secure session hand-shaking mechanism between the Operator Platform and the Gameflex Platform when launching a Game. The Session Token should always be unique, non-sequential, single use and expire within a maximum of 60 seconds for the purposes of security.

The method returns a Gateway Session Token which is used by other Operator Wallet methods. Note, the Gateway Session Token is not tied to a particular Game. Some Game Providers allow Players to switch Games e.g. Play launches a Virtual Football Game and the switches to Virtual Horse Racing or Player switches between Live Dealer Roulette and Live Dealer Blackjack.

The method also returns sufficient information for just-in-time registration of the Player inside the Gameflex Platform.

3.1.1 Request Format

The request will be sent to the following URI:

```
/v1.0/session/redeemtoken
```

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "bfced060-b167-431e-bb84-023d8c31f53d",
    Timestamp: "2020-09-14T13:21:50.2518211Z",
    SessionToken: "SingleUseLaunchSessionToken",
    IPAddress: "1.2.3.4"
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
SessionToken	String(50)	89c02243-4dcb-459a-8aa4-261845964ff4	Unique Session Token supplied by the Operator. The Session Token should be single use only for security.
IPAddress	String	1.2.3.4	IP Address of the Player's Browser on Game Launch.

3.1.2 Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Result: {
        OperatorAccountID: "TestOperatorAccountID",
        OperatorUserName: "TestOperatorUserName",
        OperatorDisplayName: "TestOperatorDisplayName",
        CurrencyCode: "GBP",
        CountryCode: "GB",
        DateOfBirth: "1965-05-16T00:00:00",
        Gender: "M",
        GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227"
    },
    Alerts: []
```

```
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
OperatorUserName	String(50)	TestUser01	Optional. The unique Username of Player inside the Operator Player. If an OperatorUserName is not specified, the Gameflex Platform will set this to the OperatorAccountID.
OperatorDisplayName	String(50)	Freddy123	Optional. A nickname for use in promotional facilities such as leader boards, etc.
CurrencyCode	String(3)	GBP	3-character currency code for the Player in ISO 4217 format. See "Iforium Common Reference Data" document.
CountryCode	String(2)	GB	2-character country code for the Player in ISO 3166 format. See "Iforium Common Reference Data" document.
DateOfBirth	Date	1965-05-16T00:00:00	Optional. Player's date of birth. Maybe be required by some Game Providers and some Regulated Markets.
Gender	String(1)	M	Optional. Gender of the Player. M for Male. F for Female. Maybe be required by some Game Providers and some Regulated Markets.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Gateway Session Token should be a reference to the Player's current session. The Gateway Session Token is then reposted into other API methods to keep the Player's session alive. This should be a multi-use token.
Alerts	Alert[]		Optional list of Alerts to be displayed to the Player before launching the Game. See section 2.1.4.3.

3.1.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Authentication threw an exception and was unable to process the request.
-3	Session Not Found – The session token was not found on the Operator Wallet or the token has expired.
-4	Account Frozen – The account has been suspended / frozen by the Operator Wallet.
-5	Account Not Found – The account was not found on the Operator Wallet.

-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.

3.2   Create Session Token (Testing Only)

This method is used to create a session token on the Operator Platform that can then be redeemed by the Redeem Session Token method as documented in section 3.1 to determine the identity of the Player.

The main purpose of this method is to support automated tests scripts developed by Iforium to verify the Operator Wallet integration.

This method can also be used internally to generate the Session Token required by the Operator Platform when launching a Game.

3.2.1   Request Format

The request will be sent to the following URI:

```
/v1.0/session/createtoken
```

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "f82f441f-a20f-4244-b760-35d2d05705d7",
    Timestamp: "2020-09-14T13:21:49.9546136Z",
    OperatorAccountID: "TestOperatorAccountID",
    GameID: "11588"
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	TestOperatorID	Unique identifier for the Player in the Operator Platform.
GameID	String(50)	11588	Unique identifier of the initial Game the Session Token is being created for.

3.2.2   Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Result: {
        SessionToken: "89c02243-4dcb-459a-8aa4-261845964ff4"
    }
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.

SessionToken	String(50)	89c02243-4dcb-459a-8aa4-261845964ff4	Unique Session Token supplied by the Operator. The Session Token should be single use only for security.

3.2.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Authentication threw an exception and was unable to process the request.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.

3.3 Get Operator Wallet Balance

This method is used to get the current Player's Cash and Bonus Funds inside the Operator Wallet.

3.3.1 Request Format

The request will be sent to the following URI:

/v1.0/balance

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "195d9c72-5454-471a-96c9-d277655b7d49",
    Timestamp: "2020-09-14T13:21:43.9204741Z",
    OperatorAccountID: "TestOperatorAccountID",
    GameID: "OptionalGameID",
    ContentGameProviderID: "OptionalContentGameProviderID"
}
```

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	TestOperatorID	Unique identifier for the Player in the Operator Platform.
GameID	String(50)	11588	Optional. Unique identifier of the initial Game that is requesting the Balance. Note, this is not sent in all cases.
ContentGameProviderID	String(50)	12	Optional. Content Game Provider ID. Note, this is not sent in all cases.

3.3.2 Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "GBP",
        CashFunds: 120.15,
        BonusFunds: 30.1,
        FundsPriority: "Unknown",
        Version: 1234
    }
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.

3.3.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.

3.4 Place Bet

This method is used to Place a Bet for a given Game Round. The Place Bet may start a new Game Round and/or End the Game Round.

3.4.1 Request Format

The request will be sent to the following URI:

```
/v1.0/gameround/placebet
```

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "dec51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227",
    OperatorAccountID: "TestOperatorID",
    GameRoundID: "13245Z",
    GameRoundTransactionID: "123456Y",
    GameID: "11588",
    GameVersion: "V1.2.3.4",
    TableID: "T1234",
    ContentGameProviderID: "12",
    CurrencyCode: "EUR",
    Amount: 1.23,
```

```
    JackpotContribution: 0,
    FreeBetCost: 0,
    FreeGameOfferCode: "OfferCode",
    StartRound: true,
    EndRound: false
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Player's current Gateway Session Token as returned from the Redeem Session Token method. This should be validated as active on Place Bet only.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
GameRoundID	String(50)	13245Z	Unique Game Round ID within the Gameflex Platform.
GameRoundTransactionID	String(50)	123456Y	Unique identifier of the Game Round Transaction inside the Game Round.
GameID	String(50)	4001	Unique identifier of the Game being played inside the Game Round.
GameVersion	String(100)	V1.2.3.4	Optional Version number of the Game as required by some regulated markets. If not specified, a value of null will be sent.
TableID	String(50)	T1234	Optional Table ID sent by Live Dealer integrations only. If not specified, a value of null will be sent.
ContentGameProviderID	String(50)	12	Content Game Provider ID.
CurrencyCode	String(3)	GBP	Currency Code of the Transaction.
Amount	Decimal	1.23	This is the Operator Wallet Amount to be debited from the Operator Wallet. This will be zero for a Free Game and Game Providers can send through zero in other use cases.
JackpotContribution	Decimal	0.0123456789	Jackpot Contribution which can be up to 10 decimal places.
FreeBetCost	Money	1.23	Optional Free Bet Cost for Free Games. This amount should not be deducted from the Players funds and is for information only. Note, not all Game Providers provide Free Bet Costs.
FreeBetOfferCode	String(100)	OfferCode	Optional. If the Game Round is for a Free Game, this is the promotional

			offer code associated with the Free Game.
StartRound	Bool	True	Indicates if the Place Bet is starting a new Game Round.
EndRound	Bool	False	Indicates if the Place Bet is ending the Game Round.

3.4.2 Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "EUR",
        CashFunds: 210.71,
        BonusFunds: 0,
        FundsPriority: "Unknown",
        Version: 105657
    },
    Result: {
        OperatorTransactionReference: "B111",
        OperatorTransactionSplit: {
            BonusAmount: 0.22,
            CashAmount: 1.01
        },
    },
    Alerts: []
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.
OperatorTransactionReference	String(50)	B111	The unique identifier of the Game Round Transaction as assigned by the Operator Platform.
OperatorTransactionSplit.BonusAmout	Money	0.22	The amount of funds debited from the Player's Bonus Operator Wallet.
OperatorTransactionSplit.CashAmount	Money	1.01	The amount of duns debited from the Player's Cash Operator Wallet.
Alerts	Alert[]		Optional list of Alerts to be displayed to the Player after Place Bet. See section 2.1.4.3.

3.4.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-2	Insufficient Funds - The Operator Wallet has insufficient Player funds to complete the debit.
-3	Session Not Found – The session token was not found on the Operator Wallet or the session token has expired.

-4	Account Frozen – The account has been suspended / frozen by the Operator Wallet.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.
-9	Currency Mismatch – The Operator Wallet Currency Code mismatches the Currency Code of the Gameflex Account. On Currency Code Mismatch the funds will be held within the Gameflex Wallet.
-10	Stake Limit – The bet has exceeded the individual stake limit set for the Player inside the Operator Platform.
-11	Wager Limit – The bet will exceed the wager limit set for the Player inside the Operator Platform.
-12	Loss Limit - The bet will exceed the loss limit set for the Player inside the Operator Platform.
-13	Session Length Limit – The Player has exceeded the session length set for the Player inside the Operator Platform.
-15	Game Not Found – The Game has not been configured in the Operator Platform.

It is recommended that the Stake, Wager, Loss and Session Limits are checked on receiving the first Bet for the Game Round to limit the number of incomplete Game Rounds for the Player. This should also increase overall Operator Wallet performance as fewer checks are being performed.

3.4.2.2 Idempotency

The Place Bet must be idempotent e.g. the Place Bet can be retried multiple times by the Gameflex Platform with the same GameRoundTransactionID. If it has already been processed with a success response, then it should return success again and the same OperatorTransactionReference. Note, each retry will have a different Timestamp and Sequence from the original Place Bet request.

The current Operator Wallet Balance must always be returned from the Operator Wallet, not the balance when the action was originally processed.

3.5 Award Winnings

This method is used to credit Award Winnings for a given Game Round back to a Player 7Operator Wallet. The Award Winnings may start a new Game Round without a Place Bet; this happens in approximately a third of the Game Providers integrated into Gameflex. The Award Winnings can also End the Game Round. It is possible to receive an Award Winnings after a Game Round has ended; this happens in approximately a third of the Game Providers integrated into Gameflex.

3.5.1 Request Format

The request will be sent to the following URI:

/v1.0/gameround/awardwinnings

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "dec51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227",
    OperatorAccountID: "TestOperatorID",
```

```
    GameRoundID: "13245Z",
    GameRoundTransactionID: "123456Y",
    GameID: "11588",
    GameVersion: "V1.2.3.4",
    TableID: "T1234",
    ContentGameProviderID: "12",
    CurrencyCode: "EUR",
    Amount: 1.23,
    JackpotWinnings: 0,
    FreeGameOfferCode: "OfferCode",
    StartRound: true,
    EndRound: false
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Player's current Gateway Session Token as returned from the Redeem Session Token method. This should be validated as active on Place Bet only.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
GameRoundID	String(50)	13245Z	Unique Game Round ID within the Gameflex Platform.
GameRoundTransactionID	String(50)	123456Y	Unique identifier of the Game Round Transaction inside the Game Round.
GameID	String(50)	4001	Unique identifier of the Game being played inside the Game Round.
GameVersion	String(100)	V1.2.3.4	Optional Version number of the Game as required by some regulated markets. If not specified, a value of null will be sent.
TableID	String(50)	T1234	Optional Table ID sent by Live Dealer integrations only. If not specified, a value of null will be sent.
ContentGameProviderID	String(50)	12	Content Game Provider ID.
CurrencyCode	String(3)	GBP	Currency Code of the Transaction.
Amount	Money	1.23	This is the Amount to be credited to the Players Operator Wallet. This can be zero for some Game Providers. If it's a Free Game, then the Free Game winnings will be included in this Amount.
JackpotWinnings	Money	1.23	Optional. The Jackpot Winnings awarded. Note, this is for information only and is used to calculate revenue; only the Amount should be credited to the Player

			Operator Wallet. The Jackpot Winnings amount can be the same as the Amount or less than the Amount.
FreeBetOfferCode	String(100)	OfferCode	Optional. If the Game Round is for a Free Game, this is the promotional offer code associated with the Free Game.
StartRound	Bool	True	Indicates if the Award Winnings is starting a new Game Round.
EndRound	Bool	False	Indicates if the Award Winnings is ending the Game Round.

3.5.2   Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "EUR",
        CashFunds: 210.71,
        BonusFunds: 0,
        FundsPriority: "Unknown",
        Version: 105657
    },
    Result: {
        OperatorTransactionReference: "B111"
    },
    Alerts: []
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.
OperatorTransactionReference	String(50)	B111	The unique identifier of the Game Round Transaction as assigned by the Operator Platform.
Alerts	Alert[]		Optional list of Alerts to be displayed to the Player after the Award Winnings. See section 2.1.4.3.

3.5.2.1   Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.

-7	Transaction Not Completed – The award winnings has not been completed in the Operator Wallet. The Gameflex Platform will retry until Success.
-9	Currency Mismatch – The Operator Wallet Currency Code mismatches the Currency Code of the Gameflex Account. On Currency Code Mismatch the funds will be held within the Gameflex Wallet.

3.5.2.2   Idempotency

The Award Winnings must be idempotent e.g. the Award Winnings can be retried multiple times by the Gameflex Platform with the same GameRoundTransactionID until a success response is received. This can be retried offline; therefore, no session checks should be performed. Note, each retry will have a different Timestamp and Sequence from the original Award Winnings request.

The current Operator Wallet Balance must always be returned from the Operator Wallet, not the balance when the action was originally processed.

3.6   Void Bet

The Void Bet method is used to return a stake within a Game Round e.g. certain table games return the stake for a placed bet. This should credit the Operator Wallet for the Player. Note, a Void Bet can occur after a Game Round has closed.

3.6.1   Request Format

The request will be sent to the following URI:

```
/v1.0/gameround/voidbet
```

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "dec51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227",
    OperatorAccountID: "TestOperatorID",
    GameRoundID: "13245Z",
    GameRoundTransactionID: "123456Y",
    GameID: "11588",
    GameVersion: "V1.2.3.4",
    TableID: "T1234",
    ContentGameProviderID: "12",
    CurrencyCode: "EUR",
    Amount: 1.23,
    JackpotContribution: 0,
    FreeGameOfferCode: "OfferCode",
    EndRound: false
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Player's current Gateway Session Token as returned from the Redeem Session Token method. This

			should be validated as active on Place Bet only.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
GameRoundID	String(50)	13245Z	Unique Game Round ID within the Gameflex Platform.
GameRoundTransactionID	String(50)	123456Y	Unique identifier of the Game Round Transaction inside the Game Round.
GameID	String(50)	4001	Unique identifier of the Game being played inside the Game Round.
GameVersion	String(100)	V1.2.3.4	Optional Version number of the Game as required by some regulated markets. If not specified, a value of null will be sent.
TableID	String(50)	T1234	Optional Table ID sent by Live Dealer integrations only. If not specified, a value of null will be sent.
ContentGameProviderID	String(50)	12	Content Game Provider ID.
CurrencyCode	String(3)	GBP	Currency Code of the Transaction.
Amount	Money	1.23	This is the Operator Wallet Amount to be credited back to the Operator Wallet. The Amount should be considered as a stake rather than winnings. This can be zero for a Free Game and Game Providers can send through zero in other use cases.
JackpotContribution	Decimal	0.0123456789	Jackpot Contribution which can be up to 10 decimal Places.
FreeBetCost	Money	1.23	Optional Free Bet Cost for Free Games. This amount should not be credited back to the Players funds and is for information only. Note, not all Game Providers provide Free Bet Costs.
FreeBetOfferCode	String(100)	OfferCode	Optional. If the Game Round is for a Free Game, this is the promotional offer code associated with the Free Game.
EndRound	Bool	False	Indicates if the Void Bet is ending the Game Round.

3.6.2   Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "EUR",
        CashFunds: 210.71,
        BonusFunds: 0,
        FundsPriority: "Unknown",
        Version: 105657
    },
```

```
    Result: {
        OperatorTransactionReference: "B111
    }
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.
OperatorTransactionReference	String(50)	B111	The unique identifier of the Game Round Transaction as assigned by the Operator Platform.

3.6.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.
-7	Transaction Not Completed – The void bet has not been completed in the Operator Wallet. The Gameflex Platform will retry until Success.
-9	Currency Mismatch – The Operator Wallet Currency Code mismatches the Currency Code of the Gameflex Account. On Currency Code Mismatch the funds will be held within the Gameflex Wallet.
-14	Game Round Not Found – The Game Round has not been found.

3.6.2.2 Idempotency

The Void Bet must be idempotent e.g. the Void Bet can be retried multiple times by the Gameflex Platform with the same GameRoundTransactionID until a success response is received. This can be retried offline; therefore, no session checks should be performed. Note, each retry will have a different Timestamp and Sequence from the original Void Bet request.

The current Operator Wallet Balance must always be returned from the Operator Wallet, not the balance when the action was originally processed.

3.7 Rollback Bet

The Rollback Bet method is used to rollback a Place Bet within the Game Round when an unknown error or timeout occurs from the Operator Wallet API. A rollback can also be signalled by the Game Provider. If the Original Place Bet is found, then the Operator Platform should rollback the original stake in the form of credit to the Operator Wallet. If the Original Place Bet is not found, no adjustment should be made. Note, a rollback of a bet can occur after the Game Round has ended.

3.7.1 Request Format

The request will be sent to the following URI:

/v1.0/gameround/rollbackbet

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "dec51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227",
    OperatorAccountID: "TestOperatorID",
    GameRoundID: "13245Z",
    OrginalBetGameRoundTransactionID: "123456Y",
    GameRoundTransactionID: "123457Y",
    GameID: "11588",
    GameVersion: "V1.2.3.4",
    TableID: "T1234",
    ContentGameProviderID: "12",
    CurrencyCode: "EUR",
    Amount: 1.23,
    JackpotContribution: 0,
    FreeGameOfferCode: "OfferCode",
    EndRound: false
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Player's current Gateway Session Token as returned from the Redeem Session Token method. This should be validated as active on Place Bet only.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
GameRoundID	String(50)	13245Z	Unique Game Round ID within the Gameflex Platform.
OrginalPlaceBetGameRoundTransactionID	String(50)	123456Y	Unique identifier of the original Place Bet Game Round Transaction.
GameRoundTransactionID	String(50)	123457Y	Unique identifier of the Game Round Transaction inside the Game Round.
GameID	String(50)	4001	Unique identifier of the Game being played inside the Game Round.
GameVersion	String(100)	V1.2.3.4	Optional Version number of the Game as required by some regulated markets. If not specified, a value of null will be sent.
TableID	String(50)	T1234	Optional Table ID sent by Live Dealer integrations only. If not specified, a value of null will be sent.
ContentGameProviderID	String(50)	12	Content Game Provider ID.
CurrencyCode	String(3)	GBP	Currency Code of the Transaction.

Amount	Money	1.23	This is the Operator Wallet Amount to be credited back to the Operator Wallet. The Amount should be considered as a stake rather than winnings. This can be zero for a Free Game and Game Providers can send through zero in other use cases.
JackpotContribution	Decimal	0.0123456789	Optional Jackpot Contribution of the original Place Bet which can be up to 10 decimal Places.
FreeBetCost	Money	1.23	Optional Free Bet Cost for Free Games. This amount should not be credited back to the Players funds and is for information only. Note, not all Game Providers provide Free Bet Costs.
FreeBetOfferCode	String(100)	OfferCode	Optional. If the Game Round is for a Free Game, this is the promotional offer code associated with the Free Game.
EndRound	Bool	False	Indicates if the Rollback Bet is ending the Game Round.

3.7.2 Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "EUR",
        CashFunds: 210.71,
        BonusFunds: 0,
        FundsPriority: "Unknown",
        Version: 105657
    },
    Result: {
        OperatorTransactionReference: "B111
    }
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.
OperatorTransactionReference	String(50)	B111	The unique identifier of the Game Round Transaction as assigned by the Operator Platform.

3.7.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.

-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.
-7	Transaction Not Completed – The Rollback Place Bet has not been completed in the Operator Wallet. The Gameflex Platform will retry until Success.
-8	Transaction Not Found – The Original Place Bet Game Round Transaction cannot be found in the Operator Wallet.
-9	Currency Mismatch – The Operator Wallet Currency Code mismatches the Currency Code of the Gameflex Account. On Currency Code Mismatch the funds will be held within the Gameflex Wallet.
-14	Game Round Not Found – The Game Round has not been found.

3.7.2.2   Idempotency

The Rollback Bet must be idempotent e.g. the Rollback Bet can be retried multiple times by the Gameflex Platform with the same GameRoundTransactionID until a success response is received. This can be retried offline; therefore, no session checks should be performed. Note, each retry will have a different Timestamp and Sequence from the original Rollback Bet request.

The current Operator Wallet Balance must always be returned from the Operator Wallet, not the balance when the action was originally processed.

3.8   End Game Round

The End Game Round method is a sperate call used by some Game Providers to end a Game Round when they cannot include the End Game Round on the individual transaction method requests. The method can include the total Jackpot Contribution and total Jackpot Winnings for the completed Game Round. When the Jackpot Contribution and Jackpot Winnings are set on this method, they will not be included on the transaction Web API requests.

3.8.1   Request Format

The request will be sent to the following URI:

```
/v1.0/gameround/end
```

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "dec51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227",
    OperatorAccountID: "TestOperatorID",
    GameRoundID: "13245Z",
    GameID: "11588",
    GameVersion: "V1.2.3.4",
    TableID: "T1234",
    ContentGameProviderID: "12",
    CurrencyCode: "EUR",
    JackpotContribution: 0,
    JackpotWinnings: 0,
    FreeGameOfferCode: "OfferCode"
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.

Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Player's current Gateway Session Token as returned from the Redeem Session Token method. This should be validated as active on Place Bet only.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
GameRoundID	String(50)	13245Z	Unique Game Round ID within the Gameflex Platform.
GameID	String(50)	4001	Unique identifier of the Game being played inside the Game Round.
GameVersion	String(100)	V1.2.3.4	Optional Version number of the Game as required by some regulated markets. If not specified, a value of null will be sent.
TableID	String(50)	T1234	Optional Table ID sent by Live Dealer integrations only. If not specified, a value of null will be sent.
ContentGameProviderID	String(50)	12	Content Game Provider ID.
CurrencyCode	String(3)	GBP	Currency Code of the Transaction.
JackpotContribution	Decimal	0.0123456789	Optional total Jackpot Contribution for which can be up to 10 decimal Places.
JackpotWinnings	Money	1.23	Optional total Jackpot Winnings awarded for the Game Round. Note, this is for information only and is used to calculate revenue. The Jackpot Winnings amount can be the same as the total Game Round winnings or less than the total Game Round winnings.
FreeBetOfferCode	String(100)	OfferCode	Optional. If the Game Round is for a Free Game, this is the promotional offer code associated with the Free Game.

3.8.2 Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Balance: {
        CurrencyCode: "EUR",
        CashFunds: 210.71,
        BonusFunds: 0,
        FundsPriority: "Unknown",
        Version: 105657
    },
    Alerts: []
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.
Alerts	Alert[]		Optional list of Alerts to be displayed to the Player after the Award Winnings. See section 2.1.4.3.

3.8.2.1   Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.
-7	Transaction Not Completed – The End Game Round has not been completed in the Operator Wallet. The Gameflex Platform will retry until Success.
-14	Game Round Not Found – The Game Round has not been found.

3.8.2.2   Idempotency

The End Game Round must be idempotent e.g. the End Game Round can be retried multiple times by the Gameflex Platform until a success response is received. This can be retried offline; therefore, no session checks should be performed. Note, each retry will have a different Timestamp and Sequence from the original End Game Round request.

The current Operator Wallet Balance must always be returned from the Operator Wallet, not the balance when the action was originally processed.

3.9   Credit Transaction

This method is used to Credit funds to the Player from certain Game Provider promotions e.g. Tournament Wins. Note, that the credit should always be accepted even if the Player is suspended within the Operator Wallet.

3.9.1   Request Format

The request will be sent to the following URI:

/v1.0/accounttransaction/credit

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "dec51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    OperatorAccountID: "TestOperatorAccount",
    AccountTransactionID: "d6637386-c3c4-494f-830d-92223d975f37",
    AccountTransactionTypeID: "13998",
    CurrencyCode: "EUR",
```

```
    Amount: 1.23
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description
PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
AccountTransactionID	String(50)	22334455	Unique numeric ID for the debit in the Gameflex Platform.
AccountTransactionTypeID	String(50)	100	Account Transaction Type that needs to be performed. These are provided in a separate Excel document.
CurrencyCode	String(3)	GBP	Currency Code of the Transaction.
Amount	Money	1.23	Amount to be credited to the Players Authorised Funds in the Operator Wallet. This will always be in the same currency as the Players currency code when registered.

3.9.2 Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0,
    Result: {
        OperatorTransactionReference: "L100-21359611"
    },
    Balance: {
        CurrencyCode: "GBP",
        CashFunds: 120.15,
        BonusFunds: 30.1,
        FundsPriority: "Unknown",
        Version: 1234
    }
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.
Result.OperatorTransactionReference	String(50)	TXN01	Unique reference for the transaction in the Operator Platform. This will be null when the call returns "Insufficient Funds".
Balance	Balance Object		The Operator Wallet Balance as described in section 2.1.4.2. The Operator Waller Balance should always be returned unless a catastrophic error has occurred, and the balance cannot be retrieved.

3.9.2.1 Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.
-7	Transaction Not Completed – The debit/credit transaction has not been completed in the Operator Wallet.
-9	Currency Mismatch – The Operator Wallet Currency Code mismatches the Currency Code of the Gameflex Account. On Currency Code Mismatch the funds will be held within the Gameflex Wallet.

3.9.2.2 Idempotency

This method must be idempotent e.g. If the Credit methods gets called multiple times by the Gameflex Platform and it has already been processed with a success response, then it should return success again with the same OperatorTransactionReference.

The current Operator Wallet Balance must always be returned from the Operator Wallet, not the balance when the method was originally processed.

3.10 Alert Wallet Callback Notification

This method is used to notify the Operator Wallet when a Player clicks an Alert Action button from an Alert which contains a Wallet Callback. Alert Wallet Callback Notifications can also occur if the Operator users Gameflex Regulatory Framework for Responsible Gaming.

3.10.1 Request Format

The request will be sent to the following URI:

/v1.0/alertwalletcallbacknotification

The API method will post JSON in the following format:

```
{
    PlatformKey: "L100",
    Sequence: "51196-3a6b-4795-8653-1a4c2a6be08e",
    Timestamp: "2020-09-14T14:30:06.2794721Z",
    GatewaySessionToken: "cc146974-b210-482e-820b-771b01d15227",
    OperatorAccountID: "TestOperatorID",
    Source: "OperatorWallet",
    AlertActionID: "xa-82b3-11eb-8dcd-0242ac130003",
    OperatorAlertActionReference: "AA1234C",
    AlertID: "xb-82b3-11eb-8dcd-0242ac130003",
    OperatorAlertReference: "AA1234",
    GamingRegulatorCode: "GamingRegulatorCode",
    Type: "AlertType",
    Method: "AlertActionMethod",
    Data: "AlertActionData"
}
```

The API method expects the following parameters:

Parameter	Type	Typical Value	Description

PlatformKey	String(4)	L100	The platform key associated with the caller.
Sequence	String(50)	f82f441f-a20f-4244-b760-35d2d05705d7	A unique sequence number generated by the Gameflex Operator Wallet API integration.
Timestamp	Date	2020-09-14T13:21:49.9546136Z	A UTC Timestamp for the request.
GatewaySessionToken	String(100)	cc146974-b210-482e-820b-771b01d15227	The Player's current Gateway Session Token as returned from the Redeem Session Token method. This should be validated as active on Place Bet only.
OperatorAccountID	String(50)	L123456	Unique identifier for the Player in the Operator Platform.
Source	String	OperatorWallet, Gameflex	This defines the source that generated the Alert: OperatorWallet is returned when the Alert was generated by the Operator Wallet returning an Alert on either Redeem Session Token, Place Bet, Award Winnings or End Game Round methods. Gameflex is returned when the Alert was generated by the Gameflex Regulatory Framework. See section 3.10.3 for a defined list of Gameflex Operator Wallet Notifications.
AlertActionID	String(50)	xa-82b3-11eb-8dcd-0242ac130003	Unique identifier for the Alert Wallet Callback Notification.
OperatorAlertActionReference	String(50)	AA1234C	The value specified by the Operator when generating an Alert as defined in section 2.1.4.3. This will be null if the Source is Gameflex.
AlertID	String(50)	xb-82b3-11eb-8dcd-0242ac130003	Unique identifier for the Alert.
OperatorAlertReference	String(50)	AA1234	The value specified by the Operator when generating an Alert as defined in section 2.1.4.3. This will be null if the Source is Gameflex.
GamingRegulatorCode	String(10)	GB	Game Regulator configured for the Brand. Allows the Operator to determine the appropriate cause for the Operator Wallet Alert Notification. See "Iforium Common Reference Data" document.
Type	String(50)	AlertType	The Alert type specified on the Redeem Session Token, Place Bet, Award Winnings or End Game Round methods or by via the Gameflex Regulatory Framework.
Method	String(50)	AlertActionMethod	The Alert Action method specified on the Redeem Session Token, Place Bet, Award Winnings or End Game

			Round methods or by via the Gameflex Regulatory Framework.
Data	String(1000)	AlertActionData	The Alert Action data specified on the Redeem Session Token, Place Bet, Award Winnings or End Game Round methods or by via the Gameflex Regulatory Framework.

Each Alert Wallet Callback Notification is uniquely defined by its Source, GamingRegulatorCode, Type and Method. The Gameflex platform will add new Alert Wallet Callback Notifications based on these 4 fields to support new regulatory requirements or platform features. By default, the Operator must support new Alert Wallet Callback Notifications, and if the Operator has no specific logic to handle these cases, the Operator should just log the request and return Succes.

3.10.2   Response Format

The API method will return JSON in the following format:

```
{
    ErrorCode: 0
}
```

Parameter	Type	Typical Value	Description
ErrorCode	Integer	0	Error Code.

3.10.2.1   Possible Error Codes

The API method can return the following error codes:

Error Code Number	Reason(s)
0	Success.
-1	Unknown Error – An unknown error has occurred during the API call e.g. The Operator Wallet has a problem.
-5	Account Not Found – The account was not found on the Operator Wallet.
-6	API Authentication failed – This should be returned if the Signature is invalid or Identification Token not found.

3.10.2.2   Idempotency

This method must be idempotent e.g. If the Alert Wallet Callback Notification methods gets called multiple times by the Gameflex Platform and it has already been processed with a success response, then it should return success.

3.10.3   Gameflex Operator Wallet Alert Notifications

If the Operator decides to use the Gameflex Regulatory Framework for things like UK Reality Check or Malta Responsible Gaming reminders etc, then you will receive Gameflex sourced Alert Wallet Callback Notifications to indicate the Alert Action taken by the Player.

Gameflex Operator Wallet Alert Notifications:

Gaming Regulator Code	Type	Method	Description
GB	ResponsibleGaming	Reset	Alert Wallet Callback Notifications that the Player clicked Continue on the Gameflex generated UK Reality Check Dialog to reset the timer and continue game play.

GB	ResponsibleGaming	Close	Alert Wallet Callback Notifications that the Player clicked Close on the Gameflex generated UK Reality Check Dialog to close the Game and end the timer.
MT	ResponsibleGaming	Continue	Alert Wallet Callback Notifications that the Player clicked Continue on the Gameflex generated Malta 60 Minute Reminder Dialog to continue game play.
MT	ResponsibleGaming	Logout	Alert Wallet Callback Notifications that the Player clicked Logout on the Gameflex generated Malta 60 Minute Reminder Dialog.
SE	ResponsibleGaming	Continue	Alert Wallet Callback Notifications that the Player clicked Continue on the Gameflex generated Sweden Reminder Dialog to continue game play.
SE	ResponsibleGaming	Logout	Alert Wallet Callback Notifications that the Player clicked Logout on the Gameflex generated Sweden Reminder Dialog.
DE	ResponsibleGaming	SelfExlcude	Alert Wallet Callback Notifications that the Player clicked the German Panic button which is in the footer of the game wrapper.