API Requirements

The Gold Hunt game is currently integrated with an RGS, therefore it is ideal for us if the new RGS attempts to replicate the structure as closely as possible.

Load Game

Below is a sample of the current data the game expects when the game loads.

```
{
  "g3sm": { //Game 3 Symbols
    "0.5": 0,
    "1.0": 1,
    "10000.0": 6,
    "5.0": 2,
    "10.0": 3,
    "100.0": 4,
    "1000.0": 5
  },
  "game1PotentialWin": 5
}
```

The game expects **g3sm** and **game1PotentialWin** which contain static prize values based on the game's currency for the 3rd panel/game prizes and the potential win of panel/game 5.

Place Bet

Below is a sample of the current data the game expects when a user places a bet.

```
{
  "game1response": [
    9,
    3,
    5,
    8,
    2,
    1
  ],
  "game2response": [
    {
      "fo": 5, //first operand
```

```json
      "so": 2, //second operand
      "op": "SUB", //operand
      "r": 3 // result/equals
    },
    {
      "fo": 1, //first operand
      "so": 2, //second operand
      "op": "ADD", //operand
      "r": 3 // result/equals
    }
  ],
  "game3response": [
    2, // indicies of data received in Load Game's 'g3sm'
    6,
    6,
    4,
    1,
    5,
    4,
    1,
    2
  ],
  "game4response": [
    10, // Localized currency values
    1000,
    10000,
    20,
    10,
    100,
    5,
    50,
    20
  ],
  "game2PotentialWin": 1,
}
```

- **game1response** is the prize indices
- **game2response** is an equation. The above represents $5-2=3$ & $1+2=3$. ADD means + and SUB means -.
- **game3response** represents the prize indices in relation to the values received in the **Load Game** request
- **game4response** contains the prize values localised to the currency
- **game2PotentialWin** represents a random prize value for the current currency that the user may be able to win. This value needs to always

exist in order to replicate it in history.