Spadegaming E-Games Integration Specification Document (English Version)

Version 4.8

Merchant API

Revision History

Date	Version	Remarks
2013-12-01	0.1	Convert Chinese version to English
2014-02-24	0.2	1. Appendix 4 Game code and new game code； 2. All param 'acctId' length change from 20 to 15;
2014-04-30	0.3	Appendix 4 Game code and new game code；
2014-05-05	0.4	Add 4.13 Query merchant game info
2014-06-27	0.5	Change on Spelling mistake
2014-08-14	0.6	Update merchant game info
2014-11-01	0.7	1. All param 'acctId' length change from 15 to 50 2. Modify "3 API Interface Overview", add the description for "serialNo" 3. Add description for "4.13 Query merchant game info" 4. Modify "Appendix 2 Language Code" 5. Tidy example code as appendix
2014-12-15	0.8	4.1 Game Lobby Page, add parameter minigame = true/false
2015-03-13	0.9	Appendix 4 Game code and new game code 4.7 GetBetHistory, result column extend to varchar(1024)
2015-05-04	1.0	4.1 Game Lobby Page, add parameter mobile= true/false 4.7 GetBetHistory, add one column Channel = Mobile/Web 4.13 GetGames, add one column mthumbnail
2015-11-01	1.1	1. Added 18 New Games 2. 4.14 Query Progressive Jackpot Pool
2015-11-17	1.2	4.15 Install Version User Authorization
2015-12-07	1.3	1.Added 3 New Games
2015-12-17	1.4	1.Added 4 New Games
2016-01-20	1.5	1.Added 16 New Games 2.GetBetHistory, add one column balance
2016-04-10	1.6	4.7 GetBetHistory, add one column jpWin = -100.000000
2016-05-30	1.7	1.Added 11 New Games
2016-10-27	1.8	1. 4.1 Add in Parameter Menumode 2. 4.12 Add in Parameter JackpotCode & JackpotName 3. Added 10 New Games
2017-01-09	1.9	1. Add 17 New Games
2017-03-01	2.0	1. Add 8 New Games
2017-04-19	2.1	1. Add 2 New Games
2017-08-07	2.3	4.6 getBetHistory – CategoryId add 'BN'
2017-08-21	2.4	4.1 Game Lobby Page add parameter lobby=SG

2017-12-11	2.5	4.2 User Authorization AcctInfo add in 'siteId'
2017-12-27	2.6	1. 4.4 Deposit & 4.5 Withdrawal Response – add one column "afterBalance" 2. Appendix 1 Response Code add '112,113' 3. 4.2 User Authorization & 4.4 Deposit & 4.5 Withdrawal Add note for account id format
2018-08-31	2.7	1. Add 4.12 Create Token API and 4.13 Ticket Details Page 2. Remove 4.12 Install Version User Authorization 3. getGames request add 'currency'
2019-03-27	2.8	Add date format error code
2019-05-14	2.9	Add 4.14 Query Fund In Out API
2019-06-18	3.0	1.Add 4.15 createAcct API 2.Add 4.16 Query checkAcct API 3.Add acct exist error code 4.Add format invalid error code 5.Add currency INR and BDT
2019-09-17	3.1	4.6 Bet Info Add sequence 4
2019-10-02	3.2	1. Appendix 3 add new currency code ID2 and VN2 2.Update 4.6 BetIp data type to Varchar(50)
2019-12-16	3.3	1. Remove createAcct API 2. Add 4.16 playerDailySumByGame API
2019-01-10	3.4	1. getBetHistory- Control the call limit
2020-02-27	3.5	1. Remove content appendix 4
2020-06-10	3.6	1. Add 4.1 exitUrl
2020-09-14	3.7	1. Update 4.6 getBetHistory notes
2020-10-20	3.8	1. Add Russia, Turkey language 2. removed Digest in 1. Protocol 3. Removed minigame parameter in 4.1 Game Lobby Page
2021-02-17	3.9	1. update explanation of status parameter 2. Add fullScreen parameter in Redirect To Game Lobby
2021-05-10	4.0	1. Add Digest in Header (enhancement) 2. Update currency list Appendix 3 Currency Code Definition
2021-11-25	4.1	1. Optimize the definition of response codes 1. Remove unnecessary error code 2. Add the used error code 2. Protocol adjustment 1. Digest changed to Mandatory 3. Add new currency-AZN
2022-04-18	4.2	1. Add new API：4.9 jackpotPoolAll
2022-06-02	4.3	1. Add new API 4.18 setYoutuber
2022-07-08	4.4	Update the parameter of API : 4.9 checkStatus
2022-10-03	4.5	1. getGames

		- Add-on new param: language 2. Add new currency code: Appendix 3
2022-11-01	4.6	1. getBetHistory -Add-on new param: gameFeature
2022−12−14	4.7	1. Add Spanish, French language 2. Updated currency code: Appendix 3 3. remove unnecessary categoryId :BC
2023−02-22	4.8	1. Updated currency code: Appendix 3 2. checkAcct - Add-on new param : includeType, acctType 3. Optimize the definition of response codes - Remove unnecessary error code

Table of content

1. Protocol 6
2. Glossary 7
3. API Interface Overview 8
4.1 Game Lobby Page 9
4.2 User Authorization 11
4.3 Query user information 14
4.4 Deposit 17
4.5 Withdrawal 19
4.6 Query player betting history 21
4.7 Query Jackpot pool 26
4.8 Query Jackpot pool of merchant currency 28
4.9 Query API call status 31
4.10 Force Logout for online members 33
4.11 Query the Member not on line but have amount 35
4.12 Query merchant game info 38
4.13 Create Token 42
4.14 Ticket Details Page 44
4.15 Query Fund In Out 46
4.16 Query Exist of player Acct 50
4.17 Query player daily summary by game 52
4.18 Set Youtuber 57
Appendix 1 Response Code Definition 59
Appendix 2 Language Code Definition 60
Appendix 3 Currency Code Definition (ISO) 61
Appendix 4 API Sample Codes (Java) 63
Appendix 5 API Sample Codes (C#) 66
Appendix 6 Authorize Example Code (merchant) 69
Appendix 7 RSA Decryption Example 70

1. Protocol

HTTP(s) are used to send and receive data. Data of type XML and JSON are supported. Refer to the http://www.json.org/ for more information of JSON.

In additional to the standard HTTP protocol, the following HTTP Headers are required:

HTTP Header	Mandatory	Example	Description
API	Yes	authorize	Service Name
DataType	Yes	JSON	Data Type (XML or JSON)
Digest	Yes	MD5(Data+securityKey)	Message digest of the post data -securityKey will provide by API Provider
Accept-Encoding	No	gzip, deflate	Identify whether or not support gzip compression of the returning data
Content-Encoding	No	gzip	Identify whether or not using gzip compression of the post data
Accept-Language	No	en_US	Set the default language of the returning data.

Note:
Please use UTF-8 as the default encoding for all encode/decode codes when convert text to/from byte[], without any spaces and line breaks .

```
Public abstract class DigestUtils
{
public static String digest(byte[] input) {
byte[] digest = Digest.md5().compute( input );
return Hex.encodeHexString( digest );
  }

public static String digest(byte[] input, byte[]secretKey) {
int bodySize=input.length,keySize=secretKey.length;
byte[] buffer= new byte[bodySize+keySize];
System.arraycopy(input,0,buffer,0,bodySize);
System.arraycopy(secretKey,0,buffer,bodySize,keySize);
byte[] digest = Digest.md5().compute( input );
return Hex.encodeHexString(digest);
  }
}
```

2. Glossary

1. Game Provider: e-games development team.
2. Merchant: The party that wants to integrate e-games to their website.
3. API Requestor: The party responsible for calling the function
4. API provider: The party responsible for hosting the function
5. Acct ID: Player's unique identity code

3. API Interface Overview

During API call, the invoker will create the request message according to API specification, and post the data to the URL. API provider will send the response message after processing the request.

Usually the message will be defined as：xxxResponse xxxx(xxxRequest request)

Where *xxxRequest* equates to API request message and *xxxResponse* equates to API response message.

All request messages will contain the following fields：

Name	Data Type	Example	Description
serialNo	Varchar(50)	20120722224255982841	generated by "requestor"
merchantCode	Varchar(10)	SPADE	Unique code that identifies the Merchant.

All response messages will contains the following fields：

Name	Data Type	Example	Description
serialNo	Varchar(50)	20120722224255982841	Same as request's serialNo
code	Integer	0	Processed result status.
msg	Varchar(128)	success	Processed result description.
merchantCode	Varchar(10)	SPADE	Unique code that identifies the Merchant.

Please refer to appendix 1 for the list of status codes that system returns.

Warning: serialNo is the identity of the message, and one serialNo for one request or response. Please make sure the serialNo is unique.

We advise use GUID (UUID), or the date+time+random string as the serialNo

4. API Interface Definition

4.1 Game Lobby Page

Usage: Player enters E-games page by clicking *Goto Game* or *Real Money* button found in merchant website.

Interface Name：Redirect To Game Lobby
API Provider：Game Provider
API Requestor：Merchant

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
token	Varchar(80)	Yes	fe1a85adc54545d29	Generate by Merchant side
language	Varchar(10)	No	en_US	Language to display in game lobby
game	Varchar(10)	Yes	S-DG02	game code
fun	Varchar(10)	No	true	play for fun or real money
mobile	Varchar(10)	No	true/false	Play in mobile
menumode	Varchar(10)	No	On/off	Game Menu Switch off
exitUrl	Varchar(150)	No	http://www.baidu.com	Redirect Url to exit button
fullScreen	Varchar(10)	No	on/off	Full screen Switch off

Note:

1. For language, Refer to appendix 2.
2. If play for fun, the URL must contains acctId and token, fun=true
3. If play for mobile game, must contains mobile=true
4. If not required game menu, must contains menumode=off
5. If not required full screen, must contains fullScreen=off
6. If needs to login game lobby, must replace game=S-XXXX to lobby=SG
7. This function will be not for use to calling it, just introduce the parameter in game url

Game Lobby Redirect URL and Parameters (Real money):

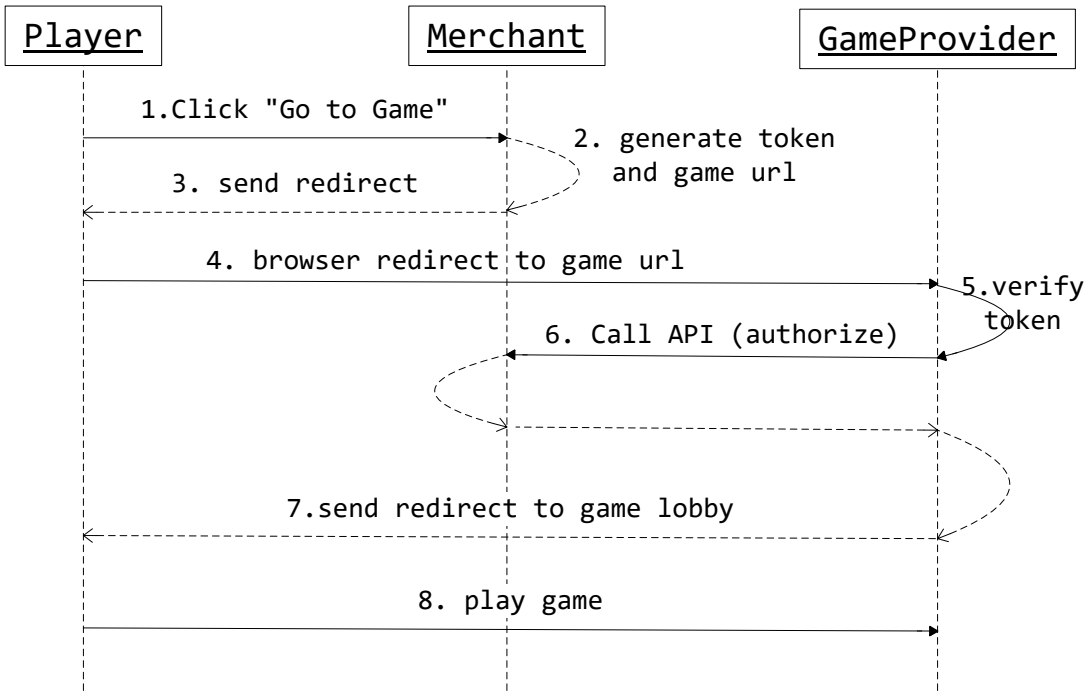
```
http://portal.e-games.com/auth/?acctId=TESTPLAYER1&language=en_US&
token=fe1a85adc54545d2963b661a22d09c9e&game=S-DG02&mobile=true
&menumode=on&fullScreen=on&exitUrl=http://www.baidu.com
```

Game Lobby Redirect URL and Parameters (play for fun)

```
http://portal.e-games.com/auth/?acctId=TESTPLAYER1&language=en_US&
token=fe1a85adc54545d2963b661a22d09c9e&game=S-DG02&fun=true
&mobile=true&menumode=on&exitUrl=http://www.baidu.com
&mobile=true&menumode=on&exitUrl=http://www.baidu.com
```

Game Lobby Redirect URL and Parameters(Lobby):

```
http://portal.e-games.com/auth/?acctId=TESTPLAYER1&language=en_US&
token=fe1a85adc54545d2963b661a22d09c9e&lobby=SG&mobile=true
```



4.2 User Authorization

Usage：Merchant will provide this request for Game provider to authenticate the session.

Interface Name：authorize

API Provider：Merchant
API Requestor：Game Provider

Request Message Definition for AuthorizeRequest：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
token	Varchar(80)	Yes	fe1a85adc54545d2963b661a22d09c9e	Generate by Merchant side
language	Varchar(10)	No	en_US	Language code.
serialNo	Varchar(50)	Yes	20120722224255982841	generated by “requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition for AuthorizeResponse：

Name	Data Type	Mandatory	Example
acctInfo	AcctInfo		AcctInfo Type

AcctInfo type definition：

Name	Data Type	Mandatory	Example	Name
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
userName	Varchar(15)	No	TESTPlayer1	Player name
currency	Char(3)	Yes	USD	Currency Code
balance	Decimal(20,4)	Yes	1000	Current player balance
siteId	Varchar (10)	No	SITE_USD1	Unique site ID for merchant

Note:

1. Refer to appendix 3 for a list of currency code that system support.
2. Acct ID format: [a-zA-Z0-9_-@]{1,50}. Example: TestPlayer_1

Authorize (Request and response messages example)

JSON AuthorizeRequest：

```
{
   "acctId": "TESTPLAYER1",
   "language": "en_US",
   "merchantCode": "SPADE",
   "token": "fe1a85adc54545d2963b661a22d09c9e",
   "serialNo": "20120722224255982841"
}
```

XML AuthorizeRequest：

```
<AuthorizeRequest>
   <serialNo>20120723161423158480</serialNo>
   <token>fe1a85adc54545d2963b661a22d09c9e</token>
   <merchantCode>SPADE</merchantCode>
   <acctId>TESTPLAYER1</acctId>
   <language>en_US</language>
</AuthorizeRequest>
```

JSON AuthorizeResponse：

```
{
   "acctInfo": {
      "acctId": "TESTPLAYER1",
      "balance": 0,
      "userName": "TESTPlayer1",
      "currency": "USD",
      "siteId": "SITE_USD"
   },
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120722224255982841"
}
```

XML AuthorizeResponse:

```
<AuthorizeResponse>
   <serialNo>20120722224255982841</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <acctInfo>
      <acctId>TESTPLAYER1</acctId>
      <userName>TESTPlayer1</userName>
      <currency>USD</currency>
      <balance>0</balance>
      <siteId>SITE_USD</siteId>
   </acctInfo>
</AuthorizeResponse>
```

4.3 Query user information

Usage scenario: Search for user information (Balance etc).

Interface Name：getAcctInfo

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `GetAcctInfoRequest`：

Name	Data Type	Mandatory	Example	Name
acctId	Varchar(50)	No	TESTPLAYER1	Unique player ID, leave 'Empty' to return all players.
pageIndex	Integer	Yes	1	Page index
serialNo	Varchar(50)	Yes	20120722224255982841	generated by "requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition for `GetAcctInfoResponse`：

Name	Data Type	Mandatory	Example	Name
resultCount	Integer	Yes	100	Total record count
pageCount	Integer	Yes	1	Total page count
list	AcctInfo[]	Yes		AcctInfo Type

AcctInfo type definition

Name	Data Type	Mandatory	Example	Name
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
userName	Varchar(50)	No	TESTPlayer1	Player name
currency	Char(3)	Yes	USD	Currency Code
balance	Decimal(20,4)	Yes	1000	Current player balance

GetAcctInfo (Request and response messages example) :

JSON GetAcctInfoRequest:

```
{
    "acctId": "TESTPLAYER1",
    "pageIndex": 0,
    "merchantCode": "SPADE",
    "serialNo": "20120722230043734928"
}
```

XML GetAcctInfoRequest:

```
<GetAcctInfoRequest>
   <serialNo>20120802152140143938</serialNo>
   <merchantCode>SPADE</merchantCode>
   <pageIndex>0</pageIndex>
   <acctId>TESTPLAYER1</acctId>
</GetAcctInfoRequest>
```

JSON GetAcctInfoResponse：


```
{
   "list": [{
      "userName": "TESTPlayer1",
      "currency": "USD",
      "acctId": "TESTPLAYER1",
      "balance": 1000
   }],
   "resultCount": 1,
   "pageCount": 1,
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120802152140143938"
}
```


XML GetAcctInfoResponse:


```
<GetAcctInfoResponse>
   <serialNo>20120802152140143938</serialNo>
   <code>0</code>
   <msg>0</msg>
   <merchantCode>SPADE</merchantCode>
   <resultCount>0</resultCount>
   <pageCount>1</pageCount>
   <list>
      <AcctInfo>
         <acctId>TESTPLAYER1</acctId>
         <userName>TESTPlayer1</userName>
         <currency>USD</currency>
         <balance>1000.0000</balance>
      </AcctInfo>
   </list>
</GetAcctInfoResponse>
```

4.4 Deposit

Usage：When merchant wants to transfer money to Game provider wallet for a particular member.

Interface Name：deposit

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `DepositRequest`：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
currency	Char(3)	Yes	USD	Currency Code
amount	Decimal(20,4)	Yes	1000	Amount to be added to player balance.
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
serialNo	Varchar(50)	Yes	20120722231413595602	generated by "requestor"

Response message definition for `DepositResponse`：

Name	Data Type	Mandatory	Example	Description
transactionId	Varchar(20)	Yes	498036704	System generated unique id.
afterBalance	Decimal(20,4)	Yes	1000.0000	Player's latest balance

Note

1. SerialNo is the identity of the message, and one serialNo for one request or response. Please make sure the serialNo is unique for deposit and withdraw message
2. We advise to use GUID (UUID), or the date+time+random string as the serialNo
3. Please resend the previous original request, if do not received the transfer request from our API server,
   - Must make sure the serialNo of the request message is same as previous.
   - We will process the transfer (deposit & withdraw) only 1 time for 1 serialNo.
4. Acct ID format: [a-zA-Z0-9_-@]{1,50}. Example: TestPlayer_1

Deposit (Request and response messages example):

JSON DepositRequest：

```
{
   "acctId": "TESTPLAYER1",
   "amount": 200,
   "currency": "USD",
   "merchantCode": "SPADE",
   "serialNo": "20120722231413699735"
}
```

XML DepositRequest：

```
<DepositRequest>
   <serialNo>20120722231413699735</serialNo>
   <merchantCode>SPADE</merchantCode>
   <acctId>TESTPLAYER1</acctId>
   <currency>USD</currency>
   <amount>200</amount>
</DepositRequest>
```

JSON DepositResponse：

```
{
   "transactionId": "500648408",
   "merchantCode": "SPADE",
   "afterBalance": 1000.0000,
   "msg": "success",
   "code": 0,
   "serialNo": "20120722231413699735"
}
```

XML DepositResponse：

```
<DepositResponse>
   <serialNo>20120722231413699735</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <transactionId>500648408</transactionId>
   <afterBalance>1000.0000</afterBalance>
</DepositResponse>
```

4.5 Withdrawal

Usage：When merchant wnats to transfer money from Game provider wallet for a particular member.

Interface Name：withdraw

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `WithdrawRequest`：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
currency	Char(3)	Yes	USD	Currency Code
amount	Decimal(20,4)	Yes	1000	Amount to be reduced from player balance.
serialNo	Varchar(50)	Yes	20120722231413595602	generated by "requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition for `WithdrawResponse`：

Name	Data Type	Mandatory	Example	Description
transactionId	Varchar	Yes	498036704	System generated unique id.
afterBalance	Decimal(20,4)	Yes	1000.0000	Player's latest balance

Note:

1. SerialNo is the identity of the message, and one serialNo for one request or response. Please make sure the serialNo is unique for deposit and withdraw message
2. We advise to use GUID (UUID), or the date+time+random string as the serialNo
3. Please resend the previous original request, if do not received the transfer request from our API server,
   - Must make sure the serialNo of the request message is same as previous.
   - We will process the transfer (deposit & withdraw) only 1 time for 1 serialNo.
4. Acct ID format: [a-zA-Z0-9_-@]{1,50}. Example: TestPlayer_1

Withdraw (Request and response messages example):

JSON WithdrawRequest：

```
{
   "acctId": "TESTPLAYER1",
   "amount": 200,
   "currency": "USD",
   "merchantCode": "SPADE",
   "serialNo": "20120722231413595602"
}
```

XML WithdrawRequest：

```
<WithdrawRequest>
   <serialNo>20120722231413595602</serialNo>
   <merchantCode>SPADE</merchantCode>
   <acctId>TESTPLAYER1</acctId>
   <currency>USD</currency>
   <amount>200</amount>
</WithdrawRequest>
```

JSON WithdrawResponse：

```
{
   "transactionId": "498036704",
   "afterBalance": 1000.0000,
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120722231413595602"
}
```

XML WithdrawResponse：

```
<WithdrawResponse>
   <serialNo>20120722231413595602</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <transactionId>498036704</transactionId>
   <afterBalance>1000.0000</afterBalance>
</WithdrawResponse>
```

4.6 Query player betting history

Usage：Search for bet history

Interface Name：getBetHistory

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `GetBetHistoryRequest`：

Name	Data Type	Mandatory	Example	Description
beginDate	Char(15)	Yes	20120720T230043	Start date range to search. Format must be in yyyymmdd'T'24hhmmss
endDate	Char(15)	Yes	20120722T225043	End date range to search. Format must be in yyyymmdd'T'24hhmmss
pageIndex	Integer	Yes	1	Page number
serialNo	Varchar(50)	Yes	20120722231413595602	Generated by merchant to indicate message sequence.
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition for `GetBetHistoryResponse`：

Name	Data Type	Mandatory	Example	Description
resultCount	Integer	Yes	100	Total record count
pageCount	Integer	Yes	1	Total page count
list	BetInfo[]	Yes		BetInfo Array

`BetInfo` definition:

Name	Data Type	Mandatory	Example	Description
ticketId	Varchar(20)	Yes	641482277	Ticket number.
acctId	Varchar(50)	Yes	TESTPLAYER1	Player's unique Id
ticketTime	Char(15)	Yes	20120722T225417	Date time when ticket is bet
categoryId	Varchar(10)	Yes	SM or TB or AD or BN or FH	Game category
gameCode	Varchar(10)	Yes	S-DG02	Game Code
currency	Char(3)	Yes	USD	Currency ISO code
betAmount	Decimal(18,6)	Yes	20	Bet Amount
result	Varchar(1024)	No	8,8,5,10,10,7,7	Result
winLoss	Decimal(18,6)	Yes	-20	Member win loss.
jackpotAmount	Decimal(18,6)	Yes	0	
betIp	Varchar(50)	Yes	8.8.8.8	Bettor's IP Address
luckyDrawId	Long	No	10	
roundId	Integer	Yes	1823	Game Round ID
sequence	Integer	Yes	0,1,2,3,4	0 = No jackpot win
channel	Varchar(10)	Yes	Mobile/Web	Ticket for mobile or web
Balance	Decimal(18,6)	Yes	234.000000	Previous Balance
jpWin	Decimal(18,6)	Yes	-100.000000	Jackpot Win
referenceId	Varchar(50)	No	a8ab9cc8f1a277de	Reference to transfer id
gameFeature	Varchar(50)	No	BUY-20	Only response when player trigger Buy Feature

Note :

Ticket is based on game payout datetime. Recommend retrieve interval is within 1-5 minutes and each ticket retrieve after 3 minutes of payout time. Maximum retrieve interval is 2 hours.

It has concurrent call limit for this query, each query will only enable SINGLE request. The next request will only enable after current request has completed. Otherwise, it will return code: 101 USER_CALL_LIMITED

GetBetHistory (Request and response messages example):

JSON GetBetHistoryRequest：

```
{
   "beginDate": "20120721T175139",
   "endDate": "20120723T174139",
   "pageIndex": 1,
   "merchantCode": "SPADE",
   "serialNo": "20120723175139440637"
}
```

XML GetBetHistoryRequest：

```
<GetBetHistoryRequest>
   <serialNo>20120723175139440637</serialNo>
   <merchantCode>SPADE</merchantCode>
   <beginDate>20120721T175139</beginDate>
   <endDate>20120723T174139</endDate>
   <pageIndex>1</pageIndex>
</GetBetHistoryRequest>
```

JSON GetBetHistoryResponse：


```
{
   "resultCount": 1,
   "list": [
      {
         "ticketId": 633161396,
         "acctId": "TESTPLAYER1",
         "categoryId": "SM",
         "gameCode": "SS-GD02",
         "ticketTime": "20130908T161044",
         "betIp": "8.8.8.8",
         "betAmount": 20,
         "winLoss": 30,
         "result": "23412",
         "jackpotAmount": 1.5,
         "luckyDrawId": 0,
         "completed": "True",
         "roundId": 1879,
         "sequence": 0,
         "channel": "web",
         "balance": 234.0,
         "jpWin": 0.0,
         "referenceId": "arwwew232ghfg4dfsdfsdwr2",
          "gameFeature": "BUY-20"
      }
   ],
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120723175139440637"
}
```

XML GetBetHistoryResponse：

```
<GetBetHistoryResponse>
   <serialNo>20120723175139440637</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <resultCount>1</resultCount>
   <list>
      <BetInfo>
         <ticketId>633161396</ticketId>
         <acctId>Test10001</acctId>
         <categoryId>SM</categoryId>
         <gameCode>SS-GD02</gameCode>
         <ticketTime>20130908T161044</ticketTime>
         <betIp>8.8.8.8</betIp>
         <betAmount>20</betAmount>
         <winLoss>30</winLoss>
         <jackpotAmount>1.5</jackpotAmount>
         <result>23412</result>
         <luckyDrawId>0</luckyDrawId>
         <completed>True</completed>
         <sequence>0</sequence>
         <roundId>1387</roundId>
         <channel>Web</channel>
         <balance>234.000000</balance>
         <jpWin>0.0</jpWin>
   <referenceId>arwwew232ghfg4dfsdfsdwr2</referenceId>
        <gameFeature>BUY-20</gameFeature>
      </BetInfo>
   </list>
</GetBetHistoryResponse>
```

4.7 Query Jackpot pool

Usage：Merchant query the jackpot pool amount and display on merchant website

Interface Name：jackpotPool

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `JackpotPoolRequest`：

Name	Data Type	Mandatory	Example	Description
currency	Char(3)	Yes	USD	Currency ISO code

** If currency is empty, then all jackpot for each currency will listed

Response message definition for `JackpotPoolResponse`：

Name	Data Type	Mandatory	Example	Description
list	JackpotPoolInfo[]	Yes		JackpotPoolInfo type

JackpotPoolInfo type definition：

Name	Data Type	Mandatory	Example	Description
code	Varchar(20)	Yes	Grand	Jackpot Code
name	Varchar(50)	No	Grand Jackpot	Jackpot Name
amount	Decimal(20,2)	Yes	3844.08	Jackpot Pool amount

JackpotPool (Request and response messages example):

JSON JackpotPoolRequest：

```
{
   "currency": "USD",
   "merchantCode": "SPADE",
   "serialNo": "20120726214956563472"
}
```

XML JackpotPoolRequest：

```
<JackpotPoolRequest>
  <serialNo>20120726214956563472</serialNo>
  <merchantCode>SPADE</merchantCode>
  <currency>USD</currency>
</JackpotPoolRequest>
```

JSON JackpotPoolResponse：

```
{
   "list": [
      {
         "code": "Grand",
         "name": "Grand Jackpot",
         "amount": 3844.08,
         "currency": "USD"
      }
   ],
   "status": 0,
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120726214956563472"
}
```

XML JackpotPoolResponse：

```
<JackpotPoolResponse>
   <serialNo>20120802152140143938</serialNo>
   <code>0</code>
   <msg>0</msg>
   <merchantCode>SPADE</merchantCode>
   <resultCount>1</resultCount>
   <pageCount>1</pageCount>
   <list>
      <JackpotPoolInfo>
         <code>Grand</code>
         <name>Grand Jackpot</name>
         <amount>3844.08</amount>
         <currency>USD</currency>
      </JackpotPoolInfo>
   </list>
</JackpotPoolResponse>
```

4.8 Query Jackpot pool of merchant currency

Usage：Merchant query the jackpot pool amount and display on merchant website

Interface Name：jackpotPoolAll

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `JackpotPoolRequest`：

Name	Data Type	Mandatory	Example	Description
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
serialNo	Varchar(50)	Yes	20120722231413595602	Generated by merchant to indicate message sequence.

Response message definition for `JackpotPoolResponse`：

Name	Data Type	Mandatory	Example	Description
list		Yes		JackpotPoolInfo type

JackpotPoolInfo type definition：

Name	Data Type	Mandatory	Example	Description
code	Varchar(20)	Yes	Grand	Jackpot Code
amoutMap	Varchar(50)	Yes	"CNY":103418.588499	jackpotAmount

JackpotPool (Request and response messages example):

JSON JackpotPoolAllRequest：

```
{
   "merchantCode": "SPADE",
   "serialNo": "20120726214956563472"
}
```

XML JackpotPoolAllRequest：

```
<JackpotPoolAllRequest>
  <serialNo>20120726214956563472</serialNo>
  <merchantCode>SPADE</merchantCode>
</JackpotPoolAllRequest>
```

JSON JackpotPoolAllResponse：


```
{
   "list": [
      {
         "code": "Grand",
         "amountMap":
         {
            "CNY":103418.588499,
            "IDR":3991172.548579,
            "HKD":2175666.803645
         }
      },
      {
         "code":"GJ",
         "amountMap":
         {
            "CNY":16494.54591,
            "IDR":30333469.927946,
            "HKD":1944453.200509
         }
      }
   ]
   "status": 0,
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120726214956563472"
}
```

XML JackpotPoolResponse：

```
<JackpotPoolAllResponse>
   <serialNo>20120802152140143938</serialNo>
   <code>0</code>
   <msg>0</msg>
   <merchantCode>SPADE</merchantCode>
   <resultCount>1</resultCount>
   <pageCount>1</pageCount>
   <list>
       <code>Grand</code>
       <amountMap>
          <CNY>103418.588499</CNY>
          <IDR>3991172.548579</IDR>
          <HKD>2175666.803645</HKD>
       </amountMap>
       <code>GJ</code>
       <amountMap>
          <CNY>16494.54591</CNY>
          <IDR>30333469.927946</IDR>
          <HKD>1944453.200509</HKD>
       </amountMap>

   </list>
</JackpotPoolAllResponse>
```

4.9 Query API call status

Usage：Merchant wishes to check the status of a particular API Call

Interface Name：checkStatus

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `CheckStatusRequest`：

Name	Data Type	Mandatory	Example	Description
lastSerialNo	Varchar(50)	Yes	20120723175139440637	Withdraw / Deposit serialNo
serialNo	Varchar(50)	Yes	20120722231413595602	generated by "requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition for `CheckStatusResponse`：

Name	Data Type	Mandatory	Example	Description
status	Integer	Yes	0	Status code 0=success ; 1=failed
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
serialNo	Varchar(50)	Yes	20120722231413595602	Same as request's serialNo
code	Integer	Yes	0	Status code 0=success ; 1=failed

Noted:

1. Status is the serial o status as per request
2. lastSerialNo only valid in put the request of deposit/withdraw serialNo
3. Code is the request Success (0) or Failed (1)

CheckStatus (Request and response messages example):

JSON CheckStatusRequest：

```
{
   "lastSerialNo": "20120726214956319959",
   "merchantCode": "SPADE",
   "serialNo": "20120726214956563472"
}
```

XML CheckStatusRequest：

```
<CheckStatusRequest>
  <serialNo>20120726214956563472</serialNo>
  <merchantCode>SPADE</merchantCode>
  <lastSerialNo>20120726214956319959</lastSerialNo>
</CheckStatusRequest>
```

JSON CheckStatusResponse：

```
{
   "status": 0,
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120726214956563472"
}
```

XML CheckStatusResponse：

```
<CheckStatusResponse>
   <serialNo>20120726214956563472</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <status>0</status>
</CheckStatusResponse>
```

4.10 Force Logout for online members

Usage：Kick selected user or all users out of E-games

Interface Name：kickAcct

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `KickAcctRequest`：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	No	SPADEPLAYER1	Player ID, Leave empty to force all “online” users to log out of E-games/Lottery.

Response message definition for `KickAcctResponse`：

Name	Data Type	Mandatory	Example	Description
List	String[]	Yes	[SPADEPLAYER1]	List of members that have been kicked out.

KickAcct(Request and response messages example):

JSON KickAcctRequest：

```
{
   "acctId": "TESTPLAYER1",
   "merchantCode": "SPADE",
   "serialNo": "20130430164644935780"
}
```

XML KickAcctRequest：

```
<KickAcctRequest>
  <serialNo>20130430164644935780</serialNo>
  <merchantCode>SPADE</merchantCode>
  <acctId>TESTPLAYER1</acctId>
</KickAcctRequest>
```

JSON KickAcctResponse：

```
{
   "list": [
      "TESTPLAYER1"
   ],
   "merchantCode": "SPADE",
   "code": 0,
   "msg": "success",
   "serialNo": "20130430164644935780"
}
```

XML KickAcctResponse：

```
<KickAcctResponse>
   <serialNo>20130430164644935780</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <list>
      <string>TESTPLAYER1</string>
   </list>
</KickAcctResponse>
```

4.11 Query the Member not on line but have amount

Usage：The member not online but have amount

Interface Name：pendingAcct

API Provider：Game Provider
API Requestor：Merchant

Request message definition for `PendingAcctRequest`：

Name	Data Type	Mandatory	Example	Description
serialNo	Varchar(50)	Yes	20120722231413595602	generated by “requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition for `PendingAcctResponse`：

Name	Data Type	Mandatory	Example	Description
list	AcctInfo []	yes		AcctInfo

AccountInfo type definition：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER0001	Unique player ID
currency	Char(3)	Yes	USD	Currency Code
balance	Decimal(20,4)	Yes	1000	Current player balance

PendingAcct(Request and response messages example):

JSON PendingAcctRequest:

```
{
   "merchantCode": "SPADE",
   "serialNo": "20130502191551906534"
}
```

XML PendingAcctRequest:

```
<PendingAcctRequest>
  <serialNo>20130502191551906534</serialNo>
  <merchantCode>SPADE</merchantCode>
</PendingAcctRequest>
```

JSON PendingAcctResponse：

```
{
   "list": [{
      "currency": "USD",
      "acctId": "TESTPLAYER1",
      "balance": 1000
   }],
   "merchantCode": "SPADE",
   "code": 0,
   "msg": "success",
   "serialNo": "20130502191551906534"
}
```

XML PendingAcctResponse:

```
<PendingAcctResponse>
  <serialNo>20130502191551906534</serialNo>
  <code>0</code>
  <msg>success</msg>
  <merchantCode>SPADE</merchantCode>
  <list>
    <PendingAcct>
      <acctId>TESTPLAYER1</acctId>
      <currency>USD</currency>
      <balance>1000</balance>
    </PendingAcct>
  </list>
</PendingAcctResponse>
```

4.12 Query merchant game info

Usage：Query merchant game info

Interface Name：getGames

API Provider：Game Provider
API Requestor：Merchant

Request message definition for `MerchantGamesRequest`：

Name	Data Type	Mandatory	Example	Description
serialNo	Varchar(50)	Yes	20120722231413595602	generated by “requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
currency	Char(3)	No	USD	Currency Code
language	Varchar(10)	No	th_TH (Appendix 2)	Language code

Response message definition for `MerchantGamesResponse`：

Name	Data Type	Mandatory	Example	Description
games	GameInfo[]	yes		Game Info class

GameInfo Definition `GameInfo`：

Name	Data Type	Mandatory	Example	Description
gameCode	Varchar(10)	yes	SS-GD02	Game code
gameName	Varchar(30)	yes	DerbyNight	Game name
jackpot	boolean	yes	True	Is jackpot
thumbnail	Varchar(100)	yes	/images/aa.jpg	Game picture
screenshot	Varchar(100)	yes	/images/bb.jpg	Game screen shot
jackpotCode	Varchar(50)	no	Holy	Only for Jackpot Game
jackpotName	Varchar(50)	no	Holy Jackpot	Only for Jackpot Game

Note:

1. The full path of the picture is http://$host/thumbnail/aa.jpg, http://$host/screenshot/bb.jpg.
   $host is the host part of the API URL.
   For example, if the API URL is “http://demoapi.egame.spadegaming.com/api”, then the picture full path is “http://demoapi.egame.spadegaming.com/thumbnail/aa.jpg”

2. The API is used for background job. For our API is server to server, the pictures cannot access for public IP. We recommend run the job every day or every week, to download the

pictures and display in website.

getGames(Request and response messages example):

JSON getGamesRequest:

```
{
   "merchantCode": "SPADE",
   "serialNo": "20130502191551906534"
}
```

XML getGamesRequest:

```
<getGamesRequest>
   <serialNo>20130502191551906534</serialNo>
   <merchantCode>SPADE</merchantCode>
</getGamesRequest>
```

JSON getGamesResponse：

```
{
   "games": [
      {
         "gameCode": "S-DG02",
         "gameName": "DerbyNight",
         "jackpot": true,
         "thumbnail": "/thumbnail/S-DG02.jpg",
         "screenshot": "/screenshoot/S-DG02.jpg",
         "jackpotCode ": "Holy",
         "jackpotName ": "Holy Jackpot"
      }
   ],
   "merchantCode": "SPADE",
   "code": 0,
   "msg": "success",
   "serialNo": "20130502191551906534"
}
```

XML getGamesResponse:

```
<getGamesResponse>
   <games>
      <gameCode>S-DG02</gameCode>
      <gameName>DerbyNight</gameName>
      <jackpot>true</jackpot>
      <thumbnail>/thumbnail/S-DG02.jpg</thumbnail>
      <screenshot>/screenshoot/S-DG02.jpg</screenshot>
      <mthumbnail_>http://xxxx.com/aa.jpg</mthumbnail_>
      <jackpotCode_>Holy</jackpotCode_>
      <jackpotName_>Holy Jackpot</jackpotName_>
   </games>
   <merchantCode>SPADE</merchantCode>
   <code>0</code>
   <msg>success</msg>
   <serialNo>20130502191551906534</serialNo>
</getGamesResponse>
```

4.13 Create Token

Usage：Merchant call createToken API to get token and proceed redirect to ticket details page.

Interface Name：createToken

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `createTokenRequest`：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
action	Varchar(50)	Yes	ticketLog	Merchant's action
serialNo	Varchar(50)	Yes	20120723175139440637	Serial No

Response message definition for `createTokenResponse`：

Name	Data Type	Mandatory	Example	Description
token	Varchar(80)	Yes	fe1a85adc54545d29	
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
serialNo	Varchar(50)	Yes	20120723175139440637	Serial No

Note : This function is not for use in created the token of authorize used.

createToken (Request and response messages example)

JSON createTokenRequest：

```
{
   "acctId": "TESTPLAYER1",
   "merchantCode ": "SPADE",
   "action": "ticketLog",
   "serialNo": "20120722224255982841"
}
```

XML createTokenRequest：

```
<createTokenRequest>
   <acctId>TESTPLAYER1</acctId>
   <merchantCode>SPADE</merchantCode>
   <action>ticketLog</action>
   <serialNo>20120723161423158480</serialNo>
</createTokenRequest>
```

JSON createTokenResponse：

```
{
   "token": "fela3ret56dhhT999",
   "merchantCode": "SPADE",
   "serialNo": "20120722224255982841"
}
```

XML createTokenResponse:

```
<createTokenResponse>
   <token>fela3ret56dhhT999</token>
   <merchantCode>SPADE</merchantCode>
   <serialNo>20120722224255982841</serialNo>
</createTokenResponse>
```

4.14 Ticket Details Page

Usage: Player view ticket details by clicking *View ticket details* button found in merchant website.

Interface Name：Redirect To Ticket Details Page

API Provider：Game Provider
API Requestor：Merchant

Name	Data Type	Mandatory	Example	Description
ticketId	Varchar(20)	Yes	641482277	Ticket number.
acctId	Varchar(50)	Yes	TESTPLAYER1	Player's unique Id
action	Varchar(50)	Yes	ticketLog	Merchant's action
token	Varchar(80)	Yes	fe1a85adc54545d29	
language	Varchar(10)	No	en_US	Language to display ticket details page.

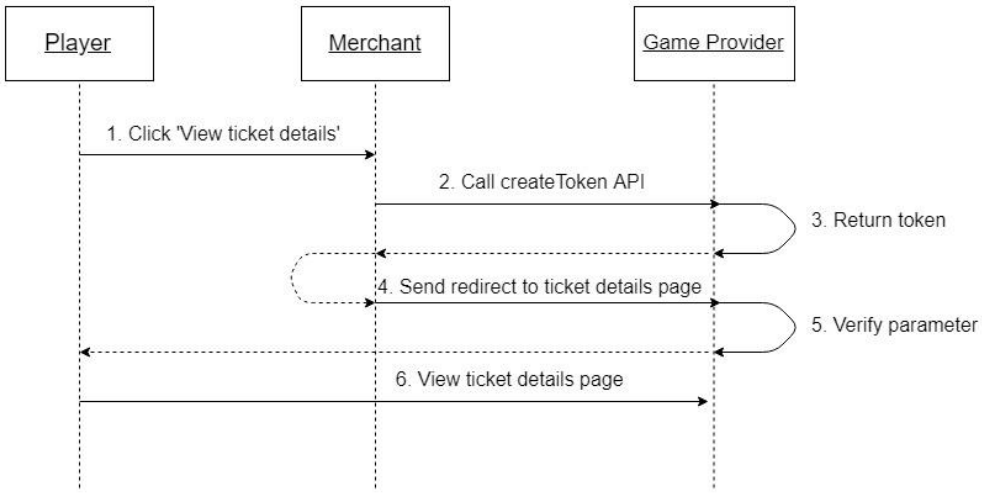
Note:

1. For language, Refer to appendix 2.
2. For action, using 'ticketLog' for ticket details page

Ticket Details Redirect URL and Parameters:

```
http://portal.e-games.com/merchantCode/createToken/?ticketId=248114533&
acctId=TESTPLAYER1&action=ticketLog&token=fe1a85adc54545d2963b661a22d09
c9e&language=en_US
```

Get Ticket Details Flow



4.15 Query Fund In Out

Usage：Search for deposit and withdraw history

Interface Name：fundInOut

API Provider：Game Provider

API Requestor：Merchant

Request Message Definition `FundInOutRequest`：

Name	Data Type	Mandatory	Example	Description
beginDate	Char(15)	Yes	20190401T000000	Start date range to search. Format must be in yyyymmdd'T'24hhmmss
endDate	Char(15)	Yes	20190403T200000	End date range to search. Format must be in yyyymmdd'T'24hhmmss
acctId	Varchar(50)	No	TESTPLAYER1	Player id
currency	Char(3)	No	USD	Currency code
lastSerialNo	Varchar(50)	No	20120722231413595602	Withdraw / Deposit Serial No
type	Varchar	No	In	In = deposit Out = withdraw
pageIndex	Integer	Yes	1	Page number
serialNo	Varchar(50)	Yes	20120722231413595602	generated by "requestor"
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code

Response message definition `FundInOutResponse`:

Name	Data Type	Mandatory	Example	Description
resultCount	Integer	Yes	100	Total record count
pageCount	Integer	Yes	1	Total page count
List	FunInOutInfo[]	Yes		FundInOutInfo Array

FundInOutInfo Definition `FundInOutInfo`:

Name	Data Type	Mandatory	Example	Description
transferId	Varchar(20)	Yes	641482277	Transfer number.
acctId	Varchar(50)	Yes	TESTPLAYER1	Player ID
transactionTime	Char(15)	Yes	20180722T225417	Date time when withdraw or deposit
type	Varchar	Yes	In	In = deposit Out = withdraw
amount	Decimal(20,4)	Yes	1000	Player withdraw/ deposit amount
lastSerialNo	Varchar(50)	Yes	20180722224255982841	Withdraw / Deposit serialNo

FundInOut Request and response messages example:

JSON FundInOut Request：

```
{
      "beginDate":"20190403T000000",
      "endDate":"20190403T200000",
      "acctId":"TESTPLAYER1",
      "currency":"USD",
      "lastSerialNo":”20180722224255982841”
      "type":"In"
      "serialNo":"20180802152140105891"
      "pageIndex":1,
      "merchantCode":"SPADE",
}
```

XML FundInOut Request：

```
<FundInOutRequest>
      <beginDate>20190403T000000</beginDate>
      <endDate>20190403T200000</endDate>
      <acctId>TESTPLAYER1</acctId>
      <currency>USD</currency>
      <lastSerialNo>20180722224255982841</lastSerialNo>
      <type>in</type>
      <serialNo>20180802152140105891</serialNo>
      <pageIndex>1</pageIndex>
      <merchantCode>SPADE</merchantCode>
    </FundInOutRequest>
```

JSON FundInOut Response：


```
{
      "list":[{
            "transferId":64148227,
            "acctId":"TESTPLAYER1",
            "transactionTime":"20180722t225417",
            "type":"In",
            "amount":1000,
            "lastSerialNo":"201807222224255982841"
      }],
      "resultCount":1,
      "pageCount":1,
      "merchantCode":"SPADE",
      "code":0,
      "msg":"Success",
      "serialNo":"20180802152140105891"
}
```


XML FundInOut Response：


```
<FundInOutResponse>
  <serialNo>20180802152140105891</serialNo>
  <code>0</code>
  <msg>Success</msg>
  <merchantCode>SPADE</merchantCode>
  <resultCount>1</resultCount>
  <pageCount>1</pageCount>
  <list>
    <FundInOutInfo>
      <transferId>64148227</transferId>
      <acctId>TESTPLAYER1</acctId>
      <transactionTime>20180722t225417</transactionTime>
      <type>In</type>
      <amount>1000</amount>
      <lastSerialNo>201807222224255982841</lastSerialNo>
    </FundInOutInfo>
  </list>
</FundInOutResponse>
```

4.16 Query Exist of player Acct

Usage：Merchant wishes to check player Acct whether exist or not.

Interface Name：checkAcct

API Provider：Game Provider

API Requestor：Merchant

Request Message Definition for `CheckAcctRequest`：

Name	**Data Type**	**Mandatory**	**Example**	**Description**
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
includeType	Boolean	No	True	Confirming is “youtuber” player or not
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
serialNo	Varchar(50)	Yes	20120722231413595602	generated by "requestor"

Response message definition for `CheckAcctResponse`：

Name	Data Type	Mandatory	Example	Description
serialNo	Varchar(50)	Yes	20120722224255982841	Same as request’s serialNo
acctType	Integer	No	0	The definition of code 0 : normal 1 : youtuber
code	Integer	Yes	0	Processed result status.
msg	Varchar(128)	Yes	success	Processed result description.
merchantCode	Varchar(10)	Yes	SPADE	Merchant Code

checkAcct Request and response messages example:

JSON checkAcct Request：

```
{
       "acctId": " TESTPLAYER1",
       "includeType": true,
       "merchantCode": "SPADE",
       "serialNo": "20180722231413699735"
}
```

XML checkAcct Request：

```
<CheckAcctRequest>
      <acctId>TESTPLAYER1</acctId>
      <includeType>true</includeType>
      <merchantCode>SPADE</merchantCode>
      <serialNo>20180722231413699735</serialNo>
</CheckAcctRequest>
```

JSON checkAcct Response：

```
{
      "serialNo":"20180722231413699735",
      "code":0,
      "acctType":0,
      "msg":"Success",
      "merchantCode":"SPADE"
}
```

XML checkAcct Response：

```
<CheckAcctResponse>
  <serialNo>20180722231413699735</serialNo>
  <code>0</code>
  <acctType>0</acctType>
  <msg>Success</msg>
  <merchantCode>SPADE</merchantCode>
</CheckAcctResponse>
```

4.17 Query player daily summary by game

Usage：Search for player daily summary by each game

Interface Name：playerDailySumByGame

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `playerDailySumByGameRequest`：

Name	Data Type	Mandatory	Example	Description
beginDate	Char(15)	Yes	20120721T000000	Start date range to search.Format must be in yyyymmdd'T'24hhmmss
endDate	Char(15)	Yes	20120721T010000	End date range to search. Format must be in yyyymmdd'T'24hhmmss
pageIndex	Integer	Yes	1	Page number
serialNo	Varchar(50)	Yes	20120722231413595602	Generated by merchant to indicate message sequence.
merchantCode	Varchar(50)	Yes	SPADE	Merchant Code
acctId	Varchar(50)	No	TESTPLAYER1	Player's unique Id

Response message definition for `playerDailySumByGameResponse`：

Name	Data Type	Mandatory	Example	Description
resultCount	Integer	Yes	100	Total record count
pageCount	Integer	Yes	1	Total page count
list	PlayerBetInfo[]	Yes		PlayerBetInfo Array

`PlayerBetInfo` definition：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Player ID
list	BetInfo[]	Yes		BetInfo Array

`BetInfo` definition：

Name	Data Type	Mandatory	Example	Description
bets	Integer	Yes	1	Bet Count
betAmount	Decimal(20,4)	Yes	20	Bet Amount
winLoss	Decimal(18,6)	Yes	-20	Member win loss.
jackpotAmount	Decimal(18,6)	Yes	0	
jpWin	Decimal(18,6)	Yes	-100.000000	Jackpot Win
categoryId	Varchar(10)	Yes	SM or TB or AD or BN	Game Category
gameCode	Varchar(10)	Yes	S-GD02	Game Code

Notes :

1. Maximum retrieve interval is 1 day.
2. Retrieve data datetime must be 12 hours ago from current datetime.
3. Data query by hour

playerDailySumByGame (Request and response messages example):

JSON playerDailySumByGameRequest：

```
{
   "beginDate": "20120721T000000",
   "endDate": "20120721T010000",
   "pageIndex": 1,
   "merchantCode": "SPADE",
   "serialNo": "20120723175139440637"
}
```

XML playerDailySumByGameRequest：

```
<PlayerDailySumByGameRequest>
   <serialNo>20120723175139440637</serialNo>
   <merchantCode>SPADE</merchantCode>
   <beginDate>20120721T000000</beginDate>
   <endDate>20120721T010000</endDate>
   <pageIndex>1</pageIndex>
</PlayerDailySumByGameRequest>
```

JSON playerDailySumByGameResponse：


```
{
   "resultCount": 2,
   "pageCount": 1,
   "list": [
      {
         "acctId": "Test10001",
         "list": [
            {
               "bets": 34,
               "betAmount": 20,
               "winLoss": 30,
               "jackpotAmount": 1.5,
               "jpWin": -100.0,
               "categoryId": "SM",
               "gameCode": "S-GD02"
            }
         ]
      },
      {
         "acctId": "Test10002",
         "list": [
            {
               "bets": 34,
               "betAmount": 20,
               "winLoss": 30,
               "jackpotAmount": 1.5,
               "jpWin": -100.0,
               "categoryId": "SM",
               "gameCode": "S-GD02"
            }
         ]
      }
   ],
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120723175139440637"
}
```

XML playerDailySumByGameResponse：

```
<PlayerDailySumByGameResponse>
   <serialNo>20120723175139440637</serialNo>
   <code>0</code>
   <msg>success</msg>
   <merchantCode>SPADE</merchantCode>
   <resultCount>1</resultCount>
   <list>
      <PlayerBetInfo>
         <acctId>Test10001</acctId>
         <list>
            <BetInfo>
               <bets>20</bets>
               <betAmount>20</betAmount>
               <winLoss>30</winLoss>
               <jackpotAmount>0</jackpotAmount>
               <jpWin>-100.000000</jpWin>
               <categoryId>SM</categoryId>
               <gameCode>S-GD02</gameCode>
            </BetInfo>
         </list>
      </PlayerBetInfo>
   </list>
</PlayerDailySumByGameResponse>
```

4.18 Set Youtuber

Usage：When merchant wants to set youtuber feature for a particular member.

Interface Name：setYoutuber

API Provider：Game Provider
API Requestor：Merchant

Request Message Definition for `setYoutuberRequest`：

Name	Data Type	Mandatory	Example	Description
acctId	Varchar(50)	Yes	TESTPLAYER1	Unique player ID
currency	Char(3)	Yes	USD	Currency Code
youtuber	Boolean	Yes	True	True: Youtuber False: Normal
merchantCode	Varchar(50)	Yes	SGDEMO	Merchant Code
serialNo	Varchar(50)	Yes	20120722231413595602	generated by "requestor"

Response message definition for `setYoutuberResponse`：

Name	Data Type	Example	Description
serialNo	Varchar(50)	20120722224255982841	Generated by merchant to indicate message sequence.
code	Integer	0	Processed result status.
msg	Varchar(128)	success	Processed result description.
merchantCode	Varchar(10)	SGDEMO	Unique code that identifies the Merchant.

setYoutuber (Request and response messages example):

JSON setYoutuberRequest：

```
{
   "acctId": "TESTPLAYER1",
   "currency": "USD",
   "youtuber": true,
   "merchantCode": "SPADE",
   "serialNo": "20120722231413699735"
}
```

XML setYoutuberRequest：

```
<setYoutuberRequest>
   <acctId>TESTPLAYER1</acctId>
   <currency>USD</currency>
   <merchantCode>SPADE</merchantCode>
   <serialNo>20120722231413699735</serialNo>
   <youtuber>true</youtuber>
</setYoutuberRequest>
```

JSON setYoutuberResponse：

```
{
   "merchantCode": "SPADE",
   "msg": "success",
   "code": 0,
   "serialNo": "20120722231413699735"
}
```

XML setYoutuberResponse：

```
<setYoutuber>
   <code>0</code>
   <merchantCode>SPADE</merchantCode>
   <msg>success</msg>
   <serialNo>20120722231413699735</serialNo>
</setYoutuber>
```

Appendix 1 Response Code Definition

Usage: The response code that Merchant will receive are defined through the API.

Code	Message in English	Description
0	Success	Interface call is successful.
1	System Error	Internal system error at Game provider. Example: Program bug or database connection failed.
2	Invalid Request	Request is not support by Game provider.
3	Service Inaccessible	Game provider API down.
100	Request Timeout	
101	Call Limited	
104	Request Forbidden	
105	Missing Parameters	
106	Invalid Parameters	
107	Duplicated Serial NO.	
109	Related id not found	This Transfer API is usually used for a single wallet
110	Record ID Not Found	
111	Duplicated request	
112	API Call Limited	Exceed the limit of calling API
113	Invalid Acct ID	Acct ID incorrect format
118	Invalid Format	Parse Json Data Failed
120	IP no whitelisted	
5003	System Maintenance	
10113	Merchant Not Found	
10116	merchant suspend	
50099	Acct Exist	
50100	Acct Not Found	
50101	Acct Inactive	
50102	Acct Locked	
50103	Acct Suspend	
50104	Token Validation Failed	
50110	Insufficient Balance	
50111	Exceed Max Amount	
50112	Currency Invalid	Deposit/withdraws currency code are not consistent with Player's default currency code or merchant does not use the currency code.
50113	Amount Invalid	Deposit/withdraw Amount must be greater than 0.
50115	Date Format Invalid	Date Format incorrect format

Appendix 2 Language Code Definition

ISO Language Code	Description
en_US	English
zh_CN	Simplified Chinese
th_TH	Thai
id_ID	Indonesian
vi_VN	Vietnamese
ko_KR	Korea
ja_JP	Japan
ru_RU	Russia
tr_TR	Turkey
es_ES	Spanish
fr_FR	French

Appendix 3 Currency Code Definition (ISO)

ISO Currency Code	Description	ISO Currency Code	Description
BDT	Bangladeshi Taka	MXN	Mexican Peso
CNY	Chinese Yuan (Renminbi)	NZD	New Zealand Dollar
USD	US Dollar	PEN	Peruvian New Sol
EUR	Euro	PLN	Polish Zloty
EPV	Euro	PYG	Paraguayan Guarani
GBP	British Pound	RSD	Serbian Dinar
HKD	Hong Kong Dollar	UYU	Uruguayan Peso
SGD	Singapore Dollar	ZAR	South African Rand
KRW	South Korean Won	UAH	Ukrainian hryvnia
JPY	Japanese Yen	TND	Tunisian Dinar
THB	Thai Baht	RUB	Russian ruble
IDR	Indonesia Rupiah	TRY	Turkish Lira
ID2	Indonesia Rupiah	SEK	Swedish Krona
INR	Indian Rupee	NOK	Norwegian Krone
VND	Viet Nam Dong	AED	Dirham
VN2	Viet Nam Dong	AMD	Armenian Dram
MYR	Malaysia Ringgit	CAD	Canadian Dollar
MMK	Myanmar Kyat	CHF	Swiss franc
MMV	Myanmar Kyat	CLP	Chilean Peso
AUD	Australian Dollar	CZK	Czech Koruna
ALL	Albania	DKK	Danish Krone
BRL	Brazilian Real	ARS	Argentine Peso
BGN	Bulgarian Lev	COP	Colombian Peso
IRR	IranianRial	CO2	Colombian Peso
IR2	IranianRial	PKR	Pakistan Rupee
KZT	Kazakhstani Tenge	HUF	Hungarian Forint
XAF	Central African CFA franc	XOF	West African CFA franc
AZN	Azerbaijan Manat	NGN	Nigerian Nairas
ILS	Israeli Shekel	LBP	Lebanese pound
MDL	Moldovan leu	ETB	Ethiopian birr
TJS	Tajikistani somoni	BAM	Bosnia-Herzegovina Convertible Marka
KGS	Kyrgyzstani som	TMT	Turkmenistani manat
BND	Bruneian Dollars	DEM	Deutsche Mark
KSH	Kenyan shilling	NPR	Nepalese rupee
BYN	Belarusian ruble	RON	Romanian leu

GEL	Georgian lari	KHR	Cambodian Riels
LAK	Lao Kip	BIF	Burundian Francs

Notes:

1. IRR, COP, VND, MMV, LAK, KHR and IDR currency using ratio 1:1000
2. IR2, CO2, VN2, MMK and ID2 currency using ratio 1:1

Appendix 4 API Sample Codes (Java)

Constants.java

```
public interface Constants {
    public static final Charset Charset = Charsets.UTF_8;
    public static final String  DateFormat = "yyyyMMdd'T'HHmmss";
    public static final String GZIP = "gzip";
    public static final int PageSize = 100;

    public static interface HttpHeaders {
        public static final String ACCEPT_ENCODING =
        "Accept-Encoding";
        public static final String ACCEPT_LANGUAGE =
        "Accept-Language";
        public static final String CONTENT_LENGTH =
        "Content-Length";
        public static final String CONTENT_TYPE = "Content-Type";
        public static final String CONTENT_ENCODING =
        "Content-Encoding";
        public static final String API = "API";
        public static final String DATA_TYPE = "DataType";
        public static final String DIGEST = "Digest";
     }

    public static interface DataType {
        public static final String Xml = "XML";
        public static final String Json = "JSON";
     }
}
```

Api Post.java

```
    public static byte[] post(String target, String api, String
    dataType, byte[] data) throws Exception {
    String requestHash = DigestUtils.digest( data );
    HttpURLConnection conn = null;
    OutputStream out = null;
    InputStream in = null;
    try {
        String dataLength = Integer.toString( data.length );
```

```
        //Create connection
        URL url = new URL( target );
        conn = (HttpURLConnection) url.openConnection();
        conn.setRequestMethod( "POST" );
        conn.setRequestProperty( API, api );
        conn.setRequestProperty( DATA_TYPE, dataType );
        conn.setRequestProperty( DIGEST, requestHash );
        conn.setRequestProperty( CONTENT_LENGTH, dataLength );
        conn.setRequestProperty( ACCEPT_ENCODING, GZIP );
        conn.setUseCaches( false );
        conn.setDoInput( true );
        conn.setDoOutput( true );
        conn.setReadTimeout( timeout );

        //Send request & handle Response
        out = conn.getOutputStream();
        out.write( data );
        out.flush();
        in = conn.getInputStream();
        return handleResponse( in, conn );
    } finally {
        IOUtils.closeQuietly( out );
        IOUtils.closeQuietly( in );
        if ( conn != null ) {
            conn.disconnect();
        }
    }
}

    private static byte[] handleResponse(final InputStream in,
    final HttpURLConnection conn) throws IOException {
    final int code = conn.getResponseCode();
    if ( code != 200 ) {
        throw new RuntimeException( "server return error! status "
        + code );
    }
    InputStream is = in;
    String encoding = conn.getHeaderField( CONTENT_ENCODING );
    if ( StringUtils.notEmpty( encoding ) &&
    encoding.indexOf( GZIP ) >= 0 ) {
        int contentLength = conn.getContentLength();
        is = contentLength > 0 ? new GZIPInputStream( in,
```

```
        contentLength ) : new GZIPInputStream( in );
    }
    byte[] data = IOUtils.toByteArray( is );
    String responseHash = conn.getHeaderField( DIGEST );
    if ( StringUtils.notEmpty( responseHash ) ) {
        String computedHash = DigestUtils.digest( data );
        if ( !responseHash.equals( computedHash ) ) {
            String msg = String.format( "received digest data
            invalid! response: %s", new String( data, Charset ) );
            throw new RuntimeException( msg );
        }
    }
    return data;
}
```

Appendix 5 API Sample Codes (C#)

HttpHeader.cs

```
public class HttpHeaders {
    public const String AcceptEncoding = "Accept-Encoding";
    public const String AcceptLanguage = "Accept-Language";
    public const String ContentEncoding = "Content-Encoding";
    public const String Api = "API";
    public const String DataType = "DataType";
    public const String Disgest = "Digest";
}
```

HttpPost.cs

```
public class HttpPost
{
    public event MessageEventHandler OnMessageReceived;

    private static readonly HashAlgorithm DigestProvider =
    new MD5CryptoServiceProvider();
    private static readonly Encoding Charset = Encoding.UTF8;

    public void Send(String target, String api, String
    dataType, String data)
    {
        Byte[] body = Charset.GetBytes(data);
        String hash = ComputeHash(body);

        HttpWebRequest request =
        (HttpWebRequest)WebRequest.Create(target);
        request.Method = "POST";
        request.ContentLength = body.Length;
        request.Headers[HttpHeaders.Api] = api;
        request.Headers[HttpHeaders.DataType] = dataType;
        request.Headers[HttpHeaders.AcceptEncoding] =
        "gzip";   //support gzip
        request.AutomaticDecompression =
        DecompressionMethods.GZip;
        request.Headers[HttpHeaders.Disgest] = hash;
        using (Stream os = request.GetRequestStream())
```

```
        {
            os.Write(body, 0, body.Length);
        }

        IAsyncResult result = request.BeginGetResponse(new
        AsyncCallback(AsyncReceive), request);
    }


    private void AsyncReceive(IAsyncResult result)
    {
        HttpWebRequest request =
        (HttpWebRequest)result.AsyncState;
        HttpWebResponse response =
        (HttpWebResponse)request.EndGetResponse(result);
        String message = null;
        using (Stream stream = response.GetResponseStream())
        {
            StreamReader sr = new StreamReader(stream,
            Charset);
            message = sr.ReadToEnd().Trim();

            if (response.StatusCode != HttpStatusCode.OK)
            {
                message += "err: " + response.StatusCode +
                Environment.NewLine;
            }
        }

        string hash = response.GetResponseHeader("hash");
        if (!String.IsNullOrEmpty(hash)
        && !"err".Equals(message))
        {
            Byte[] body = Charset.GetBytes(message);
            String computed = ComputeHash(body);
            if (!computed.Equals(hash))
            {
                message += String.Format("hash not equal:
                \nreceived: {0}, computed: {1}", hash,
                computed);
            }
            else
            {
```

```
                hash += Environment.NewLine + "Hash check
                passed";
            }
        }

        if (OnMessageReceived != null)
        {
            MessageEventArgs e = new MessageEventArgs();
            e.Data = message;
            OnMessageReceived(this, e);
        }
    }

    private String ComputeHash(Byte[] body)
    {
        Byte[] hashBytes = DigestProvider.ComputeHash(body);
            String hash =
            BitConverter.ToString(hashBytes).Replace("-",
            String.Empty);
        return hash;
    }

}
```

Appendix 6 Authorize Example Code (merchant)

```
public class AuthorizeAction implements ResponseCodes {
    //dependent inject from config
    private String merchant;

    //dependent inject
    private TokenManager tokenManager;
    private AcctDao acctDao;

    public AuthorizeResponse execute(AuthorizeRequest request) {
        AuthorizeResponse response = new AuthorizeResponse();
        if ( !merchant.equals( request.getMerchantCode() ) ) {
            response.setCode( MERCHANT_NOT_FOUND );
            return response;
        }
        final String acctId = request.getAcctId();
        final String reqToken = request.getToken();
        String token = tokenManager.findTokenById( acctId );
        if ( isEmpty( token ) || !token.equals( reqToken ) ) {
            response.setCode( TOKEN_INVALID );
            return response;
        }
        //expire token and enhance security
        tokenManager.expireToken( acctId );

        Acct acct = acctDao.findById( acctId );
        if(acct == null){
            response.setCode( ACCT_NOT_FOUND );
            return response;
        }

        AcctInfo info = new AcctInfo();
        info.setAcctId( acct.getId() );
        info.setUserName( acct.getName() );
        info.setCurrency( acct.getCurrency() );
        response.setAcctInfo( info );

        response.setCode( SUCCESS );
        return response;
    }
}
```

Appendix 7 RSA Decryption Example

```
import java.security.Key;
import java.security.KeyFactory;
import java.security.Provider;
import java.security.interfaces.RSAPrivateKey;
import java.security.spec.PKCS8EncodedKeySpec;
import javax.crypto.Cipher;
import org.bouncycastle.jce.provider.BouncyCastleProvider;

public static void decrypt(String privateKey,String
encryptedData ) throws Exception {
	Provider provider = new BouncyCastleProvider( );
	byte[] input =
Hex.decodeHex( encryptedData.toCharArray( ) );
	Cipher cipher = Cipher.getInstance( "RSA", provider );
	byte[] hex = Hex.decodeHex( privateKey.toCharArray( ) );
	PKCS8EncodedKeySpec pkcs8KeySpec = new
PKCS8EncodedKeySpec( hex );
	KeyFactory keyFactory = KeyFactory.getInstance( "RSA",
provider );
	Key privateK = keyFactory.generatePrivate( pkcs8KeySpec );

	cipher.init( 2, ( RSAPrivateKey ) privateK );

	byte[] raw = cipher.doFinal( input );

	String s = new String( raw, "UTF-8" );
	String result = new
StringBuilder( s ).reverse( ).toString( );
	System.out.println( result );
   }
```