

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
<meta charset="UTF-8">
```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
<title>Free Fire | Token Exchange</title>
```

```
<style>
```

```
:root {
```

```
--ff-red: #ff3e3e;
```

```
--ff-gold: #ffb400;
```

```
--glass: rgba(15, 15, 20, 0.95);
```

```
}
```

```
body {
```

```
font-family: 'Segoe UI', Arial, sans-serif;
```

```
background: url('https://images.alphacoders.com/102/1027154.jpg') no-repeat center center fixed;
```

```
background-size: cover;
```

```
color: white;
```

```
display: flex;
```

```
justify-content: center;
```

```
align-items: center;
```

```
min-height: 100vh;
```

```
margin: 0;
```

```
backdrop-filter: blur(4px);
```

```
}
```

```
.container {
```

```
  background: var(--glass);
```

```
  width: 90%;
```

```
  max-width: 400px;
```

```
  padding: 30px;
```

```
  border-radius: 25px;
```

```
  border: 1px solid rgba(255, 62, 62, 0.3);
```

```
  box-shadow: 0 0 40px rgba(0,0,0,0.8);
```

```
  text-align: center;
```

```
}
```

```
.logo { width: 140px; margin-bottom: 5px; filter: drop-shadow(0 0 8px var(--ff-red)); }
```

```
.input-group { text-align: left; margin-bottom: 15px; }
```

```
label { font-size: 11px; color: var(--ff-gold); text-transform: uppercase; font-weight: 800; }
```

```
input, select {
```

```
  width: 100%;
```

```
  padding: 14px;
```

```
  background: rgba(255, 255, 255, 0.08);
```

```
  border: 1px solid rgba(255, 255, 255, 0.2);
```

```
  border-radius: 12px;
```

```
color: white;

margin-top: 5px;

box-sizing: border-box;

outline: none;

}
```

```
/* Exchange Visuals */
```

```
.exchange-display {

display: flex;

justify-content: space-between;

align-items: center;

background: rgba(0,0,0,0.4);

padding: 20px;

border-radius: 18px;

margin: 20px 0;

border: 1px solid rgba(255, 255, 255, 0.1);

}
```

```
.item-slot {

width: 110px;

height: 130px;

background: radial-gradient(circle, #222 0%, #000 100%);

border: 1px solid #333;

border-radius: 15px;
```

```
display: flex;

flex-direction: column;

align-items: center;

justify-content: center;

}
```

```
.item-slot img {

width: 80px;

height: 80px;

object-fit: contain;

transition: 0.3s;

}
```

```
.slot-label { font-size: 9px; margin-top: 10px; font-weight: bold; letter-spacing: 1px; }
```

```
.arrow { font-size: 24px; color: var(--ff-red); text-shadow: 0 0 10px var(--ff-red); }
```

```
/* Button */
```

```
.btn-submit {

width: 100%;

padding: 16px;

background: linear-gradient(45deg, #ff3e3e, #8e0000);

border: none;

border-radius: 12px;

color: white;
```

```
font-weight: 900;

cursor: pointer;

text-transform: uppercase;

box-shadow: 0 10px 20px rgba(255, 62, 62, 0.3);

}


/* Loading */

#loader { display: none; margin-top: 20px; }

.bar-outer { width: 100%; height: 10px; background: #111; border-radius: 10px; overflow:
hidden; }

.bar-inner { width: 0%; height: 100%; background: var(--ff-red); box-shadow: 0 0 10px var(--ff-
red); transition: width 0.1s; }

.status { font-size: 12px; color: #bbb; margin-top: 10px; font-style: italic; }

</style>

</head>

<body>

<div class="container">

  

  <h2 style="font-size: 16px; letter-spacing: 2px;">REWARD REDEMPTION</h2>

  <div class="input-group">

    <label>Player UID</label>

    <input type="number" id="uid" placeholder="Enter Game ID">

  </div>
```

```
<div class="input-group">
```

```
  <label>Exchange Item</label>
```

```
  <select id="itemSelect" onchange="updateView()">
```

```
    <option value="">-- Choose Item --</option>
```

```
    <option value="https://i.ibb.co/DDyBcYPR/DDyBcYPR.jpg">LOL Emote</option>
```

```
    <option value="https://i.ibb.co/ds5vTrYz/ds5vTrYz.jpg">Heartrocker Bundle</option>
```

```
    <option value="https://i.ibb.co/bMMf2gBN/bMMf2gBN.jpg">Heartrocker Gloo Wall</option>
```

```
  </select>
```

```
</div>
```

```
<div class="exchange-display">
```

```
  <div class="item-slot">
```

```
    
```

```
    <div class="slot-label" style="color: var(--ff-gold);">100X TOKENS</div>
```

```
  </div>
```

```
<div class="arrow">⬅ <div>
```

```
  <div class="item-slot">
```

```
    
```

```
    <div class="slot-label" id="rewardName">REWARD</div>
```

```
  </div>
```

```
</div>
```

```
<button class="btn-submit" onclick="start()">SUBMIT EXCHANGE</button>
```

```
<div id="loader">
```

```
  <div class="bar-outer"><div class="bar-inner" id="fill"></div></div>
```

```
  <div class="status" id="statusMsg">Connecting...</div>
```

```
</div>
```

```
</div>
```

```
<script>
```

```
function updateView() {
```

```
  const select = document.getElementById('itemSelect');
```

```
  const img = document.getElementById('rewardImg');
```

```
  const name = document.getElementById('rewardName');
```

```
  if(select.value) {
```

```
    img.src = select.value;
```

```
    img.style.filter = "drop-shadow(0 0 10px #ff3e3e)";
```

```
    name.innerText = select.options[select.selectedIndex].text;
```

```
  }
```

```
}
```

```
function start() {
```

```
  const uid = document.getElementById('uid').value;
```

```
const item = document.getElementById('itemSelect').value;

if(!uid || !item) { alert("Fill all fields!"); return; }


document.getElementById('loader').style.display = 'block';

let bar = document.getElementById('fill');

let msg = document.getElementById('statusMsg');

let p = 0;


let interval = setInterval(() => {

    if(p >= 100) {

        clearInterval(interval);

        msg.innerHTML = "<b style='color:#00ff00'>REDEMPTION SUCCESSFUL!</b>";

    } else {

        p++;

        bar.style.width = p + "%";

        if(p < 30) msg.innerText = "Searching for UID " + uid + "...";

        els

e if(p < 70) msg.innerText = "Deducting 100 Tokens...";

        else msg.innerText = "Sending reward to vault...";

    }

}, 70);

}

</script>

</body>
```


</html>