

Evoplay Entertainment

Integration FAQ



last update: [05.11.2020](#)

General information

Company Name	Evoplay Entertainment
Company official website	https://evoplay.games/
Company Location/Timezone	Ukraine, Kyiv (UTC+3)

Product summary

Evoplay Entertainment - a revolutionary game development studio. We have 100+ video slots, 3D/VR slots, a table, and instant games. Despite Full HD quality our games weigh significantly less than you could expect. Our games are fully mobile adaptive, even in portrait mode. Full HD, 3D, VR – our three steps to perfection.

Meet new generation 3D VR browser games we've created to bring new gaming excitement to players. Deep market analyzes. Our products are based on players' behavior, and we create custom products for different markets, audiences, and ages. Like Football manager and Penalty Shootout for the betting audience, and Dungeon for younger generation and gamers.

Supported Platform	HTML 5
Game File Size	May vary from 1.4 MB to 68 MB
Supported Wallet Ownership	Seamless wallet/Transfer wallet
Game Source	Games are developed in-house
Demo games URL	https://evoplay.games/games/
Back-Office User Manual	https://cloud.playevoplay.com/s/NUgvYnNfMeN2Ozd

Game specification

Game type	Fullstate Slot Games (2D / 3D); Instant Games (+ WebSocket Games); Table Games (Cards / Roulettes).
Autoplay	Supported.
Gamble features	Not supported.
Multiplayer	Not supported.
Fun/Demo Mode	Possibility to launch the games as demo.
RTP Configuration	Could be configured by our API.
Custom Bet Range	Please contact technical support to change the bet range.

Technical specification

HTTPS	HTTPS is supported both for API and game domain.
Test Environment	The testing environment could be created by your request.
Server Time Zone	UTC+0 is the default time zone.
Hosting Server Location	Europe: Netherlands; Asia: Hong Kong.
CDN Solution	Cloudflare.
Multi-tier Structure(Reseller mode)	Supported.
Operator setup process	Please contact technical support to set up a new operator.
Game Launch Method	All games are launched from the same point (API method)
Technical Support Channel	Email/Skype.
Freespins	Supported, could be granted to customers by our API. We support two types of them (bonus_spins and freespins_on_start).

Miscellaneous (SeamlessWallet)

Is the round_id unique?	It is unique . One round may have only one unique round_id.
Does the round_id repeat itself on other merchants?	No, it is unique and it won't be repeated on other merchants.
What are events? How is it different from the round?	The event represents an action in-game . The round may contain one or more events depending on the situation. For example, if there was a spin that triggered respin, it means that there was 1 round with 2 events (actions: 1 spin and 1 respin).
Does the final_action = 1 mean that the game round is final (closed) and the status would not change ?	Yes, it means that you've received the win callback for the last event in the round and it was settled.
If this game round is a game round that trigger the freespins, would the system send us one settlement log to sum all freespins OR would send us multiple settlement logs where each log represents one freespins?	Our system will send a callback for each game event.
How can we know which logs are related that that freespins? Would there be a parent round_id and multiple child round_id?	All those freespins are going to share the same round_id value.
Is there any delay of our system receiving your logs? If there is, how of minutes of delay?	Callbacks are sent in real time, there is no delay.

When there is a draw, does this consider it as a refund?	No, there will be a win callback with the same amount as in the bet callback.
What are the differences between gift spins and gift freespins?	<p>-gift_spins: You can specify any count of bonus spins and the user will spin it for free by the desired total bet.</p> <p>-freespins_on_start: This works similar to bonus_spins, however, your customer will get the series of free spins as it is caused by scatter symbols (free spins triggers). The spin amount is predefined for each game (usually around 10) instead.</p>
Who shall bear the cost of these gift (spin and freespins)? Evoplay Entertainment or Merchant?	Extra bonuses that are granted with our API not included in the monthly invoice.
For VND, IDR currency supports full decimal ex: 1,000,000 VND in game also is 1,000,000 VND?	<p>Yes, though, please notice that we also support custom currencies with 1:1000 like</p> <p>KVND = 1000 VND</p> <p>KIDR = 1000 IDR</p>
How much decimal do you support the place to?	Most of our games support 2 decimal places, but for the instant games these values could be up to 4 decimal places so you should be able to process them.
How many languages do your games support?	Each game supports some specific languages list. You could check the list of the supported languages using the documentation (game list file) or by using Game/getAvailableLanguages and Game/getGameInfo API methods.

Miscellaneous (TransferWallet)

How can I get an information about player's bets by API	Please consider API method Game/getEvents and Game/getRoundsInfoByPeriod
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