Evoplay Entertainment

SeamlessWallet
Free spins granting guide

last update: 02.08.2021

EVOPLAY

Intro

Evoplay Entertainment provides you with a special feature, which allows using the API to grant free spins - this is a powerful marketing tool that helps you to:

1) Promote new games and increase the popularity of previously posted ones;

2) Use free spins as a way to increase the loyalty and retention of Players;

3) Provide gift spins as a prize pool in casino tournaments and promotions.

In this document, we will conduct a detailed analysis of the technical process of charging different types of extra bonuses using API methods for Seamless Wallet type of integration.

Sample requests will be demonstrated in Postman, an API tool for testing requests, in which we will take a closer look at our POST requests and visually show the parameters and the response received when sending such requests.

Difference between Bonus_spins and Freespins_on_start

We have two different types of bonuses that you can grant to your users via an API request.

Bonus_spins:

These spins are, in fact, default game spins, for which the player doesn't have to pay anything. You can choose any amount of spins and any total_bet value within the bet range.

Demonstration video link could be found [here](#).

Freespins_on_start:

These spins are different from the above-mentioned bonus_spins in the way they are played. There will be various additional mechanics in the game that can allow you to win a much larger amount. You can choose only the amount that is supported (each game may support different amounts, please check available_freespins_count using API method Game/getGameInfo).

Demonstration video link can be found [here](#).

Bonus_spins are giftspins in the main game while Freespins_on_start are actually bonus game.

Callback parameters for Bonus_spins and Freespins_on_start

Win callback sample Bonus_spins	token test callback_id o2pa2ay5blb86 name win data[round_id] 1001976454368 data[action_id] 1001976454368 data[final_action] 1 data[amount] 0 data[currency] EUR data[details] {"symbols":[["7","3","6"],["3","8","4"],["8","4","6"],["4","2","8"],["4","6","2"]],"game":{"action":"extrabonusspin","handler":"extrabonusspin","version":"GCV_undefined,BV_3.4.12.25,PV_","game_id":"5742","absolute_name":"fullstate\\html5\\evoplay\\treeoflight","mobile":true},"denomination":1,"currency_rate":{"currency":"EUR","rate":0.825663},"bet":0,"lines":10,"total_bet":0,"total_win":0,"final_action":1,"round_mode":"bonus_spins","balance_after_pay":"1001.98","payout":"96","lent_pack_id":"4163","freespin":false,"single_spin":false,"freespins_left":0,"balance_before_pay":1001.98,"pay_for_action_this_round":0,"game_mode_code":2,"total_bet_for_action_in_money":0,"total_win_for_action_in_money":0,"extrabonus_type":"bonus_spins","extrabonus":{"registry_id":670777,"spins":{"bet":5,"lines":10,"denomination":1,"left":9,"done":1,"add":0}},"round":{"game_bet":0}}
Win callback sample Freespins_on_start	token test callback_id dmf085o89wmvn name win data[round_id] 1001971020877 data[action_id] 1001971025869 data[final_action] 0 data[amount] 15 data[currency] EUR data[details] {"symbols":[["5","3","6"],["4","7","6"],["1","8","5"],["7","6","2"],["3","7","5"]],"game":{"action":"freespin","handler":"freespin","version":"GCV_undefined,BV_3.4.12.25,PV_","game_id":"5742","absolute_name":"fullstate\\html5\\evoplay\\treeoflight","mobile":true},"denomination":1,"currency_rate":{"currency":"EUR","rate":0.824603},"bet":0,"lines":10,"total_bet":0,"total_win":15,"final_action":0,"round_mode":"freespins_on_start","balance_after_pay":"0.00","payout":"96","lent_pack_id":"4163","freespin":true,"single_spin":false,"freespins_left":5,"balance_before_pay":0,"pay_for_action_this_round":0,"game_mode_code":1,"total_bet_for_action_in_money":0,"total_win_for_action_in_money":15,"extrabonus_type":"freespins_on_start","extrabonus":{"registry_id":668393,"freespins_on_start":{"freespins_count":5,"bet_in_money":"10","denomination":1,"bet":10,"lines_count":10,"freespins_played":2,"freespins_add":0}},"round":{"game_bet":0}}

Special parameters		
action	The identifier of the type of spin.	
	`"action":"spin"`	Default spin
	`"action":"extrabonusspin"`	Bonus_spins
	`"action":"freespin"`	Freespins_on_start
freespin	The indicator of a bonus type.	
	`"freespin":false`	Bonus_spins
	`"freespin":true`	Freespins_on _start In-game freespins
round_mode	The indicator of a round type.	
	`"round_mode":"general"`	Regular spin
	`"round_mode":"bonus_spins"`	Bonus_spins
	`"round_mode":"freespins_on_start"`	Freespins_on_start
extrabonus_type	The indicator of a bonus type.	
	`"extrabonus_type":"bonus_spins"`	Bonus_spins
	`"extrabonus_type":"freespins_on_start"`	Freespins_on_start
left/ freespins_left	The indicator of remaining gift spins.	
	`"left":9`	Bonus_spins
	`"freespins_left":5`	Freespins_on_start

The main difference between the callbacks of freespins triggered in the game and those that were granted by API is a special parameter "extrabonus_type", which is indicating the gift spins created by API. In the callback sent for the in-game freespins and other bonus features, there is no such parameter. Depending on the value of this parameter, which can be "bonus_spins" or "freespins_on_start", you may differ bonus_spins from freespins_on_start. We recommend using the "action" parameter to identify any freespins or other bonuses from the regular spins.

Difference between Game/getURL and Game/registerBonus

We have two ways to grant gift spins to the Player:

1) Passing the following parameters in the API request Game/getURL :
   settings[extra_bonuses][bonus_spins][spins_count],
   settings[extra_bonuses][bonus_spins][bet_in_money] and
   settings[extra_bonuses][freespins_on_start][freespins_count],
   settings[extra_bonuses][freespins_on_start][bet_in_money].

2) Using the Game/registerBonus API method.

If you use special gift bonus parameters in the Game/getURL request, you immediately get a link to the game with gift spins been granted, and the Player can reach for it as soon as he opens the game link. For example, it can be a notification in your casino lobby with an active "Use" button, when clicking on the user will be transferred to the game and he can immediately use the gift spins.

When sending a Game/registerBonus request, you perform only this action separately, linking issued gift spins with special gift spins registry_id to the Player's data (token or user_id). Thus, the Player will need to additionally open the game lobby and launch the slot to start his gift spins. Also, this request is more specialized and allows you to pass additional parameters related to the bonus, namely the expiration date, id of registered gift spins, promocode, etc.

Adding Extra Bonuses with the Game/getURL method

Bonus_spins

API request sample	http://api.evoplay.games/Game/getUrl?project=2105&version=1&signature=3ef18129296b4c21ef95e9cce2046eb5&token=test_token&game=556&settings[user_id]=0123&settings[extra_bonuses][bonus_spins][spins_count]=10&settings[extra_bonuses][bonus_spins][bet_in_money]=1&denomination=1&currency=USD&return_url_info=1&callback_version=2
Signature formation	2105*1*test_token*556*0123:10:1*1*USD*1*2*8986e988fff5114fdeb91311c6b7a7a1

Special parameters	settings[extra_bonuses][bonus_spins][spins_count]	Number of gift spins.
	settings[extra_bonuses][bonus_spins][bet_in_money]	The desired total bet for gift spins.

Response	{"status":"ok","data":{"link":"http:\/\/run.evoplay.games\/game\/fullstate\/html5\/evoplay\/egyptgods\/?project=2105&user_id=1024987840&demo=0&wid=5&s=33cfbdddb9d23a41f54a300537eb1630","session_id":1024987840}}

Freespins_on_start

API request sample	http://api.evoplay.games/Game/getUrl?project=2105&version=1&signature=3ef18129296b4c21ef95e9cce2046eb5&token=test_token&game=556&settings[user_id]=0123&settings[extra_bonuses][freespins_on_start][freespins_count]=10&settings[extra_bonuses][freespins_on_start][bet_in_money]=1&denomination=1&currency=USD&return_url_info=1&callback_version=2
Signature formation	2105*1*test_token*556*0123:10:1*1*USD*1*2*8986e988fff5114fdeb91311c6b7a7a1

Special parameters	settings[extra_bonuses][freespins_on_start][freespins_count]	Number of freespins.
	settings[extra_bonuses][freespins_on_start][bet_in_money]	The desired total bet for free spins.

Response	{"status":"ok","data":{"link":"http:\/\/run.evoplay.games\/game\/fullstate\/html5\/evoplay\/egyptgods\/?project=2105&user_id=1024987840&demo=0&wid=6&s=c3d80795b89f733bc802041944d416a8","session_id":1024987840}}

Please note that we have mentioned only those parameters that relate to FS. To check the entire list of required and optional parameters for Game/getURL method, use our documentation by this link:

https://cloud.playevoplay.com/s/NUgvYnNfMeN2Ozd

Demonstration video link can be found here.

Adding Extra Bonuses with the Game/registerBonus method

Bonus_spins		
API request sample	`http://api.evoplay.games/Game/registerBonus?project=2069&version=1&signature=8c10a9aa3a8fb42ccb6aedcecf41f212&token=test_token&game=556&currency=USD&extra_bonuses[bonus_spins][spins_count]=10&extra_bonuses[bonus_spins][bet_in_money]=1&settings[user_id]=1234&settings[expire]=2020-12-27&settings[payout]=94&settings[registration_id]=123456789`	
Signature formation	`2069*1*test_token*556*USD*10:1*1234:2020-12-27:94:123456789*98ef61b76d0ef6181a7751b59e5346c7`	
Special parameters	extra_bonuses[bonus_spins][spins_count]	Number of gift spins.
	extra_bonuses[bonus_spins][bet_in_money]	The desired total bet for gift spins.
Extra parameters	settings.expire	Date and time of expiration of gift bonuses in the format YYYY-MM-DD HH:MM:SS;
	settings.registration_id	The identifier of the credited bonus. This will help to avoid recharging the same bonus multiple times;
	settings.bypass.promoCode	This data you will be able to get in the callback data from the details node. It would be passed as "extrabonus_bypass":{"promoCode":"your_value"}
Response	`{"status":"ok","data":{"registry_id":""}}`	

Freespins_on_start	
API request sample	`http://api.evoplay.games/Game/registerBonus?project=2069&version=1&signature=8c10a9aa3a8fb42ccb6aedcecf41f212&token=test_token&game=556&currency=USD&extra_bonuses[freespins_on_start][freespins_count]=10&extra_bonuses[freespins_on_start][bet_in_money]=1&settings[user_id]=1234&settings[expire]=2020-12-27&settings[payout]=94&settings[registration_id]=123456789`
Signature formation	`2069*1*test_token*556*USD*10:1*1234:2020-12-27:94:123456789*98ef61b76d0ef6181a7751b59e5346c7`

Special parameters	extra_bonuses[freespins_on_start][freespins_count]	Number of freespins.
	extra_bonuses[freespins_on_start][bet_in_money]	The desired total bet for gift freespins.
Extra parameters	settings.expire	Date and time of expiration of gift bonuses in the format YYYY-MM-DD HH:MM:SS;
	settings.registration_id	The identifier of the credited bonus. This will help to avoid recharging the same bonus multiple times;
	settings.bypass.promoCode	This data you will be able to get in the callback data from the details node. It would be passed as "extrabonus_bypass":{"promoCode":"your_value"}
Response	`{"status":"ok","data":{"registry_id":""}}`	

Please note that we have mentioned only those parameters that relate to FS. To check the entire list of required and optional parameters for Game/registerBonus method, use our documentation.

If you sent a request Game/registerBonus and received a successful response, and after entering the game there are no free spins, make sure that you opened the game with the same currency in which the free spins were granted.

Demonstration video link can be found here.

How to check spins_count and bet_in_money

Bonus_spins do not have any quantity limits, you only need to know the allowed bet value, which must correspond with the bet range for a certain currency.

As for Freespins_on_start, it is possible to grant only the number of free spins that are provided by the rules of a particular game.

To check both the allowed bet range and the supported amount of free spins, you can use the Game/getGameInfo request. To check the allowed bet range you may also use the Game/GetAvailableBets request.

The video illustrates the "Free spins count is invalid" error that we get when trying to grant an invalid quantity of free spins.

Shown above is an example of how to check available_freespins_count and bet range using the Game/getGameInfo request.

After that, we can see an example of charging the correct amount of Freespins_on_start using the Game/getURL request and its activation in the game.

How to remove Extra Bonuses that were previously added

If you want to remove previously granted gift spins, you may use a special API request Game/removeBonus.

This method will work only for those gift spins that have registry_id, therefore it can be used only for gift spins that were issued using Game/registerBonus.

Demonstration video link can be found here.

In this video, firstly, you can see how Bonus_spins were charged using the Game/registerBonus method and assigned a certain registry_id.

Further, using the Game/removeBonus method, we can specify the registry_id and remove these gift spins before using them.

If we send a duplicate request, we will receive an error "Failed to remove extra bonuses from storage. Registry_id:". This indicates that there are no gift spins with such registry_id anymore.

Previous registerBonus request	http://api.evoplay.games/Game/registerBonus?project=2069&version=1&signature=5a638ef3db574b89d1eef9bc7a004811&token=test_token&game=556&currency=USD&extra_bonuses[bonus_spins][spins_count]=10&extra_bonuses[bonus_spins][bet_in_money]=1
API request sample	http://api.evoplay.games/Game/removeBonus?project=2069&version=1&signature=ade8a89ddd86a53ce961ad63ebc09f92&registry_id=420395
Signature formation	2069*1*420395*98ef61b76d0ef6181a7751b59e5346c7
Special parameters	registry_id - The registry of the registered bonus. Note: You can get registry_id only after the API Game/reblgisterBonus call was successful.
Response	{"status":"ok","data":{"game_id":"556","user_id":"1234","bypass":null}}

What does it look like in the game

Bonus_spins_TreeOfLight

Freespins_on_start_TreeOfLight