



LE Gaming API Document



Version Record

date	version	notes
2016/12/18	V 1.0.0	create API document
2017/4/15	V 1.0.1	update interface description
2017/4/13	V 1.0.2	IP field is added to the login interface
2017/4/17	V 1.0.3	game result interface update
2017/6/5	V 1.0.4	login interface adds site identity
2017/7/11	V 1.0.5	CardValue adds Two-Eight bar rules
2017/8/26	V 1.0.6	CardValue adds Bull-Bull rules
2017/9/25	V 1.0.7	correct order query return status code
2017/10/23	V 1.0.8	add interface for query the total score in the game
2017/10/24	V 1.0.9	add interface for kicking off the line
2017/12/21	V 1.1.0	repair 4.4 errors
2017/12/28	V 1.1.1	CardValue adds Dragon-Tiger game, Three Facecard game
2018/1/8	V 1.1.2	1.delete order state 1 of 3.2.5 (processing state) 2. modify the list field of 3.2.7 (add the LineCode field)
2018/1/10	V 1.1.3	1.modify Dragon-Tiger CardValue 2. optimize the 3.2 description, indicate all suboperation types
2018/1/17	V 1.1.4	1.add BlackJack CardValue、 KindID corresponding information 2. optimize all game's CardValue descriptions (rules unchanged)
2018/1/29	V 1.1.5	add TongBi-Niuniu, Happy Red Packets' CardValue, KindID information corresponding



2018/2/1	V 1.1.6	correct CardValue read rule description of Happy Red Packet
2018/4/3	V 1.1.7	add Fast Golden, banker Pai Gow's CardValue、KindID
2018/5/7	V 1.2.0	1.add 3.3 multi – currency principle, 4.5 exchange ratio 2.add Landlords, lucky 5 cards, 13 shui CardValue、KindID 3.add Bull-Bull master room KindID 4.add code 37-39
2018/5/10	V 1.2.1	1. modify charge Point and Refund Point, after charge Point or refund Point back to the refundable balance of the player 2.add 3.2.10 query agency balance interface
2018/5/29	V 1.2.2	1. modify lucky 5 cards CardValue reading rules
2018/6/4	V 1.2.3	1. modify Happy Red Packets'CardValue reading rules 2. modify 13 shui'CardValue reading rules
2018/6/6	V 1.2.4	1.add 4.2 Error code description-error code 40
2018/7/17	V 1.2.5	1.add 4.2 Error code description-error code41、42、43
2018/7/22	V 1.2.6	1.modify interface description information of 3.2.3、3.2.4、3.2.5 2.add 4.1game room 8306、7305、8605、7205、8705 3.add Baccarat、Dragon Gate 4.4 CardValue、4.1 KindID
2018/7/30	V 1.2.7	1.modify BlackJack cardvalue reading rules
2018/8/7	V 1.3.0	1. add forest dance、 Firstly get three cards Bull-Bull cardvalue read rule
2018/9/17	V 1.3.1	1. 3.2.7Gameid's Nvarchar(20) changed to Nvarchar(50) 2. add Bull-Bull 4.1 ServerId
2018/11/19	V 1.4.0	1.Merging non-essential interfaces into Appendix 4.6



		<p>2.Adds proxy customization to return Url control, see at 3.2.1</p> <p>3.Dragon-Tiger Renamed Dragon Tiger , No other changes</p> <p>4.Adds Red&Black CardValue、 KindID</p> <p>5.Adds 2P Mahjong KindID</p> <p>6.Adds Bull-Bull Hundreds Person CardValue、 KindID</p>
2018/11/25	V 1.4.1	1. Adds 2P Mahjong CardValue
2018/12/3	V 1.4.2	<p>1. modify 2P Mahjong CardValue</p> <p>2. Adds status 3 at 3.2.5</p> <p>3. Adds code 44 at 4.2</p>
2019/1/3	V 1.4.3	<p>1. 4.1Adds 2P Mahjong Texas Room KindID</p> <p>2. Adds Forest Party CardValue、 KindID</p> <p>3. Delets error code 1003~1025</p>
2019/1/24	V 1.4.4	1. 3.2.1 add Multi-language version switching
2019/3/12	V 1.4.5	1. 3.2.2 add player game status
2019/4/17	V 1.5.0	<p>1. add Firstly get four cards Bull-Bull CardValue、 KindID</p> <p>2. add Fishing battle CardValue、 KindID</p> <p>3. add Karmic Mahjong CardValue、 KindID</p>
2019/5/28	V 1.5.1	<p>1. add Gem Crush CardValue、 KindID</p> <p>2. add Casino Bull-Bull king room ServerId</p>
2019/7/3	V 1.5.2	<p>1. add Rascal bull-bull CardValue、 KindID</p> <p>2. add Beat a fight CardValue、 KindID</p>



		3. add Two-Eight Three Facecard BlackJack Pai Gow master room ServerId
2019/7/12	V 1.5.3	1. Increase Prestige Room Server ID of two-people Mahjong 2. Modify have a try CardValue 3. Newly increase 4.6.12 game,detail inquiry and interface
2019/7/29	V 1.5.4	1. Increase Running fast CardValue、KindID 2. Increase Mahjong for the Masses CardValue、KindID 3. Increase Choose Three CardValue、KindID
2019/08/28	V 1.5.5	1. Increase rob the red envelope CardValue、KindID 2. Increase Million red envelope CardValue、KindID
2019/10/12	V 1.5.6	1. Increase 4.6.13 No Blocking Upper Interface
2019/10/13	V 1.5.7	1. Increase Gold Shark & Silver Shark CardValue、KindID 2. Increase Friend's Room CardValue、KindID 3. Increase Happy fried golden flower CardValue、KindID 4. Increase Number one player CardValue、KindID



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I. Product Introduction

LEGaming is a brand new card game center launched by LEG Group CO. in 2017. It is made by a senior research and development team, supporting API unlimited distribution which is first in China and leading global.

1.1 Seven Advantages

Snatch Market Share: A large number of new game players influx along with the rapid development of mobile internet. Card games with great recognition, simple hands and strong game nature, can bring the distance between the players and the platform closer quickly and reduce their psychological burden of participation in the gambling.

API Unlimited Distribution: It has no need to pay high access fees, margin. Everyone can be an agent to develop subordinate agents and straight membership unlimitedly.

All Currency Support: One Access, All Currencies Are Common, Agent is Convenient,

Player's Best Experience

Independent Matching System: According to the agent requirements, the system can be matched by each agent independently, and also can be matched by multi agent players together to maximally guarantee the interest of the agent.

Rich in Variety: Dozens of card games, Dezhou poker, Golden Flower, Bull-Bull, San Gong and Baccarat continue updating. Agents can customize the game hall through the background.



Multiple Terminal Support: It supports Mobile terminal, PC terminal, perfect compatibility, no need to download.

Strong Support Team: The senior R & D team ensure that the game is stable and reliable.

Professional promotion team provide a full range of promotional program consultation. 7*24 hours customer service operation team respond at any time.

1.2 Cooperation Mode

Party A (developer) provides game access services free to Party B (agents), and sells game Points to Party B at the rate of 10%~15%. Party B achieves profits through selling points to subordinate agents or straight players. Points sold shall not be returned. Party A can provide points first to Party B who is assessed key agent, both parties settle accounts at the beginning of the next month according to the consumption of points.

Party A: provide game access to API, agent backstage, game maintenance update, 7*24 hour service and maintenance support

Party B: operate the game independently, unlimited development of subordinate agents, independent agents background, custom game hall

II. Access Preparation

- Getting your agent number and KEY value from the superior agent and providing your server IP to the developer to add the server IP white list.
- You need to provide a callback notification interface which is applied to notify you when



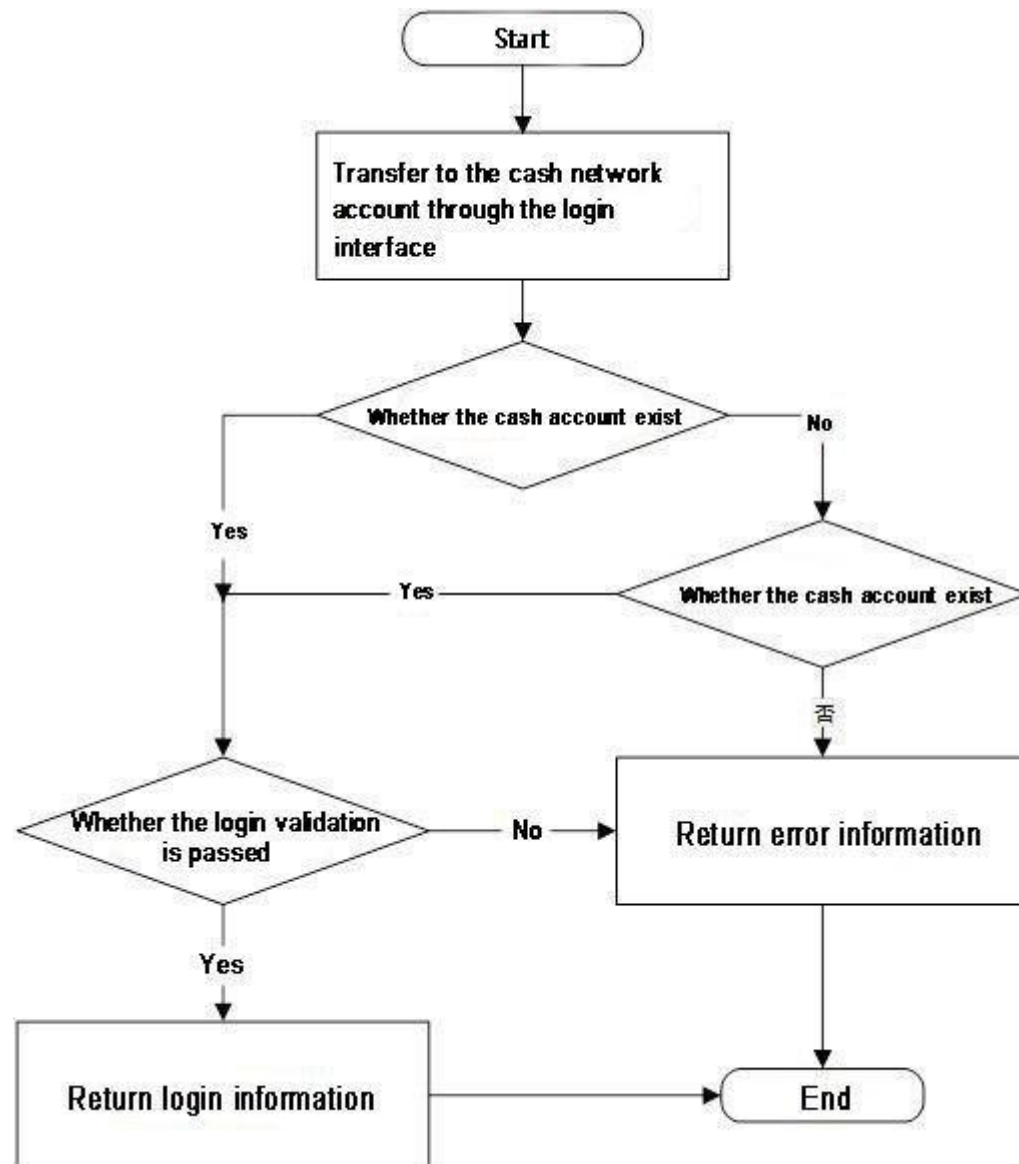
the player is offline. The interface parameters include <1, agent: agent number; 2, account: player account; 3, money: account remaining points >.

- Debugging refer to “III. Access Method”.
- Explanation: When the game is accessed, it will first debug the game according to the “XX Card API access to document – debug”. After the test is completed, the agent information will be updated according to “XX Card API access to document – release”.

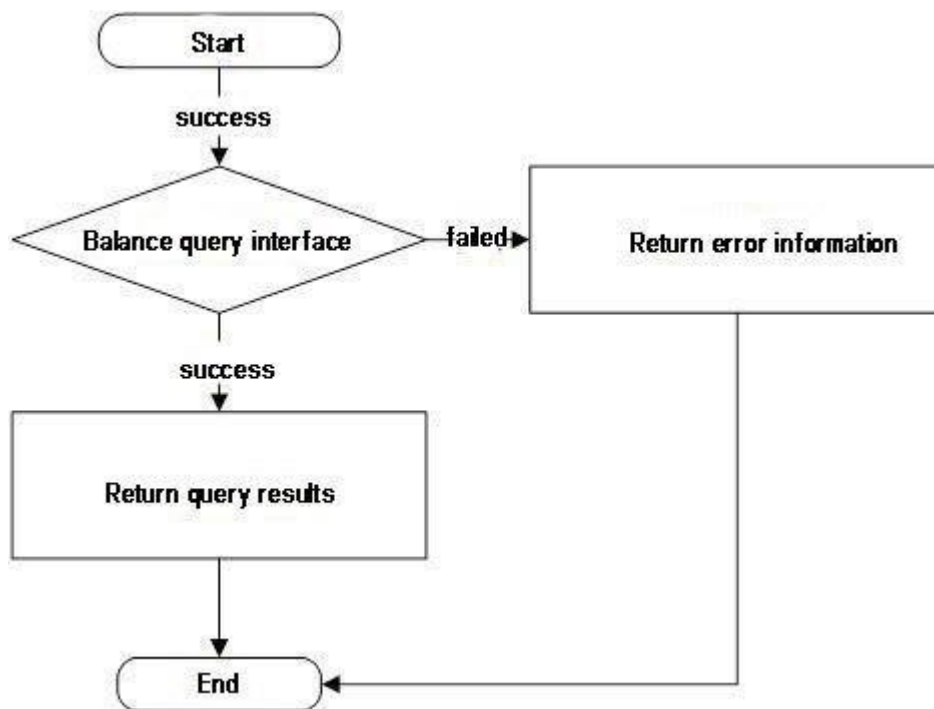
III. Access Method

3.1 Flow Chart

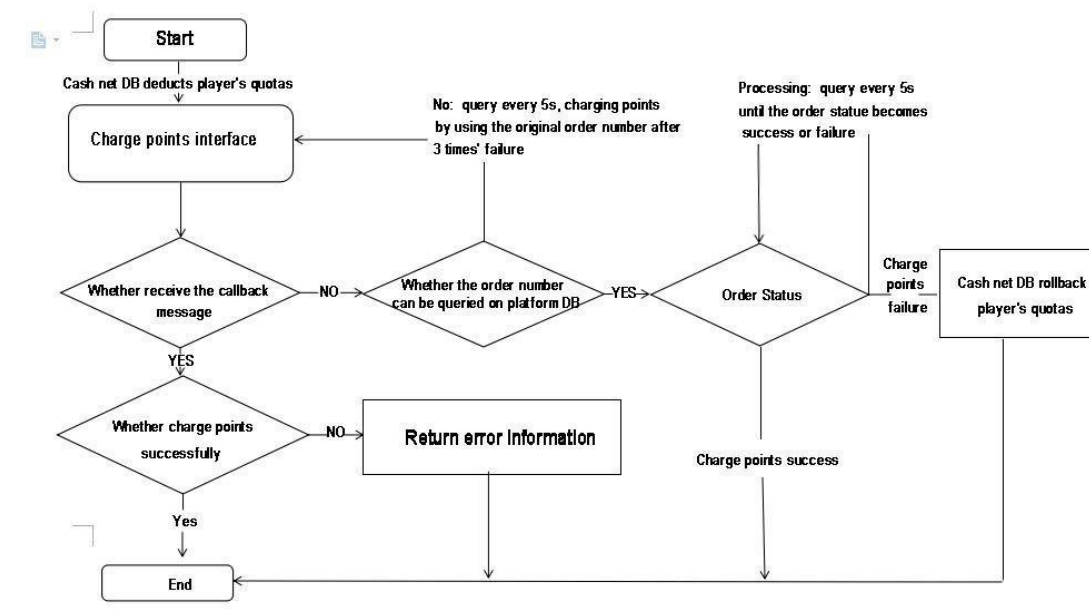
3.1.1 Login Platform



3.1.2 Get Balance



3.1.3 Charge Point



Notes:

- The cashnet generates an order number according to the rules of the platform.



- It uses the original order number if the order number is not querying in the platform database to prevent duplication.

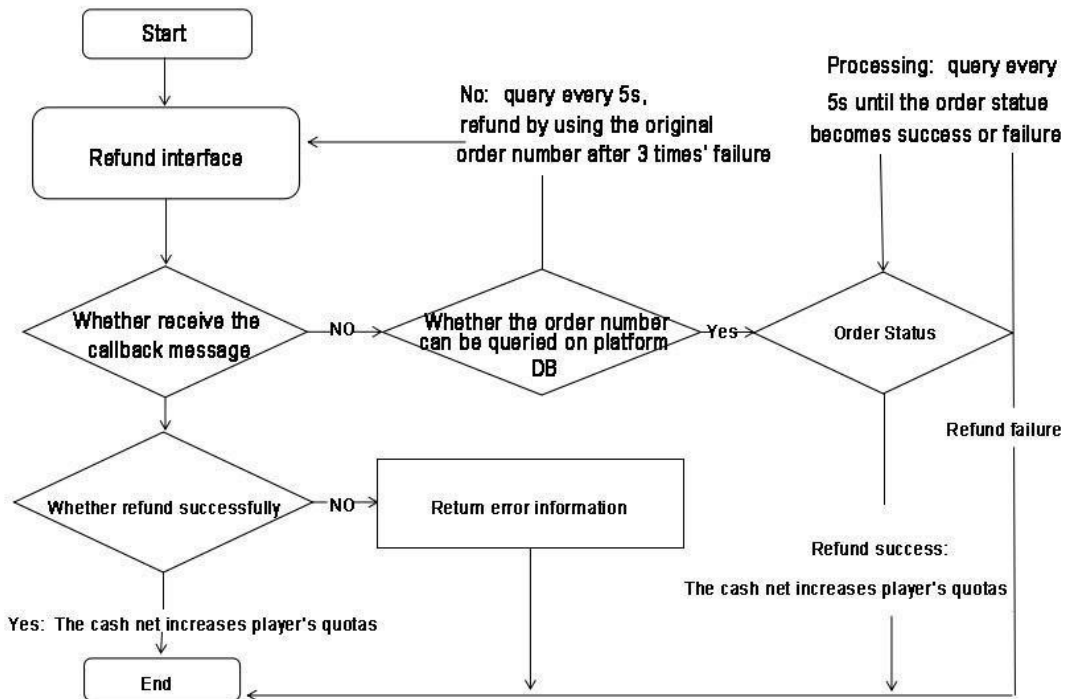
- Error prompt include:

The order number has been processed (the order number has been processed, charge Point success, no need to rollback points)

Order number error (order number format incorrect, charge points failure, need to rollback points)

The agent's balance is insufficient (charge Point failure, need to rollback points)

3.1.4 Refund Point



Notes:

- The cash net generates an order number according to the rules of the platform.



- It uses the original order number if the order number is not querying in the platform database to prevent duplication.

- Error prompt include:

Order number error (order number format incorrect, refund Point failure, no need to increase points on cash net)

The player's balance is insufficient (refund Point failure, insufficient account amount, no need to increase points on cash net)

The order number has been processed (the order number has been processed, no need to refund Point. If the agent database does not increase points for this order number at this time, the player's account quota needs to be increased)

3.2 Game API Guidelines

3.2.1 Login

Description:

This interface is used to authenticate the game account. If the account does not exist, the game account is created. Charge Point for the account.

Interface URL

<http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX>

Parameter

interface : channelHandle
Sample URL :



http://api.leg668.com/channelHandle?agent=10001×tamp=1488781836949¶m=ngtgiYCI26%2FgBmGvf9Euj2c1MOpzlzy4VWru%2Fsv3jao88cUlrENQTXz6pAeS3I2FqR7%2FPJFUloTh%0D%0Ae%2FFnAkdbw2TxTkbhPCi5yjGJVvdY2C4%3D&key=f3afd416a0bb1b183eed8ef6cac30d75

Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
Time stamp	Time stamp (Unix time stamp with milliseconds), grab the current time (1488781836949)	String	Y
param	<p>parameter encrypted string param</p> <p>=</p> <p>(s=0&account=111111&money=100&orderid=1000120170306143036949111111&ip=127.0.0.1&lineCode =text11&KindID=0)</p> <p>s : operate subtype : 0</p> <p>account : Maximum 64 strings,member account number</p> <p>money : Point (charge Point, if without Point default by 0)</p> <p>orderid : serial number (pormat: agent</p>	String	Y



	<p>number+yyyyMMddHHmmssSSS+</p> <p>account)</p> <p>ip:client request IP (player IP)</p> <p>lineCode : the site identity below</p> <p>the agent(used to distinguish</p> <p>different sites under the same</p> <p>agent account, value custom,</p> <p>English or number within 10 bytes</p> <p>of length. One linecode for each</p> <p>player is forbided)</p> <p>KindID:game ID(afferent different</p> <p>games'ID, go directly into different</p> <p>games, the corresponding</p> <p>relationship is attached to the</p> <p>appendix)</p> <p>Encrypt.AESEncrypt(param,DESK</p> <p>ey);</p> <p>DESKey : platform provide</p>		
key	<p>Md5check string</p> <p>Encrypt.MD5(agent+timestamp+</p> <p>MD5Key);</p>	String	Y

Return



Sample :

```
{"s":100,"m":"/channelHandle","d":{"code":0,"url":"http://h5.leg668.com/index.html?account=10001_111111&token=FBE54A7273EE4F15B363C3F98F32B19F&lang=zh-CN&KindID=0"}}
```

Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
url	String	game URL The return button of the room selection interface or lobby, if you want to jump to a custom URL, you can add &backUrl=custom URL after the game address. (not necessary). If you want multi-language version switching,you can add &lang= after the game address. (not necessary).
code	Int	Error code

Game URL Stitching Custom Parameters

Sample :

```
https://lh5.leg668.com/index.html?account=70000_test527&token=eyJkYXRhIjoNzAwMD
```



BfdGVzdDUyNyIsImNyZWFiOZWQioJE1NDE1ODEwOTksImV4cCI6MTUwfQ==.sZ8eQ+W8ygZOTrIVzH/E3eSZ6UuCpEOIXFoWmf6uA=&time=1541581116142&backUrl=https://demo.leg666.com/&jumpType=2&ly_lang=en_us

backUrl	<p>0: default value, no jump</p> <p>Custom URL: example&backUrl =</p> <p>http://leg666.com, must be in http o,click the</p> <p>button to jump to the address</p>
jumpType	<p>0: default value, can not jump outside, does not display the home button of the lobby, display the return button of the game selection room interface (click to return to the lobby)</p> <p>1: can not jump outside, does not display the return button of the game selection room interface, does not display the lobby Home button</p> <p>2: Can jump outside, click the return button of the game selection room interface to jump to backUrl, do not display the home button of the lobby</p> <p>3: Can jump outside, display the return button of the game selection room interface (click</p>



	back to the lobby), click on the lobby Home button jumps to backUrl
ly_lang	Default does not contain parameters, The splicing parameters of different languages are as follows: Simplified Chinese: ly_lang=zh_cn English: ly_lang=en_us

3.2.2 Query Player'total points

Description

This interface is used to query the player's total balance in the game, available balance for refund, online status.

Interface URL

http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

parameter

interface : channelHandle			
Sample URL : http://api.leg668.com/channelHandle?agent=10001×tamp=1488790714058¶m=EDt0JatL6P3UP5NKs971baLdIDe4jkkb4BTPJxyrhzl%3D&key=9b742d6a08f5d6b66af2f9c047ee1e06			
Field Name	Description	Data type	Required



agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=7&account=111111) s: operate subtype : 7 account: member account number) Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide	String	Y
key	Md5 chech string Encrypt.MD5(agent+timestamp+MD5Key);	String	Y

Return

sample :		
{"s":107,"m":"/channelHandle","d":{"totalMoney":100, "freeMoney":80, "status":0,"code":0}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results



d data result return value correspondence		
Field Value	Data type	Description
totalMoney	Double	Total balance
freeMoney	Double	available balance for refund
status	Int	Online Status (-1: inexistence、 0: offline、 1: online)
gameStatus	Int	Game Status (0: Not in the game、 1: in the game)
code	Int	Error code (see the appendix instructions)

3.2.3 Charge Point

Description

This interface is used to charge Point for the player's account

(If do not receive response form interface, can use 3.2.5 to query order state to determine whether the request was successful)

Interface URL

http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : channelHandle
Sample URL :



http://api.leg668.com/channelHandle?agent=10001×tamp=1488791553051¶m=nS42zzqT3fHQLBEfbB4ok2c1MOpzlzy4VWru%2Fsv3jao88cUlrENQTXz6pAeS3l2F8SI5db8tTG20%0D%0AWQDY9LQPMW9Xfy%2F1boz0REbE957bAvk%3D&key=8aeef9ff9b32f5f746ca663e8676a412

Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=2&account=111111&money=100&orderid=1000120170306143036949) s: operate subtype: 2 account: member account number money: Point (charge Point) orderid: serial number (Maximum 100 strings,pormat: agent number +yyyyMMddHHmmssSSS+ account)	String	Y



	Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide		
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

Sample :		
{ "s":102,"m":"/channelHandle","d":{"code":0}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code (see the appendix instructions)
money	Float	Refundable balance after charge point or refund



3.2.4 Refund Point

Description

(If do not receive response form interface, can use 3.2.5 to query order state to determine whether the request was successful)

Interface URL

http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : channelHandle			
Sample URL : http://api.leg668.com/channelHandle?agent=10001×tamp=1488802591519¶m=mpxbf%2FNVXAoq6Ct8yF637Gc1MOpzlzy4VWru%2Fsv3jao88cUlrENQTXz6pAeS3I2FIVTuKjUEvvQ1%0D%0AYZkrUWStHs89aNubhKIWiKmywltCYHY%3D&key=59511e18be46aa96aee13c36ceb46bdb			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=3&account=111111&money=1	String	Y



	00&orderid=100012017030614303 6949) s: operate subtype : 3 account: member account number money: Point (charge Point) orderid: serial number (Maximum 100 strings,pormat: agent number +yyyyMMddHHmmssSSS+ accou nt) Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide		
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

Sample: {"s": 103, "m": "/channelHandle", "d": {"account": "111111", "code": 0}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results



d data result return value correspondence		
Field Value	Data type	Description
account	String	The player's account
code	Int	Error code (see the appendix instructions)
money	Float	Refundable balance after refund

3.2.5 Order Query

Description

This interface is used to query the player's order information of Charge Point or Refund Point , through status to determine whether the Charge Point or Refund Point was successful.

Interface URL

http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : channelHandle			
Sample URL: http://api.leg668.com/channelHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3			
Field Name	Description	Data type	Required



agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=4&orderid=1000120170302194821316) s: operate subtype : 4 orderid: serial number (pormat: agent number +yyyyMMddHHmmssSSS+ accou nt) Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide	String	Y
key	Md5 chech string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

Sample :

```
{"m":"/channelHandle","s":104,"d":{"code":0, "stratus":0, "money":100}}
```



Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code (see the appendix instructions)
status	Int	Status code (-1: inexistence、 0: success、 2: failure、 3 : Processing)
money	Double	Transaction amount

3.2.6 Query Bet Order

Description

This interface is used to get the game result data. (notes: the bet order is based on the time of game award sending; pull the data 3 minutes before the current time; recommending interval is 1-5 minutes, maximum of 40 minutes)

Interface URL

http://<server>/ getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX

parameter



Interface : getRecordHandle			
<p>Sample URL:</p> <p>http://api.leg668.com/getRecordHandle?agent=10001&timestamp=1488803043759&param=4Oq38C3kRzEU9%2Be2pqdUNwa7nIbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3</p>			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	<p>parameter encrypted string</p> <p>param=</p> <p>(s=6&startTime=1488781836949&endTime=1488781836949)</p> <p>s: operate subtype : 6</p> <p>startTime: startTime (Unix timestamp with milliseconds)</p> <p>endTime: endTime (Unix timestamp with milliseconds)Encrypt.AESEncrypt (param, DESKey);</p> <p>DESKey: platform provide</p>	String	Y



start	String	Data pull startTime
end	String	Data pull endTime
list data list return value correspondence		
Field Value	Data type	Description
GameID	Nvarchar(50)	Game number list
Accounts	Nvarchar(50)	player account list
ServerID	Int	Room ID list
KindID	Int	Game ID list(see the appendix)
TableID	Int	Table number list
ChairID	Int	Chair number list
UserCount	Int	Nnumber of players list
CardValue	Nvarchar(max)	Hand Community Cards (the reading rules see the appendix)
CellScore	Float	Effective bet
AllBet	Float	Total bet list
Profit	Float	Profit list
Revenue	Float	Percentage list
GameStartTime	Datetime	Game startTime list
GameEndTime	Datetime	Game endTime list
ChannelID	Int	Channel ID list
LineCode	Nvarchar(50)	The result of the game corresponds to the player's site.



3.3 Multi-currency Principle

Supports all currency users to play games, Non-rmb currency agents need to do the following extra work when they connect to the API:

- Inform us to open the needed currency route, we will restrict only the user who use this kind of currency will login
- According to the appendix instructions “4.5 Game Currency Exchange Ratio”, when members charging points or refunding, invoke the charge points or refund interface after convert the corresponding amount currency into game currency(the game currency that turned in , 2 decimal places will be discarded)
- Our background and match data are settled according to the game currency, when agency deliver, the corresponding currency amount they need to deliver= game currency settlement amount/ game currency exchange ratio.

IV、Appendix

4.1 corresponding games

KindID	games	Development status
0	hall	developed
620	Texas Hold'em Poker	developed
720	Two-Eight	developed
830	Bull-Bull	developed



220	Golden Flower	developed
860	Three Facecard	developed
900	Dragon Tiger	developed
600	Black Jack	developed
870	Casino Bull-Bull	developed
230	Fast Golden	developed
730	Pai Gow	developed
630	Pineapple poker	developed
610	Landlords	developed
890	Firstly get three cards Bull-Bull	developed
910	Baccarat	developed
740	2P Mahjong	developed
950	Red&Black	developed
930	Bull-Bull Hundreds Person	developed
920	Forest Party	developed
510	Fishing battle	developed
8120	Karmic Mahjong	developed
8150	Firstly get four cards Bull-Bull	developed
8180	Gem Crush	developed
390	Dragon Gate	Coming soon
380	Lucky 5 cards	Coming soon
8160	Rascal bull-bull	developed



8210	Beat a fight (No independent entrance)	developed
8130	Running fast	developed
8190	Mahjong for the Masses	developed
8200	Choose Three	developed
8220	Rob the red envelope	developed
8230	Million red envelope	Not yet open
940	Silver Shark	developed
8260	Number one player	developed
8270	Happy fried golden flower	developed
8280	Friend's Room	developed

KindId	ServerId	Room
620	3600	Texas Hold'em Poker Novice's Room
620	3601	Texas Hold'em Poker Beginner's Room
620	3602	Texas Hold'em Poker Intermediate Room
620	3603	Texas Hold'em Poker Advanced Room
620	3700	Texas Hold'em Poker cai da qi cu room
620	3701	Texas Hold'em Poker yao chan wan guan room
620	3702	Texas Hold'em Poker hui jin ru tu room
620	3703	Texas Hold'em Poker fu gui bi ren room



720	7201	Two-Eight Fresh Room
720	7202	Two-Eight Beginner's Room
720	7203	Two-Eight Intermediate Room
720	7204	Two-Eight Advanced Room
720	7205	Two-Eight Master room
720	7206	Two-Eight king room
830	8301	Bull-Bull Fresh Room
830	8302	Bull-Bull Beginner's Room
830	8303	Bull-Bull Intermediate Room
830	8304	Bull-Bull Advanced Room
830	8305	Bull-Bull Master room
830	8306	Bull-Bull king room
830	8307	Bull-Bull Mi brand Fresh Room
830	8308	Bull-Bull Mi brand Beginner's Room
830	8309	Bull-Bull Mi brand Intermediate Room
830	8310	Bull-Bull Mi brand Advanced Room
830	8311	Bull-Bull Mi brand Master room
830	8312	Bull-Bull Mi brand king room
220	2201	Golden Flower Fresh Room
220	2202	Golden Flower Beginner's Room
220	2203	Golden Flower Intermediate Room
220	2204	Golden Flower Advanced Room



860	8601	Three Facecard Fresh Room
860	8602	Three Facecard Beginner's Room
860	8603	Three Facecard Intermediate Room
860	8604	Three Facecard Advanced Room
860	8605	Three Facecard Master room
860	8606	Three Facecard king room
900	9001	Dragon-Tiger Fresh Room
900	9002	Dragon-Tiger Beginner's Room
900	9003	Dragon-Tiger Intermediate Room
900	9004	Dragon-Tiger Advanced Room
600	6001	The BlackJack Fresh Room
600	6002	The BlackJack Beginner's Room
600	6003	The BlackJack Intermediate Room
600	6004	The BlackJack Advanced Room
870	8701	Casino Bull-Bull Fresh Room
870	8702	Casino Bull-Bull Beginner's Room
870	8703	Casino Bull-Bull Intermediate Room
870	8704	Casino Bull-Bull Advanced Room
870	8705	Casino Bull-Bull Master room
870	8706	Casino Bull-Bull king room
880	8801	Happy Red Packets Fresh Room
880	8802	Happy Red Packets Beginner's Room



880	8803	Happy Red Packets Intermediate Room
880	8804	Happy Red Packets Advanced Room
230	2301	Fast Golden Fresh Room
230	2302	Fast Golden Beginner's Room
230	2303	Fast Golden Intermediate Room
230	2304	Fast Golden Advanced Room
730	7301	Pai Gow Fresh Room
730	7302	Pai Gow Beginner's Room
730	7303	Pai Gow Intermediate Room
730	7304	Pai Gow Advanced Room
730	7305	Pai Gow Master room
730	7306	Pai Gow king room
610	6101	Landlords Fresh Room
610	6102	Landlords Beginner's Room
610	6103	Landlords Intermediate Room
610	6104	Landlords Advanced Room
610	6105	Landlords Master room
610	6106	Landlords king room
630	6301	13 shiu regular Fresh Room
630	6302	13 shiu regular Beginner's Room
630	6303	13 shiu regular Intermediate Room
630	6304	13 shiu regular Advanced Room



630	6305	13 shui speed Fresh Room
630	6306	13 shui speed Beginner's Room
630	6307	13 shui speed Intermediate Room
630	6308	13 shui speed Advanced Room
380	3801	lucky 5 cards Fresh Room
380	3802	lucky 5 cards Beginner's Room
380	3803	lucky 5 cards Intermediate Room
380	3804	lucky 5 cards Advanced Room
390	3901	Dragon Gate classic room
390	3902	Dragon Gate critical strike room
890	8901	Firstly get three cards Bull-Bull Fresh Room
890	8902	Firstly get three cards Bull-Bull Beginner's Room
890	8903	Firstly get three cards Bull-Bull Intermediate Room
890	8904	Firstly get three cards Bull-Bull Advanced Room
890	8905	Firstly get three cards Bull-Bull Master room
890	8906	Firstly get three cards Bull-Bull king room
910	9101	Baccarat Fresh Room
910	9102	Baccarat Beginner's Room
910	9103	Baccarat Intermediate Room
910	9104	Baccarat Advanced Room



930	9301	Bull-Bull Hundreds Person Fresh Room
930	9302	Bull-Bull Hundreds Person Beginner's Room
930	9303	Bull-Bull Hundreds Person Intermediate Room
930	9304	Bull-Bull Hundreds Person Advanced Room
950	9501	Red&Black Fresh Room
950	9502	Red&Black Beginner's Room
950	9503	Red&Black Intermediate Room
950	9504	Red&Black Advanced Room
740	7400	2P Mahjong Experience room
740	7401	2P Mahjong Fresh Room
740	7402	2P Mahjong Beginner's Room
740	7403	2P Mahjong Intermediate Room
740	7404	2P Mahjong Advanced Room
740	7405	2P Mahjong Master room
920	9201	Forest Party Fresh Room
920	9202	Forest Party Beginner's Room
920	9203	Forest Party Intermediate Room
920	9204	Forest Party Advanced Room
8150	81501	Firstly get four cards Bull-Bull Fresh Room
8150	81502	Firstly get four cards Bull-Bull Beginner's Room
8150	81503	Firstly get four cards Bull-Bull Intermediate Room



8150	81504	Firstly get four cards Bull-Bull Advanced Room
8150	81505	Firstly get four cards Bull-Bull Master room
8150	81506	Firstly get four cards Bull-Bull king room
510	5101	Fishing battle Fresh Room
510	5102	Fishing battle Beginner's Room
510	5103	Fishing battle Intermediate Room
8120	81201	Karmic Mahjong Fresh Room
8120	81202	Karmic Mahjong Beginner's Room
8120	81203	Karmic Mahjong Intermediate Room
8120	81204	Karmic Mahjong Advanced Room
8120	81205	Karmic Mahjong Master room
8120	81206	Karmic Mahjong king room
8160	81601	Rascal bull-bull Fresh Room
8160	81602	Rascal bull-bull Beginner room
8160	81603	Rascal bull-bull Intermediate room
8160	81604	Rascal bull-bull Advanced room
8160	81605	Rascal bull-bull Master room
8160	81606	Rascal bull-bull king room
8210	82101	Beat a fight
8180	81801	Gem Crush
8130	81301	Running fast Fresh room



8130	81302	Running fast Beginner room
8130	81303	Running fast Intermediate room
8130	81304	Running fast Advanced room
8130	81305	Running fast Superior room
8130	81306	Running fast Master room
8190	81901	Mahjong for the Masses Fresh room
8190	81902	Mahjong for the Masses Beginner room
8190	81903	Mahjong for the Masses Intermediate room
8190	81904	Mahjong for the Masses Advanced room
8200	82001	Choose Three,Three facecard Fresh room
8200	82002	Choose Three,Three facecard Beginner room
8200	82003	Choose Three,Three facecard Intermediate room
8200	82004	Choose Three,Three facecard Advanced room
8200	82005	Choose Three,Three facecard Superior room
8200	82006	Choose Three,Three facecard Master room
8200	82007	Choose Three,Golden Flower Fresh room
8200	82008	Choose Three,Golden Flower Beginner room
8200	82009	Choose Three,Golden Flower Intermediate room
8200	82010	Choose Three,Golden Flower Advanced room
8200	82011	Choose Three,Golden Flower Superior room
8200	82012	Choose Three,Golden Flower Master room



8220	82201	Rob the red envelope 20 yuan room
8220	82202	Rob the red envelope 100 yuan room
8220	82203	Rob the red envelope 500 yuan room
8220	82204	Rob the red envelope 3000 yuan room
8220	82205	Rob the red envelope 15000 yuan room
8220	82206	Rob the red envelope 60000 yuan room
8230	82301	Million red envelope
940	9401	Gold Shark & Silver Shark Experience room
940	9402	Gold Shark & Silver Shark Beginner room
940	9403	Gold Shark & Silver Shark Intermediate room
940	9404	Gold Shark & Silver Shark Advanced room
8260	82601	Number one player Fresh Room
8260	82602	Number one player Beginner room
8260	82603	Number one player Intermediate room
8260	82604	Number one player Advanced room
8260	82605	Number one player Master room
8260	82606	Number one player king room
8270	82701	Happy fried golden flower Fresh Room
8270	82702	Happy fried golden flower Beginner room
8270	82703	Happy fried golden flower Intermediate room
8270	82704	Happy fried golden flower Advanced room



8270	82705	Happy fried golden flower Master room
8270	82706	Happy fried golden flower king room
8280	82801	Friend's Room Bull-Bull

4.2 Error code description

Error	Description
0	Success
1	TOKEN loss (reinvocation of the login interface)
2	The channel non-existent (check the channel ID is correct or not)
3	Authentication time timeout (check if timestamp is correct or not)
4	Authentication error
5	Channel white list error (contact customer service add server white list)
6	Authentication field loss (please check parameter integrity)
7	TOKEN failure (reinvocation of the login interface)
8	A non-existent request (check the suboperation type is correct or not)
10	The player are in different games at the same time.
11	The player's account is non-existence.
12	The player's account is non-existence in channel.
13	Player login account mismatch
14	The player is playing in the game.



15	Channel authentication error (1.MD5key is correct or not; 2. Does the timestamp generated in key value the same with the timestamp in parameter? 3. the timestamp generated in key value stitch in string form with agent number.)
16	Data non-existence (no bet list currently)
17	Game return code non-existence
18	The sum of withdraw money is not consistent with the amount of order.
19	The sum of money set in the game is not consistent with the amount of order.
20	Account forbidden
21	Account kick-out
22	AES decrypt failure
23	URL decoding failure
24	Channel pulls data overtime
25	Game non-existence
26	Order number non-existence
27	Database exception
28	IP forbidden
29	The order number is not in conformity with the order rule
30	Gain access player's online status failure
31	The updated score is less than or equal to 0



32	Update player information failure
33	Update player's gold coin failed
34	Order duplication
35	Gain access player's information failure (Please call the login interface to create an account)
36	KindID inexistence
37	Login moment is forbid refunding, result in fail to refund
38	Insufficient balance result in fail to refund
39	Forbid same account login to get points, charge points, refund and send application, the last application is refused
40	The amount of charge points and refund cannot more than 10 million at one time.
41	Pull the data of the range of total time of the match have error
42	Agent has been forbid
43	Pull the order too frequent (there must more than 10 second between 2 times of pull order)
44	The order is being processed
999	Request failure
1001	Registered membership account system exception
1002	Insufficient balance of agent



4.3 Encryption and decryption code

- Refer to “Appendix 1: encryption and decryption code”

4.4 CardValue reading rules

- Different types of games (different KindId) CardValue expresses different meanings
- Field name: CardValue

4.4.1 Texas Hold'em Poker

- Example: value is 0709292a0000000000000000252b0000211104281d181a
- The first byte of field is suit, the second byte is CardValue, the third is suit, the forth is CardValue, and so on.
- 2 hand cards for each player occupy 4 bytes, and the seat number from 1 to 9 in sequence.
- The last 10 are public cards.

character	suit
0	diamonds♦
1	clubs♣
2	hearts♥
3	spades♠
character	suit



4.4.2 Two-Eight

- example: value is 5326814a3
- the first 8 bytes represent MahjongValue
- the last byte represents banker's seat number, the No.1 to No.4 byte respectively corresponding to seat NO.1-4
- Each player hands 2 mahjong occupy 2 bytes, 4 players per table
- The corresponding relationship between the character and the CardValue is as follows :

character	CardValue
1	1 Dot
2	2 Dot
3	3 Dot
4	4 Dot
5	5 Dot
6	6 Dot
7	7 Dot
8	8 Dot
9	9 Dot
A	White Dragon

- Example:

Value are: 5326814a3 represent, Seat No.1 player hands 5 Dot, 3 Dot; Seat No.2 player hands 2 Dot, 6 Dot; No.3 player hands 8 Dot, 1 Dot; Seat No.4 hands 4 Dot, White Dragon;



Seat No.3 is Banker

4.4.3 Bull-Bull

- Example: Value is 360c2c14180000000000360c2c14180000000001
- Field rule: the first byte is Suit, the second is Value, the third is Suit, the fourth is Value, and so on.
- 5 handcards per player occupy 10 bytes, and the seat number from 1 to 4 in sequence
- The last byte represents the Banker's seat number, the No.1 to No.4 byte respectively corresponding to seat NO.1-4
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- Example:

Value is: 360c2c14180000000000360c2c14180000000001 represent: seat NO.1

player hands ♠6♦Q♥ Q♣4♣8, seat NO.2 no player; seat NO.3 player hands

♠6♦Q♥Q♣4♣8; seat NO.4 no player; seat No.1 is Banker

4.4.4 Golden Flower

- Example: Value is 161c1c000000262c2c000000363c3c5
- Field rule: the first byte is Suit, the second is CardValue, the third is Suit, the fourth is CardValue, and so on



- 3 handcards per player occupy 6 bytes, and the seat number from 1 to 5 in sequence
- The last byte represent the winner's seat number, 1-5 respectively corresponding to seat NO.1-5
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- Example:

Value is: 161c1d000000262c2d000000363c3d5 represent: seat NO.1 player hands ♣6♣Q♣K; seat NO.2 no player; seat NO.2 player hands ♥6♥Q♥K; seat NO.4 no player; seat NO.5 player hands ♠6♠Q♠K; the player of seat No.5 is the winner

4.4.5 Three Facecard

- Example: Value is 161c1c000000262c2c000000363c3c5
- Field rule: the first byte is Suit, the second is CardValue, the third it Suit, the forth is CardValue, and so on
- 3 handcards per player occupy 6 bytes, and the seat number from 1 to 5 in sequence
- The last byte represent the Banker's seat number, 1-5 respectively corresponding to seat NO.1-5
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- Example: 161c1d000000262c2d000000363c3d5 represent: seat



- NO.1 player hands ♣6♣Q♣K; seat NO.2 no player; seat NO.2 player hands ♥6♥Q♥K; seat NO.4 no player; seat NO.5 player hands ♠6♠Q♠K; the player of seat No.5 is the Banker

4.4.6 Dragon Tiger

- Example: Value is 161c0112
- The first byte is Suit, the second byte is CardValue, the first 2 bytes combined to form the opening of Long
- The third byte is Suit, the forth byte is CardValue, the NO.3 and No.4 bytes combined to form the opening of Hu
- From the fifth byte, every 2 bytes represent an opening point (the amount of opening points is dynamic)
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- The corresponding relationship between character and opening point are as follows :

character	Opening points
01	Dragon
02	Tiger
03	Win
04	Dragon-Spade
05	Dragon-Hearts



06	Dragon-Clubs
07	Dragon-Diamonds
08	Tiger-Spades
09	Tiger-Hearts
10	Tiger-Clubs
11	Tiger-Diamonds
12	wager on Banker win
13	wager on Banker lose

➤ Example:

Value is: 161c0112 represent: Dragon open ♣6, Tiger open ♣Q, this round

Dragon, the player who wagers on Banker win is win

4.4.7 BlackJack

- Example: Value is 02d1317,13d062a,2032703,323253d-333b|41c29|5393b
- within each comma or slash, the first byte represent the player's seat number, and every two behind represent Suit and Point
- -dash represent the player distributed cards on this seat , every 2 bytes behind represent suit and point for 1 card. | represent the player on first seat number within the comma bet on a certain position
- When the first byte is 0 represent Banker
- It is the same with Texas Hold'em Poker of the corresponding relationship



between Character and Suit, Character and CardValue

- Example:
- Value is : 02d1317,13d062a,2032703,323253d-233b|41c29|5393b represent:
- Banker hands♥K♣3♣7 ,seat No.1 hands♠K♦6♥10 ,seat No.2 hands♦3♥7♦3 ,
- seat No.3 distributed cards : the first set of cards♥3♥5♠K , the second set of
- cards♥3♠11 ; seat No.3 bet on No.4 empty seat, seat No.4 hands : ♣Q♥9
- seat No.3 also bet on No.5 empty seat, seat No.5 hands : ♠9♠11

4.4.8 Casino Bull-Bull

- [illegible]



present: seat No.1 hands ♠6♦Q♥ Q♣4♣8; seat No.2, 3, 4 has no player; seat

No.5 hands ♠6♦Q♥Q♣4♣8; seat No.6 no player; the winner is seat No.1 player

4.4.9 Pai Gow

- Exemplar: Value is 14120000151611331
- two number as one CardValue card, the first and second byte are one CardValue, the first and second byte are one CardValue, and so on
- The corresponding relationship between the character and the CardValue is as follows :

character	CardValue
12	D3
24	Two four
23	mixed 5
14	mixed 5
25	mixed 7
34	mixed 7
26	mixed 8
35	mixed 8
36	mixed 9
45	mixed 9
15	006



15	006
16	High 7
16	High 7
46	Red head 10
46	Red head 10
56	Axe
56	Axe
22	Bench
22	Bench
33	Long 3
33	Long 3
55	Plum card
55	Plum card
13	Goose card
13	Goose card
44	Human card
44	Human card
11	Ground card
11	Ground card
66	Sky card
66	Sky card

- 2 handcards per player occupy 4 bytes, and the seat number from 1 to 4 in



sequence, the last byte represent the Banker's seat number. the No.1 to No.4

byte respectively corresponding to seat NO.1-4

- Example: Value is : 14120000151611331 , represent : handcard of seat No.1
player is 14(mixed 5) 12(D3) no player for seat No.2 ; handcard of seat No.3
player is 15(006) 16(High 7) ; handcard of seat No.4 player is 11(Ground card)
33(Long 3) ; seat No.1 is banker

4.4.10 Fast Golden

- Example: value is 161c1c000000262c2c000000363c3c5
- The first byte of field is suit, the second byte is CardValue, the third is suit, the forth is CardValue, and so on.
- 3 and cards for each player occupy 6 bytes, and the seat number from 1 to 9 in sequence, the last byte represent the winner's seat number, the No.1 to No.9 byte respectively corresponding to seat NO.1-9
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- Example: value is :
161c1d000000262c2d000000363c3d161c1d000000161c1d0000005 represent :
seat NO.1 player hands ♣6♣Q♣K ; seat NO.2 no player ; seat NO.3 player hands
♥6♥Q♥K ; NO.4 no player ; seat NO.5 player hands ♠6♠Q♠K ; seat NO.6 player
hands ♣6♣Q♣K ; NO.7 no player ; seat NO.8 player hands ♣6♣Q♣K ; NO.9



no player ; No.5 is winner

4.4.11 Landlords

- Example: Value is:
- 3611323d092505041c0b222d2414390c29420a16061901151a313a0d2b0827
2a02073537341726182c38231333033b431d3c1b2112281
- The first byte of field is suit, the second byte is CardValue, the third is suit, the forth is CardValue, and so on.
- 17 handcards per player occupy 34 bytes, and the seat number 1,2,3 in sequence
- 3 handcards per landlord occupy 6 bytes, the last byte represent the landlord's seat number.
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- Then this match : NO.1 player hands: ♠6 ♣A ♠2 ♠K ♦9 ♥5 ♦5 ♦4 ♣Q ♦J ♥2
♥K ♥4 ♣4 ♠9 ♦Q ♥9 ; NO.2 player hands little joker ♦10 ♣6 ♦6 ♣9 ♦A ♣5 ♠10
♠A ♠10 ♦K ♥J ♦8 ♥7 ♥10 ♦2 ♦7; NO.3 player hands ♠5 ♠7 ♠4 ♣7 ♥6 ♣8 ♥Q
♠8 ♥3 ♣3 ♠3 ♦3 ♠J color joker ♣K ♠Q ♣J ; landlord card: ♥A ♣2 ♥8; NO.1
player is landlord



4.4.12 Pineapple poker

- Example: Value is:

3b2c110,04352607384,323d2d1d0d7,4;342b0b1,2336062a1a2,22123929096,1;083a3c0
,33252731011,131516171c5,2; 1112131415161718191a1b1c1d263;0

- One semicolon divides one player, 4 players in total, the 0 after the last semicolon is meaningless
- Two bytes as one card, the first byte is suit, the second byte is CardValue, and so on
- Within each semicolon, use comma to divide 3 set of cards of each player, the byte before semicolon is the seat number of the player
- The first set is 3 cards, the middle and last set is 5 for each, the spare byte represent card mode
- Do not divide into sets for special card mode, the last 2nd and 3rd byte represent card mode, the last byte represents seat number
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- The corresponding relationship between the character and the card mode is as follows :

Card mode corresponding			
0	oolong	16	Six pairs and half
1	One pair	17	Five pairs and three of a kind



2	Two pairs	18	Four sets and three of a kind
3	Three pairs	19	Gather together color
4	Straight	20	All small
5	flush	21	All big
6	gourd	22	thethirded
7	Four of a Kind	23	Three straight flush
8	Straight flush	24	12 the royal family
14	Three flush	25	13 shiu
15	Three straight	26	The supreme tsing lung

- The card for the 4 players are(the example only represents the reading rule, not the real match)

No.4, ♠J♥Q♣A oolong, ♦4♠5♥6♦7♠8 Straight, ♠2♠K♥K♣K♦K Four of a Kind

No.1, ♠4♥J♦J One pair, ♥3♠6♦6♥10♣10 Two pairs, ♥2♣2♠9♥9♦9 gourd

No.2, ♦8♠10♠Q oolong, ♠3♥5♥7♠A♦A One pair, ♣3♣5♣6♣7♣Q flush

No.3, ♠1♣2♣3♣4♣5♣6♣7♣8♣9♣10♣J♣Q♣K The supreme tsing lung

4.4.13 lucky 5 cards

- Example: Value is:3611323d093611323d090
- The first byte of field is suit, the second byte is CardValue, the third is suit, the forth is CardValue, and so on. the last byte is meaningless



- hand cards for each player occupy 20 bytes, one player in total
- The first 10 bytes are the cards before change, 11-20th bytes are the cards after change.
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- So the hands card of player before change is ♠6 ♣A ♠2 ♠K ♦9 , after change is still ♠6 ♣A ♠2 ♠K ♦9
- Special situation: if a player do not change the cards after deal, turn off the game and exit, in this situation there will only 10 byte rather than 21 bytes

4.4.14 Dragon Gate

- Example: Value is 3611320
- the first byte is Suit, the second is Value, the third is Suit, the fourth is Value, and so on., the last byte is meaningless
- 3 hand cards for each player occupy 6 bytes, one player in total
- It is the same with Texas Hold'em Poker of the corresponding relationship between Character and Suit, Character and CardValue
- then the hand cards of the player of this match is ♠6 ♣A ♠2
- remark : if CardValue has 5 bytes only it represent only 2 cards , the last byte is invalid (this situation will happen when compare big and small or abandon the cards)



4.4.15 Firstly get three cards Bull-Bull

Same as Bull-Bull

4.4.16 Baccarat

- Example: Value is 2a23332a1c0441
- the first 6 bytes are idle , 7-12 bytes are banker, bytes after 12 are betting point
ID of success
- The first 12 bytes , the first byte is suit , second is CardValu , the third is suit,
the forth is CardValue, and so on.
- 2 cards for the least 3 cards for the most for both idle and banker, if the third
cards does not distributed, corresponding card value is 00
- It is the same with Texas Hold'em Poker of the corresponding relationship
between Character and Suit, Character and CardValue
- The corresponding relationship between the betting point and character as
follow :

character	Betting point
banker	2
idle	1
Upper banker win	4
Upper banker lose	9
Tie	3



Banker right	5
Idle right	6
big	7
small	8

- Then the idle cards of this match♥10♥3 ♠3 , banker cards♥10♣Q♦4 ;
the betting point of success are 4 and 1 corresponding idle win and bet
on banker win

4.4.17 Bull-Bull Hundreds Person

- Such as: the value is
12a3a09181522528273d3431b2b1a0706435083739125110d140322
020304
- Each of the 11 fronts represents one of Tian,Di,Xuan,Huang,Banker.
- The first digit represents the position
- 2~10 digits, the second digit is the suit color, the third digit, the fourth
suit, the fifth digit, and so on.
- Character and flower color correspondence, character and card value
correspondence with Texas Hold'em
- 1-5 correspond to the location of Tian, Di, Xuan, Huang, Zhuang
- The 55 digits followed by the number represents the winning position,
and 0 is used for the segmentation.



- Then this bureau:

The hand of the day is: ♥10♠10♦9♣8♣5; the hand of the place number is: ♥5♥8♥7♠K♠4

The hand of the Xuan No. is: ♣J♥J♣10♦7 ♦6; The yellow number hand is: ♠5♦8♠7♠9♣2

The dealer's hand is: ♣A♦K♣4♦3♥2; 020304 indicates that the three positions of the ground, the black and the yellow won.

4.4.18 Red&Black

- Such as: the value is 37241409390413
- 1~6 digits are red square cards, 7~12 digits are black square cards, followed by the draw position
- Character and flower color correspondence, character and card value correspondence with Texas Hold'em
- One lottery position accounts for up to two lottery
- The correspondence between the lottery position and characters is as follows

Lottery position	character
Black	1
Red	2
Lucky blow	3

- Then this board: red square: ♠7♥4♣4; black square: ♦9♠9♦4; victory point:
black, lucky blow

4.4.19 2P Mahjong

- Example: Value

is 0203040506070203040506071111,0102030607081212121315151528,0

- The first comma is the card at the end of the first position. The second comma is the card at the end of the second position. the last byte is meaningless
- Each card value is two digits, the corresponding relationship is shown in the following table:

Character	CardValue	Character	CardValue
01	One Characters	14	North Wind
02	Two Characters	15	Red Dragon
03	Three Characters	16	Green Dragon
04	Four Characters	17	White Dragon
05	Five Characters	21	Spring
06	Six Characters	22	Summer
07	Seven Characters	23	Autumn
08	Eight Characters	24	Winter
09	Nine Characters	25	Plum
11	East Wind	26	Orchid
12	South Wind	27	Bamboo
13	West Wind	28	Chrysanthemum

- End of this game, the 1st player card is : Two Characters、 Three Characters、



Four Characters、 Five Characters、 Six Characters、 Seven Characters、 Two Characters 、 Three Characters 、 Four Characters 、 Five Characters 、 Six Characters、 Seven Characters、 East Wind、 East Wind ; The 2nd player card is :One Characters、 Two Characters、 Three Characters、 Six Characters、 Seven Characters、 Eight Characters、 South Wind、 South Wind、 South Wind、 West Wind、 Red Dragon、 Red Dragon、 Red Dragon、 Chrysanthemum

4.4.20 Forest Party

- Example : value is 5RB08YC16
- the first byte of field is incident. 1:no incident 2 : big three 3 : big four 4 : lightning bolt 5 : get light. start from the second byte , each 4 bytes represent a result , and so on, for each multiple results
- the second byte is the color of animal 。 R : red ,G:green,Y:yellow ; the third byte is animal type : A:lion,B:panda,C:monkey ,D:rabbit ; fourth and fifth together as odds , 08 represent odds is octuple.
- so the result of the above sample is : get light , red panda octuple and yellow monkey 16 times.
- Remark :big three has 3 results ;big four has 4 results ,get light has 2 results , lighting bolt's odds double

4.4.21 Fishing battle

- Fishing battle no need for CardValue



4.4.22 Karmic Mahjong

- Example: Value is

0202121313141415080808171717,1010232425252627272711111111,010

2030404050607070809192021,13141515172121222222161616,3

- The first comma is the card at the end of the first position. The second comma is the card at the end of the second position. And so on. the last byte is meaningless

- Each card value is two digits, the corresponding relationship is shown in the following table:

Character	CardValue	Character	CardValue	Character	CardValue
1	One Characters	10	One Bamboo	19	One Dots
2	Two Characters	11	Two Bamboo	20	Two Dots
3	Three Characters	12	Three Bamboo	21	Three Dots
4	Four Characters	13	Four Bamboo	22	Four Dots
5	Five Characters	14	Five Bamboo	23	Five Dots
6	Six Characters	15	Six Bamboo	24	Six Dots
7	Seven Characters	16	Seven Bamboo	25	Seven Dots
8	Eight Characters	17	Eight Bamboo	26	Eight Dots
9	Nine Characters	18	Nine Bamboo	27	Nine Dots

- End of this game, the 1st player card is : Two Characters、 Two Characters、



Three Characters、Three Characters、Four Characters、Five Characters、Five Characters、Six Characters、Eight Characters、Eight Characters、Eight Characters、Eight Characters the 2nd player card is :One Bamboo、One Bamboo、Five Dots、Six Dots、Seven Dots、Eight Dots、Nine Dots、Nine Dots、Nine Dots、Nine Dots、Two Bamboo、Two Bamboo、Two Bamboo、Two Bamboo the 3rd player card is : One Characters、Two Characters、Three Characters、Four Characters、Four Characters、Five Characters、Six Characters、Seven Characters、Seven Characters、Eight Characters、Nine Characters、One Dots、Two Dots、Three Dots the fourth player card is : Four Bamboo、Five Bamboo、Six Bamboo、Six Bamboo、Eight Bamboo、Three Dots、Three Dots、Four Dots、Four Dots、Four Dots、Seven Dots、Seven Dots、Seven Dots the 3rd player is the banker

4.4.23 Firstly get four cards Bull-Bull

- Same as Bull-Bull

4.4.24 Gem Crush

- Example: Value is

01010201021301000000000001000000

- A total of 32 units, each two in a group, in turn represents the elimination of 16 types of jewels
- The number of units corresponds to the jewels as follows:



The number of units	jewels
1~2	Agate
3~4	Jade
5~6	Pearl
7~8	Cat's eye
9~10	Emerald
11~12	Sapphire
13~14	Ruby
15~16	Diamond
17~18	The reserved jewel 1
19~20	The reserved jewel 2
21~22	Bomb
23~24	Rotate
24~26	Lightning (horizontal)
27~28	Lightning (vertical)
29~30	Lightning (cross)
31~32	Lightning (same color)

- The game ends:
- The player eliminates one agate, one jade, two pearl, one Cat's eye, two emerald, thirteen sapphire, one ruby, zero diamond, zero bomb, one lightning(horizontal), zero lightning(vertical), zero lightning(cross), zero lightning (same color)



4.4.25 Rascal bull-bull

- For example: value is
19393525044141431a071d2d4133082c22112841413b3d0c013641411.
- The field rule is that the first place is the color, the second digit is the card value, the third digit is the color, the fourth digit is the card value, and so on.
- Every 14 digits is a group, which successively represents the 5 pieces cards of 1 to 4 positions, 1 changing card of little joker and 1 changing card of king.
- The last one represents the seat number of banker. 1 to 4 corresponds to 1-4 position respectively.
- The correspondence of characters to color and characters to card value is the same as that of Texas hold 'em (41 for null).
- For example: value is
19393525044141431a071d2d4133082c22112841413b3d0c013641411.
- The first position : ♣9 ♠9 ♠5 ♥5 ♦4 null null
- The second position: king ♣10 ♦7 ♣K ♥K null ♠3
- The third position: ♦8 ♥Q ♥2 ♣A ♥8 null null
- The fourth position: ♦8 ♥Q ♥2 ♣A ♥8 null null.
- The banker is in the first position.

4.4.26 Beat a fight

- Example: The value is pub1:"4"
- Value in the field rules is the awarded times of users



- Times relationship is stated as follows:

Value	Times
0	Thanks for your participation
1.2	1.2
1.5	1.5
2	2
4	4
5	5

- Example: The value is pub1:"4"
- This user has a try with 4 times of winning
- Need to check the game details and check detail comprehension of game

4.4.27 Running fast

- For example: the value
is 011121331827062435293a3b0d2d3d1d1b2b2a03230a2c0c3c1c173707150
52532362628380b3404131416081a390919
- The original sequence of card lengths (3x32=)96 of the card value is divided into three groups.
- For example 011121331827062435293a3b0d2d3d1d is 01 11 21 33 18 27 06
24 35 29 3a 3b 0d 2d 3d 1d
- For example 1b2b2a03230a2c0c3c1c173707150525 is 1b 2b 2a 03 23 0a 2c
0c 3c 1c 17 37 07 15 05 25



➤ For example 32362628380b3404131416081a390919 is 32 36 26 28 38 0b 34
04 13 14 16 08 1a 39 09 19

➤ Each card number consists of a high byte of the suit and a low byte of the card value:

➤ For high byte : 0 -->♦; 1 -->♣; 2 -->♥; 3 -->♠

➤ For low byte : the card value is presented in hexadecimal , for example 2 ->2; b -->11; d -->13;

➤ For example 2a -->♥10

➤ For example :

Character	Card value	Character	Card value
01	♦A	35	♠5
11	♣A	29	♥9
21	♥A	3a	♠T
33	♠3	3b	♠J
18	♣8	0d	♦K
27	♥7	2d	♥K
06	♦6	3d	♠K
24	♥4	1d	♣K

➤ For example: the value

is011121331827062435293a3b0d2d3d1d1b2b2a03230a2c0c3c1c173707150

52532362628380b3404131416081a390919



- The three players cards in hands will be :
- Cards in hand of the 1st player: ♦A ♣A ♥A ♠3 ♣8 ♥7 ♦6
♥4 ♠5 ♥9 ♠T ♠J ♦K ♥K ♠K ♣K
- Cards in hand of the 2nd player: ♣J ♥J ♥T ♦3 ♥3 ♦T ♥Q
♦Q ♠Q ♣Q ♣7 ♠7 ♦7 ♣5 ♦5 ♥5
- Cards in hand of the 3rd player: ♠2 ♠6 ♥6 ♥8 ♠8 ♦J ♠4
♦4 ♣3 ♣4 ♣6 ♦8 ♣T ♠9 ♦9 ♣9
- The player with ♠3 is the first to play, so the player at the 1st position plays first.

4.4.28 Mahjong for the masses

- For example: the value is 0405040502020103,09091104,1110111
- The four bits before the first comma of the field rule refer to the cards in hand of a player. The order of the cards in hand is Shangmen, Tianmen, Xiamen and the dealer. Two bits refer to one card, the whiteboard is shown with 10, so the cards in hand of Shangmen are 4 circles and 5 circles, and so on.
- Those that lay before the second comma refer to the type of the player's cards in hand, and two bits refer to the type of a player's cards. The card order corresponds to the order of cards in hand, Shangmen, Tianmen, Xiamen and the dealer. 00-09 refer to the points, 10 refers to the two-eight bars, and 11 refers to leopard.
- The last set of data refers to the final result. The order of the 7-bit result is: Shangmen, Tianmen, Xiamen, the dealer, the upper corner, the bridge, and the



lower corner. The value 0 means loss, 1 means win, and 2 means draw game, whose results correspond to the result of the player to the dealer. The result of the dealer's bit is shown according to the dealer's final win or loss. The dealer wins with 1, loses with 0, and draw game with 2.

- For example: the value is 0405040502020103,09091104,1110111

Cards in hand of Shangmeng: 4 circles, 5 circles Card type: 9 points

Cards in hand of Tianmen: 4 circles, 5 circles Card type: 9 points

Cards in hand of Shangmen: 2 circles, 2 circles Card type: Leopard

Cards in hand of Shangmen: 1 circle, 3 circles Card type: 4 points

- Result: Shangmen wins, Tianmen wins, Xiamen wins, the dealer loses, the upper corner wins, the bridge wins and the lower corner wins
- Anyone wants to check the details of the game, please see the interpretation of the game.

4.4.29 Grabbing for the dealer with three cards

- For example: the value is 1939352504,431a071d2d,082c221128,3b3d0c0136,1
- The first bit in the field rule is the suit, the second bit is the card value, the third bit is the suit, the fourth bit is the card value, and so on
- Split the player's cards in hand with a comma
- The one after the last comma refers to the dealer's seat number, and 1-4 corresponds to the positions of 1-4
- The corresponding relation of the character to suit and the character to card



value is the same to Texas Hold'em poker

- For example, Golden Flower Game, the value is

1939352504,331a071d2d,082c221128,3b3d0c0136,1

The first position: ♣9 ♠9 ♠5 ♥5 ♦4

The second position: ♠3 ♠10 ♦7 ♠K ♥K

The third position: ♦8 ♥Q ♥2 ♠A ♥8

The fourth position: ♠J ♠K ♦Q ♦A ♠6

The first position is the dealer.

- For example, Sangong Game, the value is

19393525,331a071d,082c2211,3b3d0c01,1

The first position: ♣9 ♠9 ♠5 ♥5

The second position: ♠3 ♠10 ♦7 ♠K

The third position: ♦8 ♥Q ♥2 ♠A

The fourth position: ♠J ♠K ♦Q ♦A

The first position is the dealer.

- Anyone wants to check the details of the game, please see the interpretation of the game.

4.4.30 Rob the red envelope

- Rob the red envelope no need for CardValue



4.4.31 Million red envelope

- Example: The value is pub1:"4"
- Value in the field rules is the awarded times of users
- Times relationship is stated as follows:

Value	Times
1	1
2	2
3	3
4	4
5	5
8	8
10	10

- Example:The value is pub1:"4"
- This user has a try with 4 times of winning
- Need to check the game details and check detail comprehension of game

4.4.32 Gold Shark & Silver Shark

- For example: A value of 0412.
- The first two digits of the field are the winning bet numbers.

01	Swallow
02	Pigeon



03	Peacock
04	Eagle
05	Rabbit
06	Monkey
07	Panda
08	Lion
09	Silver
10	Golden Shark

- The last two are the odds, and 12 means the odds are 12 times.
- So the draw for the above example is 12 times as many as the Eagle.

4.4.33 Friend's Room

- For example: Value is 360c2c1418000000000360c2c14180000000000001
- The first place of the field rule is the color, the second digit is the card value, the third digit is the color, the fourth digit is the card value, and so on
- 10 players with 5 hand cards per player, followed by players with seats 1-4
- The last one represents the seat number of the dealer, 1-4 corresponding to 1-4 positions respectively
- Characters and colors correspond to colors, characters and brand values correspond to Texas Poker
- Cases:Value: 360c2c1480000000000360c2c14180000000001 indicates:



No. 1 player hand ♠ 6♦Q♥ Q♣4♣8;

No. 2 position no player;

No. 3 player's hand ♠ 6♦Q♥Q♣4♣8;

No. 4 no player; The dealer is a no.1 player.

4.4.34 Happy fried golden flower

- For example: Value 1118371b1a250000000000000000d3a381
- The first place of the field rule is the color, the second digit is the card value, the third digit is the color, the fourth digit is the card value, and so on
- 6 players with 3 hand cards per player, followed by players with seats 1-5.
- The last seat number representing the winner, 1-5 corresponding to 1-5 positions respectively
- Characters and colors correspond to colors, characters and brand values correspond to Texas Poker.
- Cases:Value: 1118371b1a250000000000000000d3a381 means:

Number 1 player hand ♣ A ♣8 ♠7;

No. 2 player's hand ♣ J ♣T ♥5;

No player in Position 3;

No. 4 no player;

No. 5 player hand ♦K ♠T ♠8;
- The player in number one is the winner.



4.4.35 Number one player

- For example: Value is

2a16043c1b0d00000000191a2b260738000000003d032c242536000000000514320
21308000000001c2833271112000000001

- The first place of the field rule is the color, the second digit is the card value,
the third digit is the color, the fourth digit is the card value, and so on

- Every 20 digits is a player's hand. The first 12 digits represent 6 cards.

- Characters and colors correspond to colors, characters and brand values
correspond to Texas Poker

- Cases:Value:

2a16043c1b0d00000000191a2b260738000000003d032c242536000000000514320
21308000000001c2833271112000000001 indicates:

No. 1 player hand ♥10 ♣6 ♦4 ♠Q ♣J ♦K;

No. 2 player hand ♣9 ♣10 ♥J ♥6 ♦7 ♠8;

No. 3 player hand ♠K ♦3 ♥Q ♥4 ♥5 ♠6;

No. 4 player hand ♦5 ♣4 ♠2 ♦2 ♣3 ♦8;

No. 5 player hand ♣Q ♥8 ♠3 ♥7 ♣A ♣2;

- The dealer is a no.1 player.

4.5 Game Currency Exchange Ratio

- The currency exchange game currency ratio is shown in the table below, such
as 1 Australian dollar = 5.0100 game currency
- Users using a currency proxy can only log in to this currency country



Currency Area	Currency Shorthand	Exchange Ratio
Australian Dollar	AUD	5
Brunei Ringgit	BND	4
Canadian Dollar	CAD	5
Swiss franc	CHF	6
China Yuan	CNY	1
Euro	EUR	7
Great British Pound	GBP	8
Indian rupee	INR	0.05
Korean Won	KRW	0.005
Myanmar Kyat	MMK	0.004
Malaysian Ringgit	MYR	1
Norwegian Krone	NOK	0.5
New Zealand Dollar	NZD	4
Philippines Peso	PHP	0.1
Indonesia Rupiah	IDR	0.0005
Singapore Dollar	SGD	5
Swedish Krona	SEK	0.5
Thai Baht	THB	0.2
United States Dollar	USD	6
Vietnamese Dong	VND	0.0002
Japanese Yen	JPY	0.05



South African Rand	ZAR	0.5
Zimbabwe Dollar	ZWD	0.01

4.6 Non-essential interface

4.6.1 Proactively notify the proxy user can be a refund

Description

This interface is used to proactively notify the agent that the player is offline and the game is over. Can make a refund.

Usually the proxy does not need to use this interface. Please provide us with the callback notification interface address when needed.

Interface URL

<http://<server>/channelHandle?timestamp=XX¶m=XX&key=XX>

Parameter

Interface : channelHandle			
Sample URL : http://api.leg668.com:189/channelHandle?timestamp=1488790714058&param=EDt0JatL6			
Field Name	description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time	String	Y



param	parameter encrypted string param= (s=11&account=111111) s: operate subtype : 11 account: member account number) Encrynt AESEncrynt(param DESKey):	String	Y
key	Md5 check string Encrypt.MD5(agent+timestamp+	String	Y

Return

Sample: {"s":101,"m":"/channelHandle","d":{"code":0}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Name	Data type	Description
code	Int	Error code (see the appendix instructions)

4.6.2 Kicking the player off

Description

This interface is used to force the online player off.

Interface URL



http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : channelHandle			
Sample URL : http://api.leg668.com/channelHandle?agent=10001×tamp=1488790714058¶m=EDt0JatL6P3UP5NKs971baLdlDe4jkkb4BTPJxyrhzl%3D&key=9b742d6a08f5d6b66af2f9c047ee1e06			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=8&account=111111) s: operate subtype : 8 account: member account number) Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide	String	Y
key	Md5 check string	String	Y



	Encrypt. MD5(agent+timestamp+ MD5Key);		
--	---	--	--

Return

Sample :		
{ "s":108,"m":"/channelHandle","d":{"code":0}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code (see the appendix instructions)

4.6.3 Query agency balance(Unnecessary)

Description

This interface is used to query agency balance

Usually the agent does not need to use this interface, the agent balance can be viewed directly in our back office.

Interface URL

http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter



Interface : channelHandle			
<p>Sample URL :</p> <p>http://api.leg668.com/channelHandle?agent=10001&timestamp=1488790714058&param=EDt0JatL6P3UP5NKs971baLdIDe4jkkb4BTPJxyrhzl%3D&key=9b742d6a08f5d6b66af2f9c047ee1e06</p>			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param = (s=14) s : operate subtype:14) Encrypt.AESEncrypt(param,DESKey); DESKey : platform provide	String	Y
key	Md5 check string Encrypt.MD5(agent+timestamp+MD5Key);	String	Y

Return



Sample : <pre>{"m":"/channelHandle","s":114,"d":{"code":0,"money":"1000000.01"}}</pre>		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code (see the appendix instructions)
money	Float	Agency balance

4.6.4 Interpretation of the game details (Unnecessary)

This 3 interface is mainly used to interpret the player's game details. Usually, the agent does not need to use this interface.

The details of the game can be viewed directly in our back office.

4.6.4.1 Get game RecordID

Description

This interface is used to get the game bet. The bet includes the RecordID of the game.

Interface URL

<http://<server>/getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX>

Parameter



Interface: getRecordHandle			
Sample URL: http://api.leg668.com:189/channelHandle?agent=10001×tamp=1488803043759¶			
Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=9&startTime=1488781836949 &endTime=1488781836949)s: operate subtype : 9 startTime: startTime (Unix timestamp with milliseconds) endTime: endTime	String	Y
key	Md5 check string Encrypt.MD5(agent+timestamp+	String	Y

Return

Sample: { "s":109,"m":"/getRecordHandle","d":{"list":{"GameID":[062036007452964330- 255],"Accounts":["test"],"ServerID":[3602],"KindID":[620],"TableID":[1],"ChairI D":[3],"UserCount":[2],"CardValue":[0709292a0000000000000000252b0000211104281d1
--



81a], "CellScore": [0], "AllBet": [0], "Profit": [800], "Revenue": [0], "GameStartTime": ["2017-04-21 14:41:25"], "GameEndTime": ["2017-04-21 14:45:25"], "ChannelID": [10001], "CreateTime": ["2017-04-21 12:41:25"]}, {"count": 13, "code": 0, "serverStartTime": "2017-03-27 13:00:00", "serverEndTime": "2017-03-27 15:00:00", "RecordID": [1],}]}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
count	Int	Return list row number
list	Object	Data list
serverStartTime	String	Data pull startTime
serverEndTime	String	Data pull endTime
list data list return value correspondence		
Field Value	Data type	Description
GameID	Nvarchar(50)	Game number list
Accounts	Nvarchar(50)	player account list
ServerID	Int	Room ID list
KindID	Int	Game ID list(see the appendix)



TableID	Int	Table number list
ChairID	Int	Chair number list
UserCount	Int	Nnumber of players list
CardValue	Nvarchar(max)	Hand Community Cards(the reading rules see the appendix)
CellScore	Float	Effective bet
AllBet	Float	Total bet list
Profit	Float	Profit list
Revenue	Float	Percentage list
GameStartTime	Datetime	Game startTime list
GameEndTime	Datetime	Game endTime list
ChannelID	Int	Channel ID list
LineCode	Nvarchar(50)	The result of the game corresponds to the player's site.
RecordID	Int	game RecordID

4.6.4.2 Queries game details

Description

This interface is used to obtain the details of the game single game (do not loop pull, only support a single game)

Interface URL

<http://<server>/getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX>

Parameter



Interface : getRecordHandle

Sample URL:

http://api.leg668.com:189/channelHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c5 0baaf22320332ee09e704ad8ad3

Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param=(s=10&kindID=620&recordID=1&account=demo) s: operate subtype : 10 account: member account number in the game log kindID: Game number list recordID: game RecordID DESKey: platform provide	String	Y
key	Md5 chech string	String	Y



	Encrypt.MD5(agent+timestamp+ MD5Key);		
--	--	--	--

Return

Sample:

```
{"m":"/getRecordHandle","s":110,"d":{"code":0,"data":[{"bet":0,"ty":2,"time":6,"pos":1},{bet":45,"ty":2,"time":6,"pos":3},{bet":0,"ty":2,"time":6,"pos":4},{bet":50,"ty":2,"time":7,"pos":2},{bet":32000,"ty":4,"time":14,"pos":4},{bet":24000,"ty":4,"time":15,"pos":3},{bet":16000,"ty":4,"time":15,"pos":1}]}
\r\n\r\n Two-Eight Intermediate Room, Bottom
point 20.00\r\n member account 21002_test614, ChairID 1\r\n1 ChairID, Amount Point
380.00\r\n2 ChairID, Amount Point 1008.73\r\n3 ChairID, Amount Point 904.51\r\n4
ChairID, Amount Point 2188.26\r\n1 ChairID, 6 Second Opening, Don't grab Banker \r\n3
ChairID, 6 Second Opening, Grab Banker, Grab Banker multiples 45\r\n4 ChairID, 6
Second Opening, Don't grab Banker \r\n2 ChairID, 7 Second Opening, Grab Banker,
Grab Banker multiples 50\r\n7 Second Opening, Banker ChairID 2, Total multiples
Banker can withstand 50\r\n4 ChairID, 14 Second Opening, Bet, Bet Point 320.00\r\n3
ChairID, 15 Second Opening, Bet, Bet Point 240.00\r\n1 ChairID, 15 Second Opening,
Bet, Bet Point 160.00\r\n1 ChairID, Player, This Council Profit -160.00, CardValue 7,3, Bet
Point 160.00\r\n2 ChairID, Banker, This Council Profit 228.00, CardValue 10,5, Bet Point
720.00\r\n3 ChairID, Player, This Council Profit 228.00, CardValue 10,7, Bet Point
240.00\r\n4 ChairID, Player, This Council Profit -320.00, CardValue 9,1, Bet Point
320.00\r\n\r\n\r\n"}}
```



Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
data	Nvarchar(1000)	Game details text

4.6.4.3 Query hundred human game betting list details

Description

This interface is used to obtain a list of betting point details of the hundred human game (do not loop pull, only support a single round)

Interface URL

http://<server>/ getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : getRecordHandle
Sample URL: http://api.leg668.com:189/channelHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c5 0baaf22320332ee09e704ad8ad3



Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=13&kindID =900&recordID=1&account=demo) s: operate subtype : 13 account: member account number in the game log kindID: Game number list recordID: game RecordID DESKey: platform provide	String	Y
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

Sample :

```
{"m":"/getRecordHandle","s":113,"d":{"code":0,"data":{"1":6}}}
```



Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
code	Int	Error code(see the appendix instructions)
data	Nvarchar(1000)	Game betting point details list

4.6.5 Win or lose rankings (Unnecessary)

Description

This interface is used to get players to win or lose by day.

Usually the agent does not need to use this document, the player wins and loses the ranking

and can view it directly in our back office

Interface URL

Parameter

Interface: getRecordHandle
Sample URL:



http://api.leg668.com:189/channelHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nIbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c5 0baaf22320332ee09e704ad8ad3

Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param=(s=12&dayTime=2018-04-23) s: operate subtype : 12 daytime: Time of the day format: YYYY-MM-DD)Encrypt.AESEncrypt (param,DESKey); DESKey: platform provide	String	Y
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return



Sample:

```
{"m":"/getRecordHandle","s":112,"d":{"code":0,"start":"2018-04-23 00:00:00","end":"2018-04-23 23:59:59","list":{"Accounts":["10170_user#1"],"TotalGames":[1],"ValidBet":[2000 ],"DeductGold":[0],"ProfitGold":[-2000]}}}
```

Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
count	Int	Return list row number
list	Object	Data list
list data list return value correspondence		



Field Value	Data type	Description
Accounts	Nvarchar(50)	player account list
TotalGames	Int	Game board number list
ValidBet	Float	Valid bet list
DeductGold	Float	Percentage list
ProfitGold	Float	Profit list

4.6.6 Query the order interface redundancy version (Unnecessary)

Description

This interface is used to obtain the game match bet, the same conditions are the same as

3.2.5

This interface adds an initial score field based on 3.2.5

Interface URL

<https://<server>/getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX>

Parameter

Interface: getRecordHandle



Sample URL:

<https://api.leg668.com:189/getRecordHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3>

Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=16&startTime=1488781836949 &endTime=1488781836949)s: operate subtype : 16 startTime: startTime (Unix timestamp with milliseconds) endTime: endTime (Unix timestamp with milliseconds)Encrypt.AESEncrypt (param, DESKey);	String	Y



	DESKey: platform provide		
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

<p>Sample: {"s":106,"m":"/getRecordHandle","d":{"list":{"GameID":[062036007452964330-255],"Accounts":["test"],"ServerID":[3602],"KindID":[620],"TableID":[1],"ChairID":[3],"UserCount":[2],"CardValue":[0709292a0000000000000000252b0000211104281d181a],"CellScore":[800],"AllBet":[800], " CurScore":[1000],"Profit":[760],"Revenue":[40],"GameStartTime":[" 2017-04-21 14:41:25"],"GameEndTime":[" 2017-04-21 14:45:25"],"ChannelID":[10001],"count":1,"code":0,"serverStartTime":"2017-03-27 13:00:00","serverEndTime":"2017-03-27 15:00:00"]}}</p>		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results



d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
count	Int	Return list row number
list	Object	Data list
serverStartTime	String	Data pull startTime
serverEndTime	String	Data pull endTime
list data list return value correspondence		
Field Value	Data type	Description
GameID	Nvarchar(50)	Game number list
Accounts	Nvarchar(50)	player account list
ServerID	Int	Room ID list
KindID	Int	Game ID list(see the appendix)
TableID	Int	Table number list



ChairID	Int	Chair number list
UserCount	Int	Number of players list
CardValue	Nvarchar(max)	Hand Community Cards(the reading rules see the appendix)
CellScore	Float	Effective bet
AllBet	Float	Total bet list
CurScore	Float	Initial score (total score before the game starts)
Profit	Float	Profit list
Revenue	Float	Percentage list
GameStartTime	Datetime	Game startTime list
GameEndTime	Datetime	Game endTime list
ChannelID	Int	Channel ID list
LineCode	Nvarchar(50)	The result of the game corresponds to the player's site.



4.6.7 Query Refundable Balance(Unnecessary)

Description:

This interface is used to query the player's refundable balance.

In general, the 3.2.2 interface can be used directly, and 3.2.2 includes the sub-point, total score, and player

status.http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

interface : channelHandle			
Sample URL : http://api.leg668.com/channelHandle?agent=10001×tamp=1488790714058¶m=EDt0JatL6P3UP5NKs971baLdIDe4jkkb4BTPJxyrhzl%3D&key=9b742d6a08f5d6b66af2f9c047ee1e06			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=1&account=111111) s: operate subtype: 1	String	Y

	account: member account number) Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide		
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

sample : {"s":101,"m":"/channelHandle","d":{"money":100,"code":0}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
money	Double	balance
code	Int	Error code (see the appendix instructions)



4.6.8 Query the Player's Online status(Unnecessary)

Description

This interface is used to query whether the player is online.

In general, the 3.2.2 interface can be used directly, and 3.2.2 includes the sub-point, total score, and player status.

Interface URL

<http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX>

parameter

Interface : channelHandle			
http://api.leg668.com/channelHandle?agent=10001&timestamp=1488803043759&param=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=5&account=111111) s: operate subtype: 5 account: player's account	String	Y



	Encrypt.AESEncrypt(param, DESKey); DESKey: platform provide		
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

Sample :		
{ "s":105,"m":"/channelHandle","d":{"code":0,"status":1}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code (see the appendix instructions)
status	Int	Status code (-1: inexistence、 0: offline、 1: online)



4.6.9 Query interface for players on the same table (Unnecessary)

Description

This interface is used to gain the deskmate player's link.

Interface URL

http://<server>/getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX

parameter

Interface : getRecordHandle			
http://api.leg668.com/channelHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3			
Field Name	Description	Data type	Required
agent	Agent number (platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=17&id=3080&gameid=600&ac counts=70022_alice&gameuserno =50-1540798352-18944343-2") s : Operate the sub-type:17	String	Y



	id : Order recordi of value gameid : Order kindid accounts : Player account order gameuserno : Gambling party number order		
key	Md5 check string Encrypt. <i>MD5</i> (agent+timestamp+ MD5Key);	String	Y

Return

Sample : {"m":"/getRecordHandle","s":117,"d":{"code":0,"sametableusersURL":"http:// api.leg668.com/APIQuery/sameTable?params=bNZTpkXC0gmCjgkfa4v1RzpeOwwn8m%2F gQE6rsp%2B7SgSFek3sGzhr6Lx%2Bdh6z2ECgE84jd1JdCLtAkWsOKphSdQd87lalFd5Pyvh fjcVI%2F%2Fw%3D"}}		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code (see the appendix instructions)



sametableusersURL	String	Desk mate play's link
-------------------	--------	-----------------------

4.6.10 Classification version of query order interface (Unnecessary)

Description

This interface is used to obtain the game match bet, the same conditions are the same as

3.2.5

This interface adds an initial score field based on 3.2.5

Interface URL

https://<server>/ **getRecordHandle?**agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface: getRecordHandle			
https://api.leg668.com:189/getRecordHandle?agent=10001×tamp=1488803043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3			
Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y



```
14:45:25"],"ChannelID":[10001],"count":1,"code":0,"serverStartTime":"2017-03-27
13:00:00","serverEndTime":"2017-03-27 15:00:00"}}}
```

Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
count	Int	Return list row number
list	Object	Data list
serverStartTime	String	Data pull startTime
serverEndTime	String	Data pull endTime

list data list return value correspondence		
Field Value	Data type	Description
GameID	Nvarchar(50)	Game number list
Accounts	Nvarchar(50)	player account list
ServerID	Int	Room ID list
KindID	Int	Game ID list(see the appendix)
Gtype	Int	Game type(1=chess and card game,2=fishing game,3=electronic game)
TableID	Int	Table number list
ChairID	Int	Chair number list
UserCount	Int	Number of players list
CardValue	Nvarchar(max)	Hand Community Cards(the reading rules see the appendix)
CellScore	Float	Effective bet



AllBet	Float	Total bet list
CurScore	Float	Initial score (total score before the game starts)
Profit	Float	Profit list
Revenue	Float	Percentage list
GameStartTime	Datetime	Game startTime list
GameEndTime	Datetime	Game endTime list
ChannelID	Int	Channel ID list
LineCode	Nvarchar(50)	The result of the game corresponds to the player's site.

4.6.11 Inquire today's turnover of players (Unnecessary)

Description

This interface is used to inquire daily results,order quantity and valid betting of a plyer

In general the agent can pull back orders of all users and record flow of each user without interface inquiry

Interface URL



http://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : channelHandle			
Sample URL: http://api.leg668.com/channelHandle?agent=10001×tamp=1488790714058¶m=EDt0JatL6P3UP5NKs971baLdIDe4jkkb4BTPJxyrhzl%3D&key=9b742d6a08f5d6b66af2f9c047ee1e06			
Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=21&account=111111) s : Operate the sub-type:21 account : Member Account Encrypt.AESEncrypt(param,DESKey); DESKey : platform provide	String	Y



key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y
-----	--	--------	---

Return

<p>Sample :</p> <pre>{ "s":121,"m":"/channelHandle","d":{"accounts":legnb, "validBet":668668668, "profitGold":888666233, "num":233,"code":0}} }</pre>		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
accounts	String	Member account
validBet	String	Valid betting
profitGold	String	Winning and losing
num	Int	Order quantity
code	Int	Error code(see the appendix instructions)



4.6.12 Query interface for game details (Unnecessary)

Description

This interface is used to gain detailed link of game.

Interface URL

https://<server>/getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : getRecordHandle			
https://api.leg668.com:190/getRecordHandle?agent=85412×tamp=1499903043759¶m=4Oq38C3kRzEU9%2Be2pqdUNwa7nIbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf465482ee09e704ad8ad3			
Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	parameter encrypted string param= (s=19&gameuserno=50-1562858758-1007419763-2&id=487&account=10001_1176688test215&serverID=1008") s : Operate the sub-type:19	String	Y



	gameuserno : Gambling party number order id:Detailed ID of game serverID: Room ID account:Player account excludes agency number.		
key	Md5 check string Encrypt.MD5(agent+timestamp+ MD5Key);	String	Y

Return

<p>Sample :</p> <pre>{ "m": "/getRecordHandle", "s": 117, "d": { "code": 0, "gameLogURL": "http://api.leg668.com:9001/APIQuery/gameLogUr?lparams=bNZTpkXC0gmCjgkfa4v1RzpeOwwn8m%2FgQE6rsp%2B7SgSFeK3sGzhr6Lx%2Bdh6z2ECgE84jd1JdCLtAkWsOKphSdQd87lalFd5PyvhfjcVI%2F%2Fw%3D"} } }</pre>		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		



Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
gameLogURL	String	Detailed link of game

4.6.13 No Blocking Upper Interface (Unnecessary)

Description

This interface is used to score points on the account (the interface does not create an account, If you do not receive an API interface response, the request can be judged by querying the order status at 3.2.5)

Interface URL

https://<server>/channelHandle?agent=XX×tamp=XX¶m=XX&key=XX

Parameter

Interface : channelHandle			
Sample URL : https://<server>/channelHandle?agent=10001×tamp=1488791553051¶m=nS42zzqT3fHQLBEfbB4ok2c1MOpzlzy4VWru%2Fsv3jao88cUlrENQTXz6pAeS3l2F8Sl5db8tTG20%0D%0AWQDY9LQPMW9Xfy%2F1boz0REbE957bAvk%3D&key=8aeef9ff9b32f5f746ca663e8676a412			
Field Name	Description	Data type	Required
timestamp	timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	true



agent	Agent number	String	true
param	parameter encrypted string param= (s=15&account=111111&money=10 0&orderid=1000120191006143036 949111111) s : operate subtype:15 account : player's account money : Amount (the amount divided above)orderid : Flow number (format: Agent number length+yyyyMMddHHmmssSSS+ account, can not exceed 100 strings)) Encrypt.AESEncrypt(param,DESK ey); DESKey : Platform	String	true
key	Md5 check string Encrypt. MD5 (agent+timestamp+ MD5Key)	String	true

Return

Sample: <pre>{ "s":115 , "m":"/channelHandle", "d":{"code":0, "money": "1506.00" } }</pre>		
Field Name	Data type	Description
s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		



Field Value	Data type	Description
code	int	Error code(see the appendix instructions)
money	Float	The amount can be divided after the score

4.6.14 Game classification statistics query interface (Unnecessary)

Note: Non-essential interfaces can give a broader support to agents, but at the same time increase the burden on agents and developers. Please choose carefully according to your business needs.

Description

This interface is used as a link to get game categorization statistics

Interface URL

<https://<server>/getRecordHandle?agent=XX×tamp=XX¶m=XX&key=XX>

Parameter

Interface : getRecordHandle			
Sample URL : https://serverName/getRecordHandle?agent=10001&timestamp=1488803043759&param=4Oq38C3kRzEU9%2Be2pqdUNwa7nlbBcWGpFRQjxYboxJ37cEUpZ0P3wND7jBmzQ7Do&key=378c50baaf22320332ee09e704ad8ad3			
Field Name	Description	Data type	Required
agent	Agent number(platform provide)	String	Y



timestamp	Agent number(platform provide)timestamp(Unix timestamp with milliseconds), grab the current time (1488781836949)	String	Y
param	Parameter encrypted string param= (s=61&dayTime=2019-09-20) s:Operate the sub-type:61 dayTime:date Encrypt.AESEncrypt (param,DESKey);DESKey:platform provide	String	Y
key	Md5 check string Encrypt.MD5(agent+timestamp+MD5Key);	String	Y

Return

<p>Sample :</p> <pre>{ "m": "/getRecordHandle", "s": 161, "d": { "code": 0, "start": "2019-09-20 00:00:00", "end": "2019-09-20 23:59:59", "data": [{ "game_type": "checkerboard", "CellScore": 3028100, "WinGold": 2887980, "LostGold": 1360900, "Revenue": 60420, "WinNum": 28, "LostNum": 34 }, { "game_type": "Electronic games", "CellScore": 122000, "WinGold": 54000, "LostGold": 87600, "Revenue": 0, "WinNum": 4, "LostNum": 10 }] } }</pre>		
Field Name	Data type	Description



s	Int	suboperation type
m	String	main operation type
d	Object	data results
d data result return value correspondence		
Field Value	Data type	Description
code	Int	Error code(see the appendix instructions)
start	String	startTime
end	String	endTime
data	Object	Data list
data list return value corresponding		
Field Value		
game_type	string	Game classification type
CellScore	int	Effective bet
WinGold	int	Player winning points
LostGold	int	Player lose points
Revenue	int	Pumping
WinNum	int	The number of games the player wins
LostNum	int	The number of games the player lost



4.7 Frequently asked questions

4.7.1 How many overall numbers of Le You chess and card? Do different types of games have the consistent standard of settlement?

The uniform numbers of chess and card, electronic and fishing games in Le You are floating between 0.025 and 0.03.

The numbers at least need 10-30d of data, but it can't be determined by a single user on a single day.

The settlement standards and settlement modes of all types of games should be consistent.

4.7.2 Can numbers be adjusted by aiming at a single agency or station?

No. In order to guarantee fair and impartial game environment and realize long-term winning of the agency and us, numbers can't be adjusted.

4.7.3 How to gain the number value?

Most of games in Le You chess and card are users' real person fighting at the station, while we only extract 5% of profits. For example, 2 customers invest in 100 RMB. A wins, while B is defeated. Therefore, we will extract 5% of profits from A, $100 \times 5\% = 5$; numbers = $5 / (100 + 100) = 0.025$.

We will not extract profits from some games, but safeguard numbers through loss percent, such as Dragon and Tiger, Red and Black Fighting, etc. For example, A's winning rate is 48.5% in a game and loss percent is 1:2, thus numbers = $1 - 48.5\% \times 2 / 1 = 0.03$.

Under the extreme situation, if the station has fewer people, players can't play a game all the time, while users in other stations will participate in fighting at random. The system will automatically match with players who have the similar technology and safeguard no impact on earnings of the agency.

4.7.4 Will Le You chess and card have the regular maintenance time?

Le You will not conduct the regular maintenance. If there is maintenance, we will inform the agency about the maintenance time in advance for one day.



If there is temporary urgent maintenance, we will inform in the Skype group.

4.7.5 How to prevent from member updating and cross-platform partition?

All games of Le You have natural numbers (see 4.7.3) to ensure that members are unprofitable as updating (it's better that agency return will not exceed 1.5% of flow) to fundamentally prevent from member updating.

Each game of Le You has a corresponding perfect and verified matching mechanism to prevent from members' cross-platform partition under any situation (the agency can test and verify it by themselves).