Changelog

Version	Description
1.6	Simplify parameters of Lobby API.
1.7	Added exit_url parameter to GameLaunch API.
1.7.1	Added mode parameter to GameLaunch API. Change the currency parameter of GameLaunch API from Optional to Required.
1.7.2	Increase the amount limit for a single transaction to 1 billion.
1.7.3	Make id field be required in GameLaunch API.
1.7.4	Added quitHide parameter to GameLaunch API.

Operator identification

The word platform mentioned in the doc means Casino operator which one integrates with us and launches our game for their user. We will give each platform operator a set of verification parameters (apikey and platformId) after filling in and returning the application form.

apikey

The apikey usually is string plus case sensitive and always is put in the request header.

Please do not disclose the apikey to anyone at any time!

platformId

It's like the identification of the platform operator.

The platformId must be provided in the endpoint of api.

Protocol description

- All of the parameters "account" and "channel" of our api are case sensitive.

- The common header contains two parameters, one is content-type and one is content-length, because our post uses raw-data form.

- Content-type always is "application/json".

- Per amount of a transaction is limited to be less than 1 billion.

- Every players' total balance doesn't exceed 1 trillion.

Lobby

If your approach is to log in to our game lobby for playing, please call this api instead of GameLaunch API.

The account will be registered automatically if it doesn't exist.

Request Endpoint
HTTP   POST https://{host}/agent/trans/lobby/login

HTTP HEADERS

Parameter	Description
apikey	Provided apikey.

Request

Parameter	Type	Required	Description

id	String	Required	Provided platform id.
account	String	Required	Unique player identifier.
channel	String	Required	Channel can be blank.
currency	String	Required	When an account did not exist, we would use your platform's default currency which was provided from your side at application form, if this parameter was empty or was not provided in post data. ISO_4217
language	String	Required	Our supported language at the last second page.

Responses

Request Example

{
    "id"   : "{platform_id}",
    "account"   : "test",
    "channel"   : "",
    "currency"   : "TWD"
    "language"   : "en-us"
}

Status	Code	Body	Description

200 OK		{
		  "url":"https://example.com/"
		  "token":"saffc9w9cfwe4a189cs"
		}
			Redirect to this url, after making the token to be a parameter of url. ex: https://example.com?token=saffc9w9cfwe4a189csac62sa5

	10101	{
		   "errorCode":10101,
		   "message": "Post data is empty!"
		 }

	10102	{
		   "errorCode":10102,
		   "message": "Post data is invalid!"
		 }

	10103	{
		   "errorCode":10103,
		   "message": "Account is invalid!"
		 }

	10104	{
		   "errorCode":10104,
		   "message": "Platform is not exist!"
		 }

	10105	{
		   "errorCode":10105,
		   "message": "Authenticate failed!"
		 }

	10106	{
		   "errorCode":10106,
		   "message": "Currency number is not exist or is not supported on your platform."
		 }

	10109	{
		   "errorCode":10109,
		   "message": "Your platform does not support this game!"
		 }

	10110	{
		   "errorCode":10110,
		   "message": "The game is currently maintained!"
		 }

GameLaunch

If your approach is to log in to our game from your game lobby, please call this api instead of Lobby API.
The account will be registered automatically if it doesn't exist.

Request Endpoint
HTTP   POST https://{host}/agent/trans/gameLaunch/login

HTTP HEADERS

Parameter	Description
apikey	Be Required if mode is "real_play". Provided apikey.

Request

Parameter	Type	Required	Description
mode	String	Optional	The mode of the gameplay, and its default value is "real_play". "real_play" | "demo"
game_id	String	Required	Provided game id, and it always is upper case.
language	String	Required	Our supported language at the last second page.
id	String	Required	Provided platform id.
account	String	Required Optional	Be Required if mode is "real_play". Unique player identifier.
channel	String	Required Optional	Be Required if mode is "real_play". Channel can be blank.

currency	String	Required	When an account did not exist, we would use your platform's default currency which was provided from your side at application form, if this parameter was empty or was not provided in post data. ISO_4217
exitUrl	String	Optional	Players will be redirected to this url when they quit the game or encountered some error. Default url comes from operator's requirement, or we will decide by ourselves. Example: ● exitUrl="close" ○ close game window ● exitUrl="https://example.com" ○ redirect to https://example.com ● exitUrl="" ○ use default url ○ if the default url is empty, and the behavior of the quit will be closing the game window. TIPs: 1. Equal signs need to be converted to '%3D' in the parameters of the URL.
quitHide	Integer	Optional	The gameplay will hide the quit button once quitHide is 1, and default is 0.

Request Example

```
        {
            "mode"        : "real_play",
            "id"          : "{platform_id}",
            "account"     : "test",
            "channel"     : "",
            "currency"    : "TWD",
            "game_id"     : "GAME_ID",
            "language"    : "en-us",
            "exitUrl": ""
        }
```

Responses

Status	Code	Body	Description

200 OK		{
		"url":"https://example.com/?token=saffc9w9cfwe4a189csac62sa5"
		}
			Redirect to this url. ex: https://example.com?token=saffc9w9cfwe4a189csac62sa5

	10101	{
		  "errorCode":10101,
		  "message": "Post data is empty!"
		}	

	10102	{
		  "errorCode":10102,
		  "message": "Post data is invalid!"
		}	

	10103	{
		  "errorCode":10103,
		  "message": "Account is invalid!"
		}	

	10104	{
		  "errorCode":10104,
		  "message": "Platform does not exist!"
		}	

	10105	``` { "errorCode":10105, "message": "Authenticate failed!" } ```
	10106	``` { "errorCode":10106, "message": "Currency number does not exist or is not supported on your platform." } ```
	10109	``` { "errorCode":10109, "message": "Your platform does not support this game!" } ```
	10110	``` { "errorCode":10110, "message": "The game is currently maintained!" } ```

Deposit

Normally this is caused by a player taking the amount into MannaPlay.

Request Endpoint
HTTP   POST https://{host}/agent/trans/transaction/deposit

HTTP HEADERS

Parameter	Description
apikey	Provided apikey.

Request

Parameter	Type	Required	Description
id	String	Required	Provided platform id.
account	String	Required	Unique player identifier.
channel	String	Required	Channel providers can be blank.
value	Integer	Required	The amount to be stored.
sn	String	Required	Transaction numbers are provided from your side, and do not post the same sn in ten minutes.

Request Example

```
{
    "id"        : "{platform_id}",
    "account"   : "test",
    "value"     : 100,
    "channel"   : "",
    "sn"        : "{serial_number}"
}
```

Responses

Result	Code	Body

200 OK	無	{
		  "account":"test",
		  "currency":"USD",
		  "channel":"",
		  "time":1575290610,
		  "balance":100,
		  "message":"success",
		  "value":"100",
		  "sn":"{serial_number}"
		}

	10200	{
		  "errorCode":10200,
		  "message": "Please try it later."
		}

	10201	{
		  "errorCode":10201,
		  "message": "Warning value must not be less 0"
		}

	10202	{
		  "errorCode":10202,
		  "message": "Duplicate serial number"
		}

	10204	```{ "errorCode":10204, "message": "Account does not exist!" }```
	10205	```{ "errorCode":10205, "message": "User is online now!" }```
	10206	```{ "errorCode":10206, "message": "The amount cannot exceed 1 billion once." }```
	10207	```{ "errorCode":10207, "message": "The balance limit has been reached." }```

Withdraw

Normally this is caused by a player taking the amount out from MannaPlay.

Request Endpoint
HTTP   POST   https://{host}/agent/trans/transaction/withdraw

HTTP HEADERS

Parameter	Description
apikey	Provided apikey.

Request

Parameter	Type	Required	Description
id	String	Required	Provided platform id.
account	String	Required	Unique player identifier.
channel	String	Required	Channel providers can be blank.
value	Integer	Required	The amount to be stored.
sn	String	Required	Transaction numbers are provided from your side, and do not post the same sn in ten minutes.

Request Example

```
{
    "id"          : "{platform_id}",
    "account"     : "test",
    "value"       : 100,
    "channel"     : "",
    "sn"          : "{serial_number}"
}
```

Response

Status	Code	Body

200 OK	無	{
		  "account":"test",
		  "currency":"USD",
		  "channel":"",
		  "time":1575290610,
		  "balance":0,
		  "message":"success",
		  "value":"100",
		  "sn":"{serial_number}"
		}

	10200	{
		  "errorCode":10200,
		  "message": "Please try it later."
		}

	10201	{
		  "errorCode":10201,
		  "message": "Warning value must not be less 0"
		}

	10202	{
		  "errorCode":10202,
		  "message": "Duplicate serial number"
		}

	10203	{
		   "errorCode":10203,
		   "message": "Balance value error. Insufficient balance"
		 }

	10204	{
		   "errorCode":10204,
		   "message": "Account does not exist!"
		 }

	10205	{
		   "errorCode":10205,
		   "message": "User is online now!"
		 }

	10206	{
		   "errorCode":10206,
		   "message": "The amount cannot exceed 1 billion once."
		 }

BalanceCheck

The operator can get the balance of the players from this API.

Request Endpoint
HTTP   POST https://{host}/agent/trans/transaction/check

HTTP HEADERS

Parameter	Description
apikey	Provided apikey.

Request

Parameter	Type	Required	Description
id	String	Required	Provided platform id.
account	String	Required	Unique player identifier.
channel	String	Required	Channel providers can be blank.

Request Example

``
{
    "id"   : "{platform_id}",
    "account"   : "test",
    "channel"   : ""
}
``

Response

Status	Code	Body

200 OK	無	```{
		  "account":"test",
		  "currency":"USD",
		  "channel":"",
		  "time":1575290610,
		  "balance":0
		}```

	10204	```{
		  "errorCode":10204,
		  "message": "Account does not exist!"
		}```

SpinLog

The operator can get all of the spin logs from this API, but we also provide the back office website to the operator for querying the logs or managing the players etc.

Request Endpoint
HTTP   POST https://{host}/agent/trans/spinLog/check

HTTP HEADERS

Parameter	Description
apikey	Provided apikey.

Request

Parameter	Type	Required	Description
id	String	Required	Provided platform id.
time_zone	String	Required	Your time zone, reference。
page	Integer	Required	Must over 0.
limit	Integer	Required	The number of one page, and a page must be between 1 to 100.
recordId	String	Optional	Record id.
from_time	String	Optional	Query start time. format ("2020-01-01 00:00:00")
to_time	String	Optional	Query end time, and from_time must be filled. format ("2020-01-01 00:00:00")
account	String	Optional	Unique player identifier.
channel	String	Optional	Channel providers can be blank.
game	String	Optional	Provided game id.

sn	String	Optional	Transaction number.

Request Example

```
{
    "id"         : "{platform_id}",
    "time_zone"  : "Asia/Taipei",
    "page"       : 1,
    "limit"      : 1,
    "recordId"   : "5w0daf272cgd81.74934122",
    "from_time"  : "2020-01-01 00:00:00",
    "to_time"    : "2020-01-02 00:00:00",
    "account"    : "test",
    "channel"    : "",
    "game"       : "TOKYO_SWEETIES",
    "sn"         : "20200102165151 0258B7"
}
```

Response

Status	Code	Body	Description

200 OK	無	{
		  "0":{
		    "id":"5w0daf272cgd81.74",
		    "action" : 2000,
		    "time":1577437906,
		    "account":"test",
		    "game":"TOKYO_SWEETIES",
		    "currency":"TWD",
		    "bet":1,
		    "win":"0",
		    "credit_change":"-1",
		    "credit":"500",
		    "sn":"20191227171146D"
		  }, "1":{…}, "2":{…}, …
		"n":{…},
		  "total_record_count":35736
			Response 0~n data.
			Field introduction:
			• id:Record id(round id).
			• action:Spin type(2000 normal spin, 2010 freeround spin).
			• time:UTC timestamp.
			• bet:Bet in the round.
			• win:Win score in the round.
			• credit_change:Total change for balance in the round.
			• credit:Final balance in the round,
			• sn:Transaction number.

		}	• total_record_count:Total amount of the search used to change page on api call.

	10301	{
		  "errorCode":10301,
		  "message": "Time format error!"
		}	

	10302	{
		  "errorCode":10302,
		  "message": "No more than 100 records at a time!"
		}	

Supported Languages

This our game supports language code now.

Description	LanguageCode
English (United States)	en-US
Traditional Chinese (繁體中文)	zh-TW
Simplified Chinese (简体中文)	zh-CN
Turkish (Türkçe)	tr-TR
Vietnamese (Việt Ngữ)	vi-VN
Korean (한국어)	Ko-KR
Japanese (にほんご)	ja-JP
Thai (ภาษาไทย)	th-TH

List of error codes

Code	Message
10100	Server is not ready!
10101	Post data is empty!
10102	Post data is invalid!
10103	Account is invalid!
10104	Platform is not exist!
10105	Authenticate failed!
10106	Currency numbers do not exist or are not supported on your platform.
10109	Your platform does not support this game!
10110	The game is currently maintained!
10200	Please try it later.
10201	Warning value must not be less 0
10202	Duplicate serial number
10203	Balance value error, Insufficient balance.
10204	The account does not exist!
10205	User is online now!
10206	The amount cannot exceed 1 billion once.
10207	The balance limit has been reached.
10301	Time format error!
10302	No more than 100 records at a time!