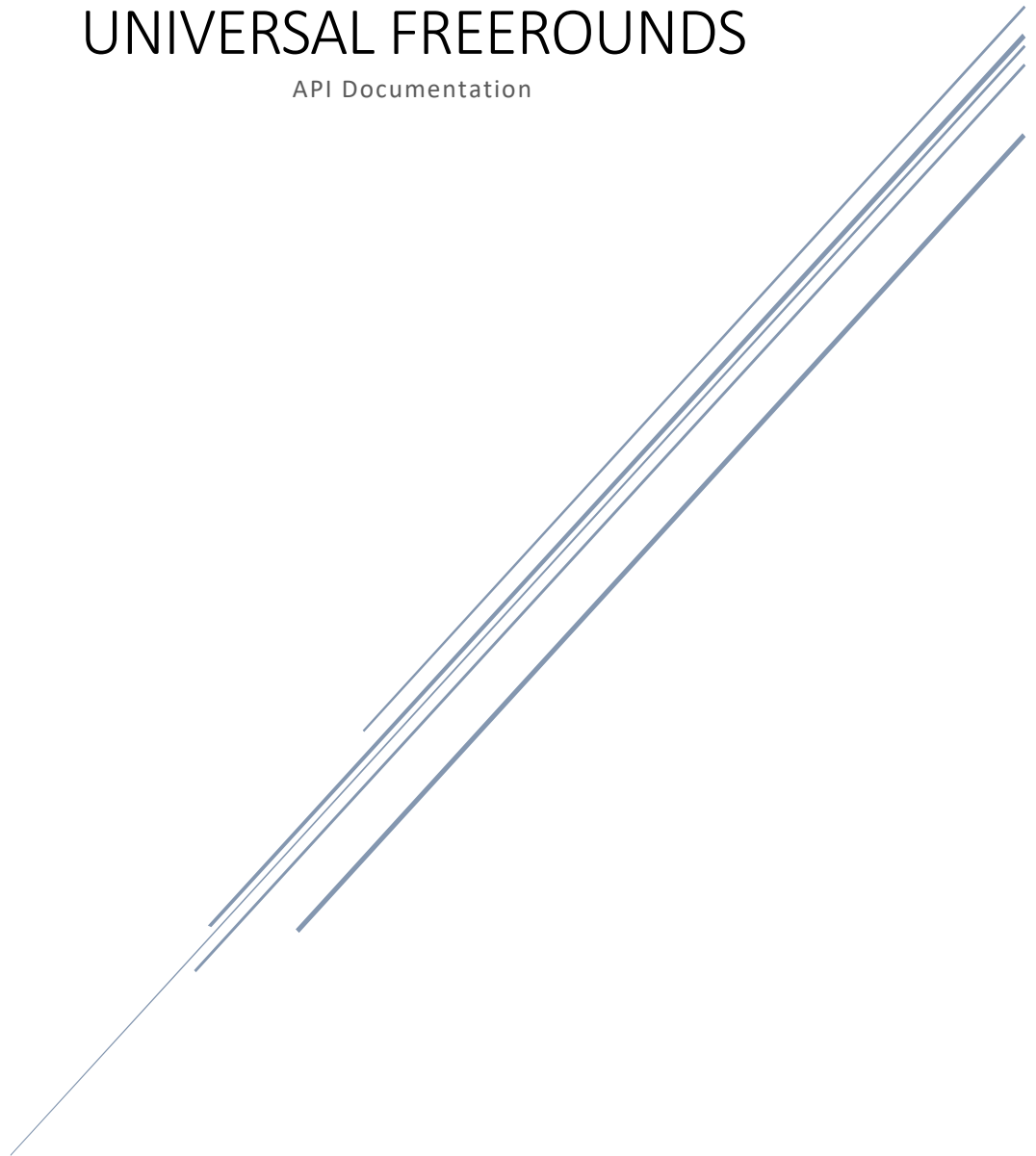


SPLIT **THE** POT

UNIVERSAL FREEROUNDS

API Documentation



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2. Version history

Version	Date	Author	Comment
1.0.0	2021-09-27	C. Dargahi	Initial version
2.0.0	2021-09-28	C. Dargahi	Changed API header name
2.0.1	2021-09-29	C. Dargahi	Corrected game URL structure
2.0.2	2023-01-19	J. Redborg	Updated games and limits

3. General

This document describes the Universal FreeRounds, its API and mechanics. Operators can use the Universal FreeRounds to reward players and perform marketing campaigns. Universal FreeRounds is the name of the product enabling players to place FreeRound bets using its service.

Universal FreeRounds can be used for multiple reasons to further grow the operator's brand and market position. It can be used to incentivise player acquisition, reward players for performing certain actions or be granted as part of other marketing campaigns, promotions, competitions and tournaments.

Unique to SplitThePot's Universal FreeRound is the flexibility given to players to change the game settings¹ before placing FreeRound bets.

Further in this document Universal FreeRounds may be referred to as UFR, interchangeably.

Further in this document FreeRounds may be referred to as FR, interchangeably.

Further in this document SplitThePot may be referred to as STP, interchangeably.

¹ Settings can be changed to certain extent, explained further in the document

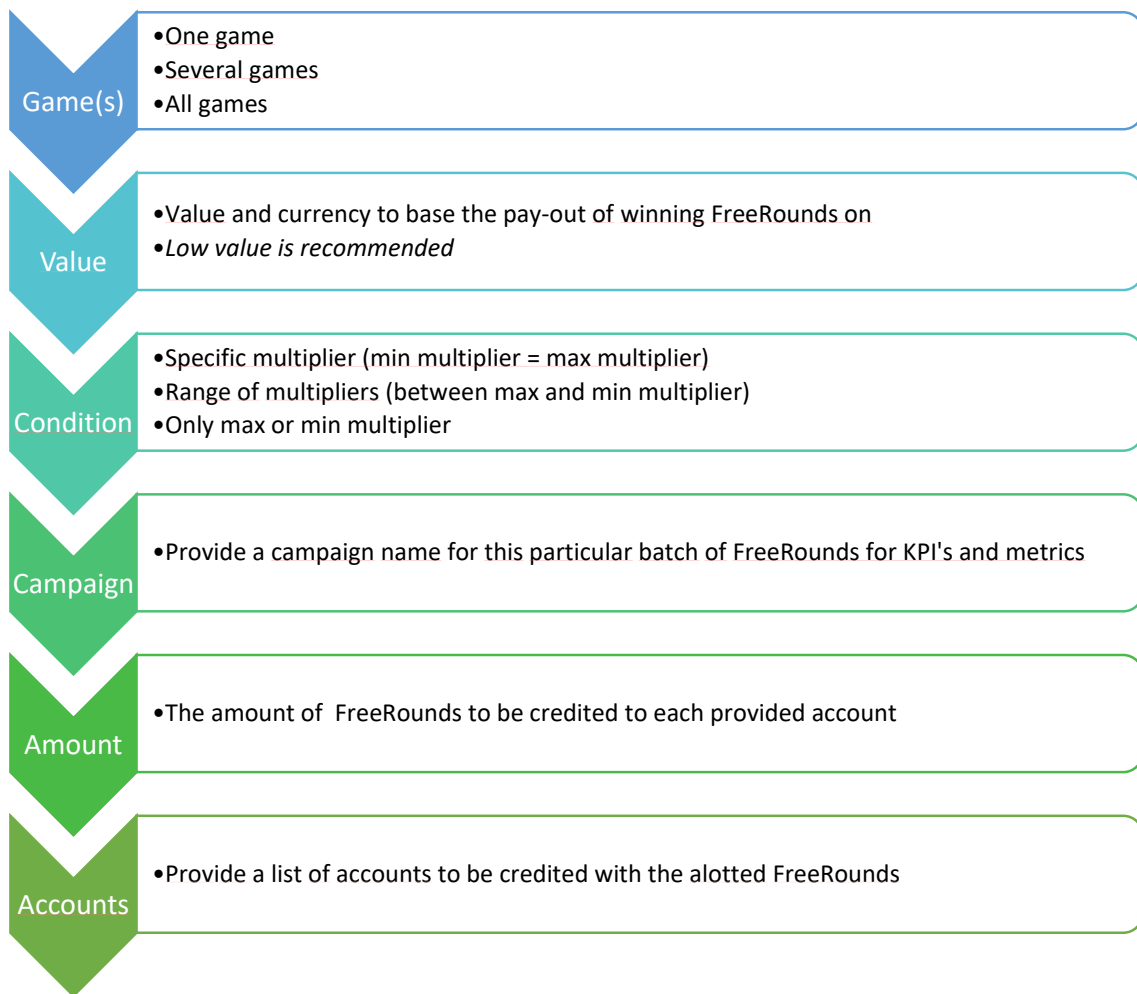
4. The Mechanics

The Universal FreeRounds is designed to work with all² games provided by SplitThePot, using a single unified setup process. This with the ability to single out the games the operator intends to use within a certain campaign, gives great flexibility to the operator.

Utilizing UFR is made easy for the operator and its' platform, since there is no need for development or wallet support on the operator's part. UFR comes with its' own FreeRounds Wallet managed by SplitThePot and UFR only requires implementing calls to the UFR API.

Essential in any marketing or promotional effort is managing cost, monetary risk and evaluate KPI's. UFR manages this by enabling the operators to control the parameters: value of each FreeRound, min/max multiplier and campaign.

4.1 Quick overview



² The full list of currently (and growing) supported games can be found under 4.4 Supported Games and limitations

4.2 The settings

FreeRound value

The FreeRound value represents the monetary value which is used as the basis of bet pay-out calculation. In some ways it is comparable to a regular bet's stake value. For example, if a FR has the value of €0.10, then when the player wins on a single FR bet with multiplier 25x, then pay-out will be €0.10 * 25.

Min/Max multiplier

Min and Max multiplier is an optional configuration of UFR. They can either be set together, individually, or none of them. When any of those value is omitted, then it will default to the specific game's base configuration, respectively.

Although these settings can be set to almost³ any value, their value in practice will never exceed each particular games' possible multiplier limits due to each game's nature. For example, if the max multiplier possible in a game is 100x, providing the max multiplier configuration to 1,000x will have no effect on that particular game and still be limited to 100x. It will however have effect on games that support higher multipliers.

Min multiplier may constrain the player from choosing bet settings that has higher probability of winning with lower pay-out. The experience may vary in different kind of game when this value has been set. In certain games it may default back to the game's initial multiplier, if it's set higher than the provided value. In other games it may require the player to perform certain actions before the bet can be placed. For example, selecting which tiles should be opened in a game that involve opening tiles on a board, may be required.

Max multiplier may constrain the player from choosing bet settings that may result in higher pay-out, although lower probability.

A bet can be placed after the player has changed the game's setting to conform to these limits, if any.

When these settings are provided, the experience in each game may vary. In most games certain settings are simply prohibited and reverted back to allowed setting, in other games the play button may simply be disabled with some indication of why.

Setting min multiplier and max multiplier to the same value should be used cautiously, since it may cause the FR to be unplayable if the game does not allow that exact multiplier in any setting.

Campaign

Each set of Universal FreeRounds is setup with a campaign name that is an arbitrary text and in the full control of the operator. This name, although required, is intended to be used for reporting and troubleshooting purposes, and has no functional purpose. It's up to the operator and its platform to create good practices and conventions that are meaningful to the organization and their KPIs.

Expiry

Universal FreeRounds has a default expiry of 90 days. This can be overridden to a value less than the default. Any FR remaining at the time of the expiry will be voided.

³ The min and max multiplier value limits are described in coming sections

4.3 Platform

FreeRounds wallet

Universal FreeRounds has its own transactional wallet provided by SplitThePot and is an integrated part of the service. Each player's FR balance is therefore securely and optimally handled by SplitThePot. When performing FR bets, in general, only winning transaction will be reported to the operators Wallet API and platform.

4.4 Supported Games and limitations

SplitThePot defines its' games by these three identifiers: *Game ID*, *Game Kind*, *Game Variant*.

- Game ID: is the internal game engine ID that runs the games based on set of rules. This is also the identifier when in data sent in between APIs in integrations.
- Game Kind: is a game on the client side utilizing certain game engine (*Game ID*) to run a game with modified set of rules that conform to the engines allowed rule set.
- Game Variant: is a visual variant (or a skin) that is used upon a *Game Kind* to give the game certain visual flavour based on preferences.

The URL of each game is structured this way:

`https://splitthepot.games/{operator}/{gameKind}/{gameVariant}`

operator is a unique identifier for every operator and provided by SplitThePot

Most operator's will mostly be familiar with *Game Variant* as it's often closest to what a game is called in their portal. However, when using UFR, only the *Game ID* can be used.

The relationship between these can be explained as follows:

- *Game Variant's relationship to Game Kind: many to one.*
- *Game Kind's relationship to Game ID: many to one.*

Game Kind to Game ID examples

- `to100` -> `dice`
- `bomber` -> `mines`
- `xponential` -> `xfactor`
- `multidice` -> `multidice`
- `stages` -> `golddigger`
- `oneof3` -> `rockpaperscissors`
- `balldrop` -> `plinko`
- `tower` -> `tower`
- `matchall` -> `magicnumbers`
- `crash` -> `crash`

An accurate mapping that applies to the operator can be provided separately.

Supported Game IDs

- `dice`
- `mines`
- `xfactor`
- `multidice`
- `golddigger`
- `rockpaperscissors`
- `tower`
- `plinko`
- `magicnumbers`
- `crash`

Limits

For a game to be functional some parameters of the UFR configuration needs to comply with the following restrictions:

- all games
 - Min Multiplier > 1
 - Max Multiplier > 1
 - Min Multiplier <= Max Multiplier
- mines
 - Max Multiplier >= 1.2
- multidice
 - Max Multiplier >= 6
- golddigger
- tower
 - Max Multiplier >= 1.5
- rockpaperscissors
 - Min Multiplier <= 1.5
 - Max Multiplier >= 2.0
- plinko
 - No restrictions, but:
 - All buckets below Min Multiplier → 0
 - All buckets above Max Multiplier → Max Multiplier

5. Recommendations and best practices

The following recommendations exist to help guide you when setting up UFR that are cost effective and enjoyable for players.

When to use min multiplier

When the aim is to create challenging FRs, set the min multiplier to a higher value. This way, the players that win will win a bit more, but with lower probability. The monetary risk can be limited by selecting a lower FR value.

Prefer setting min multiplier to a value of at least 1.2x or 1.5x. This to avoid too high probability of win.

When to use max multiplier

Avoid setting max multiplier to a lower value than 100x, as this may limit the available game settings and make the games less enjoyable.

Whenever possible, avoid setting max multiplier to enable full game experience for the players.

Specific Multiplier

Always filter on a single game or compatible games when it's desired to target a single winning multiplier. Make sure to test that the desired multiplier is achievable in those games before proceeding. Set min and max multiplier to the same value to achieve this.

Cost control

Always prefer setting a lower FR value over setting max multiplier to a lower value, to achieve cost control.

Games

Whenever possible allow FR for all games.

Limit the FRs to a single game or similar games when doing promotions targeting a subset of players, based on their preferences. Or when introducing the subset to new kinds of games.

When introducing a new game to players, limit the FRs to that game, to attract attention and awareness.

Campaign

In the campaign field, use names that makes sense to your organization and for your promotions. Aim for a good convention from the beginning.

6. API

API endpoints are to be called with JSON data payload and expect JSON response, with correct `Content-Type` heading.

All API endpoint must be called with a header called `X-Subscription-Key` with a value provided by the SplitThePot.

Currency

All currencies are expected to be in ISO 4217 code format. For example, EUR or USD.

Value

Value expected to be in smallest denominator of the given currency. For example, in EUR the smallest denominator is cents, 1 EUR = 100 cents. Value must be an integer and contain no decimals. To clarify, if the FR value should be set to 0.50 EUR, then the `value` of 50 be sent to endpoint:
`"conversion": { "value": 50, "currency": "EUR" }`

Hosting

SplitThePot's services all run in Azure Cloud environment and the aim is to have its globally scalable systems deployed as near the end users and operators' location as possible, provided that Azure has available regional infrastructure available there. Currently for the African continent, services are deployed in South Africa (Johannesburg).

6.1 Create Universal FreeRounds

This endpoint will create a UFR configuration and credit the configured amount to each provided player's FR wallet.

Endpoint

Method: POST

Endpoint: /api/{brand}/freeround

Headers

X-Subscription-Key: string

Request

```
{
  "campaign": string,
  "conversion": { "value": int, "currency": string },
  "settings": { "minMultiplier?": decimal, "maxMultiplier?": decimal },
  "games": string[],
  "amount": int,
  "accounts": { "accountId": string, "amount?": int }[]
  "expiryUtc?": dateTime
}
```

Response 200 OK

Status Codes

200 – OK

400 – Payload is not valid, with some explanation message in the body

References

brand is the string identifying the operator at SplitThePot

campaign is an arbitrary text decided by the caller, see Campaign

conversion is each FR value that is used to calculate the pay-out if any.

settings is required although its values might not be

games is a list of Game IDs that this FR is enabled for, empty list = all games

amount is the amount of FR credited each account (if not overridden by that specific account)

accounts is list of account IDs that the FR should be credited to, here also an **amount** can be provided that overrides the amount value of the configuration for the specific account

expiryUtc is an optional date and time indicating how long the FR's are valid for, any unused FR will expire at that time and can no longer be played. If not provided, it will default to 90 days. Must be less than 90 days.