



CREATIVE GAMING

Technical Document

**Chapter 9 Set the Betting Limits and Prevent game
URL tampering**

Updated September 2025

Chapter 9: Set the Betting Limits and Prevent game URL tampering

一、Use

Provide a way for the platform to Set the betting limit and prevent players from tampering the game URL

二、Parameter content:

The following parameters have been added to the original "Login Verification Response":

Parameter Name	illustrate	type
channelId	Channel number	String
accountId	Unique player identifier (account number), consisting of letters and numbers (regardless of case)	String (127)
nickName	Nickname (will be displayed in the upper left corner of the game client to identify the player).	String (127)
errorCode	Error code	Number
gameType	Game gameType: Bringing this value prevents players from copying the game URL to log in to other games [Null Not Enabled]	String (127)
betLevel	Betting Tier Settings: Set the Bet Level, Coin Value, and default bet for this player's login to the game [Null uses game defaults]	String (127)
betLevel.bet	Bet Level: Set the bet level of the player to log in to the game, Numbers positive integers, Array types, non-repeatable, Array length <= 10 、Number <= 100 Example: [1,3,5,99]	Array(≤10)
betLevel.coin	Coin Value: (take slot as an example). Set the value of the player's gold coins for the game, Numbers positive integers, Array types, non-repeatable, Array length <= 10 、Number <= 1000 Example: [2,8,77,589]	Array(≤10)
betLevel.default	Preset Bet Level and Coin Value: Set the starting Bet Level and Coin Value for this player's login to the game, Number positive integer, Array type, Array length == 2 ,	Array(=2)

	<p>The 1st element is belonging to betLevel.bet , and the 2nd element is betLevel.coin</p> <p>must be the betLevel.bet and betLevel.coin values in the array</p> <p>Example: [3,8]</p>	
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Note:

1. betLevel.coin has a ratio of 1:100 in Slot games , and 1:1 in non-Slot games
2. betLevel.coin can only accept 1 value in non-Slot games

≡ · Example illustration

The correct response for login is:

```
{
  "channelId": "66316",
  "accountId": "UserID000001",
  "nickName": "nickName",
  "errorCode": 0,
  "gameType": "Rich",
  "betLevel" : {"bet": [1,3,5,99], "coin": [2,8,77,589], default: [3,8]}
}
```

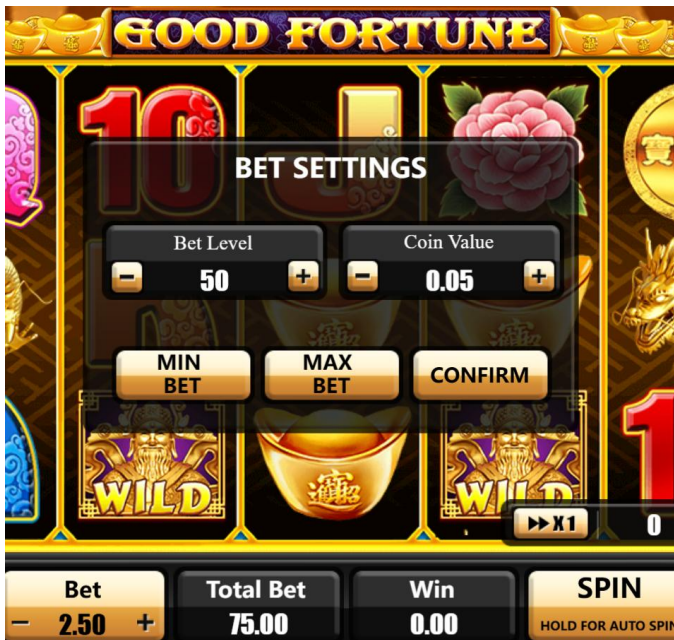
Slot game examples

Practical game example: [FortuneKing](#)

betLevel.bet[10,20,50,100,150,200]

betLevel.coin[1, 5, 10]

betLevel.default[50, 5]



(This illustration shows the original design of the game)

Total bets :

$\text{betLevel.bet} \times \text{betLevel.coin} \times \text{Coin ratio} \times \text{Game Base}$ (This value is a fixed value for the game design)
 $= 50 \times 5 \times 0.01 \times 30$
 $= 75.00$

Example : [DuoFuDuoCaiDancingDrum](#)

betLevel.bet[1, 2, 3, 5, 10]

betLevel.coin[1]

betLevel.default[1, 1]



(This illustration shows the original design of the game)

Total bets :

betLevel.bet X betLevel.coin X Coin ratio X Game Base (This value is a fixed value for the game design)

= 1 X 1 X 0.01 X 88

= 0.88

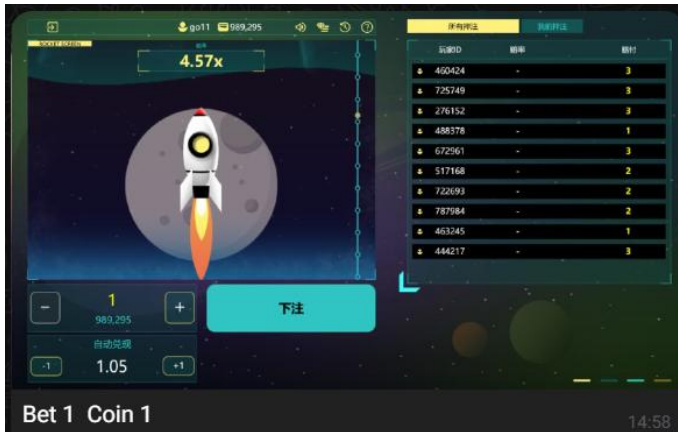
Examples of chess and cards, mini-games

Example : Astronaut

betLevel.bet[1, 2]

betLevel.coin[1]

betLevel.default[1, 1]



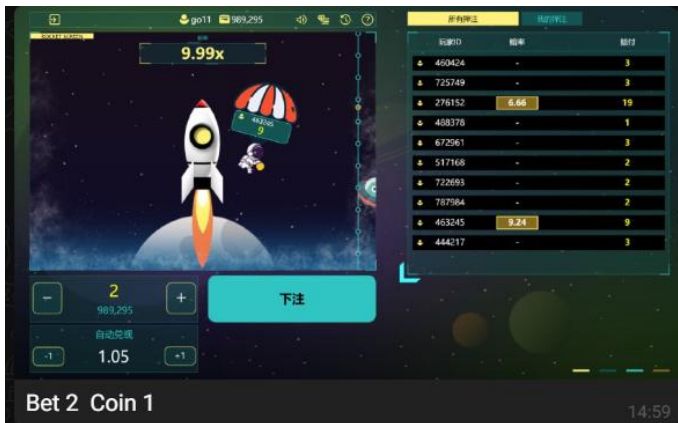
(This illustration shows the original design of the game)

Total bets :

betLevel.bet X betLevel.coin X Coin ratio X Game Base (This value is a fixed value for the game design)

= 1 X 1 X 1 X 1

= 1.0



(This illustration shows the original design of the game)

Total bets :

betLevel.bet X betLevel.coin X Coin ratio X Game Base (This value is a fixed value for the game design)

= 2 X 1 X 1 X 1

= 2