



# **INTRODUCTION TO ELBET VIRTUAL GAMES SYSTEM**

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# 1 Introduction

This document is created for new clients that are yet to be introduced to our system in order to expedite the technical adoption process and provide a rough picture.

Our system uses native windows application that is installed on the shop computer, which uses the same hardware – thermal printer, barcode scanner etc. as your existing application trough which all wagers are entered.

Game is displayed on TV screens using small “Raspberry Pi” computers. The software on those Raspberry Pi devices is loaded onto SD card and is completely independent of the shop software and doesn’t require any additional configuration.

If you wish to enable online betting, you may integrate our HTML version of the games to your website trough the supplied CIWS and API services.

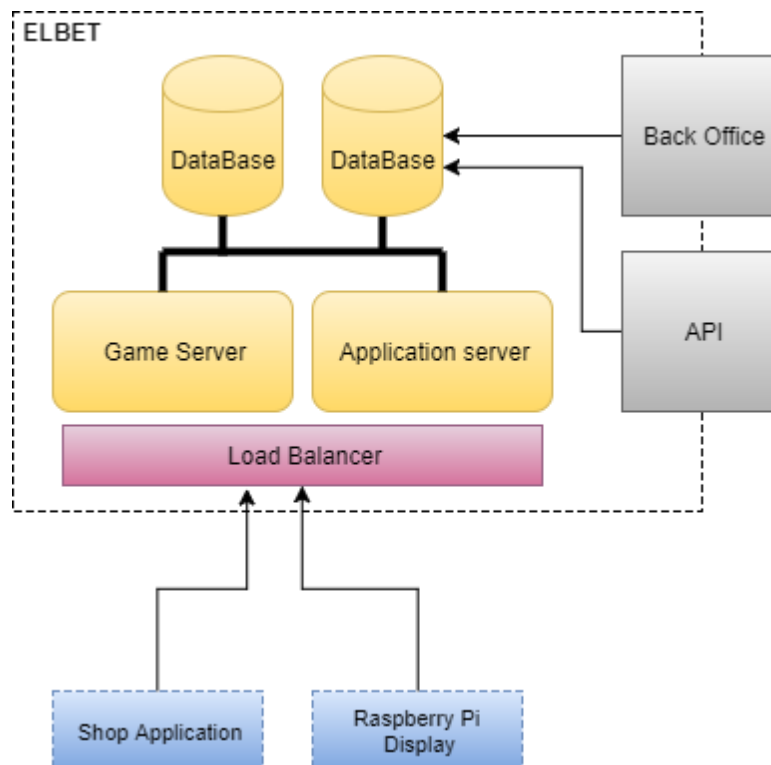
Backoffice is accessed trough supplied URL.

## 1.1 Main elements

1. Shop Application
2. Display application for Raspberry Pi
3. Back Office website
4. Online version for website integration
5. API interfaces

## 2 Diagram

Below you may find simplified diagram of our software operation



### 3 Shop Application

Shop application is a native windows application that is installed on the shop computer. Application can be installed on both Windows and Linux operating systems, however by default we supply installers only for Windows. Should client require Linux version installation script is made per request because of the operating system specifics.



Figure 1 Shop Application

In our shop application you can access and make tickets for all of our games, unless some of the games are disabled on the server on purpose.

Shop application is designed with speedy ticket input in mind, thus the main interface revolves around numerical keyboard and most important and most frequently used options have keyboard shortcuts.

Shop application is run with shortcut on desktop which automatically invokes an updater application each time it's run.

## 4 Display Application

Small computer named “Raspberry Pi” is used to run our display application. This computer is available for purchase in most hobby and electronic stores throughout the world, and the whole package costs approximately 50 EUR (Raspberry Pi device + Plastic Case + SD Card).

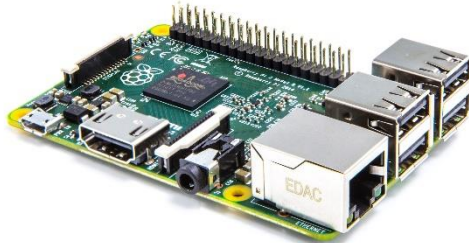


Figure 2 Raspberry Pi computer

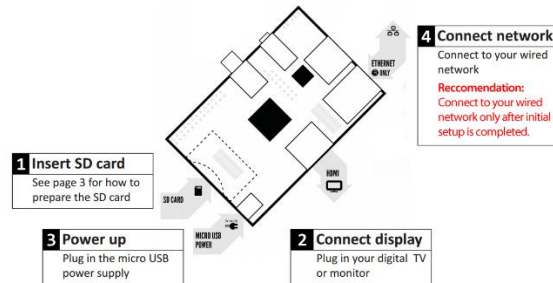


Figure 3 Connection diagram

Our clients have an option to purchase the Raspberry Pi devices directly from us as we always keep 150-200 devices in stock.

Raspberry Pi takes USB power and HDMI cable directly from TV, and only ethernet cable needs to be connected in order for the device to become operational.

Installation of software on Raspberry Pi devices is very simple. You just extract the supplied game installer directly to SD card, insert it into device, and first bootup should last about 10-20 minutes until everything is extracted and installed, after which it will take only few minutes to boot up the game for every subsequent run.

Some of the games (“Dog Racing”, “Virtual Football”) have large video repositories which can’t technically and practically be stored with installer (installer size would be 10+ GB instead of 300MB), so all videos are downloaded on the first boot. We recommend that for these games you install only one SD card, let everything get downloaded and installed and then clone the card using supplied software.

Please note that one game is displayed on one TV and requires one Raspberry Pi device.

Minimum recommended screen size is 32” for all games except vFootball League for which the minimum recommended size is 40”.

There is a technical possibility to purchase an additional hardware MultiView device which allows to display 4 games on a single TV screen. In that case minimum recommended screen size is 60”.

## 5 Back Office Website

All reports and configuration of our virtual games is done through backoffice management website.

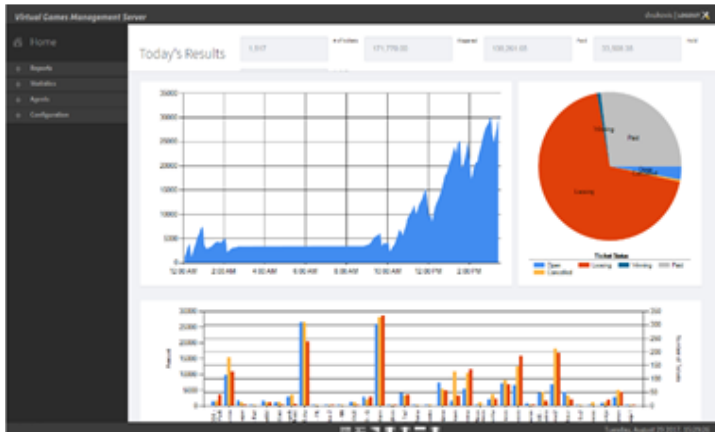


Figure 4 BackOffice - Desktop

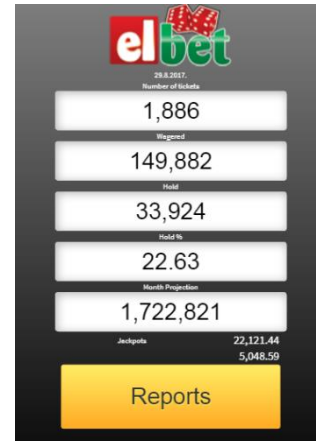


Figure 5 BackOffice - Mobile

Depending on the device used to access backoffice website, system will show either desktop or mobile application automatically.

There are two types of users that can be created in backoffice:

- Web Users – Have access only to backoffice
- Shop Users – Have access only to shop application

Both web and shop users can have their access rights limited to certain shop. By default they are not limited and can access/login to any shop.

## 6 Online Version

We can also supply you with online version of the game which you can integrate on your website.



Figure 6 Online virtual games

Integration is done very easy through client interface web service (CIWS) which you install on your side and update to query your main database.

After that is done you will call your specific endpoint through iFrame on your website and pass the SessionID parameters required to later identify the player and make transactions. Eg. in the iFrame you should call

**<https://online.elbet.com/lucky-balls/index.html?token=XXXXXXXX&lang=en>**

token is the SessionID that you generate for each of your users on their login, and this information is used to create tickets. Game Type and Currency are optional parameters that can be supplied.

## 7 API Interfaces

We supply our clients with API interfaces for the whole suite of our services:

- Backoffice – Manage backoffice tasks (shop/user management, reporting etc.);
- Virtual Games – Direct integration of our virtual games on your website, terminal, mobile device using your own GUI;
- Terminal – Direct integration of our virtual games on self service terminals;
- Web CIWS – Integration of the user/transaction authorization to use in conjunction with our existing HTML version of virtual games.

## 8 Support

Our support team can be reached through multiple instances:

### 8.1 Online Portal (preferred)

<https://elbetsupport.atlassian.net/servicedesk/customer/portal/2>

### 8.2 Email

[support@elbet.com](mailto:support@elbet.com)

### 8.3 Phone / Viber / WhatsApp

**+381 60 388 8888**