



OPERATOR'S MANUAL



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Play to Earn & Hold to Earn



PLAY TO EARN

In the **Play to Earn** program, every casino user who makes bets gets rakeback in the form of project tokens (usually 0.01–0.5% of the bet).

HOLD TO EARN

The **Hold to Earn** program allows the user to freeze tokens accrued through **Play to Earn** to receive a larger reward. Tokens can be frozen for 8 hours, 1 day, or 3 days. During these periods, players cannot use the tokens.

HOW DOES REWARD GENERATION WORK IN THE HOLD TO EARN PROGRAM?

The reward in the Hold to Earn program is generated as a share of the casino's Gross Gaming Revenue (GGR).

If the platform's GGR has grown during the freezing period, a percentage of the GGR will be distributed among the program participants in proportion to each one's share. The user gets their tokens and an additional reward.

If the platform did not generate revenue during this period, all tokens are returned to the player without any additional reward.

Participants of high-income programs can freeze a limited number of tokens, defined by the Hold to Earn limit (the limit is calculated as the staking limit coefficient * Play to Earn).

The default setting of the staking limit coefficient is 5,000 tokens, but it can be changed.

Before a token is listed on the exchange, a user cannot buy tokens from their casino balance. They can only earn tokens through the Play to Earn and marketing campaigns activities, stake (Hold to Earn), or withdraw them to the casino balance. After the token has been sold and listed, all restrictions on token deposits and withdrawals are removed.

THE BURNING MECHANISM FOR THE HOLD TO EARN LIMIT

The burning mechanism for the Hold to Earn limit regulates the number of tokens players can freeze within Hold to Earn programs (8 hours, 1 day, and 3 days).

—— Limit Calculation and Accumulation

The Hold to Earn limit depends on the number of Play to Earn tokens accumulated over the last 30 days.

The limit increases after every bet and decreases after each hold, depending on the amount of tokens used in the program. The limit is updated based on a formula that accounts for the player's past 30 days of activity – bets and token freezes.

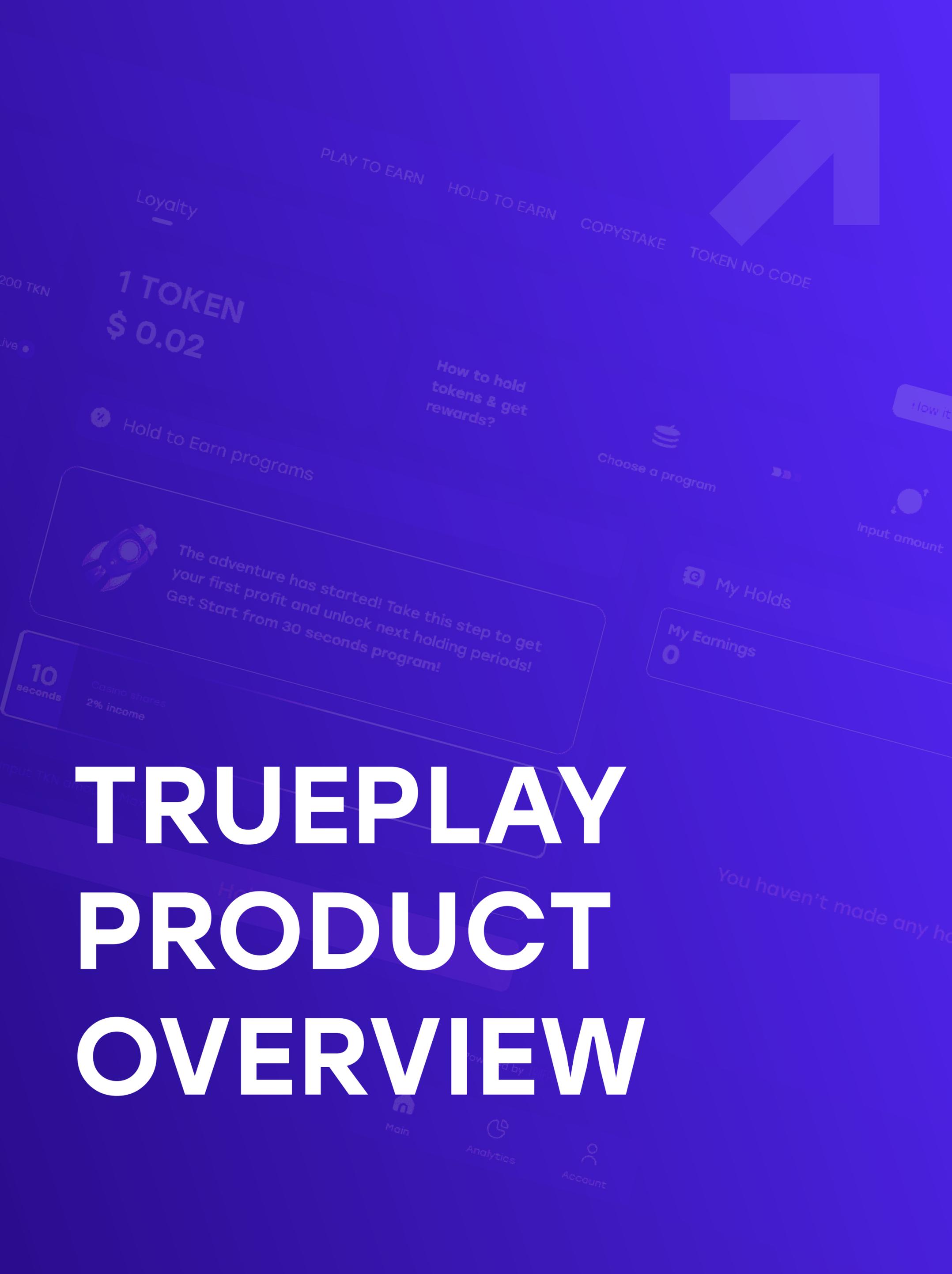
—— Limit Burning

If a player doesn't accumulate enough tokens over 30 days to match their Hold to Earn limit, the limit drops to zero on the 31st day.

For example, if a player's current limit is 1,000 tokens, and on the 31st day they haven't reached this limit, it will burn down to zero.

—— How to Avoid Limit Burning?

Players are encouraged to play regularly to maintain or increase their limit and freeze as many tokens as they want.



TRUEPLAY PRODUCT OVERVIEW

Loyalty

PLAY TO EARN HOLD TO EARN COPYSTAKE TOKEN NO CODE

200 TKN

1 TOKEN
\$ 0.02

How to hold tokens & get rewards?

Hold to Earn programs

Choose a program

Input amount

My Holds

My Earnings

10 seconds
Casino shares
2% income

You haven't made any holds

Main Analytics Account

The Trueplay loyalty program product is integrated into the casino website via iFrame. In the Trueplay product tab, the user can see their token balance, add tokens to the Hold to Earn program, manage settings, view transaction history, top up, or withdraw tokens from the balance.

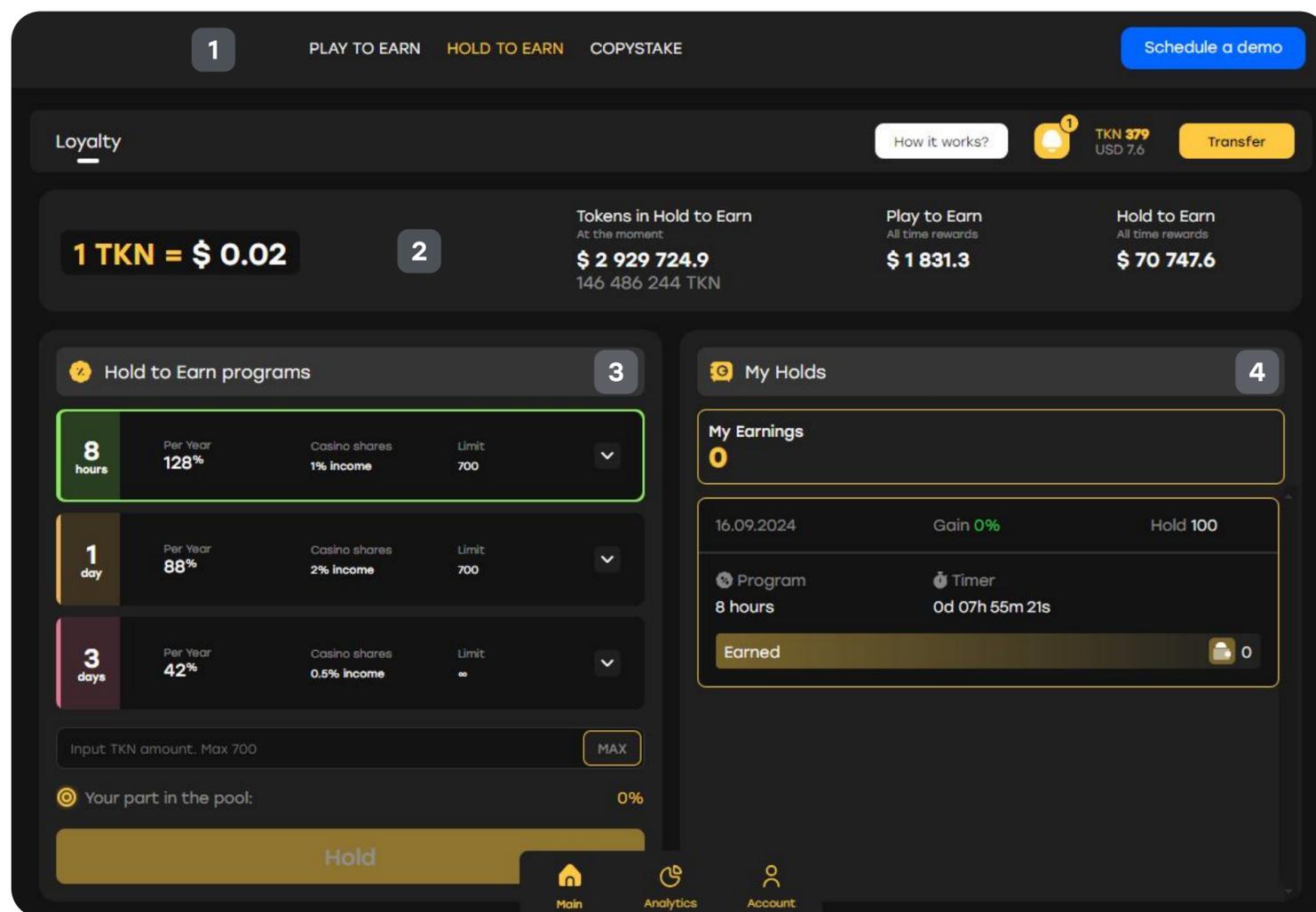


Fig. 1. Trueplay product tab

INTERFACE ELEMENTS

- 1 **Header:** The header contains the user balance value, a button that opens the deposit popup (Fig. 2–3), and links to the How It Works page, the social media list, and the notification center
- 2 **Token Information Block:** This block displays the rate, amount of tokens currently staked, and the amount of Play to Earn and Hold to Earn rewards accrued over the entire time since Trueplay’s integration onto the platform
- 3 **Hold to Earn Block:** The user can select one of the programs and add tokens to the session
- 4 **My Holds Block:** Lists the user’s active Hold to Earn sessions
- 5 **Best Performing Games Block:** A list of games from which users have received the highest Play to Earn rewards over the past 24 hours
- 6 **Casino Income Block:** The block shows the casino’s GGR for the selected period

FINANCIAL OPERATIONS TAB

The user cannot buy tokens before they are listed on the exchange (Fig. 2). The player can top up their balance through the Trueplay widget only after withdrawing tokens to the casino balance. However, they cannot transfer more tokens than they previously withdrew from the Trueplay widget balance (Fig. 3).

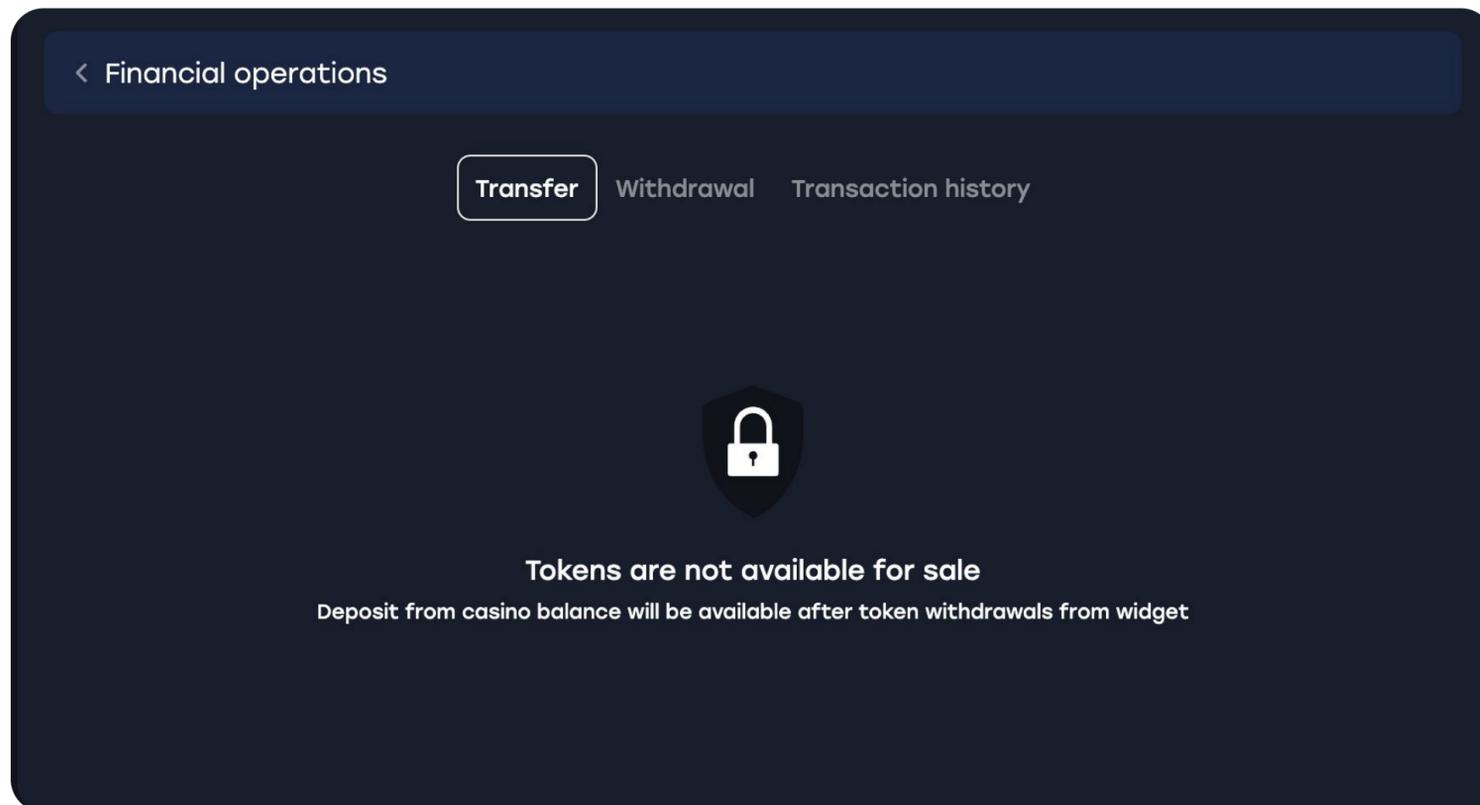


Fig. 2. Deposit popup: token purchase restricted

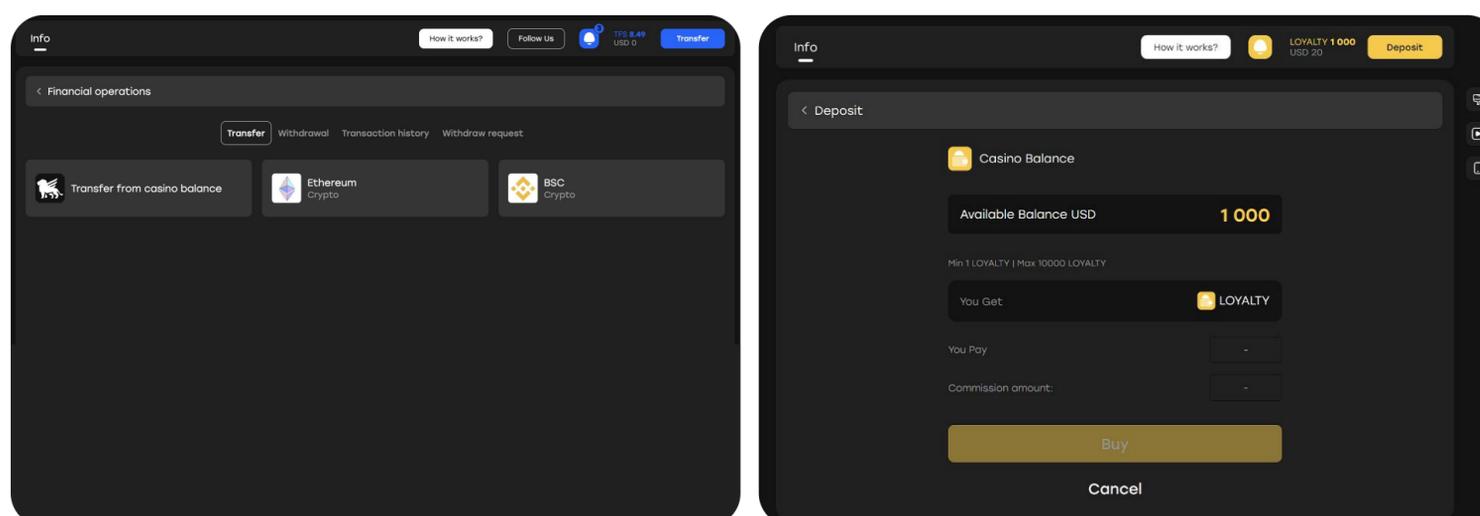


Fig. 3. Deposit popup: token purchase allowed

Before a token is listed on the exchange, a Trueplay user can only withdraw the token to their casino balance (Fig. 4). After the listing, the option of withdrawal to a crypto wallet in the Binance Smart Chain (BSC) network becomes available (Fig. 5).

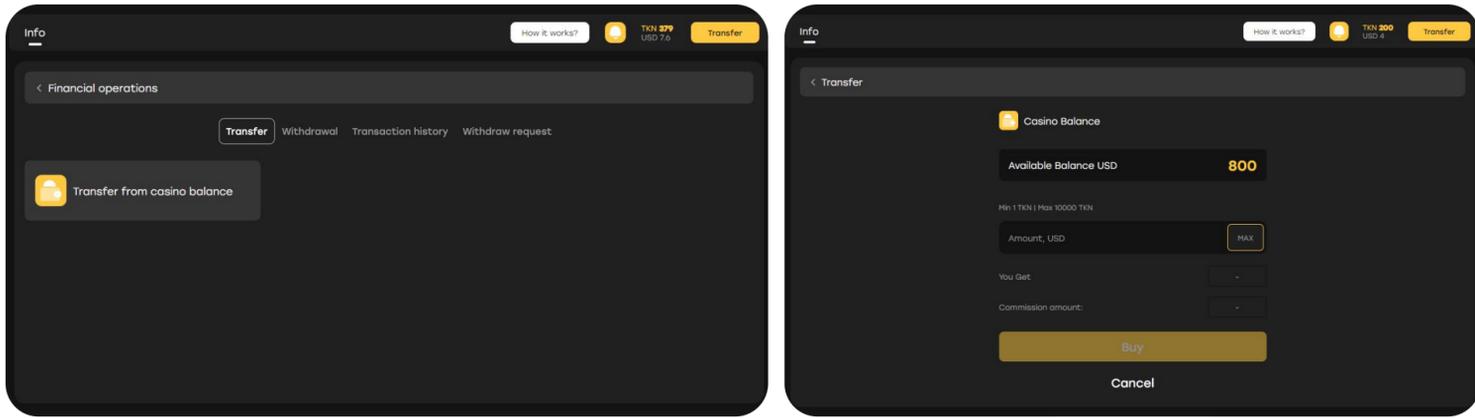


Fig. 4. Token withdrawal popup: token purchase restricted

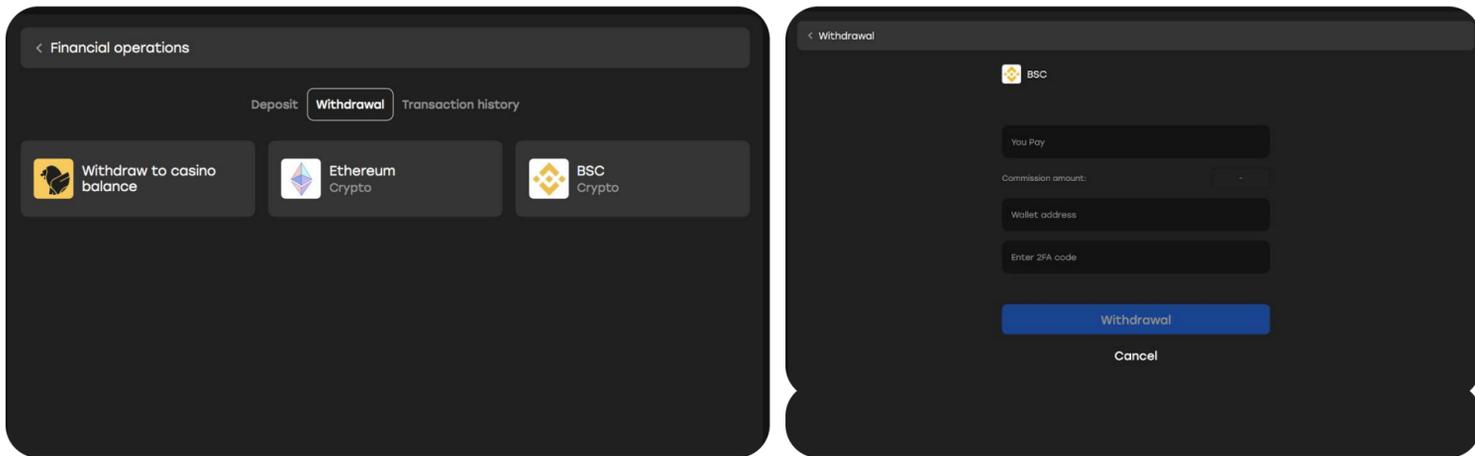


Fig. 5. Token withdrawal popup: token purchase allowed

ANALYTICS TAB

The Analytics tab shows the Play to Earn and Hold to Earn reward history (Fig. 6).

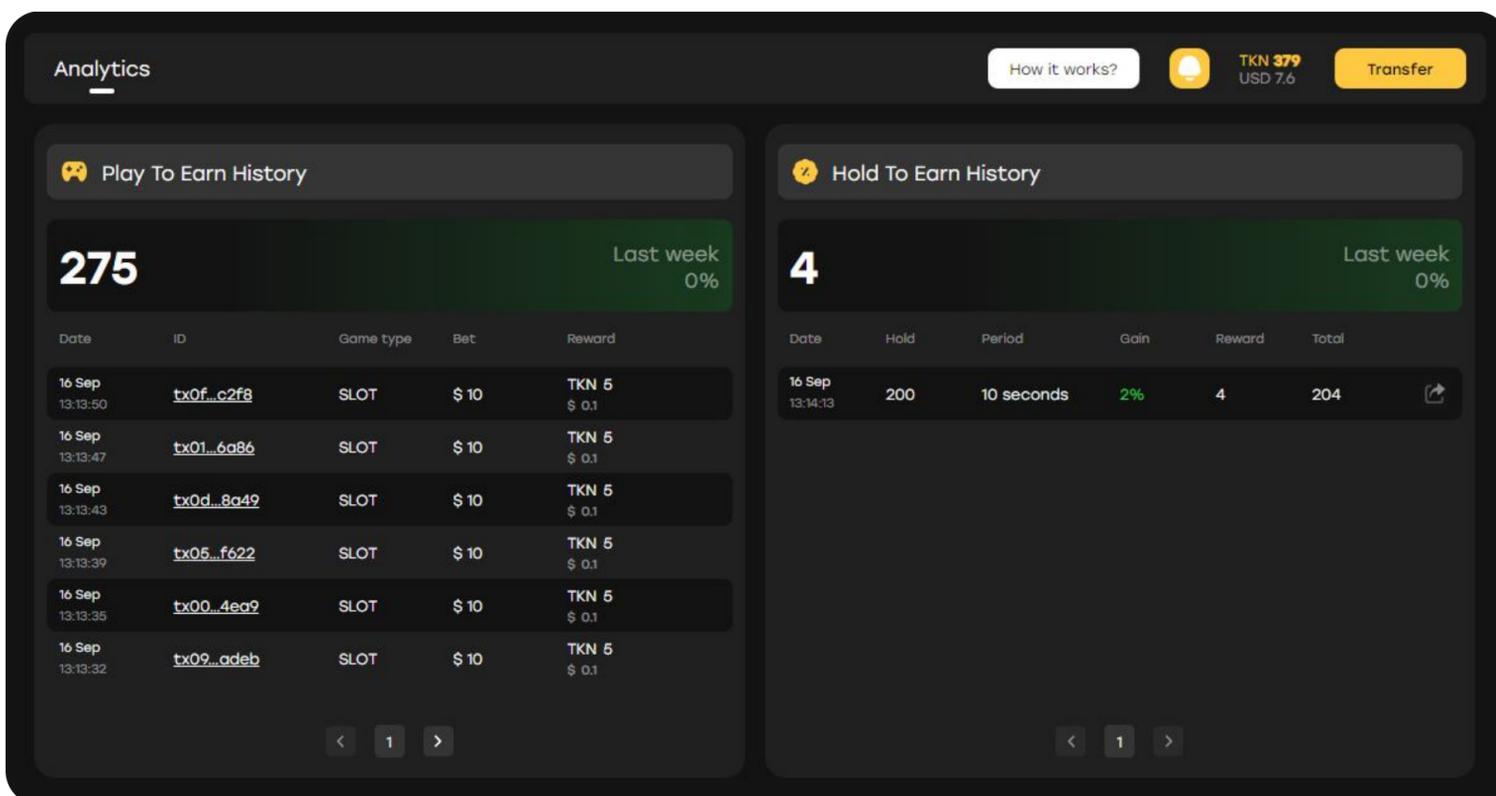


Fig. 6. Analytics tab

ACCOUNT TAB

In the Account tab (Fig. 7), the user can:

- 1** Enable/disable the Trueplay Pro version, which includes displaying Best Performing Games, Casino Income, and additional information about the number of tokens staked and rewards accrued
- 2** Top up Trueplay or withdraw tokens and view Transaction History in the Financial Operations section
- 3** Change Trueplay language in the Language section
- 4** Enable/disable notifications
- 5** Enable/disable Two-Factor Authentication (2FA) in the Security section. 2FA is required to withdraw tokens from Trueplay

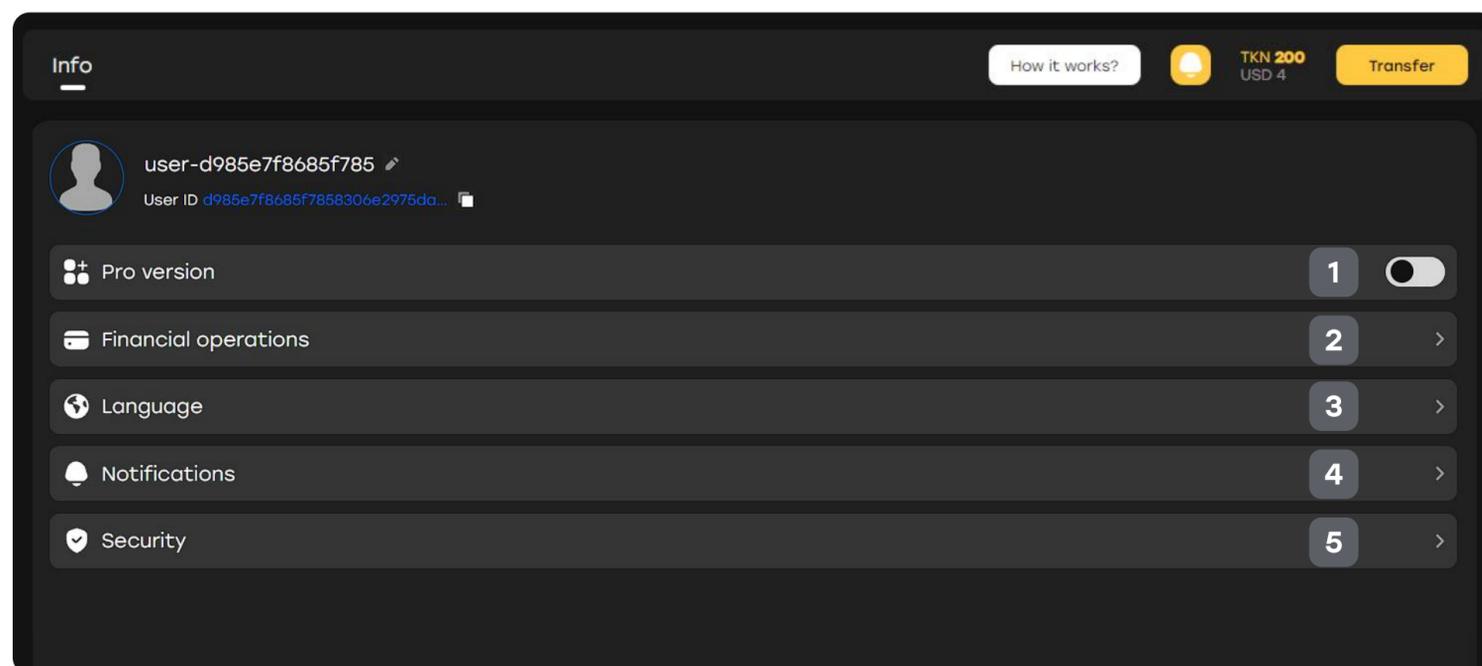


Fig. 7. Account tab

BLOCKCHAIN EXPLORER

In the [Blockchain Explorer](#) the operator can view:

- History of user transactions, searchable by the user's WalletID
- Information about a specific bet, searchable by GameActionID
- Information about a specific transaction, searchable by TransactionID
- List of players invited by a partner, searchable by PartnerID
- List of players invited by a referral program member, searchable by ReferralID

The main page of the Blockchain Explorer operator is shown below (Fig. 8)

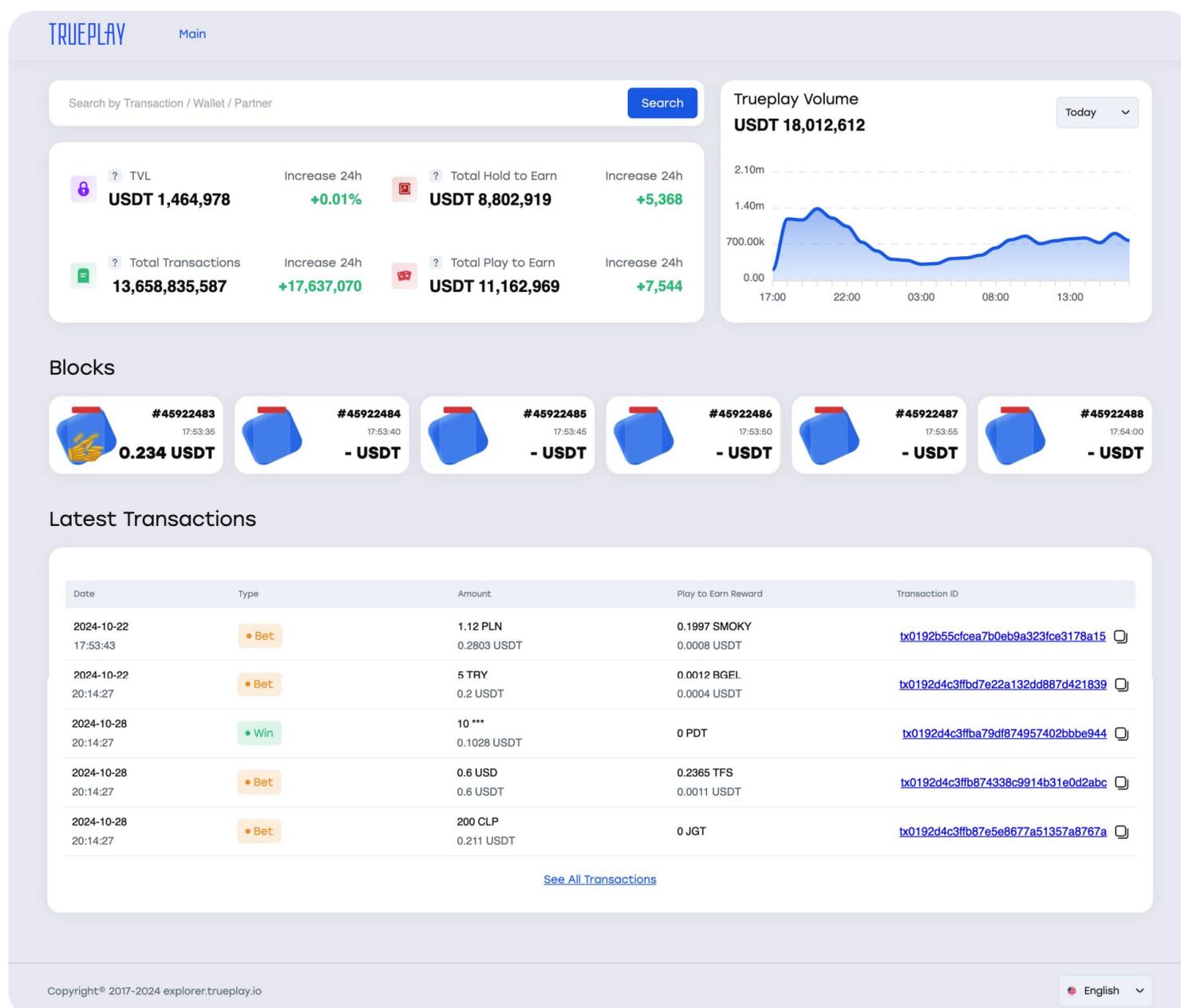


Fig. 8. Blockchain Explorer home page



TRUEPLAY ADMIN PANEL

FUNCTIONALITY OVERVIEW

The Trueplay loyalty program allows operators to utilize specific admin panel features according to their listing specifications.

Admin Panel Functions	Operators Without Listing	Operators With Listing
Home	✓	✓
Dashboard	✓	✓
Operator Balance	✓	✓
Loyalty Program Promotion	✓	✓
Users	✓	✓
Stats	✓	✓
CopyStake (Streamers, Stats)	✓	✓
Settings	✓	✓
Token Management		✓
Payment Limits		✓
Withdrawal Request		✓
Referral Program		✓

HOME PAGE FUNCTIONALITY

The operator has access to the Admin Panel settings (Fig. 10) after logging in on [the Trueplay website](#). In the admin panel, operators may monitor fundamental Trueplay user statistics and configure basic settings:

- 1. Token Info:** Loyalty Token name/Token Price/Number of Tokens
- 2. UI Settings:** Widget customization settings (Fig. 9). Operators can choose a default widget theme or customize the Trueplay widget color scheme

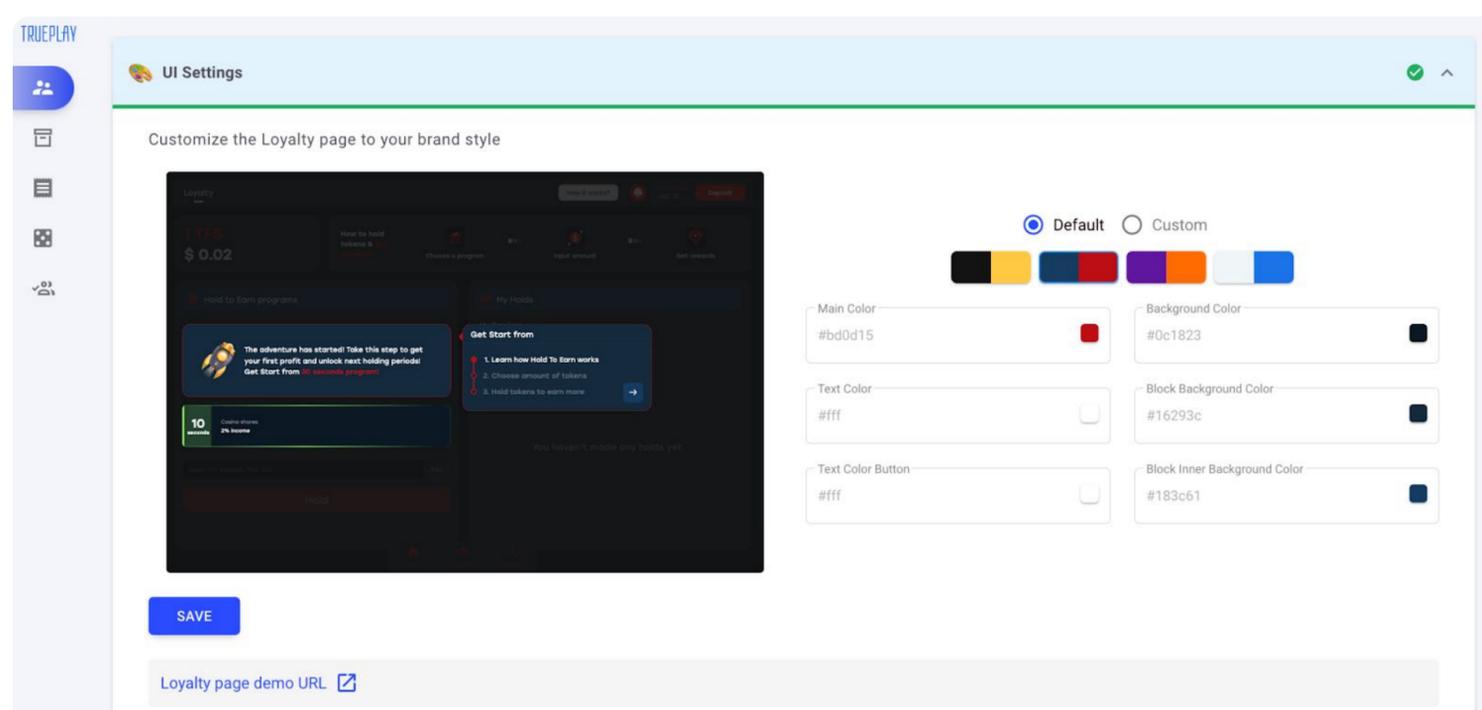


Fig. 9. UI Settings Page

- 4. User Support:** Operators can invite Support Managers to assist with inquiries from loyalty program users
- 4. User Support:** Operators can invite Support Managers to assist with inquiries from loyalty program users
- 5. Game Providers:** Operators can choose game providers. They are all disabled by default and need to be chosen manually



Fig. 10. Admin panel home page

LOYALTY PAGE PROMOTION FUNCTIONALITY

The Loyalty Page Promotion section (Fig. 11) in the admin panel is a comprehensive hub for managing and promoting loyalty programs. Here's a breakdown of its key features:

- 1. Invite Marketing Manager:** Inviting a Marketing Manager enables efficient delegation of tasks related to loyalty program promotion, ensuring a cohesive and targeted marketing strategy
- 2. Launch Loyalty Page:** A basic setup to launch the Loyalty Program successfully
- 3. Build a Community:** Promote the Loyalty Program on social media (Telegram, Instagram, Facebook, Twitter, Discord, Viber)
- 4. Create Automated Communication:** Trueplay notifies users of the following events:
 - Hold to Earn
 - Balance Change
 - Crypto Deposit Success
 - Play to Earn
 - Deposit Volume
 - Daily Cashback
 - Promo Reward
 - Weekly Cashback
 - Crypto Withdraw Success

N.B. Such events could be used to trigger automatic notifications to motivate the user to increase their activity on the loyalty program page.

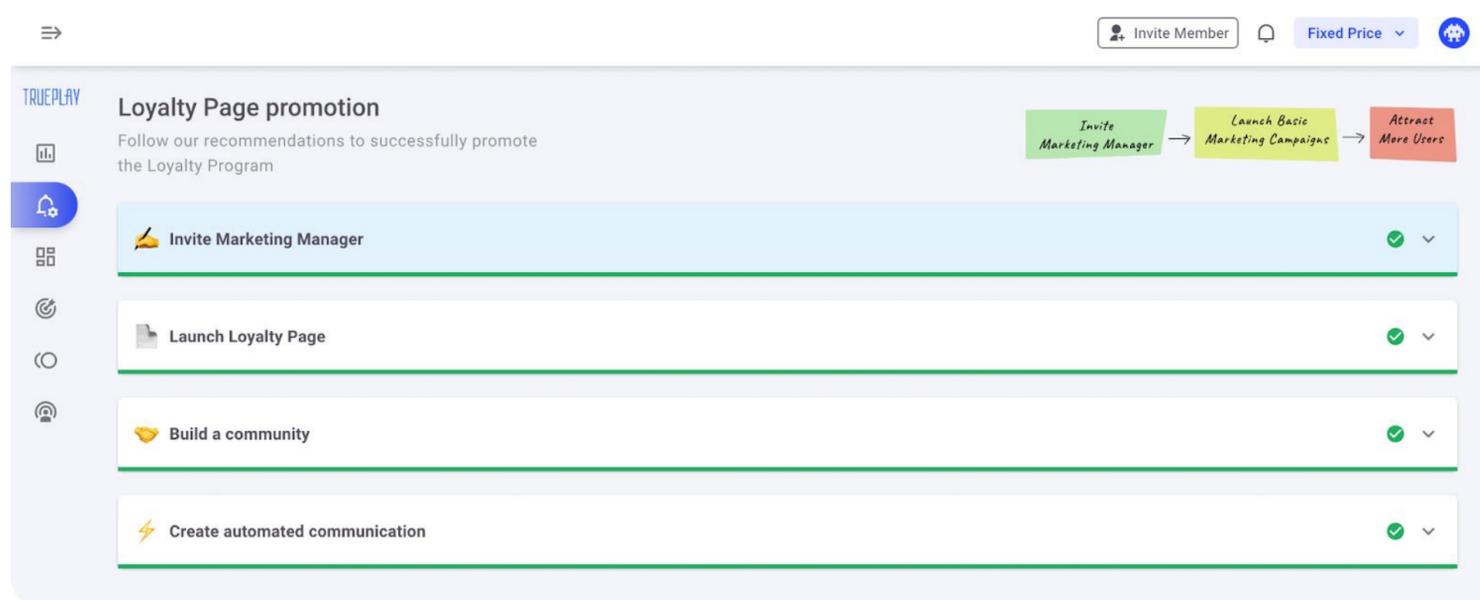


Рис. 11. Loyalty Page Promotion

DASHBOARD FUNCTIONALITY

After logging in, the operator can access the Dashboard page (Fig. 12). The dashboard contains fundamental Trueplay user statistics.

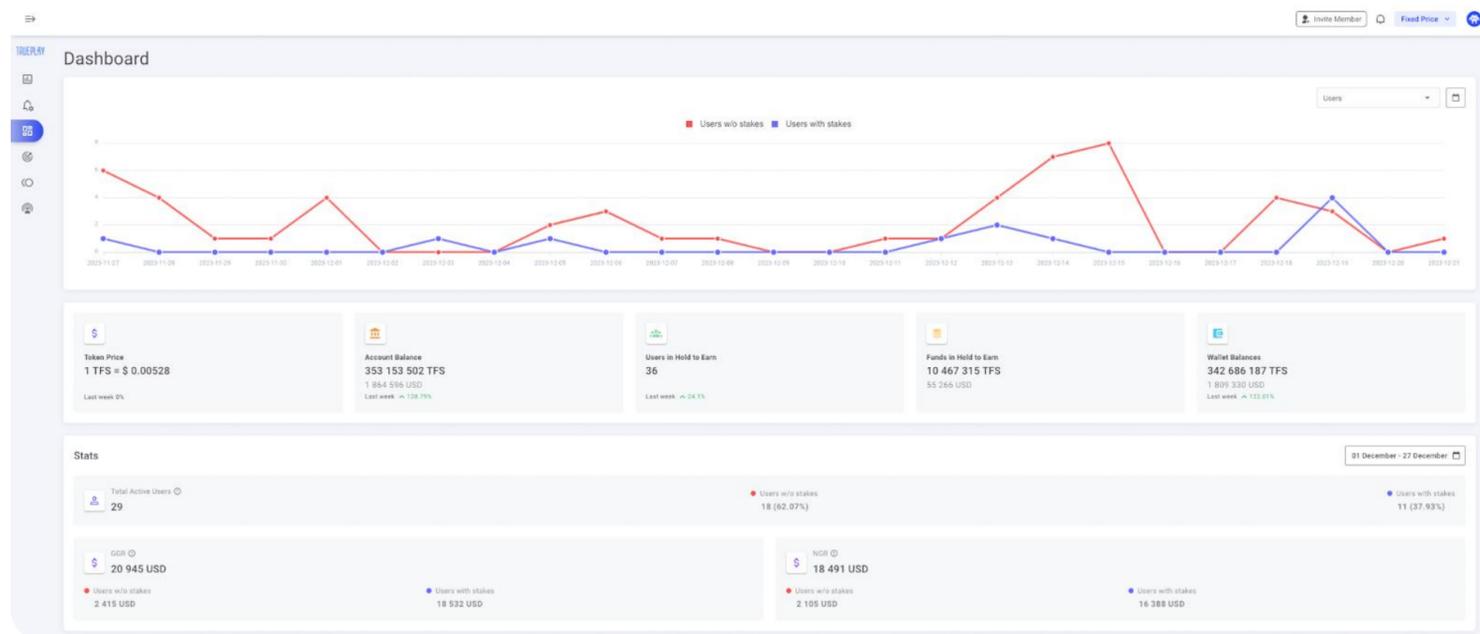


Fig. 12. Dashboard page

The following data is available on the Dashboard:

- **Graph** displaying the number of staking and non-staking users
- **Graph** showing the net gaming revenue (NGR) per staking and non-staking user
- **Token Price** – the token exchange rate
- **Account Balance** – the number of tokens users hold
- **Users in Hold to Earn** – the number of users participating in the Hold to Earn program
- **Funds in Hold to Earn** – the amount of money frozen in the Hold to Earn program
- **Wallet Balances** – the number of tokens users hold, excluding those in active Hold to Earn sessions
- **Stats:**
 - **Total Active Users** – users with and without stakes
 - **GGR** – project GGR data for users with and without stakes for a specific duration
 - **NGR** – project NGR data for users with and without stakes for a specific duration

- **Rewards** – the amount of tokens and fiat currency distributed as rewards in Play to Earn, Hold to Earn, and marketing campaigns
 - **Hold to Earn** – the amount of accrued rewards and settings
 - **Play to Earn** – the amount of accrued rewards and settings
 - **Promo** – the amount of accrued rewards
 - **Burn** – tokens that have expired and were deducted from inactive users' balances

PROGRAMS: MARKETING CAMPAIGNS

Marketing Campaigns is another feature that lets players accumulate tokens by performing specific actions. Operators can customize marketing campaigns in the admin panel to meet their business needs.

On the Marketing Campaigns page (Fig. 13), operators can:

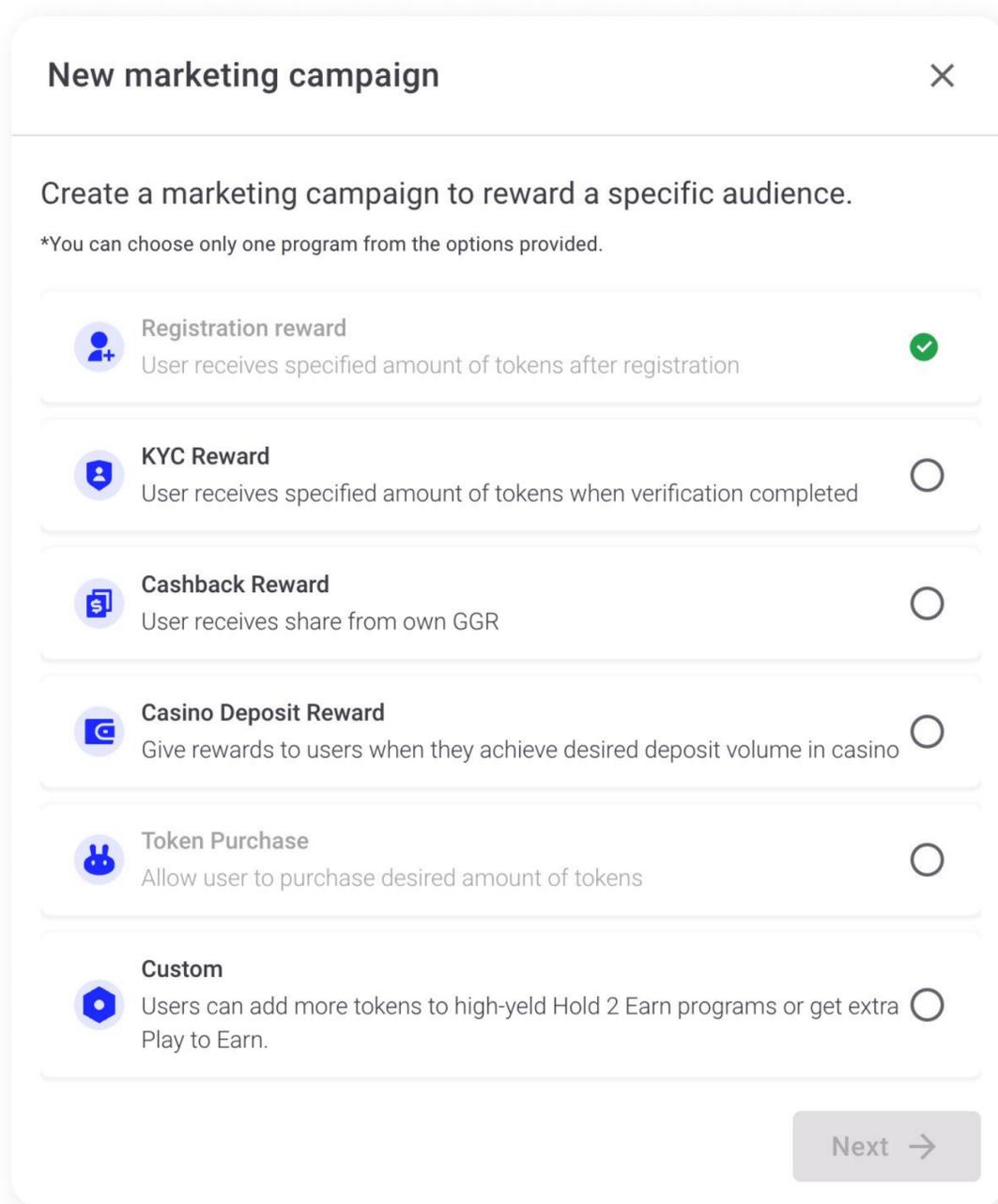
- Create a campaign
- Manage the campaign (modify statuses, view the participant list, add user restriction lists, and add users to the campaign)

ID ↓	Name	Creation Date	User Base	Total Reward	Status	Action
#1	KYC promotion	2022-07-21 13:18	61486	3 074 300 TFS	Active	
#34	Test 2	2022-07-28 09:42	0	0 TFS	Deactivated	
#67	Test	2022-07-28 10:38	5	0 TFS	Active	
#68	adfaqwdw	2022-07-28 10:46	1	1 TFS	Deactivated	
#166	При получении 1 статуса	2022-08-17 15:28	609545	0 TFS	Active	
#167	При получении 2 статуса	2022-08-17 15:29	2773	0 TFS	Active	

Fig. 13. Marketing Campaigns page

CREATING A CAMPAIGN

To create a marketing campaign, the operator must click on the Create Campaign button and configure campaign settings in the window that opens (Fig. 14).



The screenshot shows a window titled "New marketing campaign" with a close button (X) in the top right corner. Below the title, there is a subtitle "Create a marketing campaign to reward a specific audience." and a note: "*You can choose only one program from the options provided." The main content area lists six campaign options, each with an icon, a title, a description, and a radio button:

- Registration reward** (User receives specified amount of tokens after registration) -
- KYC Reward** (User receives specified amount of tokens when verification completed) -
- Cashback Reward** (User receives share from own GGR) -
- Casino Deposit Reward** (Give rewards to users when they achieve desired deposit volume in casino) -
- Token Purchase** (Allow user to purchase desired amount of tokens) -
- Custom** (Users can add more tokens to high-yield Hold 2 Earn programs or get extra Play to Earn.) -

A "Next" button with a right arrow is located at the bottom right of the window.

Fig. 14. New Marketing Campaign window

Select an option from the New Marketing Campaign window. These are the different types of campaigns that operators can currently create on the platform.

Registration Reward

This campaign rewards every new user who opens an account on the platform with a specific amount of tokens. Activating this campaign will gray out the option afterward (inaccessible), meaning it is active and will automatically apply to new users by default. This campaign type is turned off until activated.



KYC Reward

For this campaign, users receive a specific amount of tokens for completing Know Your Customer (KYC) tasks.

- Name your campaign (Fig. 15)

New marketing campaign ×

1/2 Come up with a name for your campaign

Campaign Name

Fig. 15. Naming the marketing campaign

- Tick the relevant box: Amount of Tokens, Extra Play to Earn Rewards, or Extra Hold to Earn Rewards (Fig. 16)

New marketing campaign ×

2/2 Specify the reward amount for one of the items

Amount of Tokens

Amount

Play To Earn Multiplier ⓘ

Increase Play To Earn wagers by n times

Hold To Earn Coefficient ⓘ

Set Hold To Earn Coefficient

← Back Next →

Fig. 16. Specifying the reward amount

- Specify the amount of tokens to be awarded in the entry field
- Review campaign settings on the summary page. Operators can edit entries using the Edit links (Fig. 17)

New marketing campaign ×

Check all data before creating a campaign

Reward type		
KYC Reward		
Campaign Name		Edit
224		
Award program	Multiplier	Edit
Play To Earn Multiplier	x2	

[Create](#)

Fig. 17. Reviewing campaign details

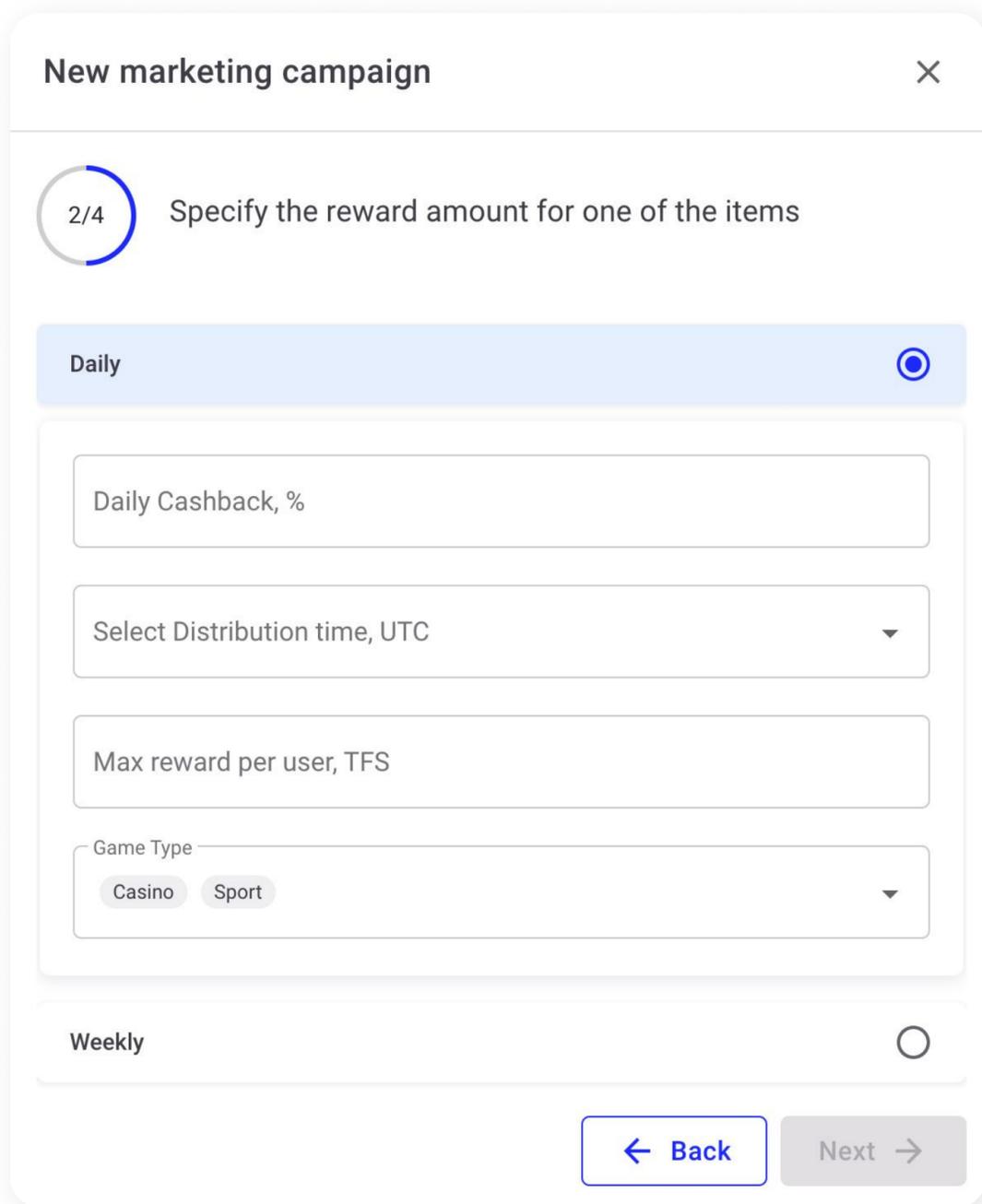
- Click the Create button.

Cashback Reward

This campaign rewards users with tokens as a percentage of the platform's GGR. To activate the campaign, you must:

- Name your campaign
- Pick its duration – Daily or Weekly

Daily (Fig. 18):



The screenshot shows a mobile application interface for creating a new marketing campaign. The title is "New marketing campaign" with a close button (X) in the top right. Below the title is a progress indicator showing "2/4" steps, with the current step being "Specify the reward amount for one of the items". The form is divided into two sections: "Daily" and "Weekly". The "Daily" section is selected, indicated by a blue bar and a radio button. It contains four input fields: "Daily Cashback, %" (text input), "Select Distribution time, UTC" (dropdown menu), "Max reward per user, TFS" (text input), and "Game Type" (checkboxes for "Casino" and "Sport"). The "Weekly" section is unselected, indicated by a white bar and an unselected radio button. At the bottom, there are two buttons: "Back" (with a left arrow) and "Next" (with a right arrow).

Fig. 18. Daily cashback campaign

- Input the daily cashback percentage
- Set the distribution time (UTC in hourly increments)
- Pick the maximum reward per user (tokens)
- Select the game Type – Casino, Sport, or both

Weekly (Fig. 19):

The screenshot shows a 'New marketing campaign' form with a close button (X) in the top right corner. At the top, there is a blue curved line. Below it, there are two radio button options: 'Daily' (unselected) and 'Weekly' (selected). The 'Weekly' option is highlighted with a blue background. Below the radio buttons, there are five input fields: 'Weekly Cashback, %', 'Day of Week', 'Select Distribution time, UTC', 'Max reward per user, TFS', and 'Game Type'. The 'Game Type' field has two buttons: 'Casino' and 'Sport'. At the bottom, there are two buttons: 'Back' (with a left arrow) and 'Next' (with a right arrow).

Fig. 19. Weekly cashback campaign

- Input the weekly cashback percentage
- Pick a day of the week
- Set the distribution time (UTC in hourly increments)
- Pick the maximum reward per user (tokens)
- Select the game type – Casino, Sport, or both.

Choose the campaign audience (Fig. 20)

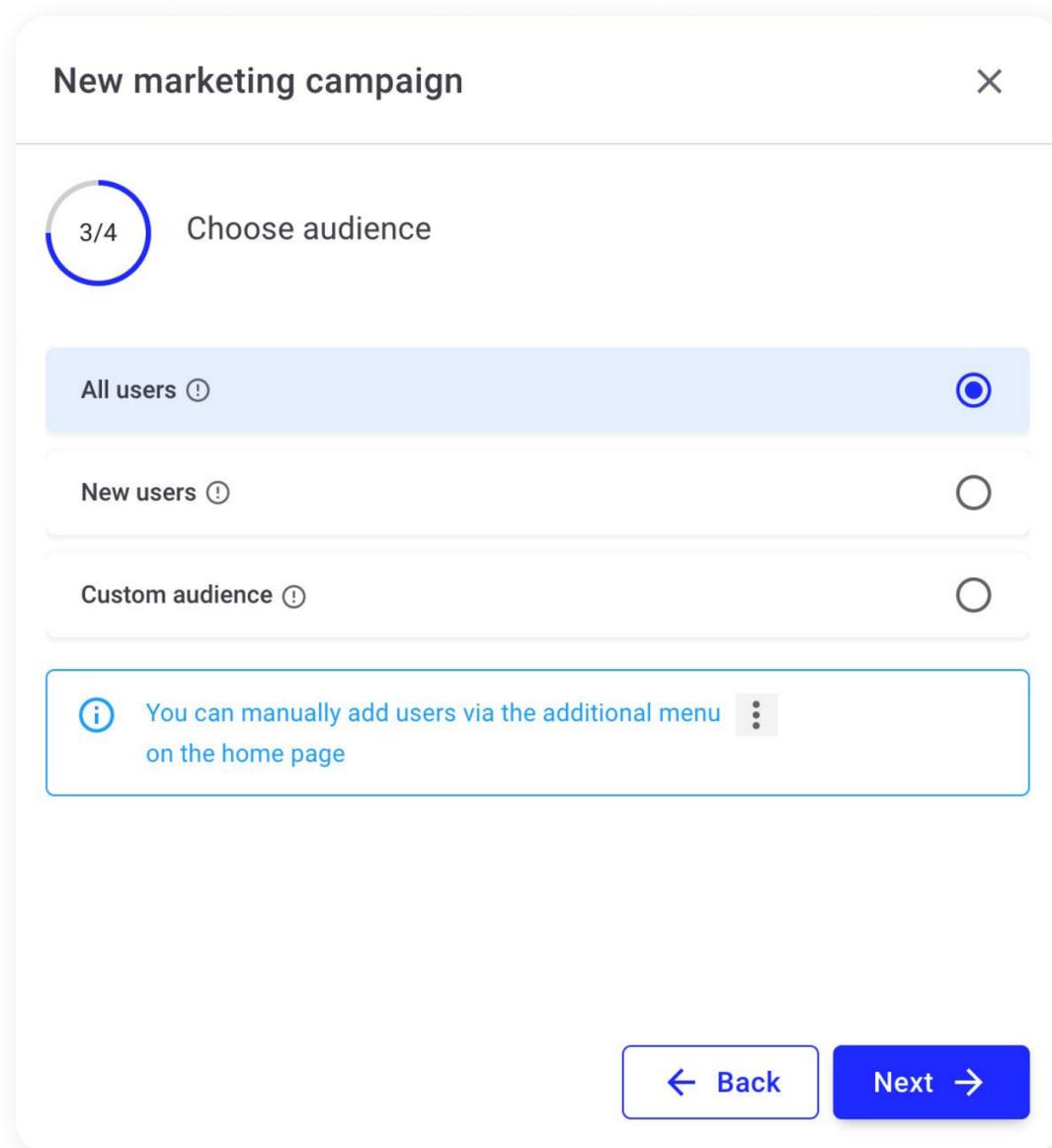


Fig. 20. Choosing campaign audience

- **All Users:** All platform users, new and old, are automatically added to this campaign
- **New Users:** All new users are added to this campaign
- **Custom Audience:** Any user segment operators choose can be added to this campaign

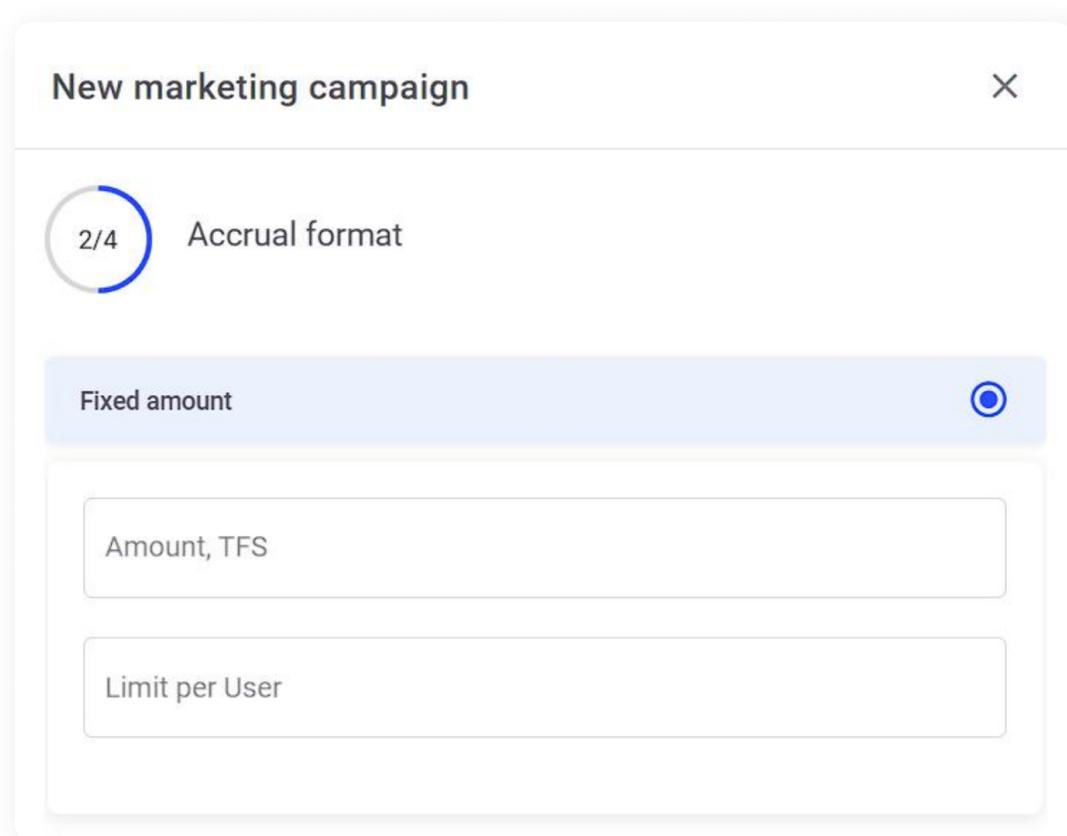
i **N.B.** Operators can manually add users via the additional menu on the home page (more in the Adding Users to a Campaign section).

- Set the campaign deadline
- Click **Next**
- Review campaign summary
- **Create** the campaign

Casino Deposit Reward

This campaign rewards users for depositing a specific amount to their platform account. The fields required to create it are:

- Campaign Name
- Accrual Format: Choosing how rewards will be accrued
- Fixed amount (Fig. 21):
 - Amount (tokens)
 - Limit per user



The screenshot shows a 'New marketing campaign' dialog box. At the top, there is a title 'New marketing campaign' and a close button 'X'. Below the title, there is a progress indicator '2/4' and the text 'Accrual format'. Underneath, there are two options for the accrual format: 'Fixed amount' (which is selected with a radio button) and 'Percentage of deposit'. Below the 'Fixed amount' option, there are two input fields: 'Amount, TFS' and 'Limit per User'.

Fig. 21. Fixed amount reward

- Percentage of deposit (Fig. 22).
 - Percentage
 - Limit per user

New marketing campaign ×

2/4 Accrual format

Fixed amount

Percentage of the deposit

Enter percent

Limit per User

Fig. 22. Percentage of deposit reward

- **Accrual Condition (Fig. 23):** Operators also choose one of three conditions for accrual. They need to add a value to the selected condition.
 - Greater than or equal to value
 - Less than or equal to value
 - Interval from and to certain values

New marketing campaign ×

3/4 Accrual condition

Greater than or equal to value, >=

Enter value

Less than or equal to value, <=

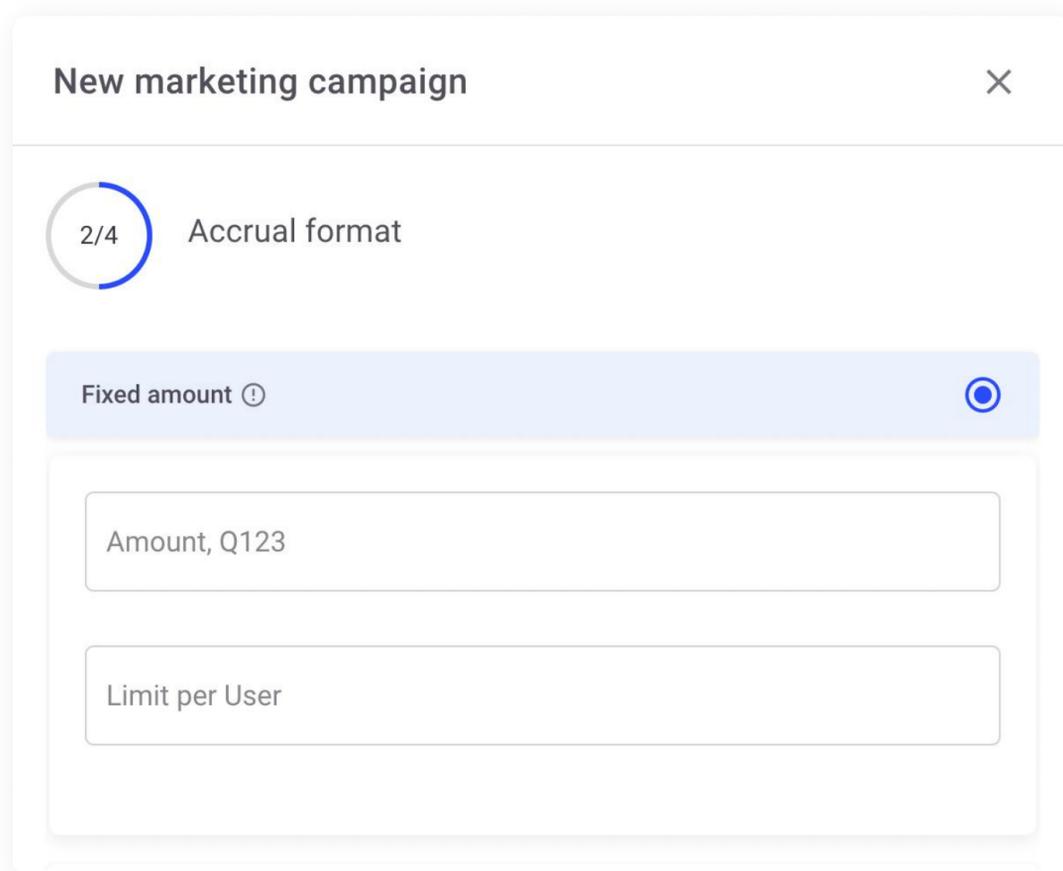
Interval from and to value, > <

Fig. 23. Casino deposit reward accrual condition

Token Purchase

This campaign allows users to purchase their desired tokens. The following inputs are required to create it:

- Campaign name
- Value for the token purchase coefficient (Fig. 24)



The screenshot shows a 'New marketing campaign' dialog box. At the top, there is a title 'New marketing campaign' and a close button 'X'. Below the title, there is a progress indicator '2/4' and the text 'Accrual format'. Underneath, there are two radio button options: 'Fixed amount' (which is selected) and another option that is not visible. Below the radio buttons, there are two input fields: 'Amount, Q123' and 'Limit per User'.

Fig. 24. Input for token purchase reward

- Choose an audience:
 - **All Users:** All platform users, new and old, are automatically added to the campaign.
 - **New Users:** All new users are added to the campaign.
 - **Custom Audience:** Any user segment selected by operators can be added to the campaign.
- Choose a duration:
 - Specify a deadline
 - Add a duration

- Input the maximum number of users
 - Custom campaigns allow users to add more tokens to high-yield Hold to Earn programs
 - Add the campaign name
- Specify rewards:
 - Amount of tokens
 - Extra Play to Earn
 - Extra Hold to Earn
- Choose a duration:
 - Specify a deadline
 - Add a duration
- Input the maximum number of users

MANAGING THE CAMPAIGN LIST

The campaign list displays all Marketing Campaigns created on the platform. They are broken down into the following columns:

- Campaign ID
- Campaign Name
- Creation Date
- Campaign User Base
- Total Rewards in tokens credited to players
- Campaign Status – Active, Deleted, Deactivated, Draft, or Expired
- Campaign Action options for adding users to it, creating a User Restrictions list, viewing a list of all users in it, and deleting inactive campaigns with the Draft status

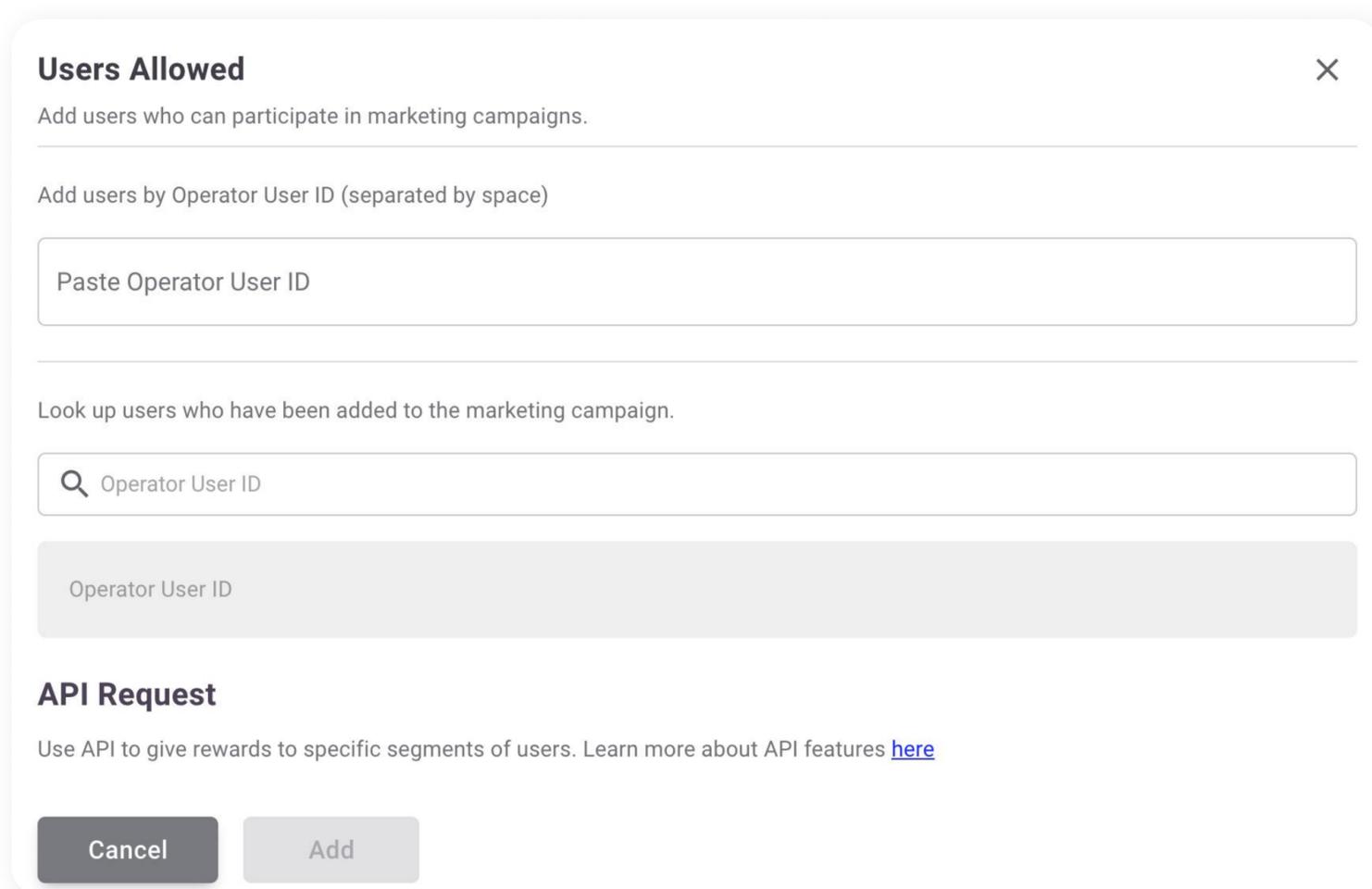
CAMPAIGN LIFE CYCLE MANAGEMENT

Operators can manage the campaign life cycle using the drop-down menu in the Status column:

- **Draft:** This status is assigned by default and indicates that the campaign's settings can be edited
- **Active:** Once activated, users can be added to the campaign to earn rewards
- **Deactivated:** The campaign is deactivated, and users can no longer be added
- **Expired:** The campaign has passed its deadline or the maximum number of users has been reached

ADDING A USER RESTRICTIONS LIST

Operators can specify the list of users the campaign should target. To do it, click on Users Allowed in the Action menu to open a new window (Fig. 25).



The screenshot shows a modal window titled "Users Allowed" with a close button (X) in the top right corner. Below the title is the instruction "Add users who can participate in marketing campaigns." There are two main sections for adding users:

- The first section is titled "Add users by Operator User ID (separated by space)" and contains a text input field with the placeholder text "Paste Operator User ID".
- The second section is titled "Look up users who have been added to the marketing campaign." and contains a search input field with a magnifying glass icon and the placeholder text "Operator User ID". Below this search field is a greyed-out area with the placeholder text "Operator User ID".

At the bottom of the window, there is a section titled "API Request" with the text "Use API to give rewards to specific segments of users. Learn more about API features [here](#)". Below this section are two buttons: "Cancel" and "Add".

Fig. 25. Window for adding a user restrictions list

Adding users by inputting their Operator User ID in the first field is also possible.

Next is a search field through which iGaming platform owners can look up users to add to the marketing campaign. To do so, they must paste their Operator User ID in the field.

In either case, clicking the **Add** button to proceed is also an option.

Additionally, operators can distribute rewards to specific user segments via an API Request. Follow the link under API Request to learn more about it.

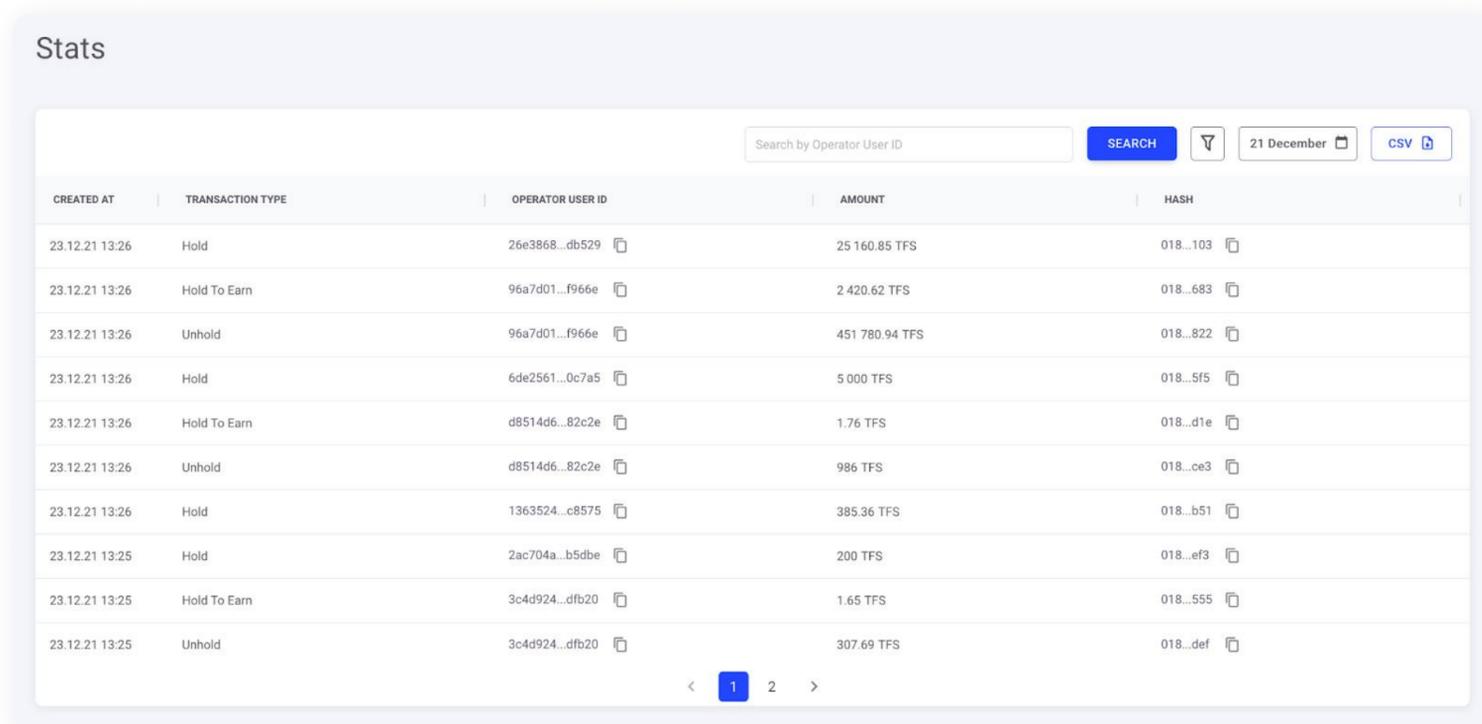
ADDING USERS TO A CAMPAIGN

To add users to a campaign, Click on Users Allowed in the Action menu to open a new window. Follow the same steps as for adding a User Restriction List (above).

STATS FUNCTIONALITY

On the Stats page, you can view the transaction list (Fig. 26), filtering data by the following parameters:

- Transaction date
- Transaction type
- Operator User ID
- Amount
- Hash



Stats

Search by Operator User ID 21 December

CREATED AT	TRANSACTION TYPE	OPERATOR USER ID	AMOUNT	HASH
23.12.21 13:26	Hold	26e3868...db529 <input type="button" value="Copy"/>	25 160.85 TFS	018...103 <input type="button" value="Copy"/>
23.12.21 13:26	Hold To Earn	96a7d01...f966e <input type="button" value="Copy"/>	2 420.62 TFS	018...683 <input type="button" value="Copy"/>
23.12.21 13:26	Unhold	96a7d01...f966e <input type="button" value="Copy"/>	451 780.94 TFS	018...822 <input type="button" value="Copy"/>
23.12.21 13:26	Hold	6de2561...0c7a5 <input type="button" value="Copy"/>	5 000 TFS	018...5f5 <input type="button" value="Copy"/>
23.12.21 13:26	Hold To Earn	d8514d6...82c2e <input type="button" value="Copy"/>	1.76 TFS	018...d1e <input type="button" value="Copy"/>
23.12.21 13:26	Unhold	d8514d6...82c2e <input type="button" value="Copy"/>	986 TFS	018...ce3 <input type="button" value="Copy"/>
23.12.21 13:26	Hold	1363524...c8575 <input type="button" value="Copy"/>	385.36 TFS	018...b51 <input type="button" value="Copy"/>
23.12.21 13:25	Hold	2ac704a...b5dbe <input type="button" value="Copy"/>	200 TFS	018...ef3 <input type="button" value="Copy"/>
23.12.21 13:25	Hold To Earn	3c4d924...dfb20 <input type="button" value="Copy"/>	1.65 TFS	018...555 <input type="button" value="Copy"/>
23.12.21 13:25	Unhold	3c4d924...dfb20 <input type="button" value="Copy"/>	307.69 TFS	018...def <input type="button" value="Copy"/>

< **1** 2 >

Fig. 26. View of the Stats page

The data fetched on this page is downloadable as a CSV file.

TOKEN SECTION

USER DATA

The screenshot shows the 'User Data' page in the Trueplay interface. The page has a sidebar on the left with navigation options: Home, Loyalty Promotion, Dashboard, Programs, Token, Users (selected), Token Management, Payment Limits, Withdrawal Requests, Stats, and CopyStake. The main content area displays a table of user data with the following columns: Registration Date, Wallet User ID, Operator User ID, Wallet Address, H2E, P2E, and Overall Balance. The table contains 10 rows of data, each with a registration date, a wallet user ID, an operator user ID, a wallet address, and two status indicators (H2E and P2E) both set to 'ON'. The overall balance is represented by a series of asterisks. A search form is located at the top of the table, with a dropdown menu for 'Operator User ID' and a search input field for 'Search Operator User ID / Wallet Address'. The page also features a pagination bar at the bottom with page numbers 1, 2, 3, 4, 84774, 84775, 84776, 84777 and a 'Rows per page' dropdown set to 10.

Registration Date	Wallet User ID	Operator User ID	Wallet Address	H2E	P2E	Overall Balance
2024-10-22 16:43:06	3611232	34cb4f0...332da	ad4e723...0b4a6	ON	ON	*****
2024-10-22 16:42:01	3611226	63e0bf8...6ff3b	eb56b47...22f46	ON	ON	*****
2024-10-22 16:40:26	3611217	395ce3c...5845e	9c0bf7b...3f8b3	ON	ON	*****
2024-10-22 16:40:08	3611214	7e5f072...441c4	bf80c1b...132c9	ON	ON	*****
2024-10-22 16:35:50	3611198	5c44054...330d6	68a3b5a...1184f	ON	ON	*****
2024-10-22 16:35:40	3611197	2bd7903...dd4a4	acab5fa...0f25f	ON	ON	*****
2024-10-22 16:27:58	3611164	b0ec7cd...14fc6	b1adacb...98a54	ON	ON	*****
2024-10-22 16:27:48	3611163	ec0e748...a0d96	7beec93...a36de	ON	ON	*****
2024-10-22 16:27:27	3611158	48e72e2...9cb61	23b8157...ea07a	ON	ON	*****
2024-10-22 16:25:05	3611144	cddb6d0...38525	44a8d55...9cde9	ON	ON	*****

Fig. 27. User Data page with a search form

You can search users by:

- Operator User ID on the User Data page
- Wallet Address – User ID (Fig. 28) on the Trueplay page

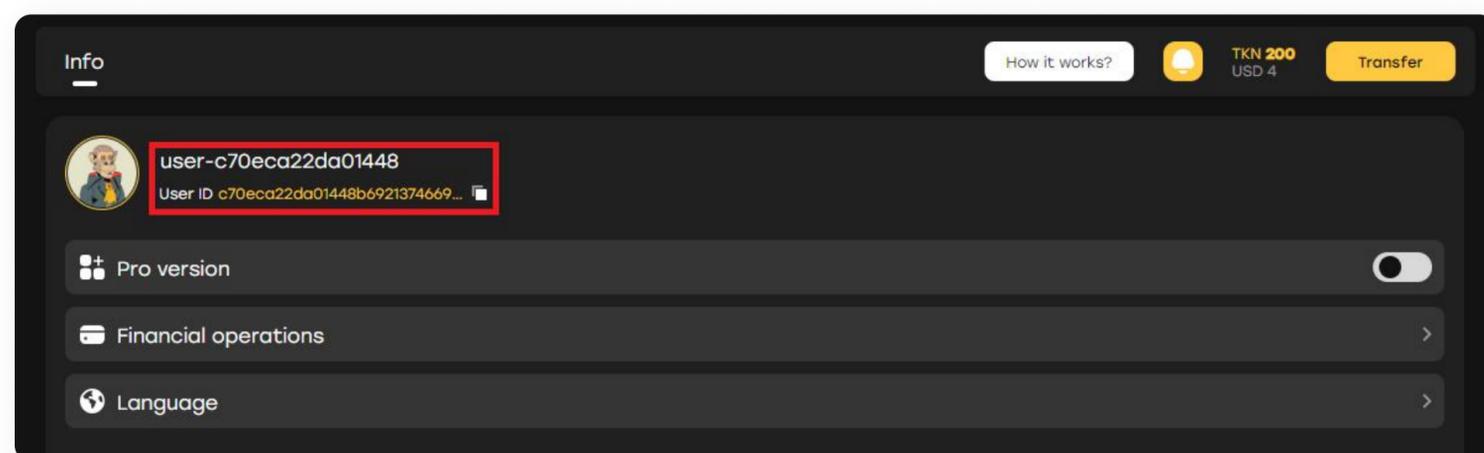


Fig. 28. User ID on the Trueplay page

- Wallet User ID – User ID on the operator side

USER DATA PAGE

This page includes general information about the user, including their transaction summary.

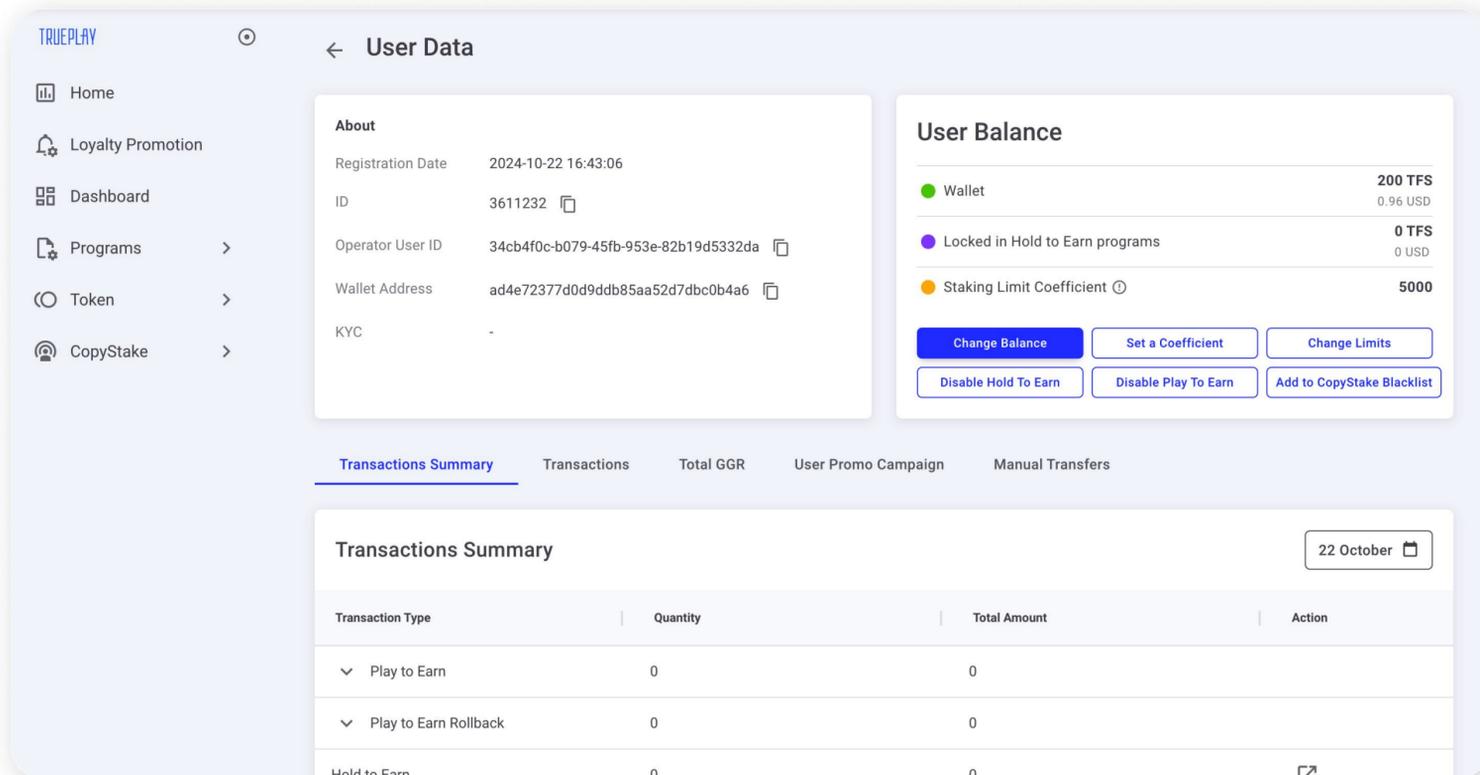
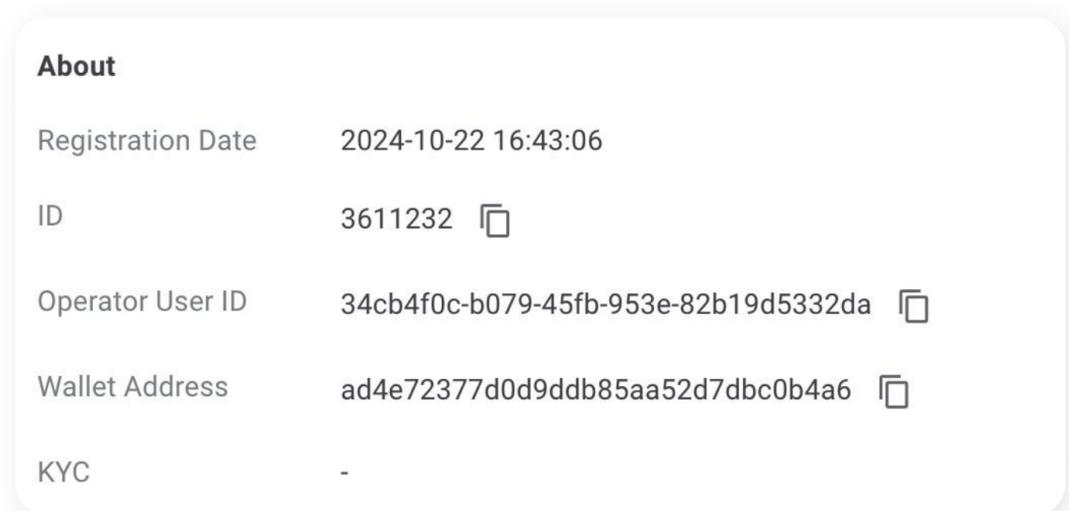


Fig. 29. User Data page

The User Data page (Fig. 29) consists of the following components:

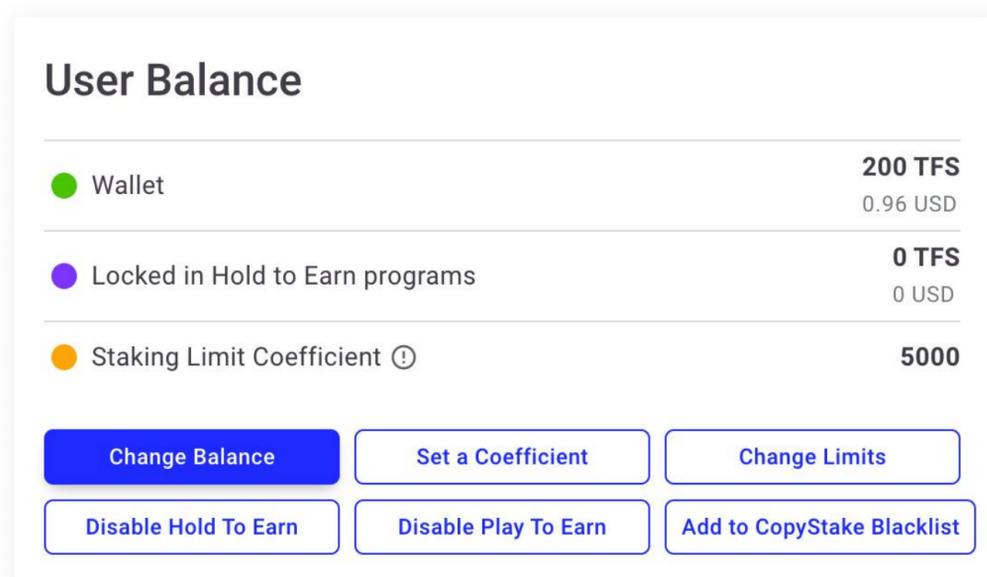
- About:

- Registration date
- ID
- Operator User ID
- Wallet address
- KYC status



- User Balance:

- Wallet
- Tokens locked in Hold to Earn programs
- Staking limit coefficient



Change Balance

User balance can be updated by clicking on the Change Balance button with two options available (Fig. 30):

- Adding tokens to the balance
- Removing tokens from the balance

The screenshot shows a modal dialog titled "Change Balance" with a close button (X) in the top right corner. The dialog contains two main sections. The first section has two buttons: "Add Tokens" (highlighted in blue) and "Remove Tokens". Below these buttons is a text input field labeled "Amount, TFS". The second section is titled "Reason" and contains four radio button options: "Affiliate payment", "Manual deposit", "Streamer payment", and "Other". Below the radio buttons is a text area labeled "Your message..." with a character count "0 / 400". At the bottom of the dialog are two buttons: "Cancel" and "Change Balance".

Fig. 30. Adding tokens to the balance

To adjust the staking limit, click on the Set a Coefficient button. In the form that opens, you can enter a new staking limit coefficient value for the user in question (Fig. 31).

The user's staking limit is calculated as follows: staking limit coefficient * Play to Earn value. The default staking limit coefficient is set at 5,000 tokens.

Set Coefficients ✕

Set a numerical coefficient

5 000

Min 1 000 - Max 10 000 000

Set Staking limit coefficient to define max staking amount for limited staking programs.
 Staking Amount = Staking limit coefficient * Play to Earn

Cancel
Update

Fig. 31. Set a Coefficient form

Change Limits

The Change limits button (Fig. 32) allows operators to set the maximum top-up or withdrawal amounts for a specific Trueplay user.

Casino Balance Limits ✕

Current withdraw limit	Current deposit limit
1 000 000	5 800 000

Withdraw
Deposit

Withdraw Limit

1 000 000

Cancel
Save

Fig. 32. Payment Limit modification form

Transaction Summary

This is the section with general statistics on a user's transactions.

Operators can filter them by transaction type, quantity, total amount, and action for a specific period.

Transaction types:

- Play to Earn
 - Play to Earn
 - Play to Earn (CopyStake)
- Play to Earn Rollback
 - Play to Earn Rollback
 - Play to Earn Rollback (CopyStake)
- Hold to Earn: Staking reward accrual
- Hold: Putting tokens in a staking session
- Unhold: Adding tokens to the widget balance after staking is completed
- Promo Rewards:
 - Promo Reward
 - Daily Cashback
 - Weekly Cashback
 - Deposit Volume Reward
 - Referral Play to Earn Reward
 - Referral Hold to Earn Reward
 - Referral Registration Reward

- Deposit
 - Deposit: Replenishing the widget account with funds from the casino balance.
 - Crypto Deposit: Replenishing the widget account from a crypto wallet. Available after listing.
 - Liquidity Deposit: Adding tokens to liquidity staking. Available after listing.
- Withdraw
 - Withdraw: Tokens are transferred from the widget to the casino balance
 - Crypto Withdraw: Tokens are transferred from the widget to a crypto wallet. Available after listing
 - Liquidity Withdraw: Completion of liquidity staking. Available after listing
- Transfer is equal
 - Transfer In: Transactions from the Master Wallet to the user's balance
 - Transfer Out: Transactions from the balance of the current user to the Master Wallet
- Token Sale
 - Token Sale Purchase
 - Distribution: Unlocking tokens that the user purchased during a token sale
- Burn: Tokens that are removed from the balances of inactive users
- User Promo Campaign: A list of marketing campaigns that a user has been added to
- Last Transactions: User transaction history
- Manual Transfers: A section with details on manual withdrawals and replenishments of the balance using the admin panel (Transfer In, Transfer Out)

SETTINGS PAGE

On this page, businesses can configure the languages available on the widget and activate/deactivate certain Trueplay and admin panel elements.

 **Roles Operator** (Fig. 33) is used to select roles for admin panel users:

- Admin
- Finance
- Viewer
- Support
- Marketer
- Developer
- Pitboss

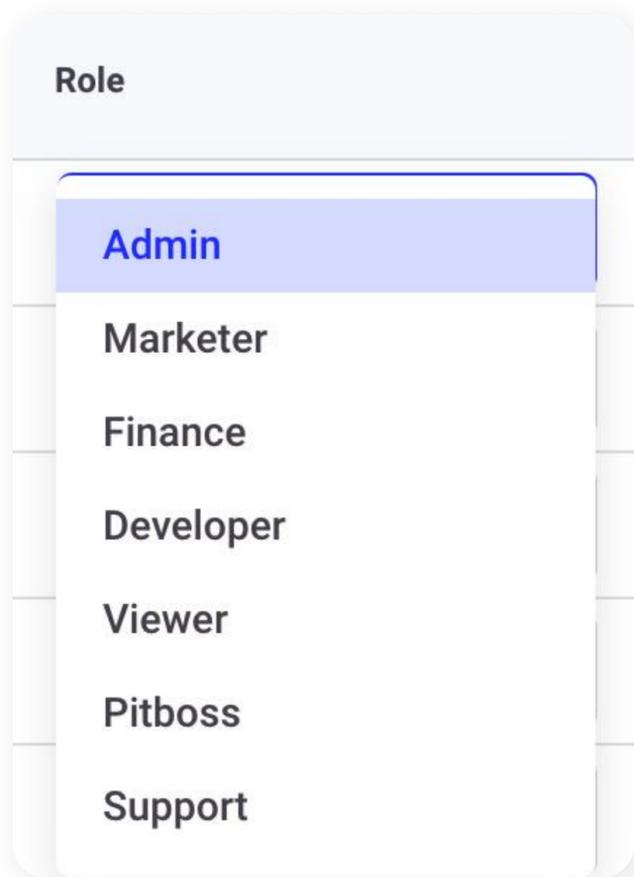


Fig. 33. Settings page, Roles Operator

 **Invite Member:** A button that unlocks the functionality (Fig. 34) to invite new users to the admin panel.

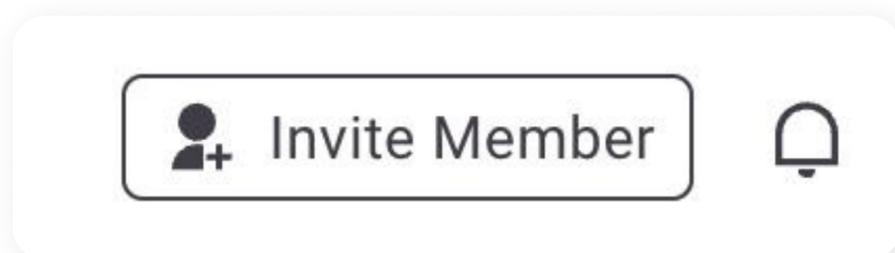


Fig. 34. Invite New Members tab

 **Languages:** The tab is used for choosing the preferred language for the Trueplay widget.

 **Feature Management:** This functionality (Fig. 35) allows controlling the elements the casino user can see on the widget.

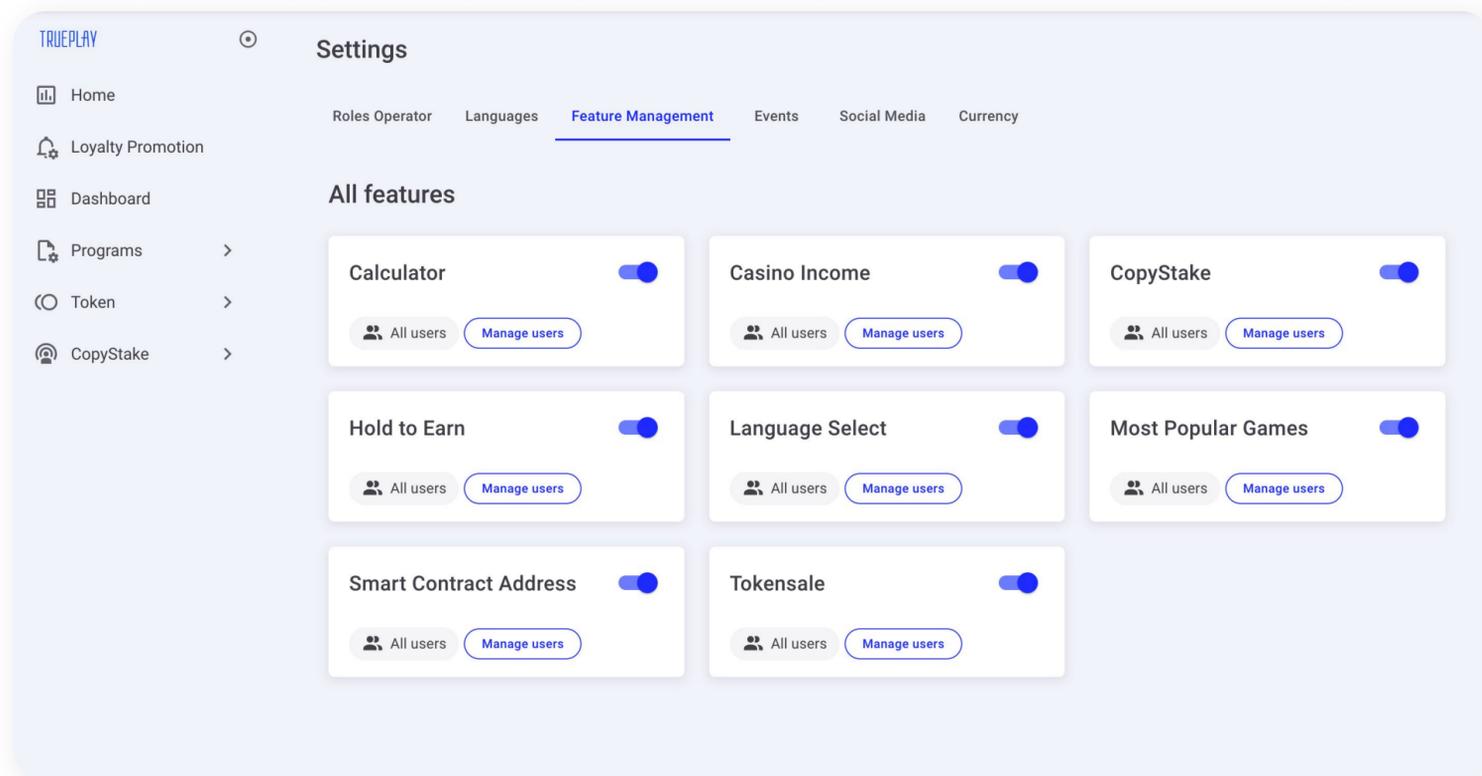


Fig. 35. List of features that can be activated in loyalty programs

 **Events:** This tab (Fig. 36) is intended for managing notifications sent to the operator regarding actions on the widget.

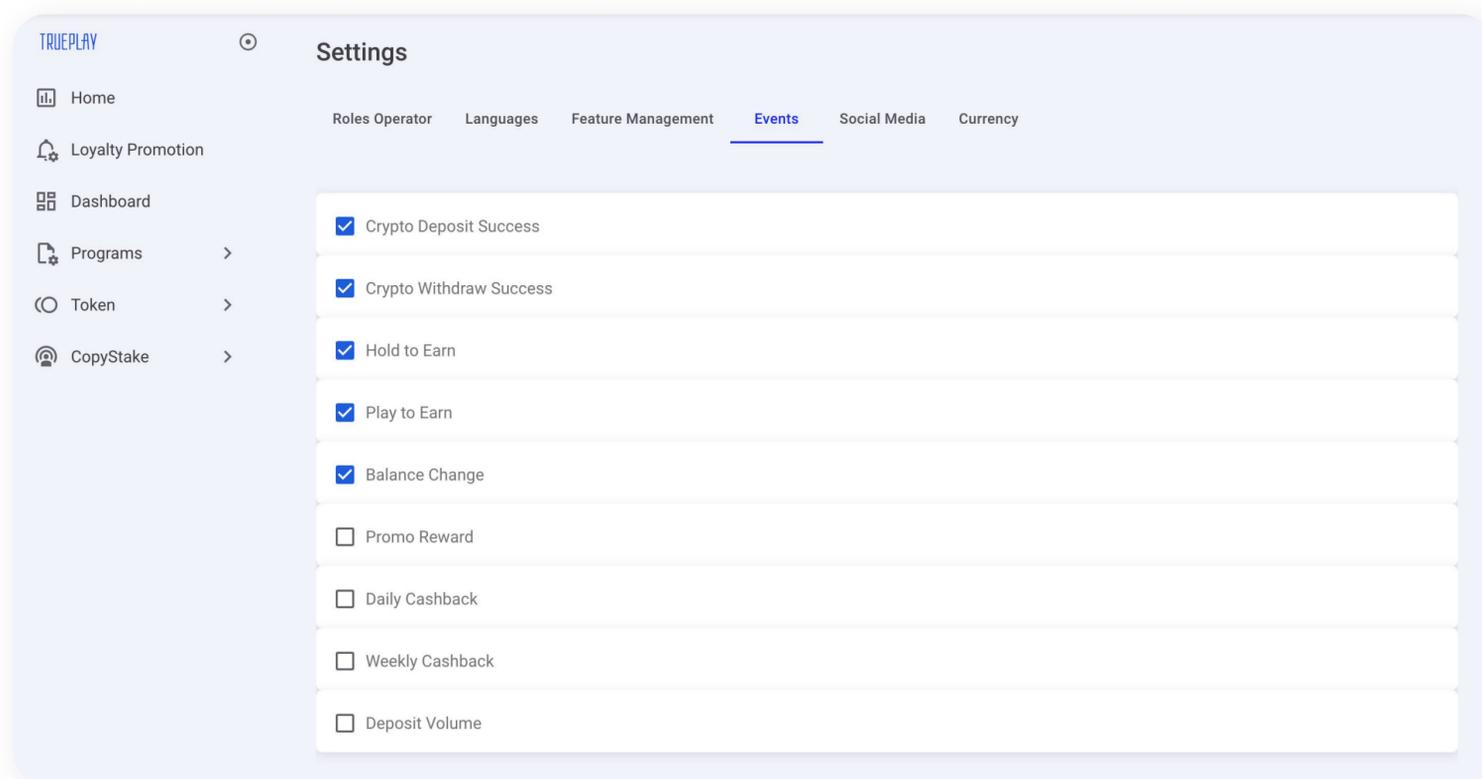


Fig. 36. Trueplay events

Social Media

In this section (Fig. 37), operators can specify social media links displayed on the Trueplay widget (Fig. 38):

-  Telegram
-  Instagram
-  Facebook
-  Twitter
-  Discord
-  Viber

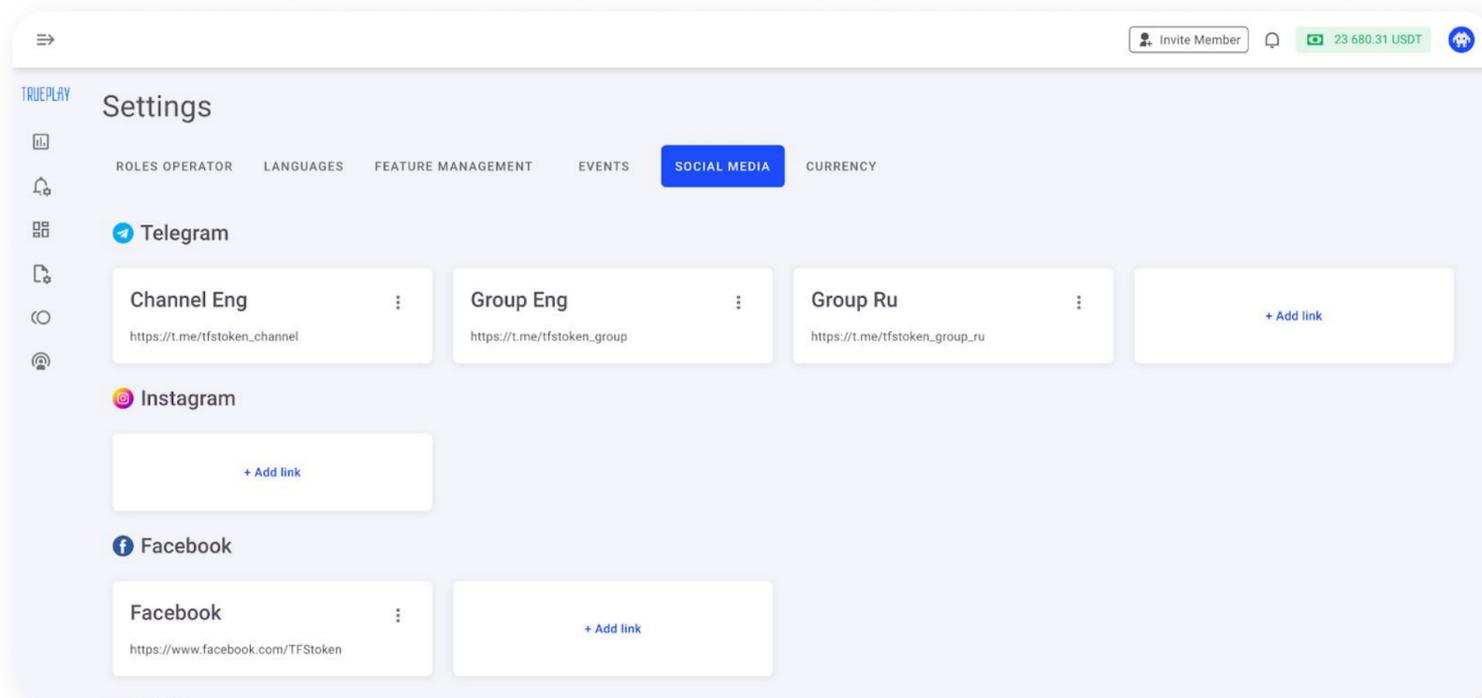


Fig. 37. Social media links

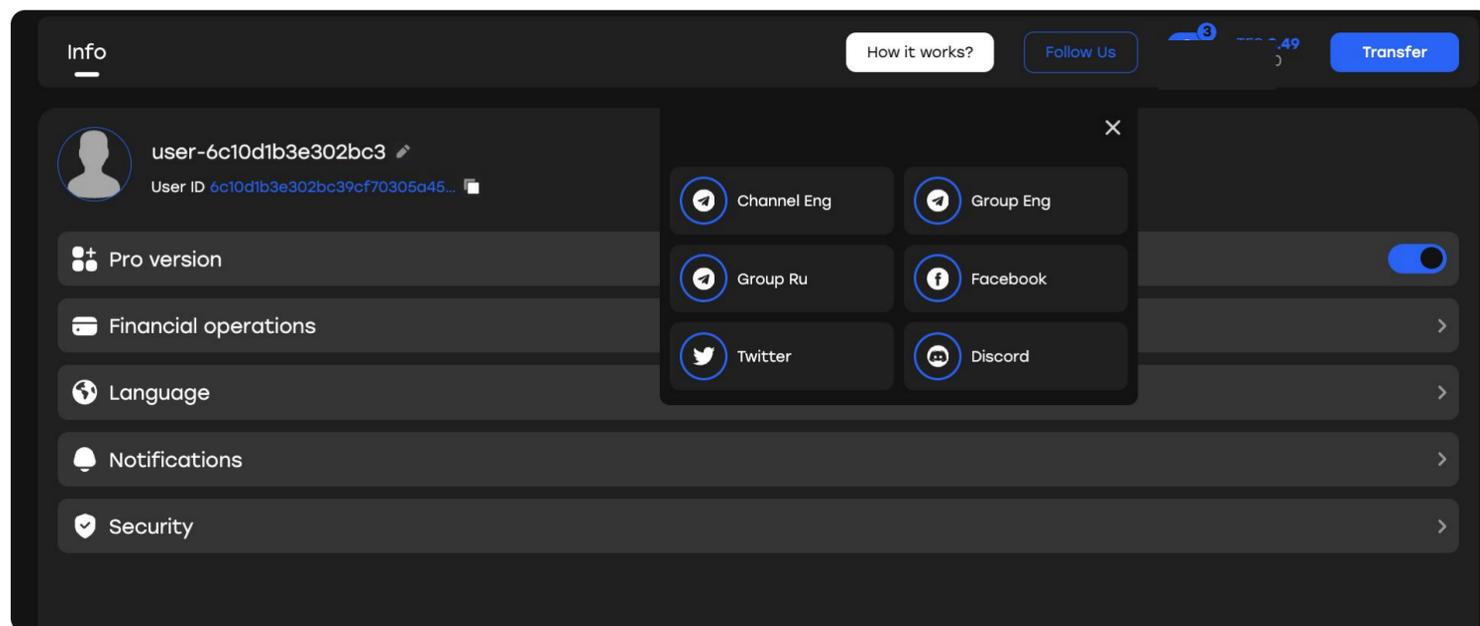


Fig. 38. Display of social media platforms on Trueplay

 **Currency:** Here, platform owners can choose their preferred currency.



LISTED OPERATOR FUNCTIONALITY

TOKEN MANAGEMENT PAGE

The Token Management page (Fig. 39) provides an overview of the tokens available for use on the operator widget and decentralized exchange. It provides information on token amount, fee, and daily trading volume.

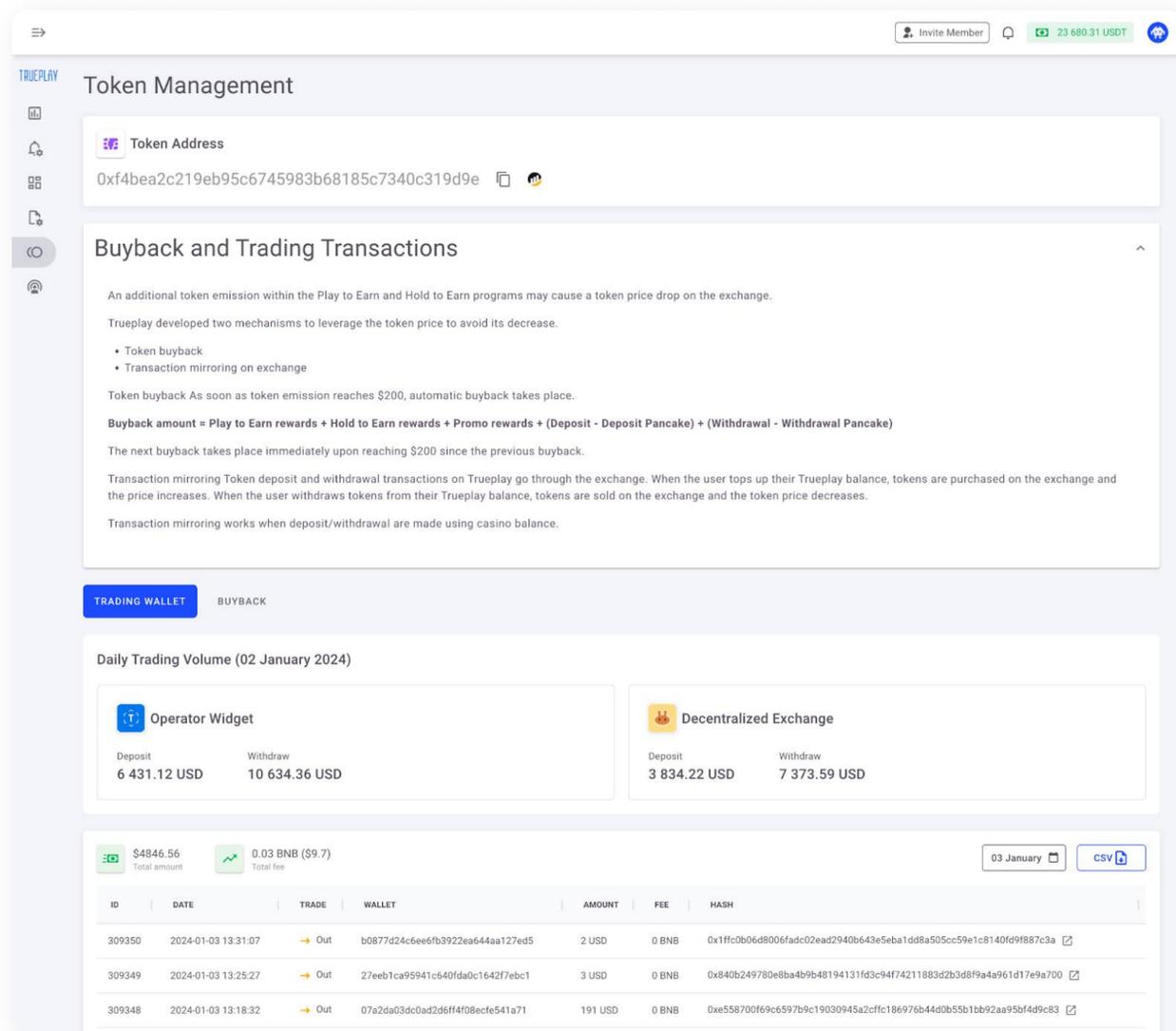


Fig. 39. Token Management page

The operator can see stats for:

- Trading wallet
- Buyback wallet



N.B. The Buyback and Trading Wallets regulate the token's price on the exchange.

Statistics are downloadable in CSV format.

The operator can add wallets for different types of operations:

- Trading Operations
- Buyback Operations
- Liquidity Pool

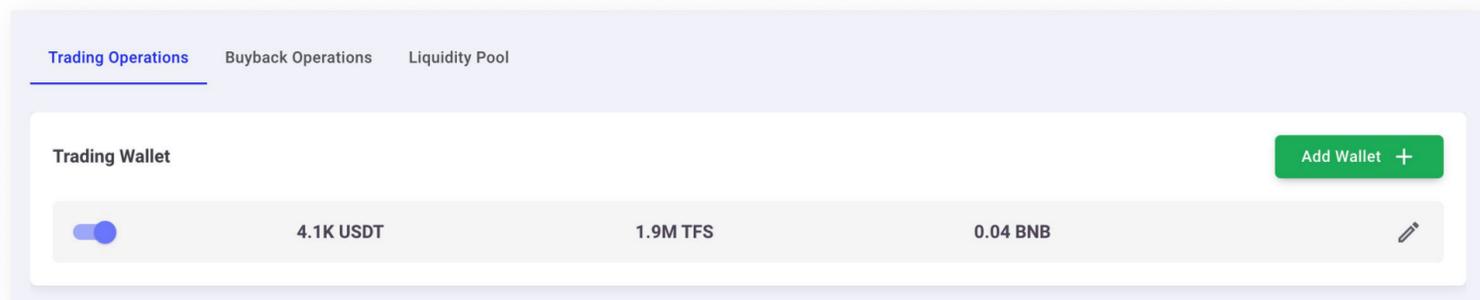


Fig. 40. Operations types

To add a wallet, click the Add Wallet button and provide the Public Key and Private Key information.

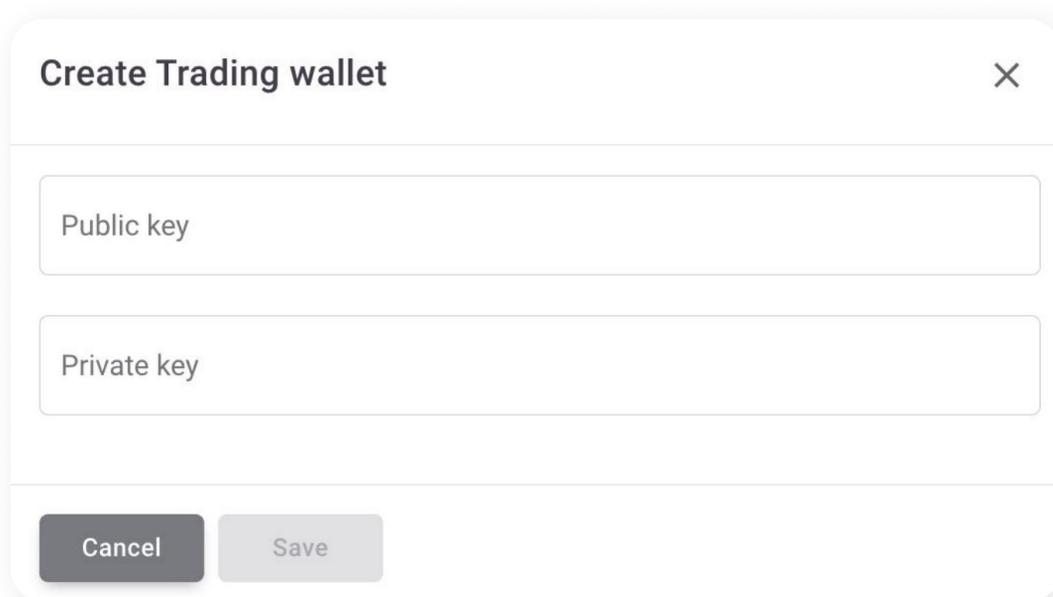


Fig. 41. Create Trading wallet window

PAYMENT LIMITS PAGE

On this page, operators can set minimum and maximum transaction limits (Fig. 40). When deposits are enabled, users can buy tokens using the funds in their casino account balance. The token purchase limits are defined in the Setting Limits section.

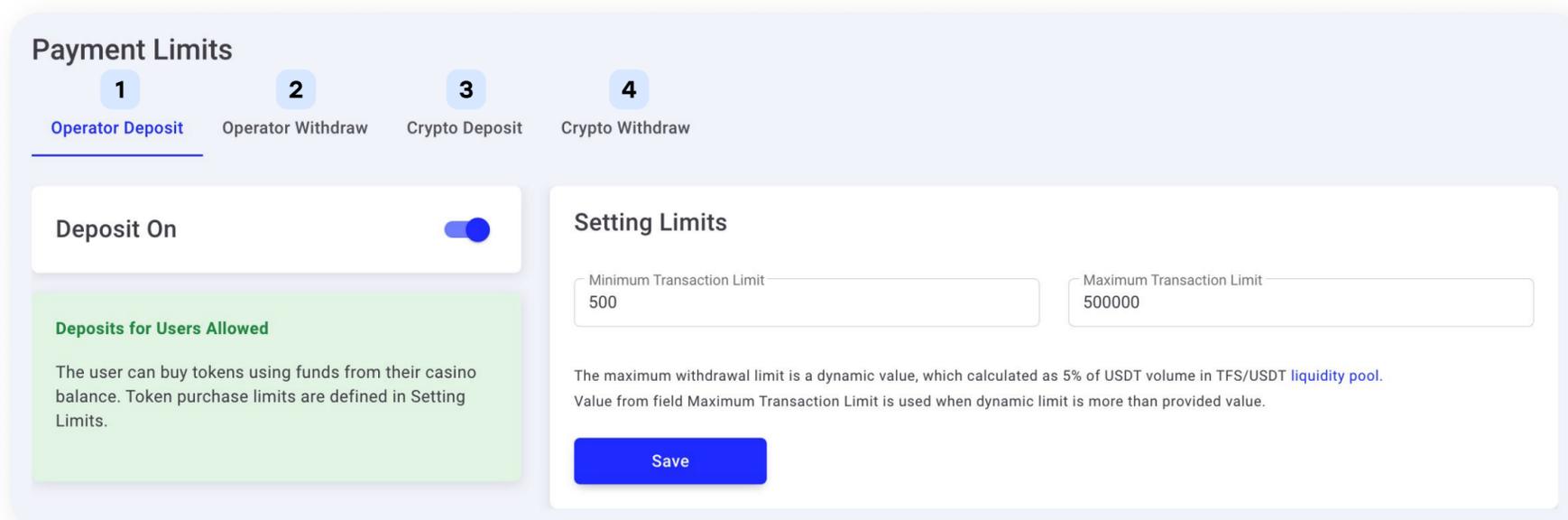


Fig. 42. Payment Limits page

The following limits can be edited on this page:

- 1 Operator Deposit:** Minimum/maximum amounts for top-up from the casino balance. When operators press on Users with Limits, they see a list of users with individual limits
- 2 Operator Withdraw:** Minimum/maximum amounts for withdrawal to the casino balance
- 3 Crypto Deposit:** Minimum/maximum amounts for top-ups from a crypto wallet after listing the token. By clicking Users with Limits, operators can see a list of users with individual limits
- 4 Crypto Withdraw:** Minimum limits for withdrawal to the crypto wallet after token listing. The maximum withdrawal limit is 5% of the USDT in the liquidity pool

WITHDRAWAL REQUEST FUNCTIONALITY

Confirmation through the admin panel is required for all withdrawals to a crypto wallet within the BSC network. Withdrawal requests appear in the Withdrawal Request section (Fig. 41).

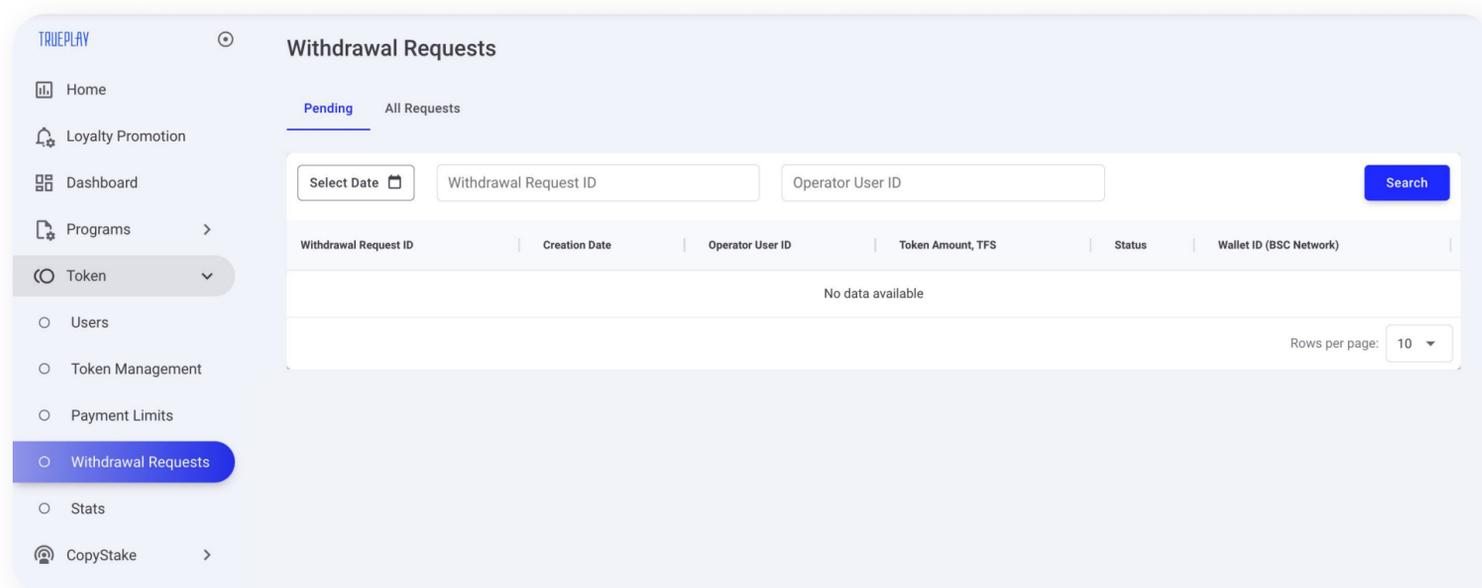


Fig. 43. Withdrawal Requests page

- **Created:** This status is assigned when the request is created. The request is displayed in the Payment tab
- **Approved:** The request is approved through the admin panel
- **Declined:** The request is declined through the admin panel
- **Processing:** The withdrawal request is being processed by cryptoprocessing. The request can switch to this status from the Approved status

- **Success:** Withdrawal completed successfully
- **Failed:** The withdrawal couldn't be completed due to technical reasons

The screenshot shows a 'Withdraw Request Item' interface. It is divided into three main sections:

- Details:** A table-like view showing:
 - Withdrawal Request ID: 19382
 - Token Amount, TFS: 9800
 - Creation Date: 2024-10-22 02:25:55
 - Operator User ID: fa4b5b03...ed104b9e88 (with a copy icon)
 - Status: Declined (in a red pill)
 - Wallet ID (BSC Network): 0x23bbe3...2a4857631d (with a copy icon)
- Comments:** A section with a text input field labeled 'Comment' and an 'Add' button below it.
- Comment History:** A table showing a single entry:

Timestamp	Author	Content
2024-10-22 07:36:53	constantin.an@keep-up.org	casino balance

Fig. 44. Withdrawal Requests life cycle

The Withdrawal Request list displays the following information:

- Request ID
- Request Creation Date
- Operator User ID of the user who created the request
- Withdrawal Amount
- Request Status
- ID of the network wallet to which the funds will be withdrawn (indicated by the user in the Withdrawal form).

The operator can also leave a comment or note related to the request.

REFERRAL PROGRAM PAGE

This page is used to set up a Referral Program (Fig. 43) and view information about its participants.

Operators can set up the percentage and amount of shares for the following referral rewards:

- Play to Earn Share
- Hold to Earn Share
- Registration Reward (a fixed value)

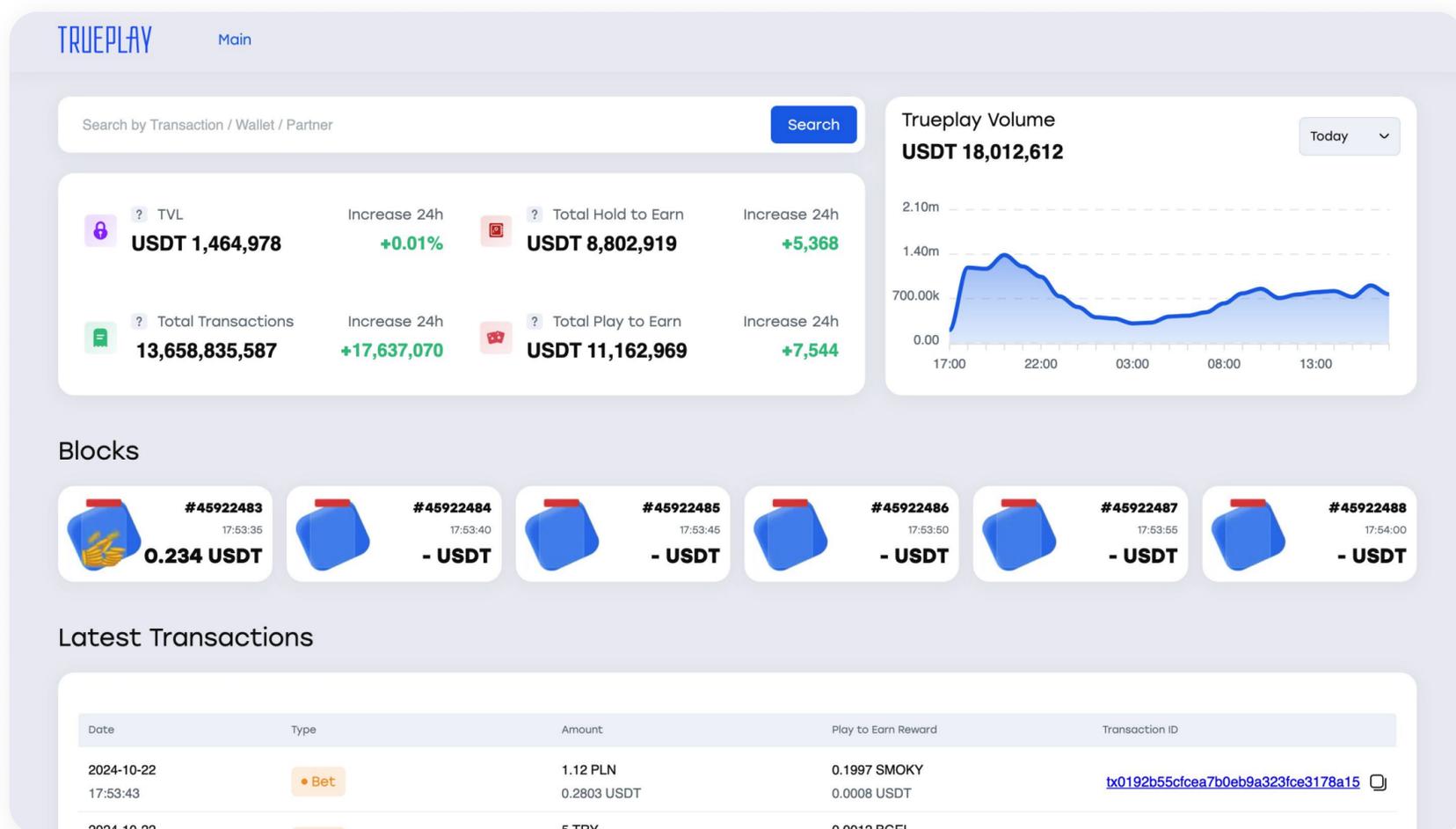


Fig. 45. Referral Program page