

Version	Date	Changes
1.00	25 Feb 2026	First and Initial version of APIs
1.01	26 Feb 2026	Add <code>get_player_balance</code> API
1.02	02 Apr 2026	Add <code>get_tables</code> API. Add <code>join_table_seat</code> API. Add <code>update_seat_ping</code> API Add <code>create_player_action</code> API Add <code>leave_table_seat</code> API

Poker API

Overview

Domain	https://api.wonpoker.online/
Base URL	https://api.wonpoker.online/api/
pkey	<i>To be provided</i>
skey	<i>To be provided</i>

The complete API URL is **[Base URL] + [URL Name]**. Example to perform login, the complete API URL is https://api.wonpoker.online/api/player_login.

Every API need to be requested using POST method.

Every API will return the result in JSON format.

Every request needs to append with these parameters:

Table 2: Mandatory Parameters for all API Requests

Parameters	Type	Max Length	Required	Remark
pkey	string	16	Yes	The Public Key provided
time	float	-	Yes	Current Epoch time when making the request. Each Epoch time must be unique and cannot offset more than 120 seconds. Up to 2 decimal places is allowed.
signature	string	32	Yes	Can be generated using formula: <code>md5(time + skey)</code>
player_id	integer	-	Yes*	* Required only on Authenticated URLs for player (Refer to Table 1)
player_token	string	32	Yes*	* Required only on Authenticated URLs for player (Refer to Table 1)

Assume your skey is **P2B5jwQXiw60I5ic9s8MeWniG1o9GteS** and current Unix Epoch time, time is **1564895669.02**, hence your signature can be obtained using:

```
md5(1564895669.02P2B5jwQXiw60I5ic9s8MeWniG1o9GteS)
```

Result is:

```
dacf1a335219b1a19e8ffc7c4b48d436
```

(Convert to lowercase)

Url: create_player_action

This is to let player make his/her necessary action during the game.

Request

Parameters	Type	Max Length	Required	Remark
table_id	integer	-	Yes	
seat_index	integer	-	Yes	
action	char	1	Yes	Refer to Appendix A: Player Action Type
amount	float	-	Yes / No	Required only when action RAISE

Response

Parameters	Remark
player_id	The unique ID of the player
balance	The current balance of the player
table_balance	The current table balance of the player
round_no	The current Round No
pot_total	Total Amount of the current pot
action	The Action sent
status	If everything ok, this will show "Success"

Sample of the responses:

```
{
  "response": {
    "player_id": 2,
```

```
"balance": "100400.0000",  
"table_balance": "200.0000",  
"round_no": "T00320260402-235",  
"pot_total": "5.0000",  
"action": "F",  
"status": "SUCCESS"  
}  
}
```

Url: get_player_balance

This is to get the player latest balance and other information.

Request

Parameters	Type	Max Length	Required	Remark

Response

Parameters	Remark
player_id	The unique ID of the player
player_type	The type of player. Refer to Appendix A: Player Type for more details.
username	The registered username of the player
balance	The current balance of the player

Sample of the responses:

```
{
  "response": {
    "player_id": 2,
    "player_type": "G",
    "username": "easy001",
    "balance": "100000.0000"
  }
}
```

Url: get_tables

This is to get all the tables on the system based on the player type.

Request

Parameters	Type	Max Length	Required	Remark

Response

Parameters	Remark	
code	The unique Code of the table.	
play_type	The play type of the table. Refer to Appendix A: Table Play Type for more details.	
is_open	Is the Table Open? 0 – No, 1 – Yes	
seat_count	The maximum seat count for the table	
sb	Small Blind	
bb	Big Blind	
seat_assign_type	Seat Assignment type. Refer to Appendix A: Table Seat Assign Type for more details	
next_round_at	Date Time that next Round is going to start. Become Null when Game is playing.	
player_join_buffer_second	Total Seconds to wait before game start.	
player_action_buffer_second	Total Seconds to wait for player's action	
min_entry_bb	Minimum amount (calculate by total BB) to bring in when player join.	
max_entry_bb	Maximum amount (calculate by total BB) to bring in when player join.	
status	Current Status of the Table. Refer to Appendix A: Table Status for more details	
seats	The Seats of the table and its attributes	
	index	The index of the seat (or seat no)
	is_button	Is this seat currently being Button? 0 – No, 1 – Yes
	is_sb	Is this seat currently being Small Blind? 0 – No, 1 – Yes

	is_bb	Is this seat currently being Big Blind? 0 – No, 1 – Yes
	is_occupied	Is this seat currently being sit by other player? 0 – No, 1 – Yes

Sample of the responses:

```
{
  "response": {
    "tables": [
      {
        "code": "T002",
        "play_type": "F",
        "is_open": 0,
        "seat_count": 8,
        "sb": "1.0000",
        "bb": "2.0000",
        "seat_assign_type": "R",
        "next_round_at": null,
        "player_join_buffer_second": 30,
        "player_action_buffer_second": 20,
        "min_entry_bb": 40,
        "max_entry_bb": 100,
        "status": "C",
        "seats": [
          {
            "index": 1,
            "is_button": 0,
            "is_sb": 0,
            "is_bb": 0,
            "is_occupied": 0
          }
        ]
      }
    ]
  }
}
```

Url: join_table_seat

This is to get all the tables on the system based on the player type.

Request

Parameters	Type	Max Length	Required	Remark
table_id	integer	-	Yes	
seat_index	integer	-	Yes / No	If table seat assign type is random, seat_index is not required.
buy_in_amount	float	-	Yes	Amount to buy in for joining the table.

Response

Parameters	Remark
player_id	The unique ID of the player
balance	The current balance of the player
table_id	The unique ID of the table
seat_index	The unique Seat Index of the Table
seat_assign_type	Seat Assignment type. Refer to Appendix A: Table Seat Assign Type for more details
buy_in_amount	The Player Buy-In Amount, which will become the Table Balance of the player

Sample of the responses:

```
{
  "response": {
    "player_id": 2,
    "balance": "100300.0000",
    "table_id": 3,
```

```
"seat_index": 1,  
"buy_in_amount": "300"  
}  
}
```

Url: leave_table_seat

This is let the player to leave the current seat.

Request

Parameters	Type	Max Length	Required	Remark
table_id	integer	-	Yes	
seat_index	integer	-	Yes / No	If table seat assign type is random, seat_index is not required.

Response

Parameters	Remark
player_id	The unique ID of the player
balance	The current balance of the player
status	If everything OK, it will print "SUCCESS"

Sample of the responses:

```
{
  "response": {
    "player_id": 2,
    "balance": "100210.0000",
    "status": "SUCCESS"
  }
}
```

Url: player_login

This is to login a player into the system by getting the authenticated token.

Request

Parameters	Type	Max Length	Required	Remark
username	string	128	Yes	
password	string	128	Yes	

Response

Parameters	Remark
player_id	The unique ID of the player
player_type	The type of player. Refer to Appendix A: Player Type for more details.
token	The token for other authenticated functions
expired_at	The expiry date and time for the token
balance	The current balance of the player

Sample of the responses:

```
{
  "response": {
    "player_id": 1,
    "player_type": "P",
    "token": "lWTHilss25OmPO1rDH1aiD0s2WN39Ie0",
    "expired_at": "2026-02-25 23:33:57",
    "balance": "5000.0000"
  }
}
```

}
}

Url: player_register

This is to register a player into the system. The registration is for player type “Guest” only.

Request

Parameters	Type	Max Length	Required	Remark
username	string	128	Yes	Must be unique within the system.
password	string	128	Yes	There are some requirements for the password, e.g. minimum length of 6 etc.
name	string	128	Yes	

Response

Parameters	Remark
player_id	The unique ID of the player
player_type	The type of player. Refer to Appendix A: Player Type for more details.
username	The registered username of the player
balance	The current balance of the player

Sample of the responses:

```
{
  "response": {
    "player_id": 2,
    "player_type": "G",
    "username": "easy001",
    "balance": "100000.0000"
  }
}
```

}

Url: update_seat_ping

This is to update the player ping on the seat to allow system to recognize the connectivity of the player in game. It is recommended to update the ping every 10-15 seconds.

Request

Parameters	Type	Max Length	Required	Remark
table_id	integer	-	Yes	
seat_index	integer	-	Yes / No	If table seat assign type is random, seat_index is not required.

Response

Parameters	Remark
player_id	The unique ID of the player
balance	The current balance of the player
table_id	The unique ID of the table
seat_index	The unique Seat Index of the Table
last_ping_at	The latest Ping by the player

Sample of the responses:

```
{
  "response": {
    "player_id": 4,
    "balance": "99700.0000",
    "table_id": 3,
    "seat_index": 2,
```

```
    "last_ping_at": "2026-03-15T05:14:30.000000Z"  
  }  
}
```

Appendix A

Player Action Type

Code	Name
N	No Action
F	Fold
C	Call
K	Check
R	Raise
A	All-in

Player Type

Code	Name
P	Cash Player
G	Guest

Table Play Type

Code	Name
F	Play for Fun
C	Cash Play
T	Tournament

Table Seat Assign Type

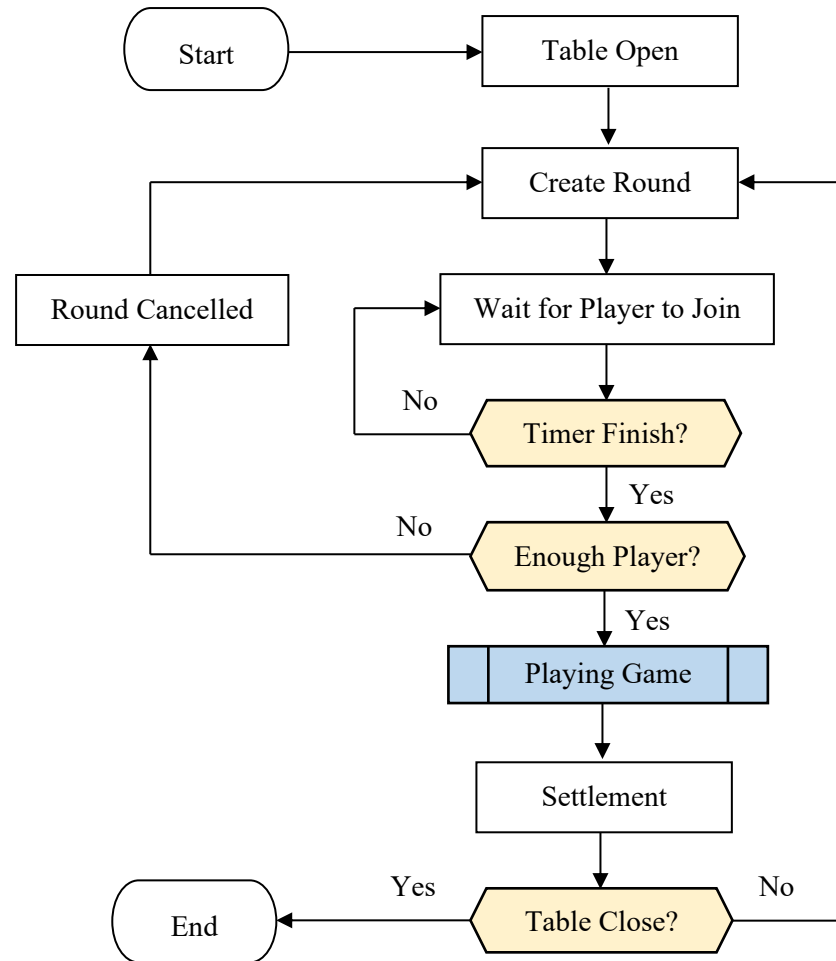
Code	Name
R	Random Assigned
M	Manually Selected

Table Status

Code	Name
O	Opened
P	Playing
S	Settlement
C	Closed

Appendix B

Table Round Flow



Check Game

1. **Stage 1: Game Started, and before start_at + player_join_buffer_time**
2. **Stage 2: after start_at + player_join_buffer_time, check sb_seat and bb_seat**

