
Communication protocol to be adopted for the exchange of data/information between the Processing system of Concession holders and the AAMS *Central system* when running online skill games, as well as games of chance with fixed odds and non-tournament card games (cash games)

(OSGP¹)

Version 2.1

¹ Online Skill Game Protocol

Please note that the English language translation of the communication protocol is provided for information purposes only to facilitate review by non-Italian readers. The English language translation is not meant to be a text officially adopted or otherwise recognised by AAMS and in the event of any discrepancies or inconsistencies between the Italian language original and the English translation, the Italian language original shall govern and prevail.

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1 FOREWORD

This document defines the communication specifications of the messages exchanged between the **Processing system** of the Concession holder authorised to run online skill games and the **AAMS Central system**, referred to in the project of the Directorial Decree (hereinafter “DD”) dealing with the regulations “governing skill games, as well as fixed-limit games of chance and non-tournament card games (cash games), with online participation and cash winnings”, as regards all the activities associated with game management.

The document comprises the following sections:

- general context, which illustrates:
 - the entities involved in the communication,
 - security management;

- communication modalities and description of messages, which illustrate:
 - message types and flows;
 - rules to be followed by the entities in dealing with the messages;
 - structures of the single messages being exchanged.

2 DIFFERENCES COMPARED TO THE PREVIOUS VERSION

The table below lists the **main differences** compared to the previous version.

Differences in comparison to the 12/15/2009 version			
Paragraph	Message	Description of the change	In range
6.3.1	200	Defined two different type of jackpot:	Specialize in Jackpot attribute
6.4.1	400	JK1 identifies the jackpots that are part of the mathematics of the game, and thus increase the payout due to a player; JK2 identifies additional jackpot awarded regardless of the game and in addition to the percentage of RTP for the determination of the margin for the concession holder.	
6.5.1	600	Removed some attributes.	
6.3.4	240	Introduced additional fields to treat the two types of jackpots and the amount of bonus.	Handling jackpot and bonus
6.3.6	260		
6.5.3	630		
6.8.3	780		
6.8.4	790		
6.3.7	280	Introduced new additional field to consider the bonus amount	Handling bonus
6.6.4	340		
6.4.2	420	Introduced the additional field to treat the two types of bonus: real bonus amounts are on account of the game and be available to the player, play bonus amounts are only available to the player in the game	Handling bonus
6.4.3	430	Introduced additional fields to distinguish the two types of jackpots and the two types of bonus	Handling jackpot and bonus
6.7.3	580		
6.7.4	590		

6.4.5	510	Introduced new message for the execution of game	Handling games type "Instant"
6.4.6	480-680	Removed message 480-680 for transfer of final stake	Messages for the execution game
6.4.7	820	Removed message 820 for managing game account	Archive managing message
6.4.8	830	Introduced new message concerning the communication of software installed	Archive managing message
6.6.5 6.7.1 6.8.1	360-560-760	Implementation message requesting sessions featuring anomalies	Archive managing message
6.6.6 6.7.2 6.8.2	365-565-765	Implementation message requesting anomalies found in one session	Archive managing message
6.6.1	310	Implementation session invalidation request message (310)	Archive managing message
6.6.2	320	Implementation participation right invalidation request message (320)	Archive managing message
6.6.3	330	Implementation verification of the invalidation request status message (330)	Archive managing message

All the differences are explained in the paragraphs below.

3 GLOSSARY

The following terms shall be used throughout the document:

Message refers to that part of the message with no http header;

'Correct processing' notification, refers to the **message** whereby the **AAMS Central system** (i) informs the sending system that the message has been received and recorded and (ii) communicates reply data, if applicable;

'Error' notification, refers to the **message** whereby the **AAMS Central system** warns the **Concession holder's processing system** that a message received from the latter contains errors, must be corrected and then needs to be resent;

Stream, refers to the set of bytes including the information relating to the transmitted message.

4 GENERAL CONTEXT

4.1 COMMUNICATION MANAGEMENT

The entities involved in the communication are the **Concession holder's processing system** and the **AAMS Central system**.

The communication takes place over an **HTTP** protocol and, being a request-reply type of communication, the server of the Concession holder's processing system sends a message and then waits for the reply from the AAMS server. The message must be sent using the POST method of the http protocol.

To ensure that the data are correctly transmitted and processed, the participating processing systems must be synchronized with the UTC time.

4.2 SECURITY MANAGEMENT

In order to guarantee the authenticity and integrity of the communication, the messages (whether requests or replies) must contain the electronic signature.

The messages must be signed according to the PKCS#7 standard, with content-type signed-data and the 'Extended Certificates And Certificates' as well as the 'Certificate Revocation Lists' fields must be absent. The keys used shall be of the 1024-bit RSA type; the digest will be calculated using the SHA1 algorithm.

Although the omission of the 'ExtendedCertificatesAndCertificates' field may be unusual, it is provided for in the standard and, in the case-in-point it is justified by the potential overhead involved, considering that the messages are quite short. Therefore, the signature certificate will be omitted from the message and a simple reference included, instead, assuming that the recipient has already got a copy of the certificate.

Thus, the integrity and authenticity of the message will be verified by checking the signature of the concession holder or of its network operator, using the certificate issued to the concession-holder who sent the message, and the validity of the certificate identified through the aforesaid reference.

The specifications concerning the method used for the distribution of the certificates will be delivered when the authorisation is granted.

5 MESSAGE TRANSMISSION AND DESCRIPTION METHODS

Each operating *message* is comprised of two parts:

- **Header:** contains the data required to identify the type of message and the system which sent it. It never changes and is the same for every message.
- **Body:** It contains the data which characterise the specific request or communication set out in the message. Varies in size depending on the request or communication sent to/by the central system.

To send a message, the Concession holder's processing system is required to prepare a *stream* containing the header and the body which must be assigned the appropriate value.

The reply provided by the AAMS Central system (validating system) shall comprise the header, which must be exactly the same as that of the reply (except for the body length field), followed by the body filled out with the reply.

5.1 MESSAGE TYPES

The messages exchanged between the **central system** and the **processing system** may be of the following types:

1. *requests*: messages through which the sending system transmits data to the receiving system regardless of whether the latter has requested it or not;
2. *replies*: messages through which the receiving system which has received a *request* message replies by transmitting specific data or by notifying errors found when processing the messages.

5.1.1 MESSAGES SENT BY THE PROCESSING SYSTEM TO THE CENTRAL SYSTEM

The following figure illustrates the communication flow of the *request* messages from

the processing system to the Central system and of related *replies*:

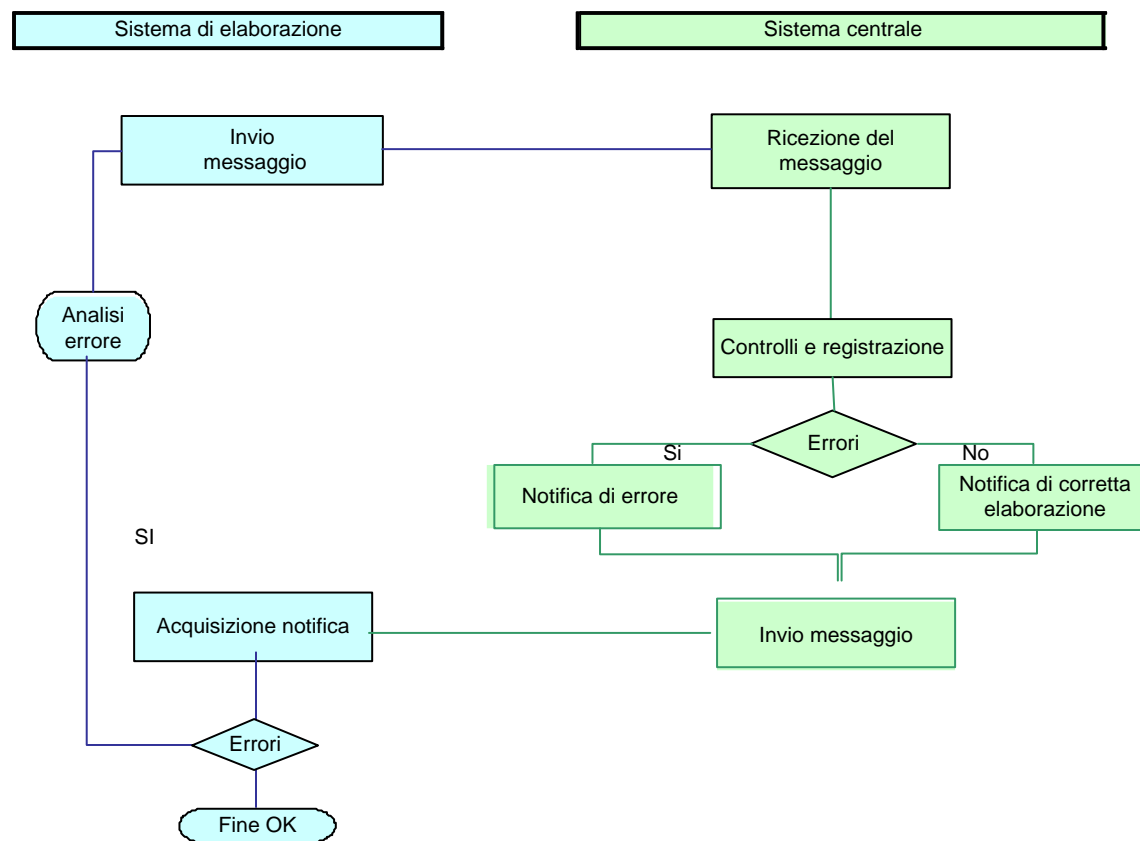


Figure 1 - 'Processing system - central system' communication flow

The processing system sends a message to the central system.

A number of checks are carried out by the **Central system** as soon as the message is received and, if no impediments are detected at the recording stage, it sends the **processing system** a '*correct processing*' notification message; conversely it will send an '*error*' notification.

If the Concession holder's processing system receives an *error notification* it must:

- analyse the error notification;
- remove the error;
- send the information again, if necessary.

5.2 CODE CONVENTIONS

The fields making up the message contain the following types of data:

- whole numbers with no positive/negative sign (*int*): contained in a byte sequence (1 byte is used if the value of the data is lower than 256, 2 bytes if the value falls between 256 and 65535, etc.). The Big-endian notation is used (the most significant byte on the left).
- Amounts stated in eurocents (€ *int*): Identical to an *int* field, contains the amount stated in eurocents;
- Characters (*char*): a character is contained in 1 byte according to the ASCII code. Please note that where fields have no value, each byte must take up the " " (space) value until the whole length of the field is filled up. In addition, if the number of characters is less than the one specified in the protocol, then a sufficient number of " " (space) characters must be inserted until the specified length is reached.
- The characters allowed are:
 - “0123456789”;
 - “ABCDEFGHIJKLMNOPQRSTUVWXYZ”;
 - “abcdefghijklmnopqrstuvwxyz”;
 - “.,-’”

5.3 LIST OF POSSIBLE MESSAGES

The messages are subdivided according to the type of game referred to in art. 1, paragraph 1 and 2 of DD ***** and envisaging two separate groups based on the features of the message.

1. Messages for playing the game:

- A. Tournament card games (referred to in art. 1, paragraph 1 of the aforesaid Decree):
 - 1. Start of game session (200)
 - 2. Purchase of participation right (220)
 - 3. Participation right cancellation request (230)
 - 4. Prize plan (240)
 - 5. Session validation (250)
 - 6. Winners list (260)
 - 7. Crediting of winnings (280)
 - 8. End of game session (300)

- B. Fixed-limit games of chance (referred to in art. 1, paragraph 2, letter a) of the aforesaid Decree):
 - 1. Start of game session (400)
 - 2. Purchase of participation right (420)
 - 3. End of participation (430)
 - 4. End of game session (500)

In this area have been introduced new message for managing “Instant” game (side games):

- 1. Instant game message (510)

C. Non-tournament card games (“cash games”) (referred to in art. 1, paragraph 2, letter b) of the aforesaid Decree):

1. Start of game session (600)
2. Purchase of participation right (620)
3. End of participation (630)
4. End of game session (700)

2. Messages for handling archives:

a. Common to all kind of game/communication flow

1. Accounting data request (800)
2. Request for updating end of session date (810)
3. Communication of software installed (830)

b. For each game/communication flow

A. Tournament card games (referred to in art. 1, paragraph 1 of the aforesaid Decree):

1. Session invalidation request (310)
2. Participation right invalidation request (320)
3. Verification of the invalidation request stage (330)
4. Crediting of refund (340)
5. Verification of the accuracy of completed sessions (360)
6. Request of notification of anomalies found in one session (365)

B. Fixed-limit games of chance (referred to in art. 1, paragraph 2, letter a) of the aforesaid Decree) instant game message not included:

1. Verification of the accuracy of completed sessions (560)
2. Request of notification of anomalies found in one session (565)
3. Communication game played (580)
4. Communication game session balanced (590)

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- C. Non-tournament card games (cash games) (referred to in art. 1, paragraph 2, letter b) of the aforesaid Decree):
1. Accuracy verification of completed sessions (760)
 2. Request of notification of anomalies found in one session (765)
 3. Communication game played (780)
 4. Communication game session balanced (790)

5.4 GAME RUNNING MESSAGES AND TRANSMISSION RULES

The games are run using communication flows managed using the following methods:

- Method 1 - The data of each session is transmitted when the game actually starts (so-called “*non-conditional game session*”) for the game types referred to in art. 1, paragraph 1 of DD ***** concerning the rules of the game.
- Method 2 - The data of each session is transmitted when the Concession holder opens the game session (so-called “*conditional game session*”) for the game types referred to in art. 1, paragraph 1 of DD ***** concerning the rules of the game.
- Method 3 - The data of each session/table is transmitted when the actual game starts for the game types referred to in art. 1, paragraph 2, letter a) of DD ***** concerning the rules of the game.
- Method 4 - The data of each session/table is transmitted when the actual game starts for the game types referred to in art. 1, paragraph 2, letter b) of DD ***** concerning the rules of the game.

For the sake of clarification, reference is made to the obligations of the Concession holder, even if the transmission is actually carried out by another subject, whenever the Concession holder does not carry out the transmission himself but relies on the services of a network operator (NO) whose code must be indicated in the apposite field of the **header of each message**.

5.4.1 Method 1 - The data relating to each session is transmitted when the tournament-type game actually starts.

According to this method, the Concession holder promotes the tournament through its own communication channels, recording the registrations of each player and notifying the AAMS Central system only when the game actually starts.

The communication flow starts with the phase immediately preceding such event and entails the following steps:

- The Concession holder sends the AAMS Central system the game session opening message (message 200).
- Upon receiving said message, the AAMS Central system sends the Concession holder the **identification (ID)** which identifies the game **session** recorded. Likewise, if the AAMS Central system replies with an error message, the Concession holder is neither authorised to proceed with the game session, by notifying the players, nor to send any further message.
- After opening the game session, the Concession holder sends the AAMS Central system the participation right purchase message (message 220) for each player taking part to the session in question.
- Upon receiving said message, the AAMS Central system sends the Concession holder the **univocal code** which validates the player's participation **right** to the game session. If the AAMS Central system replies with an error message, the Concession holder must inform the player of such event, preventing the player from starting/proceeding with the game in question.
- The Concession holder sends the message containing the prize plan (message 240) as soon as such plan "crystallises".
- The Concession holder will send the data relating to the list of winners (message 260) within the deadline set by the AAMS.
- Similarly, the data relating to the winnings credited (message 280) must be transmitted for each winning player.
- When the game is over the Concession holder sends an end-of-game message (message 300).

For example, in the case of a tournament with a predefined number of players, the Concession holder:

- records the registrations for the tournament on its systems without sending any message;

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- as soon as the predefined number of participants is reached, and before the tournament starts, the Concession holder sends AAMS the start-of-game message (200) and all the messages relating to the purchase of the participation rights (220);
 - after all the above tasks have been performed, it starts the tournament and transmits the additional messages;
 - at the end, it notifies the end of the session (300).

5.4.2 Method 2 - The data concerning each session is transmitted when the tournament card game session starts.

According to this method, the Concession holder starts the tournament through its own communication channels and, at the same time, sends its communications to the AAMS Central system.

In that case, the flow will entail the following steps:

- the Concession holder sends the AAMS Central system the game session opening message (message 200).
- Upon receiving said message, the AAMS Central system sends the Concession holder the **ID** which identifies the game session recorded. Likewise, if the AAMS Central system replies with an error message, the Concession holder is neither authorised to proceed with the registration of the players nor to send any further message.
- After opening the game session, upon request by a player, the Concession holder sends the participation right purchase message (message 220).
- Upon receiving said message, the AAMS Central system sends the Concession holder the **univocal code** which validates the player's participation **right** to the game session. If the AAMS Central system replies with an error message, the Concession holder must inform the player of such event, preventing the player in question from registering and taking part to the game.
- If a regularly registered player decides to withdraw from the game, the Concession holder may cancel the related participation right (message 230) as long as the session is yet to be validated.
- In the phase immediately preceding the actual start of the game, the Concession holder sends the session-validation message to the AAMS Central system (message 250).

The session-validation message is mandatory and the game may be started only if the AAMS Central system replies with a positive outcome message. When the AAMS

Central system replies with an error message, the Concession holder must notify the registered players of the inability to proceed with the game.

Acceptance of the session-validation message by the AAMS Central system shall render the game registrations irrevocable and, as a result, it shall no longer be possible to transmit the participation right cancellation messages (message 230). After the session-validation message is possible to send the participation (message 220) so-called “delayed registration” but for them is not possible to transmit the participation right cancellation message (message 230).

If the event triggering the actual start of the game does not crystallise (such as in the example described earlier where the minimum number of participants is not reached), instead of sending the session-validation message the Concession holder will send the end-of-session message (message 300).

- The Concession holder sends the message containing the prize plan (message 240) as soon as such plan “crystallises”.
- The Concession holder sends the data relating to the list of winners (message 260) within the deadline set by the AAMS.
- Similarly, the data relating to the winnings credited (message 280) must be transmitted for each winning player.
- After all the above tasks have been carried out, the Concession holder sends the end-of-game message (message 300).

5.4.3 Method 3 - Transmission of data relating to the opening of a session of a fixed-limit game of chance.

Using such method the Concession holder starts the session using its own communication channels and starts the communications towards the AAMS Central system when at least one player requests to participate (“*the first player enters the table*”).

In that case, the flow will entail the following steps:

- The Concession holder sends the AAMS Central system the game session opening message (message 400).
- Upon receiving said message, the AAMS Central system sends the Concession holder the ID which identifies the game session recorded. Likewise, when the AAMS Central system replies with an error message, the Concession holder is neither authorised to proceed with the registration of the players nor to send any further message.

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- After opening the game session, upon request by a player, the Concession holder sends the participation right purchase message (message 420) which, in that case, shall mean that the player is registered to enter the table with a sum defined by the player himself (“initial stake”). Such communication is sent each time the player asks to purchase additional “chips” to continue its game.
 - Upon receiving said message, the AAMS Central system sends the Concession holder the **univocal code** which validates the player’s **participation** to the game session. If the AAMS Central system replies with an error message, the Concession holder must inform the player of such event, preventing the player in question from registering and taking part to the game.
 - When a regularly registered player decides to stop playing (“*leave the table*”) the Concession holder sends an end-of-participation message (message 430) for the player, indicating, inter alia, the other amount (“final stake”) with which he leaves the table (amount corresponding to the “chips” still held). Subsequently, with regard to the same player, the Concession holder sends a message whereby he transfers the amount available to him at the end of the game (so-called “final stake”) on the game account (message 480).
 - Therefore, at the end of the game, i.e. when the “*table closes*”, the Concession holder sends the end-of-session message (message 500).

Where the flow refers instant game (type code 5) the steps are:

- The concession holder receives the participation request from the player.
- The concession holder sends the message 510 to the Central System AAMS after to have processed the animation of the game and before to send to the player the outcome of the stake. The message 510 contains both the amount of participation that amounts returned to the player at the end-of-participation including any winnings.
- Upon receiving said message, the AAMS Central system, sends the Concession holder the **univocal code** which validates the player’s **participation** to the game session. In case of error, AAMS Central system replies with an error message.
- The concession holder, if successful, shows the player the unique code assigned to the participation and the animation of the game (winning or losing). If AAMS Central system replies with an error message, the Concession holder must inform the player of such event, not considering valid participation in the game and not making any charge on account of the player.

5.4.4 Method 4 - Transmission of data relating to each 'cash game' session opened.

According to this method the Concession holder starts the session through its own communication channels and starts notifying the AAMS Central system when at least one player asks to participate (“the first player enters the table”).

In that case, the flow will entail the following steps:

- The Concession holder sends the AAMS Central system the game session opening message (message 600).
- Upon receiving said message, the AAMS Central system sends the Concession holder the **ID** which identifies the game session recorded. When the AAMS Central system replies with an error message, the Concession holder is neither authorised to proceed with the registration of the players nor to send any further message.
- After opening the game session, upon request by a player, the Concession holder sends the participation right purchase message (message 620) which, in that case, shall mean that the player is registered to enter the table with a sum decided by the player himself (“initial stake”). Such communication is made each time the player asks to purchase additional “chips” to continue its game.
- Upon receiving said message, the AAMS Central system sends the Concession holder the **univocal code** which validates the player’s **participation** to the game session. If the AAMS Central system replies with an error message, the Concession holder must inform the player of such event, preventing the player in question from registering or taking part to the game.
- When a regularly registered player decides to exit the game (“leave the table”) the Concession holder sends an end-of-participation message (message 630) for the player, indicating, inter alia, the other amount (“final stake”) with which the player leaves the table (amount corresponding to the “chips” still held). Subsequently, with regard to the same player, the Concession holder sends a message whereby he transfers the amount available to him at the end of the game (so-called “final stake”) on the game account (message 680).
- Therefore, at the end of the game, i.e. when the “table closes”, the Concession holder sends the end-of-session message (message 700).

5.4.5 Game sessions offered through circuit

In the case of games offered through circuit the information is transmitted, by the subjects involved, according to the following methods:

-
- The Concession holder which proposes the game sends the opening session message (message 200/400/600) and, if the registration succeeds, he communicates the **identification** assigned to the session by the AAMS Central system to all the other Concession holders belonging to the circuit (hereinafter “Circuit Members”).
 - After opening the game session, each Circuit Member sends the AAMS Central system the participation right purchase message (message 220/420/620) for each game session participant being one of their “customers”.

Similarly, if envisaged and a participant so requests, it will send the cancellation message (session opened under Method 2), of previously transmitted right; clearly, such operation is possible provided that the session is yet to be validated.

Likewise, should a participant ask to leave the game, a request that is allowed for sessions opened under Method 3 or 4, the Concession holder sends the end-of-participation message for the previously registered player (message 430/630).

- The Concession holder who opened the game session (proposing Concession holder) sends the session validation message (message 250) for the Method 2.
- The Concession holder who opened the game session (proposing Concession holder) sends the message containing the prize plan (message 240) as soon as such plan crystallises and if so requested by the type of game session (Methods 1 and 2).
- The Concession holder who opened the game session (proposing Concession holder) sends the data relating to the list of winners (message 260) if so requested by the type of game session (Methods 1 and 2).
- Each Circuit Member must transmit the data relating to the credited winnings (message 280) for his winners (Game method 1 and 2) or the transfer of the “final stake” for each player who leaves the gaming table (Game method 3 and 4).
- Therefore, at the end of the operations, the Concession holder who opened the game session (proposing Concession holder) sends the end-of-game message (message 300/500/700).

5.5 ARCHIVE MANAGEMENT MESSAGES AND TRANSMISSION RULES

The situations described below may take place due to operating needs of the Concession holder or defined by AAMS for which the *replies* of the Central system will be supplied, always in return for a specific request by the Concession holder, after processing the messages sent:

1. if the Concession holder needs to “invalidate” a game session or a validated participation right in the event of a flow under method 1 or 2, he must use, in the cases provided for by AAMS, the related request messages to the AAMS Central system (message 310 or message 320).

The flow involves the following steps:

- The Concession holder sends the AAMS Central system the message requesting the cancellation of the game session or of the participation right (message 310 or message 320). Upon receiving said message the AAMS Central system sends the Concession holder only the acceptance notice.
 - To find out the status of his request, the Concession holder must send an appropriate verification message (message 330). If the request was successfully processed by AAMS (i.e. the authorisation was granted), the Central system replies confirming the status of the authorisation indicating the date of the authorisation in the same message.
 - After receiving the messages referred to above, if the authorisation relates to the invalidation of a game session through the circuit, the Concession holder must inform the other Concession holders which had previously participated in the game session. For each invalidated participation right, the Concession holder must refund the bets to the users and send the refund message (message 340) to the Central system.
2. The Concession holder can request the information concerning the accounting data through message 800. Upon receiving such request the AAMS Central system returns the Concession holder the accounting report for the days correctly processed.
 3. the Concession holder is required to verify the accuracy and completeness of the information sent to the AAMS Central system within 5 days of the assumed closing date of the game session. To this end he must send the message to request a notification if any sessions in respect of which the Central system has found anomalies (message 360/560/760).

The flow involves the following steps:

- The Concession holder sends the AAMS Central system the request message of the anomalous sessions with regard to a certain date (message 360/560/760). The reply of the AAMS Central system shall contain the list of the sessions containing anomalies.
- For each game session on the list, the Concession holder sends the AAMS Central system the request message of the anomalies found (message 365/565/765). The reply of the AAMS Central system shall contain the list of the anomalies found (using a specific code).

-
- If the reply message contains error codes which identify anomalies, the Concession holder must:
 - send the messages required to complete the game session;
 - correct the previously communicated inaccuracies.
 - 4. for game sessions under methods 3, the instant games are non included, and 4, every day the Concession holder must send the AAMS Central system the detailed information of the individual game phases (“hands” in the case of poker, “bets” in the case of fixed-limit games of chance), including the value of the “rake”. Upon completing the transmission of the details of individual game phases for a given day, the Concession holder must send a game session “balancing” message.

The flow involves the following steps:

- The Concession holder sends the AAMS Central system the messages relating to the execution of the game (message 580/780).
 - The Concession holder sends the AAMS Central system the game session “balancing” message (message 590/790).
5. the Concession holder who intends to modify the “end date” of a game session communicated upon opening that session (presumed “value”) must send the AAMS Central system the related updating message (message 810), as any messages sent after the indicated date shall not be accepted.

The flow involves the following steps:

- the Concession holder sends the AAMS Central system the message updating the (presumed) “end date” . Upon receiving said message the AAMS Central system sends the Concession holder a reply message.

If it is an error message, the Concession holder shall arrange for the message to be sent again.

6. the Concession holder, in order to have the messages of buying of participation right for players with game accounts from a dealer other than the sender accepted by the central system, must notify and possibly update the concession holder managing the game account (message 820).

The flow is divided into the following steps:

- The concession holder sends to the central system of AAMS the message (820) for activation, or an eventual deactivation of the concession holder managing the game account that he intend to use. Upon receiving said message the AAMS Central system sends the Concession holder a reply message.

If it is an error message, the Concession holder shall arrange for the message to be sent again.

5.6 CONCLUSIONS

The messages must be transmitted to the AAMS Central system in accordance with the flow provided for each method.

Messages 240, 260, 280 and 300 shall be transmitted in accordance with the provisions of legal regulations and the approved project as regards:

- the deadline by which the list of winners must be published;
- the deadline by which the winnings/refunds must be credited;
- the conditions that need to be fulfilled to request the cancellation of a participation right or a session.

Messages 200/400/600, 250, 260, 300/500/700 are “single-multiplicity” messages, i.e. they are sent once during the game session, whilst the remaining messages may be transmitted several times during each session.

When communication flows are managed via method 2, message 250 must be transmitted when the game actually starts; conversely, (e.g. when the game does not start unless a pre-defined number of participants is reached) the end-of-session message (message 300) must be sent instead of message 250.

In the latter case, which amounts to the cancellation of a non-validated session under method 2 (conditional session), no refund is required as the amount is debited on the player's account only when the game actually starts, which is guaranteed by validating the session.

Message 280 must be sent only once per player; if the player wins more than once in the course of the same session, the total sum must be indicated. In the case of a session is open with CUP attribute, it's possible to send more messages, (partial winnings) for the same player.

In the case of a flow under methods 3 and 4, message 430 or 630 (end-of-participation and final stake crediting), or message 510 for Instant game, they also allow the concession holder to indicate the transfer of the final stake amount to the account game of the player.

Lastly, as far as circuit game sessions are concerned, the following table shows, for each message, the Concession holder responsible for the related transmission made through its network operator:

Message	Proposing Concession holder	Other concession holders (Circuit Members)
Start-of-game session (200/400/600)	X	
Participation right (220/420/620) ²	X	X
Cancellation of participation right (230)	X	X
End of participation (430/630)	X	X
Prize plan (240)	X	
Validation of game session (250)	X	
List of winners (260)	X	

² Each for the rights purchased by their own clients

Message	Proposing Concession holder	Other concession holders (Circuit Members)
Credited winnings (280) ³	X	X
End of session (300/500/700)	X	
Instant game execution (510)	X	
Game session invalidation request (310), if envisaged by AAMS	X	
Participation right invalidation request (320), if envisaged by AAMS ⁴	X	X
Verification of the invalidation request status (330) ⁵	X	X
Refund credited (340) ⁶ if invalidation request authorised by AAMS	X	X

³ Each for the amounts credited to their clients

⁴ Each for the rights purchased by their clients

⁵ Each to the extent of their responsibility

Message	Proposing Concession holder	Other concession holders (Circuit Members)
Accounting data request (800)	X	X
Verification of the accuracy of completed game sessions (360/560/760)	X	
Request for anomalies found in a given session (365/565/765)	X	
Request for updating end-of-session date (810)	X	
Communication game being played (580/780)	X	
Communication software installed(830)	X	X
Communication game session balanced (590/790)	X	

⁶ Each for the refunds to their clients

6 MESSAGE DESCRIPTION

The structure of each message, which comprises a **header** and a **body**, is highlighted in the following table:

Field sequential number	Field name	Length	Type	Description
Nn	Xxxx	Nn	Xxxx	Xxxx

If the message is allowed to have repetitive fields (variable part), they will be duly highlighted.

6.1 STRUCTURE OF THE HEADER

The structure of the **header** is the same for all types of messages, whether they be request or reply messages to/from the AAMS central system.

The total length is 36 bytes.

	Field name	L.	Type	Description
1	Protocol version	1	int	Version number of existing and adopted protocol
2	Network operator used by the transmitting Concession holder	4	Int	ID code, assigned by AAMS, of the network operator chosen by the Concession holder; if the transmitting Concession holder also acts as its own NO, contains the same value as that of field 3
3	Transmitting Concession holder code	4	Int	ID code, assigned by AAMS, of the Concession holder responsible for sending the message

4	ID of the Concession holder's game session	16	Char	Univocal session ID assigned by the proposing Concession holder
5	Game code	4	Int	Identification of the game code assigned by Aams
6	Type of game code	1	Int	Type of game code according to game regulation
7	Type of message	4	Char	One of the types listed in § 4.3
8	Transaction code	16	Char	Transaction univocal ID assigned by the transmitting Concession holder
9	Body length	2	Int	Length of message body, expressed in bytes

If the Concession holder responsible for sending the message (transmitting Concession holder) is also its own NO, the code in fields 1 and 2 will be the same.

Field 5 contains the same value even if the game sessions are proposed in circuit, in which case the concession holder have to communicate this value to the other involved concession holders.

Field 6 identify the type of game code according to the classification defined by the regulation; it is 1 for the games regulated by “art. 1. comma 1”, it is 2 for the games regulated by “art. 1. comma 2 let. a)” and it is 3 for the games regulated by “art. 1. comma 2 let. b)”.

Fields 5 and 6 must be set to 0 when the header refers to common messages.

Field 8 contains a code established by the NO of the transmitting Concession holder which univocally identifies the transaction (please note that the term transaction means the minimum transmission unit equal to the message sent to the central system plus the related reply message); such code will be repeated in the header of the reply sent by the central system to ensure that the request/reply messages are correctly matched in case of line problems.

Each transaction must contain a univocal ID.

If the system of the Concession holder (that is of the NO used by the same) should receive a reply message with a transaction code that differs from the code of the message sent, the system is authorised to reject the reply.

6.2 BODY STRUCTURE

This paragraph defines the *body* structure of each type of message and related reply.

There are two types of replies:

- Correct processing: the reply message is described after each request
- Error notification: the structure and the error codes are described in paragraph 6.

6.3 MESSAGES FOR THE EXECUTION OF THE GAME UNDER METHODS 1 AND 2

6.3.1 Start-of-session message (200)

This is the message whereby a Concession holder communicates the start of a game session.

Message body:

	Field name	L.	Type	Description
1	ID of the Concession holder's game session	16	Char	Univocal session ID assigned by the proposing Concession holder
Date game session started				
2	Day	2	Int	Day session started (UTC)
3	Month	2	Int	Month session started (UTC)
4	Year	2	Int	Year session started (UTC)
5	Hour	2	Int	Hour session started (UTC)
6	Minutes	2	Int	Minutes session started (UTC)

	Field name		L.	Type	Description
7	Seconds		2	Int	Seconds session started (UTC)
Date of end of game session					
8	Day		2	Int	Day of presumed end of session (UTC)
9	Month		2	Int	Month of presumed end of session (UTC)
10	Year		2	Int	Year of presumed end of session (UTC)
Game session features					
11	Communication method		1	Char	Communication management flow chosen by the Concession holder (value equal to 1 or 2)
12	Participation right amount		4	Int	Contains the value of the Participation right amount
13	Number of features		4	Int	Value equal to the maximum number of features communicated (n)
14	Features (multiplicity= value of field 13)				
	14.1	Code	3	Char	
	14.2	Value	16	Char	

Total length: 43 bytes + 19 bytes (variable part)* n (n = value of field 13)

The session code assigned by the proposing Concession holder contained in **field 1** consists in an ID that is univocal as far as the Concession holder is concerned; it is assigned to guarantee the absolute univocity of the session.

Fields 8 to 13, have the following meaning:

- **fields 8 to 10** must be set to the presumed ‘game session’ end date (it is assumed to be valid until 12 p.m. of the specified date); if, in the course of the game, the Concession holder becomes aware that he is unable to close the game within the declared date, he must send a deferment message (message 810), in order to complete the game session correctly;

- **field 11** indicates the method of the flow which the Concession holder has chosen for the game session which is about to start; it must be set to “1” for sessions under method 1 (“not conditional”) see paragraph 4.4.1, to “2” for sessions under method 2 (“conditional”) see paragraph 4.4.2;
- **field 12** indicates the amount of the Participation right which must comply with the limits set by the legal regulations;
- **field 13** indicates the number of features of the game session being opened.

Afterwards, the other features of the session need to be indicated, depending on the type, using a code/value combination mechanism; the following table provides a non-exhaustive example of the types of data to indicate:

Session feature	Value	Notes
TPM	P, S	type of prize money (mandatory) P = percentage S=minimum sum guaranteed
PRM	Starting from 8000	prize money percentage (mandatory if TPM=P)
SMG	any amount	minimum sum guaranteed (mandatory if TPM=S)
RBY	0,1,2,3	It defines the session which allows the ticket to be repurchased (mandatory) 0 = none 1 = rebuy 2 = add-on 3 = both
BON	B	Session can be played with bonus
VIN		It contains the value of the ID of the game session to which it is connected
JCK1	0/1	session with jackpot within the game (value 1 to be

Session feature	Value	Notes
		set).
JCK2	0/1	session with additional jackpot (value 1 to be set).
CUP	0,1	Game session mode CUP 0 = (default value) no 1 = yes

Example of a message relating to a tournament-type game session with a pre-defined number of participants without bonus:

- Field1 = AC6456HSDB8JHSE3
- Field2 = 14
- Field3 = 09
- Field4 = 2009
- Field5 = 14
- Field6 = 09
- Field7 = 00
- Field8 = 14
- Field9 = 09
- Field10 = 2009
- Field11 = 2
- Field12 = 500 (5 Euros)
- Field13 = 4
- Field14 (multiplicity features = 4)
 - Code1 = TPM
 - Value1 = P
 - Code2 = PRM
 - Value2 = 8250 (82.50% including decimals)
 - Code3 = RBY

-
- Value3 = 0
 - Code4 = BON
 - Value = B

If the values are not numerical they must be inserted including two decimal places but excluding the decimal point.

The BON feature, that is not mandatory, must be assigned a value only if the game session allows the use of the bonus.

The value of the bonus of each Circuit Member may vary; therefore, the opening message of the proposing Concession holder will indicate that the session envisages a BONUS and the nominal amount of the right, in the message for the purchase of the rights of its customers the Concession holder will indicate the amount of the right and that of any bonus, if applicable.

VIN attribute must be set when the concession holder opens a play session in which the winnings obtain must be used to buy the right to participate in a following session. The field contains the identifier of the following session code to be used.

JK1 attribute must be set (value 1) when the concession holder opens a play session in which the jackpot is expected as resulting from math of the game and that increase the winning of the player.

JK2 attribute must be set (value 1) when the concession holder opened the game session that includes provision of additional jackpot, awarded regardless of the game and in addition to the percentage of RTP for the determination of the margin for the concession holder.

Body of the reply message:

	Field name	L.	Type	Description
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	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome or the error ID (see table of errors)
2	ID of the game session	16	Char	ID code of the session assigned by the validating system (in the event of positive outcome)

Total length: 18

The session ID code assigned by the Central system (field 2) represents the value which, in proceeding with the interview, univocally identifies the game session.

6.3.2 Participation right message (220)

This message allows a Concession holder to send the central system the request for the purchase of the “electronic ticket” required by a player to participate in the game.

Message body:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Region code	1	Int	Set the region code (see table § 7.4) based on the residence of the game account holder.
3	Participation amount	4	€Int	Amount of the Participation right which allows to enter the game
4	Participation resulting from bonus			Amount of participation resulting from bonus

	Field name	L.	Type	Description
5	Rebuy flag	1	Int	Set to 1 if a rebuy, to 2 if an add-on, 0 in all other cases
6	IP address	15	Char	IP address of the PC through which the player gets connected (including the points); e.g. 127.0.01)
7	Code of Concession holder managing the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where the game account is held
8	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
9	Length of game account code	1	Int	Length of the following field (max. 20 characters)
10	Game account		Char	To be set using the code which identifies the game account
11	Length of player's pseudonym	1	Int	Length of the following field (max. 20 characters)
12	Player's pseudonym		Char	Pseudonym of the player associated with the game account
13	Session identifier attached	16	Char	Session ID assigned by the Central system previously for the session attached
Date purchase of right to participate				
15	Day	2	Int	Day of session validation (UTC)
16	Month	2	Int	Month of end of session (UTC)
17	Year	2	Int	Year of end of session (UTC)
18	Hour	2	Int	Hour of end of session (UTC)
19	Minutes	2	Int	Minutes of end of session (UTC)

	Field name	L.	Type	Description
20	Seconds	2	Int	Seconds of end of session (UTC)
21	Jackpot amount to fund	4	€Int	Amount allocated to fund Jackpot

Total length: 81 bytes + variable part

The value of **field 3** will be equal to the amount of the participation right (or of any add-ons or rebuys where the sessions so allow).

Field 4 must be set to must be set at the value of the right of participation resulting from a BONUS possibly offered by the Concession holder to its customers; it applies if upon opening the game session such possibility was communicated.

If a specific game session allows the repurchase (rebuy o add-on) of a Participation right, then the value of **field 5** (rebuy flag) will be 1 (or 2 in the case of an add-on, if envisaged) in accordance with the limits laid down by legal regulations.

Field 13 must be set if the purchase of right to participate is resulting of a winning of the player in the previous session.

Field 21 represents the portion of right to participate allocated to the jackpot.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code
2	Participation ID	16	Char	Univocal code assigned by the central system to participate in the game (only in the case of positive outcome)
3	Year	2	Int	Year of purchase by the Central system
4	Month	2	Int	Month of purchase by the Central system
5	Day	2	Int	Day of purchase by the Central system

Total length: 24 bytes

Fields 3 to 5 of the reply message represent the date on which the participation was registered in the AAMS central system, thus assigned according to the date in force in Italy at the time the message was received.

6.3.3 Participation right cancellation request message (230)

The Concession holder can use this message to cancel a previously purchased Participation right, only as regards game sessions under method 2 and before the game session is validated (see paragraph 4.4.2).

In other cases the cancellation is only allowed for technical reasons regulated by AAMS through specific administrative orders, and through an appropriately arranged flow (see paragraph 4.5).

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code of the Participation right assigned by the central system

Total length: 32 bytes

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise its value is the error ID code
2	Year	2	Int	Year of purchase by the Central system
3	Month	2	Int	Month of purchase by the Central system
4	Day	2	Int	Day of purchase by the Central system

Total length: 8 bytes

Fields 2 to 4 of the reply message represent the date on which the participation was registered in the AAMS central system, thus assigned according to the date in force in Italy at the time the message was received.

The message is rejected by the Central system if the Concession holder has already transmitted the session-validating message (message 250).

Similarly, the message containing the list of winners (message 260) or the one containing the credited winning (message 280) cannot be accepted if the data relates to previously cancelled participating IDs.

6.3.4 Prize plan message (240)

This message allows a Concession holder to communicate the plan of the prizes that will be distributed at the end of the game and all the final data relating to the jackpot if it was not known when the game session started.

The prize amounts must be listed in decreasing order.

Body of the request message:

	Nome campo	L.	Tipo	Descrizione
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Percentage of total prize money	2	Int	Percentage of total prize money paid
3	Total prize money paid	4	€Int	Total amount of prize money paid resulting from sales
4	Jackpot-game	4	€Int	Share of prize money resulting from jackpot within the game
4a	Additional Jackpot	4	€Int	Share of prize money resulting from jackpot additional to the game
5	Number of prizes of the game session	2	Int	Total number of prizes to be assigned in the game session
6	Number of initial prize	2	Int	Number of initial prize relating to the transmission
7	Number of final prize	2	Int	Number of final prize relating to the transmission
8	Partial prize money paid	4	€Int	Partial amount of prize money paid resulting from sales including any jackpot
9	Partial Jackpot-game payable	4	€Int	Share of the jackpot prize in part resulting from in-game prizes on sending these
9a	Partial Jackpot additional	4	€Int	Share of the jackpot prize in part caused by additional premiums on sending these
10	Number of prizes contained in the transmission	2	Int	It contains the number (n) of the prizes included in the message
11	Sequential number of amendment	1	Int	Progressive number of amendment Its value is 0 for the first transmission
12	Prizes (multiplicity = value of field 10)			

	12.1	Amount	4	€Int	Prize amount including any jackpot
	12.2	Jackpot- gameamount	4	€Int	Share of the price amount resulting from jackpot within the game
	12.3	Additional jackpot amount	4	€Int	Share of the price amount resulting from additional jackpot

Total length: 51 bytes + 12bytes * n (where n = value of field 12)

Field 5 must be set to the total number of prizes envisaged for the game session; the n number containing the value of **field 12** may be equal to **1,000** at the most. Therefore, if the value of **field 5** is greater than **1,000** the message must be sent as many times as necessary to complete the list (for example if the value of **field 5** is 1,500, two transmissions will be necessary: the first one containing the first 1,000 prizes, with field 10 = 1,000, and the second one containing the remaining 500 and field 10 = 500).

Fields 6 and 7 must be set to the first and the last number of the prizes included in the message sent in accordance with the sequence of prizes and of the transmissions (as in the previous example where the value of field 5 is 1,500, they will be set to 1 and 1,000 in the first message sent and to 1,001 and 1,500 in the second message sent).

Field 8 contains the total amount of the prizes included in the transmission; it will coincide with **field 3** (jackpot paid) where the list of prizes is lower than 1,000 hence message 240 is sent only once.

Field 9 must be set to the sum of the winnings resulting from the jackpot within the game; it will be the same value as **field 4** (total jackpot within the game) in case the prize plan lists less than 1,000 prizes and therefore this message is sent once.

Field 9a must be set to the sum of the winnings resulting from the additional jackpot; it will be the same value as **field 4** (total additional jackpot) in case the prize plan lists less than 1,000 prizes and therefore this message is sent once.

Field 11 usually must be set to 0, it is set to 1 to correct a prize plan already communicated. The correction is accepted by the central system only before message 260.

The correction must be sent for the whole prize plan; is not allowed to correct partial data.

The prize amounts (sum of fields 12.1 and 12.2) must be sent in descending order.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.3.5 Session-validation message (250)

Through this message the Concession holder communicates the occurrence of the event prompting the start of the game using the flow under method 2 (see paragraph 4.4.2).

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Day	2	Int	Day of session validation (UTC)
3	Month	2	Int	Month of session validation (UTC)
4	Year	2	Int	Year of session validation (UTC)
5	Hour	2	Int	Hour of session validation (UTC)
6	Minutes	2	Int	Minutes of session validation (UTC)
7	Seconds	2	Int	Seconds of session validation (UTC)

Total length: 28 bytes

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code
2	Year	2	Int	Year of purchase by the Central system
3	Month	2	Int	Month of purchase by the Central system
4	Day	2	Int	Day of purchase by the Central system

Total length: 8 bytes

Fields 2 to 4 of the reply message represent the date of registration of the validation on the AAMS central system, thus assigned according to the date in force in Italy at the time the message was received.

6.3.6 Winners list message (260)

This message allows a Concession holder to communicate the winnings earned in a game session.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Total number of winners of the session	2	Int	Total number of winners of the game sessions
3	Initial winning sequential number	2	Int	Initial winning - sequential number of the transmission
4	Final winning sequential number	2	Int	Final winning - sequential number of the transmission
5	Partial amount of the winnings	4	€Int	Partial amount of the winnings present in the transmission including jackpot and bonus
5a	Partial amount of the winnings from jackpot-game	4	€Int	Partial amount relating to the winnings present in the transmission resulting from jackpot within the game
5b	Partial amount of the winnings from additional jackpot	4	€Int	Partial amount relating to the winnings present in the transmission resulting from jackpot additional to the game
5c	Partial amount of the winnings from bonus	4	€Int	Partial amount relating to the winnings present in the transmission resulting from bonus

	Field name	L.	Type	Description
6	Number of winnings included in the transmission	2	Int	It contains the number (n) of the winnings included in the message
7	Sequential number of amendment	1	Int	Progressive number of amendment Its value is 0 for the first transmission
8	Prizes (multiplicity = value of field 6)			
	8.1 Amount	4	€Int	Amount of the winning including jackpot and bonus
	8.2 Jackpot-gameamount	4	€Int	Amount of the winning from jackpot within the game(it's zero if not expected)
	8.3 Participation ID	16	Char	Univocal code assigned by the central system for participating in the game
	8.4 Additional jackpot amount	4	€Int	Amount of the winning from additional jackpot (it's zero if not expected)
	8.5 Bonus amount	4	€Int	Amount of the winning from bonus (it's zero if not expected)
	End winnings			
9	Total amount of the winnings in the session	4	€Int	Total amount of the winnings in the session including jackpot and bonus
10	Total amount of the winnings from jackpot-game	4	€Int	Total amount of the winnings resulting from the jackpot within the game(it's zero if not expected)
11	Total amount of the winnings from jackpot-game	4	€Int	Total amount of the winnings resulting from the additional jackpot (it's zero if not expected)
12	Total amount of the winnings from bonus	4	€Int	Total amount of the winnings resulting from bonus (it's zero if not expected)

Total length: 57 bytes + 32 bytes * n (where n = value of field 6)

Field 2 must be set to the total number of winners in the game session; the **n** number containing the value of **field 6** can be equal to **1,000** at the most. Therefore, if the value of **field 2** is greater than **1,000** the message must be sent as many times as necessary to complete the list of the winning tickets (for example if the value of field 2 is 1,500, two transmissions will be necessary: the first one containing the first 1,000 prizes, field 6 = 1,000, and the second one the remaining 500, field 6 = 500).

The prize amounts (sum of fields 8.1 and 8.2) must be sent in descending order.

Fields 3 and 4 must be set to the first and the last sequential number assigned to the winners included in the message sent, in accordance with the sequence of winnings and of the transmissions (as in the previous example where the value of field 2 was 1,500, the field value will be set to 1 and 1,000 in the first message sent, to 1,001 and 1,500 in the second message sent).

The value of **Field 5** is equal to the total amount of the winnings included in the transmission; it will be equal to the total amount of the prizes paid where field 2 (total number of winners) is less than 1,000 hence message 260 is sent only once.

Most of the times, the value of Field 7 is 0, while it must be set to 1 to rectify the list of winners previously sent. The correction is accepted by the central system only if data are congruent with the list of prizes previously sent.

The correction must be sent for the whole list of winners; therefore, also if only some of the registered data need changes, the sending must be done for all the list of winners.

The winnings amounts must be sent in descending order.

In the case of a “rebuy” or “add on”, **field 8.3** must indicate the last ID of the Participation right purchased.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.3.7 Credited winnings message (280)

This message allows a Concession holder to communicate the payment of a winning, by crediting the sum on the player's game account.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Code of Concession holder owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/game account holder
3	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
4	Amount	4	€Int	Credited amount

	Field name	L.	Type	Description
4a	Bonus amount	4	€Int	Share of credited amount from bonus
5	Day	2	Int	Day winning credited (UTC)
6	Month	2	Int	Month winning credited (UTC)
7	Year	2	Int	Year winning credited (UTC)
8	Hour	2	Int	Hour winning credited (UTC)
9	Minutes	2	Int	Minutes winning credited (UTC)
10	Seconds	2	Int	Seconds winning credited (UTC)
11	Length of game account code	1	Int	Length of Game account field (max. 20 characters)
12	Game account		Char	Game account number
13	Sequential number	1	Int	Must be set 1 for the first credited sent to the game account (Augmenting 1 for subsequent communication)

Total length: 44 bytes + length of field 11

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.3.8 End-of-session message (300)

The Concession holder must use this message to communicate the regular conclusion of the game session.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	End-of-session flag	1	Int	It indicates the actual closure of the game session
3	Day	2	Int	Day of end of session (UTC)
4	Month	2	Int	Month of end of session (UTC)
5	Year	2	Int	Year of end of session (UTC)
6	Hour	2	Int	Hour of end of session (UTC)
7	Minutes	2	Int	Minutes of end of session (UTC)
8	Seconds	2	Int	Seconds of end of session (UTC)

Total length: 29 bytes

Field 2 must be set to 1 to communicate the closure of validated game sessions (envisaged fro communication methods 1 or 2 after sending the validation), to 2 to communicate the end of non-validated game sessions (envisaged for method 2 where no validation obtained); in the latter case the message is equivalent to a game session cancellation notification.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.4 MESSAGES FOR THE EXECUTION OF THE GAME UNDER METHOD 3

6.4.1 Start-of-session message (400)

This is the message whereby a Concession holder can communicate the start of a game session.

Message body:

	Field name	L.	Type	Description
1	ID of the Concession holder's game session	16	Char	Univocal session ID assigned by the proposing Concession holder
Date game session started				
2	Day	2	Int	Day session started (UTC)
3	Month	2	Int	Month session started (UTC)
4	Year	2	Int	Year session started (UTC)
5	Hour	2	Int	Hour session started (UTC)
6	Minutes	2	Int	Minutes session started (UTC)
7	Seconds	2	Int	Seconds session started (UTC)

	Field name	L.	Type	Description
Date of end of game session				
8	Day	2	Int	Day of presumed end of session (UTC)
9	Month	2	Int	Month of presumed end of session (UTC)
10	Year	2	Int	Year of presumed end of session (UTC)
Game session features				
11	Number of features	4	Int	Value equal to the maximum number of features communicated (n)
12	Features (multiplicity= value of field 11)			
	12.1	Code	3	Char
	12.2	Value	16	Char

Total length: 38 bytes + 19 bytes * n (where n = field 11)

The session code assigned by the proposing Concession holder contained in **field 1** consists in an ID that is univocal as far as the Concession holder is concerned, assigned so as to guarantee the absolute univocity of the session.

Fields 8 to 10 must be set to the “presumed” date of the end of the game session (it is assumed to be valid until 12 p.m. of the specified date); if, during the game, the Concession holder becomes aware that is unable to close the game within the declared date, it must send a deferment message (message 810), in order to complete the game session correctly;

Other session features also need to be indicated, using a code/value combination mechanism; the following table provides a non-exhaustive example of the types of data required:

Session feature	Value	Notes
-----------------	-------	-------

Session feature	Value	Notes
JCK1	0/1	Session with jackpot within the game; It's 1 if this type of jackpot is provided
JCK2	0/1	Session with additional jackpot; It's 1 if this type of jackpot is provided
BON	B	Session can be played with bonus
ITR	Positive amount (>0)	Mark-up
MNI		Minimum amount required to "sit" at the table
MXI		Maximum amount required to "sit" at the table

Example of a message relating to a tournament-type game session with a pre-defined number of participants without bonus:

- Field1 = AC6456HSDB8JHSE3
- Field2 = 14
- Field3 = 09
- Field4 = 2009
- Field5 = 14
- Field6 = 09
- Field7 = 00
- Field8 = 14
- Field9 = 09
- Field10 = 2009
- Field11 = 1
- Field12 = (Features - multiplicity = 1)
 - Code1 = ITR
 - Value 1 = 500 (equal to 5%)

If the values are numerical they must be stated to two decimal places omitting the decimal point.

JK1 attribute must be set when the concession holder opened the game session that includes jackpot arising from the mathematics of the game. This kind of jackpot increases the payout due to the player.

JK2 attribute must be set when the concession holder opened the game session that includes additional jackpot, awarded regardless of the game and in addition to the percentage of RTP for the determination of the margin for the concession holder.

The ITR feature, mandatory, must be set to the value of the max. percentage raked (collected) by the Concession holder from the bets (“pot”). This percentage, however, cannot exceed the limit set by legal regulations.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome or the error ID (see table of errors)
2	ID of the game session	16	Char	ID code of the session assigned by the validating system (in the event of positive outcome)

Total length: 18

The session ID code assigned by the Central system (**field 2**) represents the value which, in proceeding with the interview, univocally identifies the game session.

6.4.2 Purchase of participation right message (420)

This message allows a Concession holder to send the central system the request by a player registered with a table to participate in the game.

Message body:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code assigned by the central system for participating in the game (to be set for subsequent requests)
3	Participation sequential number	4	Int	Sequential number assigned by the Concession holder to the requests made by the same player in the session in question

	Field name	L.	Type	Description
4	Participation amount	4	€Int	Amount of the initial bet which allows a player to enter the game or of the subsequent add-ons (including any bonus)
5	participation amount from real bonus	4	€Int	Share of the initial bet which allows a player to enter the game resulting from real bonus(it's zero if not expected)
5a	Bonus participation amount from play bonus	4	€Int	Share of the initial bet which allows a player to enter the game resulting from play bonus(it's 0 if not provided)
6	Region code	1	Int	Set the region code (see table § 7.4) based on the residence of the game account holder.
7	IP address	15	Char	IP address of the PC through which the player gets connected (including the points); e.g. 127.0.01)
8	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where the game account is held
9	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
10	Length of game account code	1	Int	Length of the following field (max. 20 characters)
11	Game account		Char	To be set using the code which identifies the game account
12	Length of player's pseudonym	1	Int	Length of the following field (max. 100 characters)
13	Player's pseudonym		Char	Pseudonym of the player associated with the game account
	Date purchase the right to participate			

	Field name	L.	Type	Description
14	Day	2	Int	Day purchase (UTC)
15	Month	2	Int	Month purchase (UTC)
16	Year	2	Int	Year purchase (UTC)
17	Hour	2	Int	Hour purchase (UTC)
18	Minutes	2	Int	Minutes purchase (UTC)
19	Seconds	2	Int	Seconds purchase (UTC)
20	Progressive of the phase	4	Int	Number of the phase of the game

Total length: 88 bytes + variable part

Field 2, to be assigned a value only if the initial bet is topped up, must contain the univocal code assigned by the central system to the first participation right purchase message, sent for the same player in the same game session.

The value of **Field 3** will be equal to the number of “purchases” made for the player of the game session; its value must be set by the Concession holder starting from 1, as the player enters the game session and increased by each add-on request received.

The value of **Field 4** is equal to the initial amount available to the player to play his game (“initial bet”) or the additional bets (add-ons). This amount includes any bonus contained in the fields 5 and 5a.

Field 20 represents the progressive phase of the game, taking place on the table / game session indicated at the time of the request for participation for the player, so if the player “goes” to the table / game session begins when, for example, the phase 10 with progressive, this field will take the value 10.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise its value is the error ID code
2	Participation ID	16	Char	Univocal code assigned by the central system for participating in the game (only in the case of positive outcome)
3	Year	2	Int	Year of purchase by the Central system
4	Month	2	Int	Month of purchase by the Central system
5	Day	2	Int	Day of purchase by the Central system

Total length: 24 bytes

Field 2 represents the univocal ID, assigned by the central system to the Participation right to the game and univocally identifies the player in the game session up to the point when he "leaves the table". Therefore, as regards all purchases except the first one, its value will be the one assigned to the initial participation request for the player.

Fields 3 to 5 of the reply message represent the date when the participation right was registered in the AAMS central system, thus assigned according to the date in force in Italy at the time the message was received.

6.4.3 End-of-participation message (430)

This message allows a Concession holder to send the central system the request by a player to leave the game. as well as information of 'credit' of the final stake (amount still available).

Message body:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code of the Participation right assigned by the central system
3	Player's number of game phases	4	Int	Total number of game phases to which the leaving player has taken part
4	End-of-participation amount	4	€Int	Amount with which the player leaves the table ("final bet") including any bonus.
4a	End-of-participation amount real bonus	4	€Int	Share of end-of-participation from real bonus
4b	End-of-participation amount play bonus	4	€Int	Share of end-of-participation from play bonus
5	Bet amount	4	€Int	Total amount of the bets made by the player including any bonus
5a	Bet amount from real bonus	4	€Int	Share of bet amount from real bonus (it's 0 if not provided)
5b	Bet amount from play bonus	4	€Int	Share of bet amount from play bonus (it's 0 if not provided)
6	Pay off amount	4	€Int	Amount of the "Pay off" determined by the player (measured in millionths of a euro). It can take a negative value.
7	Won amount	4	€Int	Total amount won by the player including any jackpot and bonus
8	Won amount - Jackpot-game	4	€Int	Total amount won by the player resulting from jackpot within the game
8a	Won amount - additional Jackpot	4	€Int	Total amount won by the player resulting from additional jackpot(it's 0 if not provided).
8b	Won amount - real bonus	4	€Int	Total amount won by the player resulting from real bonus(it's 0 if not provided).

	Field name	L.	Type	Description
8c	Won amount - play bonus	4	€Int	Total amount won by the player resulting from play bonus(it's 0 if not provided).
9	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where the game account is held
10	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
11	Length of game account code	1	Int	Length of the following field (max. 20 characters)
12	Game account		Char	To be set using the code which identifies the game account
13	Number progressive of final phase	4	€Int	Number of the phase of the game
	Date credit of final stake			
14	Day	2	Int	Day credit of final stake (UTC)
15	Month	2	Int	Month credit of final stake (UTC)
16	Year	2	Int	Year credit of final stake (UTC)
17	Hour	2	Int	Hour credit of final stake (UTC)
18	Minutes	2	Int	Minutes credit of final stake (UTC)
19	Seconds	2	Int	Seconds credit of final stake (UTC)
20	Amount to fund jackpot	4	Int	Amount allocated to fund jackpot

Total length: 115 bytes + variable part

Field 2 represents the univocal ID, assigned by the central system to the Participation right to the game, which univocally identifies the player as it does not change in the event that the latter tops up his initial bet, but only following a new participation request to the same session/table that was previously left.

Field 3 indicates the number of game phases played in the course of the session having the indicated participation ID, for which an “end-of-participation” was requested. Attention is drawn to the fact that the number of game phases to be indicated is closely related to the participation ID assigned, as, if the player in question asks to resume playing at the same table, it will be assigned a new participation ID by the central system; the participation ID will be associated with the new game phases played by the player in the session/table. Furthermore, this value must match the number of phases of the game where the player has made the “betting” details of which will be reported in the course of the game message (message 580).

The value of **Field 4** will be the amount available to the player as he leaves the game (“final bet”) and which will be credited by the Concession holder on the game account. This amount is inclusive of a bonus share contained in the fields 4a and 4b

The value of **Field 5** will be equal to the total amount of the bets made by the player during the various phases of the game.

Field 6 must be set to the mark-up value referred to the player session

The value of **Field 7** is the sum of all the winnings obtained by the player during the various phases of the game to which he took part in the session/table in question. In case of winning it includes any value in the fields 8, 8a, 8b, 8c.

Field 13 represents the progressive phase of the game in progress on the table / game session indicated at the time of the end-of-participation in order for the player.

Field 20 represents the portion of the amount of bets placed by the player destined to the jackpot

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise its value is the error ID code

	Field name	L.	Type	Description
2	Year	2	Int	Year of acquisition by the central system
3	Month	2	Int	Month of acquisition by the central system
4	Day	2	Int	Day of acquisition by the central system

Total length: 8 bytes

Fields 2 through 4 of the reply message are the date of registration on central system and contains the date in force in Italy at the time of the message.

6.4.4 End-of-session message (500)

The Concession holder must use this message to communicate the regular conclusion of the game session.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Day	2	Int	Day session ended (UTC)
3	Month	2	Int	Month session ended (UTC)

4	Year	2	Int	Year session ended (UTC)
5	Hour	2	Int	Hour session ended (UTC)
6	Minutes	2	Int	Minutes session ended (UTC)
7	Seconds	2	Int	Seconds session ended (UTC)

Total length: 28 bytes

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.4.5 Instant game message (510)

This message allows a Concession holder to send the central system the games of type 'instant'. The transmission of this message contains all the informations about the session played include the request for participation in the game as well as the information of any winnings to be credited.

Message body:

	Field name	L.	Type	Description
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	Field name	L.	Type	Description
1	Participation amount	4	€Int	Amount of the initial bet which allows a player to enter the game or of the subsequent add-ons (including any bonus)
2	Participation amount from real bonus	4	€Int	Share of the initial bet which allows a player to enter the game resulting from real bonus(it's zero if not expected)
3	Participation amount from play bonus	4	€Int	Share of the initial bet which allows a player to enter the game resulting from play bonus(it's zero if not expected)
4	Won amount	4	€Int	Total amount won by the player including any jackpot and bonus
5	Won amount - real bonus	4	€Int	Total amount won by the player resulting from real bonus(it's zero if not expected).
6	Won amount - play bonus	4	€Int	Total amount won by the player resulting from play bonus(it's zero if not expected).
7	Won amount - Jackpot-game	4	€Int	Total amount won by the player resulting from jackpot within the game
8	Won amount - additional Jackpot	4	€Int	Total amount won by the player resulting from additional jackpot(it's zero if not expected).
9	Amount to fund jackpot	4	Int	Amount allocated to fund jackpot
10	Region code	1	Int	Set the region code (see table § 7.4) based on the residence of the game account holder.
11	IP address	15	Char	IP address of the PC through which the player gets connected (including dot); e.g. 127.0.01)
12	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where the game account is held

	Field name	L.	Type	Description
13	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
14	Length of game account code	1	Int	Length of the following field (max. 20 characters)
15	Game account		Char	To be set using the code which identifies the game account
16	Length of player's pseudonym	1	Int	Length of the following field (max. 100 characters)
17	Player's pseudonym		Char	Pseudonym of the player associated with the game account
	Date of participation			
18	Day	2	Int	Day of participation (UTC)
19	Month	2	Int	Month of participation (UTC)
20	Year	2	Int	Year of participation (UTC)
21	Hour	2	Int	Hour of participation (UTC)
22	Minutes	2	Int	Minutes of participation (UTC)
23	Seconds	2	Int	Seconds of participation (UTC)

Total length: 72 bytes + variable part

Field 1 contains the value of the amount participation, including any resulting from the share bonus given in fields 2 and 3.

Field 4 contains the value of the amount won by the player. Represents the amount that will be credited to the account of the game. The value is inclusive of the bonus share, reported in fields 5 and 6, and any shares resulting from the jackpot reported in

the fields 7 and 8.

Field 7 contains the value of the jackpot is part of the mathematics of the game.

Field 8 contains the value of the additional jackpot allocated regardless of the mathematics of the game.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code
2	Participation ID	16	Char	Univocal code assigned by the central system for participating in the game (only in the case of positive outcome)
3	Year	2	Int	Year of acquisition by the central system
4	Month	2	Int	Month of acquisition by the central system
5	Day	2	Int	Day of acquisition by the central system

Total length: 24 bytes

6.5 MESSAGES FOR THE EXECUTION OF THE GAME UNDER METHOD 4

6.5.1 Start-of-session message (600)

This message allows a Concession holder to communicate the start of a game session.

Message body:

	Field name	L.	Type	Description
1	ID of the game session	16	Char	Univocal session ID assigned by the proposing Concession holder
Date game session started				
2	Day	2	Int	Day session started (UTC)
3	Month	2	Int	Month session started (UTC)
4	Year	2	Int	Year session started (UTC)
5	Hour	2	Int	Hour session started (UTC)
6	Minutes	2	Int	Minutes session started (UTC)
7	Seconds	2	Int	Seconds session started (UTC)
Date of end of game session				
8	Day	2	Int	Day of presumed end of session (UTC)
9	Month	2	Int	Month of presumed end of session (UTC)
10	Year	2	Int	Year of presumed end of session (UTC)
Game session features				
11	Number of features	4	Int	Value equal to the maximum number of features communicated (n)

	Field name	L.	Type	Description
12	Features (multiplicity= value of field 11)			
	12.1	Code	3	Char
	12.2	Value	16	Char

Total length: 38 bytes + 19 bytes * n (where n = value of field 11)

The session code assigned by the proposing Concession holder contained in **field 1** consists in an ID that is univocal as far as the Concession holder is concerned, assigned so as to guarantee the absolute univocity of the session.

Fields 8 to 10 must be set to the “presumed” date of the end of the game session (it is assumed to be valid until 12 p.m. of the specified date); if, during the game, the Concession holder becomes aware that is unable to close the game within the declared date, it must send a deferment message (message 810), in order to complete the game session correctly.

Other session features also need to be indicated, depending on the type, using a code/value combination mechanism; the following table provides a non-exhaustive example of the types of data required:

Session feature	Value	Notes
JCK1	0/1	Session with jackpot within the game; It's 1 if this type of jackpot is provided
JCK2	0/1	Session with additional jackpot; It's 1 if this type of jackpot is provided
BON	B	Session can be played with bonus
MXP		Max. number of table places
TAV	Ref. table 7.5	Type of table (mandatory)
RAK		Maximum rake percentage applied (mandatory)

Session feature	Value	Notes
MNI		Minimum amount required to “sit” at the table (mandatory)
MXI		Maximum amount required to “sit” at the table (mandatory)

Example of a message relating to a tournament-type game session with a pre-defined number of participants without bonus:

- Field1 = AC6456HSDB8JHSE3
- Field2 = 14
- Field3 = 09
- Field4 = 2009
- Field5 = 14
- Field6 = 09
- Field7 = 00
- Field8 = 14
- Field9 = 09
- Field10 = 2009
- Field11 = 6
- Field 12 (Features - multiplicity = 4)
 - Code 1 = TAV
 - Value1 = NL
 - Code 2 = RAK
 - Value 2 = 500 (equal to 5%)
 - Code 5 = MNI
 - Value 5 = 1000 (equal to 10.00 Euros)

- Code 6 = MXI
- Value 6 = 100000 (equal to 1000.00 Euros)

If the values are numerical they must be stated to two decimal places omitting the decimal point.

The RAK feature, mandatory, must be set to the value of the max. percentage raked by the Concession holder (“rake”) from the bets (“pot”). This percentage, however, cannot exceed the limit set by legal regulations.

The mandatory MXP feature represents the number of places/players simultaneously available at a table/session.

The mandatory TAV feature indicates the type of table in respect of which a session is being opened; it must be set with the table 7.5 values.

JK1 attribute must be set when the concession holder opened the game session that includes jackpot arising from the mathematics of the game. This kind of jackpot increases the payout due to the player.

JK2 attribute must be set when the concession holder opened the game session that includes additional jackpot, awarded regardless of the game and in addition to the percentage of RTP for the determination of the margin for the concession holder.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome or the error ID (see table of errors)
2	ID of the game session	16	Char	ID code of the session assigned by the central system (in the event of positive outcome)

Total length: 18

The session ID code assigned by the Central system (**field 2**) represents the value which, in proceeding with the interview, univocally identifies the game session.

6.5.2 Purchase of participation right message (620)

This message allows a Concession holder to send the central system a request to participate in a game by a player registered with a table.

Message body:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code assigned by the central system for participating in the game (to be set for subsequent requests)
3	Participation sequential number	4	Int	Sequential number assigned by the Concession holder to the requests made by the same player in the session in question
4	Participation amount	4	€Int	Amount of the initial bet which allows a player to enter the game or the subsequent add-ons including any bonus
5	Bonus participation amount	4	€Int	Share of participation amount resulting from bonus
6	Region code	1	Int	To be set to the region code (see table § 7.4) based on the residence of the game account holder.
7	IP address	15	Char	IP address of the PC through which the player gets connected (including the points); e.g. 127.0.01)
8	Code of Concession holder, owner of the	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where

	Field name	L.	Type	Description
	game account			the game account is held
9	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
10	Length of game account code	1	Int	Length of the following field (max. 20 characters)
11	Game account		Char	To be set using the code which identifies the game account
12	Length of player's pseudonym	1	Int	Length of the following field (max. 100 characters)
13	Player's pseudonym		Char	Pseudonym of the player associated with the game account
	Date purchase of right to participate			
16	Day	2	Int	Day of participation (UTC)
17	Month	2	Int	Month of participation (UTC)
18	Year	2	Int	Year of participation (UTC)
19	Hour	2	Int	Hour of participation (UTC)
20	Minutes	2	Int	Minutes of participation (UTC)
21	Seconds	2	Int	Seconds of participation (UTC)
22	Progressive of the phase	4	Int	Number of the phase of the game

Total length: 84 bytes + variable part

Field 2 needs to be assigned a value only if the initial bet is topped up, it must contain the univocal code assigned by the central system to the first participation right purchase message, sent for the same player in the same game session.

The value of **field 3** will be equal to the number of “purchases” made for the player of the game session; its value must be set by the Concession holder starting from 1, as the player enters the game session and increased by each add-on request received.

The value of **field 4** is equal to the initial amount available to the player to play his game (“initial bet”) or the additional bets (add-ons). This amount includes any bonus contained in the fields 5

Field 22 represents the progressive phase of the game, taking place on the table / game session indicated at the time of the request for participation for the player, so if the player “goes” to the table / game session begins when, for example, the phase 10 with progressive, this field will take the value 10.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise its value is the error ID code
2	Participation ID	16	Char	Univocal code assigned by the central system for participating in the game (only if outcome is positive)
3	Year	2	Int	Year of purchase by the Central system
4	Month	2	Int	Month of purchase by the Central system
5	Day	2	Int	Day of purchase by the Central system

Total length: 24 bytes

Field 2 represents the univocal ID, assigned by the central system to the Participation right to the game and univocally identifies the player in the game session up to the point when he “leaves the table”. Therefore, as regards all purchases except the first

one, its value will be the one assigned to the initial participation request for the player.

Fields 3 to 5 of the reply message represent the date of registration of the participation on the AAMS central system, thus assigned according to the date in force in Italy at the time the message was received.

6.5.3 End-of-participation message (630)

This message allows a Concession holder to send the central system the request by a player to leave the game. . as well as information of 'credit' of the final stake (amount still available).

Message body:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code of the Participation right assigned by the central system
3	Player's number of game phases	4	Int	Total number of game phases in which the leaving player has participated
4	End-of-participation amount	4	€Int	Amount with which the player leaves the table ("final bet") including any bonus.
5	Bet amount	4	Int	Total amount of the bets made by the player
5a	End-of-participation amount bonus	4	€Int	Share of end-of-participation from bonus(it's zero if not expected).

	Field name	L.	Type	Description
6	Rake amount	4	Int	Amount of the “rake” determined by the player(measured in millionths of a euro)
7	Won amount	4	€Int	Total amount won by the player including any bonus and jackpot
8	Won amount - Jackpot game	4	€Int	Share of amount won resulting from Jackpot within the game
9	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where the game account is held
10	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
11	Length of game account code	1	Int	Length of the following field (max. 20 characters)
12	Game account		Char	To be set using the code which identifies the game account
13	Progressive of final phase	4	€Int	Number of the phase of the game
	Date credit of final stake			
14	Day	2	Int	Day credit of final stake (UTC)
15	Month	2	Int	Month credit of final stake (UTC)
16	Year	2	Int	Year credit of final stake (UTC)
17	Hour	2	Int	Hour credit of final stake (UTC)
18	Minutes	2	Int	Minutes credit of final stake (UTC)
19	Seconds	2	Int	Seconds credit of final stake (UTC)
20	Amount to fund jackpot	4	Int	Amount allocated to fund jackpot
21	End-of-participation amount bonus	4	€Int	Share of end-of-participation from bonus

	Field name	L.	Type	Description
22	Won amount - bonus	4	€Int	Total amount won by the player resulting from real bonus(it's 0 if not provided).
23	Won amount - additional Jackpot	4	€Int	Total amount won by the player resulting from additional jackpot(it's zero if not expected).

Total length: 103 bytes + variable part

Field 2 represents the univocal ID, assigned by the central system to the Participation right to the game, which univocally identifies the player as it does not change in the event that the latter tops up his initial bet, but only following a new participation request to the same session/table that was previously left.

Field 3 indicates the number of game phases played by the player in the session having the indicated participation ID, for which an “end-of-participation” was requested. Attention is drawn to the fact that the number of game phases to be indicated is closely related to the participation ID assigned, as, if the player in question asks to take part to the same table again, it will be assigned a new participation ID by the central system; the participation ID will be associated with the new game phases played by the player in the session/table. Furthermore, this value must match the number of phases of the game where the player has made the “betting” details of which will be reported in the course of the game message (message 780).

The value of **Field 4** will be the amount available to the player as he leaves the game (“final bet”) and which will be credited by the Concession holder on the game account. . This amount is inclusive of a bonus share contained in the field 21.

The value of **Field 5** will be the amount relating to all the bets made by the player during the various phases of the game.

The value of **Field 6** will be the share of the “rake” determined by the stakes of the “leaving” player net of winnings.

The value of **Field 7** is the total of the winnings earned by the player during the various phases of the game in which he took part in the session/table in question. This amount including the values resulting from jackpot contained in the fields 22 and 23 and from bonus contained in the field 23.

Field 13 represents the progressive phase of the game in progress on the table / game session indicated at the time of the request for end-of-participation of the player .

Field 20 represents the share of the amount of bets placed by the player destined to the jackpot.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise its value is the error ID code
2	Year	2	Int	Year of acquisition by the central system
3	Month	2	Int	Month of acquisition by the central system
4	Day	2	Int	Day of acquisition by the central system

Total length: 8 bytes

Fields 2 through 4 of the reply message are the date of registration on central system and contains the date in force in Italy at the time of the message.

6.5.4 End-of-session message (700)

The Concession holder must use this message to communicate the regular conclusion of the game session.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Day	2	Int	Day session ended (UTC)
3	Month	2	Int	Month session ended (UTC)
4	Year	2	Int	Year session ended (UTC)
5	Hour	2	Int	Hour session ended (UTC)
6	Minutes	2	Int	Minutes session ended (UTC)
7	Seconds	2	Int	Seconds session ended (UTC)

Total length: 28 bytes

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.6 ARCHIVE MANAGEMENT MESSAGES: GAME UNDER METHODS 1 AND 2

6.6.1 Session invalidation request message (310)

Through this message the Concession holder notifies the authorisation request to invalidate the game session (only in the cases expressly authorised by AAMS).

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Day	2	Int	Day session cancellation requested (UTC)
3	Month	2	Int	Month session cancellation requested (UTC)
4	Year	2	Int	Year session cancellation requested (UTC)
5	Hour	2	Int	Hour session cancellation requested (UTC)
6	Minutes	2	Int	Minutes session cancellation requested (UTC)
7	Seconds	2	Int	Seconds session cancellation requested (UTC)

Total length: 28 bytes

In the case of a circuit game session, the session invalidation request message can be sent only by the Concession holder who opened the session (Field 1 of the header of message 310 = Field 1 of the header of message 200).

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code
2	Request ID	8	Int	Code ID assigned by the Central system at the time the session invalidation request

Total length: 10 bytes

Field 2 contains the univocal ID, (in the event of positive outcome) assigned by the central system to the session invalidation request.

6.6.2 Participation right invalidation request message (320)

Through this message the Concession holder notifies the authorisation request for a validated Participation right (only in the cases expressly authorised by AAMS).

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code of the Participation right assigned by the central system
3	Day	2	Int	Day right invalidation requested (UTC)
4	Month	2	Int	Month right invalidation requested (UTC)
5	Year	2	Int	Year right invalidation requested (UTC)
6	Hour	2	Int	Hour right invalidation requested (UTC)
7	Minutes	2	Int	Minutes right invalidation requested (UTC)
8	Seconds	2	Int	Seconds right invalidation requested (UTC)

Total length: 44 bytes

Field 2 must contain the univocal code of the Participation right which is to be invalidated.

In the case of a circuit game session, the session invalidation request message can be sent only by the Concession holder who opened the session (Field 1 of the header of message 320 = Field 1 of the header of message 220).

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive

				outcome otherwise it will be equal to the error ID code
2	Request ID	8	Int	Code ID assigned by the Central system at the time the right of participation invalidation request

Total length: 10 bytes

Field 2 contains the univocal ID, (in the event of positive outcome) assigned by the central system to the right of participation invalidation request.

6.6.3 Verification of the invalidation request status message (330)

Through this message the Concession holder requests the Central system for the outcome of the invalidation request concerning a game session or a game participation (message 310 or 320) that was previously transmitted. If the outcome is positive (hence the authorisation was granted), the reply will also include the date of the authorisation by AAMS.

The header of the message will contain the same data as the invalidation message it relates to.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Participation ID	16	Char	Univocal code of the Participation right assigned by the central system
3	Request ID	8	Int	Code ID assigned by the Central system at the time the invalidation request

Total length: 40 bytes

Field 2 must be assigned a value if the invalidation request to be checked was sent for a specific Participation right as part of the games session indicated; conversely its value will be “space”.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise its value will be equal to the error ID code
2	Authorisation stage	2	Int	Its value will be different from 0 if processed by AAMS
3	Reasons-length	2	Int	Length of field 4
4	Reasons	2	Int	It represents the reason why AAMS rejects the request
Authoriation date				
5	Year	2	Int	Year
6	Month	2	Int	Month
7	Day	2	Int	Day

Total length: 4 bytes + 6 bytes (Authorization date) + 2 bytes

Field 2 is set based on the outcome of the analysis carried out by AAMS following the invalidation request submitted by the Concession holder. The possible values are:

- 0 : under examination
- 1 : analysed with positive outcome (authorisation granted)

- 2 : analysed with negative outcome (rejected)

Fields 5 to 7 of the reply message represent the date on which the authorisation granted by AAMS following the request examined was registered by the central system; thus it is assigned according to the date in force in Italy at the time the aforesaid outcome was received.

6.6.4 Refund credited message (340)

This message allows the Concession holder, following the authorisation obtained from AAMS to the participation right/game session invalidation request, to communicate the credit on the game account of the sum collected at the time of the purchase itself.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system
2	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder/system owner where the game account is held
3	Network code	2	Int	Network identification code of Concession holder managing the game account (ref. table § 7.6)
4	Amount	4	€Int	Credited amount
5	Day	2	Int	Day refund credited (UTC)
6	Month	2	Int	Month refund credited (UTC)
7	Year	2	Int	Year refund credited (UTC)
8	Hour	2	Int	Hour refund credited (UTC)

9	Minutes	2	Int	Minutes refund credited (UTC)
10	Seconds	2	Int	Seconds refund credited (UTC)
11	Length of game account code	1	Int	Length of Game account field
12	Game account		Char	Game account number
13	Bonus amount	4	€Int	Share of credited amount destined to bonus

Total length: 37 bytes + length of field 11

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero in the event of a positive outcome otherwise it will be equal to the error ID code

Total length: 2 bytes

6.6.5 Message requesting sessions featuring anomalies (360)

Through this message the Concession holder requests the list of the session IDs opened in a given date and under its management, which the central system has found to contain anomalies. The returned list will contain all the “anomalous” sessions opened by the transmitting Concession holder (field 3 of the header of message 360 = field 3 of the header of message 200).

Body of the request message:

	Field name	L.	Type	Description
1	Day	2	Int	Day session opened
2	Month	2	Int	Month session opened
3	Year	2	Int	Year session opened

Total length: 8 bytes

Body of the reply message:

This message contains the request ID assigned by central system in the case of positive outcome.

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code
2	Request ID	8	Int	Code ID assigned by the Central system at the time the invalidation request

Total length: 10 bytes.

6.6.6 Message requesting anomalies found in one session (365)

Through this message the Concession holder requests the notification of any anomalies found in the game sessions he is responsible for and previously reported as a reply to message 360.

Body of the request message:

	Field name	L.	Type	Description
1	Request ID	8	Int	Code ID assigned by the Central system at the time the invalidation request

Total length: 8 bytes

Body of the reply message:

	Field name	L.	Type	Description	
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code	
2	Total number of sessions with anomalies	2	Int	If set to zero it means that there are no anomalies and the session is deemed to be correct and complete	
3	Game session ID (multiplicity = value of field 2)				
	3.1	Game session ID	16	Char	Game session ID assigned by the Central system
	3.2	Number of anomalies	2	Int	It contains the number of anomalies found for the game session ID in exam.
4	Anomalies (multiplicity = value of field 3.2)				
	4.1	Code	2	Int	It contains the code of the anomaly found (see table of anomalies § 7.3)
	End of Anomalies				
	End of game session ID				

Total length: 6 bytes + 20 bytes (variable part) * n (= value of field 2) + 2 bytes (field 4.1) * m (=value of field 3.2)

6.7 ARCHIVE MANAGEMENT MESSAGES: GAME UNDER METHOD 3

6.7.1 Message requesting sessions featuring anomalies (560)

Through this message the Concession holder requests the list of the session IDs opened in a given date and under its management, which the central system has found to contain anomalies. The returned list will contain all the sessions opened on a particular date by the transmitting Concession holder (field 3 of the header of message 560 = field 3 of the header of message 400) for a code game indicated in the header .

The reply message contains the identifier assigned by the central system to the request accepted. It will be used in subsequent operations (message 365).

Body of the request message:

	Field name	L.	Type	Description
1	Day	2	Int	Day session opened
2	Month	2	Int	Month session opened

3	Year	2	Int	Year session opened
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Total length: 8 bytes

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code
2	Request ID	8	Int	Code ID assigned by the Central system at the time the invalidation request

Total length: 10 bytes

6.7.2 Message requesting anomalies found in one session (565)

Through this message the Concession holder requests the notification of any anomalies found in the game sessions he is responsible for and previously reported as a reply to message 560.

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system

Total length: 16 bytes

Body of the reply message:

	Field name	L.	Type	Description	
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code	
2	Total number of sessions with anomalies	2	Int	If set to zero it means that there are no anomalies and the session is deemed to be correct and complete	
3	Game session ID (multiplicity = value of field 2)				
	3.1	Game session ID	16	Char	Game session ID assigned by the Central system
	3.2	Number of anomalies	2	Int	It contains the number of anomalies found for the game session ID in exam.
4	Anomalies (multiplicity = value of field 3.2)				
	4.1	Code	2	Int	It contains the code of the anomaly found (see table of anomalies § 7.3)
	End of Anomalies				
	End of game session ID				

Total length: 6 bytes + 20 bytes (variable part) * n (= value of field 2) + 2 bytes (field 4.1) * m (=value of field 3.2)

6.7.3 Game execution message (580)

Through this message the Concession holder communicates all the information concerning the different "phases" that followed one another during the game session (table) in question. The message must be sent by the same Concession holder who previously opened the game session (field 1 of the header of message 580 = field 1 of the header of message 400).

Body of the request message:

	Field name	L.	Type	Description	
1	Table/session ID	16	Char	Game session ID assigned by the Central system	
2	Number of game phases transmitted	4	Int	Number of phases stated in the message (n)	
3	Sequential number of initial game phase	4	Int	Sequential number of the first game phase included in the message	
5	Sequential number of final game phase	4	Int	Sequential number of the last game phase included in the message	
8	Date of execution game	16	Char	Date of execution game in format yyyymmdd	
10	End of day flag	1	Int	To be set when the message sent relates to the last game phases of the day otherwise its value is zero	
11	Game phases (multiplicity= value of field 2)				
	11.2	Number of players	4	Int	Number of players in the game phase (m)
	11.3	Fee	4	Int	Amount withdrawn by the Concession holder for the game phase
	11.7	Sequential number of game phase	4	Int	Sequential number of game phase included in the message
	11.8	Date-Time of game phase	14	Char	Date and time of end execution of game phase (on format yyyymmddhh24miss UTC)

12	Player data (multiplicity = value of field 11.2)				
	12.1	ID	16	Char	ID of the Participation right assigned to the player
	12.2	Available amount	4	€Int	Total amount available to the player at the start of each game phase including any bonus
	12.3	winning amount (if any)	4	€Int	winning amount (if any) including any jackpot and bonus
	12.4	Possible bet amount	4	€Int	Player's bet in the game session including any bonus
	12.5	Withdrawal amount	4	€Int	Withdrawal value produced by the player in the game phase (measured in millionths of a euro)
	12.6	Concession holder	4	€Int	Concession holder in competence for the player
	12.7	Jackpot amount	4	€Int	Amount destined to jackpot for the player's bet in the game session
	12.8	Real bonus amount start phase	4	€Int	Amount of real bonus available at start of the game phase(it's zero if not expected)
	12.9	Play bonus amount start phase	4	€Int	Amount of play bonus available at start of the game phase(it's zero if not expected)
	12.10	Bet amount from real bonus	4	€Int	Share of bet amount resulting from real bonus (it's zero if not expected)
	12.11	Bet amount from play bonus	4	€Int	Share of bet amount resulting from play bonus (it's zero if not expected)
	12.12	winning amount from real bonus	4	€Int	Share of amount won resulting from real bonus (it's zero if not expected)

12.13	winning amount from play bonus	4	€Int	Share of amount won resulting from play bonus (it's zero if not expected)
12.14	winning amount from jackpot-game	4	€Int	Share of amount won resulting from jackpot within the game (it's zero if not expected)
12.15	winning amount from additional jackpot	4	€Int	Share of amount won resulting from additional jackpot (it's zero if not expected)
End of player data				
End of game phases				

Total length: 37 bytes + 30 bytes (variable part of the game phases)* n (n = value of field 2) + 76 bytes * m (m = value of field 11.2).

Field 2 must be set to the total number of game phases transmitted in the message; the max. value of this field is **1,000**. Therefore, if the total number of phases in a game session still under way at the time the message is sent exceeds that value, the message must be sent as many times as to ensure the list is completed (for example, if the phases carried out are 1,500, then two transmissions will be required: the first containing the first 1,000 and the second one the remaining 1,500). Clearly the following game phases will be forwarded through further messages and using the same methods.

Fields 3 and 5 must be set to the first and last sequential number assigned by the Concession holder, as part of the game session, to the phases included in the message sent, complying with the sequence of the phases and of the transmissions. Thus, as regards the previous example, the value of the fields will be 1 and 1,000 in the first transmission and 1,001 and 1,500 in the second transmission.

Fields 8 contains the date of execution game session in force in Italy at the time of the transmission of the message.

Field 10, allows to notify the completion of the transmission of the game phases of the day; if the messages concerning the execution of the game, for the day indicated in the field 8, are terminated then it must be set to 1.

Field 11.3 (Fee) Contains the sum of the amounts remaining in the willingness of Concession holder arising from bets made by their players during the game phase in exam. This amount may be negative in the case of the sum of the amount won from the players is bigger then the sum of bet.

Field 12.3 (winning amount) in the player's data, must be assigned a value only if the related player is also the winner of the game phase; the value represents the amount of the "pot" obtained including any jackpot and bonus (**fields 12.12, 12.13, 12.14, 12.15**).

Fields 12.4 (bet amount) must be set if the player participated to the game only. The amount including bonus used (**fields 12.10 and 12.11**)

Field 12.5 (Withdrawal amount) produced by the player in the game phase. In the case of winning for the player, this value may be negative cause the concession holder returned to the player more then he has bet.

Field 12.7 represents the share of amount bet destined to the jackpot.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code

Lunghezza totale: 2 byte

6.7.4 Game session balanced message (590)

Through this message, upon closing a game session and, in any case, on a daily basis, the Concession holder sends the information on the open tables/sessions to ensure the data is effectively aligned. The message must be sent by the same Concession holder who previously opened the game session (field 3 of the header of message 590 = field 3 of the header of message 400).

Central system verifies that all the messages 580 have correctly sent. All data ,for reference date, contained in the message 590, have to match with the information given in the message 580.

Body of the request message:

	Field name	L.	Type	Description	
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system	
2	Reference date	8	Char	Reference date for the data sent (ddmmyyyy format)	
3	Total number of phases played	4	Int	Number of game phases carried out for the session till the reference date (field 2)	
4	Number of game phases sent	4	Int	Number of game phases to which the message data relates	
6	Number of participating concession holders	4	Int	Number of concession holders that transmitted purchase of rights on behalf of their clients	
7	Summary data (multiplicity= value of field 6)				
	7.1	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder that transmitted purchase of rights on behalf of its

					clients
	7.2	Total amount of bets	4	€Int	Amount of bets relating to the game phases considered in the message including any bonus
	7.3	Total amount of winnings	4	€Int	Amount of winnings earned in the game phases considered in the message including jackpot and bonus
	7.4	Total amount of withdrawal collected	4	€Int	Amount of withdrawal collected with regard to the game phases considered in the message (the value may be negative)
	7.5	Amount won from Jackpot -game	4	€Int	Share of amount won resulting from jackpot within the game
	7.6	Amount won from additional jackpot	4	€Int	Share of amount won resulting from additional jackpot
	7.7	Amount bet destined to jackpot	8	€Int	Amount bet destined to the jackpot for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date.
	7.8	Amount bet from real bonus	8	€Int	Share of bet amount resulting from real bonus for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date. (it's zero if not expected)
	7.9	Amount bet from play bonus	8	€Int	Share of bet amount resulting from play bonus for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date. (it's zero if not expected)
	7.10	Amount won from real bonus	4	€Int	Share of amount won resulting from real bonus for the player's bet in competence for the concession holder. The amount is reported to the

					session game phases at the reference date. (it's zero if not expected)
	7.11	Amount won from play bonus	4	€Int	Share of amount won resulting from play bonus for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date. (it's zero if not expected)
		End of summary data			

Total length: 36 bytes + 84 bytes (variable part) * n (n = value of field 6)

Field 2 represents the date to which the information sent relates; as regards such date, the Concession holder must have previously sent game execution messages (comparison with fields 6 and 7 of message 580).

Field 3 represents the total of the game phases carried out in the session indicated; clearly, if the message is sent when the game session is still open (not finished), it must be set to the number of phases carried out until that time of the reference day.

Field 4 represents the total of the phases included in the message for the reference date; if the message contains information relating to a session that was opened and closed in the same day, fields 3 and 4 will be equal.

Body of the reply message:

	Field name	L.	Type	Description
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1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code
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Lunghezza totale: 2 byte

6.8 ARCHIVE MANAGEMENT MESSAGES: GAME UNDER METHOD 4

6.8.1 Message requesting sessions featuring anomalies (760)

Through this message the Concession holder requests the list of the session IDs opened in a given date and under its management, which the central system has found to contain anomalies. The returned list will contain all the sessions opened on a particular date by the transmitting Concession holder (field 3 of the header of message 760 = field 3 of the header of message 600) for the code game indicated in the header.

The reply message contains the identifier assigned by the central system to the request accepted. It will be used in subsequent operations (message 365).

Body of the request message:

	Field name	L.	Type	Description
1	Day	2	Int	Day session opened
2	Month	2	Int	Month session opened
3	Year	2	Int	Year session opened

Total length: 6 bytes

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code
2	Request ID	8	Int	Code ID assigned by the Central system at the time the invalidation request

Total length: 10 bytes

6.8.2 Message requesting anomalies found in one session (765)

Through this message the Concession holder requests the notification of any anomalies found in the game sessions he is responsible for and previously reported as a reply to message 760.

Body of the request message:

	Field name	L.	Type	Description
1	Request ID	8	Int	Code ID assigned by the Central system at the time the invalidation request

Total length: 8 bytes

Body of the reply message:

	Field name	L.	Type	Description	
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code	
2	Total number of sessions with anomalies	2	Int	If set to zero it means that there are no anomalies and the session is deemed to be correct and complete	
3	Game session ID (multiplicity = value of field 2)				
	3.1	Game session ID	16	Char	Game session ID assigned by the Central system
	3.2	Number of anomalies	2	Int	It contains the number of anomalies found for the game session ID in exam.
4	Anomalies (multiplicity = value of field 3.2)				
	4.1	Code	2	Int	It contains the code of the anomaly found (see table of anomalies § 7.3)
	End of Anomalies				
	End of game session ID				

Total length: 6 bytes + 20 bytes (variable part) * n (= value of field 2) + 2 bytes (field 4.1) * m (=value of field 3.2)

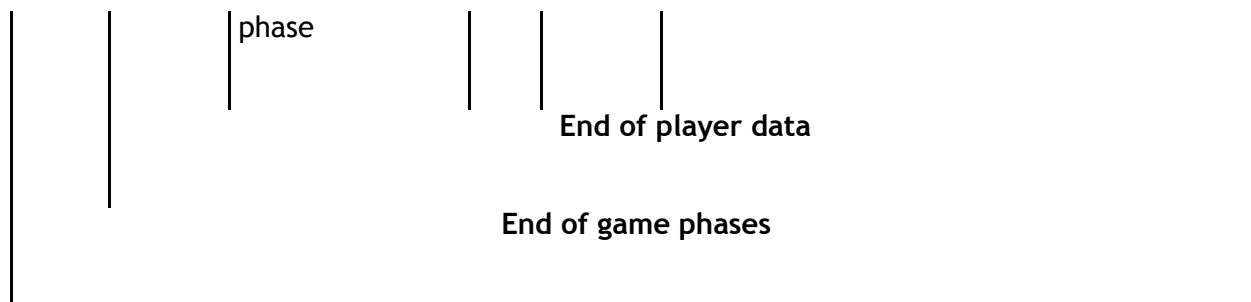
6.8.3 Communication game being played (780)

Through this message the Concession holder communicates all the information concerning the different "game phases" that followed one another during the game session (table) in question. The message must be sent by the same Concession holder who previously opened the game session (field 3 of the header of message 780 = field 3 of the header of message 600).

Body of the request message:

	Field name	L.	Type	Description	
1	Table/session ID	16	Char	Game session ID assigned by the validating system	
2	Number of game phases transmitted	4	Int	Number of phases stated in the message (n)	
3	Sequential number of initial game phase	4	Int	Sequential number of the first game session included in the message	
5	Sequential number of final game phase	4	Int	Sequential number of the last game phase included in the message	
8	Date of execution game	16	Char	Date of execution game in format yyyymmdd	
10	End of day flag	1	Int	To be set when the message sent relates to the last game phases of the day otherwise its value is zero	
11	Game phases (multiplicity= value of field 2)				
	11.2	Number of players	4	Int	Number of players in the hand (m)
	11.3	Rake	4	Int	Amount collected by the Concession holder for the hand
	11.4	Flag rake	1	Char	It indicates if a rake is envisaged for the hand (its value will be 0 if hand with rake, "1" if hand with no rake)
	11.5	Pot amount	4	Int	Total pot amount achieved in the hand
	11.7	Sequential number of game phase	4	Int	Sequential number of game phase included in the message
	11.8	Date-Time of game phase	14	Char	Date and time of end execution of game phase (on format yyyymmddhh24miss UTC)

12	Player data (multiplicity = value of field 11.2)				
	12.1	ID	16	Char	ID of the Participation right assigned to the player
	12.2	Available amount	4	€Int	Total amount available to the player at the start of each game phase including any bonus
	12.3	Possible amount of the winning	4	€Int	Possible amount of the winning phase including any jackpot and bonus
	12.4	Bet amount (if any)	4	€Int	Player's bet in the game session (if any) including any bonus
	12.5	Rake amount	4	€Int	Rake value produced by the player in the game phase (measured in millionths of a euro)
	12.6	Concession holder	4	€Int	Concession holder in competence for the player
	12.7	Jackpot amount	4	€Int	Amount destined to jackpot for the player's bet in the game session
	12.8	Bonus amount	4	€Int	Share of bet amount resulting from bonus (it's zero if not expected)
	12.9	Winning amount from bonus	4	€Int	Share of amount won resulting from bonus (it's zero if not expected)
	12.10	winning amount from jackpot-game	4	€Int	Share of amount won resulting from jackpot within the game (it's zero if not expected)
	12.11	winning amount from additional jackpot	4	€Int	Share of amount won resulting from additional jackpot (it's zero if not expected)
	12.12	Real bonus amount start	4	€Int	Amount of real bonus available at start of the game phase(it's zero if not expected)



Total length: 37 bytes + 34 bytes (variable part of the game phases)* n (n = value of field 2) + 64 bytes * m (m = value of field 11.2).

Field 2 must be set to the total number of game phases transmitted in the message; the max. value of this field is 1,000. Therefore, if the total number of phases in a game session still under way at the time the message is sent exceeds that value, the message must be sent as many times as to ensure the list is completed (for example, if the phases carried out are 1,500, then two transmissions will be required: the first containing the first 1,000 and the second one the remaining 1,500). Clearly the following game phases will be forwarded through further messages and using the same methods.

Fields 3 and 5 must be set to the first and last sequential number assigned by the Concession holder, as part of the game session, to the phases included in the message sent, complying with the sequence of the phases and of the transmissions. Thus, as regards the previous example, the value of the fields will be 1 and 1,000 in the first transmission and 1,001 and 1,500 in the second transmission.

Fields 8 contains the date of execution game session in force in Italy at the time of the transmission of the message.

Field 10 allows to notify that the transmission of the game phases of the day has been completed; if the messages concerning the execution of the game, for the day indicated in field 8, are terminated then it must be set to 1.

Field 11.3 (Rake) Contains the sum of the amounts remaining in the willingness of Concession holder arising from bets made by their players during the game phase in exam.

Field 12.3 (winning amount) in the player's data, must be assigned a value only if the player it relates to is also the winner of the game phase; the value represents the amount of the "pot" obtained including fields **12.9, 12.10, 12.11**(if any).

Fields 12.4 (bet amount) must be set if the player participated to the game only. The amount including bonus used (fields **12.10** and **12.11**)

Field 12.5 (Rake amount) produced by the player in the game phase. (measured in millionths of euro).

Field 12.6 code of Concession holder which has transmitted the message of purchase right to participate for the player in exam.

Field 12.7 represents the share of amount bet destined to the jackpot.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code

Total length: 2 bytes

6.8.4 Game session balanced message (790)

Through this message, upon closing a game session and, in any case, on a daily basis, the Concession holder sends the information on the open tables/sessions to ensure the data is effectively aligned. The message must be sent by the same Concession holder who previously opened the game session (field 3 of the header of message 790 = field 3 of the header of message 600).

Central system verifies that all the messages 780 have correctly sent. All data ,for reference date, contained in the message 790, have to match with the information given in the message 780.

Body of the request message:

	Field name	L.	Type	Description	
1	Game session ID - central system	16	Char	Game session ID assigned by the Central system	
2	Reference date	8	Char	Reference date for the data sent (ddmmyyyy format)	
3	Total number of phases played	4	Int	Number of game phases carried out for the session till the reference date (field 2)	
4	Number of game phases played in the reference date	4	Int	Number of game phases to which the message data relates	
5	Total number of phases where rake collected	4	Int	Number of game phases in respect of which a rake was collected (equal to part or the entire value of field 4)	
6	Number of participating concession holders	4	Int	Number of concession holders that transmitted purchase of rights on behalf of their clients (n)	
7	Summary data (multiplicity= value of field 6)				
	7.1	Code of Concession holder, owner of the game account	4	Int	ID code, assigned by AAMS, of the Concession holder that transmitted purchase of rights on behalf of its

					clients
	7.2	Total amount of bets	8	€Int	Amount of bets relating to the game phases considered in the message including any bonus
	7.3	Total amount of winnings	8	€Int	Amount of winnings earned in the game phases considered in the message including any jackpot and bonus
	7.4	Total amount of rake collected	8	l€Int	Amount of rake collected with regard to the game phases considered in the message
	7.5	Amount won from Jackpot -game	8	€Int	Share of amount won resulting from jackpot within the game
	7.6	Amount won from additional jackpot	8	€Int	Share of amount won resulting from additional jackpot
	7.7	Amount bet destined to jackpot	8	€Int	Amount bet destined to the jackpot for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date.
	7.8	Amount bet from bonus	8	€Int	Share of bet amount resulting from bonus for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date. (it's zero if not expected)
	7.9	Amount won from bonus	8	€Int	Share of amount won resulting from bonus for the player's bet in competence for the concession holder. The amount is reported to the session game phases at the reference date. (it's zero if not expected)
		End of summary data			

Total length: 40 bytes + 68bytes (variable part) * n (n = value of field 6)

Field 2 represents the date of the information sent; as regards such date, the Concession holder must have previously sent game execution messages (comparison with fields 7 and 8 of message 780).

Field 3 represents the total of the game phases carried out in the session indicated; clearly, if the message is sent when the game session is still open (not finished), it must be set to the number of phases carried out until that time of the reference day.

Field 4 represents the total of the game phases included in the message for the reference date; if the message contains information relating to a session that was opened and closed in the same day, fields 3 and 4 will be equal.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code

Total length: 2 bytes

6.9 ARCHIVE MANAGING MESSAGES

6.9.1 Accounting data request message (800)

Through this message the Concession holder requests the accounting data that concerns him.

Body of the request message:

	Field name	L.	Type	Description
1	Day - Initial	2	Int	Initial day of the requested accounting period
2	Month - Initial	2	Int	Initial month of the requested accounting period
3	Year - Initial	2	Int	Initial year of the requested accounting period
4	Day - End	2	Int	Final day of the requested accounting period
5	Month - End	2	Int	Final month of the requested accounting period
6	Year - End	2	Int	Final year of the requested accounting period

Total length: 12 bytes

Depending on the required information, **fields** must be given a value; therefore, if the Concession holder wants to require all the accounting data related to a specific day, all of this data will be set up with values between the starting and ending data; as far as concerns the monthly accounting data, **fields 1 and 4** will have the first and the last day of the month in question, while for the yearly data, **fields 1 and 2** and **fields**

3 and 4 will have the first and the last day of the first and the last month of the year in question.

Body of the reply message:

	Field name	L.	Type	Description	
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code	
2	Taxes due	6	€Int	Total amount of the tax due in the requested period	
3	Total number of descriptions	4	Int	Total number of descriptions provided with the reply message	
4	Multiplicity description = value of field 3)				
	4.1	Game type code	1	Int	Game type code defined according to the legal regulations which the data relates to
	4.2	Code	4	Int	ID code of the description (see table of descriptions)
	4.3	Quantity	4	Int	Total occurrences of the reference description
	4.4	Amount	6	€Int	Total amount relating to the occurrences of the reference description

Total length: 12 bytes + 15 bytes (variable part)* n (n = value of field 3).

The **fields** relating to the descriptions (4.1, 4.2, ...) are set if the message is successfully processed, with regard to an accounting period closed, and contain the accounting data according to the defined code of descriptions.

The value of **Field 4.1 (game type code)** will correspond to the game type, according to the subdivision introduced by DD ****, to which the data of the description relates; more specifically:

- Tournament card games (art. 1, paragraph 1 of the aforesaid Decree) =1;
- Fixed-limit games of chance (art. 1, paragraph 2, letter a) of the aforesaid Decree) = 2;
- Non-tournament card games (cash) (art. 1, paragraph 2, letter b) of the aforesaid Decree) = 3.
-

6.9.2 Message updating of end-of-session date (810)

This message allow to postpone the ending date of the session. The message must be set before the expiring date.

The message must be sent by the same concession holder that opened the session

Body of the request message:

	Field name	L.	Type	Description
1	Game session ID - central system	16	Char	Game session ID assigned by the validating system
Date of end of game session				
2	Day	2	Int	Day of end of session (UTC)
3	Month	2	Int	Month of end of session (UTC)
4	Year	2	Int	Year of end of session (UTC)

Total length: 22 bytes

Fields 2 to 4 must be set to the new end date of the game session indicated (considered valid until 12 p.m. of the day indicated).

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code

Total length: 2 byte

6.9.3 Message communication software installed (830)

Through this message, the Concession holder, transmits the identification of all the software elements in his system (platform and game).

Body of the request message:

	Field name	L.	Type	Description	
1	Number of software modules	4	Int	Total number of software modules sent.	
2	Modules (Multiplicity description = value of field 1)				
	2.1	Type	1	Int	Type of the element to which the data refer . It's 1 for platform, 2 for game.
	2.2	Code element	4	Int	Code assigned by AAMS to the platform or game to which the software refer.
	2.3	Details	40	Char	Details of the module (including file name extension)
	2.4	Hash code	40	Char	SHA1 Checksum within the file.

Total length: 4 bytes + 85 bytes (variable part)* n (n = value of field 1).

The modules are related to the version presented on the date of acceptance / approval.

Body of the reply message:

	Field name	L.	Type	Description
1	Outcome	2	Int	Its value is zero if outcome of the processing is positive on the contrary its value will be the error code

Total length: 2 byte

7 MANAGEMENT OF ERRORS

7.1 Types of possible errors

The list of errors which may take place is provided in Table 1 which provides the ID code and description for each possible error. For the sake of clarity, an indication is also provided of the message received that could generate the error.

7.2 Management of internet errors

Problems with the Internet connection may take place during a communication between the **Concession holder's processing system** and the **Central system**, such as for example:

- Message sent by the Concession holder which is not received by AAMS
- Reply message sent by AAMS which is not received by the Concession holder

Therefore, in order to avoid loss of information, the Concession holder's system must manage the time out on the connection.

In this regard, if no reply from the validating system is received after a pre-established period of time, the Concession holder must resend the message without modifying, in particular, the transaction code and must take the necessary actions depending on the return code received in reply.

The following table shows the time intervals according to which the system of the Concession holder (or of the network operator used by the Concession holder) is authorised to resend a message in respect of which no reply was received:

4 seconds	first retry
10 seconds	second retry
30 seconds	from the third retry onwards

8 TABLES

8.1 Table of recording errors

The codes included in this table are provided as an example and are not exhaustive.

The reference table in force will be posted on an apposite space in the reserved area of the AAMS site.

Table 1: code and description of errors

CODE	DESCRIPTION	MESSAGES
1000	Basic message reading error	All
1001	Being processed - please wait	All
1001	Processing.. - please wait	All
1003	Transaction code refers to different request already made	All
1004	Protocol Version incorrect or missing	All
1010	Signature not verified	All
1020	Transmitting concession holder code not authorised or non existing	Header,220
1040	Wrong or missing session identification	All
1050	Transmitting concession holder code not authorised to send the message	Header
1060	Wrong message length	All
1070	Message already transmitted	All
1080	Wrong message code	All
1090	Wrong date/time	Header,200,280,320
1091	Date/Time indicated subsequent to the current date	Header,200,220,280,310,320,0,400,580,780

CODE	DESCRIPTION	MESSAGES
1092	Date following to start date of Validity service	400,600
1100	Wrong prize money percentage	200,240
1110	Wrong type of prize money	200,240
1120	Wrong or non-existing ticket code	260
1140	Prize plan amounts incoherent with jackpot	240
1150	Credited amount differs from prize amount	280
1160	Proposing concession holder code not authorised or non existing	Header
1190	Wrong or missing game code	Header
1191	Game not enabled for the concession holder and FSC	Header
1200	Not univocal game session identification	200
1220	Nominal amount of participation right ≤ 0 or greater than the maximum amount allowed	200, 220
1221	Bonus amount < 0 or higher than allowed	220,280,420,430,580,620,630,80
1222	Jackpot nominal amount < 0	430,630
1223	Nominal amount end-of-participation < 0	430,630
1224	Bet nominal amount < 0	430,630
1230	Wrong PRM attribute value (percentage)	200
1240	Wrong or missing SMG value	200
1241	Wrong or missing SMN value	200
1250	MNG value lower than 1	200
1260	MXG value lower than 2	200
1261	MXG value lower than MNG	200

CODE	DESCRIPTION	MESSAGES
1270	Date preceding start of session	220
1271	Date following end session	250,300
1272	Date following validate session	300
1273	Date preceding validate session	300
1281	Wrong or missing repurchase Flag	200, 220
1290	Missing player pseudonym	220
1300	Platform not tested for the type of session indicated	200
1310	Missing circuit player pseudonym	220
1320	Wrong or missing code field of game account	220,280
1330	Wrong or missing game account	220,280
1335	Invalid game account	220
1340	Length of game account incoherent with the value of the game account	220,280
1350	Wrong or missing number of prizes or winners	240,260
1351	Wrong or missing initial winning sequential number	260
1352	Wrong or missing final winning sequential number	260
1353	Wrong or missing partial amount	260
1354	Wrong or missing number of winnings included in the transmission	260
1355	Wrong or missing winning amount included in the transmission	260
1360	Wrong or missing prize or credited amount	240,260,280
1370	Amount of participation right lower than the nominal amount	220
1380	Validated session - first purchase not allowed	220
1381	Not allowed delayed purchase	220

CODE	DESCRIPTION	MESSAGES
1390	Session already validated	250
1400	Missing proposing Concession holder code	Header
1410	Missing transmitting Concession holder code	Header
1420	Missing transaction code	Header
1421	Wrong or missing right to participate	260,330,340,420,430,620,630
1422	Wrong or missing participation sequential number	420,620
1423	participation sequential number or right to participate not correctly valued	420,620
1424	Wrong or missing total winning amount	260
1425	The player appears to have ended its participation at the table	420,430,620,630
1426	The player appears to have exceeded the limit of the playable	420,430,620,630
1427	The player has never sat at the table or is wrong the sequential number participation	420,430,620,630
1428	The player is already sitting at the table	420,430,620,630
1429	Wrong or missing partial amount from bonus	260
1430	Missing date	Header
1431	There are still players at the table	500,700
1432	Amount of participation below the minimum value declared for the table	420,430,620,630
1433	Importo di partecipazione superiore al valore massimo dichiarato per il tavolo	420,430,620,630
1440	Missing message type	Header
1441	Message type not provided by mode of transmission of the game	All
1450	Missing body length	Header

CODE	DESCRIPTION	MESSAGES
1460	Missing time	200
1470	BON - bonus value < > B	200
1471	JCK - Wrong or missing value of jackpot	200
1472	CUP - Wrong or missing value attribute CUP	200
1473	Wrong or missing bonus amount	220,420
1474	Wrong or missing network code	220,280,340,420, 430,620,630
1475	Wrong or missing partial amount from jackpot	260
1476	Wrong partial amounts	260
1477	Attribute MNI negative	400,600
1478	Attribute MXI negative	400,600
1481	Attribute MXI less then attribute MNI	400,600
1483	The table has already reached the maximum number of participants	620
1484	Attribute RAK negative	600
1485	Wrong attribute RAK	600
1486	Wrong attribute TAV	600
1487	Attribute SBL negative	600
1488	Attribute BBL negative	600
1489	Attribute SBL greater then attribute BBL	600
1490	Missing game session ID assigned by the validating system	220
1491	MNI attribute value exceeding the limit allowed by law	400,600
1492	MXI attribute value exceeding the limit allowed by law	400,600
1493	Wrong or missing VIN attribute value	200

CODE	DESCRIPTION	MESSAGES
1500	Missing player type	220
1510	Code of Concession holder with which game account held is missing	220
1511	Wrong value network code	280,340,420,430,630
1520	Code of Concession holder with which game account held does not exist	220
1530	Length of body declared different from actual length	All
1540	Basic database error	All
1550	Proposer code different from transmitter code	All
1560	Proposing Concession holder temporarily unauthorised	Header
1570	Number of prizes different from number of prizes declared	240
1571	Number of winners not consistent with the number declared	260
1580	Number of winners declared different from actual number of winners	260
1590	Percentage pf prize money declared in msg200 different from the percentage declared in msg240	240
1600	Wrong jackpot percentage	240
1603	Wrong number attribute less than the mandatory attributes	400,600
1610	Missing IP address	220
1620	Wrong or missing region	220
1630	Wrong or missing length of player's pseudonym	220
1631	Pseudonym associated with another player's game account	220,420,500,620
1640	Wrong or missing length of circuit player's pseudonym	220
1650	Length of player's pseudonym not coherent with the value of the pseudonym	220
1660	Length of circuit player's pseudonym not coherent with the value of the pseudonym	220

CODE	DESCRIPTION	MESSAGES
1670	Total winnings different from the jackpot paid	240
1671	Jackpot sum not consistent with the jackpot supplied	240
1680	Cancellation not allowed ? list of winners already transmitted	230
1690	No refund can be inserted unless a cancellation takes place	290
1700	The session has already been closed	300, 320
1710	No rebuy allowed for the session in question	220
1720	Max. limit of rebuy amount exceeded	220
1740	Amount already credited on the player's account in the same session	280
1750	Non existing participation right	some
1760	Duplicated record	some
1770	Missing network operator	Header
1781	Wrong or missing communication mode	200
1810	The session is closed	220, 250
1820	The session is closed or not validated	280, 300
1821	The sessioni is not validate	240,300
1870	Unable to credit amount, session not validated	280, 290
1871	Wrong or missing sequential number	280
1872	Sequential number inconsistent with the session	280
1880	Cancellation not allowed	230, 320
1890	Request made in a service time band not allowed	200, 220
1910	Participation right cancelled	260
1920	Concession holder's session ID does not coincide with the ID of the reference session	All bar msg200

CODE	DESCRIPTION	MESSAGES
1921	Concession holder is not the proposer of the session	240
1930	Proposing concession holder's code does not coincide with the code of the reference session	All bar msg200
1940	Network operator's code does not coincide with the code of the reference session	All bar msg200
1950	Session date does not coincide with the date of the reference session	All bar msg200
1960	Game code does not coincide with the code of the reference session	All bar msg200
1970	Circuit code does not coincide with the code of the reference session	All bar msg200
1990	Wrong or missing number of attributes	200,400,600
2000	Wrong or missing session attribute	200,400,600
2010	Wrong or missing value attributed to the session	250,400,430,600,630
2011	Wrong or missing mandatory session attribute	600
2020	Wrong or missing game session ID	All
2030	Wrong or missing game session ID in validation session phase	All
2031	Wrong or missing session identifier attached	220,300
2040	Wrong or missing right to participate amount	200,220,340,420,620
2050	Wrong or missing time	200,400,500,600
2060	Session not in pending validation	230,250
2070	Wrong or missing prize money amount	240,590,790
2071	Wrong or missing jackpot amount	240,260
2074	Wrong or missing prize of the game from jackpot	240, 510,580,780
2075	Wrong or missing number progressive of correction	240, 260

CODE	DESCRIPTION	MESSAGES
2077	Message not rectifiable, winners have already been sent	240
2078	Message not rectifiable, credited amounts have already been sent	260
2079	Message not rectifiable, winner bound used in another session attached	260
2080	Amount of prizes of game non indicated in dec order	240
2081	Amount non indicated in dec order	260
2090	Session closed or canceled	240,260,280,300
2100	Percentage of prize money different then previous message sent	240
2110	Prize money different then previous message sent	240
2130	Number of partial first insert not consistent	240-260
2150	Amount of prize of game not less then prizes already sent	240
2151	Winning amount not less then winnings sent	240
2160	Wrong or missing number prize to insert at the beginning	240
2170	Wrong or missing number prize to insert at the end	240
2171	Wrong or missing partial prize money	240
2180	Prize of game amounts sent not consistent then partial prize money	240
2190	Partial prize money amount sent not consistent then prize money paid	240
2191	Partial jackpot amount sent not consistent then jackpot paid	240
2200	Wrong or missing day	All
2210	Wrong or missing month	All
2220	Wrong or missing year	All
2230	Wrong or missing hour	All

CODE	DESCRIPTION	MESSAGES
2240	Wrong or missing minutes	All
2250	Wrong or missing seconds	All
2260	Right to participate already results winning	260
2270	Winning does not exist	280
2280	Session does not exist	All
2290	Missing or incomplete prize plan	260,300
2300	Missing or incomplete winning list	260
2301	Amounts in winning list not consistent	260,300
2302	Number of winning not equal to number of winning already transmitted	260
2303	Wrong or missing total winning amount	260
2304	Wrong or missing total winning amount from jackpot	260
2310	Amount of prizes is not consistent then prize money paid	300
2320	Wrong or missing credited amount	300
2330	Total prize money distributed less then percentage of the collection of rules established	300
2340	Wrong or missing code game type	All
2360	End-of-session date previous then the end-of-session date alleged	500,700
2361	End-of-session date previous the start of session date	500,700
2370	End-of-session date previous then the end-of-session date alleged	810
2380	End-of-session date greater then the maximum allowed from end-of-session date alleged	810
2390	Wrong or missing request ID	310,320,330,340,365,565,765
2391	Amount greater then ticket amount	340

CODE	DESCRIPTION	MESSAGES
2393	Reference day not yet controlled	360,365,560,565,760,765
2394	There are no anomalies	360,365,560,565,760,765
2400	Wrong or missing number of phases	580-780
2401	Wrong or missing number progressive initial of phase	580-780
2403	Wrong or missing number progressive final of phase	580-780
2405	Wrong or missing date of game phase	580,590,780,790
2406	Wrong or missing time of game phase	580-780
2408	Wrong or missing end-of-day flag	580-780
2410	Status of session incompatible with invalidation request	310,320
2411	Wrong or missing number of players	580-780
2412	Wrong or missing withdrawal of concession holder	580-780
2413	Wrong or missing flag rake	580-780
2414	Wrong or missing pot amount	780
2418	Wrong or missing available amount	580-780
2419	Wrong or missing winning (possible) amount	510-580-780
2420	Wrong or missing bet (possible) amount	580-780
2421	Wrong or missing withdrawal	580-780
2422	Player's data not consistent	580-780
2423	Phases of games not consistent	580-780
2424	Last phases of game haven't sent for reference date	580-780
2425	Reference date already closed	580-780
2427	Number of game phases sent greater then the total number of phases played	590-790
2428	Number of game phases with rake greater then total of game phases played	590-790

CODE	DESCRIPTION	MESSAGES
2429	Number of game phases not consistent then of that declared before	590-790
2430	Number of game phases sent not consistent then of that declared before	590-790
2431	Reference date does not result closed	590-790
2432	For reference date any message 580 sent	590
2433	ID right of participation not session-table	580-780
2435	Wrong or missing reference data	590-790
2436	Wrong or missing total number of phases	590-790
2437	Wrong or missing number of phases sent	590-790
2438	Wrong or missing total number of phases with withdrawal	590-790
2439	Wrong or missing number concession holder participants	590-790
2440	Wrong or missing concession holder code	580-780-590-790
2441	Wrong or missing total amount bet	590-790
2442	Wrong or missing winning total amount	590-790
2443	Wrong or missing withdrawal amount	590-790
2444	Wrong or missing total jackpot amount assigned	590,790
2445	Wrong or missing number of concession holder participants	430,630,590,790
2446	Number of phases with withdrawal greater then number of phases sent	590-790
2447	Inconsistent phase or already transmitted	580,780
2448	Date and time of execution game phase non consistent with reference date.	780
2449	Wasn't transmitted any 780 message for the reference date	790
2450	Time of phase not subsequent to previous phase transmitted	580-780
2451	Accounting data not present	800

CODE	DESCRIPTION	MESSAGES
2452	Concession holder not authorized to request	365,565,765
2453	The player does not result winner in session attached	220
2454	Winning already used into another session	220
2455	Wrong or missing amount destined to jackpot	220,430,510,580,630,780
2456	Wrong or missing total number of the mudules sent	830
2457	Wrong or missing type	830
2458	Wrong or missing code element	830
2459	Wrong or missing details of the module	830
2460	Wrong or missing SHA1	830
2461	Wrong or missing winning amount from bonus	510
From 9000	Error in updating the database of the validating system	All

8.2 Table of descriptions

The codes included in this table are provided as an example and are not exhaustive.

Table 2: code and description of accounting items

CODE	DESCRIPTION	NOTES
1	Validated sessions	These are game sessions which took place correctly in the requested period of time
2	Invalidated sessions	These are game sessions which were authorised to be invalidated

CODE	DESCRIPTION	NOTES
3	Participation rights sold	These are the participation rights sold in sessions under methods 1 and 2
4	Participation rights cancelled	These are participation rights which were cancelled for sessions under method 2
5	Participation rights validated	These are actual participation rights of sessions under methods 1 and 2
6	Participation rights invalidated	Participation rights which were authorised to be invalidated.
7	Rake collected	Represents the value on which tax is calculated
8	Tax	Value of tax calculated.
9	Participation right/game session invalidation	Represents the amount subtracted from the tax in case of authorization of participation right/game session invalidation.

8.3 Table of anomalies

The codes included in this table are provided as an example and are not exhaustive.

Table 3: code and description of anomalies Game session balanced message

CODE	DESCRIPTION	MESSAGES
3000	Prize plan message missing	240
3001	Winner list message missing	260
3002	Credited winnings message missing	280
3003	End-of-session message missing	500, 700, 300

CODE	DESCRIPTION	MESSAGES
3004	Games session balanced message missing	590, 790

8.4 Table 3: region codes

Region codes to be used in message 220.

Table 3: region codes

CODE	REGION/AUTONOMOUS PROVINCE
01	PIEDMONT
02	VALLE D'AOSTA/VALLÉE D'AOSTE
03	LOMBARDY
21	AUTONOMOUS PROVINCE OF BOLZANO
22	AUTONOMOUS PROVINCE OF TRENTO
05	VENETO
06	FRIULI-VENEZIA GIULIA
07	LIGURIA
08	EMILIA-ROMAGNA
09	TUSCANY
10	UMBRIA
11	MARCHE
12	LATIUM
13	ABRUZZO
14	MOLISE
15	CAMPANIA

16	APULIA
17	BASILICATA
18	CALABRIA
19	SICILY
20	SARDINIA
99	OVERSEAS

8.5 Table “room” type

Codes to use in message 600

Table 5: Type code “room”

CODE	CODE ROOM
NL	NoLimit
FL	FixedLimit
PL	PotLimit
HL	High-Low
SL	Spread Limit
CL	CapLimit

8.6 Table network code

ID network codes to be used in messages 220/420/620/280/480/680/340/510

Table 6: network code

CODICE	DESCRIZIONE	NOTE
2	GIOCHI PUBBLICI SPORT	CONC.HOLDER BERSANI SPORTIVI ex art. 38, par. 2 D.L. 223/2006
3	GIOCHI PUBBLICI IPPICA	INCLUDES: – CONC.HOLDER BERSANI IPPICI ex art. 38, par. 4 D.L. 223/2006 – CONC.HOLDER IPPICI D.L. 149/08
7	RINNOVATO SCOMMESSE IPPICHE	INCLUDES: – AGENZIE SCOMMESSE IPPICHE – IPPODROMI
8	RINNOVATO SCOMMESSE SPORTIVE	AGENZIE SCOMMESSE SPORTIVE
12	SUPERENALOTTO	
13	BINGO	

8.7 Table game code

Codes for types of gaming identified by the division defined by the regulations.

Table 7: game code

CODICE	DESCRIZIONE	NOTE
1	tournament-type game	art. 1 paragraph 1 of the decree governing the game
2	fixed-limit game	art. 2 paragraph 1 let. a) of the decree governing the game
5	fixed-limit game type "Instant"	
3	Cash Game - game between players	art. 2 paragraph 1 let. b) Decree of discipline of the game
4	Cash Game - game in single	