

Tutorial offer page (game-offer)

A showcase page made for your game, opened once during the tutorial, that shows new players what Gita coins can buy and offers them a free starter pack.

What it is

Every game can have an **offer page** on Baziness, made for that game and selected by its `game_name` :

Text

```
{web}/game-offer?game_name=<your game>
```

It shows the prizes Gita coins can buy, and a special free pack for your game. For example, the example game's page shows «بسته ویژه بازی» example — «رایگان» with a «خرید رایگان» button. It is a **showcase**: you open it **once**, during the tutorial, to set expectations. After the tutorial, your reward button opens the real [reward shop](#).

Note

Ask the platform team to set up the offer page for your game, and use the same `game_name` as your reward page.

The address

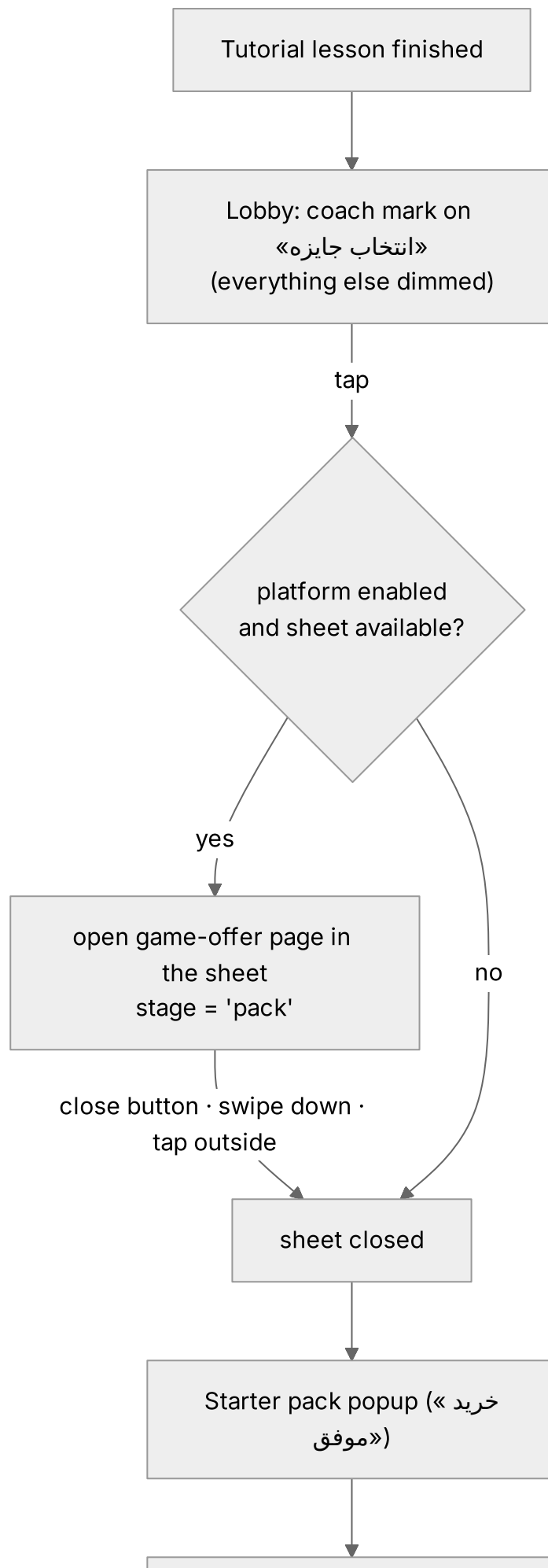
Environment	Address
Development	<code>https://platform-web-dev.karizmastudios.org/game-offer?game_name=<your game></code>
Production	<code>https://baziness.com/game-offer?game_name=<your game></code>

Like every Baziness page, it needs `packageName` and `sdkType=js` , plus `linkedToken` and `allowGuest=false` (parameters).

Warning

Without `sdkType=js` the offer page never sends its `close` message, so **its button can't close your view**.

The tutorial flow



Onboarding done →
the banner now opens
/shop

Rules

1. **Save the tutorial step before opening the page.** If the player reloads while the page is open, they continue with the starter pack and don't see the offer twice.
2. **Continue however the page was closed:** its own button, a swipe down, or a tap outside.
3. **Never block the tutorial on Baziness.** If it is off or unreachable, skip straight to the starter pack.
4. **Give the starter pack from the server, once per player.** Present it as a successful purchase («خريد موفق»), even though it is free.
5. **Players arriving from the Baziness app get the tutorial too.** Signing in doesn't make a player "old".
6. **After the tutorial, open /shop**, never the offer page again.

Test it

1. Clear the site data (or use a private window) and open your game.
2. Choose either option on the splash, and finish the tutorial's first lesson.
3. Only the reward button is highlighted. Tap it: the offer page slides up.
4. Close it each way in turn (its button, a swipe on the handle, a tap outside). Every way must bring the starter pack.
5. Tap the reward button again: now the **real /shop** opens.

Ready-made code: [client](#). See it live in the [example game](#).