

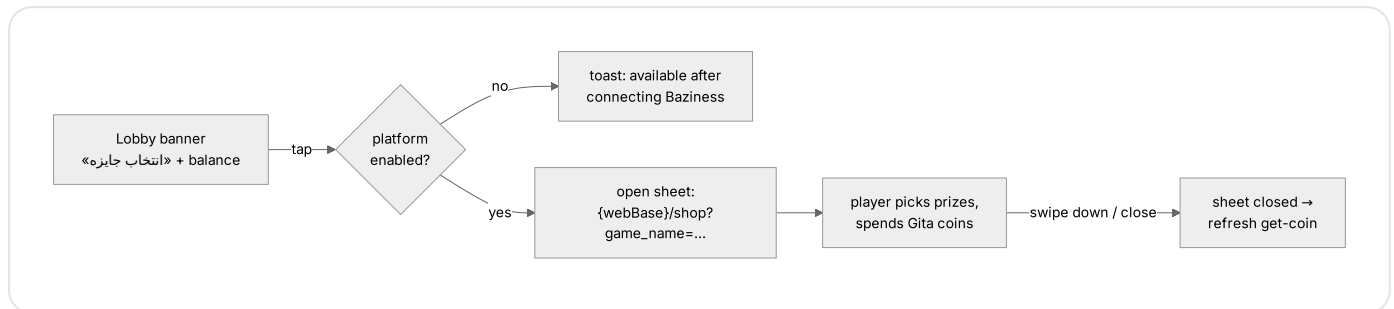
Reward page («انتخاب جایزه»)

Let players spend their Gita coins on real prizes — a button in your game that opens the Baziness reward shop.

What it is

«انتخاب جایزه» (*choose a prize*) is the Baziness **reward shop**: a page where players spend Gita coins on real prizes. Your game does three things:

1. **earns** coins for the player ([Gita coins](#))
2. **shows** the balance on a button or banner
3. **opens** the reward page in the in-game [web view](#) when the button is tapped



The address

Text

```
{web}/shop?game_name=<your game>&packageName=<package>&sdkType=js&linkedToken=<user token>&redirect=shop
```

The parameters are explained on [Baziness pages](#). Two rules matter most here:

- Open `/shop`, not the site root. The root sends a player inside a game to the sign-in screen.
- **Don't** add `allowGuest=false`: the shop is a destination, not a sign-in.

The button in your game

- Put it where players look: the lobby or the main menu. Show the **live balance** on it, with the Gita coin icon.
- When Baziness is off, either hide it or show "available after connecting to Baziness" when it is tapped.
- During your tutorial, the first tap can open your [game offer page](#) instead.

After the page closes

The player may have spent coins, so **refresh the balance** as soon as the view closes, and again when the game regains focus.

Hiding the platform's bottom bar (optional)

The Baziness site has its own bottom navigation (فروشگاه / بازی ها / خانه / ماموریت ها / بازینس من). Inside your game you may want to hide it. The page belongs to another site, so your CSS and scripts can't reach into it. Instead:

1. Make the web view **taller** than its container by the bar's height.
2. Let the container **clip** what overflows.

The bar sits at the bottom of the page, so it falls outside the visible area while the rest of the page still scrolls. Tune the height on real phones. [Code](#).

Builds without Baziness

A build that ships without Baziness, for example some store builds, must not show the button **or** advertise Gita coin rewards. Let your server decide: it answers `{ enabled: false }` for that build, and the client never draws any of it.

Checklist

- ☐ The button shows the live balance (... while loading or on failure).
- ☐ It opens `/shop` with `game_name`, `packageName`, `sdkType=js`, `linkedToken` and `redirect=shop`.

- ☐ No `allowGuest=false` , and not the site root.
- ☐ The balance refreshes when the view closes and when the game regains focus.
- ☐ With Baziness off, the button is hidden or explains why it isn't available.