



BACKEND GUIDE



YOLO

1.1 OVERVIEW OF ACCOUNT LEVELS

There are multiple levels for Game Vault from highest level to lowest :

DISTRIBUTOR

With a distributor, you can sell to other agents by providing them with a sub-distributor or store account.

SUB-DISTRIBUTOR

With a sub-distributor account, you can sell to other agents by providing them with a store account.



1.2 OVERVIEW OF ACCOUNT LEVELS

STORE

With a store account you can sell to players.

PLAYER

These accounts are created using a store account.

NOTE

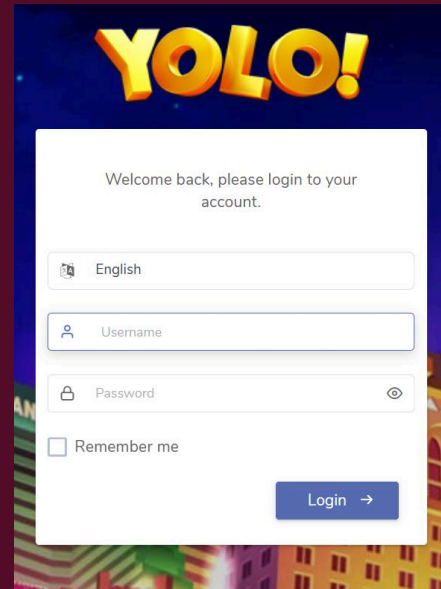
If your focus is on selling to players, it's advisable to establish one main store account. This enables you to add new player accounts directly under this store account rather than creating individual store accounts for every player.



1.3 Creating A Sub-Distributor And Store Account

We will provide you with a distributor account, which lets you set up a child sub-distributor account.

You can then log into that sub-distributor account to create a store account.

A login form for the YOLO! platform. The form is white and centered on a dark blue background with a cityscape illustration. At the top, the word "YOLO!" is written in large, bold, yellow 3D letters. Below it, the text "Welcome back, please login to your account." is displayed. The form contains three input fields: a language selector set to "English", a "Username" field with a person icon, and a "Password" field with a lock icon and a toggle eye icon. Below these fields is a checkbox labeled "Remember me". A blue "Login" button with a right arrow is at the bottom right of the form.

YOLO!

Welcome back, please login to your account.

English

Username

Password

☐ Remember me

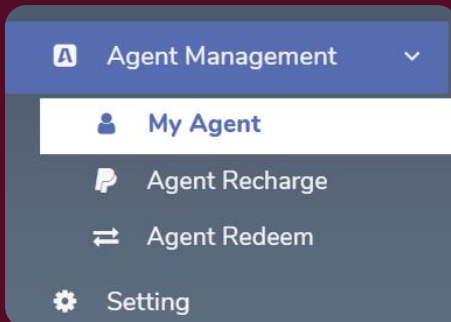
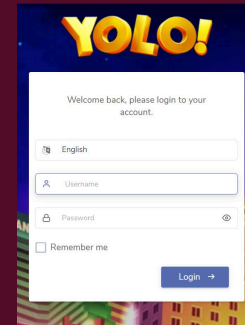
Login →



1.3 Creating A Sub-Distributor And Store Account

To create a sub-distributor account

1. Log in to the Distributor Account



2. Click Navigation on the left sidebar then Agent Management and click on My agent



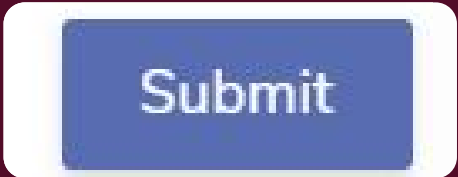
2.3 Creating A Sub-Distributor And Store Account

3. Click the New.



+ New

4. Finalize the account.



Submit

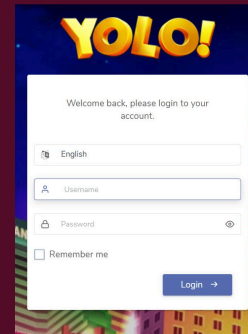
NOTE

Fill out the details, contact number can be 1, and hot submit. You now have a sub-distributor account, which will pop up on your list.



3.1 To Create A Store Account

1. To create a store account logout of the distributor account



Agent Account

ⓘ The account number must contain numbers and letters and be between 6 and 24 digits long.

Nickname

ⓘ nickname length between 6-15 digits

Recharge Amount

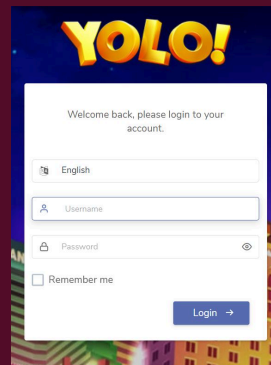
Recharge Amount

2. Login into the sub-distributor account. Repeats the account create process as above.



4.1 To Create A Player Account

1. Login in to a store account



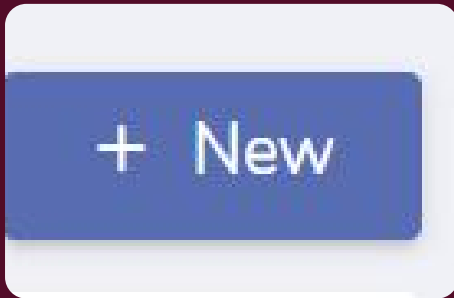
NOTE

If you don't have a store account, follow the previous section of the guide.



4.2 To Create A Player Account

2. Click Navigation on the left sidebar, then on Player Management

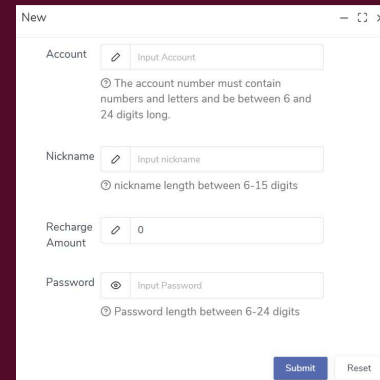


3. Click the New.



4.3 To Create A Player Account

1. Fill out account name, nickname and password



The screenshot shows a web form titled "New" with a close button. It contains four input fields, each with a pencil icon for editing:

- Account:** "Input Account". Below it, a message says: "ⓘ The account number must contain numbers and letters and be between 6 and 24 digits long."
- Nickname:** "Input nickname". Below it, a message says: "ⓘ nickname length between 6-15 digits"
- Recharge Amount:** "0".
- Password:** "Input Password". Below it, a message says: "ⓘ Password length between 6-24 digits"

At the bottom right, there are two buttons: "Submit" (blue) and "Reset" (grey).

NOTE

You can now provide these details to a player to login to the game. Make sure to load the player credits by following the next section of the guide.

5.1 Loading / Withdrawing Credits

To load/withdraw any account type, login in to its parent account. If you want to load a store account, login to its parents Sub-Distributor account.

Once you are logged in to the parent account, find the account under Admin List

Action	Player ID	Account	Nickname	AgentAccount	KindName	Player Score ↓	Total Recharge ↓	Total Rede
editor	931761	yoloplayer12		yolostore12	Not online	0	0	0

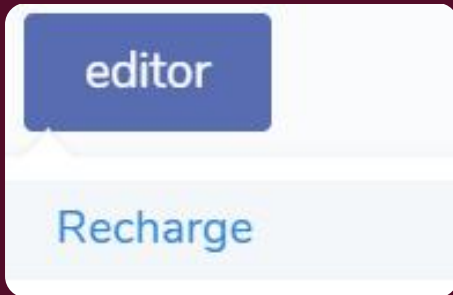
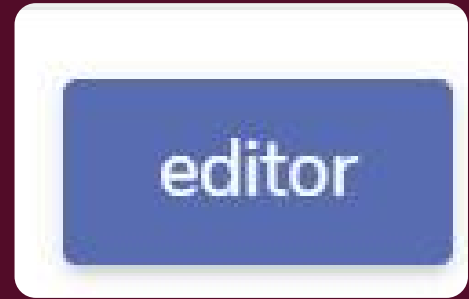
Showing 1 to 1 of 1 entries

10 < 1 >



5.2 Loading / Withdrawing Credits

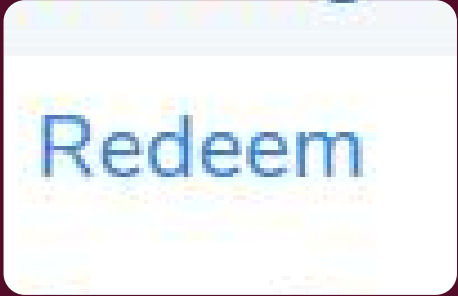
1. From here click on editor.



2. To load click on Recharge.

5.2 Loading / Withdrawing Credits

3. To withdraw click on Redeem.

A rectangular button with a light blue gradient background and a thin blue border. The word "Redeem" is centered in a blue, sans-serif font.

Redeem

A rectangular button with a light blue gradient background and a thin blue border. The words "Reset Password" are centered in a blue, sans-serif font.

Reset Password

3. To reset password click on reset password.



6.1 Viewing Credit Transaction Records

1. To access store records. Click on the Agent Management.



The backend lets you view transaction records between a parent account and its children. This feature helps you monitor credit movement, including both loads and withdrawals, along with the exact dates and times of transactions

6.2 Viewing Credit Transaction Records

2. You can specify Date range, search specific users and click search.

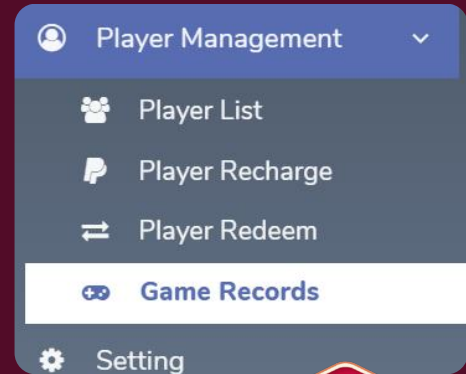
Exit Time	2026-06-28 00:00:00	To	2026-06-29 00:00:00	Accounts	Search	search	Online Status	Choose
Q Search		↺ Reset						



7.1 Viewing Player Game Records

The backend lets you view game records for players. This lets you track how a player is spending their credits, how they're winning/losing, when they're playing, etc.

1. To access records. Click on Player Management and select the Game Records.



7.2 Viewing Player Game Records

2. You can specify Date range, search specific users and click search.

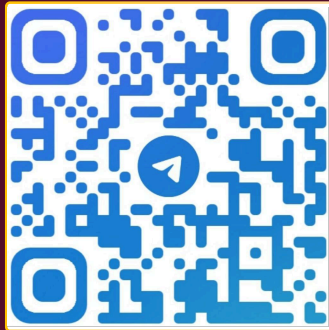
Exit Time 	2026-06-28 00:00:00	To	2026-06-29 00:00:00	Accounts 	Search	search	Online Status	Choose 
 Search		 Reset						



8.1 Obtaining A Master Account

To obtain a master-level account, message your agent to find out the minimum requirements.

TELEGRAM



WHATSAPP



Note : Please be aware that these accounts come with a significant cost.

