Free Games Claimer

https://github.com/vogler/free-games-claimer

This is the Github repo for the new and advanced free games claimer. This is implemented after Epicgames FreeGames keeps failing.

Configuration

Using Docker-Compose

In the folder structure

```
server: ~/docker/fgc$
docker-compose.yml
fgc.env
```

fgc.env is the environment file for all the password/keys to login to different game services, fill it in manually or use a backup.

```
EG_OTPKEY=
EG_EMAIL=
EG_PASSWORD=
NOTIFY=discord://123456/ABCD
PG_EMAIL=
PG_PASSWORD=
GOG_EMAIL=
GOG_PASSWORD=
TIMEOUT=300
```

`NOTIFY=discord://123456/ABCD` if the webhook looks like this
`https://discord.com/api/webhooks/123456/ABCD`

`TIMEOUT=300` sets the timeout to 300s before the container skip and error out due to EpicGames captcha problems. However, the impact on prime gaming and GOG are not tested.

docker-compose.yml

```
services:
  free-games-claimer:
```

```
    container_name: FGC # is printed in front of every output line
    image: ghcr.io/vogler/free-games-claimer # otherwise image name will be free-games-
  claimer-free-games-claimer
    build: .
    ports:
      - "5990:5900" # VNC server
      - "5890:6080" # noVNC (browser-based VNC client)
    volumes:
      - ~/docker/fgc:/fgc/data
      - ~/docker/fgc/epic-games.js:/fgc/epic-games.js
      - ~/docker/fgc/prime-gaming.js:/fgc/prime-gaming.js
      - ~/docker/fgc/gog.js:/fgc/gog.js
    command: bash -c "node epic-games; node prime-gaming; node gog; echo sleeping; sleep 1d"
    env_file:
      - fgc.env
    restart: unless-stopped
```

This docker-compose file use the environment file fgc.env as indicated above and runs once every day. It also contains VNC server/web based client.

Missing Captcha Session

This should no longer be needed. Edit the line to epicgames.js code and replace with the following message. When the captcha is missed, it will send a notification for manual claiming.

```
await notify(`epic-games: got captcha challenge right before claim. Use VNC to solve it
manually. Game link: \n ${url}`)
```

~~EpicGames require a captcha to claim free games. If the 5 minute timeout window for EpicGames is missed, it is no longer possible to claim the games unless waiting for the next day, which due to the nature of discord notifications, there is a slim to none chance of catching the captcha at next day. To continuing claiming after acknowledging the missed session, use portainer, ConnectBot Android to temporarily restart the container to restore VNC session.~~

~~In order to restore the default time of claiming the games. Eg. waking up on Thurs or Fri and a predictable time and claim games, use the linux at command.~~

```
at 9:20
> docker restart FGC
> <EOT>
```

~~This will run the command at 9:20 AM the next day. Ctrl-D to exit at prompt and verify the time is correct.~~