



Mega Play



Operator Manual

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Table of Contents

1. Hardware	2
Hardware Connection	2
Connecting Touch Panel (Optional)	3
Connection Diagram	4
DIP Switch Settings.....	5
36 & 10 PIN Button Layout.....	5
Solving Ticket SSR Error.....	6
Reset	7
2. Bookkeeping & Adjustment	10
Access Flow Chart	10
System Settings	11
Chance Settings	12
Touch Screen Calibration	12
3. Introduction	13
Common Features	13
Lobby.....	13
Jackpot.....	13
4. (Game 1) Robin Hood	14
Main Game.....	14
Feature	15
Win Rules.....	17
5. (Game 2) HalloWin	18
Main Game.....	18
Feature	19
Win Rules	20
6. (Game 3) Wild Rider	21
Main Game.....	21
Feature	22
Win Rules	24

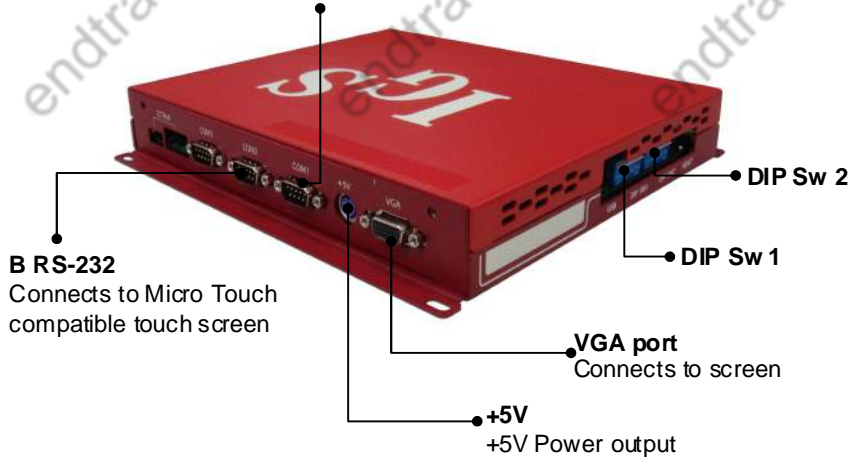
1. Hardware Hardware Connection



A RS-232

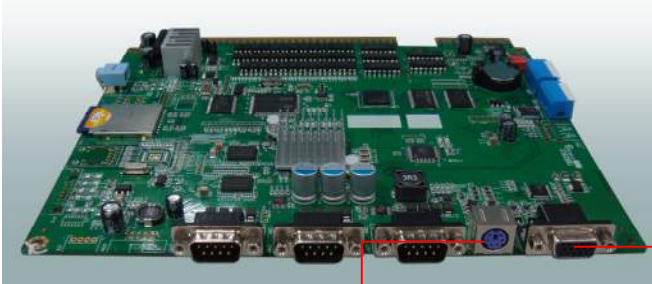
Connects to optional Citizen printer/ticket dispenser.

* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.



Connecting Touch Panel (Optional)

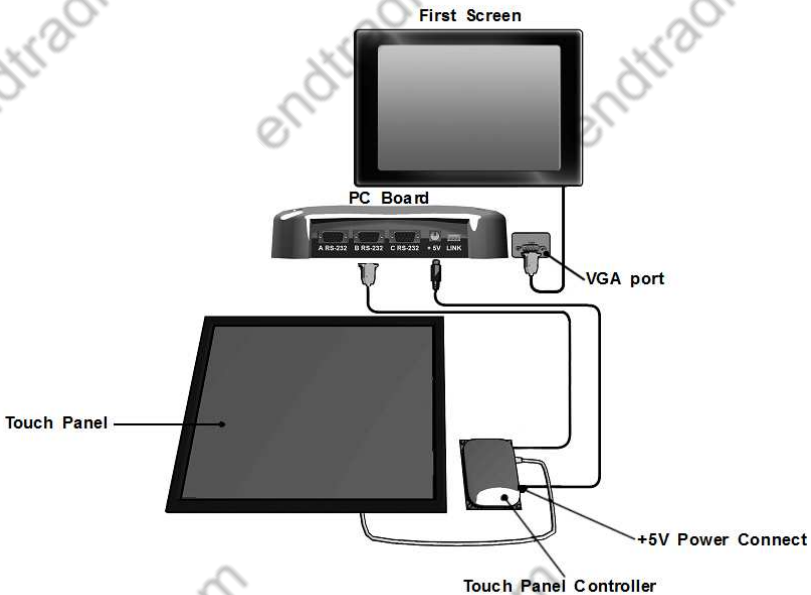
Type A



Power +5V Connector
(Female)

Monitor Connector
(15PIN Female)

- Refer to the diagram below to connect the touch screen.
- After the connection, remember to adjust the Pin 1 of DIP SW1 to ON to enable touch mode.



Connection Diagram

36 Pins (6 buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP	9	
HELP / STOP4	10	
PLAY / STOP5	11	
TAKE / MENU / STOP1	12	
SELECT LINE / STOP 3	13	
	14	
	15	
STOP 2	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	20	TEST
	21	KEY OUT / PRINTER OUT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN C METER	26	
OUT METER	27	
	28	
LAMP: START/ ALL STOP	29	
LAMP: HELP / STOP 4	30	
LAMP: PLAY / STOP 5	31	LAMP : COUNT
LAMP: TAKE / STOP 1	32	
LAMP: SELECT LINE / STOP3	33	
LAMP: STOP 2	34	
	35	
GND	36	GND

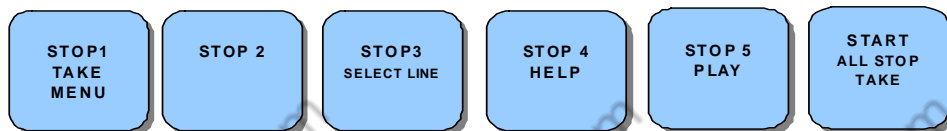
10 Pins (6 buttons)		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
HOP-VCC	6	
TICKET SSR	7	
	8	
GND	9	GND
GND	10	GND

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
TOUCH	OFF	OFF							
	ON	ON							

36 & 10 PIN Button Layout

6 Buttons

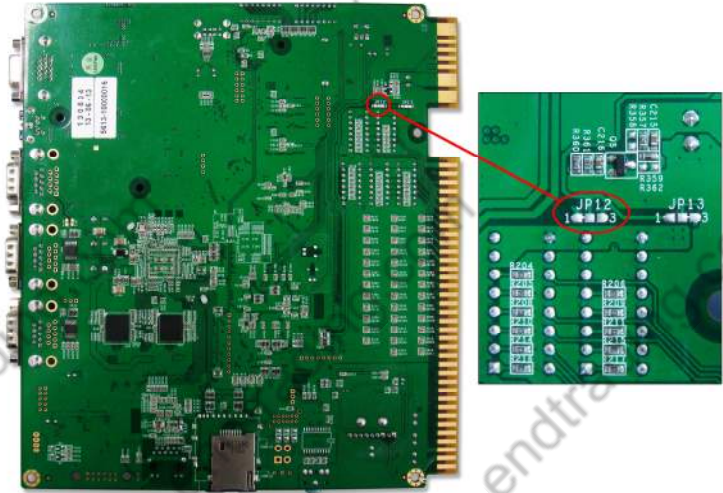


Solving Ticket SSR Error

After powering on the machine, if the hopper keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

How to solve:

1. Locate the Ticket SSR jump (JP12) on the PC board. Then identify current TICKET SSR is at HIGH ACTIVE or LOW ACTIVE.



2. Change to use the alternative JP12 setting.

JP12	Low Active		Short pins 1-2
	High Active (Default)		Short pins 2-3

Reset

1. Power off the machine and then power on.
2. Press and hold the **【TEST】** button until the game enters the CHECKING SYSTEM page.
3. Enter the 「TEST」 page.



4. Press the **【PLAY】** button to enter the 「TEST 2」 PAGE (PAGE 2).



5. Press the **【STOP4】** button to enter the 「RESET」 page.



6. Press the **【PLAY】** button to RESET the game to default value.

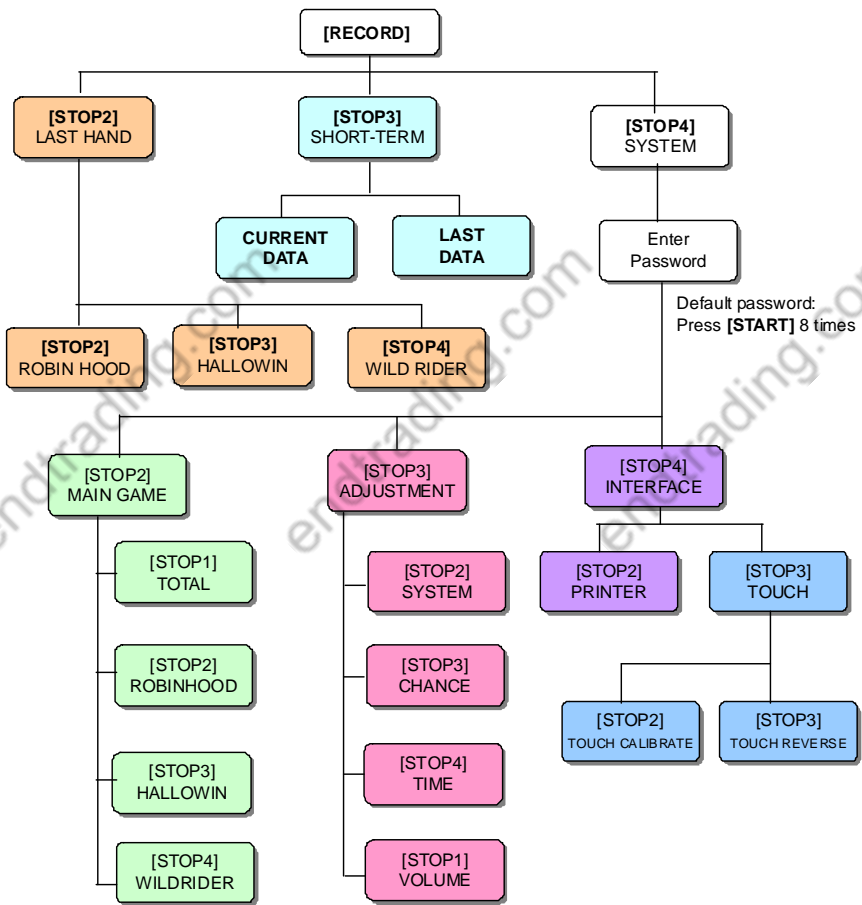


7. Press the **【PLAY】** button again to confirm RESET or press ANY button to EXIT.



8. After RESET is completed, it displays SYSTEM RESET COMPLETED on the screen.
9. Power off the machine and then power on to complete the Reset procedure.

2. Bookkeeping & Adjustment Access Flow Chart



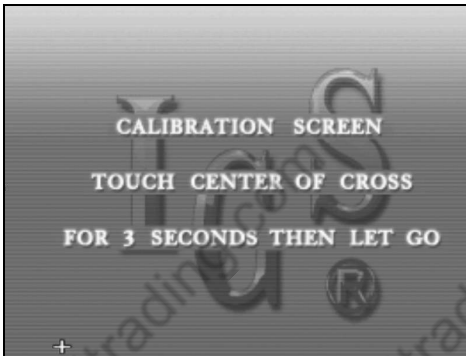
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MIN. PLAY / TOTAL	1, 1 x MAX LINE, 2 x MAX LINE, 3 x MAX LINE, 4 x MAX LINE, 5 x MAX LINE, 6 x MAX LINE	1 x MAX LINE
MAX. PLAY / TOTAL	100,200,300,400,500	200
MIN. PLAY FOR JACKPOT	40,60	40
COIN RATE	1,5,10,20,25,50,100,200,500,1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10,CONTINUES	CONTINUES
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1 , ESC/POS , ESC/POS2 , STAR	CBM1
DISPLAY	CREDIT, 1C, 5C, 10C, 20C, 25C, 50C, \$1	CREDIT
SYSTEM LIMIT	NO,YES	NO
DEMO MUSIC	NO,YES	YES
NON-STOP	NO,YES	NO
PASSWORD	NO,YES	NO
ODDS TABLE	NO,YES	YES
AUTO PLAY	NO,YES	YES

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6

Touch Screen Calibration



1. If a touch screen is connected, press **[RECORD]>** **[SYSTEM]>****[INTERFACE]>** **[TOUCH]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follow the cross when it moves till the calibration is completed.

3. Introduction

Common Features

- Max. Win up to 500,000.
- When collecting 3 Jackpot Symbols in the main game reel, players win the Jackpot.
- Touch screen / Auto play support.

Lobby

MegaPlay is a 3 in 1 multigame .

2 sets of
Jackpots



Games



Credit

Pay Out Button

Jackpot

- The Diamond Jackpot is the fixed value triggered by 3  in the game.
- The Emerald Jackpot is the random value triggered by 3  in the game.

4. (Game 1) Robin Hood



Main Game

- **Robin Hood** is a 5 Reels & 25 Liners game.
- After collecting winning values, the winning symbols will be cleared with new symbols dropped above to fill all empty spaces, and then re-collect again if there is a win. A game repeats this feature until there is no winning combination.

Feature

Golden Arrow



- When the Golden Arrow appears on the 5th reel, the symbols shot by Robin Hood will be replaced with WILD symbols to increase the winning possibility.



Free Game



- **3 SCATTER** symbols appear in a game to trigger Free Game and 10 free games will be awarded.
- The winning times will be accumulated in each free game. When the accumulated times reach the following terms, the designated symbols will become **WILD** symbols in a game to increase the winning possibility.

- The first winning time will turn the Robin Hood symbols in a game into **WILD** symbols.



- 3 consecutive winning times will turn the Little John symbols in a game into **WILD** symbols.



- 6 consecutive winning times will turn the Friar Tuck symbols in a game into **WILD** symbols.



Win Rules

Odds Table

50000 2019

After collecting winning values, the winning symbols will be cleared with new symbols dropped above to fill all empty spaces, and then re-collect again if there is a win. A game repeats this feature until there is no winning combination.

	x5 1000			
	x4 250			
	x3 100			
	x5 750		x5 500	
x4 200	x4 150	x4 150	x4 125	
x3 75	x3 50	x3 50	x3 25	
				
x5 200	x5 150	x5 150	x5 100	x5 100
x4 100	x4 75	x4 75	x4 50	x4 50
x3 20	x3 15	x3 15	x3 10	x3 10

Line Chart


LINE CHART

LINE 1	LINE 2	LINE 3	LINE 4	LINE 5
LINE 6	LINE 7	LINE 8	LINE 9	LINE 10
LINE 11	LINE 12	LINE 13	LINE 14	LINE 15
LINE 16	LINE 17	LINE 18	LINE 19	LINE 20
LINE 21	LINE 22	LINE 23	LINE 24	LINE 25

5. (Game 2) HalloWin



Main Game



- **HalloWin** is a 5 Reels & 20 Liners game.
-  only appears in the Main Game and substitutes for all symbols.



Feature

Free Game



- 3 or more  trigger **FREE GAME**.

-  only appears in the **Free Game** and substitutes for all symbols except .

- When  appears in the **FREE GAME**,  moves forward each spin and  collect the wins until  jumps out from the first reel or the **FREE GAME** is finished.

Win Rules

Odds Table

50000 **HallowWin** 1584

HallowWin only appears in the MAIN GAME and substitutes for all symbols. 5 or more **HallowWin** trigger FREE GAME.

Witch only appears in the FREE GAME and substitutes for all symbols except **HallowWin**.

HallowWin	5 2000	Witch	5 2000
	4 250		4 250
	3 100		3 100

Witch	5 2000	Witch	5 1000	Witch	5 800	Witch	5 600	Witch	5 400
	4 250		4 200		4 150		4 120		4 100
	3 100		3 80		3 60		3 40		3 20

A	5 300	K	5 250	Q	5 200	J	5 150	10	5 120
	4 80		4 80		4 60		4 60		4 60
	3 10		3 10		3 5		3 5		3 5

Line Chart

Line Chart

1 LINE	2 LINE	3 LINE	4 LINE	5 LINE
6 LINE	7 LINE	8 LINE	9 LINE	10 LINE
11 LINE	12 LINE	13 LINE	14 LINE	15 LINE
16 LINE	17 LINE	18 LINE	19 LINE	20 LINE

6. (Game 3) Wild Rider








Main Game

- Wild Rider is a 15 Reels & 20 Liners game.

Feature


Respin Feature



- When one of the symbols ( ,  ,  ,  , ) appear on the left 3 reels to trigger **RESPIN FEATURE**.
- The defined symbol and WILD symbol will be held on screen after each respin, and then other symbols will re-spin again.
- It repeats the same rule until no defined symbol or WILD symbol appears in the last respin, and then calculates the wins accordingly.
- When it reaches **ALL SAME** on screen, **RESPIN FEATURE** ends and players win the big prizes.

Wild Rider Feature



- ANY  appears on the first 3 reels to trigger **WILD RIDER FEATURE**, and then RESPIN.

- The symbol after RESPIN will make the same symbols on screen become WILD symbols to increase the winning possibility.



Win Rules

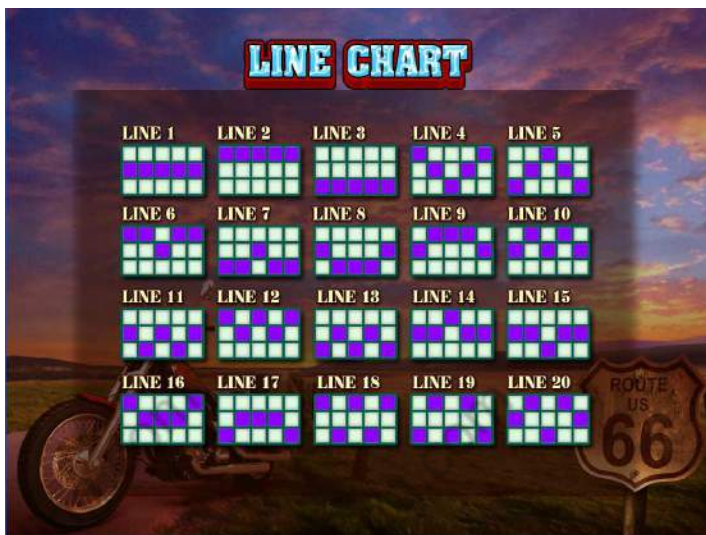
Odds Table

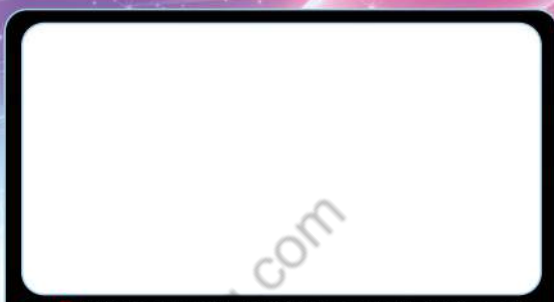
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All Same Odds

ALL SAME				
				
1000	500	200	120	100

Line Chart





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