



Mega Play



Operator Manual

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1. Hardware

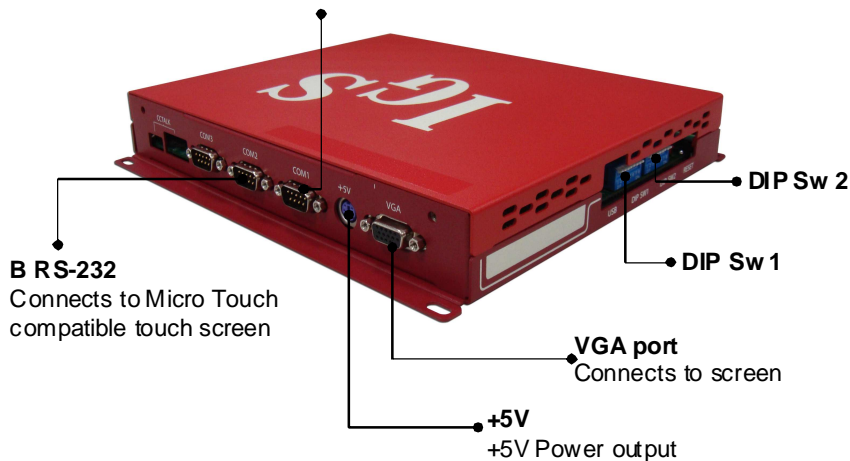
Hardware Connection



A RS-232

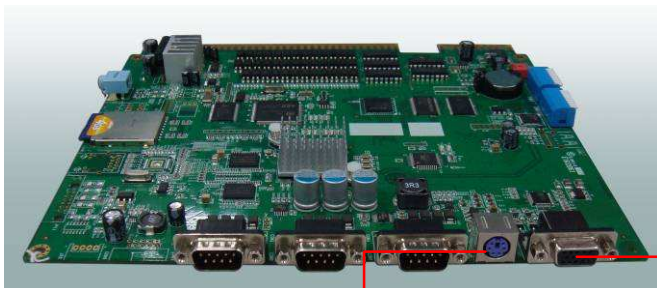
Connects to optional Citizen printer/ticket dispenser.

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



Connecting Touch Panel (Optional)

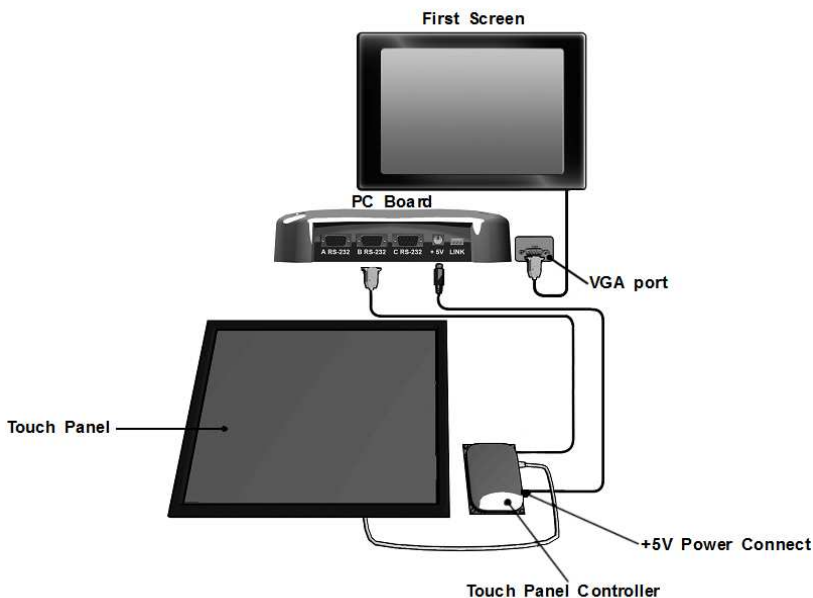
Type A



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)			10 Pins (6 buttons)		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
SPEAKER_R	2		GND	2	GND
SPEAKER_L	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		HOP-VCC	6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START / ALL STOP	9		GND	9	GND
HELP / STOP4	10		GND	10	GND
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			

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

STOP1
TAKE
MENU

STOP 2

STOP3
SELECT LINE

STOP 4
HELP

STOP 5
PLAY

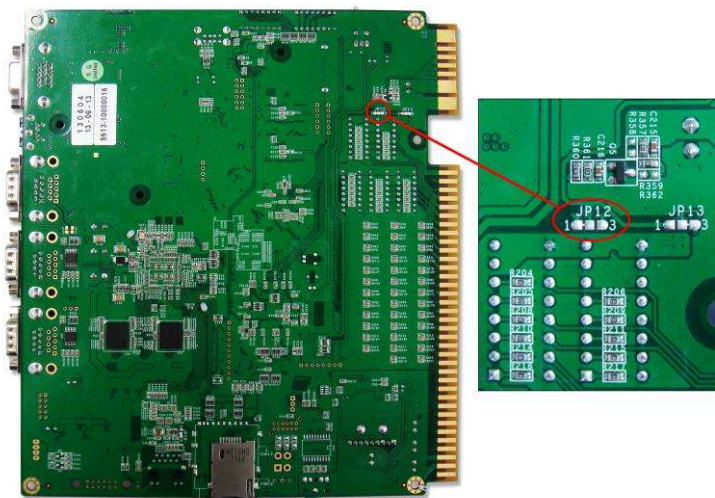
START
ALL STOP
TAKE

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	3 2 1	Short pins 1-2
	High Active (Default)	3 2 1	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.

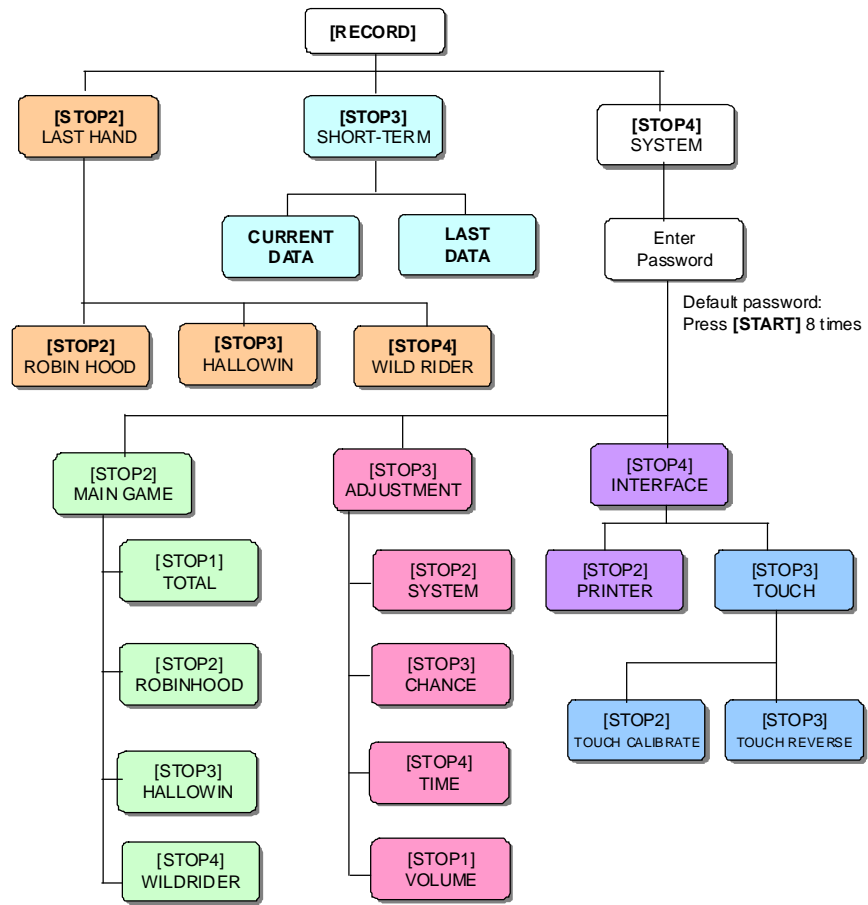


7. Press the 【PLAY】 button again to confirm RESET or press ANY button to EXIT.



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



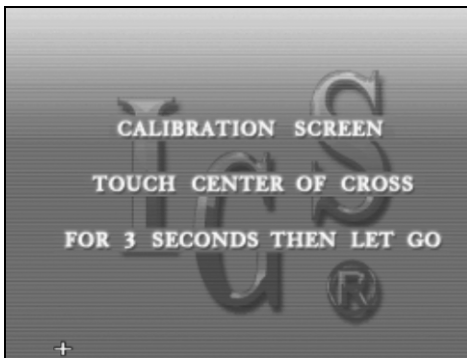
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MIN. PLAY / TOTAL	1, 1 x MAX LINE , 2 x MAX LINE	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 1500 x4 250 x3 100
	x5 750 x4 200 x3 75
	x5 500 x4 150 x3 50
	x5 250 x4 125 x3 25
	x5 200 x4 100 x3 20
	x5 150 x4 75 x3 15
	x5 150 x4 75 x3 15
	x5 100 x4 50 x3 10
	x5 100 x4 50 x3 10


Line Chart



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	
 only appears in the MAIN GAME and substitutes for all symbols. 3 or more  trigger FREE GAME.		5 2000 4 250 3 100		 only appears in the FREE GAME and substitutes for all symbols except  .	
 5 2000 4 250 3 100		 5 1000 4 200 3 80		 5 800 4 150 3 60	
 5 600 4 120 3 40		 5 400 4 100 3 20			
 5 300 4 80 3 10		 5 250 4 80 3 10		 5 200 4 60 3 5	
 5 150 4 60 3 5		 5 120 4 60 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

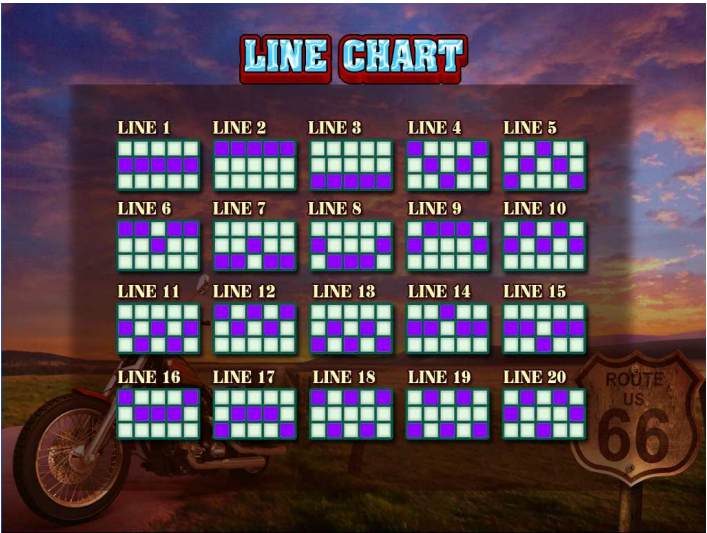
Odds Table

	40000		1900
X5 500	X4 80	X3 40	 substitutes for all symbols except 
 X5 500 X4 80 X3 40	 X5 250 X4 60 X3 30		
 X5 100 X4 50 X3 25	 X5 60 X4 40 X3 20	 X5 50 X4 30 X3 15	
 X5 40 X4 20 X3 10	 X5 40 X4 20 X3 10	 X5 20 X4 10 X3 5	
 X5 20 X4 10 X3 5	 X5 20 X4 10 X3 5		

All Same Odds

ALL SAME				
				
1000	500	200	120	100

Line Chart





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