

MAYGAY

GAME INFORMATION MANUAL



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BIG MONEY
GAME MANUAL

MEN135

ISSUE C

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Part Numbers

Part Numbers 16

GAME DESCRIPTION

THE GAME

A three reel single win line game using 3 x 16 stop 12 RM Starpoint wide reels containing various award symbols and mounted in the conventional position behind the lower glass.

MULTI-STAKES

The player may select any one of 5 stakes via 5 independent buttons located beneath their relevant stake column on the win plan of the upper glass. The maximum stake can also be selected by pressing the Max Bet button.

REEL WINS

All wins are obtained from the reels with the aid of steps or holds. If playing bonus games the win is doubled with half being paid to the win bank and the remainder into the bonus bank.

STEP FEATURE

Between 1 and 4 steps are randomly awarded with which to achieve the best possible win within 10 or 20 seconds of the reels stopping. However, the player can choose to ignore these and start a new game.

GAMBLE

All win bank wins are gambled on double or nothing within the fan feature on the lower glass up to the maximum jackpot available to the stake being played upon. If an initial win is too high to be gambled within the win bank then it will automatically be part collected to allow a gamble.

BIG MONEY FEATURE

Following completion of the fan gamble feature the player enters the Big Money feature where one to five rotating arrows are on the outer board dependent on stake and must be stopped successfully for a win. Fruits within the Big Money pot awards Big Money win once they have all been achieved. Automatic winning spins provide credit to the bank.

BONUS BANK

When on bonus any wins accumulated within the bonus bank are offered to the player at the end of the game via a single skill stop. The contents of this bank are won by a successful skill stop on the green disk position.

REEL STRIPS & WIN PLAN

REEL STRIPS

REEL 1	REEL 2	REEL 3
Red 7	Red 7	Red 7
Orange	Bell	Orange
Plum	Plum	Plum
Orange	Orange	Orange
Blue 7	Blue 7	Single Bar
Single Bar	Double Bar	Single Bar
Plum	Plum	Plum
Plum	Plum	Blue 7
Bell	Bell	Bell
Orange	Orange	Orange
Red 7	Single Bar	Single Bar
Single Bar	Double Bar	Double Bar
Double Bar	Double Bar	Orange
Orange	Orange	Plum
Plum	Plum	Orange
Orange	Bell	Blue 7

WIN PLAN

STAKE

<u>WIN LINE</u>	<u>1KR</u>	<u>2KR</u>	<u>3KR</u>	<u>4KR</u>	<u>5KR</u>
3 x Red 7's	20	40	60	80	100
3 x Blue 7's	20	40	60	80	100
3 x Bells	15	30	45	60	75
3 x Double Bars	15	30	45	60	75
3 x Single Bars	10	20	30	40	50
3 x Plums	5	10	15	20	25
3 x Oranges	5	10	15	20	25
3 x Mixed 7's	-	-	15	20	25
3 x Mixed Bars	-	-	-	20	25

TEST PROCEDURES

Demonstration Mode

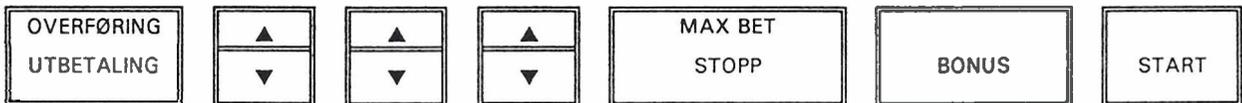
To enter the demonstration mode, open the back door and wait for the message 'DOOR OPEN' to appear on the alphanumeric display. Change the position of DIL switch 2 of bank 1, i.e. if the switch is ON, move it to the OFF position and vice versa.

NOTE: During this mode, the machine will play more generously, but no meters or book-keeping will be updated, and no money will be paid out.

Test Procedure

When installing a new machine, several tests must be performed to ensure the main parts are in working order.

NOTE: Several buttons are used in the test routine, for identification purposes, the buttons are detailed as follows:-



Test Sequence

The tests are carried out by entering a test sequence. This is displayed on the alphanumeric display which is mounted behind a window in the feature display glass.

The test sequence is entered as follows:-

- Turn the machine off
- Open the back door
- Flick DIL switch 8 of bank 2 to the ON position
- Turn the machine on
- The test sequence will display the individual test in the following order:-
 - 1.1 Coin Input Test
 - 1.2 Coin Output Test
 - 2.1 Reel Test
 - 3.1 All Lamps on Test
 - 3.2 Lamp Step Test
 - 3.3 Photo Prom Test
 - 4.1 Switch Test
 - 5.1 Alphanumeric Test
 - 5.2 Report Pay Out Percentage
 - 5.3 Report Errors Test
 - 5.4 LED Test

- 6.1 Meter Test
- 7.1 EDC/RS232 Interface Test
- 8.1 Sound Test
- 9.2 RAM Clear

When the test is entered, an audible bleep will sound and the *START* and *BONUS* buttons on the front of the machine will flash. The current test number will be displayed in the alphanumeric display.

To exit the test procedure, close the back door and reset the machine.

During the test, the following rules apply:-

- Press the **Start** button to step through the test sequence in the above order.
- Press the **Bonus** button to enter any test.
- Press the **Start** button to exit a particular test.

Coin Input Test (1.1)

This test is provided to check all coin lockouts and note inputs.

Upon entering the test, all coin lockouts will be opened so that any coin can be inserted.

- Insert a variety of coins into the coin mech and notes into the note acceptor (if fitted).
- If the coin is accepted, the alphanumeric will display the value of that coin
- If the coin is rejected, the value of the previous coin will be displayed on the alphanumeric.
- If a note is accepted, the value of the note will be displayed on the alphanumeric. Press the **Bonus** button to disable all coin and note inputs. All coins or notes now inserted should be rejected.

Coin Output Test (1.2)

- To enter this test press the **Bonus** button when 1.2 is displayed on the alphanumeric.
- Press the flashing left hand **Down Arrow** button to pulse the 1 Krona pay slide once.
- Press the flashing middle **Down Arrow** button to pulse the 10 Krona pay slide once.
- Press the flashing right hand **Down Arrow** button to pulse the 20 Krona pay slide once.
- If any of the buttons are held down the pay slide will continue to pulse until the button is released.

Reel Test (2.1)

The test is provided to check operation of the reels. Upon entering the test, the reels will automatically spin to position 1 (top of the reels).

- Press the left hand ▼ button to step Reel 1 *DOWN* 1 symbol.

- Press the **middle ▼** button to step Reel 2 *DOWN* 1symbol.
- Press the **right hand ▼** button to step Reel 3 *DOWN* 1 symbol.
- Press the **Overføring Utbetaling** button while pressing any of the above buttons to step the appropriate reel in the reverse direction.

NOTE: When the opto tab of a reel is seated in the arms of the opto sensor, the middle reel lamp will go out.

All Lamps Test (3.1)

Upon entering this test mode, all lamps behind both the Reel Glass and the Feature Display Glass will flash on and off at one second intervals.

- Press the **Bonus** button to hold the lamps *ON* for more than one second.
- Press the **Bonus** button again to continue.

Individual Lamps Test (3.2)

When this test is in operation, the Strobe and Data number for each individual lamp, when lit, will be displayed on the alphanumeric.

- Press the **Bonus** button to turn the lamps on and off individually in chronological order.
- Hold the **Overføring Utbetaling** button while pressing the **Bonus** button to reverse the order.

Photo Prom Test (3.3)

On entering this test all lamps will be illuminated. In addition a suitable text message will be shown on the alphanumeric.

Switch Test (4.1)

In this mode, switches are depressed to ensure that they are operational by lighting associated lamps.

- Depress the **Front Door Switch** to light the *1 step* lamp.
- Operate the **1 Krona** level sensor to light the *1 Kr* refill lamp.
- Operate the **10 Krona** level sensor to light the *10 Kr* refill lamp.
- Operate the **20 Krona** level sensor to light the *20 Kr* refill lamp.
- Operate any **DIL** switch to sound an audible bleep.

Report Errors Test (5.3)

The error log stores the last 10 errors registered by the machine. The test displays the last 10 errors on the alphanumeric in reverse chronological order, wherein Error 0 is the last occurring error.

- Press the **Bonus** button to advance through the errors.

NOTE: When the RAM is cleared, this information will be lost.

LED Test (5.4)

A sequence of numbers will cycle through each of the digits on the LED display.

Meter Test (6.1)

Upon entering the test, the Front Door must be open. Each time the **Bonus** button is pressed, the meters will be pulsed once in the following sequence:-

- Cash In Meter
- Cash Out Meter
- Total Plays
- Total Wins

EDC/RS232 Interface Test (7.1)

This test is important for a data machine wherein a data capture unit is connected to socket P15 of the MPU. The MPU will transmit a test data signal to any device connected to the RS232 D-type connector.

- If the MPU receives a response to the data signal, the alphanumeric will show 'OK'.
- If no response to the signal is received, 'RX' error will be displayed on the alphanumeric.
- If transmission of the test signal failed, 'TX' error will be displayed.

Sound Test (8.1)

This test has been incorporated to ascertain the condition of the speakers. It should not be used as a means of checking for corruption on the sound board.

During the test a number of sounds will be played.

- If no response to the signal is received, 'RX' error will be displayed on the alphanumeric.
- If transmission of the test signal failed, 'TX' error will be displayed.

Sound Test (8.1)

This test has been incorporated to ascertain the condition of the speakers. It should not be used as a means of checking for corruption on the sound board.

During the test a number of sounds will be played.

RAM Clear (9.2)

NOTE: THIS TEST MODE IS ENTERED BY HOLDING THE BONUS BUTTON WHILE SIMULTANEOUSLY PRESSING THE RED MICROSWITCH, LABELLED SW3 ON THE MPU.

Upon entering the test, a countdown from 9 to 0 will start, wherein upon reaching 0 the RAM will be cleared and an audible bleep will sound.

NOTE: When a different game card is inserted, the RAM will clear automatically. *Error 4.2* will be displayed on the alphanumeric until the RAM clear is complete.

Operator Mode

The operator mode may be entered as follows:-

- Ensure the machine has zero credit
- Open the front door
- Move DIL switch 2 of bank 1 to the *ON* position (or *OFF* is already on).

The **Overføring Utbetaling** and the **1 Kr Innsats** and **2 Kr Innsats** buttons on the front of the machine will flash and the following message will be displayed on the alphanumeric display:-

'OPMODE'

Press the **Overføring Utbetaling** button to instruct the printer to print out a full list of long and short term meter values.

Pressing **1 Kr Innsats** will start a countdown from 9 to 0. Upon reaching 0 the short term meters will be cleared from RAM. Releasing the button before the countdown reaches zero will halt the procedure.

Pressing and releasing the **2 Kr Innsats** button will display the last 10 Pay Out values:

Attract Mode Text

Up to 4 lines of attract mode text may be defined by the operator. To enter the edit mode, move DIL switch 5 of bank 1 to the *ON* position and turn the machine ON.

The following lines may be used for data entry:-

- | | | |
|-----------------------|---|------------------------------|
| 1 Gevinstlinje | - | select next character |
| 2 Gevinstlinje | - | select previous character |
| 3 Gevinstlinje | - | move to next cursor position |
| 4 Geninstlinje | | clear display |
| 5 Gevinstlinje | | accept the line |

NOTE: The following characters are used for data entry:-
ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789-*

To exit the data entry mode, move DIL switch 5 of bank 1 to the *OFF* position and reset the machine.

ALARMS/ERROR CODES

A system alarm will sound if a fault or error occurs within the machine, wherein the associated fault is displayed on the alphanumeric display as one of the Error Codes shown below:-

Error Codes

NOTE: The error codes are displayed on the alphanumeric display and are standard to the industry. An alarm will sound simultaneously with the display of an error code.

<i>ERROR CODE</i>	<i>DESCRIPTION OF ERROR CODE</i>
Code 1 - Coin Handling	
1.0	Mars Alarm Condition
1.1	Note Fault
1.2	20 Kr Coin Fault
1.3	10 Kr Coin Fault
1.4	5 Kr Coin Fault
1.5	1 Kr Coin Fault
1.6	10 Kr Coin Fault New
Code 2 - Reels	
2.1	Reel 1 Fault
2.2	Reel 2 Fault
2.3	Reel 3 Fault
Code 4 - Miscellaneous	
4.1	Refill Mode
4.2	RAM Clear on Insertion of New Software
Code 5 - Program/Microprocessor Failure	
5.1	EPROM Checksum Failure
5.3	RAM Failure
Code 6 - General Meter Alarm	
6.0	Meters Disconnected
6.1	Meter 1 Fault
6.2	Meter 2 Fault
6.3	Meter 3 Fault
6.4	Meter 4 Fault
6.5	Meter 5 Fault
6.6	Meter 6 Fault
Code 7 - Printer Alarms	
7.2	Paper Low
7.3	Printer Error
Code 9 - Power	
9.1	12v AC Power Fault

The further alarms are described as follows:-

Mascot Alarm (where fitted)

If either of the door switch inputs are activated the machine will allow approximately 8 seconds within which the Mascot alarm must be disarmed. If this time is exceeded then Mascot will go into a full alarm condition.

A period of 10 seconds is allowed after arming Mascot before the door switches are monitored. If this time is exceeded then Mascot will go into a full alarm condition

When Mascot is removed from a machine to be stored ready for a new installation, it is necessary to fully disarm the unit. This is accomplished by removing the battery disconnect link from pins 2 and 3 and replacing it on pins 1 and 2. This will help to conserve the battery charge and stop the alarm from becoming armed during transit.

Mars MS126TS Security Alarm

The Mars coin mech security alarm is actuated upon an attempt to defraud the machine by any one of a number of actions, known collectively as 'tilts'.

DIL SWITCHES

The MPU is capable of controlling up to 64 switches in an array of 8 strobes x 8 data lines.

The first 16 switches in the array are dedicated to the DIL switches of the MPU, the associated functions of which are listed below:-

DIL Switch Bank 1 - SW1

DIL Switch	Function	OFF	ON
1	Clear Credits on Reset	Retain	Lose
2	Demonstration Mode	If previously ON enter demo mode	If previously OFF enter demo mode
3	Pay Out Bank	All of Bank	100 Kr Steps
4	Set Clock	Not Used	Set Clock
5	Note Acceptor Lockout if Bank \geq 300	Not Used	Enable
6	Give Credits	No	Yes
7	Nudge Time	10 Seconds	20 Seconds
8	Low Tube Lockup	Disable	Enable

DIL Switch Bank 2 - SW2

DIL Switch	Function	OFF	ON
1	Pay Out Percentage	See below	See below
2	Pay Out Percentage	See below	See below
3	Pay Out Percentage	See below	See Below
4	Pay Out Percentage	See below	See below
5	Not Used	-	-
6	Error Checking	-	Error Check Active
7	Not Used	-	-
8	Test Sequence	Do Not Enter Test	Enter Test

PAY OUT %	DIL SWITCH 1	DIL SWITCH 2	DIL SWITCH 3	DIL SWITCH 4
60	ON	OFF	ON	ON
62	ON	OFF	OFF	OFF
64	OFF	ON	OFF	OFF
66	ON	ON	OFF	OFF
68	OFF	OFF	ON	OFF
70	ON	OFF	ON	OFF
72	OFF	ON	ON	OFF
74	ON	ON	ON	OFF
76	OFF	OFF	OFF	ON
78	ON	OFF	OFF	ON
80	OFF	ON	OFF	ON
82	ON	ON	OFF	ON
84	OFF	OFF	OFF	OFF
86	OFF	OFF	ON	ON
88	OFF	ON	ON	ON
90	ON	ON	ON	ON

NOTE: The Pay Out Percentage is set to 86% when the machine is despatched.

The functions of the remaining switches, including the wire colour and MPU pin connection for each, are detailed in the Switch Matrix.

SWITCH MATRIX

	Strobe 0	Strobe 1	Strobe 2 Green/ Red P11-15	Strobe 3 Green/ Orange P11-13	Strobe 4 Green/ Pink P11-13	Strobe 5 Green P11-12	Strobe 6 Blue P11-10	Strobe 7 P11-10
Data 0 Orange/Black P11-9	1 SW Bank 1 DIL SW 1	9 SW Bank 2 DIL SW 1	17 Overføring Utbetaling	25 5	33 Not Used	41 -	49 MPU Test Switch	57 Coin Mech
Data 1 Orange/Brown P11-8	2 SW Bank 1 DIL SW 2	10 SW Bank 2 DIL SW 2	18 Hold	26 3	34 -	42 -	50 Not Used	58 Coin Mech
Data 2 Orange/Red P11-7	3 SW Bank 1 DIL SW 3	11 SW Bank 2 DIL SW 3	19 Hold	27 1	35 -	43 -	51 Not Used	59 Coin Mech
Data 3 Orange P11-6	4 SW Bank 1 DIL SW 4	12 SW Bank 2 DIL SW 4	20 Hold	28 2	36 -	44 -	52 Not Used	60 Coin Mech
Data 4 Orange/Yellow P11-5	5 SW Bank 1 DIL SW 5	13 SW Bank 2 DIL SW 1	21 -	29 4	37 -	45 -	53 Not Used	61 Coin Mech
Data 5 Orange/Green P11-3	6 SW Bank 1 DIL SW 6	14 SW Bank 2 DIL SW 1	22 Max Bet Stopp	30	38	46	54 Not Used	62 Coin Mech
Data 6 Orange/Blue P11-2	7 SW Bank 1 DIL SW 7	15 SW Bank 2 DIL SW 1	23 Bonus	31 Back Door Switch	39 -	47 -	55 Not Used	63 Coin Mech
Data 7 Orange/Violet P11-1	8 SW Bank 1 DIL SW 8	16 SW Bank 2 DIL SW 1	24 Start	32 Front Door Switch	40 Not Used	48 -	56 Not Used	64 Coin Mech

Note: Each strobe is fitted with a diode in series to prevent feedback, wherein each strobe is connected to the anode.

LAMP EQUATES

Lamp Equates PL2 Sheet 1 Matrix A

	Data 0	Data 1	Data 2	Data 3	Data 4	Data 5	Data 6	Data 7
Strobe 0	Start	Stopp	Reel 3 Up	Reel 2 Up	Reel 1 Up	Oppsamling		
Strobe 1			Reel 1	Reel 1	Reel 1	Reel 2	Reel 2	Reel 2
Strobe 2	Reel 3	Reel 3	Reel 3					
Strobe 3								
Strobe 4	Reel 3 Down	Reel 2 Down	Reel 3 Down					
Strobe 5	Step 4	Step 3	Step 2	Step 1	Hold 1	Hold 2	Hold 3	Bonus Green
Strobe 6	Bonus	Bonus Red	Double	Disket	Double	Disket	Double	Disket
Strobe 7	Double	Hold 1	Hold 2	Hold 3				
Strobe 8	A	B	C	D	E	F	G	DP
Strobe 9	A	B	C	D	E	F	G	DP
Strobe 10	A	B	C	D	E	F	G	DP
Strobe 11	A	B	C	D	E	F	G	DP
Strobe 12	A	B	C	D	E	F	G	DP
Strobe 13	A	B	C	D	E	F	G	DP
Strobe 14	-	-	-	-	-	-	-	-
Strobe 15	** -	-	-	-	-	-	-	-

PART NUMBERS

PART NUMBER	DESCRIPTION
AB000236	Button Inserts
AT000263	Big Money Display Glass
AL000255	Big Money Reel Glass
MB000415	Feature Reel Bracket
EA900045	Starpoint 12 RM 16 Stop NMB Wide Reel
AR000914	Reel Band 1
AR000915	Reel Band 2
AR000916	Reel Band 3
EA300528	Upper Lampmask Assembly
EA300301	V/F Display Module
EA300060	3 Digit 0.8" LED
EA300001	2 Digit 0.8" LED
EA300529	Lower Lamp Board Assembly