## Help File

## Mega Money Machine ${ }^{\text {TM }}$

Welcome to Mega Money Machine ${ }^{\text {TM }}$ Video Slot.
This game has a single payline, and either 3 or 4 active reels, depending upon credits bet.
The average theoretical return to player (RTP) is:

- 3 Reels (10 credits): $93.99 \%$
- 4 Reels ( 100 credits): $94.20 \%$


## GAME RULES



- Bet 10 credits to play 3 reels.
- Bet 100 credits to play 4 reels.
- Total Bet is the Base Bet multiplied by the Total Credits.
- Total Credits is either 10 credits for 3 reels, or 100 credits for 4 reels.
- When betting 10 credits, Reel 1 is inactive, and Reels 2, 3 and 4 are active.
- When betting 100 credits, all 4 reels are active.
- Reel 1 still spins when betting 10 credits, but does not contribute to winnings.
- All wins are shown in credits.
- All wins are multiplied by the Base Bet.
- The total win is determined by the combination of numbers that appear on the single center payline on active reels.
- These numbers are joined together left to right to form the total win in credits.
- For example:

- Blank-1-Blank-Blank pays 1 credit.

- Blank-3-Blank-0 pays 30 credits.

- 10-10-Blank-5 pays 10105 credits if playing 4 reels, or 105 credits if playing 3 reels (first reel is inactive).

- During each spin, the position of each reel can shift.
- If no active reels have yet stopped with a value greater than 0 , each active reel that stops with a 0 or 00 will shift to the rightmost position.
- Other reels that were previously to the right of this reel, will shift left one position.
- Once there has been at least one active reel stop with a value greater than 0 , no subsequent reels will shift during the spin.
- The value of a reel is the number that appears vertically in the center of it after the reel stops (if any).
- Any numbers that appear above or below the vertical center of a reel do not contribute to the value of the reel.
- The win is calculated after all reels have stopped spinning and shifting.
- At the start of each new spin, each reel shifts back to its original position.

- Reel 1 has 0,00, 10 and blank symbols only.
- Reels 2 and 4 have $0,1,2,3,5,10$ and blank symbols only.
- Reel 3 has $0,1,2,3,5$ and blank symbols only.
- The reel positions above refer to the original position of each reel before any shifts.
- When reels shift it does not change the symbols that can appear on them.
- Malfunction voids all pays and plays.


## How to play

Pick your bet amount and push spin button.


## Spin Button

- Places a bet then spins the reels.


BET 10/BET 100

- Toggle active credit bet.


## Menu Button

- Opens a window where the player can view info pages; go to lobby; change bets; configure autoplay and adjust game settings.
- It defaults to info pages.


## Balance Meter

- Display the player's current balance.


## Total Bet Meter

## TOTAL BET:

## WIN:



## Return to Game Button

- Go back to base game.


## Home Button

- Go to Lobby. Configurable per operator.


## Autoplay Button (Optional, only applicable in some jurisdictions)

- Opens Autoplay configuration window, where the player can select the desired number of autoplay and start autoplay.

Stop Autoplay Button (Optional, only applicable in some jurisdictions)

- Stops autoplay. Number of autoplays remaining will be shown over the button.


## Bet Settings Button

- Opens Bet configuration window, where player can select the desired bet amount.


## Game Settings Button



Open Game settings configuration window, where the player can adjust the following:

- Turn sounds On or Off
- Turn background music On or Off (keep sound effects On)


## Sound Buttons

- Turn sounds On or Off respectively.


## Keyboard Shortcuts

- Space bar: Pressing the Space bar will initiate Spin.


## Autoplay (Optional, only applicable in some jurisdictions)

- Allows automatic consecutive normal game plays for a certain amount of spins. Options for spins range from 10 spins to 100 spins.

This is game rules version 1, dated July 2, 2023.

