

MYSTERY MADNESS



A MYSTERY JACKPOT
LINK THAT COULD HAVE
MORE THAN 1 WINNER!

WATCH AS THE
CRACKER TREE GROWS...

A SINGLE PLAYER COULD
WIN MULTIPLE JACKPOTS

...IN ANTICIPATION OF THE
MADNESS EXPLOSION...

AN AVERAGE OF 8
MADNESS JACKPOT PRIZES...

MORE WINNERS CREATES
MORE EXCITEMENT...

...PER MYSTERY
JACKPOT PRIZE...

...THAT'S MYSTERY MADNESS
- IT'S A CRACKER!

...WITH THE POTENTIAL
OF UP TO A
MAXIMUM OF 16 PRIZES...

INCORPORATING THE
UNIQUE VISUAL OF
SEQUENCED GRAPHICS.

...THAT'S MYSTERY MADNESS
- IT'S A CRACKER!

UTILISING THE LATEST
COMPONENTS FOR
JACKPOT LINK TECHNOLOGY

CHOOSE FROM 8
MADNESS THEMES
CURRENTLY AVAILABLE

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MYSTERY MADNESS

How Does Mystery Madness Work?

The difference between a **standard mystery** and a **Mystery Madness Jackpot** is that **Mystery Madness** operates by pairing 2 levels of a jackpot controller.

The first level (the **Mystery Level**) is a larger jackpot and the second level (the **Madness Level**) is a smaller jackpot.

The **Madness Level** begins at **\$0** and increments very quickly in comparison to the **Mystery Level**, and when these smaller jackpots (**Madness Level**) are hit, they are stored in the controller without being awarded to any machines.

The stored jackpots will be highlighted on the '**cracker**' tree, which will be shown on the jackpot display.

When the **Mystery Level** is hit, the **Mystery Jackpot** is awarded to the EGM as per a normal **Mystery Jackpot**, and all the stored **Madness Level Jackpots** are awarded to all eligible players including the **Mystery Jackpot** winner at the same time.

(This is where the 'cracker' tree explodes to highlight the **Madness** jackpots being won).

The Parameters:

The parameter combinations which are permitted for use in NSW allow for an average 8 **Madness Jackpots** per **Mystery Jackpot**, up to a maximum of 16.

Each **Mystery Madness Jackpot Controller** can support 2 levels of **Mystery Madness Jackpot** pairs using all 4 allowable levels in NSW on a single controller.

Mystery Madness Parameter Set Example:

LEVEL	STARTOUT AMOUNT	STARTUP PERCENTAGE	INCREMENT PERCENTAGE	MAXIMUM	AVERAGE PRIZE
Mystery 1	\$500.00	0.250000%	0.250000%	\$1,500.00	\$1,000.00
Madness 1	\$0.00	0.000000%	0.500000%	\$250.00	\$125.00
Mystery 2	\$50.00	0.250000%	0.250000%	\$150.00	\$100.00
Madness 2	\$0.00	0.000000%	0.750000%	\$37.50	\$18.75

The above example indicates that when the **Mystery 1 Jackpot** is awarded to an EGM, at an average of \$1,000, an average of 8 **Madness Jackpots** at an average of \$125.00 each will be awarded to players including the player that won the **Mystery Level**.

For the **Mystery 2 Level**, each time an average jackpot of \$100.00 is awarded, an average of 8 **Madness 2 Levels** will be awarded for an average of \$18.75 to all eligible players including the winner of the **Mystery 2 Level**.

The probability of a player receiving any **Madness Level** prize is based on the amount wagered when the **Mystery Level** was triggered.

All **Madness Level** prizes will be paid out regardless of the number of players

Graphics:

Mystery Madness incorporates the unique visual impact of sequenced graphics which move from screen to screen.

Asian Dragon Boat Racing highlighting the beautiful Hong Kong Harbour, the eye catching **Creatures of the Underwater** plus all the **Bright Lights of Vegas** are 3 of the **Madness** themes currently available.

Hardware:

Utilising the latest components available today for **Link** technology.

One **Link Rev 7 Controller**, **PALA5 Interface Cards**, **SD (standard definition) Top Box Graphic Controller**.

NOTE: One **Graphics Controller** is required per EGM to ensure the full impact of the sequenced graphics. The full effect is recommended to go across at least 4 EGMs in a row.