MBP Overview

The Zytec Mystery Bonus Progressive provides the Player Appeal of a conventional Progressive Jackpot without the requirement of a group of machines with identical pay tables and denomination which requires a Top Payline winning game to trigger a progressive Win.

Winning on the Zytec Mystery Bonus Progressive system does not require a player to win a game on the machine, only to play a minimum number of credits or coins. This is a sure method of promoting increased play and customer satisfaction.

This Overview relates to the MBP addition to the G-Rabbit Cashless Smart Card System; additionally, the Zytec Mystery Bonus Progressive may be configured to operate on most cash-play machines.

In Operation:

Every connected machine's game play will contribute a specified value to the progressive Groups to which the game is assigned. Generally 1% of the stake is considered a fair contribution. This contribution is split between the assigned progressive group **Current** levels according to the Mystery Bonus Progressive [MBP] settings. A portion of each level's contribution is allocated to the level's **Reserve** value. The increment values of the **Current** and **Reserve** of each level are added to the **Provision** values for each level

The Current values of the Mystery Jackpots are displayed on Flat Screen TV type displays, with graphical backgrounds, mounted within view of players. These screens are driven from a display PC controller that can drive multiple screens via a SVGA or HDMI splitter.

A Mystery Bonus Progressive is WON by the player of a machine whose contribution from the current game causes the Current value of a Progressive Jackpot to match or exceed the Mystery Value of that Jackpot, subject to the player having played equal to or greater than a specified Minimum Qualifying Stake [MQS] for the game played.

Configuration:

The Zytec MBP provides for a total of 8 progressive **Channels**, each with their own settings and accounting. These **Channels** may be utilized as 8 individual **Groups**, multiple **Groups** with up to 4 levels, or a combination thereof.

As an example:

Group 1 with 4 Levels (**Channel** 1 to 4)

Group 2 with 3 Levels (**Channel** 5 to 7)

Group 3 with 1 Level. (**Channel** 8)

Channel 8 may be specified as part of a multi-site **MBP** in the Wide Area Network version (Pending).

Parameter settings are detailed on the **Settings** page.

The **Target Mystery** value for each **Channel** is randomized between the **Maximum** and **Minimum** values that have been specified for that **Channel,** when a specific **Channel** is initialized or when the **Channel** is automatically reset after a win.

Each **Group** is shown on a TV type display or displays dedicated to that specific **Group**, where all **Current** values for the specified **Group** are displayed and incremented Odometer style as each **Channel** value changes.

At Initiation, the **Current** values for each **Channel** are automatically calculated by randomizing values between the Base value and the **Minimum Target Mystery** Value. The **Reserve** values are calculated at a percentage of the **Current** values. An option, allowing for the total of these initiation values may be automatically recovered from contributions to a "House" account over a period of time, is available.

After a win, the **Current** (displayed) value for that **Channel** commences at either the **Base** value or the **Reserve** value, whichever is the greater, with the new **Reserve** value being the **Base** value.

Only the **Current** values are displayed, The **Mystery** and **Reserve** values are hidden from view on the system.

Winning:

When a **MBP Win** occurs, the appropriate **Group** TV Display will show a **"Winner"** panel giving the Winning Level, Win Value, Machine Number and Player Card number. On the main display, the value of the **Level Won** will be replaced by the value of the **Reserve** for that **Channel** that has now become the Current Value for that **Channel**. A new **Target MBP** will be automatically generated by randomizing a value between the latest **Minimum** and **Maximum** values set for the progressive **Channel**.

An option may be selected which will lock play on the winning machine and display the winning value on the Machine's Cashless Slave (SMIB) display.

The win may be **Cleared** from the MBP Host or monitoring computer, or if the "Lock Play" option has been set, by inserting a MBP Reset card into the winning machine card reader or by operation of the machine key switch. These alternatives may be set by the Operator using the Machine configuration application.

When a **MBP Win** is reset, the **Current** value will be awarded to the player on the **Winning machine,** a record of the Win Value, Winning Machine, Winning Player Card and timestamp will be generated and available for printing. The Winning information is displayed on the MBP Host screen.

Payment to the winning player is completed using the MBP monitoring computer, which allows for payment to be made to the winning player Cashless card (Default) or by cash, cheque or to player account credit account.

All payments are recorded and may be printed. At the time of payment, the payment value is deducted from the Provisions account for the Group level of the paid win. The Total **Provisions** will therefore match the Total values of the **Current** and **Reserve** Jackpots. In some jurisdictions regulations require that the value of **Provisions** are held in a ring-fenced account.

All computer actions are dependent upon Staff Logon privileges.

Settings:

The Zytec Mystery Bonus Progressive system provides the necessary computer screens that allow for the following parameters to be captures and saved:

Creating MBP Groups and Levels:

Specify:

   Group Names and graphics for display

   Channels in Group

   Level Names and graphics for display

   Border graphics for Current Value Display

   Win Sounds for each Channel

   Uncleared Win "Nag" sounds for each Channel (May be suppressed)

Specifying Parameters:

For each Channel:

   Maximum Mystery Value

   Minimum Mystery Value

   Base Value

   Step Rate Main Jackpot (in one hundredth of one percent)

   Step Rate Reserve Jackpot (in one hundredth of one percent)

      The Total Step rate for each Jackpot Group is automatically totaled for reference.

   Minimum Qualifying Value in cents (Per game play)

   Jackpot Channel, Active or Dormant.

Notes on Settings:

Any changes made to the Mystery Maximum and Minimum values will be taken into account at the time of the next win randomization of that Channel. All other changes will be effective as soon as the screens are saved and exited. The randomization algorithm uses multiple Random Number Generators.

Youtube video does not show full definition,

which on normal display screen may be up to HD