

DUPLICATION BOT INSTRUCTIONS

ANDROID EMULATOR

The bot will work in mobile phone and PC
In both you need a android emulator

Android emulators :

PC – Install Nox or Memu or LD Player

Mobile – Install X8sandbox

Inside the emulator – Install HayDay game and the Bot app

Emulator screen settings: 640 x 480 120dpi

FIRST START MENU



A – NUMBER OF BUYING FARMS

The number of buying farms in list run
Select any number for circle run

B – CLICK TO CONTINUE

Click to continue

C – USE MENU PROFILE

Use different menu profiles – 10 profiles supported
Each profile can have different settings
Each profile can have 49 buying farms

Bot Mode :	List Run ▾ A	Number shop boxes : (2-10)	3 D
Switch Method :	Ingame ▾ B	Selling Mode :	Manual ▾ C

A – BOT MODE

List run
 Circle run
 ShowList Friends (Setup assist)
 Show List positions (Setup assist)
 Show Circle friends (Setup assist)
 Show Circle positions (Setup assist)

B – SWITCH MODE

Ingame
 This use supercell ID to switch between buying farms
 Switching app
 This use MHDA or Macro Manager or HD Manager mega to switch between buying farms

C – SELLING MODE

Auto selling or Manual selling

Auto selling needs 1 emulator, and 2 copies of HayDay installed

Manual selling needs 1 emulator, and 1 device. Each must have HayDay installed

Auto selling is not for low spec devices

D – NUMBER OF SHOP BOXES

Supports 2 – 10 shop boxes for lower level farms

SWITCHING APP:	
APP to use :	MHDA D ^e <input type="checkbox"/> App install location changed : E

D – SWITCHING APP TO USE

Supported switching apps : MHDA / Macro Manager / HD Manager Mega

E – APP INSTALL LOCATION CHANGED

There are many different versions of these apps
 If the bot does not open yours, tick (e) and enter install location in E

AUTO SELLING- BUYING AND SELLING CANNOT USE THE SAME GAME APP	
BUYING FARM:	
Playstore App F	Other location : com.supercell.hayday G
SELLING FARM (AUTO SELL ONLY):	
Other H	Other location : com.supercell.hayday I
Total farms in Switching App / Ingame list : 16 J	

AUTO SELLING CANNOT USE THE SAME GAME APP

You will need to install 2 copies of HayDay inside the emulator to do auto Selling

F – SELECT BUYING APP

Playstore app – This is normal hay day app found in playstore

Anti Ban 01 – This is the paid anti Ban app

Other – Free clones or Anti ban app

If selected Other , Please enter install location in **G**

H – SELECT BUYING APP

This is not required for manual selling

Playstore app – This is normal hay day app found in playstore

Anti Ban 01 – This is the paid anti Ban app

Other – Free clones or Anti ban app

If selected Other , Please enter install location in **I**

I – TOTAL FARMS IN SWITCHING APP OR INGAME LIST

This is the total number of farms saved in the app or ingame list

It is needed to switch farms accurately

CIRCLE RUN & COIN MAKER:		
Number of runs : 99 A	Selling Farm - Friend Position : 2 B	Buying Farm - Friend Position : 2 C
Delay between runs (seconds) : 30 D		
SELLING:Name : SELLFARM E	BUYING:Name : BUYFARM F	
COIN MAKER:		
Selling Price: G Max ▾	Price adjust : H	
Product position in Selling Barn: 13 I	Buying farm - Number of shop boxes (1-20) : J	

A – NUMBER OF RUNS

This is how many times to buy items (Duplicate)

B – SELLING FARM – FRIEND POSITION

When inside the Selling farm

This is the position of the buying farm in the friends list

C – BUYING FARM – FRIEND POSITION

When inside the Buying farm

This is the position of the selling farm in the friends list

D – DELAY BETWEEN RUNS

Measured in seconds

Will make the duplication process slower

E – SELLING FARM NAME

F – BUYING FARM NAME

This is optional, but recommended

Use the same name as used in Hay Day

COIN MAKER SETTINGS

G – SELLING PRICE

Min / Base / Maximum price

H – PRICE ADJUST

This will adjust the selling price

+2 will increase with 2

+20 will increase with 20

-5 will decrease with 5

-10 will decrease with 10

Do not use + with max price

Do not use – with min price

Full price makes more coins per run, but sometimes takes longer to sell

Base price makes less coins per run, but sells quicker

I – PRODUCT POSITION IN SELLING FARM

Any barn product can be used

The product **MUST** be on the first page in the shop of the **buying farm**

Positions 1-15 below



J – BUYING FARM NUMBER OF SHOP BOXES

Up to 20 boxes supported

Buying farm sells duplicated items full price – more shop boxes can sell quicker

CIRCLE RUN

HOW CIRCLE RUN WORKS

Selling Farm has the product to be duplicated
Buying Farm receives the duplicated product

Both farms need 2-10 shop boxes unlocked

Each run – 10 Products per shop box duplicated

For each run , **selling farm** needs $(20 + (\text{Number shop boxes} \times 10))$ empty spaces in barn
4 runs, 10 boxes – Need $4 \times 10 \times 10 + 20 = 420$ empty spaces in barn
4 runs, 3 boxes – Need $4 \times 10 \times 3 + 20 = 140$ empty barn spaces

For each run, **buying farm** needs $(20 + (\text{Number shop boxes} \times 10))$ eggs in barn
4 runs, 10 boxes – Need $4 \times 10 \times 10 + 20 = 420$ eggs in barn
4 runs, 3 boxes – Need $4 \times 10 \times 3 + 20 = 140$ eggs spaces

FRIENDS SETUP

Remove all friends and followers from Selling farm
Remove all friends and followers from Buying farm

Selling farm and Buying farm make friends

Selling farm and Buying farm now each have 1 friend

FRIENDS POSITIONS

Selling Farm - Friend Position : **B** Buying Farm - Friend Position : **C**

B – SELLING FARM – FRIEND POSITION

Open the selling farm
Open friends bar
Find Buying farm position in friends bar

C – BUYING FARM – FRIEND POSITION

Open the buying farm
Open friends bar
Find Selling farm position in friends bar

Friends Positions:

Up to position 15 is supported

Find where the friend is in the list , enter the number



PREPARE FARMS

If using less than 10 shop boxes, make sure all other shop boxes are EMPTY

Selling farm (This farm has the product to duplicate)

- **selling farm** needs $(20 + (\text{Number shop boxes} \times 10))$ empty spaces in barn
- must have 10 eggs in barn per run
- Load shop :
 - 1st box always 10x eggs
 - Rest of boxes product to duplicate

Buying farm (This farm will buy duplicated products)

- Must have 13 empty spaces in the barn
- **buying farm** needs $(20 + (\text{Number shop boxes} \times 10))$ eggs in barn

MANUAL SELLING

Selling farm is loaded in a different device

Keep the selling farm open until the bot tells you to minimize it

When the bot instructs you to load the selling farm first box :

- Open selling farm
- Visit Greg farm
- Go back to own farm
- Replace the first box 10x eggs
- Minimize the selling farm

(Auto selling the bot will do this)

COIN MAKER

HOW COIN MAKER WORKS

Buying farm buys from selling farm at 1 coin

Buying farm sells in shop at any price , making coins

Coin maker is not a glitch, it uses the duplication glitch to earn coins.

ANY BARN PRODUCT CAN BE USED, IT MUST BE ON THE FIRST PAGE IN THE SHOP

PREPARE THE FARMS

Selling farm must have first shop slot 10x eggs at 1 coin

Selling farm must have the rest of the shop boxes the product to use at 1 coin

Selling farm must have eggs in barn – 10 per run (sometimes use less)

Buying farm must have the product used in the barn

20 + 10 x number of boxes

3 boxes = 50 product

10 boxes = 120 product

Buying farm must have 13 empty spaces in the barn

AUTO SELLING

Load selling farm in one copy of hayday

Load buying farm in another copy of hayday

the bot will do the rest

MANUAL SELLING

This will use two device

The bot will control the buying farm

You will control the selling farm

The bot will tell you when to open the selling farm

The bot will tell you when to minimize the selling farm

The bot will tell you when to visit the buying farm, and buy 1 box eggs if they have not been sold, and then replace the 10x eggs in first box in selling farm

LIST RUN

LIST RUN :

SELLING:Name : **A**

STORAGE:Name : **B** List Position : **C** Eggs Position : **D** Product Position : **E**

BUYING FARMS :

	NAME F	LIST POSITION G	PREVIOUS FARM POSITION H	PRODUCT FARM POSITION I
01	<input type="text" value="BUY 1"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
02	<input type="text" value="BUY 2"/>	<input type="text" value="3"/>	<input type="text"/>	<input type="text"/>
03	<input type="text" value="BUY 3"/>	<input type="text" value="4"/>	<input type="text"/>	<input type="text"/>
04	<input type="text" value="BUY 4"/>	<input type="text" value="5"/>	<input type="text"/>	<input type="text"/>
05	<input type="text" value="BUY 5"/>	<input type="text" value="6"/>	<input type="text"/>	<input type="text"/>

HOW LIST RUN WORKS

- Works very good for BEMS / SEMS / LEMS / TEMS
- Selling farm has the products to duplicate
- All the buying farms in the list receive the duplicated products from selling farm
- Example how circle run works:
 - Storage farm starts with **Number of shop boxes used** with 10 eggs in the shop
 - Selling farm starts with :
 - 1st shop box – 10x eggs
 - Rest of shop boxes – 10x product to duplicate
 - Buying farms each starts with (10 x Number of boxes used x 10 + 13) empty spaces in the barn
 - 4 boxes used : $10 \times 4 + 13 = 53$ empty spaces
 - 10 boxes used : $10 \times 10 + 13 = 113$ empty spaces

LIST RUN – MAKING FRIENDS

Friends and friend positions are very important

DO THIS STEP FIRST

Friends setup:

- Remove all friends and followers from all farms
- Selling farm – Make friends with all buying farms
- Selling farm – Make friends with storage farm
- Buying farm 1 – make friends with storage farm
- Buying farm 2 – make friends with buying farm 1
- Buying farm 3 – Make friends with buying farm 2
- Buying farm 4 – make friends with buying farm 3
- Continue up to 49 farms
- Last buying farm – Make friends with storage farm

Confusing ?

Help with friend structure

Enter the following information into bot :

- A – Selling farm name as it is in HayDay
- B – Storage farm name as it is in HayDay
- F – All buying farms names as it is in HayDay
- My example : (Farm names in hayday entered below)

startMenu

LIST RUN :

SELLING Name : SELLING

STORAGE Name : STORAGE List Position : 14 Eggs Position : 4 Product Position : 3

BUYING FARMS:

	NAME	LIST POSITION	PREVIOUS FARM POSITION	PRODUCT FARM POSITION
01	BUY 1	2	<input type="checkbox"/>	<input type="checkbox"/>
02	BUY 2	3	<input type="checkbox"/>	<input type="checkbox"/>
03	BUY 3	4	<input type="checkbox"/>	<input type="checkbox"/>
04	BUY 4	5	<input type="checkbox"/>	<input type="checkbox"/>
05	BUY 5	6	<input type="checkbox"/>	<input type="checkbox"/>

退出 继续

Set bot mode : Show List Friends (Can be done without subscription)

Bot Mode : Show List Friends

Click right bottom button

The bot will give you a list of which farms must be friends with which farms

doFriends

REMOVE ALL FRIENDS AND FOLLOWERS FROM : ALL BUYING FARMS, STORAGE FARM AND SELLING FARM

MAKE FRIENDS AS FOLLOWS:

BUY 1 Friends with STORAGE and SELLING and BUY 2

BUY 2 Friends with BUY 1 and SELLING and BUY 3

BUY 3 Friends with BUY 2 and SELLING and BUY 4

BUY 4 Friends with BUY 3 and SELLING and BUY 5

BUY 5 Friends with STORAGE and SELLING and BUY 4

After this – selling farm will have many friends
buying farms will have 3 friends each

A – SELLING FARM NAME

Enter the name of Selling farm as it is in HayDay
Optional but recommended to make setup easier

B – STORAGE FARM NAME

Enter the name of Storage farm as it is in HayDay
Optional but recommended to make setup easier

C – LIST POSITION

This is the position of Storage farm in the farms list
Ingame / Switching app list

POSITION IN FRIENDS BAR NOTE

POSITION 4 IS ALWAYS THE LAST ON THE SCREEN BELOW

**POSITION REFERS TO WHERE IT SHOWS ON THE SCREEN , NOT THE 4TH FARM
15 POSITIONS SUPPORTED.**

POSITION 5 WILL BE THE FARM FIRST IF WE SCROLL THE LIST

D – EGGS POSITION

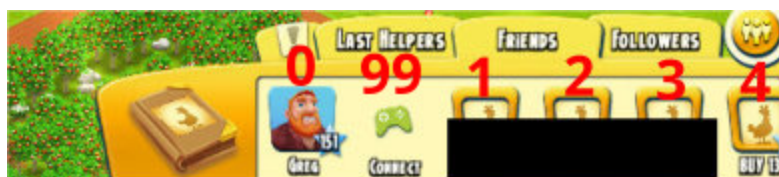
Open the storage farm

Open the friends bar

Find the position of the last buying farm in the list

My example – List has 13 farms, last farm is BUY13

Position is 4



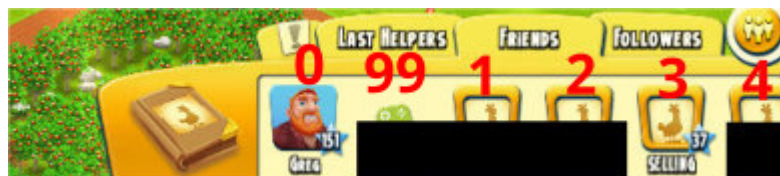
E – PRODUCT POSITION

Open the storage farm

Open the friends bar

Find the position of the Selling farm in the list

My example – Position is 3



F – BUYING FARM NAMES

The names of the buying farms as it is in HayDay

Optional but recommended to make setup easier

G – POSITION IN LIST

This is the position of the buying farm in the ingame / switching app list

H – PREVIOUS FARM POSITION

The position of the previous farm in the friends list (Examples above)

Buying farm 1 – Previous farm is Storage farm

Buying farm 2 – Previous farm is Buying farm 1

Buying farm 3 – Previous farm is Buying farm 2

I – PRODUCT FARM POSITION

The position of the Selling farm in the friends list (Examples above)

Confused with positions ?

Help with friends positions

Download the bot cheat sheet to help with settings

Located in same download position that bot is

LIST RUN					
SELLING FARM NAME:					
STORAGE FARM:					
NAME					
Eggs position :		S1	Product position	S2	
BUYING FARMS:					
	NAME	PREVIOUS POSITION		PRODUCT POSITION	
1			A 1		B 1
2			A 2		B 2
3			A 3		B 3
4			A 4		B 4
5			A 5		B 5
6			A 6		B 6
7			A 7		B 7
8			A 8		B 8
9			A 9		B 9

Complete in cheat sheet :

Storage farm name , selling farm name, buying farm names

Enter the following information into bot :

- A – Selling farm name as it is in HayDay
- B – Storage farm name as it is in HayDay
- F – All buying farms names as it is in HayDay
- G – Farm position in list

My example : (Farm names in hayday entered below)

The screenshot shows the 'startMenu' interface of the HayDay bot. Red circles highlight the following fields:

- SELLING Name:** Set to 'SELLING'.
- STORAGE Name:** Set to 'STORAGE'.
- Position:** Set to '14'.
- Eggs Position:** Set to '4'.
- Product Position:** Set to '3'.
- BUYING FARMS:** A table with 5 rows, each containing a farm name and its list position. The farms are 'BUY 1' through 'BUY 5', and their positions are '2' through '6' respectively. Each row is circled in red.

At the bottom, there are two buttons: '退出' (Exit) and '继续' (Continue).


Set bot mode : Show List Positions (Can be done without subscription)

Bot Mode : Show List Positions ▾

Click the right bottom button, and the bot will run

The bot will run through all the buying farms and storage farm
Two notifications will pop up for every farm

PREVIOUS FARM



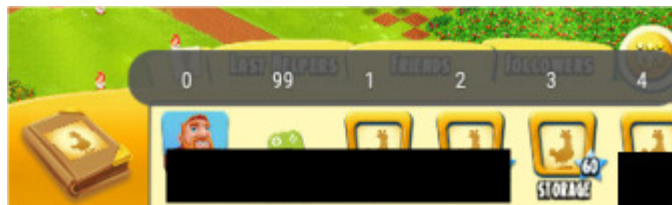
A This is the farm that is loaded

B This is the farm name to look for in fiends bar

C Enter the farm position into this location on cheat sheet

Now click the right bottom button

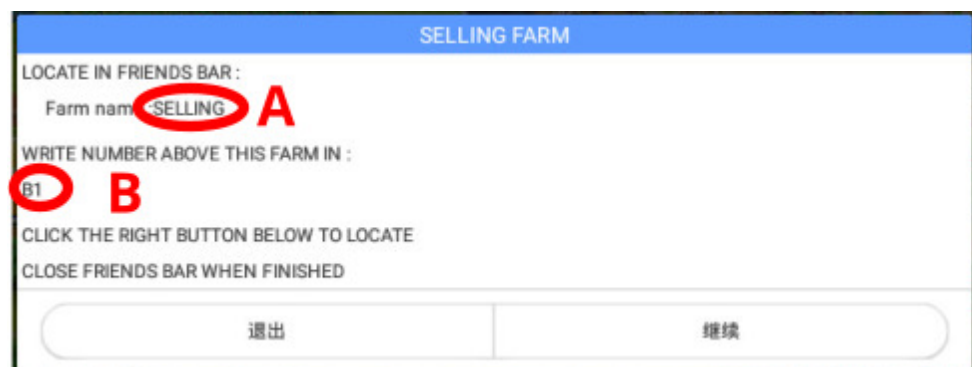
Friends bar will open and show the first positions



My example : Find farm STORAGE and enter into A1

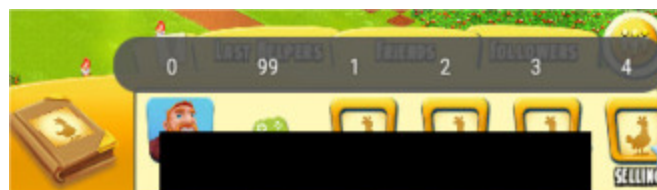
Close the friends bar when finished

SELLING FARM



A This is the farm name to locate in friends bar

B This is where to enter the position on the cheat sheet



My example : in B1 enter 4

The bot will run through all the farms, enter all the information

When finished, enter all the information on cheat sheet into the bot

PERFORM LIST RUN

Storage Farm – Load Number of shop boxes used with 10x eggs each

Selling farm – Load 1st box with 10x eggs

Load rest of boxes used with product to duplicate

If less than 10 boxes used , make sure all other boxes are EMPTY

Buying farms each starts with $(10 \times \text{Number of boxes used} \times 10 + 13)$ empty spaces in the barn

4 boxes used : $10 \times 4 + 13 = 53$ empty spaces

10 boxes used : $10 \times 10 + 13 = 113$ empty spaces

2 boxes = 33 empty spaces

3 boxes = 43 empty spaces

4 boxes = 53 empty spaces

5 boxes = 63 empty spaces

6 boxes = 73 empty spaces

7 boxes = 83 empty spaces

8 boxes = 93 empty spaces

9 boxes = 103 empty spaces

10 boxes = 113 empty spaces

MANUAL SELLING

Selling farm is loaded in a different device

Keep the selling farm open until the bot tells you to minimize it

When the bot instructs you to load the selling farm first box :

- Open selling farm
- Visit Greg farm
- Go back to own farm
- Replace the first box 10x eggs
- Minimize the selling farm

(Auto selling the bot will do this)