



# OPERATOR'S MANUAL

PRELIMINARY



## PLEASE NOTE:

- Read this manual **BEFORE** operating the machine.
- Keep this manual for your reference.



# LAI Games

Correspondence regarding this machine should be addressed to your closest **LAI Games** office, or **LAI Games** Distributor. For contact details, refer to the back page of this manual.

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# TABLE OF CONTENTS

<b><u>SAFETY PRECAUTIONS .....</u></b>	<b><u>1</u></b>
<b>MACHINE INSTALLATION AND INSPECTION.....</b>	<b>2</b>
<b>INTRODUCTION .....</b>	<b>3</b>
<b>SPECIFICATIONS .....</b>	<b>4</b>
<b>ASSEMBLY THE GAME .....</b>	<b>5</b>
<b>HOW TO PLAY .....</b>	<b>8</b>
<b><u>PLAYERS AIM TO BUILD A VERTICAL STACK OF BLOCKS.....</u></b>	<b><u>8</u></b>
<b><u>OPERATION.....</u></b>	<b><u>9</u></b>
OPERATIONAL DIAGRAM .....	9
ATTRACT MODE .....	9
PLAY MODE .....	9
<b>TEST MODE .....</b>	<b>10</b>
TEST MODE DIAGRAM .....	10
SOUND, LAMPS & DISPLAY TEST .....	11
SWITCH TEST .....	11
PROGRAMMABLE ADJUSTMENTS QUICK VERSION 1.0 .....	13
PROGRAMMABLE ADJUSTMENTS DETAILED .....	14
<i>SOME COMMON TICKET PAYOUT SETTINGS .....</i>	<i>17</i>
<b>AUDITS MODE .....</b>	<b>20</b>
AUDITS MODE DIAGRAM .....	20
AUDIT PROCEDURE .....	21
AUDITS QUICK REFERENCE TABLE .....	22
AUDITS DETAILED .....	23
<b>GAME HISTORY MODE.....</b>	<b>25</b>
GAME HISTORY MODE DIAGRAM .....	25
GAME HISTORY QUICK REFERENCE TABLE .....	25
GAME HISTORY PROCEDURE .....	26
<b>ERRORS AND TROUBLESHOOTING .....</b>	<b>27</b>
ERROR CODE QUICK REFERENCE TABLE .....	27
TROUBLESHOOTING GAME ERRORS .....	28
<b><u>SECTION A: SERVICE INSTRUCTIONS .....</u></b>	<b><u>29</u></b>
LOCATING AND ACCESSING PARTS .....	30
LAMPS .....	32
MAINTENANCE .....	33
<b><u>SECTION B: TECHNICAL DETAILS .....</u></b>	<b><u>34</u></b>
MAINS VOLTAGE ADJUSTMENT .....	35
TICKET DISPENSER REFERENCE GUIDE .....	36



# Operator's Manual – **Mega Stacker Lite**

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<b>COIN OPTIONS REFERENCE GUIDE .....</b>	<b>41</b>
<b>MEGA STACKER LITE MAIN WIRING.....</b>	<b>42</b>
<b>MEGA STACKER LITE MAIN WIRING 1 .....</b>	<b>43</b>
<b>MEGA STACKER LITE MAIN WIRING 2 .....</b>	<b>44</b>
<b>MEGA STACKER LITE CONTROL WIRING.....</b>	<b>45</b>
<b>MEGA STACKER LITE CONTROL WIRING 1 .....</b>	<b>46</b>
<b>MEGA STACKER LITE POWER WIRING .....</b>	<b>47</b>
<b>MEGA STACKER LITE POWER WIRING 1 .....</b>	<b>48</b>
<b>MEGA STACKER LITE OPTIONAL WIRING.....</b>	<b>49</b>



## SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

**\* WARNING! \***

*Disregarding this text could result in **serious injury**.*

**\* CAUTION! \***

*Disregarding this text could result in **damage to the machine**.*

**\* NOTE! \***

*Is an advisory text to hint or help understand more !.*



### BE SURE TO READ THE FOLLOWING



**\* WARNING! \***

**Always** turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.

**Always** when unplugging the game from an electrical outlet, grasp the plug, not the line cord.

**Always** connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

**Do Not** installs the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

**Do Not** installs the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

**\* CAUTION! \***

**Always** use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

**Do Not** Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

**Do Not** uses any fuse that does not meet the specified rating.

**Do Not** Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.



## MACHINE INSTALLATION and INSPECTION

When installing and inspecting “**Mega Stacker**”, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

### \* WARNING! \*

**Always** Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk.
- Check that the rubber glide feet levelers are set correctly on the floor so that the game cabinet is level and stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

### \* CAUTION! \*

**Before** Switching the machine on be sure to check that it has been set on the correct voltage for your area!

**Refer** To the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing. Please contact the nearest **LAI Games** Distributor. (Refer to the back page of this manual)



## INTRODUCTION

**CONGRATULATIONS!** On your purchase of “**Mega Stacker Lite**”, is a great centre piece game with a large bright and attractive display panel. It also has dynamic sound effects with a powerful subwoofer for that great game experience. Another great product from **LAI Games**.

We hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to “fine-tune” the game for maximum earning potential.

## DESCRIPTION

- The “**Mega Stacker Lite**” is. a quick skill game that is simple to learn and fast to play. The player uses the start/stop button to stop the moving blocks on top of the blocks in the previous level. Each level higher the blocks are stacked the game will get progressively harder.

Once the player reaches the **Ticket Level**, they can collect the Tickets or continue to play on for the **Major Prize** but if they lose, they get nothing unless the Mercy Prize option has been activated. Most players who reach the Ticket Level will continue to play for the Major Prize believing they can reach it easily.

## PACKAGING

- At delivery, the machine should arrive in good condition. To move the packaged machine for transport or placement, use a forklift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine.

## CONTENTS

- The “**Mega Stacker Lite**” cabinet
- Keys:        2 x coin door keys  
                  2 x back door keys  
                  2 x ticket door key
- Operator’s manual
- IEC Power Cord                    (In cash box)
- Parts & Accessories                (In cash box)



## SPECIFICATIONS

### DIMENSIONS

- Weight: 372 kg 820(lb)
- Height: 2273 mm 89.5"
- Width: 1700mm 66.9"
- Length: 1275mm 50.2"
- Power: Maximum 350 W – (220V @ 1.75 A)(120V @ 3.4 A)

### ELECTRIC SUPPLY

The game has the option to operate on an 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.

**The supply must be a three wire grounded supply.**

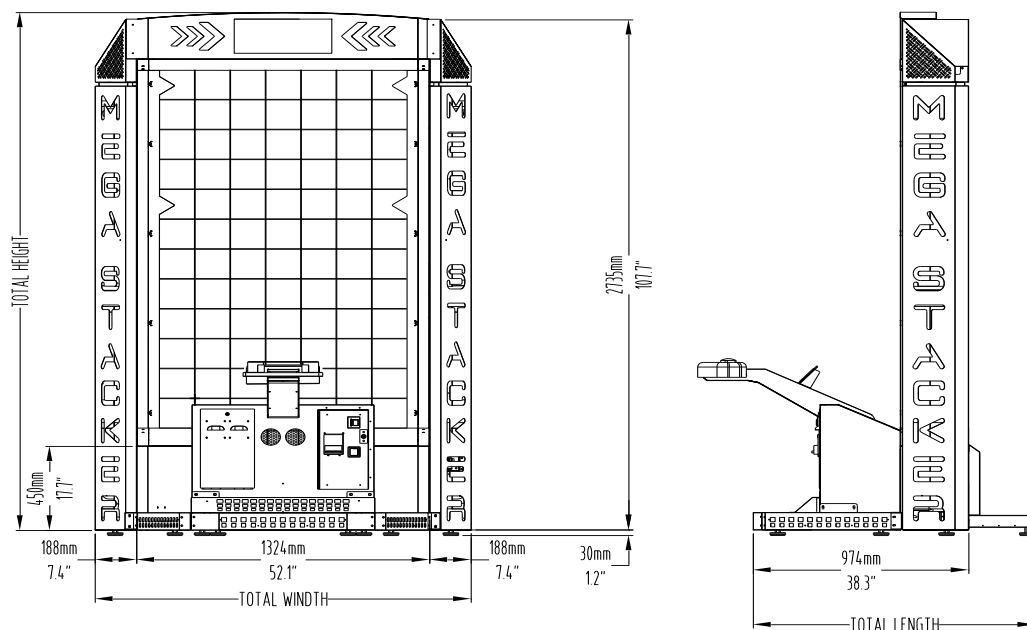
#### \* CAUTION! \*

**Before** switching the machine on be sure to check that it has been set on the correct voltage for your area!

**Please** Refer to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.

### LOCATION REQUIREMENTS

- Ambient temperature: between 5°C and 40°C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low



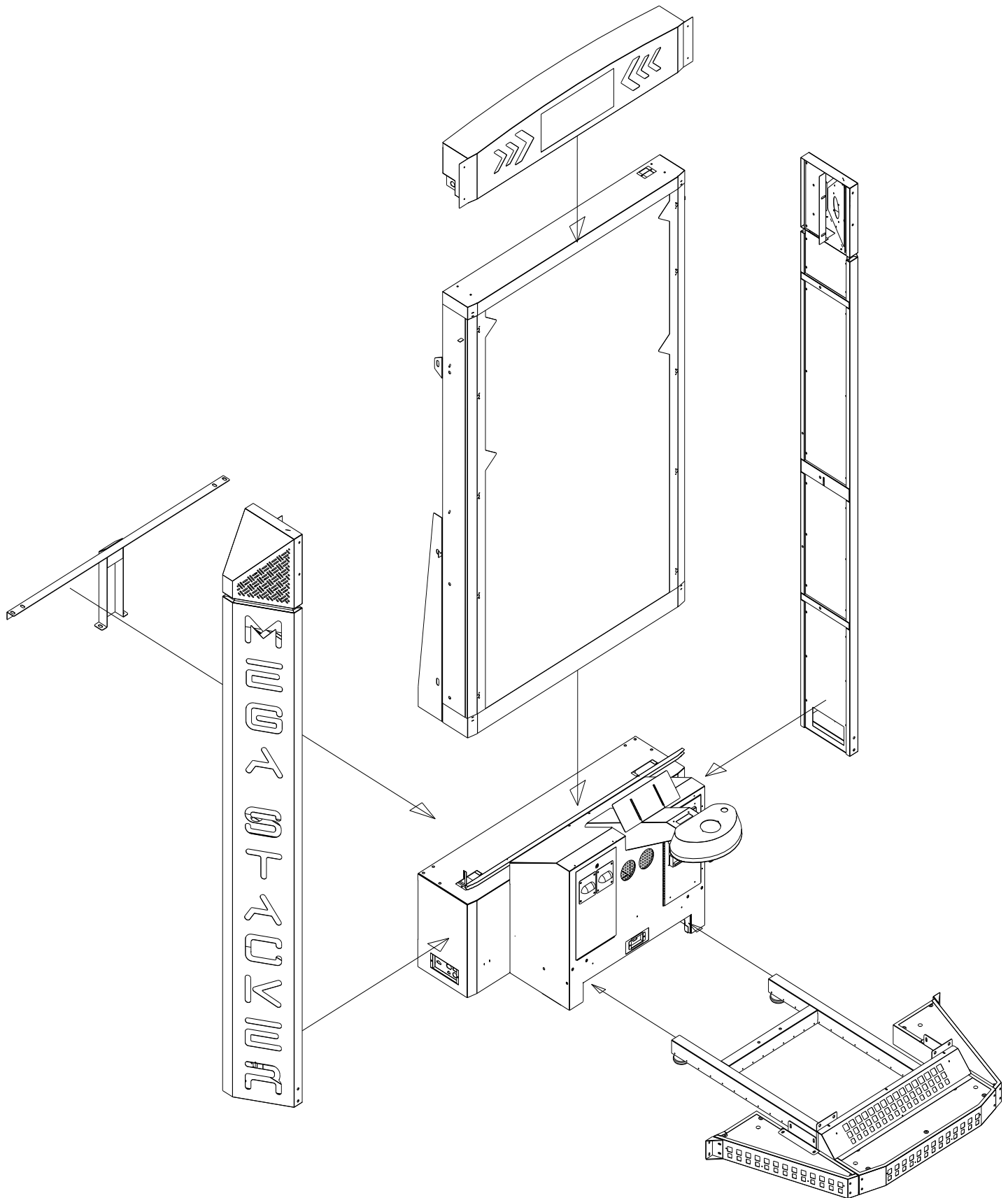
MEGA STACKER LITE PRODUCT DIMENSIONS

TYPE	TOTAL LENGTH (mm / inch)	TOTAL WIDTH (mm / inch)	TOTAL HEIGHT (mm / inch)	TOTAL WEIGHT (kg / lb)
MEGA STACKER	1275mm / 50.2"	1700mm / 66.9"	2273mm / 89.5"	372 kg / 820 lb





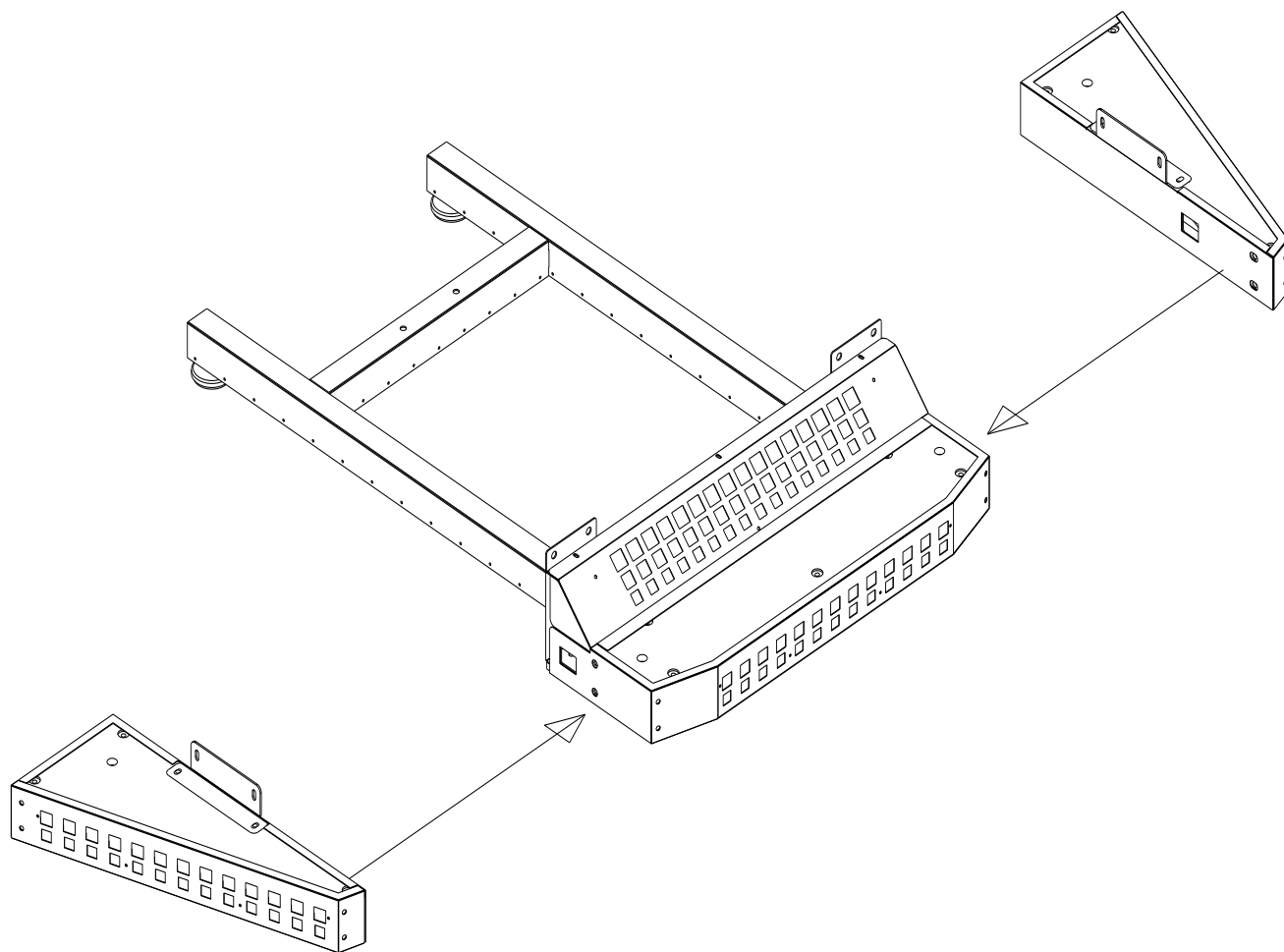
## ASSEMBLY THE GAME





# Operator's Manual – **Mega Stacker Lite**

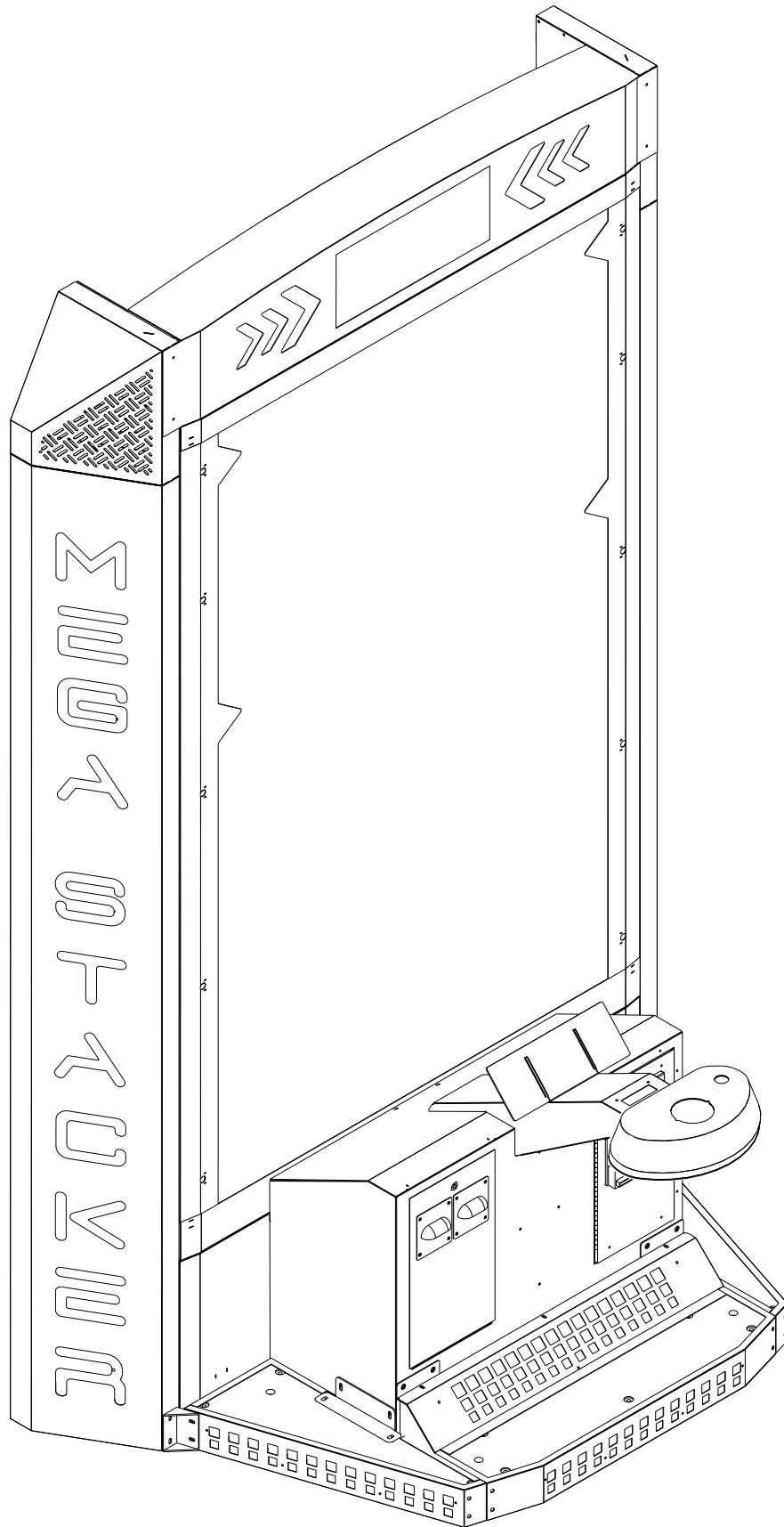
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# Operator's Manual – Mega Stacker Lite

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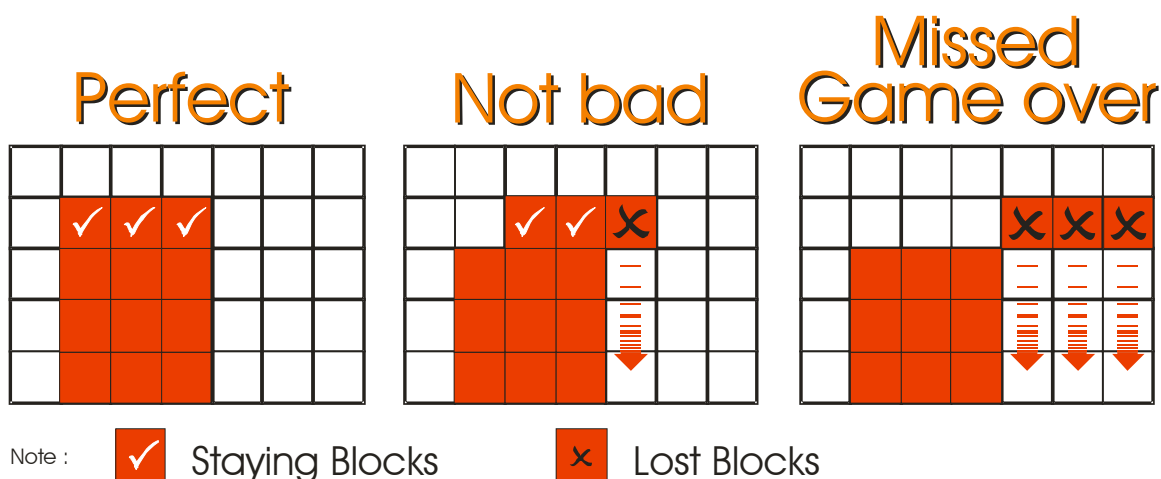




## HOW TO PLAY

### PLAYERS AIM TO BUILD A VERTICAL STACK OF BLOCKS

- Pay to play.
- Press the Start/Stop button to start a game.
- Press the Start/Stop button to stop the moving blocks.
- Stop the moving blocks on top of the blocks in previous level.
- Players win a prize when either the **Ticket Level** or **Major Prize** is reached.
- On a *Ticket level* win, players will win Tickets or press the Continue button to try for the *Major Prize*.  
(The player will not win any prizes if they choose to continue and fail to reach the Major level)
- Game ends when a prize is collected or any time the player fails to stop the moving blocks directly above a block on the previous level.

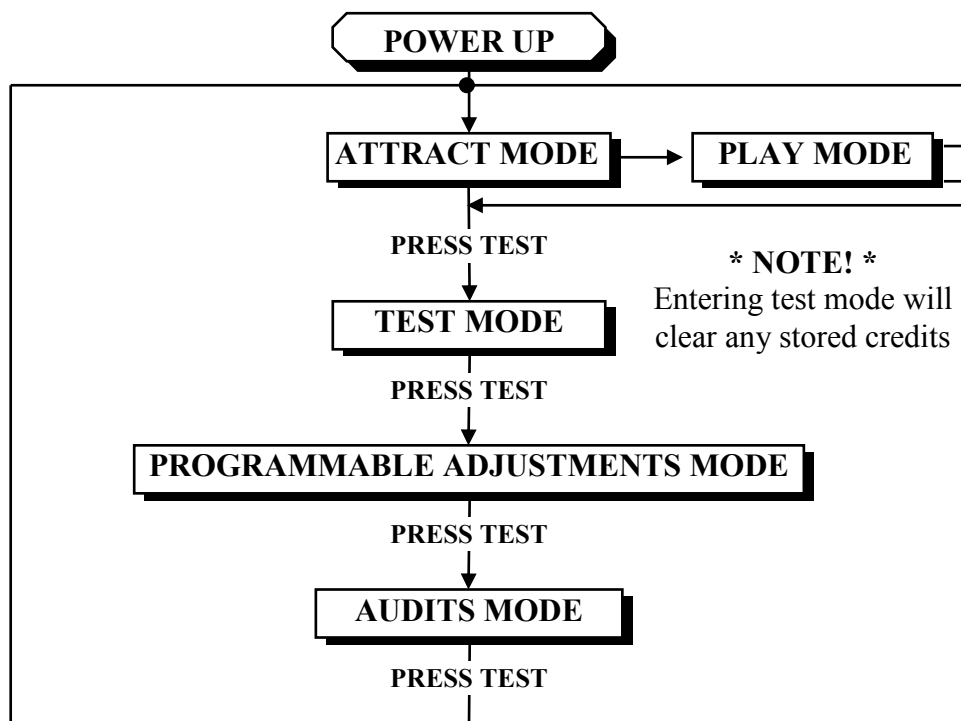




## OPERATION

The “**Mega Stacker Lite**” game has five operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

### OPERATIONAL DIAGRAM



### ATTRACT MODE

- The Attract mode provides a light and sound display, while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off  
(Refer to programmable adjustment page of this manual).

### PLAY MODE

- The “**Mega Stacker Lite**” has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted. Or Free Play where no coins are necessary.

### COIN PLAY

- The Coin Play mode is entered from Attract mode, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the “How to Play” section of this manual.

### FREE PLAY

- The free play mode is entered from attract mode by holding the Service button for longer than five second, **F F E E** will be displayed on the 4-digit LED display.
- For a single free game, just press the Service button once. When issuing single free games in this manner, Prizes can be won as normal.



## TEST MODE

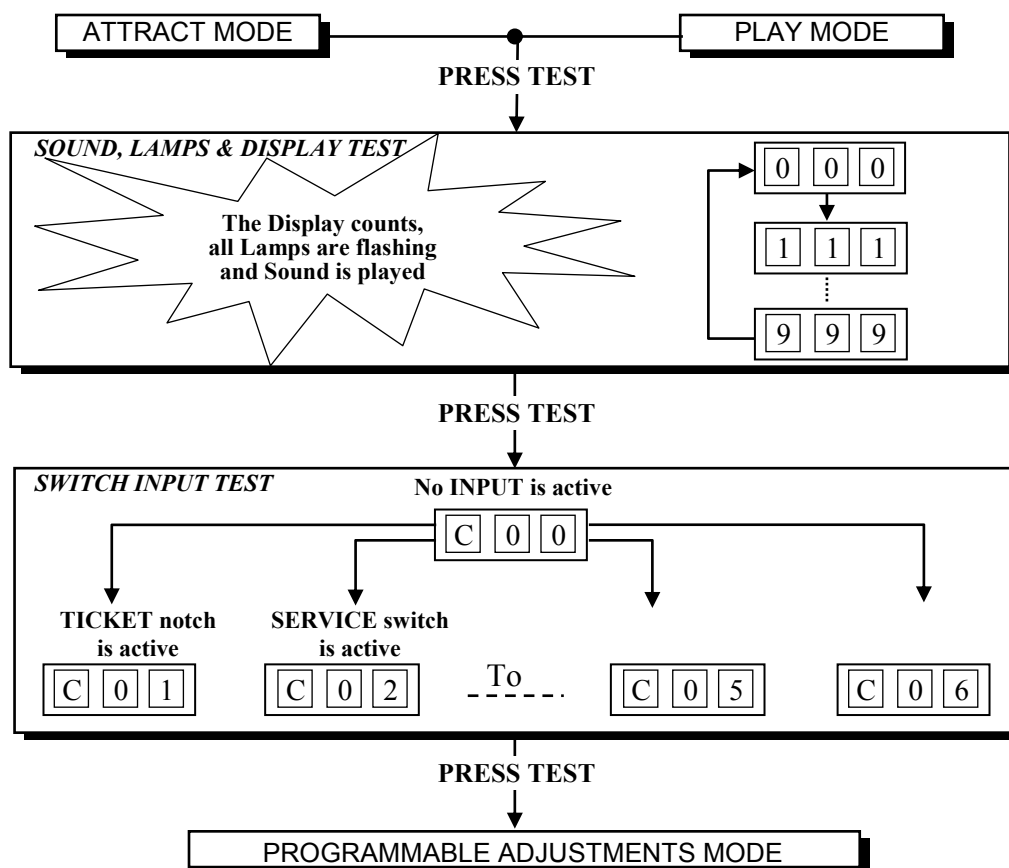
The “**Mega Stacker Lite**” Test mode has Three Test Configurations allowing you to explore the functioning of the Sound, Light & Display, the Game Switches and to allow an operational test of **Mega Stacker Lite** (Refer to the Test Mode Diagram below).

The Test mode is also used for Clearing Game Errors. If there is an active error, its code will be displayed. To try to clear the error code, press the red test button once. The error can be bypass by quickly pressing the red test button twice.

### \* NOTE! \*

- Entering Test Mode will CLEAR any CREDITS remaining in the game.
- If during test mode no ADJUSTMENTS or actions are made to the game for approximately four minutes, it will automatically RETURN to Attract Mode.

## TEST MODE DIAGRAM





## SOUND, LAMPS & DISPLAY TEST

- **ENTER** The Sound, Lamp & Display test is entered from Attract mode by pressing the test button once.

**\* NOTE! \***

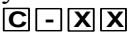
- If there is an active error displayed, press the red test button once to clear the error.
- If the error code will not clear, it can be bypassed quickly by pressing the red test button twice.

### ***DURING THE TEST:***

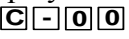
- Game music and a voice over will be played.
- The Credit display will count from 0000 to 9999 and then repeat.
- The LED Playfield Display panel will run a test pattern sequence.
- The Continue, Start/Stop and Select button lamps will flash on and off

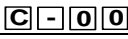
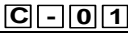
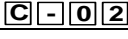
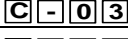
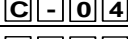
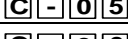
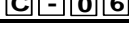
- **EXIT** The Sound, Lamp & Display test is exited by pressing the test button. The next test will be the switch test.


## SWITCH TEST

- **ENTER** The Switch Test can be entered by pressing the Test button once while in the Sound, Light & display test mode or by pressing the Test button twice while in Attract mode,  will be displayed on the 4-digit display where „XX“ is a number representing the switch that is active.

### ■ **TESTING THE GAME SWITCHES**

All game switches have a code from C1 to C10 as tabled below. By activating any of the switches, their code will be displayed on the 4-digit display. If there are no switches are active then  will be displayed.

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0		No Switch Active	-
C1		Ticket Notch Active	Ticket Dispenser
C2		Service Switch Active	Service Panel
C3		Start/Stop Button Active	Control Panel
C4		Coin 1 Switch Active	Coin Door
C5		Coin 2 Switch Active	Coin Door
C6		Payout Button Active	Control Panel

Normal condition for the game is , no switches are active.

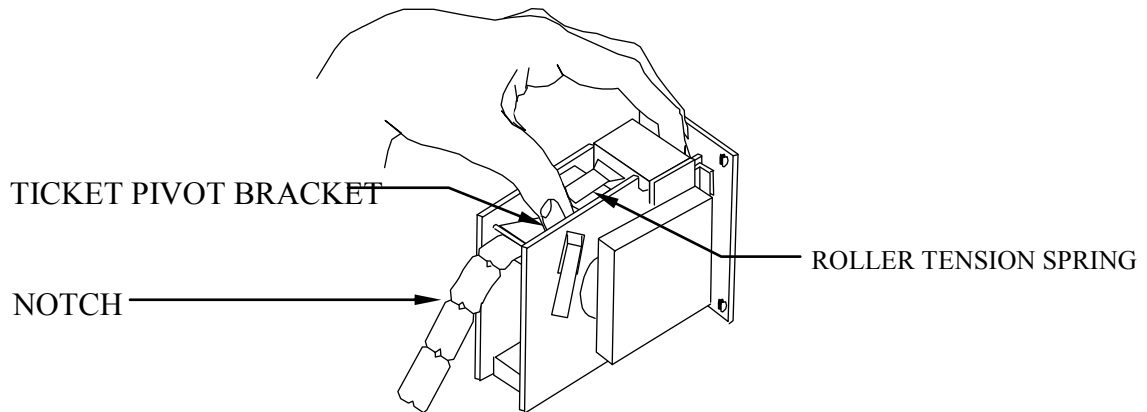
**\* NOTE! \***

- Several switches can be simultaneously activated in the Switch test. The display will then consecutively show their codes, indicating which switches are active. However, it is much easier to test the game switches individually.



## ***TICKET DISPENSER***

The Ticket Notch switch (C1) can be activated either from the Ticket Feed button on the Ticket Dispenser PCB or by manually pushing the tickets from the ticket holder through the dispenser after releasing the ticket tension roller.



On this game we are using Double ticket door dispensers simultaneously as the ticket value is great so to be able to dispense ticket faster we have installed 2 ticket dispensers.





## PROGRAMMABLE ADJUSTMENTS QUICK Version 1.0

No	Range	Value	Default	Description
P01	1 - 20	1,2,3,...20	<b>1</b>	Coin 1 – Coins / Credit
P02	1 - 20	1,2,3,...20	<b>1</b>	Coin 1 – Games / Credit
P03	OFF or ON	<b>OFF or ON</b>	<b>OFF</b>	Activate Multiple Bonus Pricing Coin slot 1
P3-1	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 1 Number Coins for Bonus Pricing level 1
P3-2	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin1 Number of bonus credits on Pricing level 1
P3-3	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin1 Number Coins for Bonus Pricing level 2
P3-4	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 1 Number of bonus credits on Pricing level 2
P3-5	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 1 Number Coins for Bonus Pricing level 3
P3-6	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 1 Number of bonus credits on Pricing level 3
P04	1 - 20	1, 2, 3...20	<b>1</b>	Coin 2 – Coins / Credit
P05	1 - 20	1, 2, 3...20	<b>1</b>	Coin 2 – Games / Credit
P06	OFF or ON	OFF or ON	<b>OFF</b>	Activate Multiple Bonus Pricing Coin slot 2
P6-1	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 2 Number Coins for Bonus Pricing level 1
P6-2	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 2 Number of bonus credits on Pricing level 1
P6-3	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 2 Number Coins for Bonus Pricing level 2
P6-4	OFF - 99	OFF,1,2,3, - 99	<b>OFF</b>	Coin 2 Number of bonus credits on Pricing level 2
P6-5	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 2 Number Coins for Bonus Pricing level 3
P6-6	OFF - 99	OFF,1,2,3 - 99	<b>OFF</b>	Coin 2 Number of bonus credits on Pricing level 3
P07	OFF or ON	OFF or ON	<b>ON</b>	Attract sound
P08	1 – 50	1,2,3....50	<b>25</b>	Average Ticket per Game (ATG)
P09	0 – 40%(ATG)	0,1,2,...40	<b>20</b>	Number of Mercy Ticket
P10	1 - 3	2 (medium)	<b>2</b>	Game Difficulty 1=easy, 2= medium 3=Hard
P11	OFF or ON	OFF or ON	<b>ON</b>	Blocks Strobing During Attract Mode
P12	OFF or ON	OFF or ON	<b>ON</b>	Enable Ticket on Free Mode
P13	OFF or ON	OFF or ON	<b>ON</b>	Common Coin Input Enable
P14	OFF or ON	OFF or ON	<b>ON</b>	Auto/Manual Ticket payout for Super bonus
P15	OFF or ON	OFF or ON	<b>ON</b>	Fixed (Off) or incrementing(On) Super Bonus Tickets



## PROGRAMMABLE ADJUSTMENTS DETAILED

### ■ **P01 = COIN 1: NUMBER OF COINS PER CREDIT**

(Default 01) (Adjustable 1 – 20)

This sets the number of coins that need to be inserted into coin mechanism 1, for each credit. It can be set between 1 to 20 coins for one credit. The default setting is “1”.

### ■ **P02 = COIN 1: NUMBER OF GAME PLAYS PER CREDIT**

(Default 01) (Adjustable 1 – 10)

This sets the number of games for each credit inserted into coin mechanism 1. It can be set between 1 to 10 plays for each credit. The *default* setting is “1”.

### ■ **P03 = COIN 1: ACTIVATE MULTIPLE BONUS PRICING**

(Default OFF) (Adjustable ON – OFF)

**Note: Settings P 03 and P 03-1 thru to P03-6 are only used for the setting of Bonus credit levels e.g. \$0.50c/1 play, \$1/3plays, \$2/7plays, \$5/20 plays**

This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 1. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses is disabled, if the setting is changed to ON the multiple bonus setting will be active and open the next sub-menu **P03-1** and so on.

### ■ **P03 - 1 = COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that need to be inserted into coin mechanism 1 to reach the bonus credit level 1. It can be set to either OFF for no bonus or 1 to 99 coins, (OFF=No bonus), the *default* setting is “OFF” this means that the **P03-2** will not open

Examples	(Base price \$0.25c)	(Base Price \$0.50c)	(Base Price \$0.50c)	(Base Price \$1.00)
P Setting Adjustment	1 play <b>\$ 0.25c</b> 3 plays <b>\$ 0.50c</b> 7 plays <b>\$ 1.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)	1 play <b>\$ 0.50c</b> 3 plays <b>\$ 1.00</b> 7 plays <b>\$ 2.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)	1 play <b>\$ 0.50c</b> 3 plays <b>\$ 1.00</b> 8 plays <b>\$ 2.00</b> 22 plays <b>\$ 5.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)	1 play <b>\$ 1.00</b> 3 plays <b>\$ 2.00</b> 8 plays <b>\$ 5.00</b> 18 plays <b>\$ 10.00</b> (\$0.25c coins or DBA set on \$0.25c pulses)
P01 / P04	1	2	2	4
P02 / P05	1	1	1	1
P03 / P06	ON	ON	ON	ON
P3-1 / P6-1	2	4	4	8
P3-2 / P6-2	1	1	1	1
P3-3 / P6-3	4	8	8	20
P3-4 / P6-4	3	3	4	3
P3-5 / P6-5	OFF	OFF	20	40
P3-6 / P6-6	OFF	OFF	12	8



### ■ **P03 - 2 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 1 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or between 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P03-3** will not open.

**Note:** The **Base Price** is the normal price setting for one game.

**e.g.** If the game is set for \$0.25c/1play then the base price is \$0.25c, if the game is set for \$0.50c/1play then the base price is \$0.50c, if the game is set for \$1.00/1play then the base price is \$1.00.

### ■ **P03 - 3= COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 2. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P03-1**, the *default* setting is “OFF” and if set to OFF this means that the **P03-4** will not open.

### ■ **P03 - 4 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 2 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or between 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P03-5** will not open.

### ■ **P03 - 5= COIN 1: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 1 to reach the bonus credit level 3. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P03-3**, the *default* setting is “OFF” and if set to OFF this mean that the **P03-6** will not open.

### ■ **P03 - 6 = COIN 1: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 3 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or between 1 to 99 bonus credits; the *default* setting is “OFF”



## ■ **P04 = COIN 2: NUMBER OF COINS PER CREDIT**

(Default 01) (Adjustable 1 – 20)

This sets the number of coins that need to be inserted into coin mechanism 2, for each credit. It can be set between 1 to 20 coins for one credit. The default setting is “1”.

## ■ **P05 = COIN 2: NUMBER OF GAME PLAYS PER CREDIT**

(Default 01) (Adjustable 1 – 10)

This sets the number of games for each credit inserted into coin mechanism 2. It can be set between 1 to 10 plays for each credit. The *default* setting is “1”.

## ■ **P06 = COIN 2: ACTIVATE MULTIPLE BONUS PRICING**

(Default OFF) (Adjustable ON – OFF)

**Note: Settings P 06 and P 06-1 thru to P06-6 are only used for the setting of Bonus credit levels e.g. \$0.50c/1 play, \$1/3plays, \$2/7plays, \$5/20 plays**

This turns on the multiple bonus credit system and activates the settings for up to 3 bonus levels on coin mechanism 2. It can be set to ON or OFF. The *default* setting is “OFF” this mean the multiple bonuses is disabled, if the setting change to ON the multiple bonus setting will be active and open the next sub-menu **P06-1** and so on.

## ■ **P06 - 1 = COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that need to be inserted into coin mechanism 2 to reach the bonus credit level 1. It can be set to either OFF for no bonus or 1 to 99 coins, (OFF=No bonus), the *default* setting is “OFF” this means that the **P06-2** will not open

## ■ **P06 -2 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 1**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 1 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P06-3** will not open.

**Note:** The **Base Price** is the normal price setting for one game.

**e.g.** If the game is set for \$0.25c/1play then the base price is \$0.25c, if the game is set for \$0.50c/1play then the base price is \$0.50c, if the game is set for \$1.00/1play then the base price is \$1.00,

## ■ **P06 – 3= COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 2 to reach the bonus credit level 2. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P06-1**, the *default* setting is “OFF” and if set to OFF this means that the **P06-4** will not open.



## ■ **P06 - 4 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 2**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 2 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or 1 to 99 bonus credits; the *default* setting is “OFF” this mean that the **P06-5** will not open.

## ■ **P06 – 5 = COIN 2: NUMBER OF COINS REQUIRED TO REACH BONUS CREDIT LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of coins (or Bill Acceptor pulses) that is needed to be inserted into coin mechanism 2 to reach the bonus credit level 3. It can be set to OFF for no bonus or between 1 to 99 coins, but the setting value must be higher than setting value of **P06-3**, the *default* setting is “OFF” and if set to OFF this mean that the **P06-6** will not open.

## ■ **P06 -6 = COIN 2: NUMBER OF BONUS CREDITS GIVEN AT BONUS LEVEL 3**

(Default OFF) (Adjustable OFF – 99)

This sets the number of bonus credits that are given when credit Level 3 is reached. This Bonus amount is the **additional** number of credits required above the **base price**. It can be set to either OFF, or 1 to 99 bonus credits; the *default* setting is “OFF”.

## ■ **P08 = AVERAGE TICKETS PER GAME (ATG)**

(Default 25) (Adjustable 1 – 50)

This option allows you to set the Average Ticket Per Game (ATG) that you would like the game to pay out. After this ATG setting is done the game sets all the other game settings automatically based on this setting to achieve the correct payout.

### ***SOME COMMON TICKET PAYOUT SETTINGS***

\*Note: these Average Tickets per Game settings are based on an normal payout of 35-40%

Code (ATG)	10¢ / 10p – Game 1c or 1p Tickets	25¢ / 30p – Game 1c or 1p Tickets	50¢ / 50p - Game 1c or 1p Tickets	75¢/75 – Game 1c or 1p Tickets	US\$1 /£1-Game 1c or 1p Tickets
P08	3– 4	10-12	18- 20	26- 30	35-40

## ■ **P09 = NUMBER OF MERCY TICKETS**

(Default 1) (Adjustable 0,1,2,3,...,8)

This option allows you to set the Mercy Tickets that are paid out to the player. Mercy tickets are paid out to any player that loses before they reach the Win Level at Level 9 or to any player that loses after the Win Level at Level 9 and doesn't win the Super Bonus.



The default numbers of Mercy tickets are automatically set based on the P-08 ATG setting at 20% of this setting but the number of Mercy Tickets can be adjusted from 0 up to a maximum of 8 or 40% of the ATG.

## ■ **P10 = GAME DIFFICULTY SETTING**

(Default 2) (Adjustable 1 – 3)

This option sets the game difficulty level and changing it varies the number of blocks that are in the paying area during the game play. The more blocks there are the easier the game to play. A setting of (1) is the easiest (2) is Medium and (3) the hardest.

## ■ **P11 = ATTRACT MODE ANIMATION (STROBING) DISPLAY**

(Default ON) (Adjustable ON or OFF)

These setting controls whether or not the game displays the strobing animation during the games attract mode. When set to ON, the game will display the attract animation with strobing. If set to OFF, the game will skip the strobing part of the attract animation.

## ■ **P12 = TICKETS DISPENSED IN FREE PLAY MODE**

(Default OFF) (Adjustable ON or OFF)

This setting controls whether or not the game dispenses tickets in free play mode. The options are **ON** or **OFF**.

## ■ **P13 = COMMON COIN SYSTEM**

(Default OFF) (Adjustable ON or OFF)

This setting controls whether a common coin system is active or not, when sets to OFF this means both coin inputs operate separately and different settings can be made for each coin input and both coin inputs act separately. When sets to ON this mean both coin inputs will act like one coin input. This can be used when a DBA (set on 4 pulses per \$1) and a 25c coin mech is used.

## ■ **P14 = AUTOMATIC/ MANUAL PAYOUT OF SUPER BONUS TICKETS**

(Default for all is ON - automatic) (Adjustable ON or OFF)

The Setting allows the operator to choose whether the Super Bonus tickets are automatically (On) dispensed as normal from the ticket dispenser or Manually (Off) paid by an attendant and cleared manually. If set to Manual the player is prompted to “Please Call Attendant” and the attendant can manually play the player the number of Tickets displayed in the Super Bonus display. To reset the game and clear the Super Bonus display the Attendant needs to push the test button and the Start/Stop button.



■ **P15 = FIXED OR INCREMENTING SUPER BONUS TICKETS**  
(Default for all is ON - Incrementing) (Adjustable ON or OFF)

The setting allows the operator to choose whether the amount of Super Bonus tickets is fixed (Off) or increments (On) higher each game. The starting Super Bonus amount is automatically set at 15 times the P-08 ATG settings, if it is fixed it will stay constantly at this value. If it is set to Increment the Super Bonus ticket amount will increase every game played. The amount that it increments is automatically set based on the P-08 ATG setting



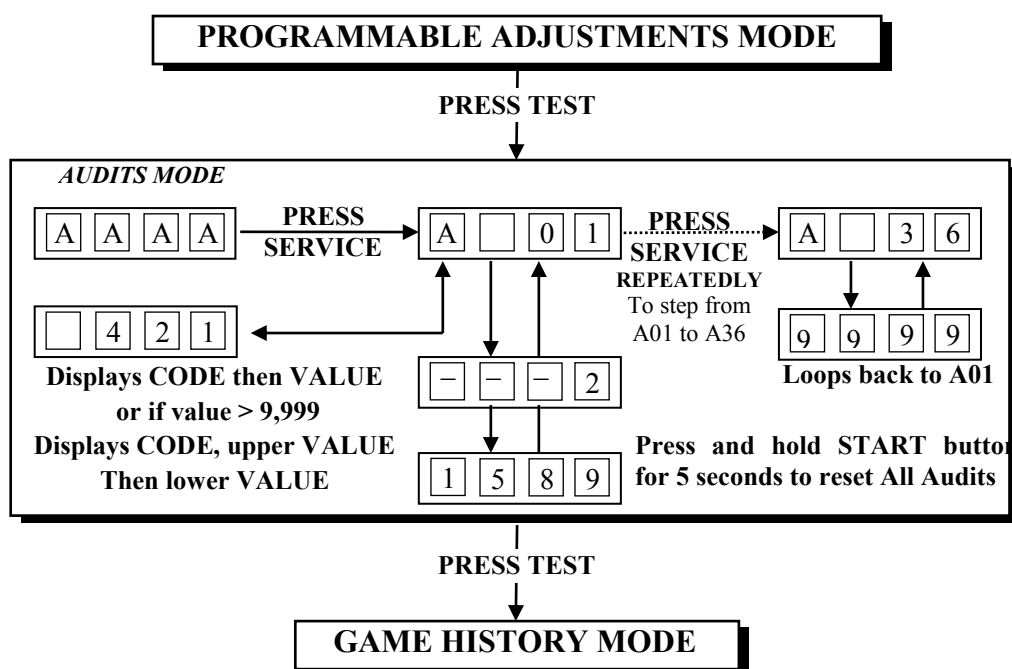
## AUDITS MODE

The Audits Mode allows the operator to view statistics in all areas of the Game Play. This enables the operator to make calculated adjustments and “Fine Tune” the machine to maximize earning potential. The Audits mode stores bookkeeping of the games processed since the last game audits reset. While in this mode, the game audits can also be reset to zero, by pressing and holding start button for several seconds.

The Mega Stacker Lite It has Thirty six Audits that can be viewed in this mode. They are A01 to A36 and their codes and values are displayed alternatively during the Audit Mode.

**Example:** Code A01 will be displayed as **A** **0** **1** and a value of **421** as **4** **2** **1** on the 4-digit display.  
Or it will display large values like **21589** as **-** **-** **-** **2** and **1** **5** **8** **9** on the 4-digit display.

## AUDITS MODE DIAGRAM



### \* NOTE! \*

- For Audit values that are greater than 4 digits the audits' values will be displayed in two steps.
- The first number, which is displayed as **- - - 2**, has leading dash symbols
- The second value is displayed as **1 5 8 9**, which has no dash symbols.
- In this example the final value is 21,589.





## AUDIT PROCEDURE

- **ENTER** The Audits mode is entered from Programmable Adjustments mode by pressing the Test button once or from Attract mode by pressing the Test button five times. **A A A A** Will be displayed on the 4-digit display.
- **SELECT** The green Service button is pressed for advancing each step through the set of audits configurations, starting from the **A A A A** display, A01 being the first step, continuing through to A36, and then looping again from A01 to A36 until the mode is exited.
- **RESET** The entire set of user audits can be reset during any of the audit configurations, by holding the Start button for longer than 5 seconds. The displays will be cleared while still holding the button pressed and will return to the same audit step after releasing the button. The value of all audits will be reset to “00 000”.
- **EXIT** The Audits mode is exited into Game History mode, by pressing the Test button once.

**\* NOTE! \***

- **ALL** Audits will **STOP INCREMENTING** when the “Total Number of Games Played”, audit A-01, reaches 60,000.
- **To restart the audits they must be reset to 00 000 by holding the Start button for longer than 5 seconds while in audits mode.**



## AUDITS QUICK REFERENCE TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	A - 0 1	Total Played Game (not resetable)
A02	A - 0 2	Total current Played Game ( resetable)
A03	A - 0 3	Total Coin Mech. 1
A04	A - 0 4	Total Coin Mech. 2
A05	A - 0 5	Total Service Credits
A06	A - 0 6	Average Ticket / Game
A07	A - 0 7	Average Level / Game
A08	A - 0 8	Total Super bonus wins
A09	A - 0 9	Total Mercy Ticket
A10	A - 1 0	<b>Total Pay Out on level 9</b>
A11	A - 1 1	<b>Total player reach level 12</b>
A12	A - 1 2	<b>Total player reach level 11</b>
A13	A - 1 3	<b>Total player reach level 10</b>
A14	A - 1 4	<b>Total player reach level 9</b>
A15	A - 1 5	<b>Total player reach level 8</b>
A16	A - 1 6	<b>Total player reach level 7</b>
A17	A - 1 7	<b>Total player reach level 6</b>
A18	A - 1 8	<b>Total player reach level 5</b>
A19	A - 1 9	<b>Total player reach level 4</b>
A20	A - 2 0	<b>Total player reach level 3</b>
A21	A - 2 1	<b>Total player reach level 2</b>
A22	A - 2 2	<b>Total player reach level 1</b>
A23	A - 2 3	Manufacture Audit ( <i>Total Stack It won</i> )
A24	A - 2 4	Manufacture Audit ( <i>Total Super Bonus won</i> )
A25	A - 2 5	( <i>total game play</i> ) Manufacture Audit
A26	A - 2 6	( <i>checksum for game audit</i> ) Manufacture Audit
A27	A - 2 7	( <i>coin 1 counter</i> ) Manufacture Audit
A28	A - 2 8	( <i>coin 2 counter</i> ) Manufacture Audit
A29	A - 2 9	( <i>checksum for coin counter</i> ) Manufacture Audit
A30	A - 3 0	( <i>ticket counter for average calculation</i> ) Manufacture Audit
A31	A - 3 1	( <i>level counter for average calculation</i> ) Manufacture Audit
A32	A - 3 2	( <i>total game for average calculation</i> ) Manufacture Audit
A33	A - 3 3	( <i>checksum for average calculation</i> ) Manufacture Audit
A34	A - 3 4	Manufacture Audit ( <i>Main Jackpot counter</i> )
A35	A - 3 5	Manufacture Audit ( <i>Bonus Jackpot counter</i> )
A36	A - 3 6	Manufacture Audit ( <i>Checksum for Jackpot counter</i> )



## AUDITS DETAILED

### ■ A01 = TOTAL GAME PLAYED

This Audit displays the *total number of games played* since the machine was switched on. This is a non reset able audit.

### ■ A02 = TOTAL PLAYED GAME

This Audit displays the *total number total game played* since the audits were last cleared, this is a reset able audit.

### ■ A03 = TOTAL COINS IN MECHANISM 1

This Audit displays the *total number of coins* inserted into coin mechanism 1 since the audits were last cleared.

### ■ A04 = TOTAL COINS IN MECHANISM 2

This Audit displays the *total number of coins* inserted into coin mechanism 2 since the audits were last cleared.

### ■ A05 = TOTAL NUMBER OF SERVICE CREDITS

This Audit displays the *total number of Service Credits* since the audits were last cleared. This records the number of credits given by pressing the Service Button on the service panel.

### ■ A06 = AVERAGE TICKET / GAME

This audit displays the *average tickets / game* that has been dispense during the game played since the audits were last cleared.

### ■ A07 = AVERAGE LEVEL / GAME

This audit displays the *average level game* the players has been reach during the game played since the audits were last cleared.

### ■ A08 = TOTAL SUPER BONUS WINS

This audit displays the total of Super Bonus wins since the audits were last cleared.

### ■ A09 = TOTAL MERCY TICKET GAMES

This audit displays the total player win the Mercy ticket since the audits were last cleared.



■ **A10 = TOTAL PAY OUT LEVEL 9**

This audit displays the *total mercy tickets (Level 9)* dispense since the audits were last cleared.

■ **A11 to A22 = TOTAL PLAYER REACH LEVEL 12 to 1**

This audit displays the total player reach level 12 to level 1 since the audits were last cleared.

■ **A23 to A36 = MANUFACTURE AUDITS ONLY**

These are Manufacturer Audits only and serve no useful function for the operator of this game.

**\* NOTE! \***

- **ALL** Audits will **STOP INCREMENTING** when the “Total Number of Games Played”, audit A-07, reaches 60,000.
- To restart the audits they must be reset to 00 000 by holding the Start button for longer than 5 seconds while in audits mode.

**\* NOTE! \***

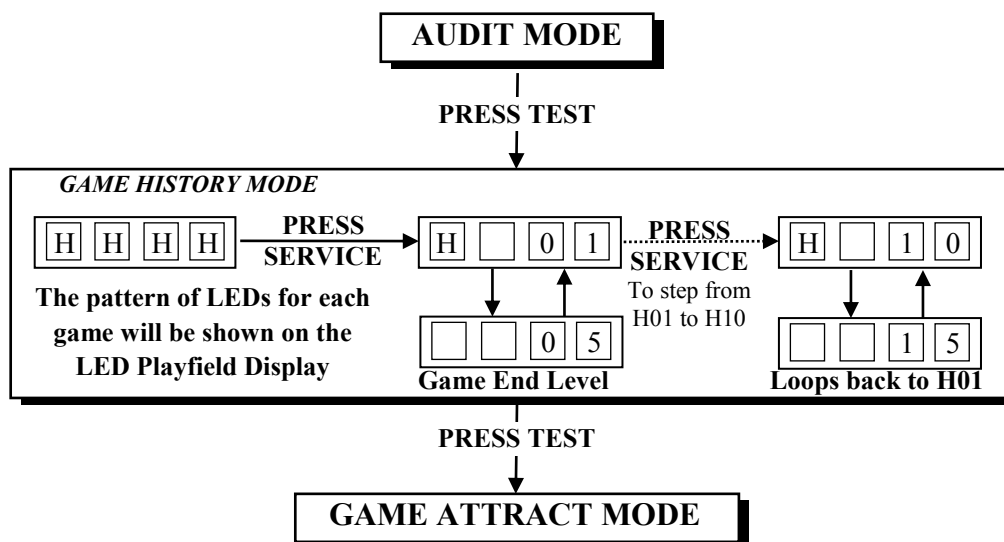
- **LAI Games** Customer Support may request from the operator the values of these Manufacturers audits, to help with any service issues.



## GAME HISTORY MODE

By using the Game History Mode the operator can view the results of the last 10 games played. This enables the operator to verify player's game results and verify the win / lose pattern on the LED Playfield Display.

## GAME HISTORY MODE DIAGRAM



**\* NOTE! \***

- Score Histories will be erased if the game is switched off then on.  
Empty score histories show as  on the 4-digit display

## GAME HISTORY QUICK REFERENCE TABLE

CODE	DISPLAY	HISTORY RESULTS
H01	<b>H</b> - <b>0</b> <b>1</b>	1 <sup>st</sup> recent number of tickets pay out
H02	<b>H</b> - <b>0</b> <b>2</b>	2 <sup>nd</sup> last number of tickets payout
H03	<b>H</b> - <b>0</b> <b>3</b>	3 <sup>rd</sup> last number of tickets payout
H04	<b>H</b> - <b>0</b> <b>4</b>	4 <sup>th</sup> last number of tickets payout
H05	<b>H</b> - <b>0</b> <b>5</b>	5 <sup>th</sup> last number of tickets pay out
H06	<b>H</b> - <b>0</b> <b>6</b>	6 <sup>th</sup> last number of tickets pay out
H07	<b>H</b> - <b>0</b> <b>7</b>	7 <sup>th</sup> last number of tickets pay out
H08	<b>H</b> - <b>0</b> <b>8</b>	8 <sup>th</sup> last number of tickets pay out
H09	<b>H</b> - <b>0</b> <b>9</b>	9 <sup>th</sup> last number of tickets pay out
H10	<b>H</b> - <b>1</b> <b>0</b>	10 <sup>th</sup> last number of tickets pay out



## GAME HISTORY PROCEDURE

- **ENTER** The Game History mode is entered from Audits mode by pressing the Test button once or from Attract mode by pressing the Test button six times. **HHHH** Will be displayed on the 4-digit display.
- **SELECT** The green Service button is pressed for advancing each step through the set of Game Histories, starting from the **HHHH** display, H01 being the first step, continuing through to H10, and then looping again from H01 to H10 until the mode is exited.
- **EXIT** The Game History mode is exited into Game Attract mode, by pressing the Test button once.



## ERRORS AND TROUBLESHOOTING

If the Game microprocessor detects any problems with the operation of the game, an Error will be displayed on the 4-digit display and the machine will play a voice message. “Please Call the Attendant”. Some error Messages will only be displayed when test mode is entered. Errors are displayed on the displays as **E r r X**, where „X” is the error number. There are eight error messages for Mega Stacker Lite, listed as follows:

### ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
Err1	TICKET ERROR Jammed tickets or no ticket notch pulse for longer than 3 seconds.	Clear ticket dispenser jam, replenish tickets. The push test button once to clear error.
Err2	START/STOP BUTTON JAMMED, active for longer than 30 seconds	Check Button function using switch test
Err3	EEPROM ERROR Problem with on-board EEPROM	The main MCU is getting errors reading the EEPROM (24C16 IC on MCU).



## TROUBLESHOOTING GAME ERRORS

### ■ **CLEARING GAME ERRORS**

Game errors can be cleared, by pushing the test button ONCE. The game will try and check if the error is fixed. If the reason for the error is fixed, the game will continue as normal. If the error is not fixed, the error will remain on the display.

### ■ **Err1 – TICKET ERROR**

This error usually occurs if the game has run out of tickets or there is a ticket jam when the machine tries to dispense tickets. A less common reason is if the game PCB tries to dispense tickets but doesn't get a notch pulse for approximately three seconds.

Use the Switch Test and test the notch pulse by manually activating the micro-switch on the ticket/capsule dispenser, an active notch will be display as C1. If the game was out of tickets, replace the tickets, clear the jam and then push the test button once to clear the error. The game will then payout any owed tickets.

### ■ **Err2 – START/STOP BUTTON JAMMED**

This error is usually displayed if the Start/Stop button is active for longer than 30 seconds. Use the Switch Test and check the Stop/Start button, an active button will be displayed as C3.

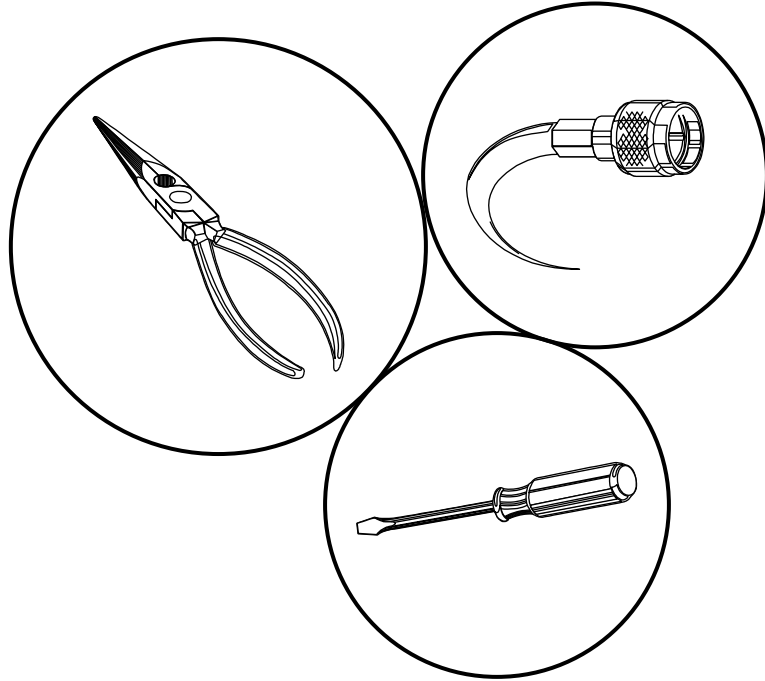
### ■ **Err3 – EEPROM ERROR**

This Error is only displayed in test mode and means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 24C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. The first thing to do is trying to switch ON and OFF the machine in at least 2 cycles, if message still appear than replace the EEPROM IC Atmel 24C16 on the CPU PCB with the new EEPROM, If still Error message, this could be a problems with the game audits and program. If this error occurs, send your main MCU PCB to the nearest authorized **LAI games** dealer for repair.





## SECTION A: SERVICE INSTRUCTIONS



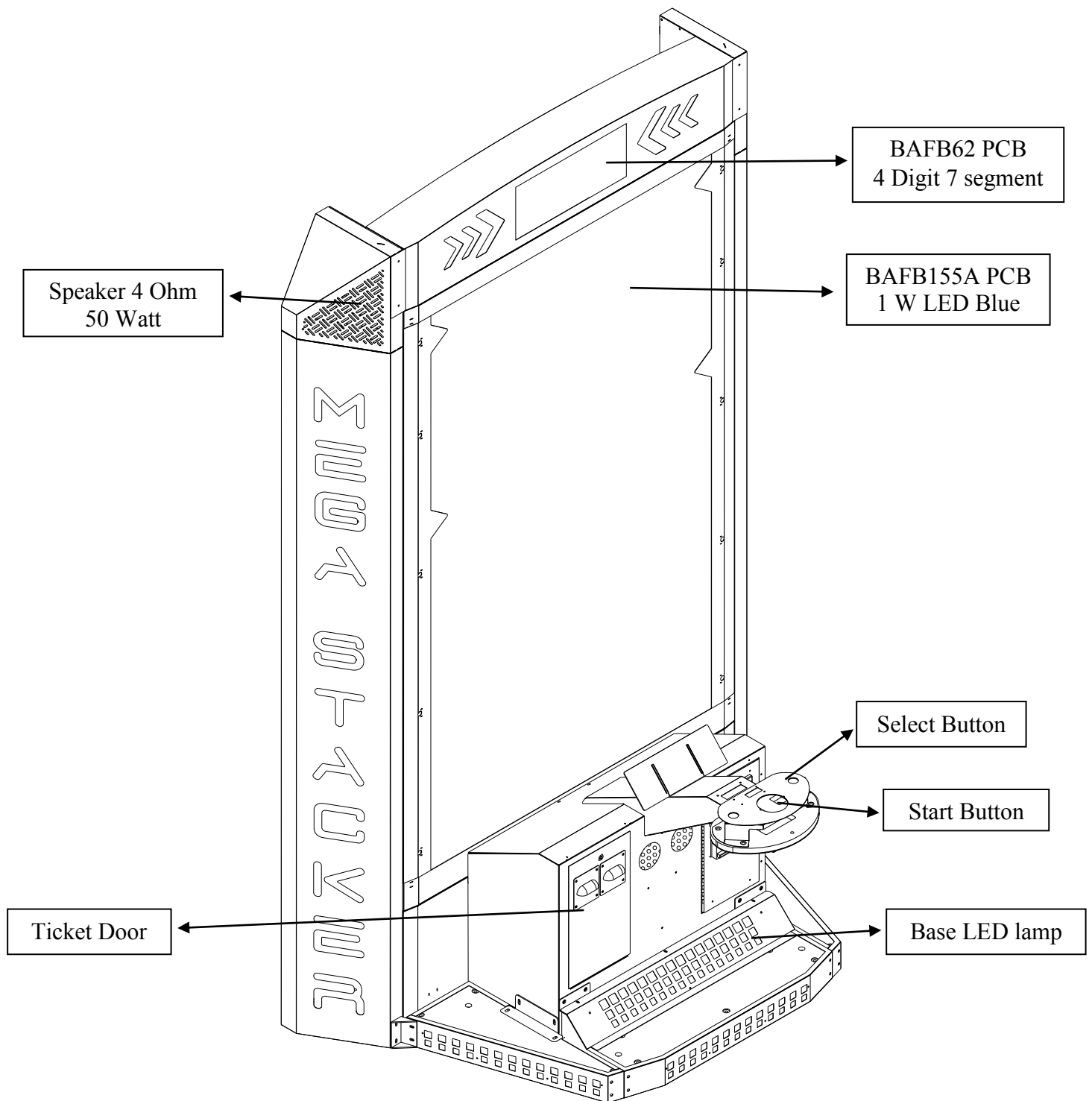
***BE SURE TO READ THE FOLLOWING  
Carefully before servicing this machine***



# A



## LOCATING AND ACCESSING PARTS





**CONTINUED,**

BAFB106 Sound Board

BAFB66A Main PCB

+12 VDC PSU



BAFB53 Sub Woofer and  
Amplifier PCB

+5 VDC, +12 VDC and  
+24 VDC PSU



## LAMPS

**\* WARNING! \***

Always turn OFF Mains power and unplugged the game, before replacing any lamps.

Always allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

### **COIN DOOR LAMPS (LED)**

The coin door lamps all are 12V/DC T10 LED or equivalent and can be accessed through the coin door.

### **BUTTON LAMPS (LED)**

The button lamps all are 12V/DC or equivalent and can be accessed through the coin door or back door.

### **SIDE LAMPS**

There is one standard UL 20 Watt Daylight and 60 Watt Energy safer on each side of the Display. Access is from the back of the machine.

**\* CAUTION! \***

Always replace the lamps with the same or equivalent size, wattage and voltage.



## MAINTENANCE

### CLEANING AND CHECK UP

#### EXTERIOR

Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.

**\* CAUTION! \***

Do not use solvents on the panels as it may affect the artwork.

#### INTERIOR

Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.

**\* WARNING! \***

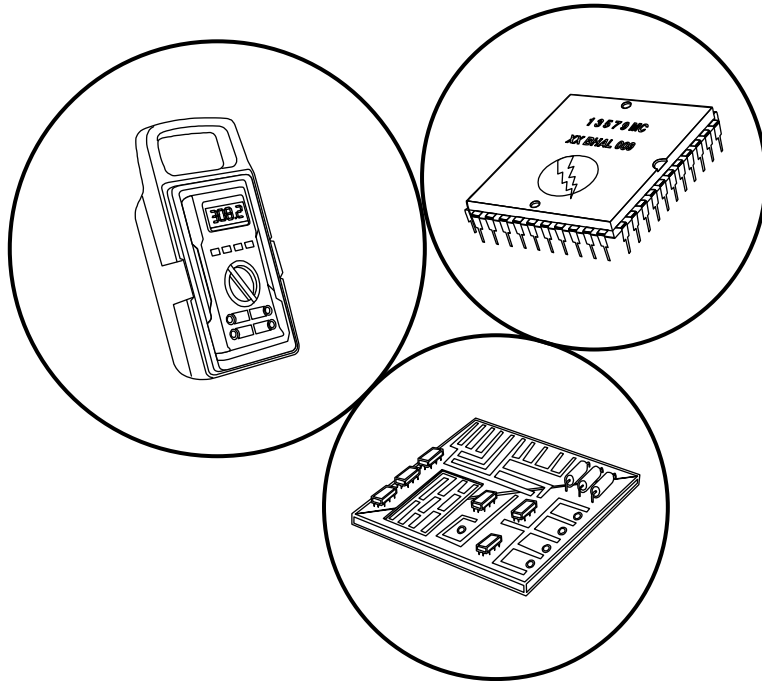
Always turn OFF Mains power and unplugged the game, before cleaning the interior of the machine.

Always after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.

Regularly check that all the Display and Button Lamps are operating through the Sounds, Lamps and Display Test. Replace any globes that are not operational.



## SECTION B: TECHNICAL DETAILS



It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.



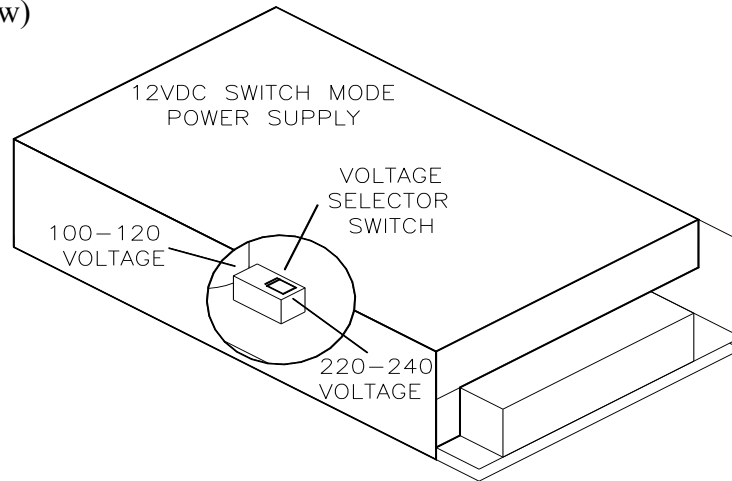
# B



## MAINS VOLTAGE ADJUSTMENT

### POWER SUPPLY

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)

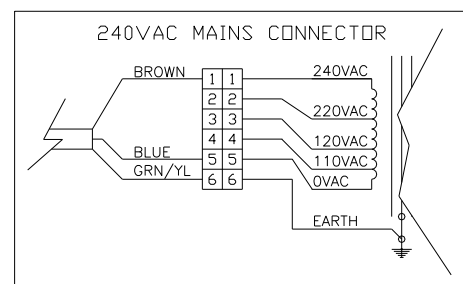
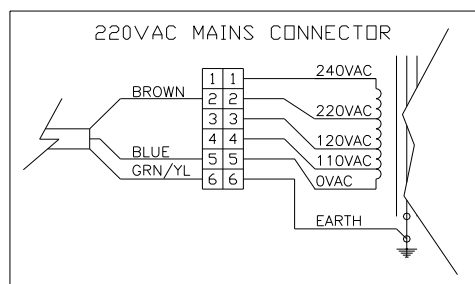
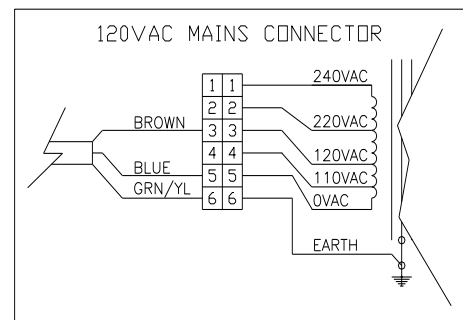


### TRANSFORMER CONNECTORS

Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram on page **Error! Bookmark not defined.** of this manual. Change the position of the „ACTIVE“ or „HOT WIRE“ input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

### 6 WAY CONNECTOR PINOUT

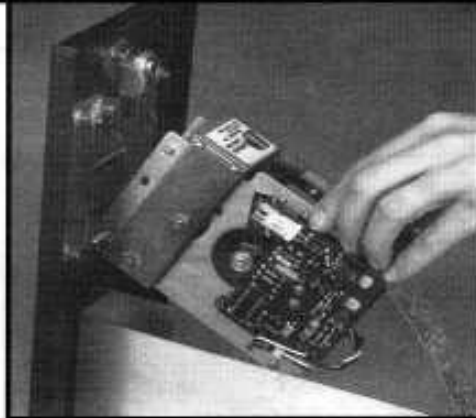
PIN	FUNCTION
1	240VAC
2	220VAC
3	120VAC
4	110VAC
5	0VAV (NEUTRAL)
6	EARTH





## TICKET DISPENSER REFERENCE GUIDE

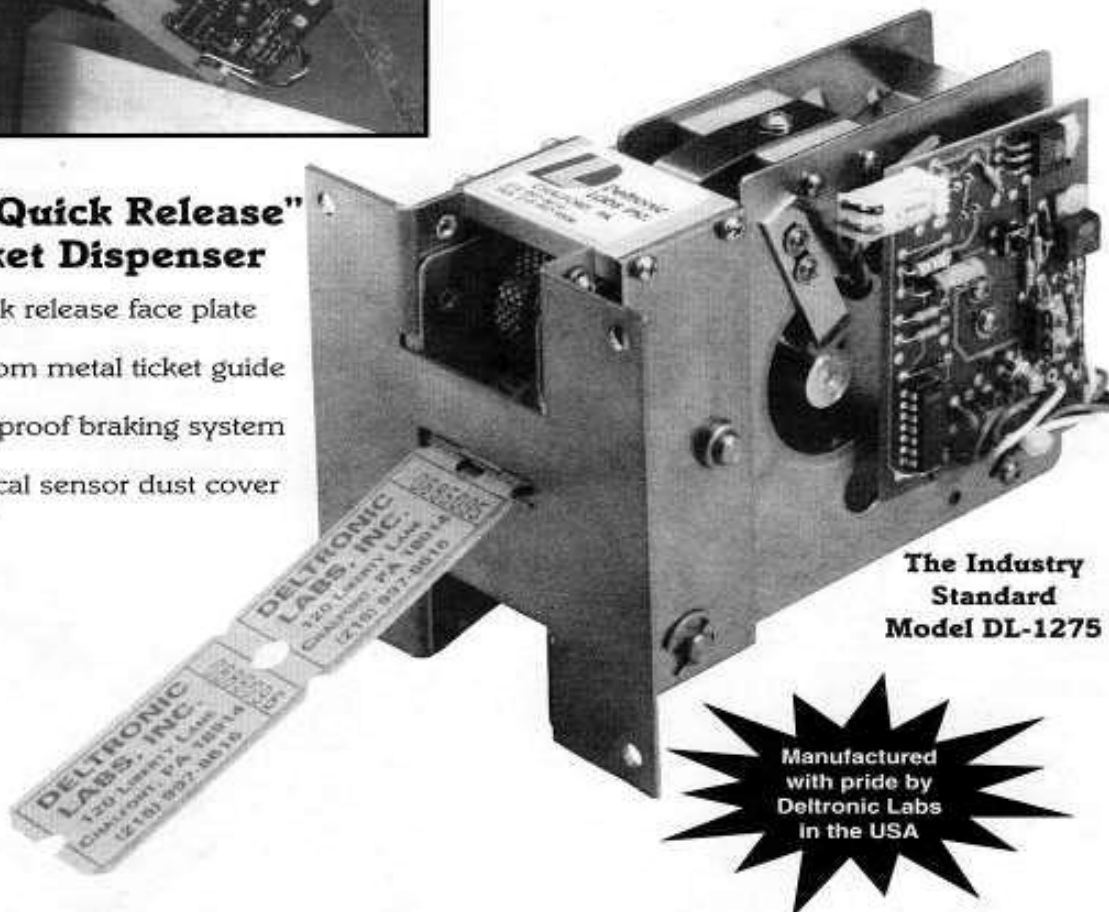
# "Quick Release" Ticket Dispenser Manual



U.S. Patent 5833104  
Additional Patents Pending

### The "Quick Release" Ticket Dispenser

- Quick release face plate
- Bottom metal ticket guide
- Foolproof braking system
- Optical sensor dust cover



The Industry  
Standard  
Model DL-1275

Manufactured  
with pride by  
Deltronic Labs  
in the USA

**Another quality product from Deltronic Labs . . .  
the industry leader in ticket dispensers.**



**Deltronic Labs, Inc.** 120 Liberty Lane, Chalfont, PA 18914  
215-997-8616 • FAX# 215-997-9506 • Web Site: [www.deltroniclabs.com](http://www.deltroniclabs.com)

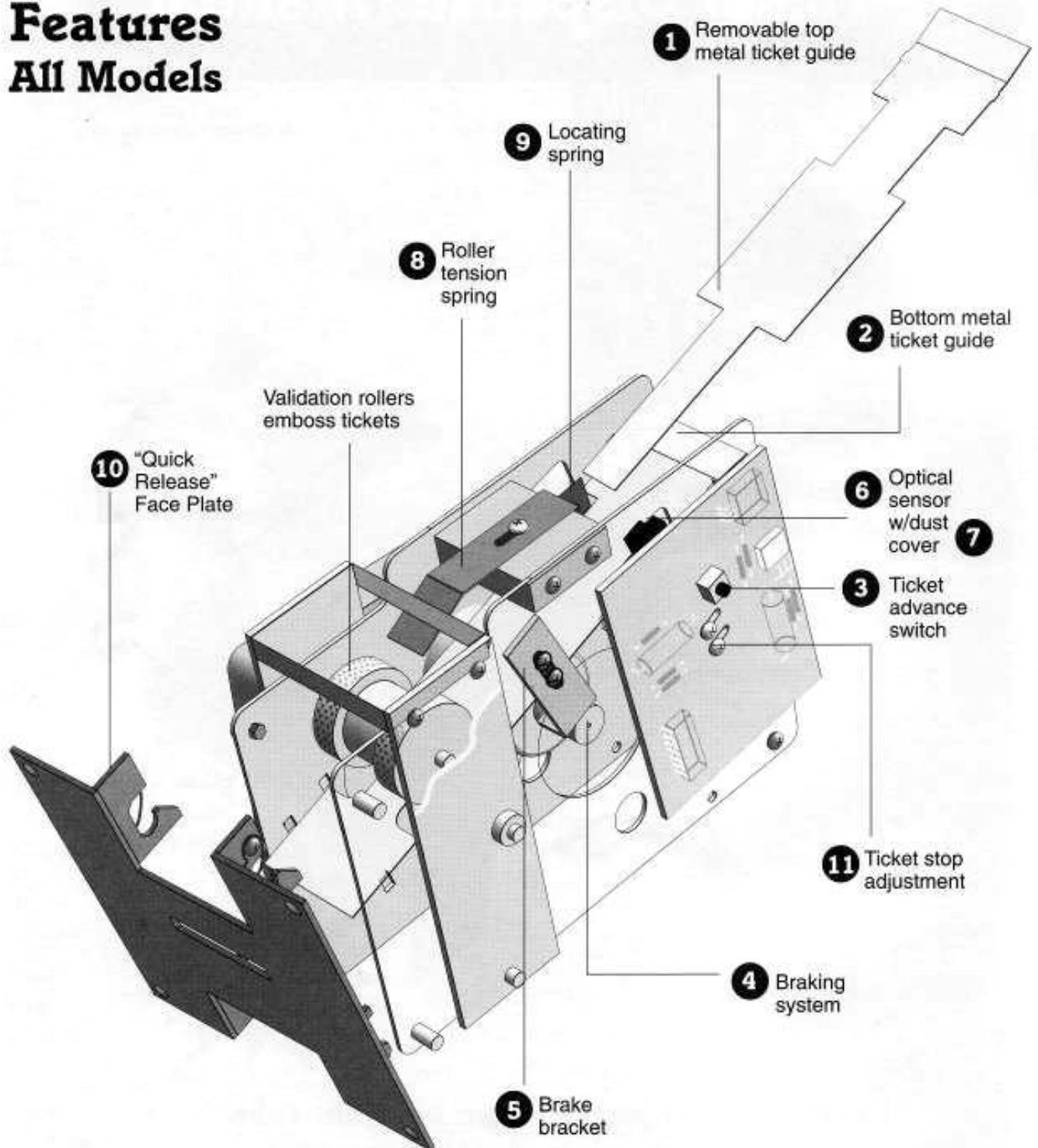




# “Quick Release” Ticket Dispenser

## Features

### All Models





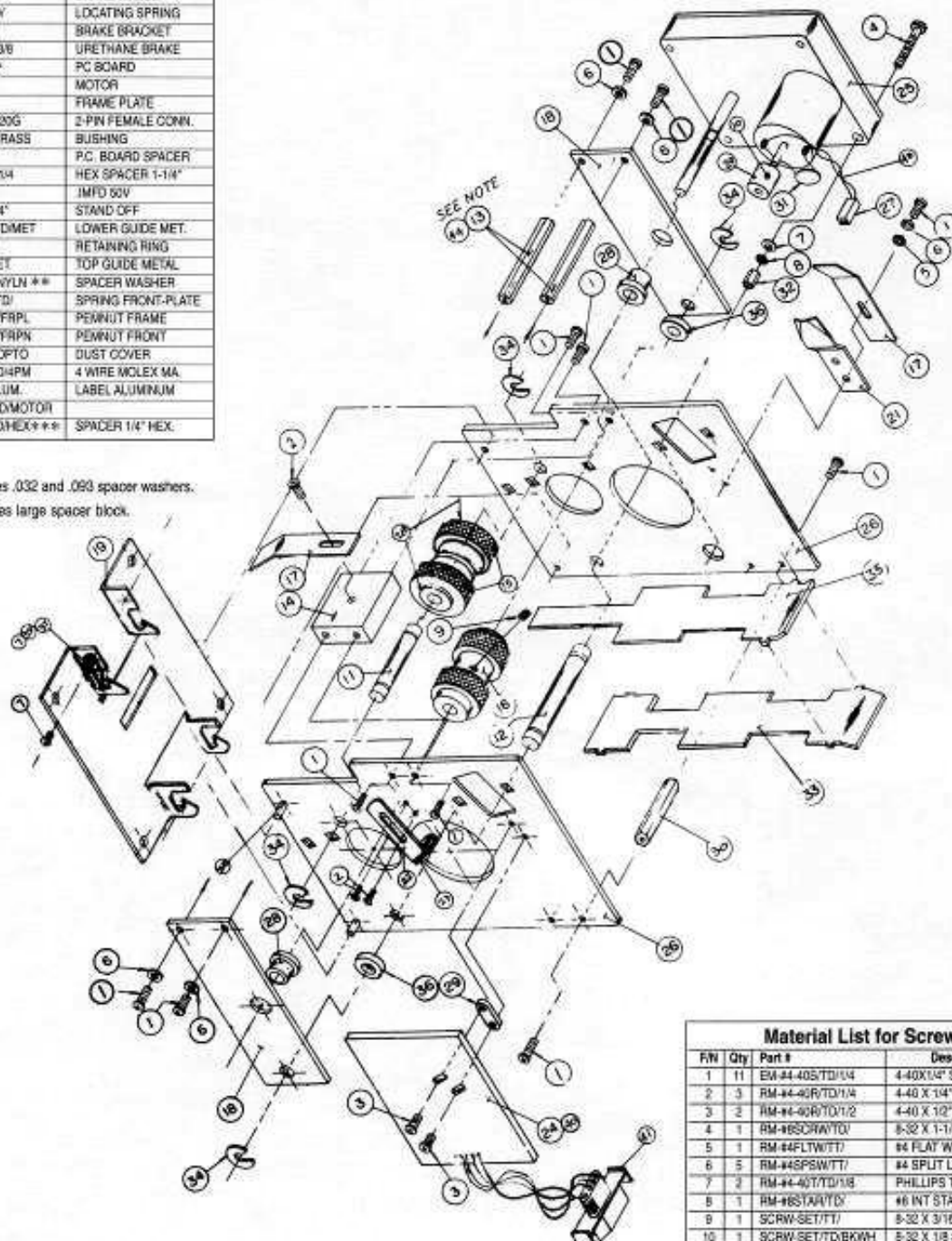
# Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHFT-IDLRLR/TD/	IDL ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVBLK/TD/HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-RLRDL/TD/VALD	IDLER ROLLER
16	1	RM-RLRDR/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSN/TD/	TENSION SPRING
18	2	RM-BKTPV/TD/	MTR PIVOT BKT.
19	1	RM-PANLFT/TD/NOCPM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTTUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/+	PC BOARD
25	1	RM-MOTOR/TD/	MOTOR
26	2	RM-PLATFR/TD/	FRAME PLATE
27	1	RM-CONN2PTE/20G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TD/BRASS	BUSHING
29	1	SPAC-PCBD/TD/	P.C. BOARD SPACER
30	1	SPAC-HEX/TD/1-1/4	HEX SPACER 1-1/4"
31	1	RM-1WTT/50V	IMFD 50V
32	1	SPAC-HEX/TD/1/4	STAND OFF
33	1	GUID-BOTTOM/TD/MET	LOWER GUIDE MET.
34	4	RING-E25RT/TD/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP212/TEINYLN **	SPACER WASHER
37	2	SPRG-FRONT/TD/	SPRING FRONT-PLATE
38	4	RM-PEMNU/TD/FRPL	PEMNUIT FRAME
39	2	RM-PEMNU/TD/FRPN	PEMNUIT FRONT
40	1	COVR-H21A/TD/OPTO	DUST COVER
41	1	CONN-MOLEX/TD/4PM	4 WIRE MOLEX MA
42	1	RM-LABEL/TD/ALUM.	LABEL ALUMINUM
43		WIRE-REDBLK/TD/MOTOR	
44	2	SPAC-PVBRK/TD/HEX***	SPACER 1/4" HEX.

\* Order by Model #

\*\* Note: F/N #36 replaces .032 and .060 spacer washers.

\*\*\* Note: F/N #44 replaces large spacer block.



Material List for Screws

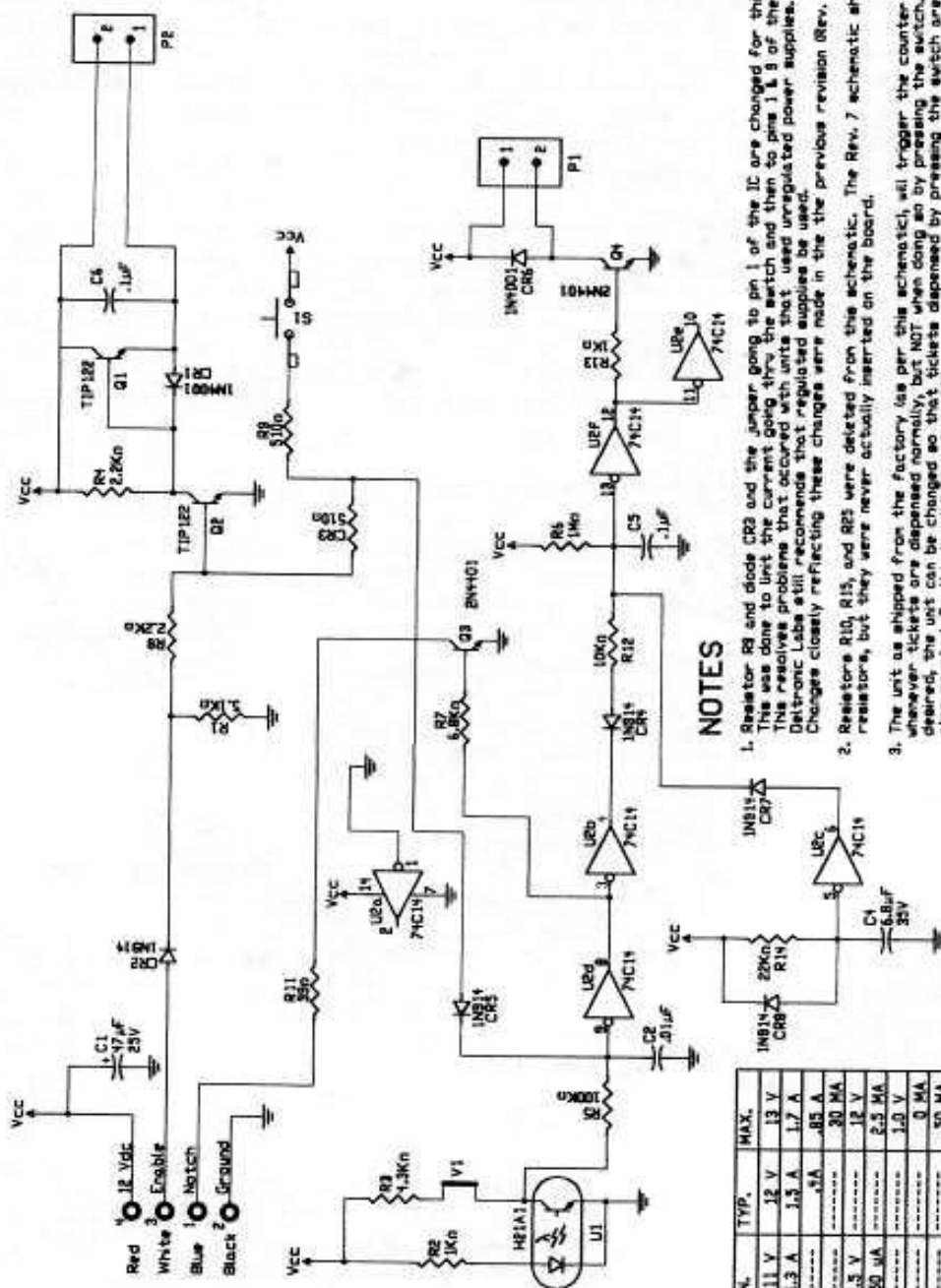
F/N	Qty	Part #	Description
1	11	EM-44-40S/TD/1/4	4-40X1/4" SCREW
2	3	RM-44-40R/TD/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-44-40R/TD/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-46SCRW/TD/	6-32 X 1-1/4"
5	1	RM-44FLTW/TT/	#4 FLAT WASHER
6	5	RM-44SPSW/TT/	#4 SPLIT LOC. WASHER
7	2	RM-44-40T/TD/1/8	PHILLIPS TRUSSHEAD
8	1	RM-46STAR/TD/	#6 INT STAR WASHER
9	1	SCRW-SET/TT/	6-32 X 3/16" SET SCREW
10	1	SCRW-SET/TD/BKWH	6-32 X 1/8 SET SCREW



# Control Board Rev. 8

## DL-1275 with 12V meter output

This dispenser is controlled by the game software. The game turns on the dispenser with a logic high signal and monitors a return notch signal from the ticket dispenser to turn it off. It will dispense as many tickets as game options allow.

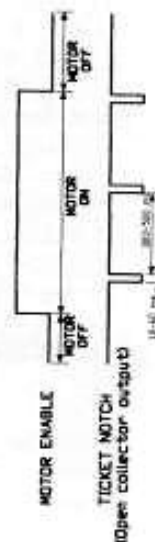


### NOTES

1. Resistor R3 and diode CR3 and the jumper going to pin 1 of the IC are changed for this revision. This was done to limit the current going thru the switch and then to pins 1 & 8 of the IC. This resolves problems that occurred with units that used unregulated power supplies. Deltronic Labs still recommends that regulated supplies be used. Changes closely reflecting these changes were made in the previous revision (Rev. 7).
2. Resistors R10, R15, and R25 were deleted from this schematic. The Rev. 7 schematic shows these resistors, but they were never actually inserted on the board.
3. The unit as shipped from the factory has per this schematic, will trigger the counter whenever tickets are dispensed normally, but NOT when done so by pressing the switch. If cleared, the unit can be changed so that tickets dispensed by pressing the switch are also counted. Do this by deleting diode CR3.
4. This unit can be made to conform to CE specifications by the addition of 4 components not shown here. If this is desired, please order the CE version, and the unit will be shipped with the necessary components.
5. This unit can be configured in a number of ways. Please check our "Full Options" schematic to see the different configurations. If this schematic is not included with your manual, contact us for a copy.
6. If tickets are highly translucent, the 1.5kV resistor (R3) can be lowered in value (e.g. 2.2 kVohm). For more sensitive adjustment, the jumper V1 can be replaced with a 25K pot, and the 1.5 kVohm resistor (R3) changed to 1kVohm.

MIN.	TYP.	MAX.
11 V	12 V	13 V
1.3 A	1.5 A	1.7 A
2.5 V	2.5 V	2.5 V
250 uA	250 uA	250 uA
12 V	12 V	12 V
2.5 V	2.5 V	2.5 V
1.0 V	1.0 V	1.0 V
0 MA	0 MA	0 MA
50 MA	50 MA	50 MA
30 V	30 V	30 V

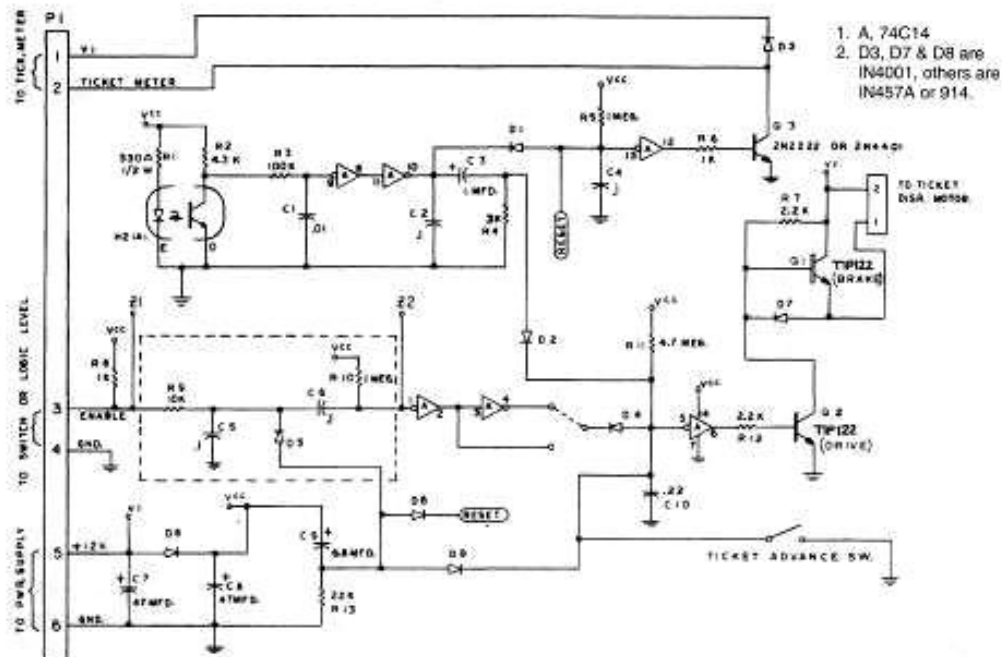
MOTOR SUPPLY - V --  
I (START) ----  
I (RUN) ----  
I (STANDBY) --  
MOTOR ENABLE ON - V --  
MOTOR ENABLE OFF - V --  
TICKET NOTCH - I SINK --  
V PULL UP --





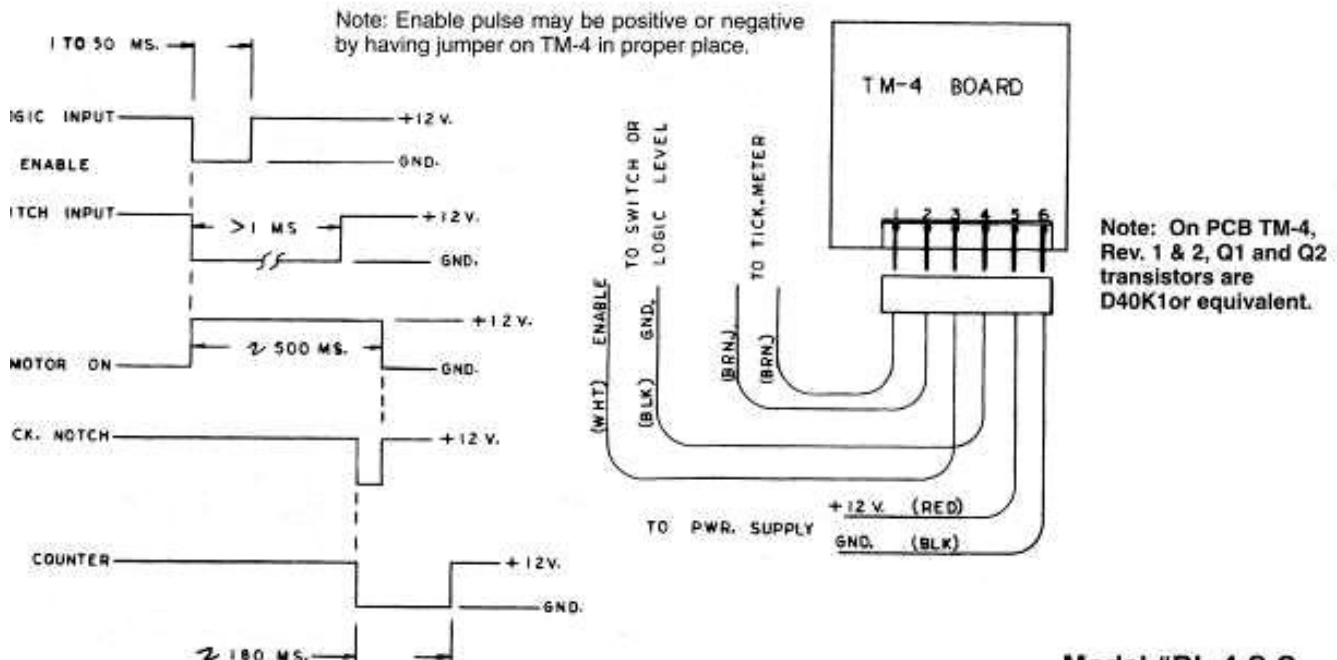
# Control Board

## Models DL-4-S-S DL-4-P-S



**Model #DL-4-S-S, SW Input**  
**Model #DL-4-P-S, Logic Input.**

Note: With logic input components and dotted lines are omitted and Z1 is jumpered to Z2.



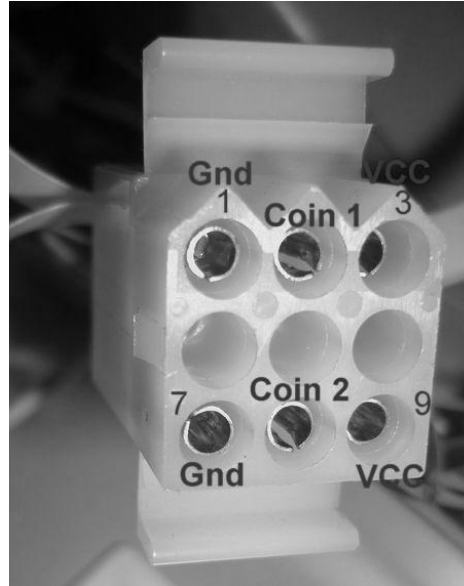
**Model #DL-4-S-S**  
**Model #DL-4-P-S**



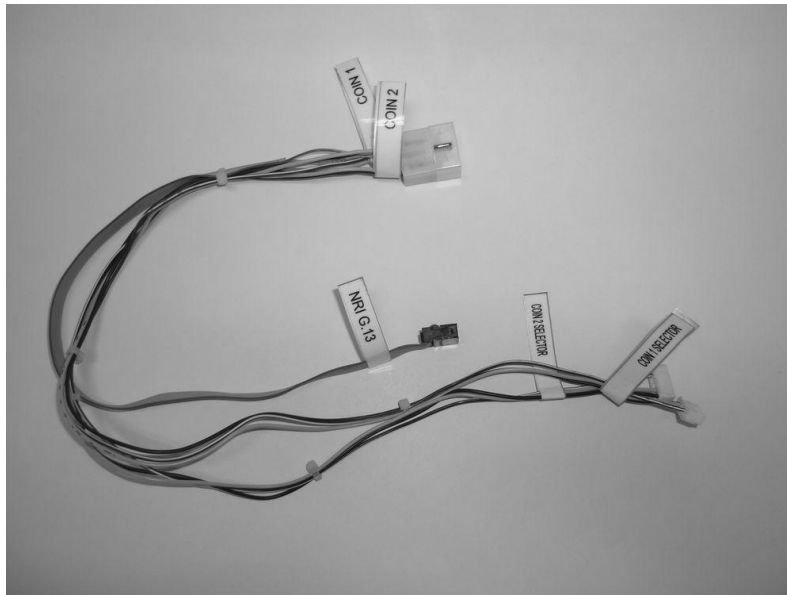
## COIN OPTIONS REFERENCE GUIDE

**LAI GAMES** have installed the 9 way Molex connection on the coin door on every product, this coin options connector should be useable for most of electronic coin system and electronic coin comparators.

Please see below picture to understand the connection setup,



The Coin harness supplied with the game,

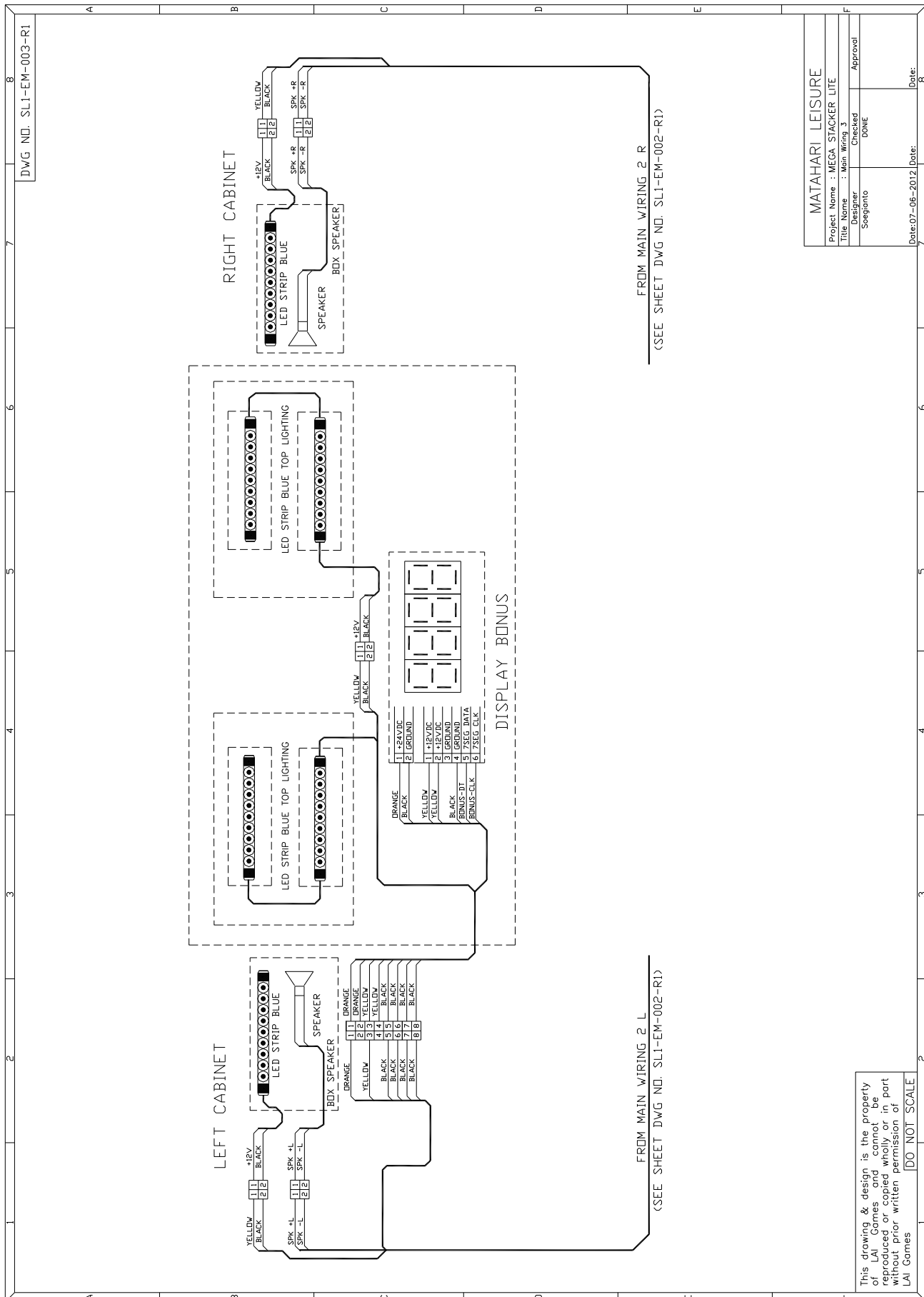


End connection to coin will fit to NRI G13 and 2x Electronic Coin Comparator **LAI GAMES** standard). Other types of coin electronic harnessing can be supplied as requested, please contact your nearest **LAI GAMES** distributor.





# MEGA STACKER LITE MAIN WIRING 1

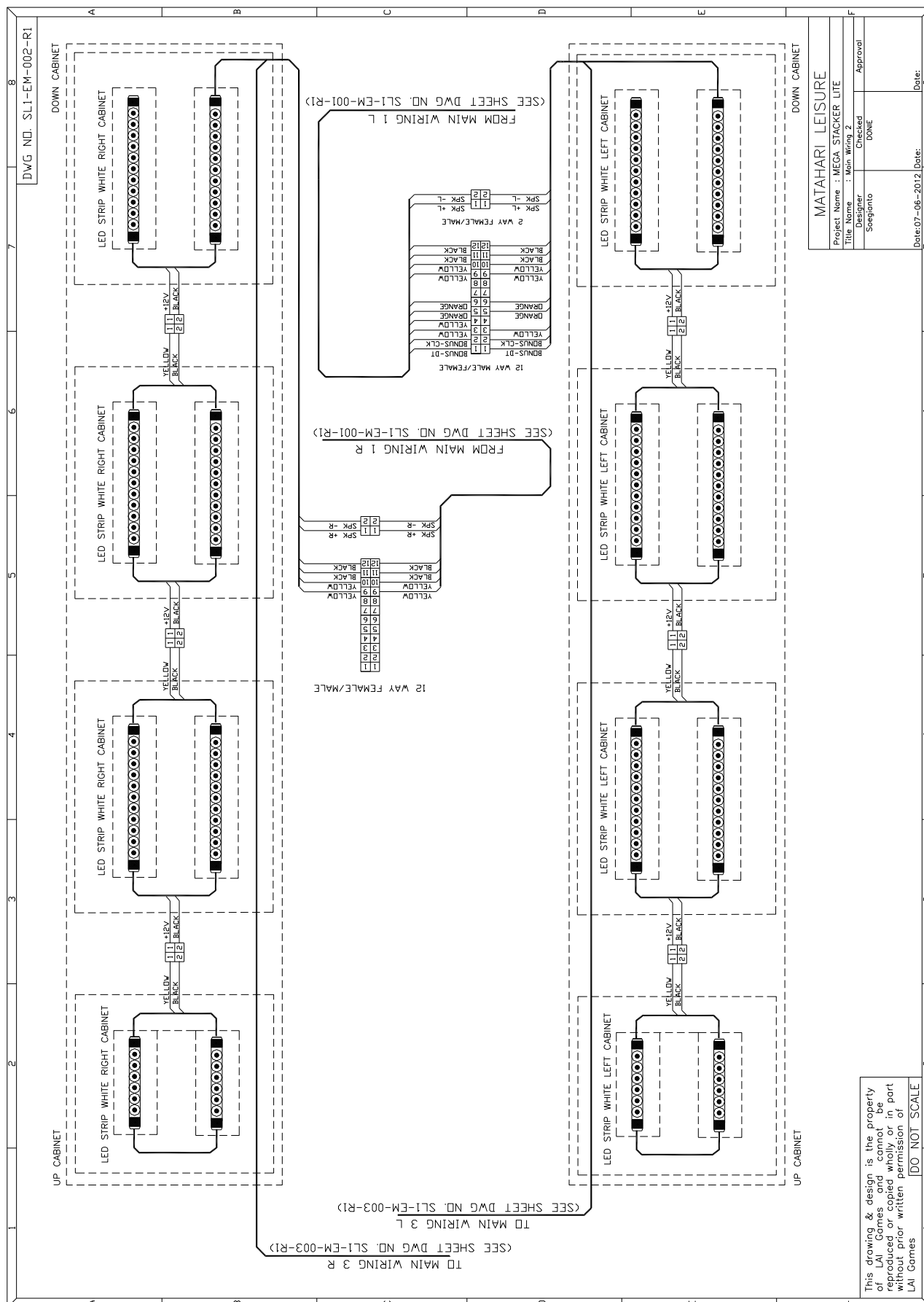




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## MEGA STACKER LITE MAIN WIRING 2



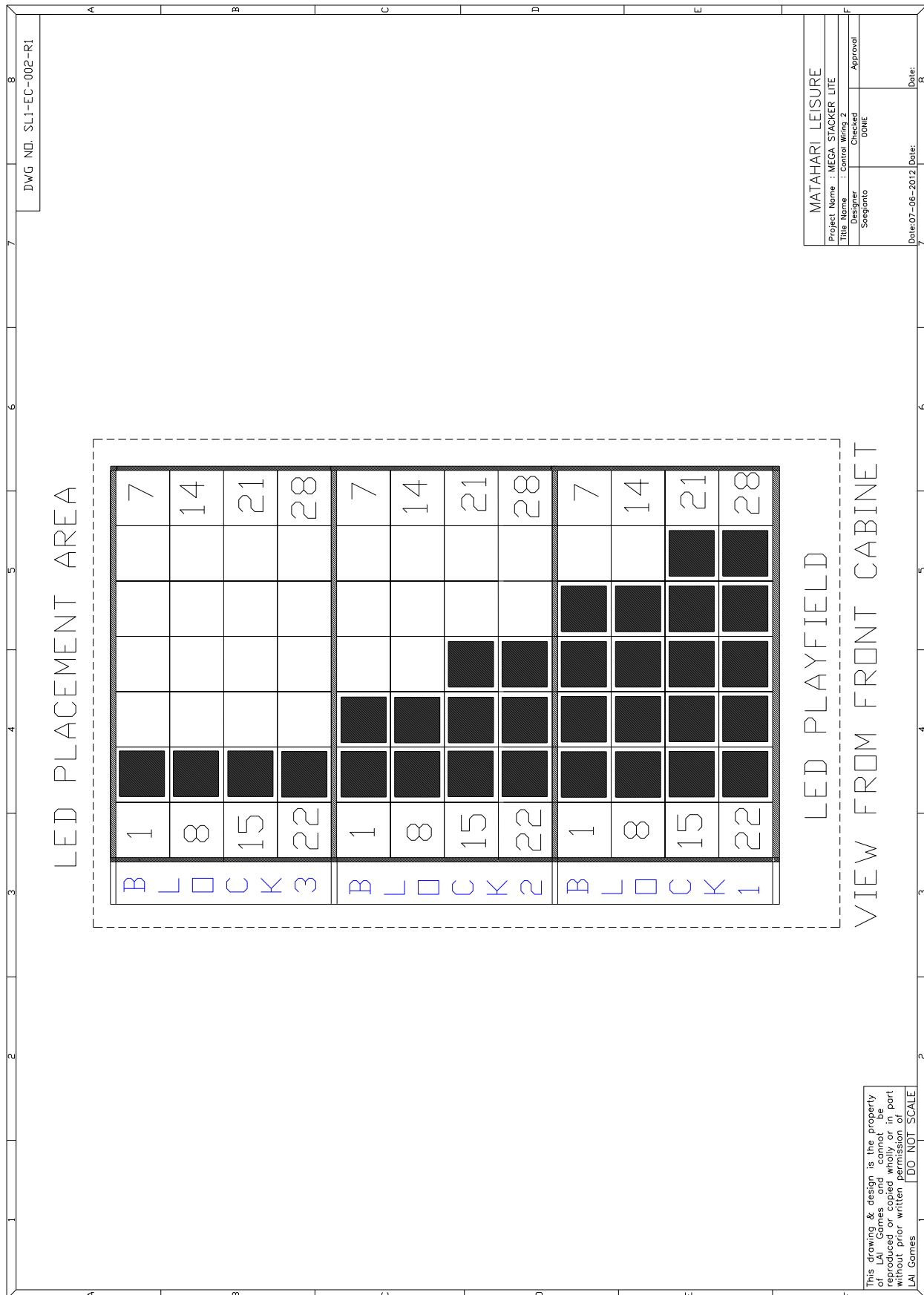


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☐ DO NOT SCALE



# MEGA STACKER LITE CONTROL WIRING 1







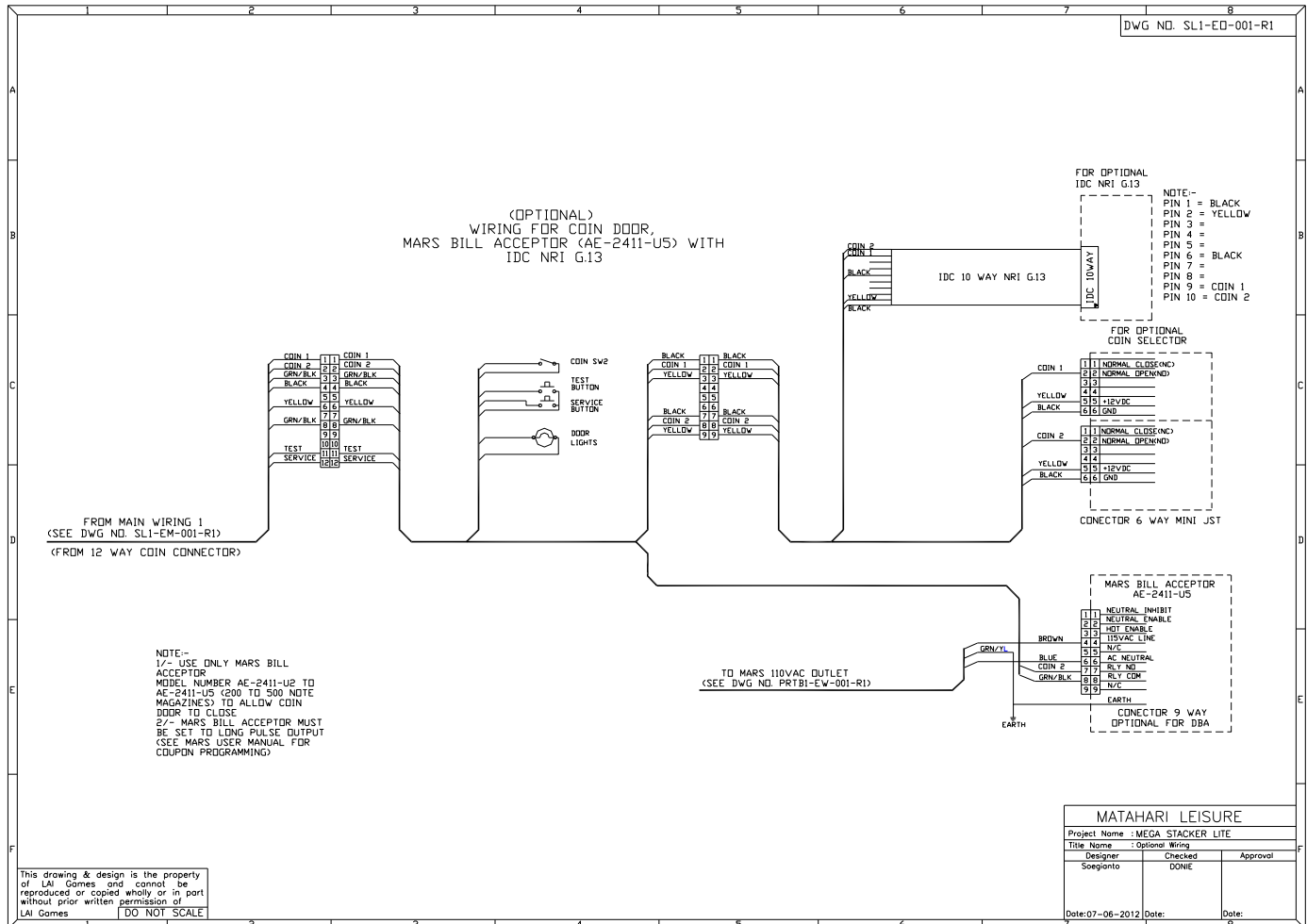


# Operator's Manual – Mega Stacker Lite

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## MEGA STACKER LITE OPTIONAL WIRING



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## IF MAKING A WARRANTY CLAIM:

- (a) A Copy of the sales invoice must accompany the claim.
- (b) To and from Transport and freight costs are not covered by the warranty.
- (c) Warranty is not transferable with the sale of a machine from one owner to another.



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