



OPERATOR'S MANUAL

Version 1.4.2



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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! ***

- An advisory text to hint or help understanding.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

Always Turn **OFF** Mains AC power and unplug 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 Install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

Do Not Install 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 Multi meter, 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 Use 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! Your “*Mega Stacker*” is a great centre piece game with a large bright and attractive display panel. The spacious prize compartments will illuminate your prizes which makes them stand out to the customer. 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 features and user friendly adjustments that can be made to “fine-tune” the game for maximum earning potential.

DESCRIPTION

- “*Mega Stacker*” 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” 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 : 490 kg (1080.3lb)
- Height : 2930 mm (115.4")
- Width : 2510mm (99")
- Length : 1770mm (70")
- Power : 792 Watts (3.6 amp @ 240 volts) (7.2 amp @ 110 volts)
- Prize door : 34" x 19" 19" x 19"

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.

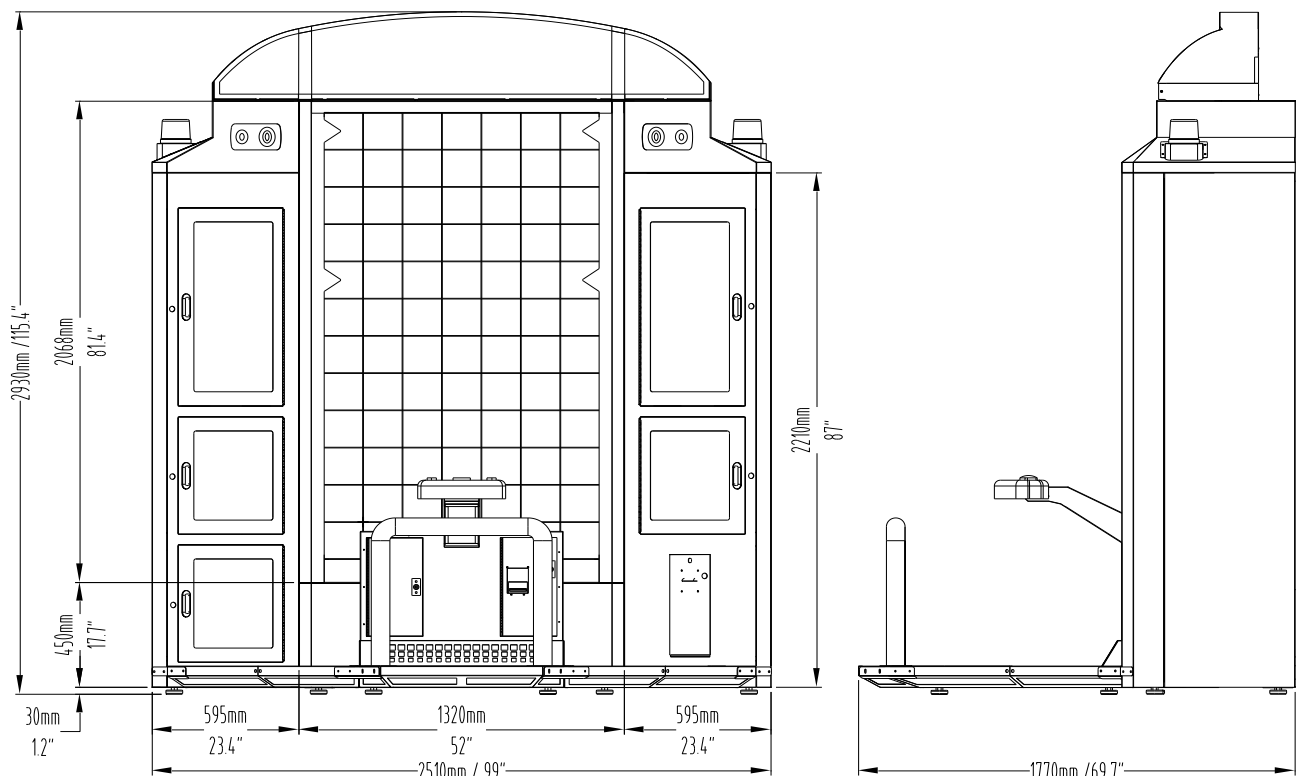
* CAUTION! *

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.

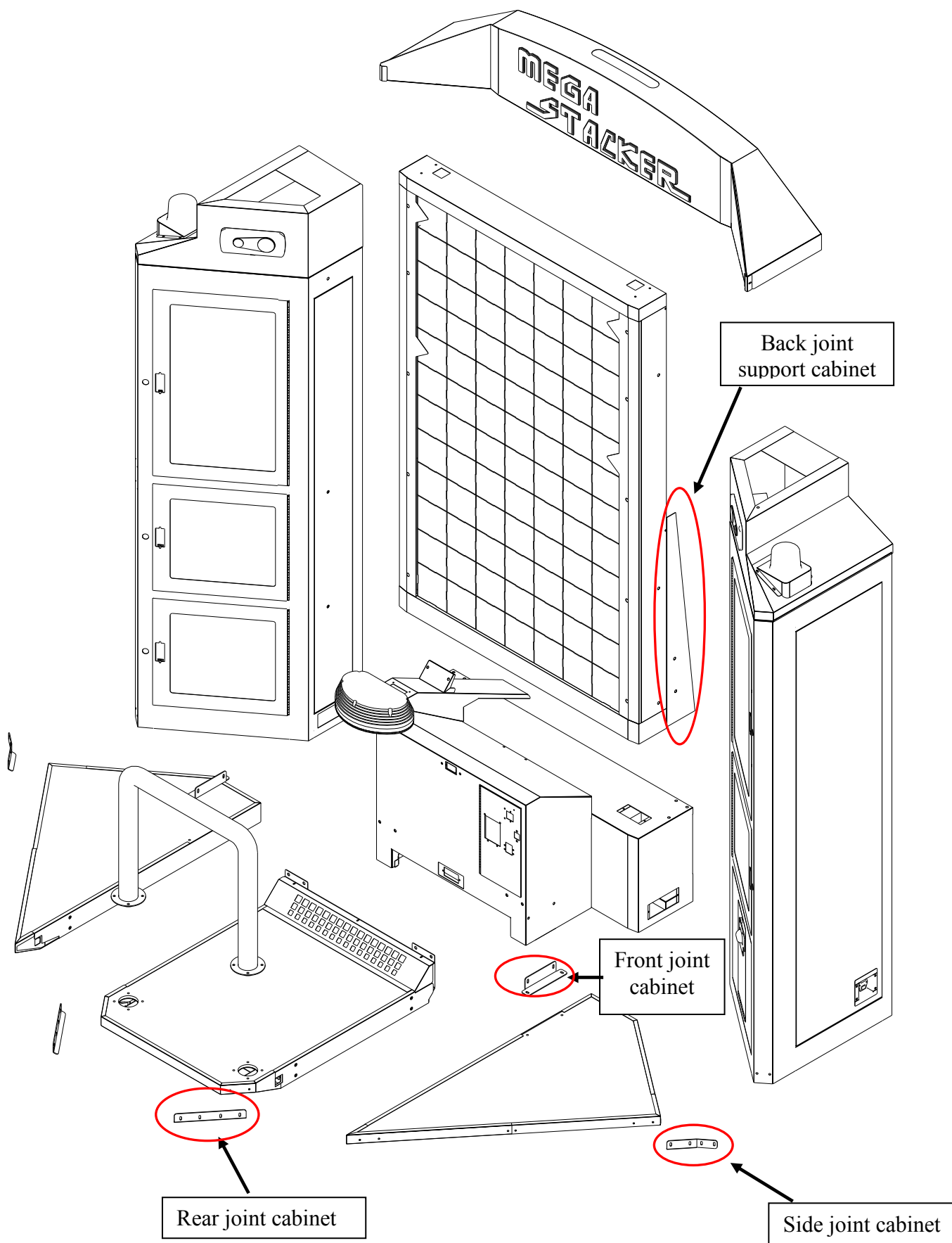
LOCATION REQUIREMENTS

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



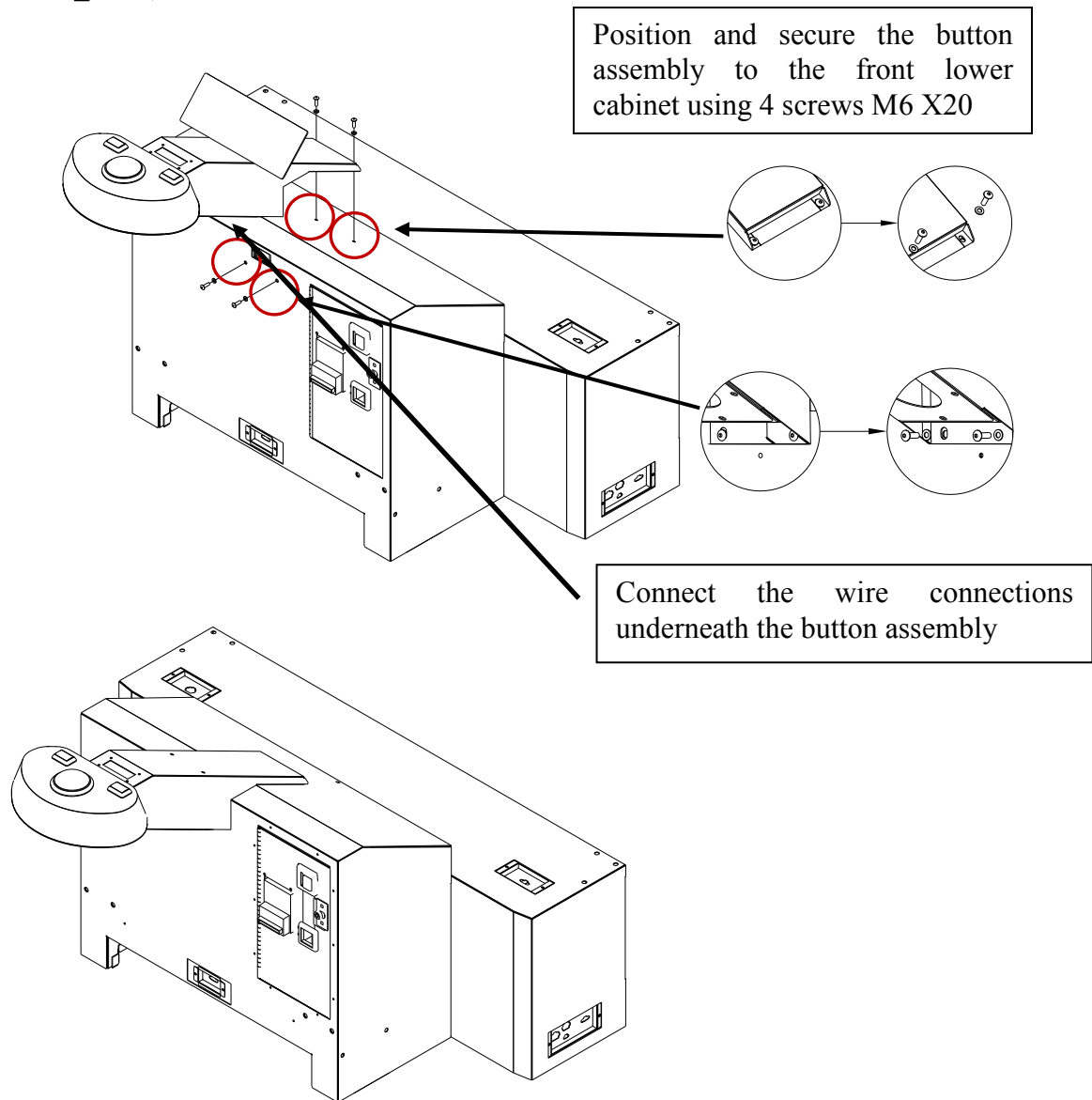


ASSEMBLY INSTRUCTION

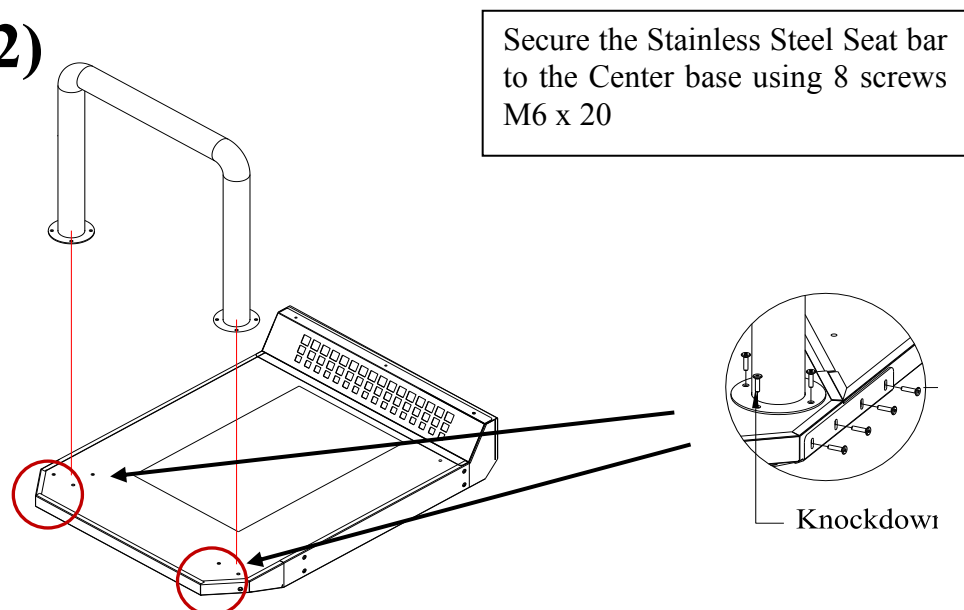




(Step 1)

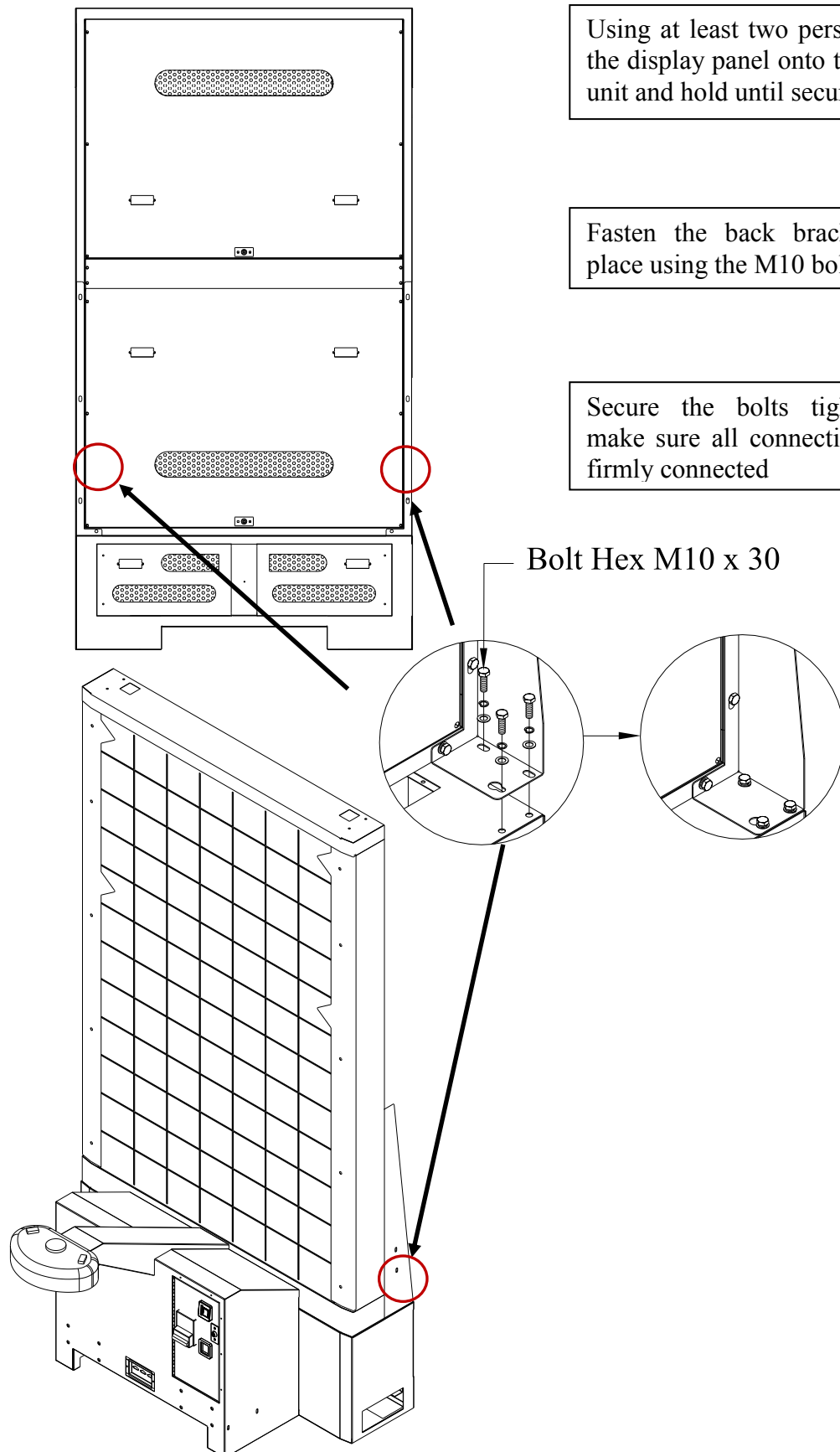


(Step 2)





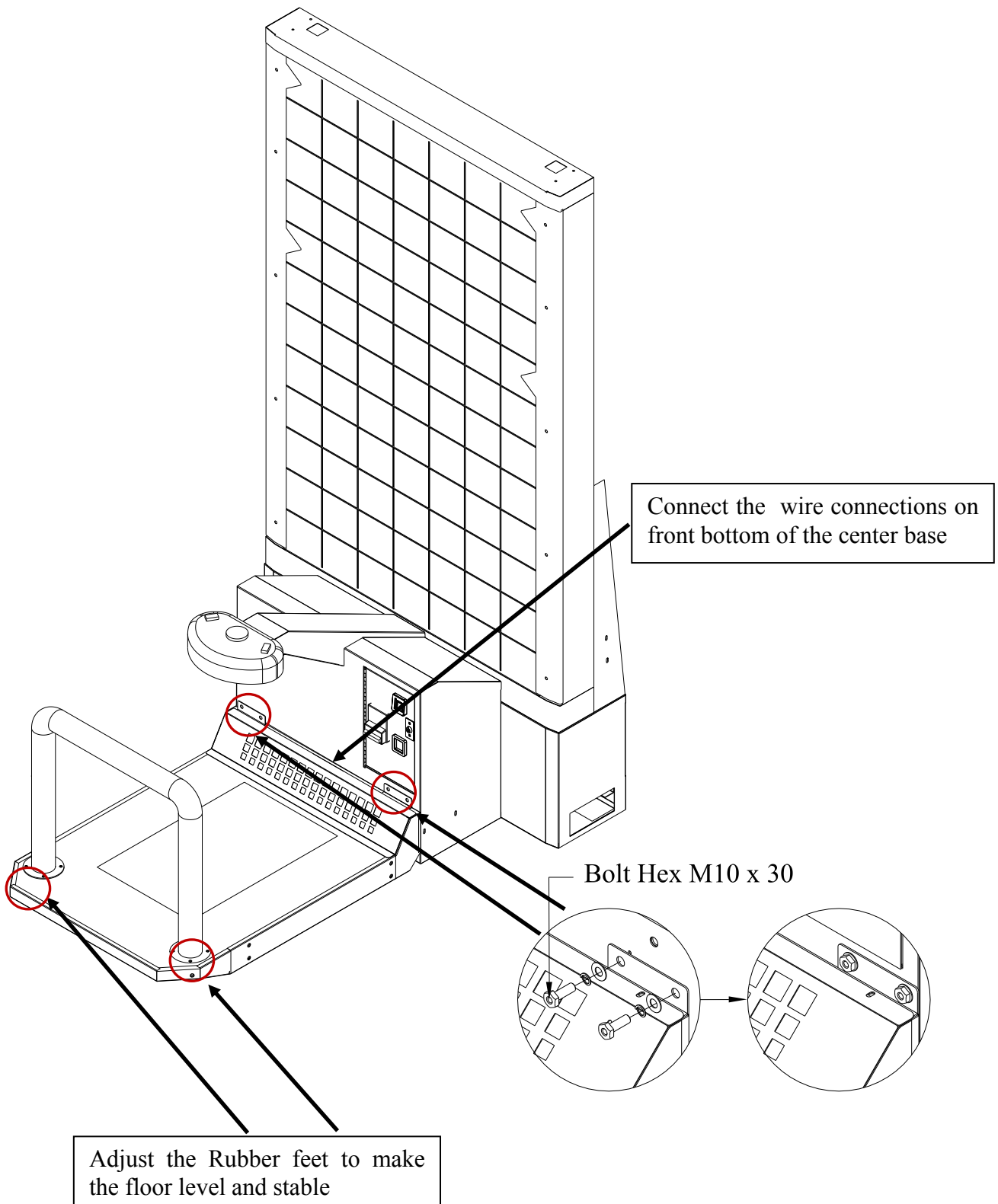
(Step 3)





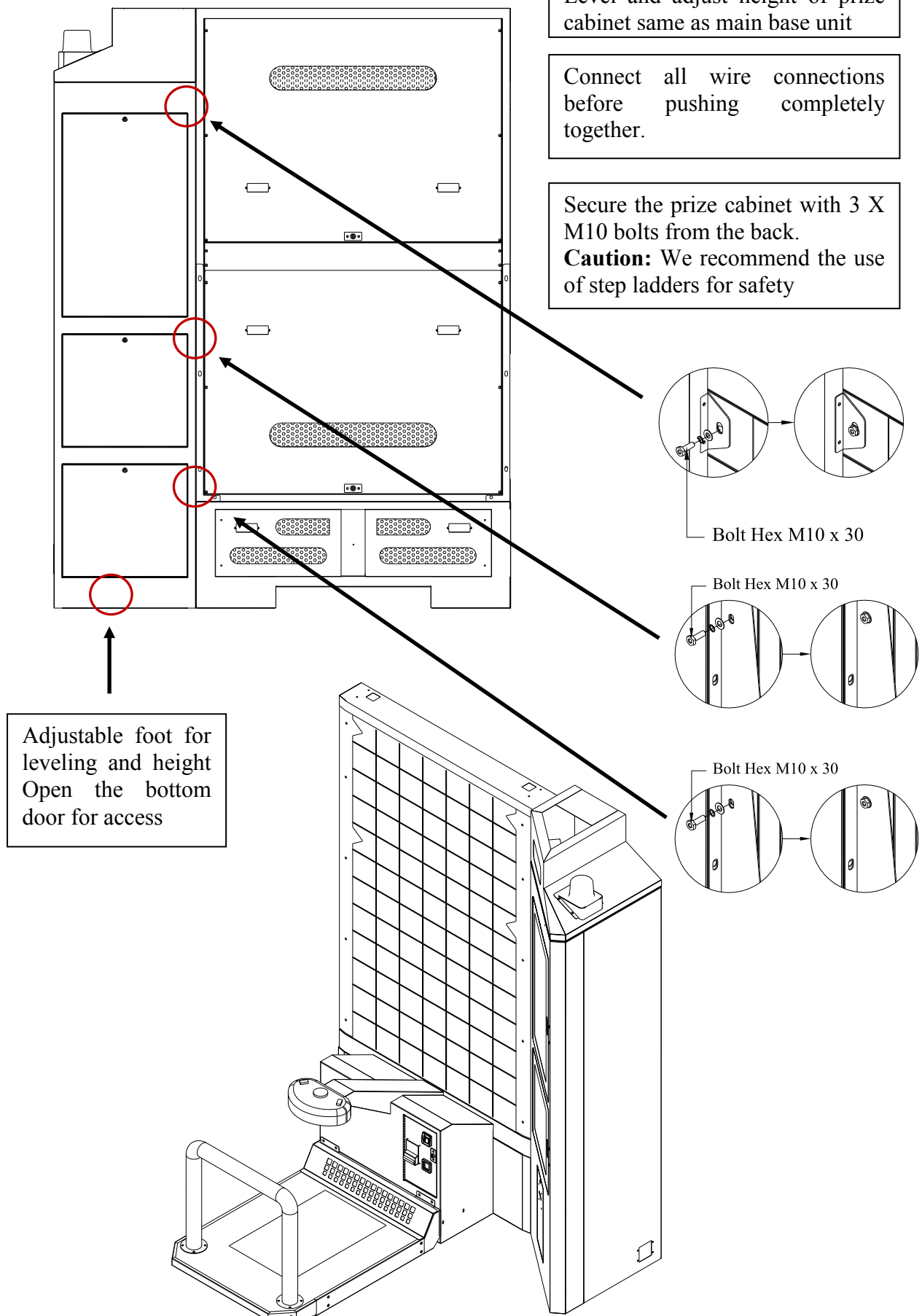
(Step 4)

Connect the center floor to the base cabinet with
4 Hex Bolts M10 X 30





(Step 5)

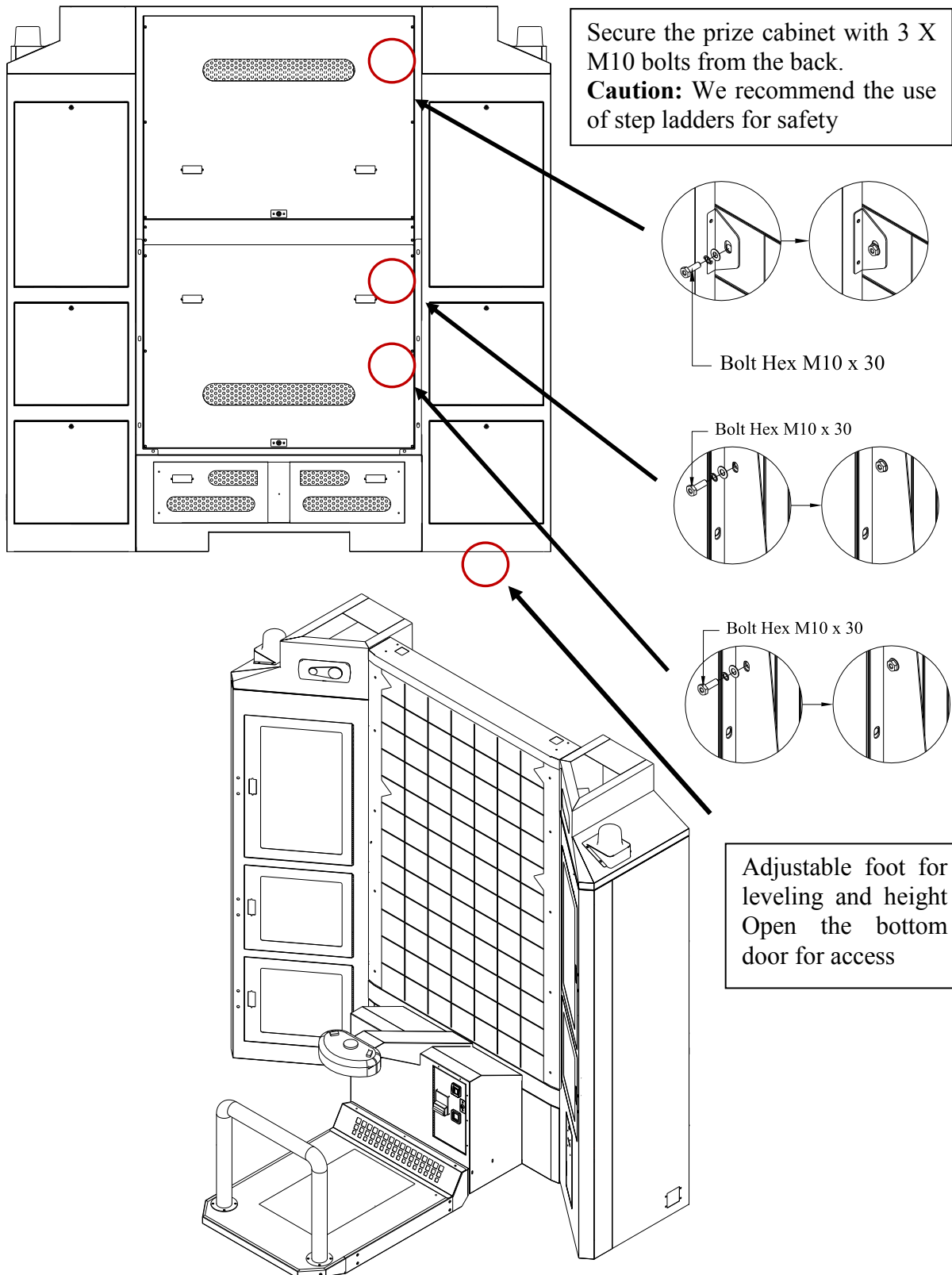




(Step 6)

Position the Right Prize cabinet
(facing the machine from front)
Level and adjust height of prize
cabinet same as main base unit

Connect all wire connections
before pushing completely
together.



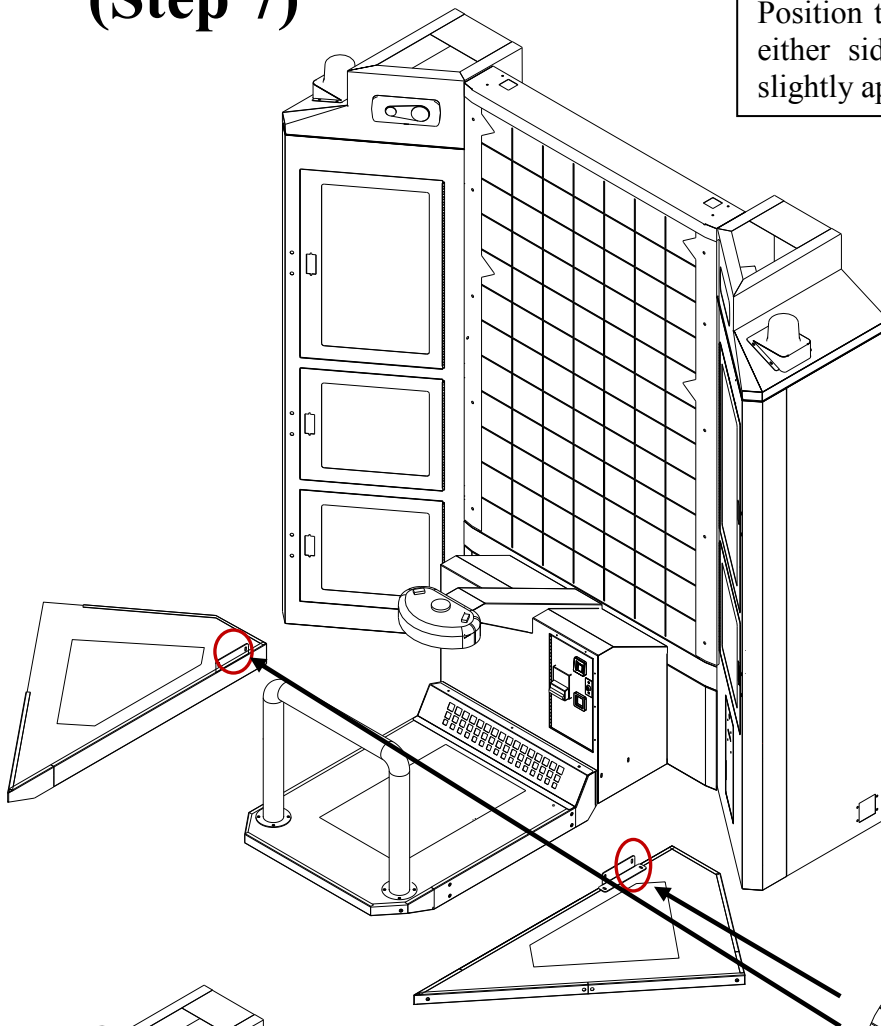


(Step 7)

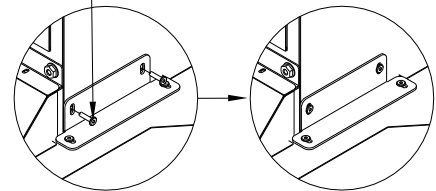
Position the left and right floor bases either side of the center floor base slightly apart.

Connect all the wire connectors firmly together and push the two sides into the correct position.

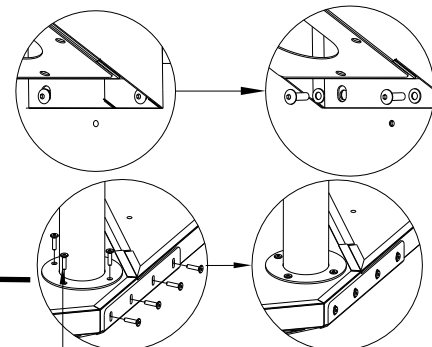
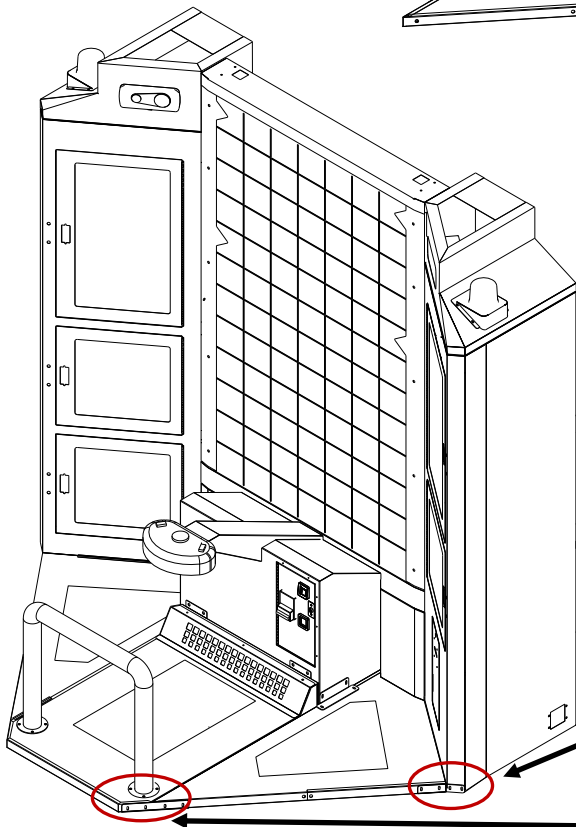
Secure the sides to the centre with the brackets using M6 x 30 screws



Knockdown M6 x 30



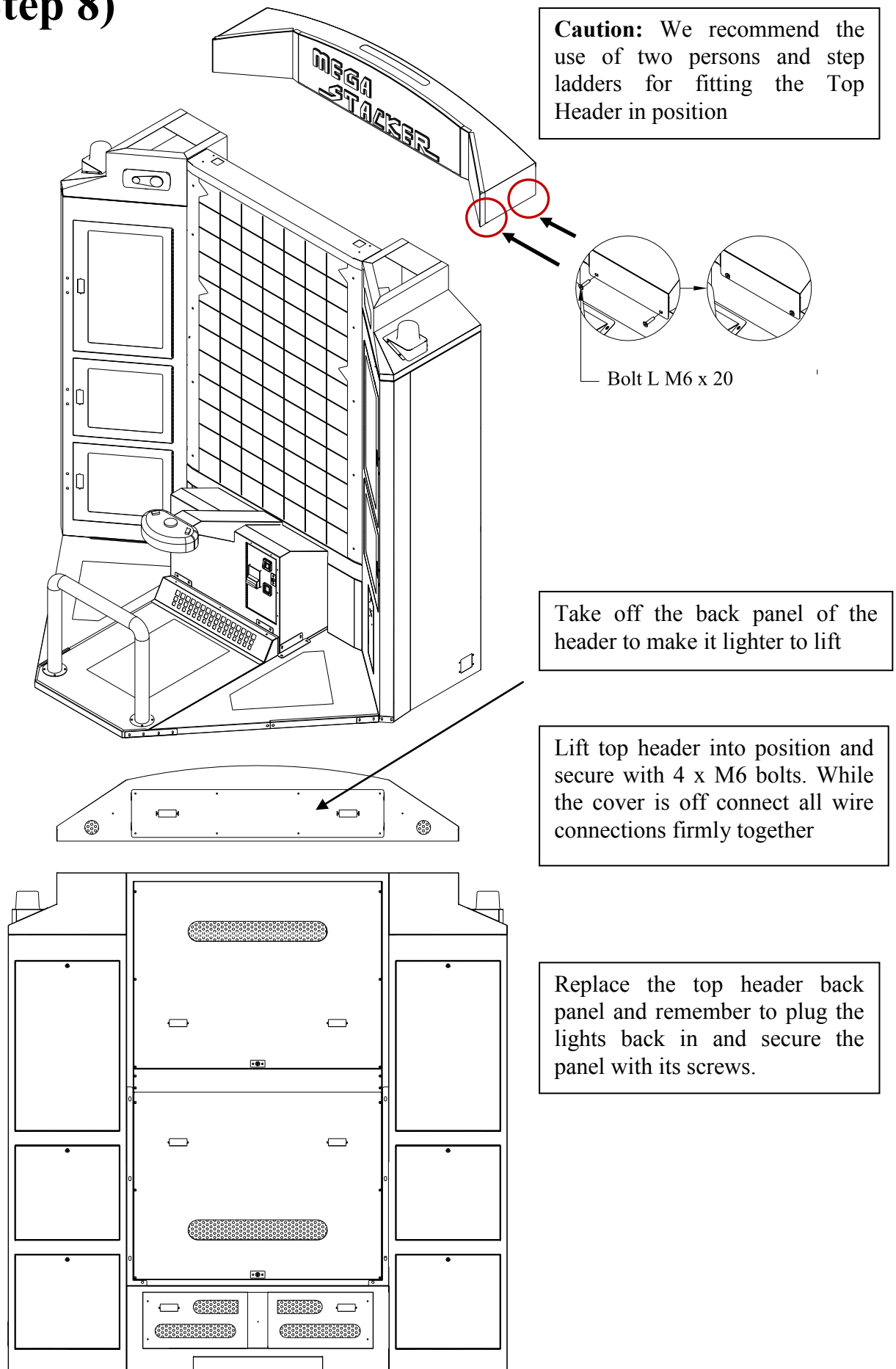
Secure the sides with brackets to the centre floor and the prize compartments as shown and do same on both sides



Knockdown M6 x 30

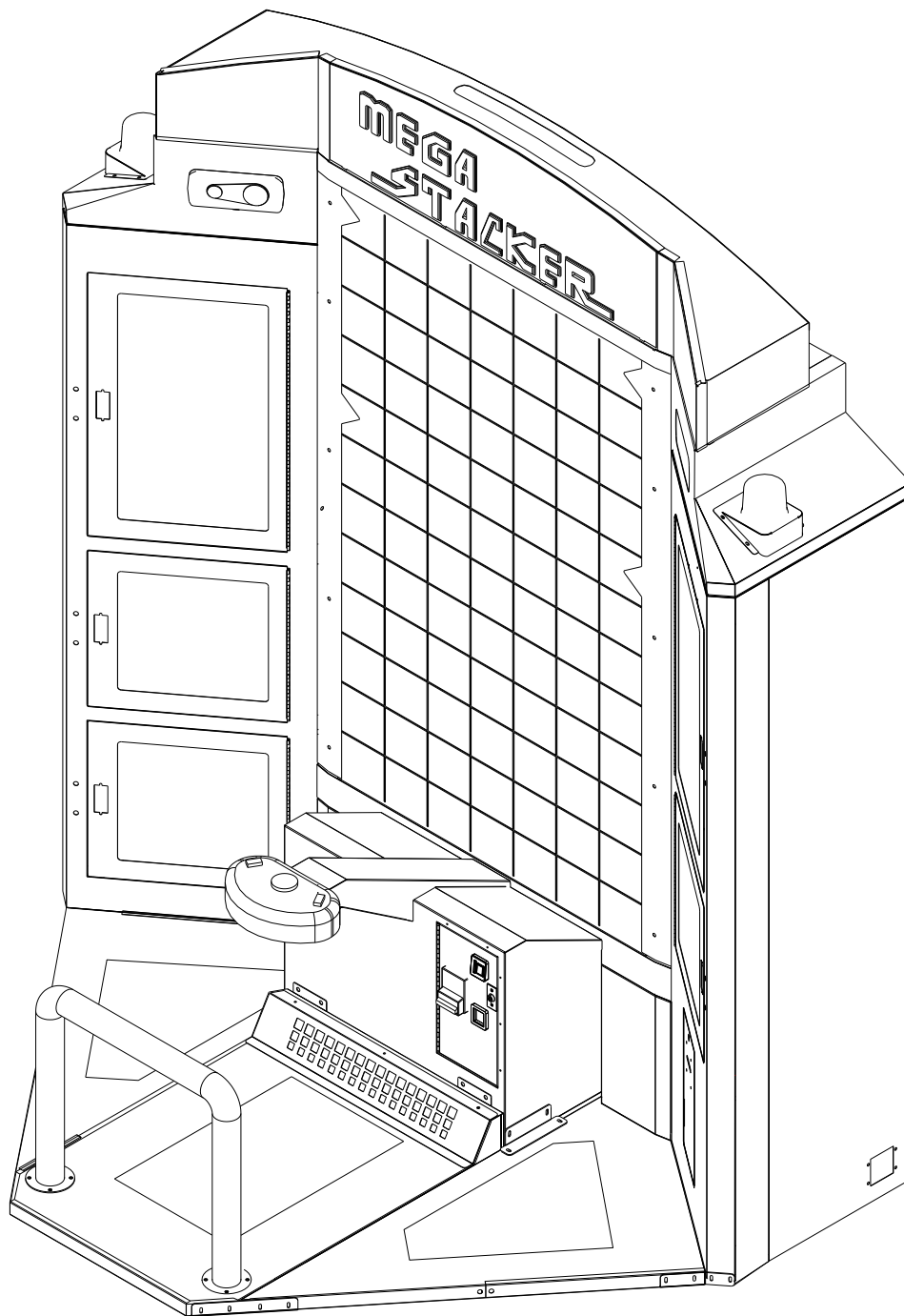


(Step 8)





(Finished)

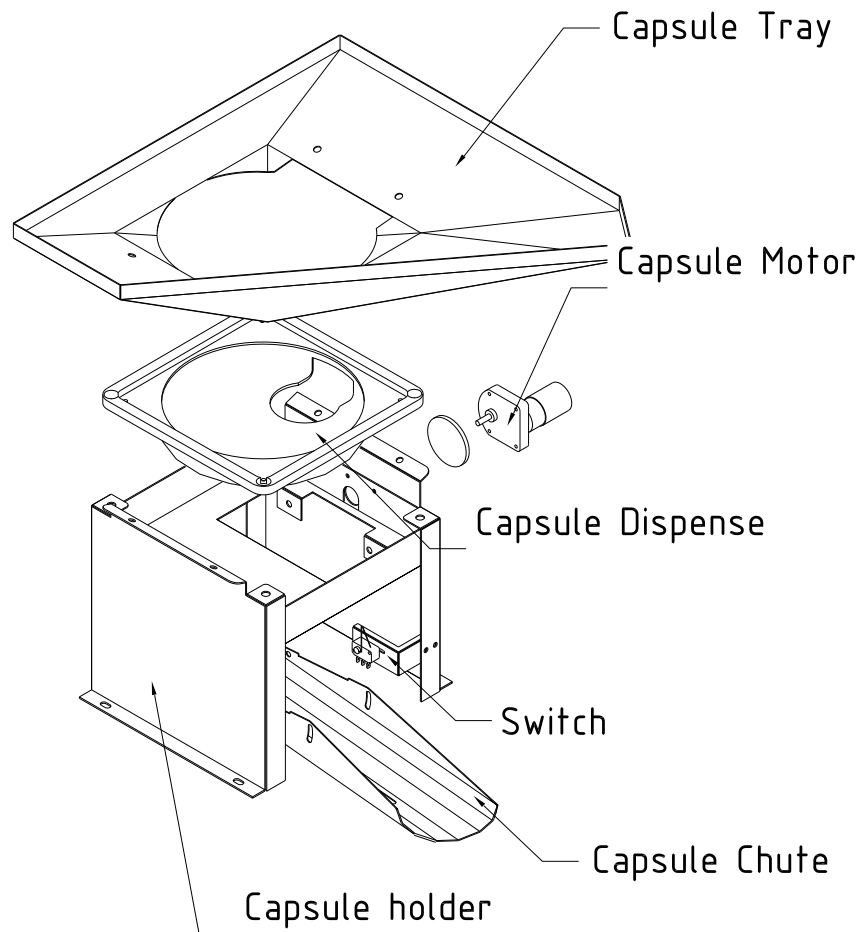


*** NOTE! ***

Make sure all bolts and screws are securely fixed to the cabinet

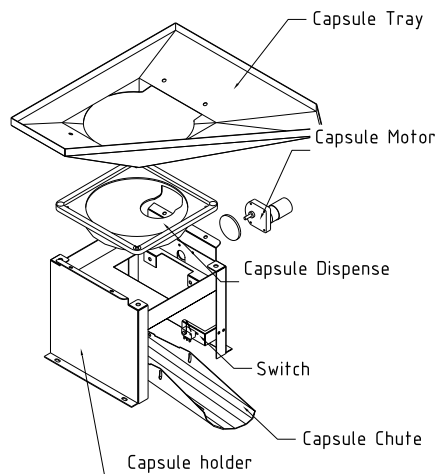


TICKET TO CAPSULE CONVERSION

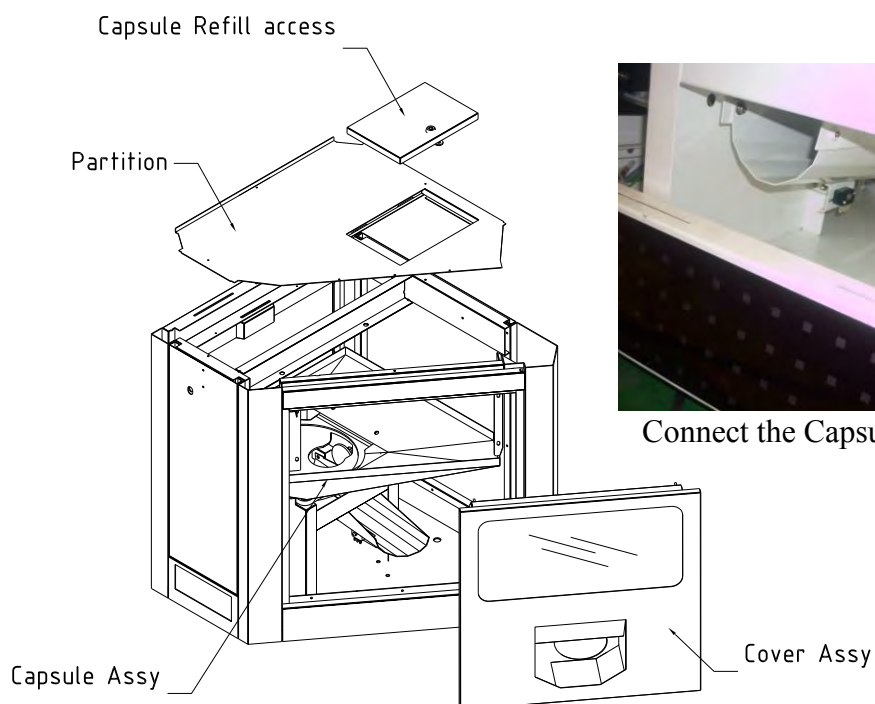
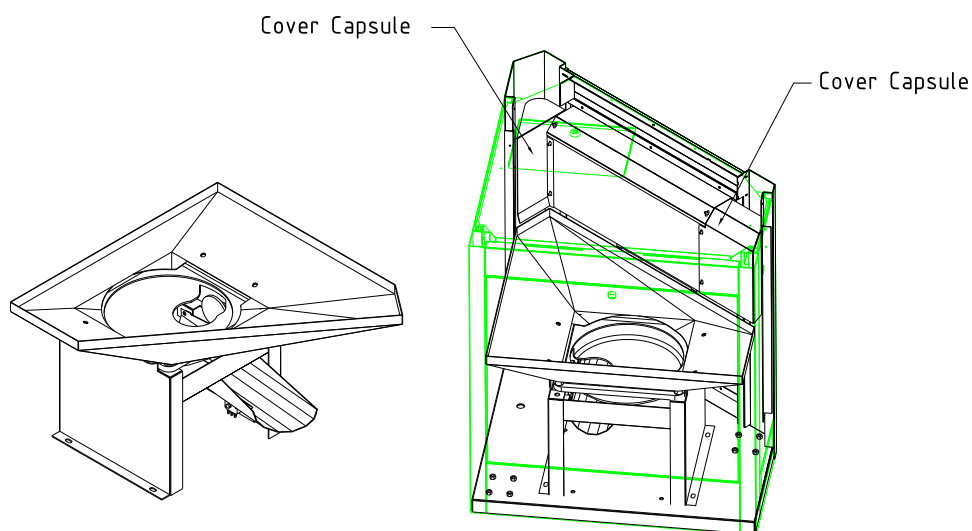




CAPSULE CONVERSION 3" SIZE (OPTIONAL)



Capsule Dispenser installed



Connect the Capsule connector



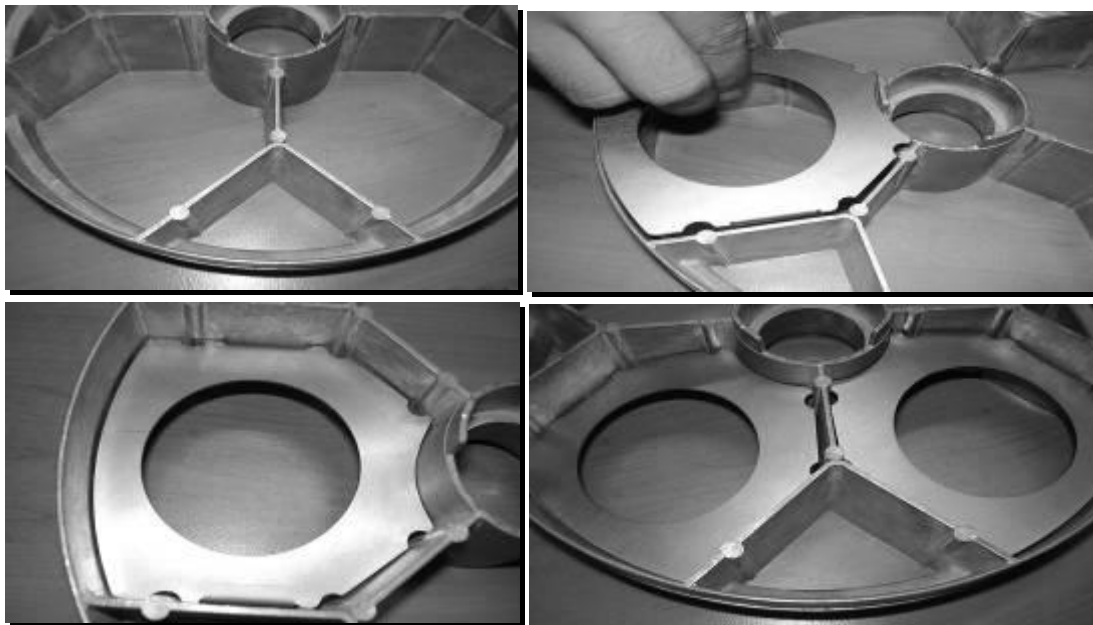
3" TO 2" CAPSULE DIPENSER ADAPTER (OPTIONAL)

4 Pieces Stainless Steel Adapter supplied (Optional).



Step 1: Open Front Door Left and Right, access the Capsule Tray under the LED display remove 2 Screws on each side of capsule tray.

Step 2; Lift the Capsule tray, access the Capsule dispenser from above and position the 4 adapters in kit as picture shown underneath,



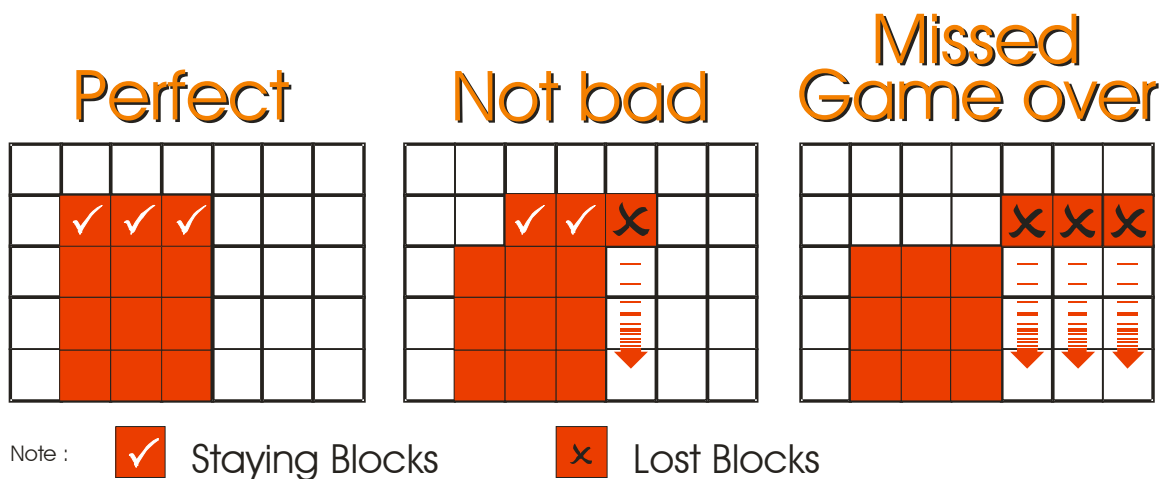
Step 3 Put the Capsule tray back and screw on its original position, now you can use 2" capsule.



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.



Prize Selection

- Once you have won a prize, press the select button to step through the Prize doors.
- If you win at Ticket Level and press collect you win Tickets, the amount which has been set in “P” settings.
- If you win a Major Prize you can select from any of the active Major Prize doors.
- Press the Start/Stop button to open your selected prize door.



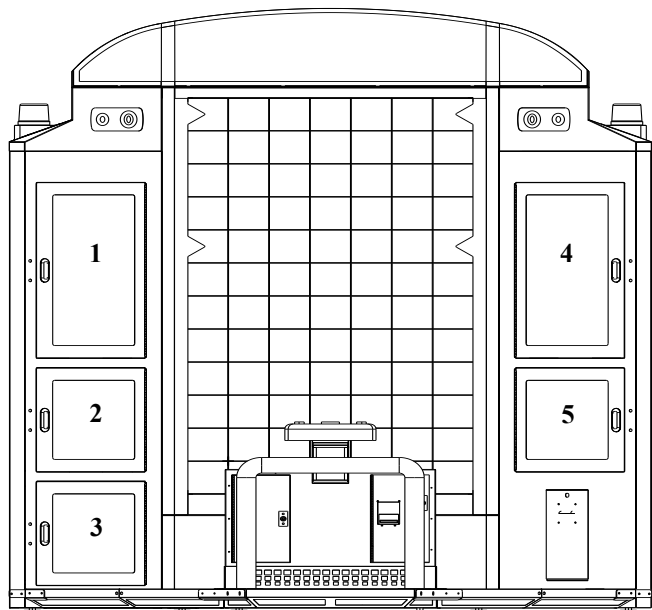
FITTING PRIZES IN PRIZE COMPARTMENTS

Access to the prize doors can be done by **pressing and Holding both the Red Test Button and Green Service button for a few seconds.** These buttons are mounted on the service panel above the Cashbox. This access's the Prize door access mode. Once this is accessed uses the “Select” button on the player control panel to step through the prize door you want to unlock and open, the lights on the prize door will light up so you know which one is selected. Press the Start/Stop button to unlock the prize door, pressing the Start/Stop button again will lock the prize door. Please note all prize doors will lock after leaving this mode.

Prize Compartments Sizes

The Compartments are an offset corner shape with a distance of 20” to the rear corner from the door. This would allow soft toys to go right back just a few inches away from the door and for boxes approximate half that distance.

Door 1 Frame Size	32” X 18”
Plush Size	32” X 18” X 18”
Cube Size	32” x 18” X 10”
Door 2 Frame Size	17” X 18”
Plush Size	17” X 18” X 18”
Cube Size	17” x 18” X 10”
Door 3 Frame Size	17” X 18”
Plush Size	17” X 18” X 18”
Cube Size	17” x 18” X 10”
Door 4 Frame Size	32” X 18”
Plush Size	32” X 18” X 18”
Cube Size	32” x 18” X 10”
Door 5 Frame Size	17” X 18”
Plush Size	17” X 18” X 18”
Cube Size	17” x 18” X 10”



Prize Door with hanger



Prize door LED indicator
Open (Green) Closed (Red)



Ticket Status LED



PRIZE SELECTION AND PAYOUT ADJUSTMENT

Please read the following guide as a good starting point for setting up of your new “**Mega Stacker**” game. By testing different merchandise and fine tuning the settings you can maximize your game earnings.

* NOTE! *

All the following recommendations are based on an approximate payout of 30%. This payout is recommended for maximum earnings. 30% payout means that approximately 30% of the game income will be paid out in prizes.

Example: For every \$100 in the cashbox, \$30 worth of prizes should be won.

Always remember that Stacker is 100% a game of skill so although it is very difficult, every single game can be a winning game, therefore note all game settings are just a guide and give an approximate win ratio.

■ The recommended game operation for maximum earnings, are as follows:

MAJOR WINS – Use the games difficulty settings to try to average approximately „1“ Major Prize win every „400“ games played.

MAJOR PRIZES – Use good quality “*IN DEMAND*” Prizes e.g. Most “Apple” products have a proven success

Use different types of prizes on each of the 5 Prize doors to determine which prizes are most desired by the players. You can then use the game audits to check popularity and vary the stock accordingly. Varying the prize stock will also keep players interest in the game.

PRICE PER PLAY – Experiment with higher price per play and higher value prizes. Mega Stacker is a large attraction piece so don’t be afraid to try a higher price per play and higher value “In Demand” prizes. E.G. Many Mega Stackers are operated on \$3 per play!

TICKET WINS – The game needs to be easy to play so try to achieve approximately 1 Ticket Level win every 2 or 4 games played, although this can be difficult depending on the skill level of the players.

TICKET WIN TICKET VALUE – The value of the Tickets for a Ticket Level win should be approximately 30-35% of the price per play. E.G. with \$0.01c tickets and a \$1 price per play the Ticket Level win should be 30 Tickets for a \$3 price per play the Ticket Level win should be 100 tickets

TICKET LEVEL – Will dispense tickets if reached and collected, the amount can be adjusted in the Program settings accessed in Test Mode.



PRIZE PAYOUT QUICK REFERENCE TABLE

PRICE PER PLAY	50¢	50¢	\$1.00	\$1.00
MAJOR PRIZE VALUE	\$30.00	\$60.00	\$120.00	\$250.00
Approximate number of Games per Major Win	200	400	400	800
Skill Setting Major Prize (P10)	200	400	400	800
Ticket Level Number of Tickets (P11) (\$0.01c Ticket value)	15	15	30	30

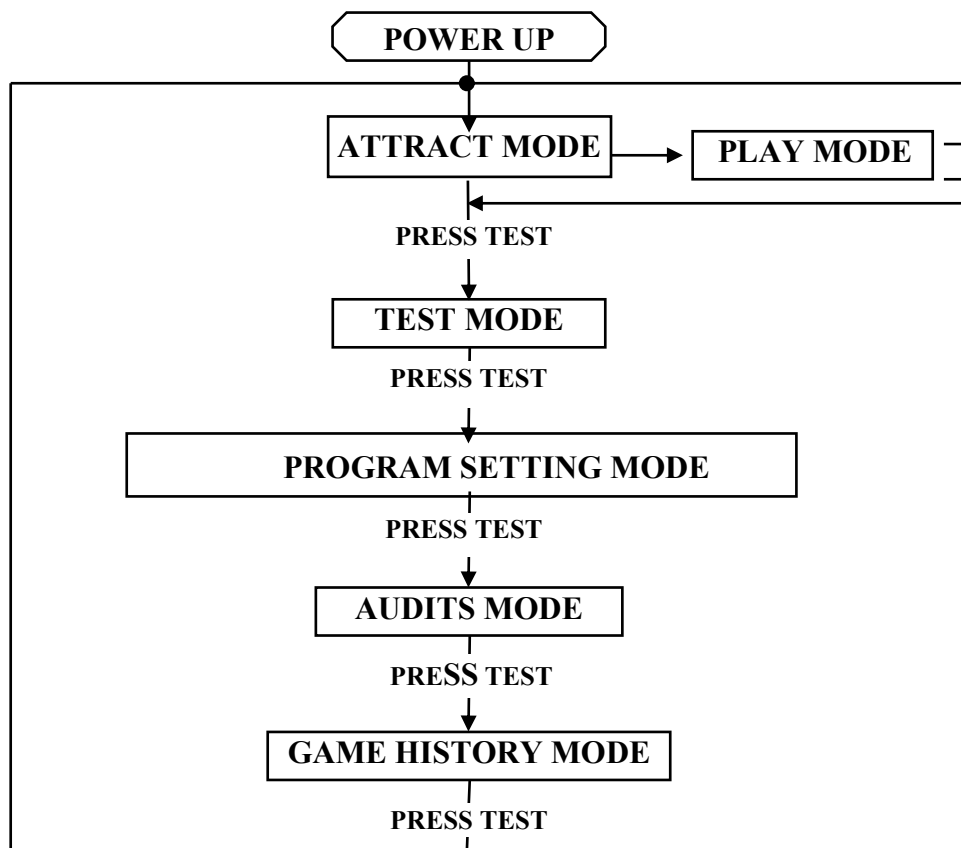
Based on an approximate payout of **30-35%**



OPERATION

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

OPERATIONAL DIAGRAM



ATTRACT MODE

- The Attract mode provides a light and sound display while the game is not being played to attract potential customers to play the game. The attract mode has an option to have the sound turned on or off in the game settings.
(Refer to programmable adjustment page of this manual).

PLAY MODE

- “*Mega Stacker*” has two play modes. The Standard Coin Play mode, where a coin or coins are inserted to play the game. 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 seconds, **F R 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

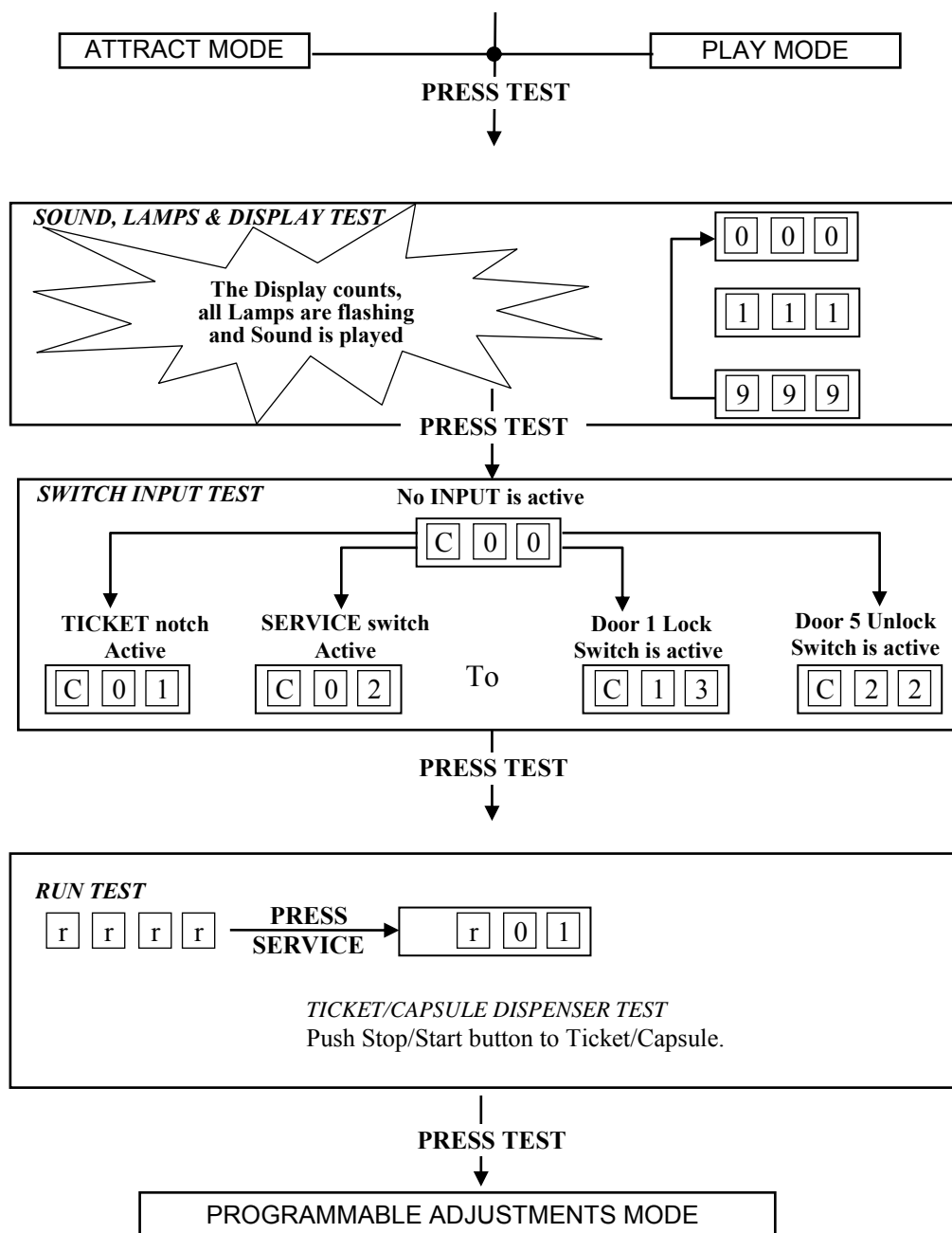
The “*Mega Stacker*” Test mode has Three Test Configurations allowing you to explore the functioning of the Sound, Light & Display, the Game Switches and a Run test for the Ticket/Capsule dispenser. (Refer to the Test Mode Diagram below).

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 bypassed 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.

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 switch test.

SWITCH TEST






- **ENTER** The Switch Test can be entered by pressing the Test button once while in the Sound, Light & display test 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 C22 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 Door (if fitted)
C2		Service Switch Active	Service Panel
C3		Coin 1 Switch Active	Coin Door
C4		Coin 2 Switch Active	Coin Door
C5		Select Button	Control Panel
C6		Start Button Active	Control Panel
C7		Continue Button Active	Control Panel
C8		Door 1 Switch Active	Door 1 Panel
C9		Door 2 Switch Active	Door 2 Panel
C10		Door 3 Switch Active	Door 3 Panel
C11		Door 4 Switch Active	Door 4 Panel
C12		Door 5 Switch Active	Door 5 Panel
C13		Door 1 Lock Switch Active	Door 1 Panel
C14		Door 2 Lock Switch Active	Door 2 Panel
C15		Door 3 Lock Switch Active	Door 3 Panel
C16		Door 4 Lock Switch Active	Door 4 Panel
C17		Door 5 Lock Switch Active	Door 5 Panel
C18		Door 1 Unlock Switch Active	Door 1 Panel
C19		Door 2 Unlock Switch Active	Door 2 Panel
C20		Door 3 Unlock Switch Active	Door 3 Panel
C21		Door 4 Unlock Switch Active	Door 4 Panel
C22		Door 5 Unlock Switch Active	Door 5 Panel

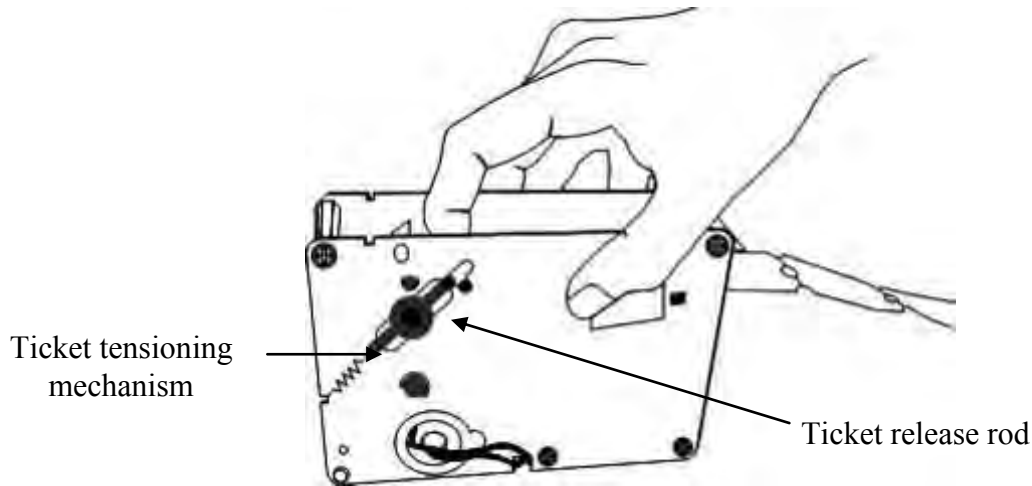
Normal condition for the game will have the following switches active.

, , , , 



■ TICKET DISPENSER NOTCH

The Ticket Notch Switch (C1) can be activated or deactivated from the Ticket Feed Button on the Ticket Dispenser PCB or by manually pushing the tickets from the ticket holder through the dispenser after pulling the ticket release rod upwards



- **EXIT** The Switch Test is exited into Run Test Mode by pressing the Test Button once.

RUN TEST (Ticket/Capsule Dispenser Motor)

- **ENTER** The Run Test can be entered by pressing the Test button once while in the Switch Test or by pressing the Test button three times while in Attract mode, **r r r r** will be displayed on the 4-digit display.
- **SELECT** The Service button is pressed once to start the run test mode. The credit display will indicate, **r - 0 1** .
- **RUN** The Start/Stop Button will activate the motor of the Ticket or Capsule Dispenser as long as the button is held.
- **EXIT** The Run Test is exited into Programmable Adjustments Mode by pressing the Test Button once.

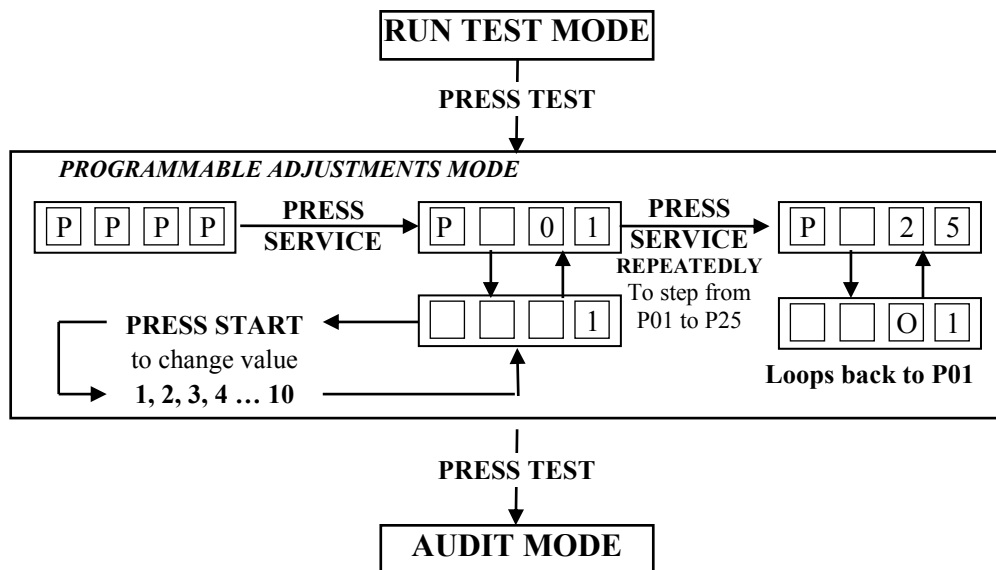


PROGRAMMABLE ADJUSTMENTS MODE

The *Mega Stacker* has twenty five programmable adjustments that can be changed in this mode. They are P01 to P25 and their codes and values are displayed alternatively during the adjustment procedure on the 4-digit display.

Example: Code **P01** (*Number of Coins pulses on coin switch 1*)
Displayed as: **P**□**0****1** and its value of **1** as □□□**1**

PROGRAMMABLE ADJUSTMENTS MODE DIAGRAM



PROGRAMMABLE ADJUSTMENTS PROCEDURE

- **ENTER** The Programmable Adjustments Mode can be entered by pressing the Test button once while in the Run Test or by pressing the Test button four times while in Attract mode, **P P P P** will be displayed on the 4-digit credit display.
- **SELECT** The green Service button is pressed to step through each of the adjustment configurations, starting from the **P P P P** display, P01 being the first step, continuing through to P25, and then looping again from P01 to P25 until the mode is exited.
- **CHANGE** The Start/Stop button is pressed to change the displayed value. The value can only be stepped up by using the Start button, but the value will loop back to its minimum value after reaching its maximum value.

* NOTE! *

- Certain program adjustments have a fast adjustment feature.
 - By holding the Start/Stop button down, the values step through quicker.
- **EXIT** The Programmable Adjustments mode is exited into Audits mode, by pressing the Test button once.



PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE V1.4.2

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1 – 20	1, 2, 3...20	1	Coin 1 – Coins / Credit
P02	1 – 10	1, 2, 3...10	1	Coin 1 – Games / Credit
P03	ON or OFF	ON or OFF	OFF	Activate Multiple Bonus Pricing Coin slot 1
P03-1	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 1 Number Coins for Bonus Pricing level 1
P03-2	OFF – 99	OFF,1,2,3,4...99	OFF	Coin1 Number of bonus credits on Pricing level 1
P03-3	OFF – 99	OFF,1,2,3,4...99	OFF	Coin1 Number Coins for Bonus Pricing level 2
P03-4	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 1 Number of bonus credits on Pricing level 2
P03-5	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 1 Number Coins for Bonus Pricing level 3
P03-6	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 1 Number of bonus credits on Pricing level 3
P04	1 – 20	1, 2, 3...20	1	Coin 2 – Coins / Credit
P05	1 – 10	1, 2, 3...10	1	Coin 2 – Games / Credit
P06	ON or OFF	ON or OFF	OFF	Activate Multiple Bonus Pricing Coin slot 2
P06-1	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 2 Number Coins for Bonus Pricing level 1
P06-2	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 2 Number of bonus credits on Pricing level 1
P06-3	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 2 Number Coins for Bonus Pricing level 2
P06-4	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 2 Number of bonus credits on Pricing level 2
P06-5	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 2 Number Coins for Bonus Pricing level 3
P06-6	OFF – 99	OFF,1,2,3,4...99	OFF	Coin 2 Number of bonus credits on Pricing level 3
P07	ON or OFF	ON or OFF	ON	Attract Mode sound on or off
P08	1 – 5	1, 2, 3...5	3	Cube Speed Adjustment (1 = slowest)
P09	1 – 5	1, 2, 3, 4, 5	3	Average Games per Ticket Level Win
P10	1 – 1200	1, 30, 40...1500	100	Average Games per Major Prize Win
P11	0 – 20	0,1, 2,... 200	3	Number of Tickets for Ticket Level Win
P12	TIC – CAP	TIC, CAP	TIC	Type of Prize Option, Ticket or Capsule
P13	ON or OFF	ON or OFF	OFF	Prizes Dispensed when in free play
P14	ON or OFF	ON or OFF	ON	Major Prize Door No.1 Status
P15	ON or OFF	ON or OFF	ON	Major Prize Door No.2 Status
P16	ON or OFF	ON or OFF	ON	Major Prize Door No.3 Status
P17	ON or OFF	ON or OFF	ON	Major Prize Door No.4 Status
P18	ON or OFF	ON or OFF	ON	Major Prize Door No.5 Status
P19	1 - 6	1, 2, 3, 4, 5, 6	2	Number of Prize Door tries
P20	soft or hard	soft or hard	Soft	Error type for Minor Level
P21	ON or OFF	ON or OFF	ON	Attract Mode Display Animation Strobes
P22	0 – 3	0, 1, 2,3	0	Mercy payout Adjustment Mode
P23	1 – 50	1, 2, 3...50	3	Number of Mercy Tickets
P24	1 – 4	1,2,3,4	1	Error Message Option
P25	ON or OFF	ON or OFF	ON	Common Coin option



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 \$ 0.25c 3 plays \$ 0.50c 7 plays \$ 1.00 (\$0.25c coins or DBA set on \$0.25c pulses)	1 play \$ 0.50c 3 plays \$ 1.00 7 plays \$ 2.00 (\$0.25c coins or DBA set on \$0.25c pulses)	1 play \$ 0.50c 3 plays \$ 1.00 8 plays \$ 2.00 22 plays \$ 5.00 (\$0.25c coins or DBA set on \$0.25c pulses)	1 play \$ 1.00 3 plays \$ 2.00 8 plays \$ 5.00 18 plays \$ 10.00 (\$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”.

■ **P07 = ATTRACT MODE SOUND**

(Default ON) (Adjustable ON or OFF)

This adjustment turns the *attract mode sound* **ON** or **OFF**. This is the sound and music that the game generates to attract customers when it is not being played. The music will cycle approximately every 3 minutes.

■ **P08 = CUBE SPEED**

(Default 3) (Adjustable 1 - 5)

This sets the cube speed with “1” being easy and “5” hardest

■ **P09 = AVERAGE GAMES PER TICKET LEVEL WIN**

(Default 1) (Adjustable 1 – 5)

This option sets the approximate number of games on average to reach the Ticket level. These settings are made easy on purpose, and players must still be skillful to get to this level, however very few players take the Ticket Level, most play on to try and win the Major Prize.



■ **P10 = AVERAGE GAMES PER MAJOR PRIZE WIN (AGW)**

(Default 100) (Adjustable 1 - 1500)

This option is for adjusting the game payout and sets the *Average Games played per Major Prize Won* (AGW) the game sets the game difficulty to achieve a player win ratio that will average very close to the (AGW). Example an AWG setting 100 means on average a prize will be won for every 100 games played. The setting is adjustable from 1 to 1500. With adjustment from 1-30 in steps of 1 and from 30-200 in steps of 5. The *default* setting is 100, or one win every 100 Games which suitable for \$30 Prizes on \$1.00 per play

■ **P11 = NUMBER TICKETS FOR TICKET LEVEL WIN**

(Default 0) (Adjustable 0 – 200)

This option adjusts the number of tickets paid out at Ticket Level.

■ **P12 = PRIZE OPTION**

(Default Tic) (Adjustable TIC or CAP)

This adjustment sets the type of low level prize payment. Tic is for ticket, while CAP is for capsule (If fitted).

■ **P13 = PRIZES IN FREE PLAY MODE**

(Default OFF) (Adjustable ON or OFF)

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

PRIZE DOOR STATUS

Prize door Status adjustments P14 to P18 are used to disable (OFF) or enable (ON) the Prize Doors from the winning selection. This might be done because they are empty or you may have a fault on a certain door. Mega Stacker comes with all prize Doors enabled (ON) as default.

*** NOTE! ***

- Disabled Prize Door are unable to be selected by Winning Players

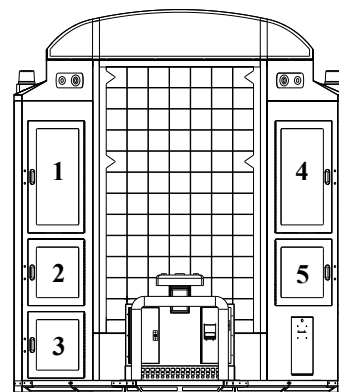
■ **P14 to P18 = MAJOR PRIZE DOOR STATUS**

(Default, *see table below*) (Adjustable ON or OFF)

This option is for enabling or disabling of Major Prize doors numbered 1 through to 5.

Default Table

P14 = Major Prize door 1	(default on)
P15 = Major Prize door 2	(default on)
P16 = Major Prize door 3	(default on)
P17 = Major Prize door 4	(default on)
P18 = Major Prize door 5	(default on)





*** NOTE! ***

When all Major Prize Door are set to **[OFF]**
The error message **[Err6]** will be displayed in the credit display
See Error Codes on this manual for more detail

■ **P19 = NUMBER OF PRIZE DOOR TRIES**

(Default 2) (Adjustable 1 – 6)

This option controls the number of retries a user will have when a Prize Door times out or doesn't open during the prize selection stage.

*** NOTE! ***

If the machine fails to detect a Prize Door open after set number of retries the error message **[Err4 or Err7]** will be displayed in the credit display.
See Error Codes on this manual for more detail.

■ **P20 = ERROR TYPE FOR TICKET LEVEL – ERR7**

(Default Soft) (Adjustable Soft or Hard)

This variable sets the type of action taken for Ticket Level deployment error **[Err7]**. When set to **[SOFT]** the game will automatically continue to play on for a Major Prize. When set to **[HARD]** the game will stop and display **[Err7]** in the Credit Display and sound "Please Call the Attendant, Be a Winner" will be played.

*** NOTE! ***

For more information on **[Err7]** please see Error Codes on this manual.

■ **P21 = ATTRACT ANIMATION (STROBING) DISPLAY**

(Default ON) (Adjustable ON or OFF)

This setting controls whether or not the games attract mode animation will strobe. When set to ON, the game will run the attract animation which includes a small amount of strobe effect. If set to OFF, the game will skip this part of the attract animation.



■ **P22 = MERCY PAYOUT MODE ADJUSTMENT**

(Default 1) (Adjustable 0 – 3)

This option adjusts the way that Mercy Prizes are paid out. See **P23** for setting the number tickets that will be dispensed.

0. Mercy Tickets disabled: No tickets will be dispensed for losing games. This setting must be used if no Ticket dispenser is fitted
1. Mercy Tickets are only dispensed if no Major Prize or Ticket Level tickets are won.
2. Mercy Tickets are dispensed on every game, regardless if prizes are won or not.
3. Mercy Tickets are dispensed on every losing game loose below level 8 (ticket Level).

■ **P23 = NUMBER OF MERCY TICKETS**

(Default 3) (Adjustable 1 – 50)

This option adjusts the number of mercy tickets or capsules paid out if set to 3 means 3 mercy tickets/capsules will be paid out. See **P22** for setting Mercy Payout Mode payout options.

■ **P24 = ERROR MESSAGE OPTION**

(Default 2) (Adjustable 1 - 4)

This adjustment sets the way error messages are handled. The game can play a voice over for an error message or display the error on the small 4 digit display or both.

Setting	Voice Over	4 Digit Display
1	Played	Displayed
2	Played	Errors will only display when the test button is pressed and will try clear when the test button is pressed again
3	Not Played	Displayed
4	Not Played	Errors will only display when the test button pressed and will try clear when the test button is pressed again

■ **P25 = 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 mechanic is used



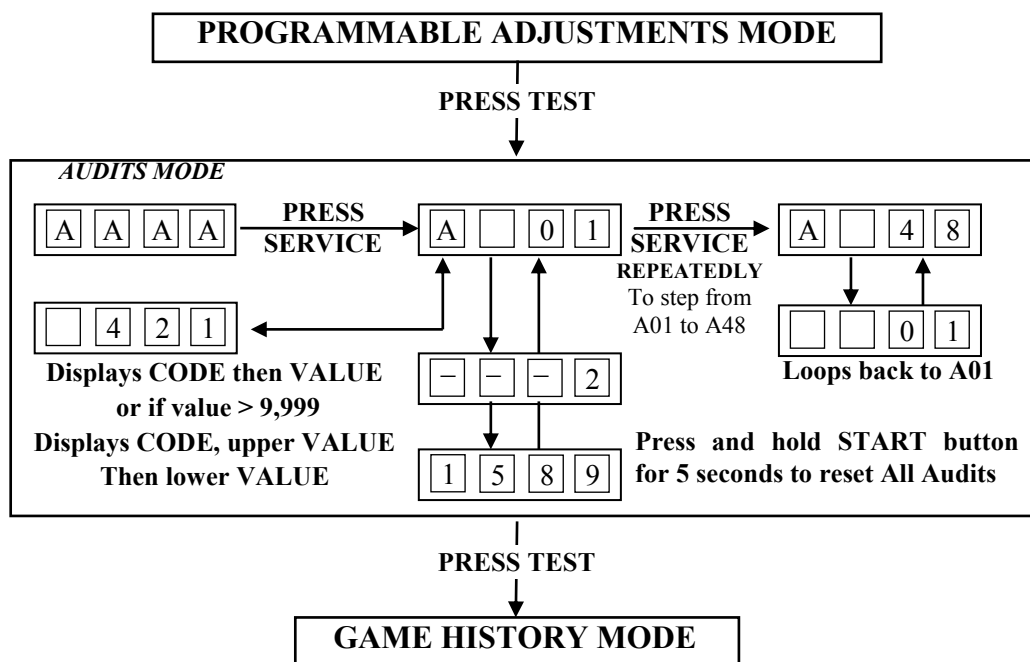
AUDITS MODE

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.

The Mega Stacker has Forty Eight Audits that can be viewed in this mode. They are A01 to A48 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.
- First number will be displayed **2** with leading dash symbols
- Second number will be displayed **1** **5** **8** **9** without leading 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 A48, and then looping again from A01 to A48 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 in 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.



AUDITS QUICK REFERENCE TABLE

CODE	DISPLAY	AUDIT FUNCTION
A01	A - 0 1	Total Coins In Mechanism 1
A02	A - 0 2	Total Coins In Mechanism 2
A03	A - 0 3	Total Number of Service Credits
A04	A - 0 4	Total Number of Major Prize Wins
A05	A - 0 5	Total Number of Ticket Level Wins
A06	A - 0 6	Total Number of Continued Ticket Level Wins
A07	A - 0 7	Total Number of Games Played
A08	A - 0 8	Average Game Level reached
A09	A - 0 9	Average Number of Games Per Major Prize Win
A10	A - 1 0	Average Number of Games Per Ticket Level Win
A11	A - 1 1	Total number Games ending at level 1
A12	A - 1 2	Total number Games ending at level 2
A13	A - 1 3	Total number Games ending at level 3
A14	A - 1 4	Total number Games ending at level 4
A15	A - 1 5	Total number Games ending at level 5
A16	A - 1 6	Total number Games ending at level 6
A17	A - 1 7	Total number Games ending at level 7
A18	A - 1 8	Total number Games ending at level 8
A19	A - 1 9	Total number Games ending at level 9
A20	A - 2 0	Total number Games ending at level 10
A21	A - 2 1	Total number Games ending at level 11
A22	A - 2 2	Total number Games ending at level 12
A23	A - 2 3	No. of prize selections on Major Prize Door No.1
A24	A - 2 4	No. of prize selections on Major Prize Door No.2
A25	A - 2 5	No. of prize selections on Major Prize Door No.3
A26	A - 2 6	No. of prize selections on Major Prize Door No.4
A27	A - 2 7	No. of prize selections on Major Prize Door No 5
A28	A - 2 8	No. of Major Prize Door No 1 Opened (non- resettable)
A29	A - 2 9	No. of Major Prize Door No 2 Opened (non- resettable)
A30	A - 3 0	No. of Major Prize Door No 3 Opened (non-resettable)
A31	A - 3 1	No. of Major Prize Door No 4 Opened (non-resettable)
A32	A - 3 2	No. of Major Prize Door No 5 Opened (non-resettable)
A33	A - 3 3	Coin 1 Counter (non-resettable)
A34	A - 3 4	Coin 2 Counter (non-resettable)
A35	A - 3 5	Total No. of Major Win (non-resettable)
A36	A - 3 6	Total No. of Ticket Level Win (non-resettable)
A37	A - 3 7	Total Game Played (non-resettable)
A38	A - 3 8	Total Skill Game (<i>Manufacture Audit</i>)
A39	A - 3 9	Check Sum (<i>Manufacture Audit</i>)
A40	A - 4 0	Total Level for Average (<i>Manufacture Audit</i>)
A41	A - 4 1	Total Major Win for Average (<i>Manufacture Audit</i>)
A42	A - 4 2	Total Ticket Win for Average (<i>Manufacture Audit</i>)
A43	A - 4 3	Total Game Played for Average (<i>Manufacture Audit</i>)
A44	A - 4 4	Check Sum (<i>Manufacture Audit</i>)
A45	A - 4 5	Major Main Counter (<i>Manufacture Audit</i>)
A46	A - 4 6	Major Bonus Counter(<i>Manufacture Audit</i>)
A47	A - 4 7	Ticket Level Win Main (<i>Manufacture Audit</i>)
A48	A - 4 8	Ticket Level Win Counter (<i>Manufacture Audit</i>)
A49	A - 4 9	Check Sum(<i>Manufacture Audit</i>)



AUDITS DETAILED

■ A01 = TOTAL COINS IN MECHANISM 1

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

■ A02 = TOTAL COINS IN MECHANISM 2

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

■ A03 = 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.

■ A04 = TOTAL NUMBER OF MAJOR PRIZE WINS

This Audit displays the *total number of Major Prize Wins* since the audits were last cleared.

■ A05 = TOTAL NUMBER OF TICKET LEVEL WINS

This Audit displays the *total number of Ticket Level Wins* since the audits were last cleared.

■ A06 = TOTAL NUMBER OF CONTINUED TICKET LEVEL WINS

This Audit displays the *total number of times a Ticket Level Win* was skipped and the player chose to continue to play for the *Major Prize*, since the audits were last cleared.

■ A07 = TOTAL GAMES PLAYED

This Audit displays the *total number of Games Played* since the audits were last cleared.

* NOTE! *

- ALL Audits will **STOP INCREMENTING** when the total number of games played in 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.



■ A08 = AVERAGE GAME LEVEL REACHED

This Audit displays the *Average Game Level Reached for all games played* since the audits were last cleared.

■ A09 = AVERAGE NUMBER OF GAMES PER MAJOR PRIZE WIN

This Audit displays the *Average number of games played for every Major Prize Win* since the audits were last cleared.

■ A10 = AVERAGE NUMBER OF GAMES PER TICKET LEVEL WIN

This Audit displays the *Average number of games played for every Ticket Level Win* since the audits were last cleared.

■ A11 to A22

TOTAL NUMBER OF GAMES ENDING on LEVELS 1 to 12

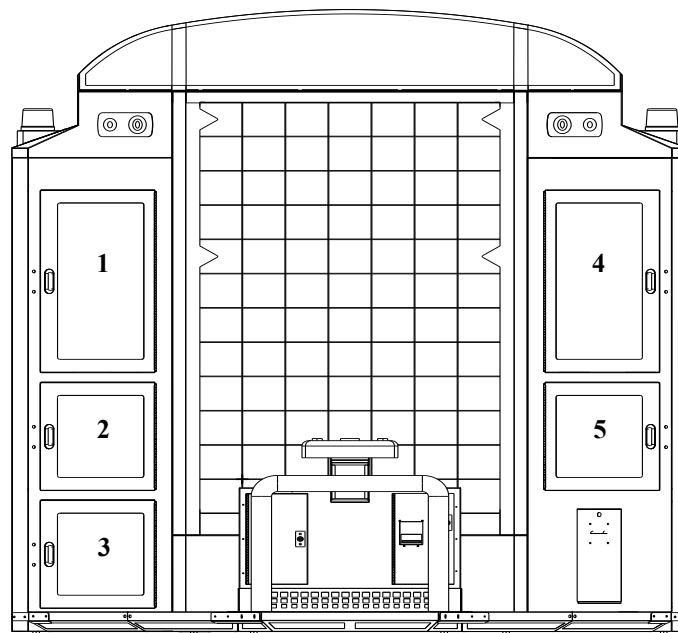
These Audits display the *total number of games ending on each level of the game* from the base Level 1 (A11) through to the top level 12 (A22) since the audits were last cleared. Each level is a row of squares on the LED Playfield Display; row one starting at the bottom with row twelve at the top.

■ A23 to A27

TOTAL NUMBER OF PRIZE SELECTIONS ON DOORS POSITION NUMBERS 1 TO 5

These Audits display the *total number of times that prizes were selected on each of the door positions* numbered 1 (A23) through to 5 (A27) on this machine since the audits were last cleared.

PRIZE DOOR NUMBER and LOCATION





■ **A28 to A32 = TOTAL NUMBER OF TIMES THE DOOR NUMBERS 1 TO 5 HAVE BEEN OPENED (Non-resettable)**

These Audits display the *total number of times that the doors on each of the door positions numbered 1 (A28) through to 5 (A32) have been opened*. Note: These are Non-resettable audits

■ **A33 = COIN 1 COUNTER (Non Resettable)**

This is a non resettable counter that displays the total number of coins inserted into coin mechanism 1. **NOTE: this audit cannot be reset.**

■ **A34 = COIN 2 COUNTER (Non Resettable)**

This is a non resettable counter that displays the total number of coins inserted into coin mechanism 2. **NOTE: this audit cannot be reset.**

■ **A35 = TOTAL NUMBER OF MAJOR PRIZE WINS (Non Resettable)**

This non resettable counter that displays the total number time that major prize have been won. **NOTE: this audit cannot be reset.**

■ **A36 = TOTAL NUMBER OF TICKET LEVEL WINS (Non Resettable)**

This non resettable counter that displays the total number time that Ticket Level wins have been won. **NOTE: this audit cannot be reset.**

■ **A37 = TOTAL GAMES PLAYED (Non Resettable)**

This is a non resettable counter that displays the total number of Games Played. **NOTE: this audit cannot be reset.**

■ **A38 to A49 = MANUFACTURERS AUDITS ONLY**

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

*** NOTE! ***

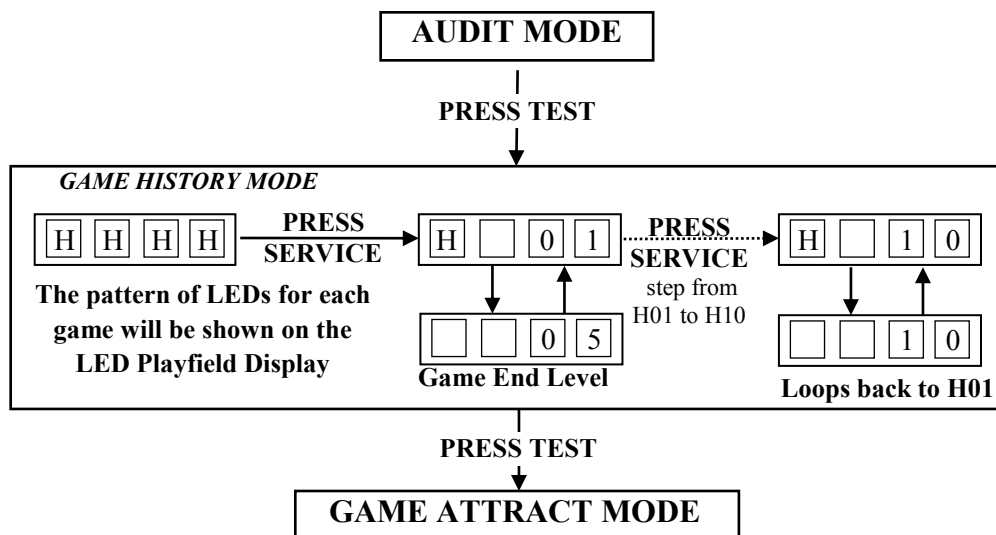
- **LAI Games** Customer Support may request from the operator the values of these Manufacturers Audits, to help with any service issues.



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. The display shows the level reached in each of the last 10 games.

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 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. 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 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.



GAME HISTORY QUICK REFERENCE TABLE

CODE	DISPLAY	HISTORY RESULTS
H01	H - 0 1	Level Ending & LED Pattern for Very Last Game Played
H02	H - 0 2	Level Ending & LED Pattern for 2 nd Last Game Played
H03	H - 0 3	Level Ending & LED Pattern for 3 rd Last Game Played
H04	H - 0 4	Level Ending & LED Pattern for 4 th Last Game Played
H05	H - 0 5	Level Ending & LED Pattern for 5 th Last Game Played
H06	H - 0 6	Level Ending & LED Pattern for 6 th Last Game Played
H07	H - 0 7	Level Ending & LED Pattern for 7 th Last Game Played
H08	H - 0 8	Level Ending & LED Pattern for 8 th Last Game Played
H09	H - 0 9	Level Ending & LED Pattern for 9 th Last Game Played
H10	H - 1 0	Level Ending & LED Pattern for 10 th Last Game Played



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*” or “*Be a Winner*”. Some error Messages will only be displayed when test mode is entered. **E r r X** Shown in the display means error where „X“ is the error number. There are seven error messages for Mega Stacker, listed below in the reference table.

ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
Err1	TICKET/CAPSULE DISPENSER ERROR Jammed tickets/capsules, no tickets/capsules or no ticket notch pulse for longer than 3 seconds.	<ol style="list-style-type: none"> 1. If the optional ticket/capsule dispenser is not fitted, make sure P11, P22 and P23 are set to “0”. 2. If the optional ticket/capsule dispenser is fitted, clear the ticket/capsule dispenser jam or replenish tickets/capsules. After this, push the 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 the MCU).
Err4	MAJOR PRIZE DEPLOYMENT ERROR This is a Hard Error and the game need to Power OFF and ON to clear the Error	Refill the Major Prize compartments. Test the door locking mechanisms and the door switches using switch test.
Err5	MAJOR PRIZE DOOR SWITCH FAULTY OR JAMMED	Clear Blockage from the door locking mechanism and test all door switches.
Err6	All MAJOR PRIZE DOORS STATUS are DISABLED.	Check that at least one Major Prize door has been set active (ON) in P settings P14 to P18.
Err7	TICKET LEVEL DEPLOYMENT ERROR	Refill Ticket dispenser. Check the ticket the Ticket Dispenser is operating correctly
Err8	MAJOR PRIZE DOOR LOCK MECHANISM SWITCH PROBLEM	Check both the Open and Closed Switches on each Door Lock Mechanism



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 errors are fixed. If the errors are fixed, the game will continue as normal. If an error is not fixed, the error will remain on the display. For a Hard Error (Err4) Power OFF and ON the game will clear the error.

■ Err1 – TICKET ERROR

This error is usually displayed if the ticket dispenser or optional capsule dispenser does not function properly, or if tickets/capsules are jammed. Check the ticket/capsule dispenser is full, Check the ticket/capsule sensor/switch and make sure they are working properly, you can check this with your hand on the Capsule dispenser to make sure the sensor/switches are working also make sure the micro switch wiring is connected to the Normal Open and the Common contact of the micro switch. For a Ticket dispenser a ticket can be pushed in and out of the sensor to test it Use the switch test to help check the sensor/switch, an active switch will display as C1 in switch test.. Use a Digital Multimeter to check the voltage drive from the main CPU output to the motor or ticket/capsule connector. The error can also occur if the ticket dispenser or optional capsule dispenser is not installed and P11, 22 and P23 have not been set to zero.

■ Err2 – START/STOP BUTTON JAMMED

This error is usually displayed if the Start/Stop button is active for longer than 30 seconds. Check the mechanical operation of the Start/Stop button and also the micro switch. Lastly make sure the micro switch wiring is connected to the Normal Open and the Common contact of the micro switch. Use the Switch Test and check the Stop/Start button, an active button will be display as C6.

■ Err3 – EEPROM ERROR

This Error means that the CPU cannot read the EEPROM, or is receiving errors during communication with the EEPROM (The 23C16 IC on the main MCU PCB). This could cause problems with the game audits and program settings. The first thing to try is switch OFF and ON the machine at least 2 times, if the message still appears then replace the EEPROM IC Atmel 24C16 on the CPU PCB with the new EEPROM. If an Error message is still displayed this could be a problem with the game audits and program. If this error cannot be cleared please send your main MCU PCB to the nearest authorized LAI Games Distributor for repair.

■ Err4 – MAJOR PRIZE DEPLOYMENT ERROR

This error is usually displayed if a Major prize compartment is selected by a Major prize-winner and is not opened or cannot be opened before it times out.

The error can also occur if no Major prize compartments are active.

Test the prize Door function using the Run Test. Test the prize sensor using the Switch Test. Observe the Door Locking mechanism and check whether the door lock is moving smoothly and that they hit both open and closed switches alternately.



■ Err5 – MAJOR PRIZE DOOR LOCKING SWITCH ERROR

This error can happen because of the timeout of the prize door when it is open for a certain time and/or the switches C8 to C12 are not active for a certain time or get jammed during the door close and open routine.

C8	C - 0 8	Door 1 Switch Active	Door 1 Panel
C9	C - 0 9	Door 2 Switch Active	Door 2 Panel
C10	C - 1 0	Door 3 Switch Active	Door 3 Panel
C11	C - 1 1	Door 4 Switch Active	Door 4 Panel
C12	C - 1 2	Door 5 Switch Active	Door 5 Panel
C13	C - 1 3	Door 1 Lock Switch Active	Door 1 Panel
C14	C - 1 4	Door 2 Lock Switch Active	Door 2 Panel
C15	C - 1 5	Door 3 Lock Switch Active	Door 3 Panel
C16	C - 1 6	Door 4 Lock Switch Active	Door 4 Panel
C17	C - 1 7	Door 5 Lock Switch Active	Door 5 Panel
C18	C - 1 8	Door 1 Unlock Switch Active	Door 1 Panel
C19	C - 1 9	Door 2 Unlock Switch Active	Door 2 Panel
C20	C - 2 0	Door 3 Unlock Switch Active	Door 3 Panel
C21	C - 2 1	Door 4 Unlock Switch Active	Door 4 Panel
C22	C - 2 2	Door 5 Unlock Switch Active	Door 5 Panel

■ Err6 – All PRIZE DOOR ARE DISABLED.

This error will only be displayed if all the programmable adjustments P14 to P18 (Major Prize Door Status) are all set to OFF (Disabled).

There should be at least one Major Prize Door with its Status set to ON.

■ Err7 – TICKET LEVEL DEPLOYMENT ERROR

This error will be the same as Err1 but this will be a hard Error and can only be cleared by powering the game OFF and ON.

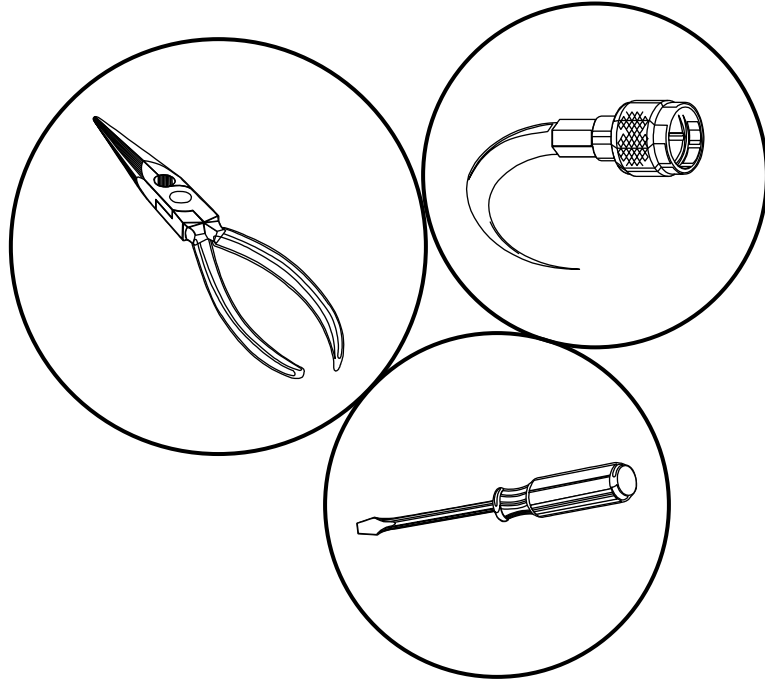
■ Err8 – MAJOR PRIZE DOOR LOCK MECHANISM PROBLEM

This error will only display after the timeout occurs and one or both switches on the door lock mechanical mechanism are not switching or always opens (Door Open Switch and Door closed switch).

Also check the switch actuator for both switches as sometimes the actuator misses the switch and or the wiring is loose.



SECTION A: SERVICE INSTRUCTIONS



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



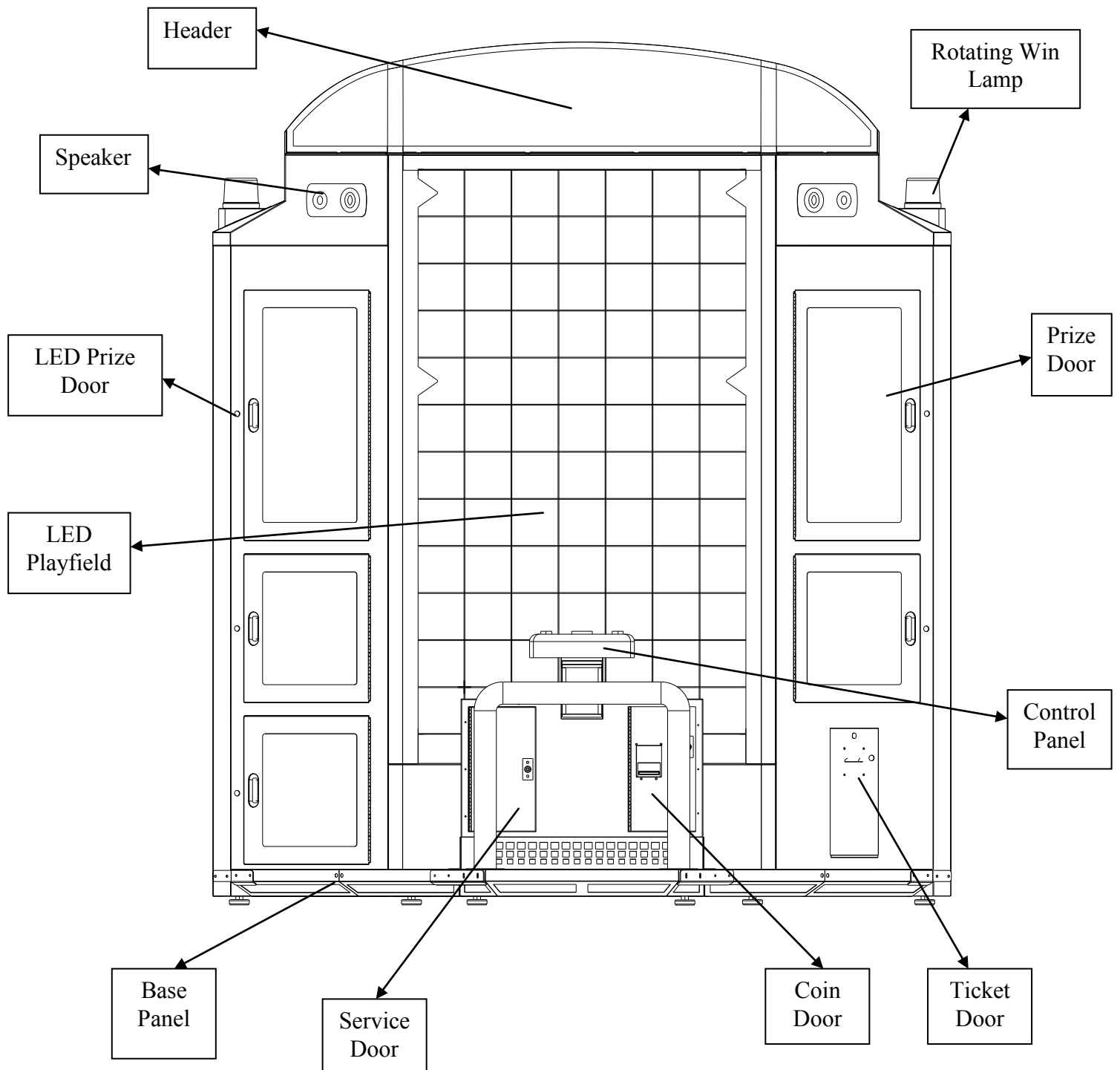
A



LOCATING AND ACCESSING PARTS

PARTS LOCATION DIAGRAM

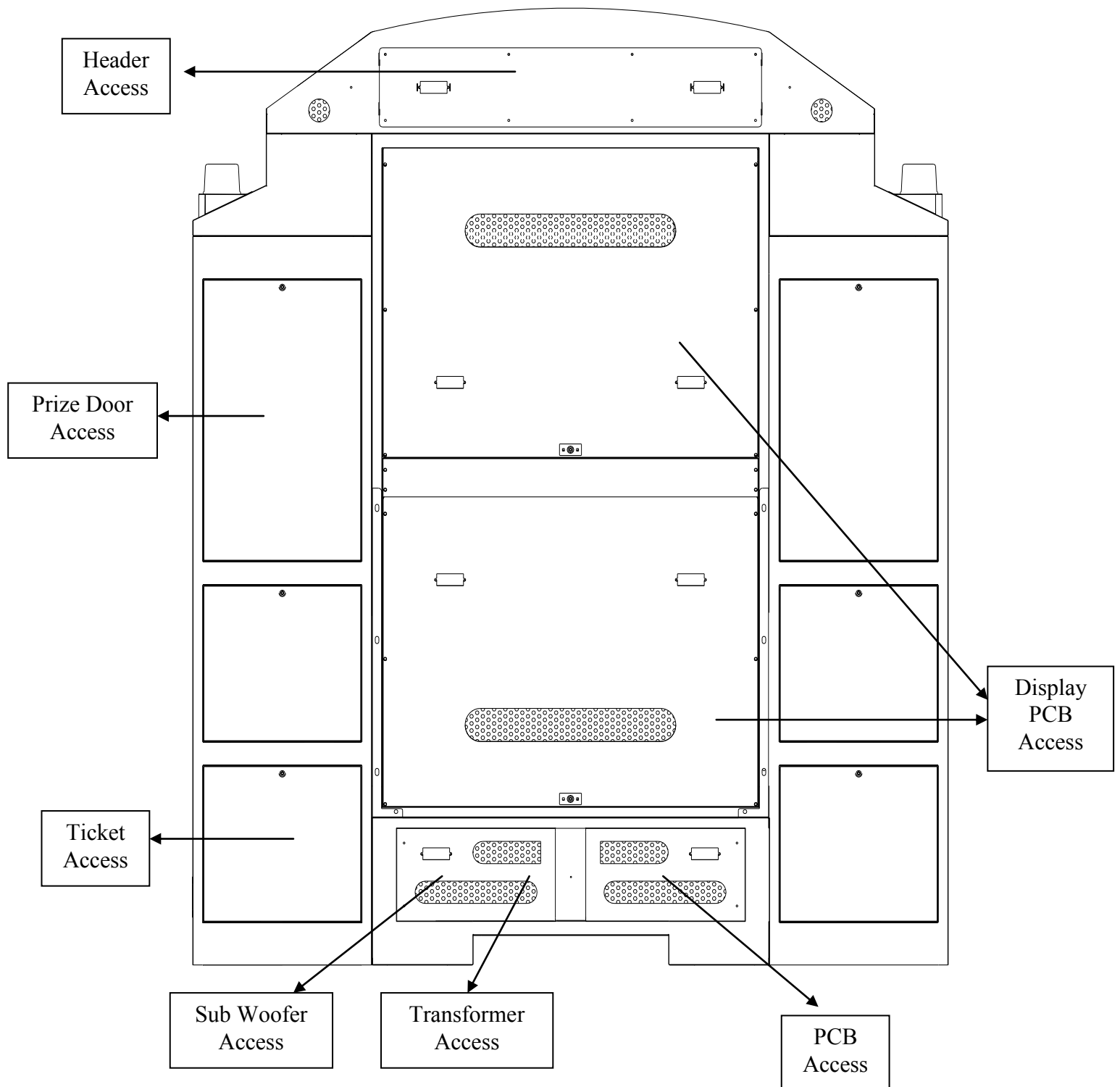
As viewed from front





PARTS LOCATION DIAGRAM

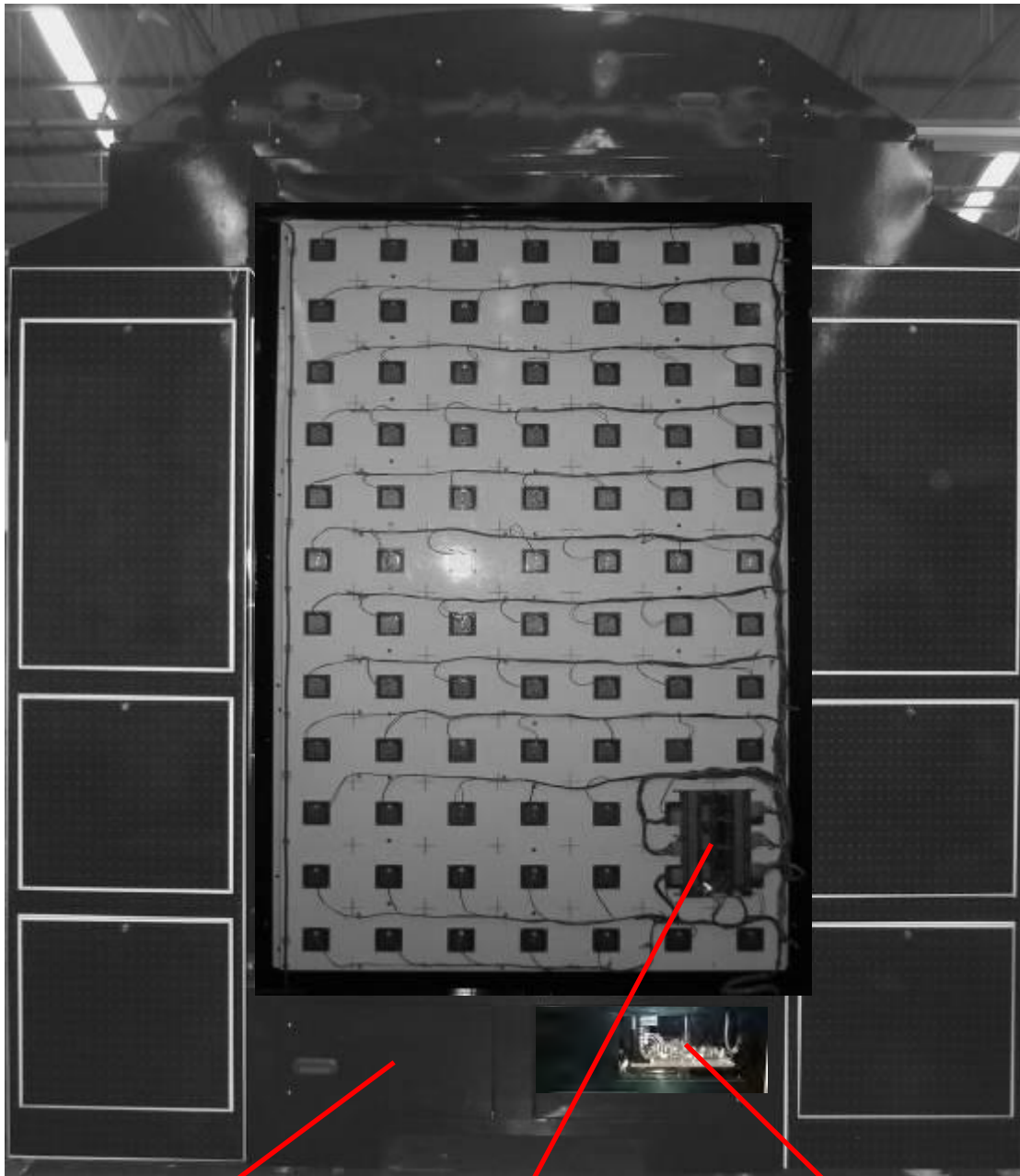
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PARTS LOCATION DIAGRAM

Continued



Subwoofer and Transformer

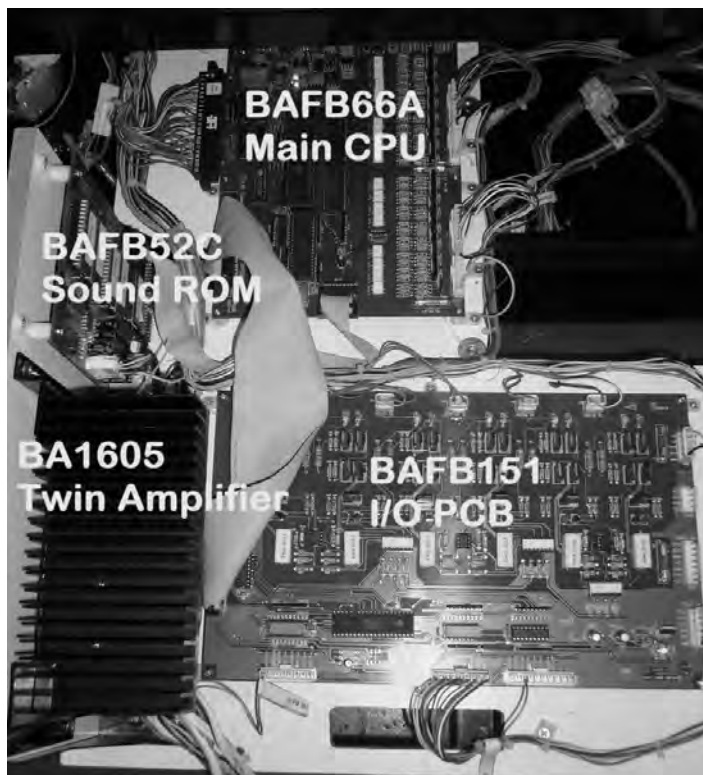
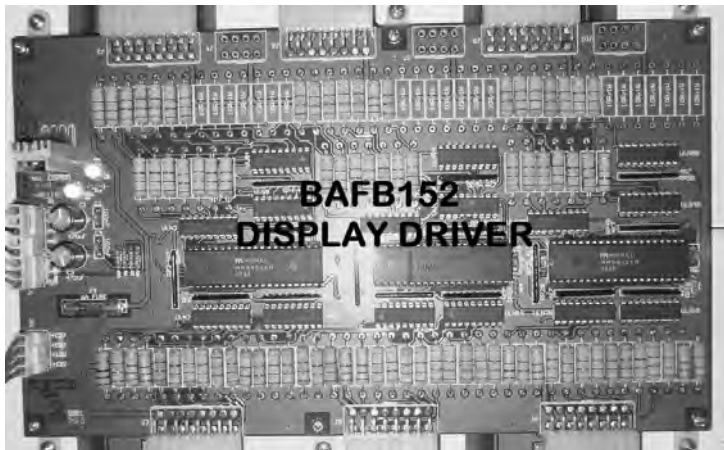
BAFB152 Display
PCB Driver

Main PCB, I/O PCB and
Sound ROM PCB, Amplifier
PCB



PARTS LOCATION DIAGRAM

Continued





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

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

BUTTON LAMPS

The button lamps all are 12V/DC LED or equivalent and can be accessed inside the control panel

PLATFORM LAMPS

There are, 3 x 18 Watt (24") and 6 x 15 Watt (18") fluorescent tubes in base platform. Access is from the top and side of the platform.

HEADER LAMPS

These are 2 x 36 Watt (48") fluorescent tubes in the Header of the cabinet. Access is from the back of the header.

*** 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 glass 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! ***

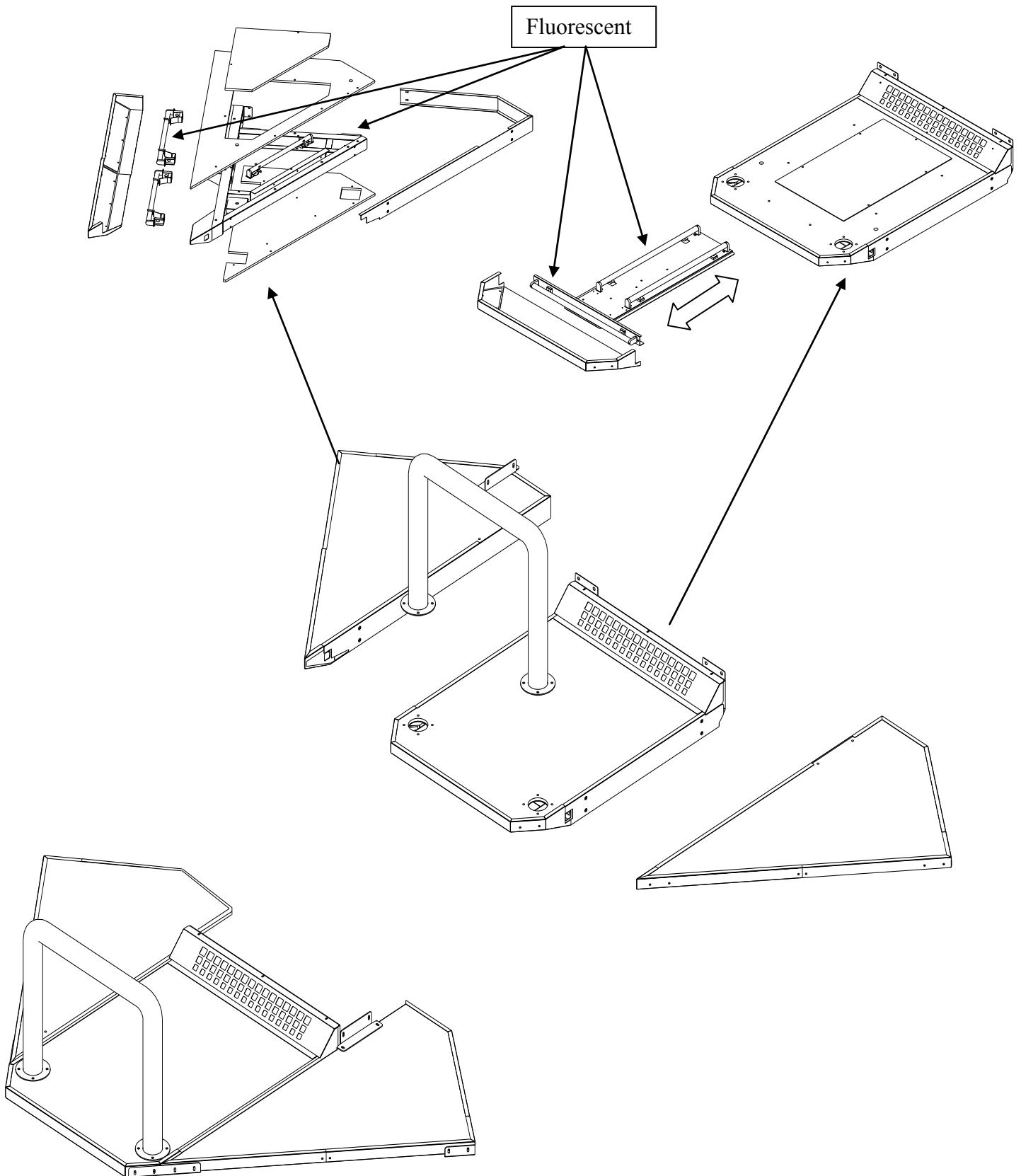
Always turn OFF Mains power and unplugged the game, before cleaning the interior of the machine.

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.

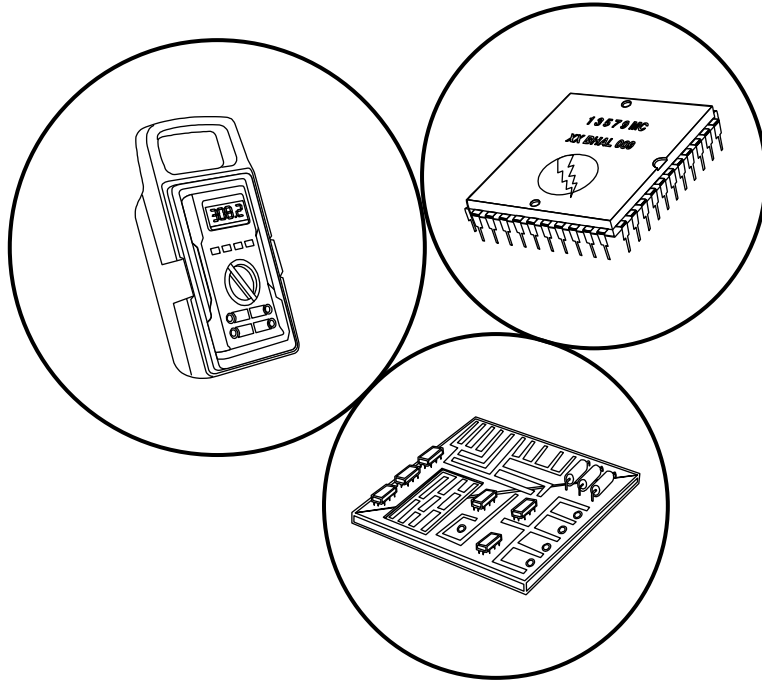


BASE EXPLODED VIEW





SECTION B: TECHNICAL DETAILS



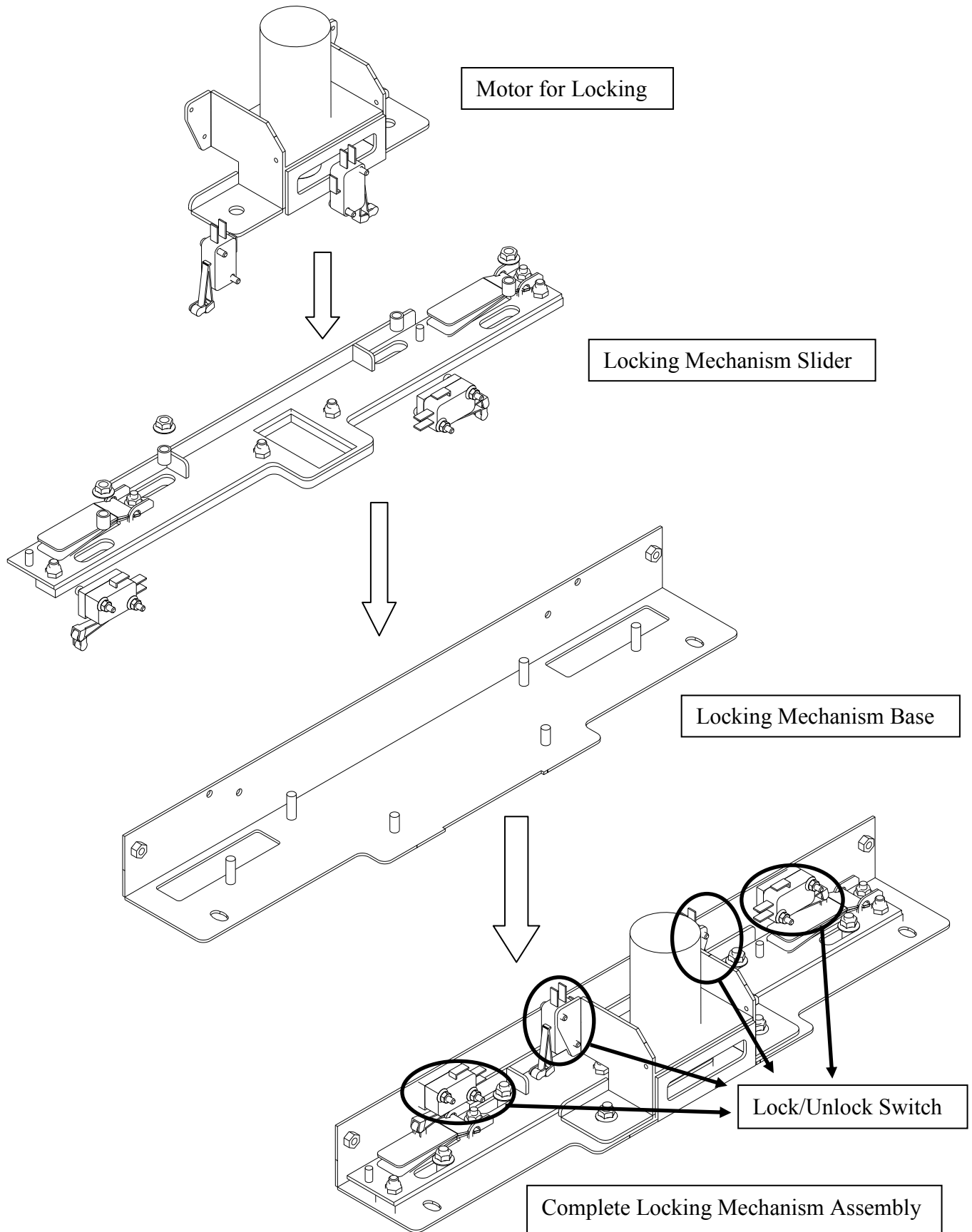
It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.



B



LOCKING MECHANISM EXPLODED VIEW

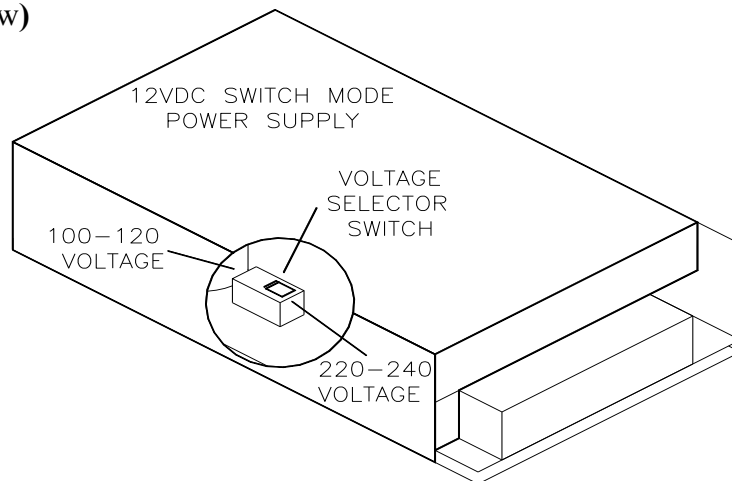




MAINS VOLTAGE ADJUSTMENT

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)

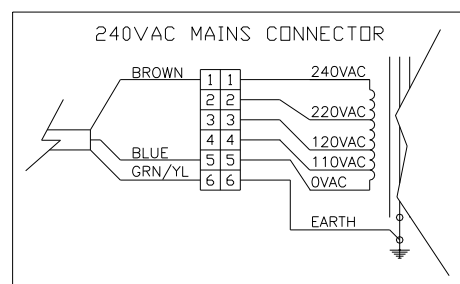
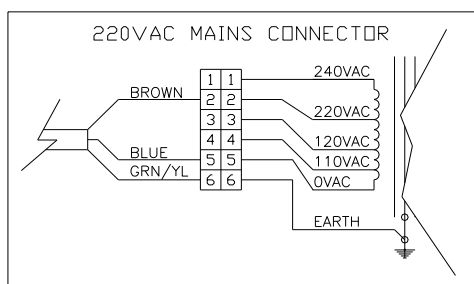
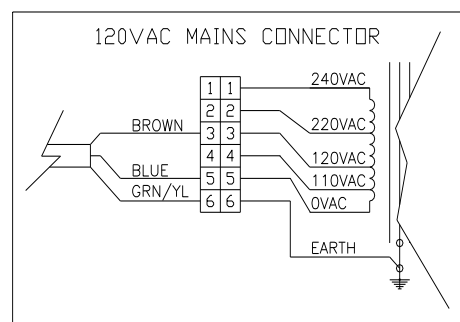


TRANSFORMER CONNECTORS

Locate the machine transformer(s) from the back in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram page 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

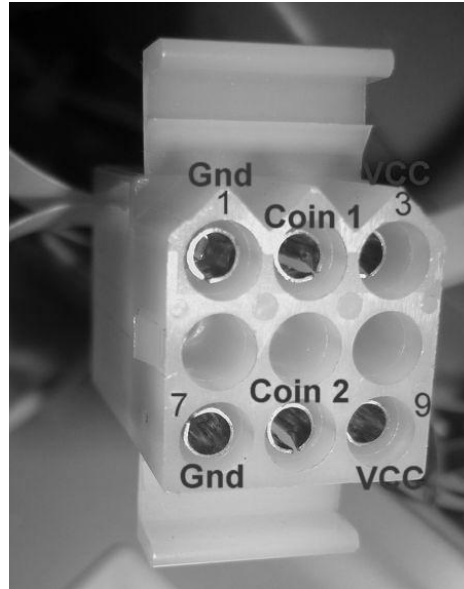




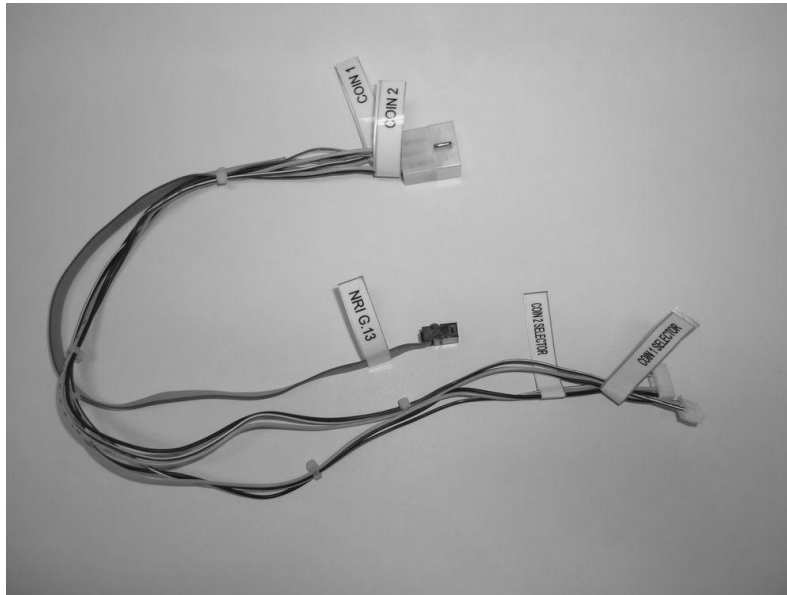
COIN OPTIONS REFERENCE GUIDE

Installed on the coin door is a 9 way Molex connector. This connector can be used for connection to most electronic coin systems and electronic coin comparators.

Please see below picture to understand the connection setup,



The Coin harness supplied with the game,

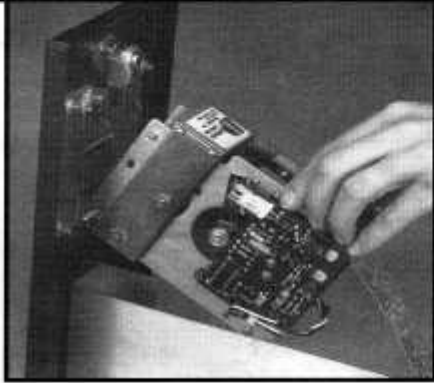


The Game is supplied standard with a harness to fit to NRI G13 and 2x Electronic Coin Comparator (**LAI Games** standard option). Other types of coin electronic harnessing can be supplied as requested, please contact your nearest **LAI Games** distributor.



TICKET DISPENSER REFERENCE GUIDE

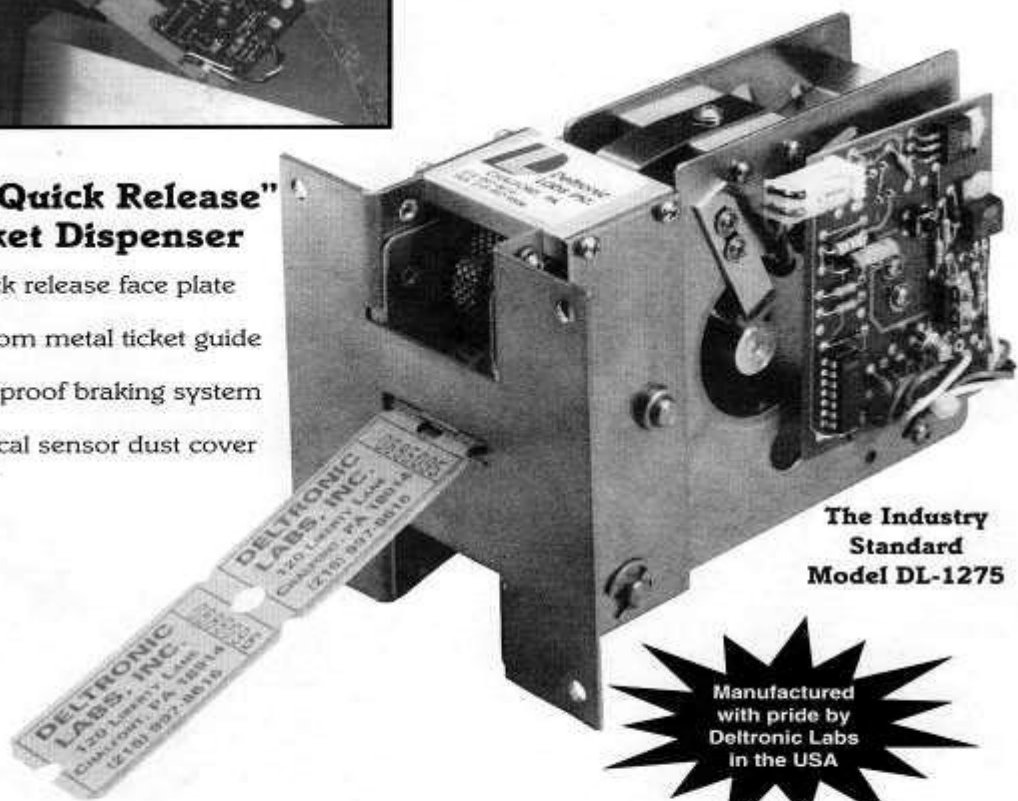
"Quick Release" Ticket Dispenser Manual



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

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

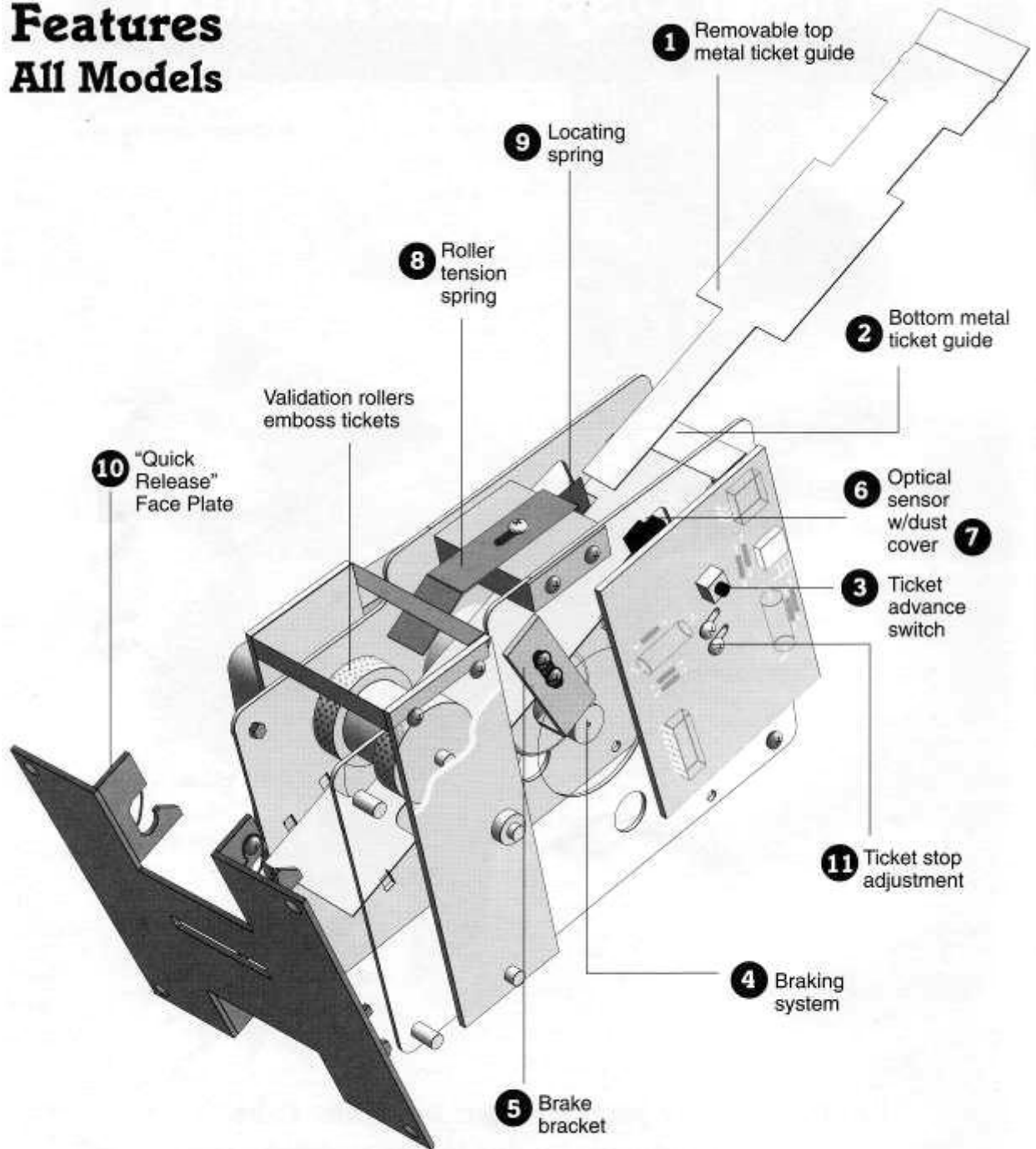


Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914
215-997-8616 • FAX# 215-997-9506 • Web Site: www.deltroniclabs.com



“Quick Release” Ticket Dispenser

Features All Models



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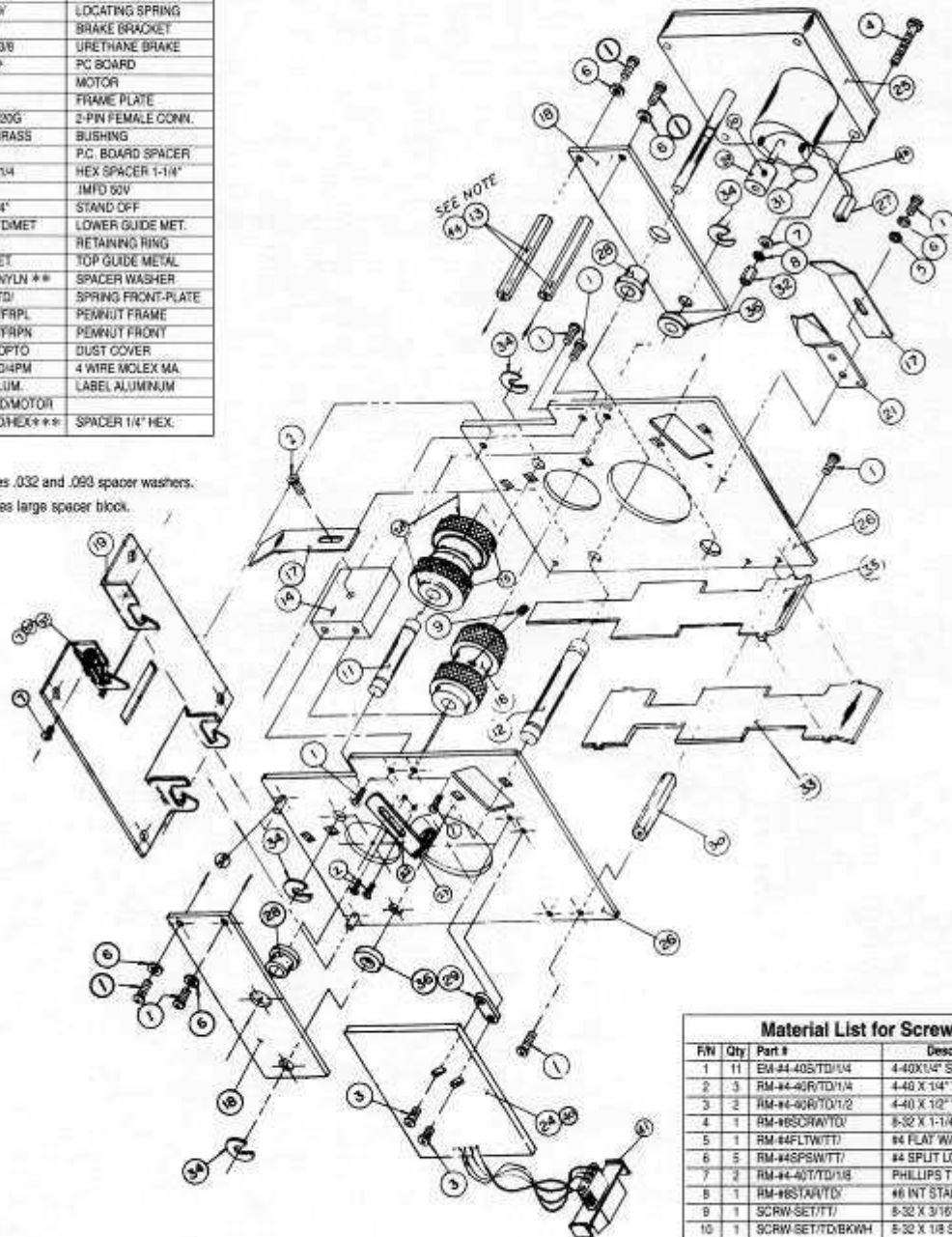
Ticket Dispenser Assembly

Details of Parts			
F/N	Qty	Deltronic Labs P/N	Name
11	1	SHIFT-IDLRLR/TD/	IDL. ROLLER SHAFT
12	1	RM-SFTMTR/TD/	MOTOR PIVOT SHAFT
13	1	SPAC PIVBLK/TD4HOL	PIVOT BRACKET SPAC
14	1	RM-SPCPB/TD/	SPACER BLOCK
15	2	RM-PLRDL/TD/VALD	IDLER ROLLER
16	1	RM-PLRDRW/TD/VALD	DRIVE ROLLER
17	2	SPRG-TENSIN/TD/	TENSION SPRING
18	2	RM-BKTPV/TD/	MTR PIVOT BKT.
19	1	RM-PANLFT/TD/NOFM	FRONT PANEL
20	1	RM-WHLBRK/TD/	BRAKE WHEEL
21	1	SPRG-LOCAT/TD/	LOCATING SPRING
22	1	RM-BKTBRK/TD/	BRAKE BRACKET
23	1	RM-BKTTLUB/TD/3/8	URETHANE BRAKE
24	1	PCBD-1275/TD/ +	PC BOARD
25	1	RM-MOTVR/TD/	MOTOR
26	2	RM-PLATFR/TD/	FRAME PLATE
27	1	RM-CONN2P/TE/30G	2-PIN FEMALE CONN.
28	4	BRNG-F312/TT/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-1M/T/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/TT/	RETAINING RING
35	1	GUID-TOP/TD/MET	TOP GUIDE METAL
36	2	PULY-SP12/TE/NYLN **	SPACER WASHER
37	2	SPRG-FRONT/PTD/	SPRING FRONT-PLATE
38	4	RM-PEMNU/TD/FRPL	PEMNUIT FRAME
38	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	1	WIRE-REDBLK/TD/MOTOR	
44	2	SPAC-PVBRK/TD/HEX***	SPACER 1/4" HEX.

* Order by Model #

** Note: F/N #36 replaces .032 and .093 spacer washers.

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



Material List for Screws			
F/N	Qty	Part #	Description
1	11	EM-#4-40S/TD/1/4	4-40X1/4" SCREW
2	3	RM-#4-40R/TD/1/4	4-40 X 1/4" WASHER HEAD
3	2	RM-#4-40R/TD/1/2	4-40 X 1/2" WASHER HEAD
4	1	RM-#6SCHW/TD/	6-32 X 1-1/4"
5	1	RM-#4FLTW/TT/	#4 FLAT WASHER
6	5	RM-#4SPSW/TT/	#4 SPLIT LOC. WASHER
7	2	RM-#4-40T/TD/1/8	PHILLIPS TRUSSHEAD
8	1	RM-#6STAY/TD/	#6 INT STAY 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

Deltronic Labs, Inc. 120 Liberty Lane, Chalfont, PA 18914 • 215-997-8616 • FAX# 215-997-9506 • www.deltroniclabs.com



CONNECTION INFORMATION

BAFB66 EDGE CONNECTOR

Components Side	Solder side
GND 1	A GND
GND 2	B GND
+12VDC 3	C +12V
+12VDC 4	D +12V
Continue Button Input <i>PIA7</i> 5	E <i>PIB7</i> Test button Input
Unlock Switch 5 <i>PIA6</i> 6	F <i>PIB6</i> Service button Input
Lock Switch 5 <i>PIA5</i> 7	H <i>PIB5</i> Start Button Input
Door Sensor 5 Input <i>PIA4</i> 8	J <i>PIB4</i> FB 151 WDD Input
Door Sensor 4 Input <i>PIA3</i> 9	K <i>PIB3</i> Ticket Notch Input
Door Sensor 3 Input <i>PIA2</i> 10	L <i>PIB2</i> Coin 1 Mech. Input
Door Sensor 2 Input <i>PIA1</i> 11	M <i>PIB1</i> Coin 2 Mech. Input
Door Sensor 1 Input <i>PIA0</i> 12	N <i>PIB0</i> Step Button Input
<i>PIC7</i> 13	P <i>P2C7</i> (watchdog), Seven Segment Data
<i>Door 2 Open Indicator PIC6</i> 14	R <i>P2C6</i> Reset FB151
<i>Door 1 Open Indicator PIC5</i> 15	S <i>P2C5</i> Door 2 Close Indicator
<i>Prize 5 Select Indicator PIC4</i> 16	T <i>P2C4</i> Door 1 Close Indicator
<i>Prize 1 Select Indicator PIC0</i> 17	U <i>P2C0</i> RSL Board 1 Data
<i>Prize 2 Select Indicator PIC1</i> 18	V <i>P2C1</i> RSL Board 2 Data
<i>Prize 3 Select Indicator PIC2</i> 19	W <i>P2C2</i> RSL Board 3 Data
<i>Prize 4 Select Indicator PIC3</i> 20	X <i>P2C3</i> 7Seg,RSL Board Clock
GND 21	Y GND
GND 22	Z GND

JST 7	JST 5
<i>Door 3 Close Indicator P2A0</i> 1	1 <i>P2B0</i> Capsule/Ticket Dispenser Drive
<i>Door 4 Close Indicator P2A1</i> 2	2 <i>P2B1</i> Capsule/Ticket Counter
<i>Door 5 Close Indicator P2A2</i> 3	3 <i>P2B2</i> Coin1 Counter
Win Lamp 2 <i>P2A3</i> 4	4 <i>P2B3</i> Coin2 Counter
Win Lamp 1 <i>P2A4</i> 5	5 <i>P2B4</i> Prize Counter
<i>Door 3 Open Indicator P2A5</i> 6	6 <i>P2B5</i> Start Button Light
<i>Door 4 Open Indicator P2A6</i> 7	7 <i>P2B6</i> Step Button Light
<i>Door 5 Open Indicator P2A7</i> 8	8 <i>P2B7</i> Continue Button Light



BAFB156 DOOR LED

5Way Mini JST:

1. +12 VDC
2. SELEC PRIZE INDICATOR RED
3. DOOR OPEN INDICATOR GREEN
4. DOOR CLOSE INDICATOR BLUE
5. GND (Black)

IO BAFB151 PRIZE DOOR

J1 (6 Way JST)

1	+12 VDC
2	+ 12 VDC
3	+ 12 VDC
4	Ground
5	Ground
6	Ground

Motor Out 4 (3 Way JST)

1	Motor +
2	
3	Motor -

J11 (5 Way JST)

1	+ 12 VDC
2	+ 12 VDC
3	Ground
4	Ground
5	Ground

Motor Out 5 (3 Way JST)

1	Motor +
2	
3	Motor -

J8 (9 Way JST)

1	Open Switch 4
2	Open Switch 3
3	Open Switch 2
4	Open Switch 1
5	Closed Switch 4
6	Closed Switch 3
7	Closed Switch 2
8	Closed Switch 1
9	Reset

J7 (8 Way JST)

1	WDD Input
2	
3	
4	
5	
6	
7	
8	

Motor Out 1 (3 Way JST)

1	Motor 1 +
2	
3	Motor 1 -

J9 (10 Way JST)

1	
2	
3	Ticket Indicator
4	
5	
6	
7	
8	
9	

Motor Out 2 (3 Way JST)

1	Motor 2 +
2	
3	Motor 2 -

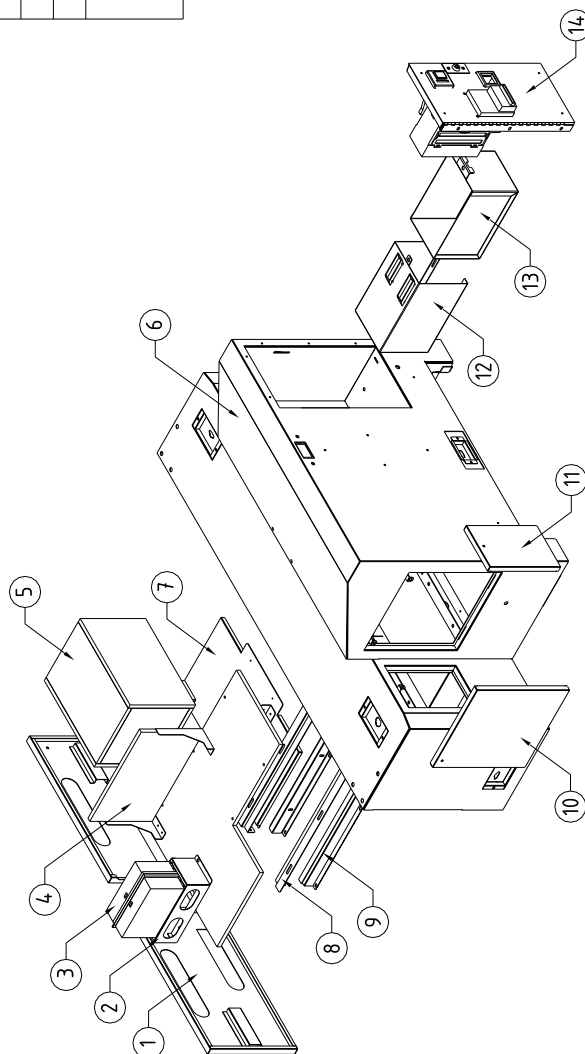
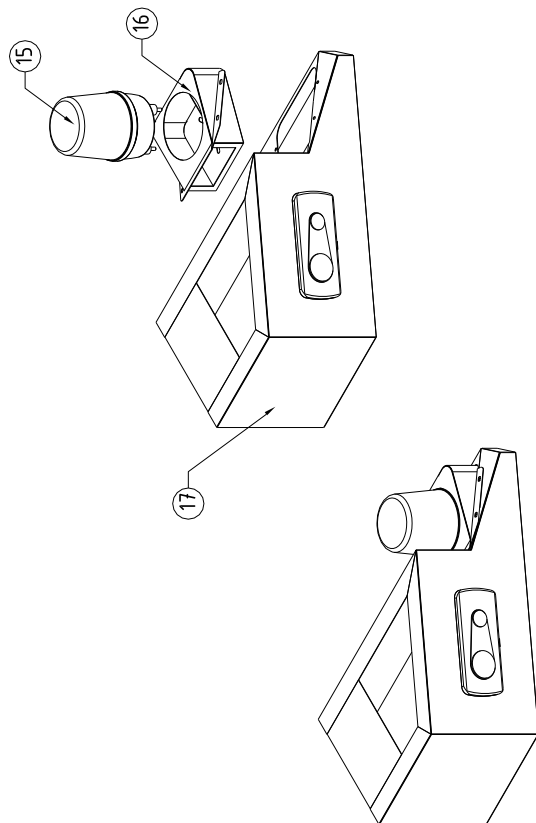
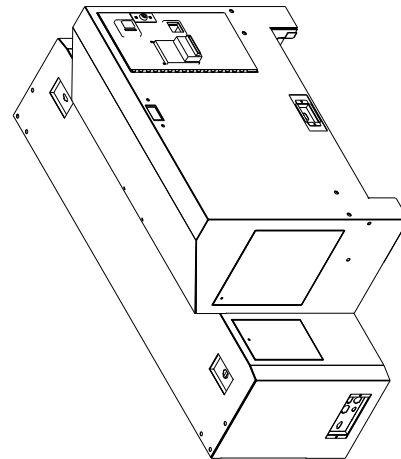
Motor Out 3 (3 Way JST)

1	Motor 3 +
2	
3	Motor 3 -



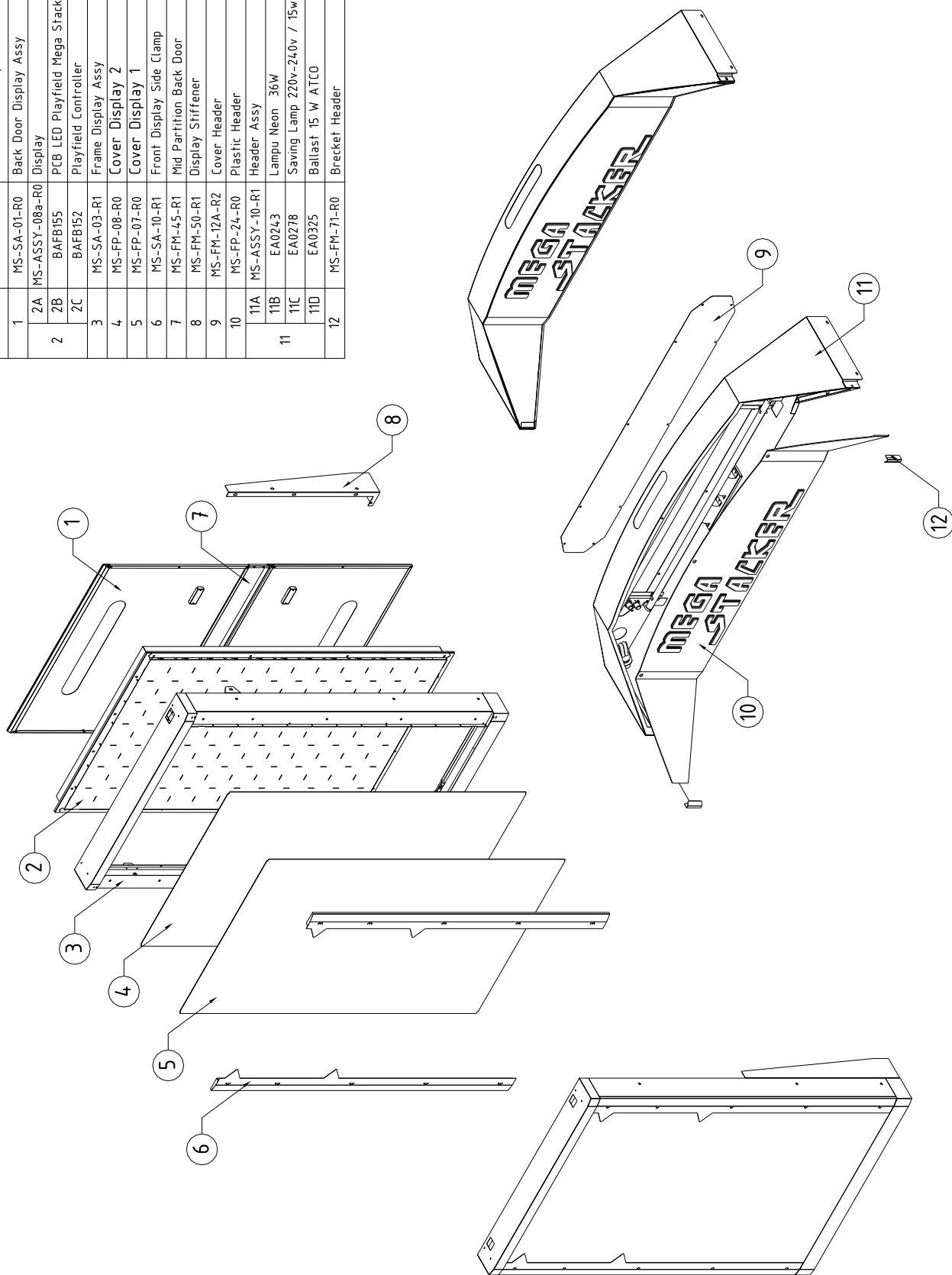
3D PART EXPLODE VIEW

No	Part No	Description	Qty
1	MS-FM-100-R1	Back Door	R/L
2	MS-FM-106-R3	Power Supply Base	1
3	EA1013 & EA1015	Power Supply	2
4	MS-ASSY-19-R0	Main PCB Assy	1
	BAFB66A	MPU Controller	1
	BAFB151	Prize Door Drive Mega Stacker	1
	BAFB526	Sound Board	1
5	BA1605	Ampli PCB	1
	MS-ASSY-20-R0	Woofer	1
	EA1203	Speaker 6" Woofer	1
6	MS-ASSY-20-R0	Main Cabinet	1
7	MS-FM-00-R0	Bracket Trafo	1
8	MS-FM-105-R0	PCB Base Rail -2	R/L
9	MS-FM-104-R0	PCB Base Rail -1	R/L
10	MS-FM-09a-R0	Service Door Power Supply	1
11	MS-FM-09-R1	Service Door PCB	1
12	MS-SA-149-R0	Cash Box Assy	1
13	MS-SA-150-R0	Housing Cash Box Assy	1
14	MS-Assy-17-R1	Coin Door	1
15	EA0284	Warning Rotari Lamp	R/L
16	MS-FM-53-R1	Breket Lamp Warning	R/L
17A	MS-SA-02-R0	Box Speaker Assy	R/L
17B	MS-SA-122-R0	Casing Speaker Box Assy	R/L
17C	EA1206	Speaker 4"	R/L



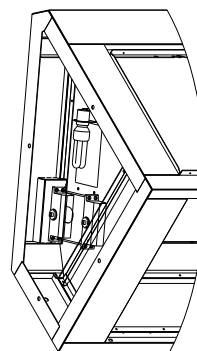
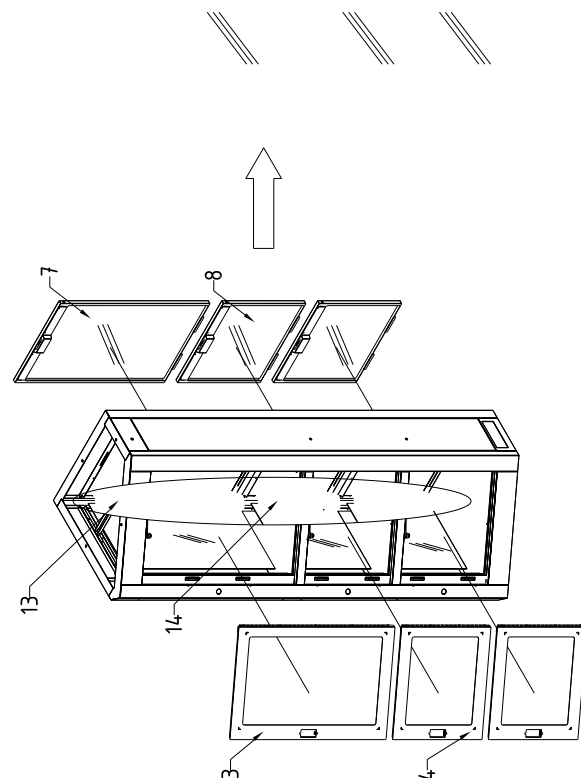
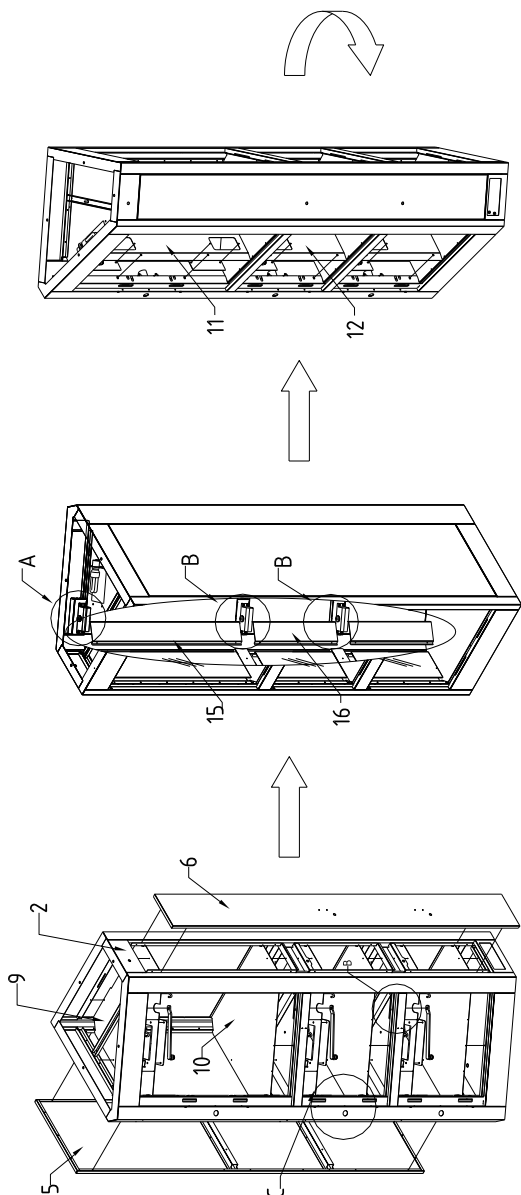


No	Part No	Description	Qty
1	MS-SA-01-R0	Back Door Display Assy	1
2	2A	MS-ASSY-08a-R0 Display	1
	2B	BAFB155 PCB LED Playfield Mega Stacker	1
	2C	BAFB152 Playfield Controller	1
3	MS-SA-03-R1	Frame Display Assy	2
4	MS-FP-08-R0	Cover Display 2	1
5	MS-FP-07-R0	Cover Display 1	1
6	MS-SA-10-R1	Front Display Side Clamp	R/L
7	MS-FM-45-R1	Mid Partition Back Door	1
8	MS-FM-50-R1	Display Stiffener	1
9	MS-FM-12A-R2	Cover Header	1
10	MS-FP-24-R0	Plastic Header	1
11	11A	MS-ASSY-10-R1 Header Assy	1
	11B	EA0243 Lampu Neon 36W	2
	11C	EA0278 Saving Lamp 220v-240v / 15w	2
	11D	EA0325 Ballast 15 W ATCO	2
12	MS-FM-71-R0	Brecket Header	R/L

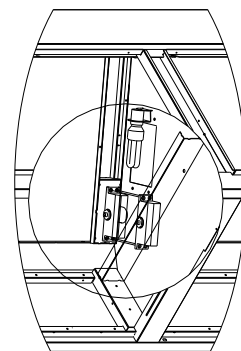




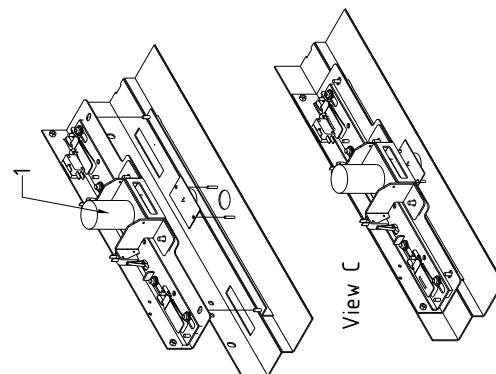
No	Part No	Description	Qty
1	MS-ASSY-11-R0	Mekanisme Lock	3
2A	MS-SA-04-R0	Assy Frame Cabinet Left	1
2B	EA0277	Saving Lamp 110v-120v / 14w	3
2C	BAFB156	LED Door (RGB)	3
2D	-	Door Closer	3
2E	AT0000	Artwork	1
3	MS-ASSY-12-R0	Super Prize Door	1
4	MS-ASSY-13-R0	Prize Door	2
5	MS-SA-14-R0	Cover Side L Cab Prize	1
6	MS-SA-15-R0	Cover Side S Cab Prize	1
7	MS-ASSY-14-R0	Back Super Prize Door	1
8	MS-ASSY-15-R0	Back Prize Door	2
9A	MS-SA-16-R0	Upper Partition	3
9B	EA0277	Saving Lamp 110v-120v / 14w	3
9C	MS-FP-06-R0	Cover Partition Lamp	3
10	MS-FM-49-R1	Partition 3	3
11	MS-FM-51-R1	Cover Box Motor 1	1
12	MS-FM-52-R1	Cover Box Motor 2	2
13	MS-FM-66-R0	Cover Back Super Prize Box	R/L
14	MS-FM-67-R0	Cover Back Prize Box	2R/2L
15	MS-FM-68-R0	Cover Front Super Prize Box	1
16	MS-FM-69-R0	Cover Front Prize Box	2



View A



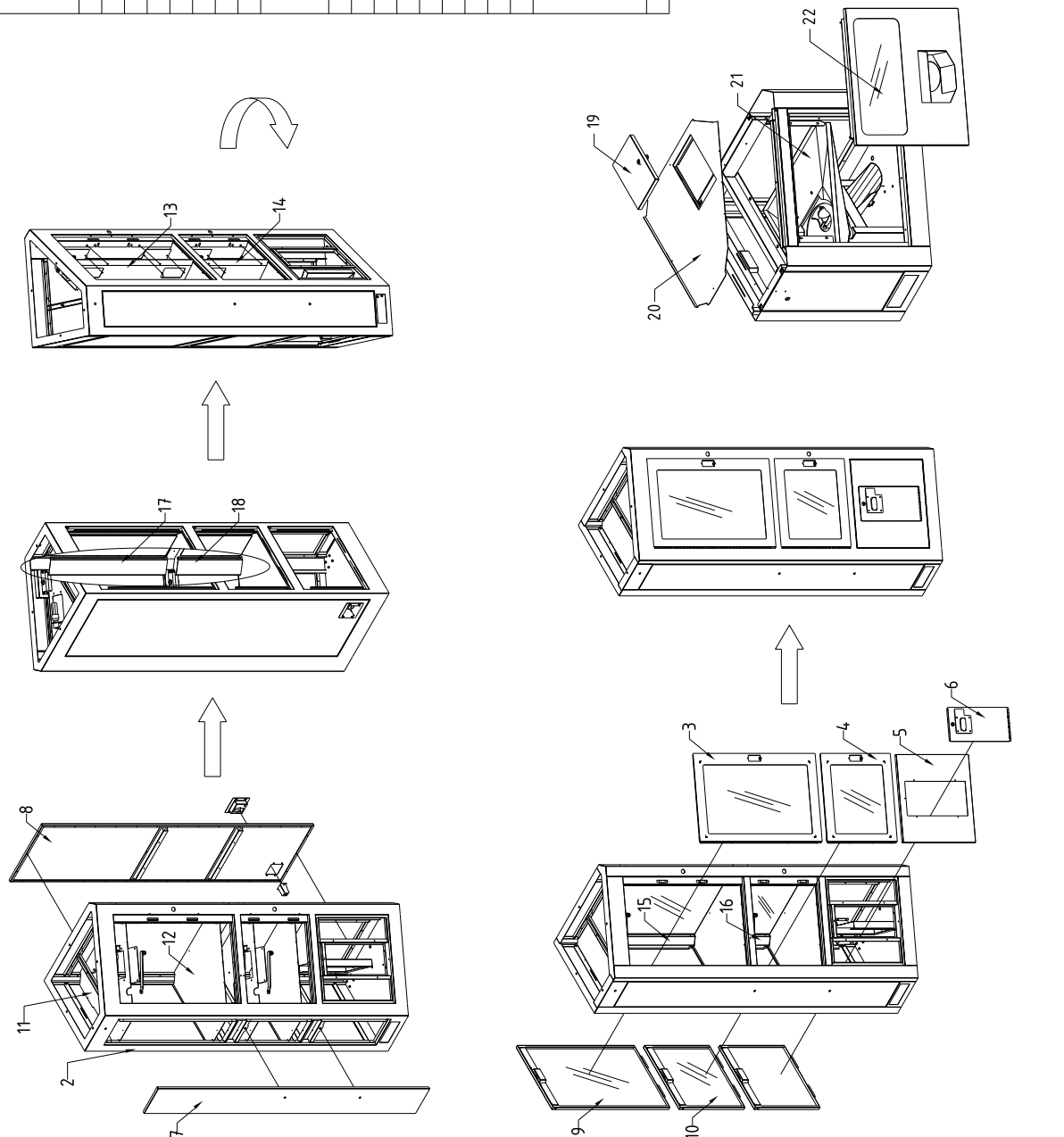
View B



View C

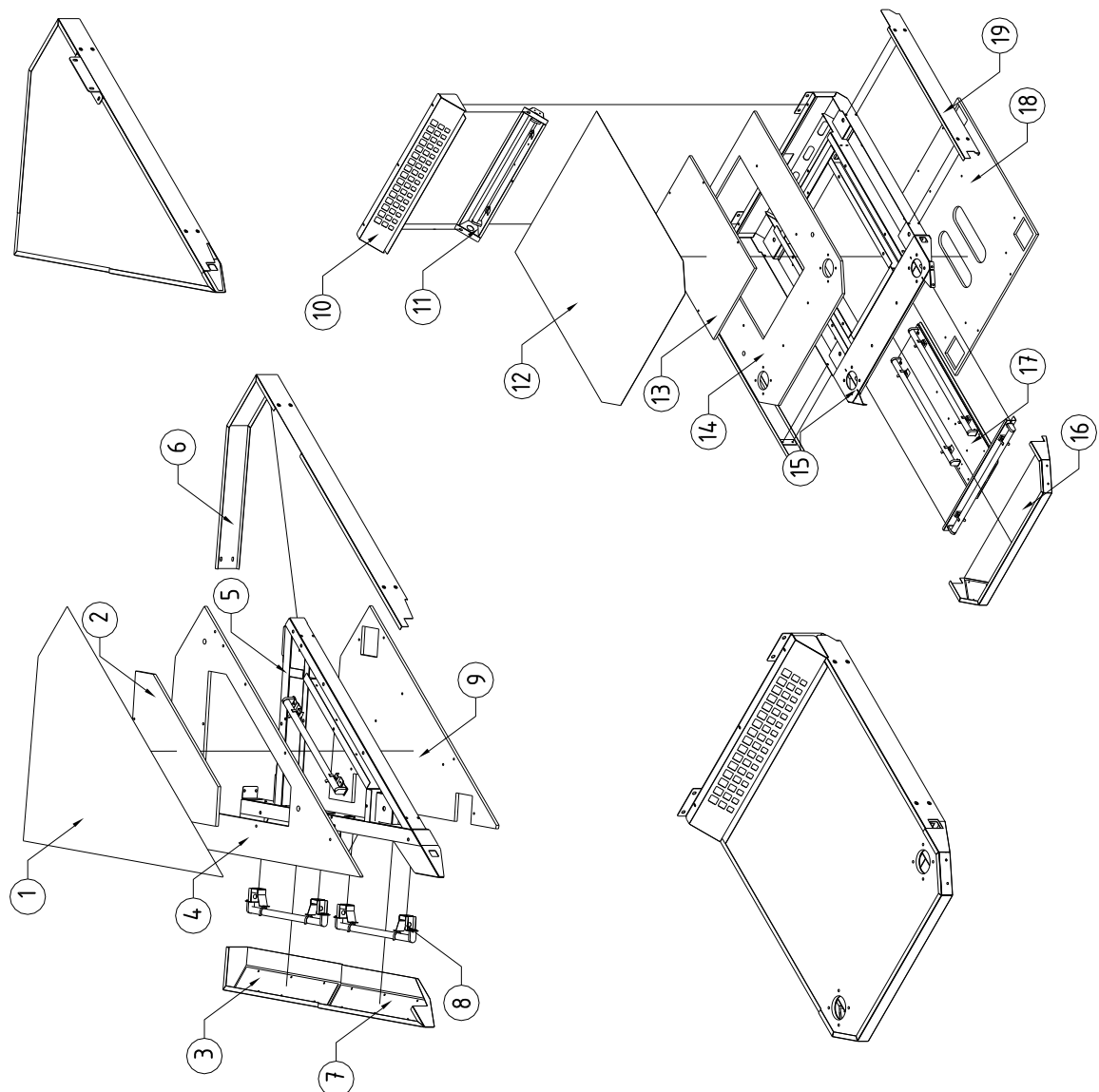


No	Part No	Description	Qty
1	MS-ASSY-11-R0	Mekanisme Lock	2
2	2A MS-SA-04-R0	Assy Frame Cabinet Right	1
	2B EA0277	Saving Lamp 110v-120v / 14w	2
	2C BAFB156	LED Door (RGB)	2
	2D -	Door Closer	2
	2E AT0000	Artwork	1
3	MS-ASSY-12-R0	Super Prize Door	1
4	MS-ASSY-13-R0	Prize Door	1
5	MS-FM-43-R2	Cover Ticket Box	1
6	MS-ASSY-16-R0	Ticket Door Assy	1
7	MS-SA-14-R0	Cover Side L Cab Prize	1
8	MS-SA-15-R0	Cover Side S Cab Prize	1
9	MS-ASSY-14-R0	Back Super Prize Door	1
10	MS-ASSY-15-R0	Back Prize Door	2
11	11A MS-SA-16-R0	Upper Partition	2
	11B EA0277	Saving Lamp 110v-120v / 14w	2
	11C MS-FP-06-R0	Cover Partition Lamp	2
	12 MS-FM-49-R0	Partition 3	2
13	MS-FM-51-R1	Cover Box Motor 1	1
14	MS-FM-52-R1	Cover Box Motor 2	1
15	MS-FM-66-R0	Cover Back Super Prize Box	R/L
16	MS-FM-67-R0	Cover Back Prize Box	R/L
17	MS-FM-68-R0	Cover Front Super Prize Box	1
18	MS-FM-69-R0	Cover Front Prize Box	1
19	MS2-FM-127-R0	Door Capsul Refil	1
20	MS-SA-125-R0	Partition Capsul Refil	1
21A	MS-SA-123-R0	Capsul Base Assy	1
21B	MS-SA-124-R0	Bracket Capsul Dispenser	1
21C	MS-FM-129-R0	Capsul Rail	1
21D	-	Limit Switch	1
21E	-	Capsul Dispenser	1
22	MS-ASSY-24-R0	Cover Capsul Assy	1



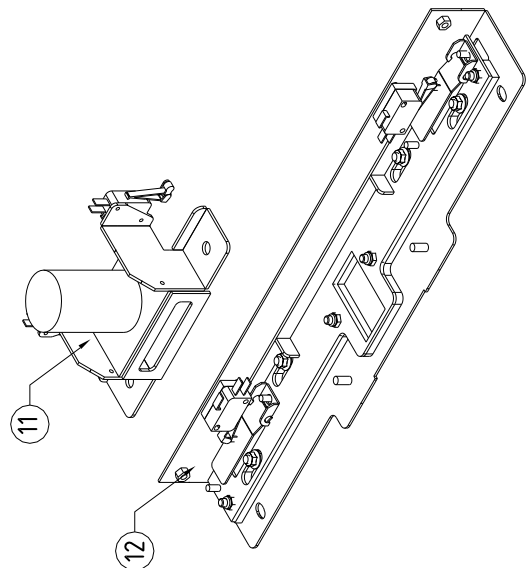
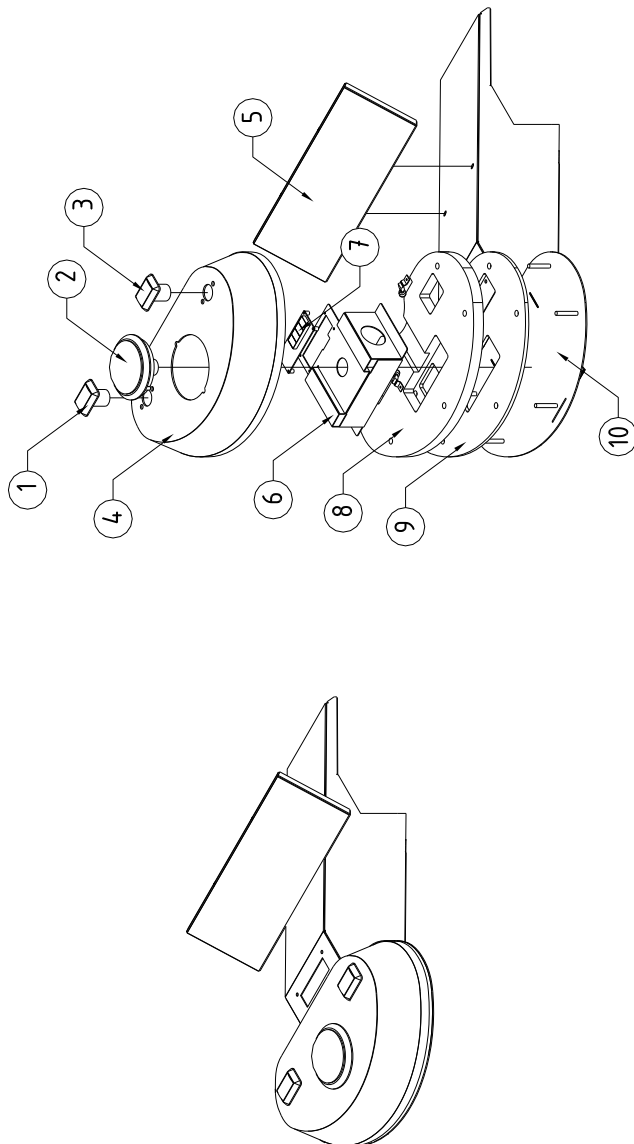


No	Part No	Description	Qty
1	1A MS-FW-06-R0	Side Base Artwork	R/L
	1B AT0000	Artwork	R/L
2	MS-FW-08-R0	Side Base Acrylic	R/L
3	3A MS-FM-82-R0	Illumination Side Cover 1	R/L
	3B MS-FW-10-R0	Instruction Bracket	R/L
4	MS-FW-03-R2	Up Base Side Stage	R/L
5	MS-SA-24-R0	Side Stage Frame	R/L
6	MS-FM-84-R0	Wall Side Cover	R/L
7	7A MS-FM-81-R0	Illumination Side Cover 1	R/L
	7B MS-FW-10-R0	Side Illumination Acrylic	R/L
8	8A MS-FM-94-R0	Neon Starter Bracket	2R/2L
	8B MS-FM-95-R0	Neon Bracket	2R/2L
	8C EP0434	Endcap Lampu Neon UL	4
	8D EA0205	Lampu Neon 15W Cool White	2
9	MS-FW-04-R0	Under Base Side Stage	R/L
10	10A MS-FM-88-R0	Lighting Cover 2	1
	10B MS-FW-11a-R0	Center base illu Act 1	1
	10C MS-FW-11b-R0	Center base illu Act 2	1
	11A MS-FM-87-R1	Lighting Cover 1	1
11	11B EP0434	Endcap Lampu Neon UL	1
	11C EA0206	Lampu Neon 18W Cool White	1
	12A MS-FW-05-R0	Middle Base Artwork	1
12	12B AT0000	Artwork	1
13	MS-FW-07-R0	Middle Base Acrylic	1
14	MS-FW-01-R2	Up Base Middle Stage	1
15	MS-SA-23-R0	Middle Stage Frame	1
16	16A MS-FM-80-R0	Illumination Middle Cover	1
	16B MS-FW-09-R0	Middle Illumination Acrylic	1
	17A MS-FM-85-R2	Ballast Middle Bracket	1
	17B EP0434	Endcap Lampu Neon UL	6
17	17C EA0205	Lampu Neon 18W Cool White	3
	17D EA0326	Ballast 36/40 W ATCO	3
18	MS-FW-02-R0	Under Base Middle Stage	1
19	MS-FM-83-R0	Wall Middle Cover	1



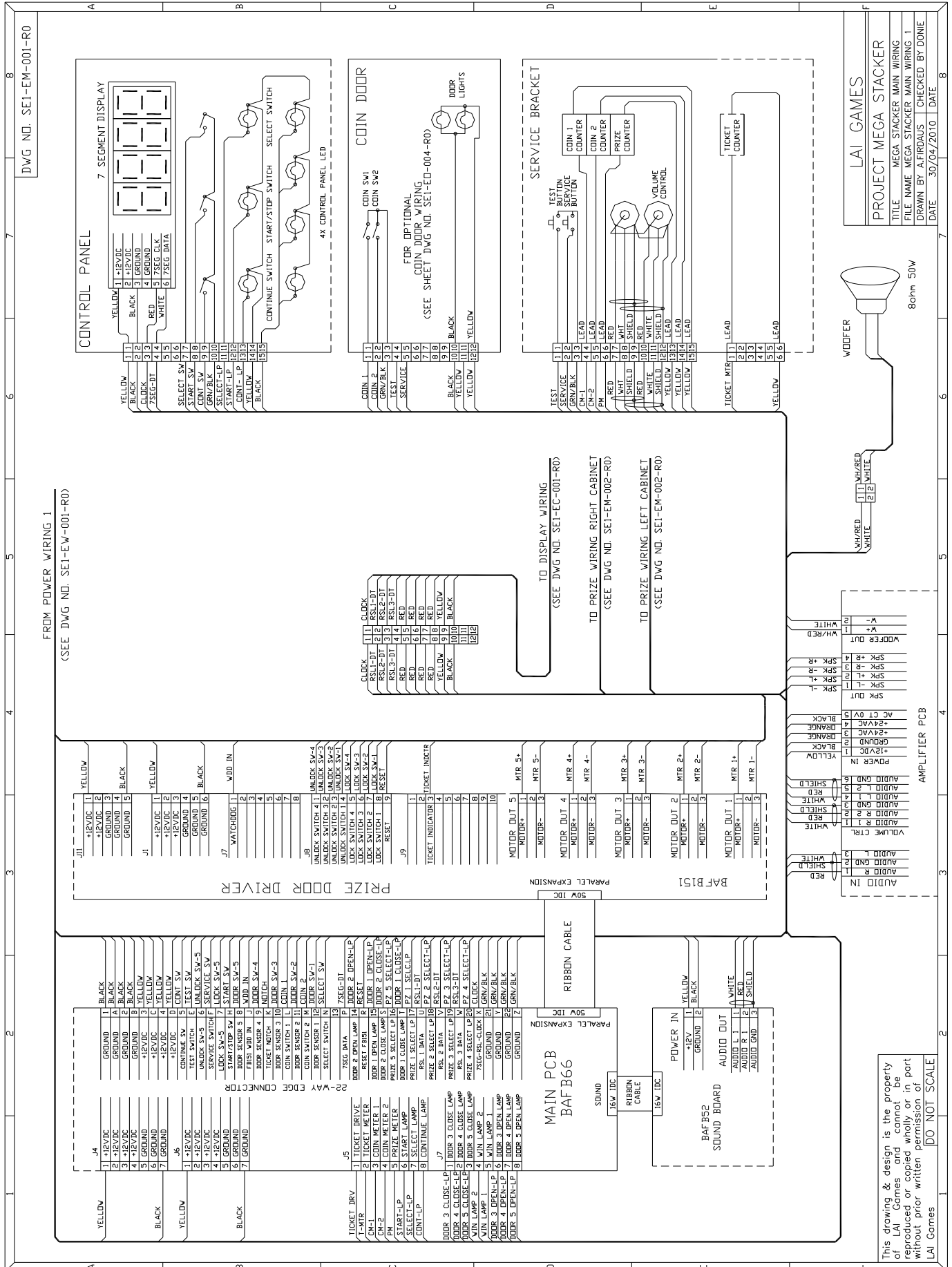


No	Part No	Description	Qty
1	EA0546A	Button Rectangular Green	1
2	EA0523A	Large Red Mega Button	1
3	EA0545A	Button Rectangular Blue	1
4	MS-FP-023-R0	Plastic Control Panel	1
5A	MS-FM-077-R2	Instruction Bracket	1
5B	AT0000	Art Instruction	1
6	MS-FM-075-R0	Knob Bracket	1
7	FB2601	4 Digit 7 Segment	1
8A	MS-FW-020-R0	Control Panel Base	1
8B	EA0271	LED White	3
9	MS-FW-021-R0	Control Panel Illumination	1
10A	MS-SA-021-R2	Assy Control Panel	1
10B	MS-FP-023-R0	Art Control Panel	1
11	MS-ASSY-011-R0	Mekanisme lock (Bracket Motor)	5
11A	MS-FM-036-R0	Bracket Motor	5
11B	MS-FM-039-R0	Round Cam	5
11C	EA1155C	Motor Prize Arm	5
11D	EA0405	Roller Limits Switch	10
12	MS-ASSY-011-R0	Mekanisme lock (Mekanisme)	5
12A	MS-FM-034-R0	Base Mekanisme	5
12B	MS-FM-035-R0	Lock Mekanisme	5
12C	MS-FM-037-R0	Flap	10
12D	MS-FM-038-R0	Bracket Flap	10
12E	MS-FP-001-R0	Nilon Mekanisme	5
12F	MS-FP-004-R0	Spacer Limit Switch	10
12G	EA0405	Roller Limits Switch	10

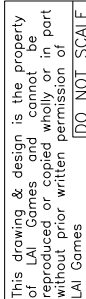




MEGA STACKER MAIN WIRING 1



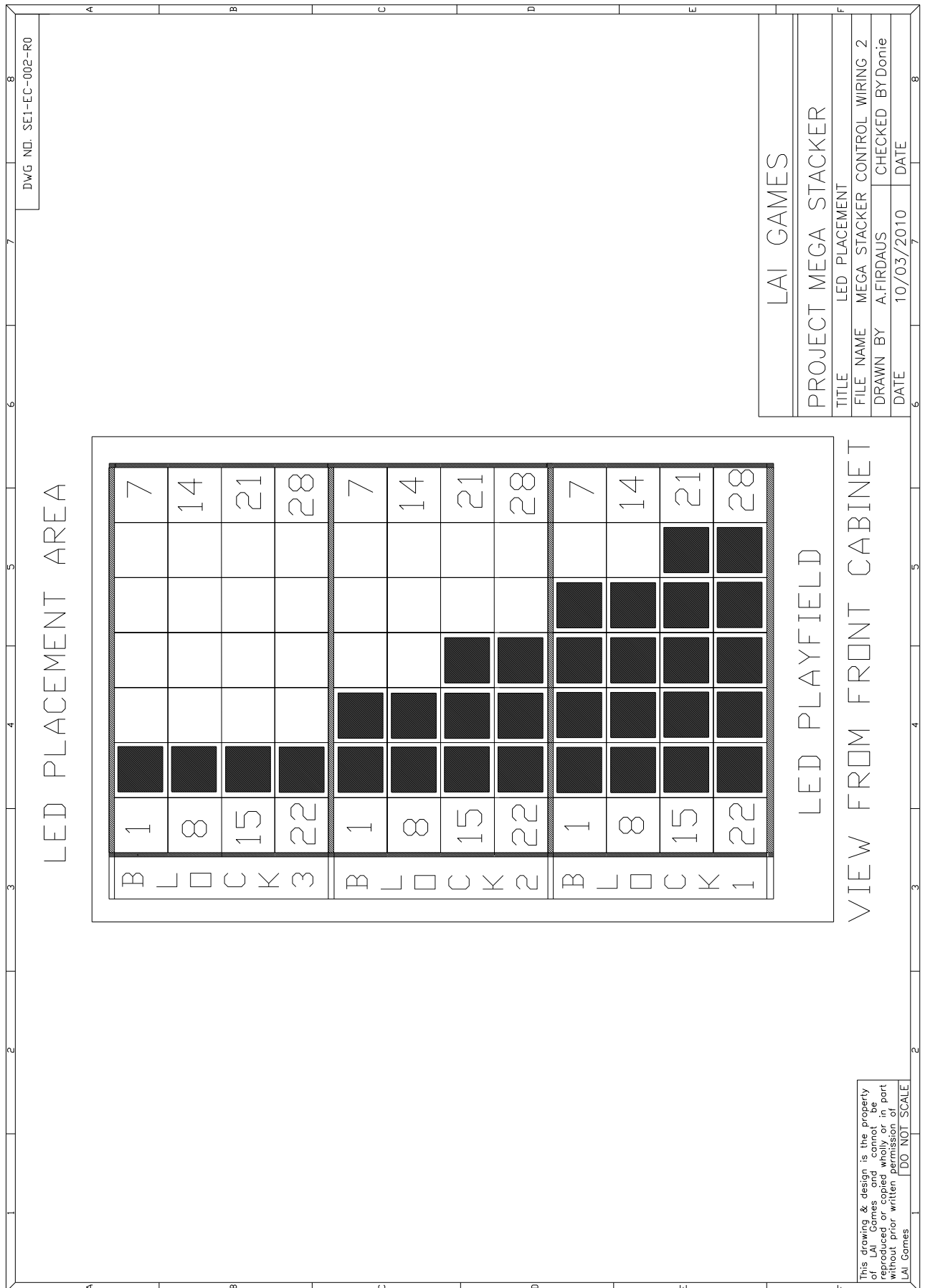
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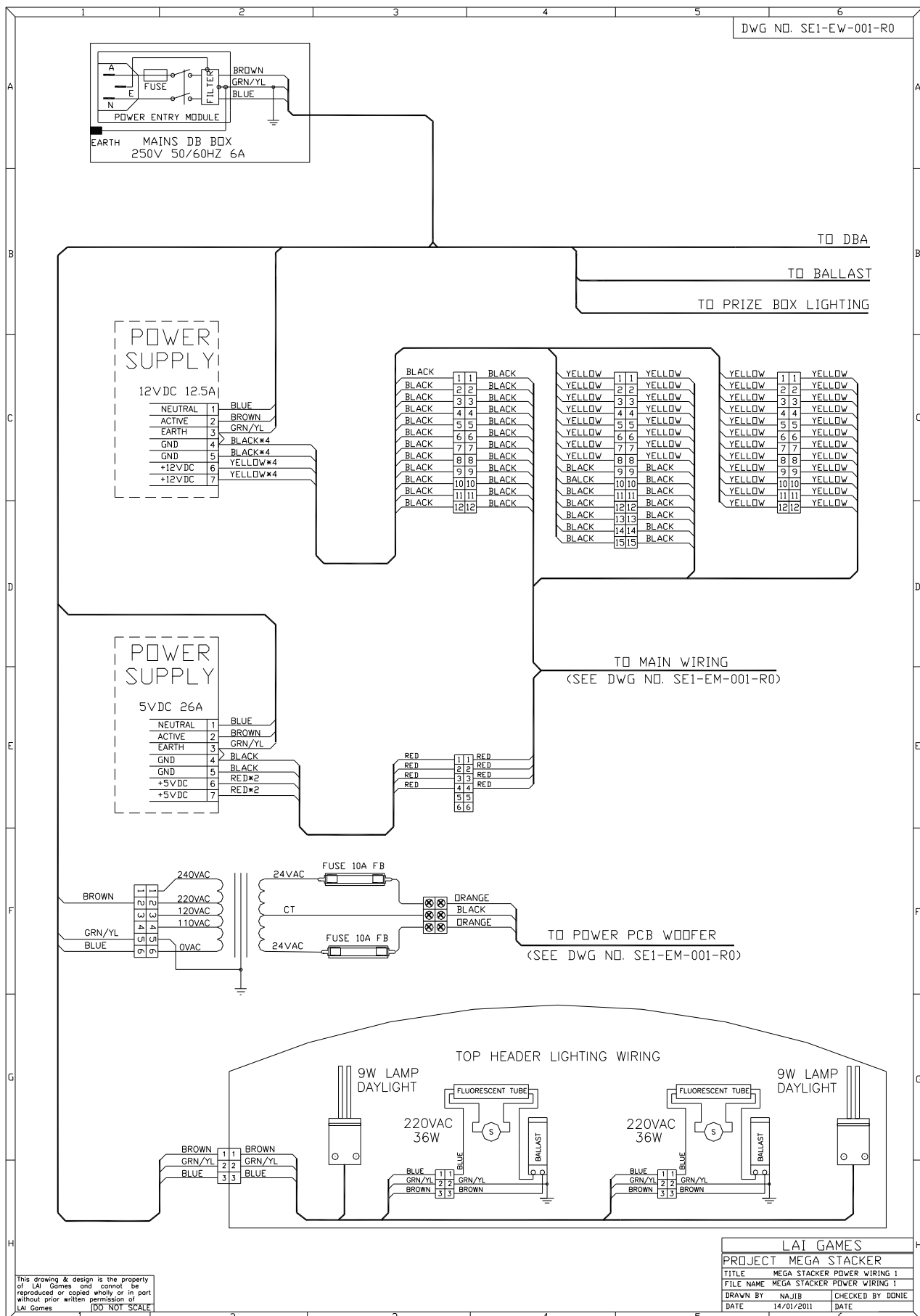


MEGA STACKER CONTROL WIRING 2



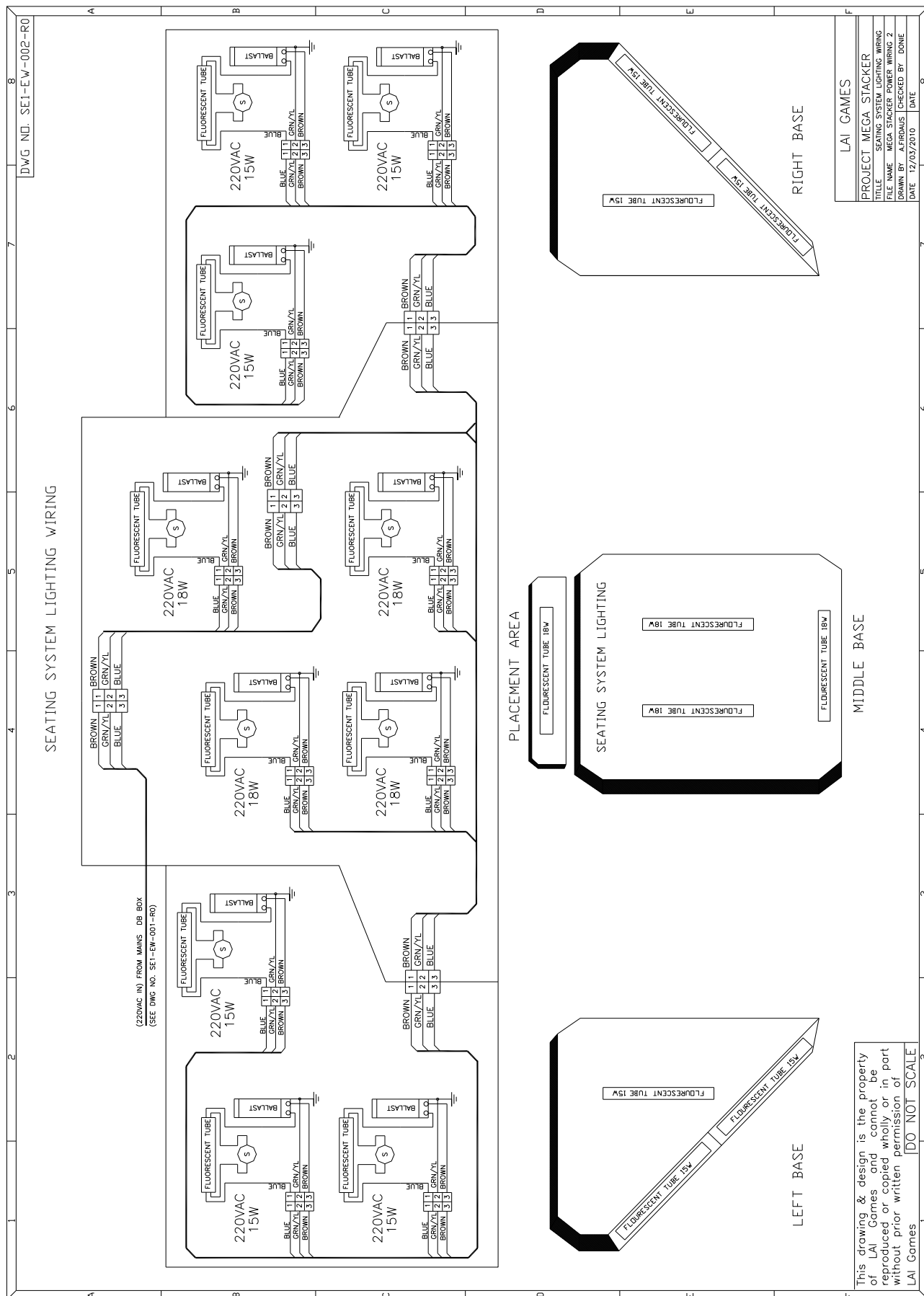


MEGA STACKER POWER WIRING 1



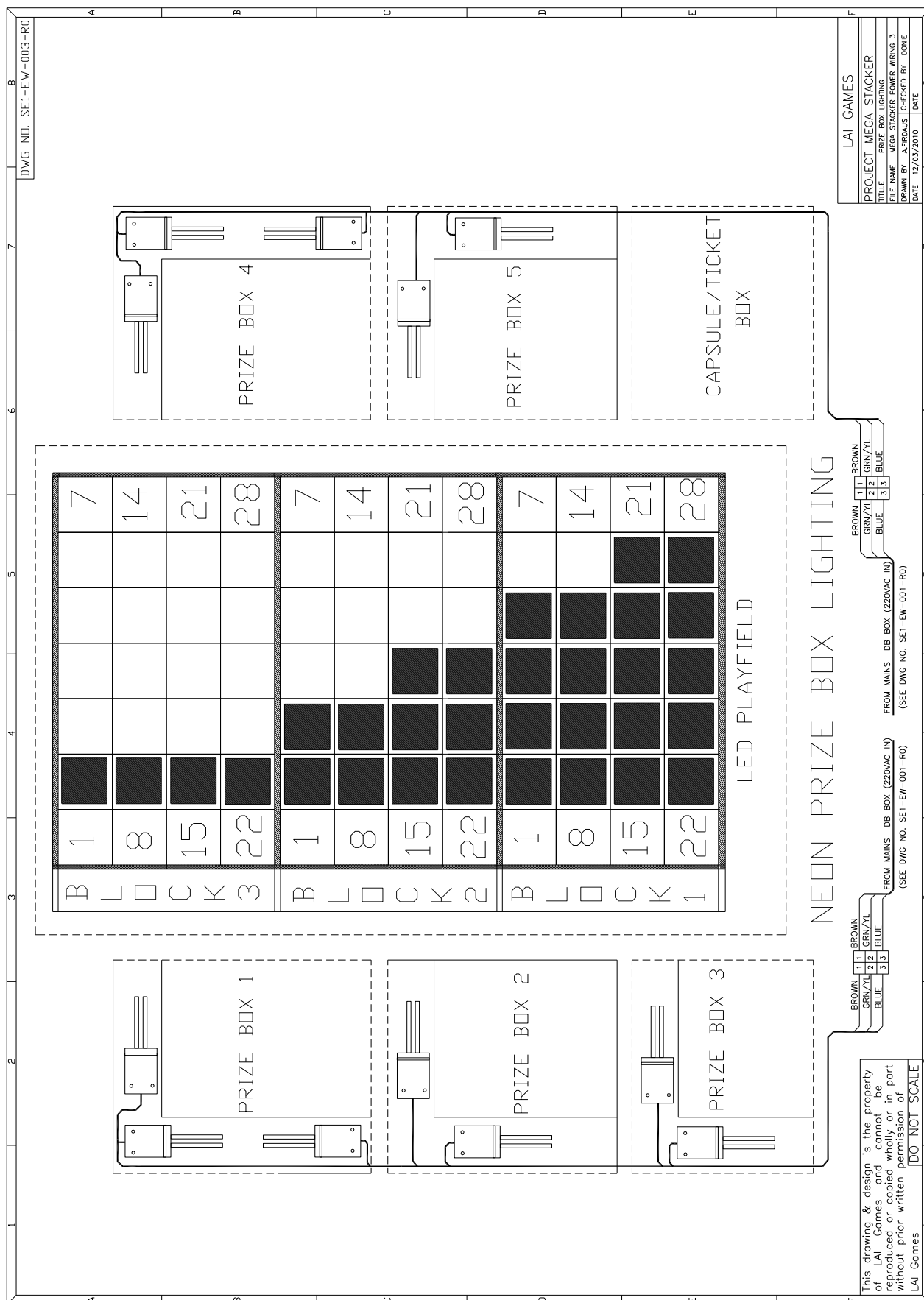


MEGA STACKER POWER WIRING 2



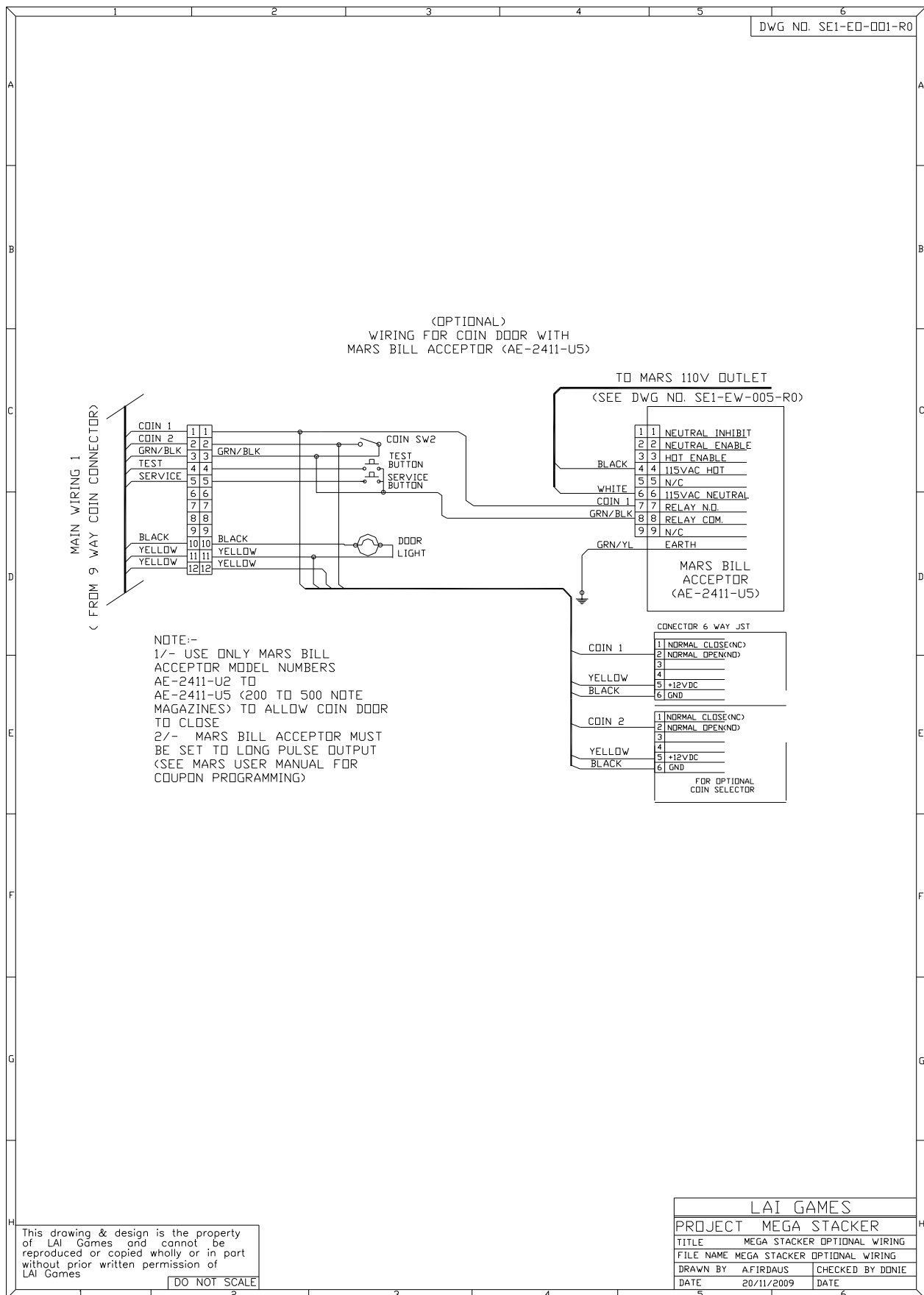


MEGA STACKER POWER WIRING 3





MEGA STACKER 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.

