OPERATOR'S MANUAL

STACKER

V 5.3

ISO 9001 CERTIFIED ORGANIZATION

ISO 9001: 2008 Cert No.17460

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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 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 *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, ie. 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 *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 ^{o}C.*

MACHINE INSTALLATION and INSPECTION

When installing and inspecting ***"Stacker Club"***, 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 through.
- Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is unable to roll and is 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! You have just bought the ***"Stacker Club"*** prize redemption game**,** another great product from LAI GAMES.

With a bright and attractive display, simple but exciting game play and a real "Ahh! Just missed" feeling, ***"Stacker Club"*** will make a great addition to any location.

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 ***"Stacker Club"*** is a quick stop skill game that is simple and fast to play and learn. The player must press the start/stop button to stack the moving blocks on top of each other. Each time the player successfully builds another layer onto the pile of blocks, the next level is progressively harder.

  Once the player reaches the Minor prize level, they get to choose between a minor prize or continue to play on for the major prize. Nearly all of your customers will try to the major prize level.

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 "Stacker Club" cabinet
- Keys: 2 x coin door keys
  2 x prize display keys
  2 x back door keys
  2 x ticket door key (optional)
- Operator"s manual
- Quick Setup Booklet
- IEC Power Cord (In cash box)
- Parts & Accessories (In cash box)

SPECIFICATIONS

DIMENSIONS

- Weight: 162 kg (357.2lb)
- Height: 2000mm (78-1/2")
- Width: 726mm (28.5")
- Length: 763 mm (30")
- Power: Maximum 300 W – (220V @ 1.4 A)(120V @ 2.5 A)
  Average 150 W – (220V @ 0.7 A)(120V @ 1.5 A)

ELECTRIC SUPPLY

- The game has the option to operate on a 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.
  The supply must be a three wire grounded supply.

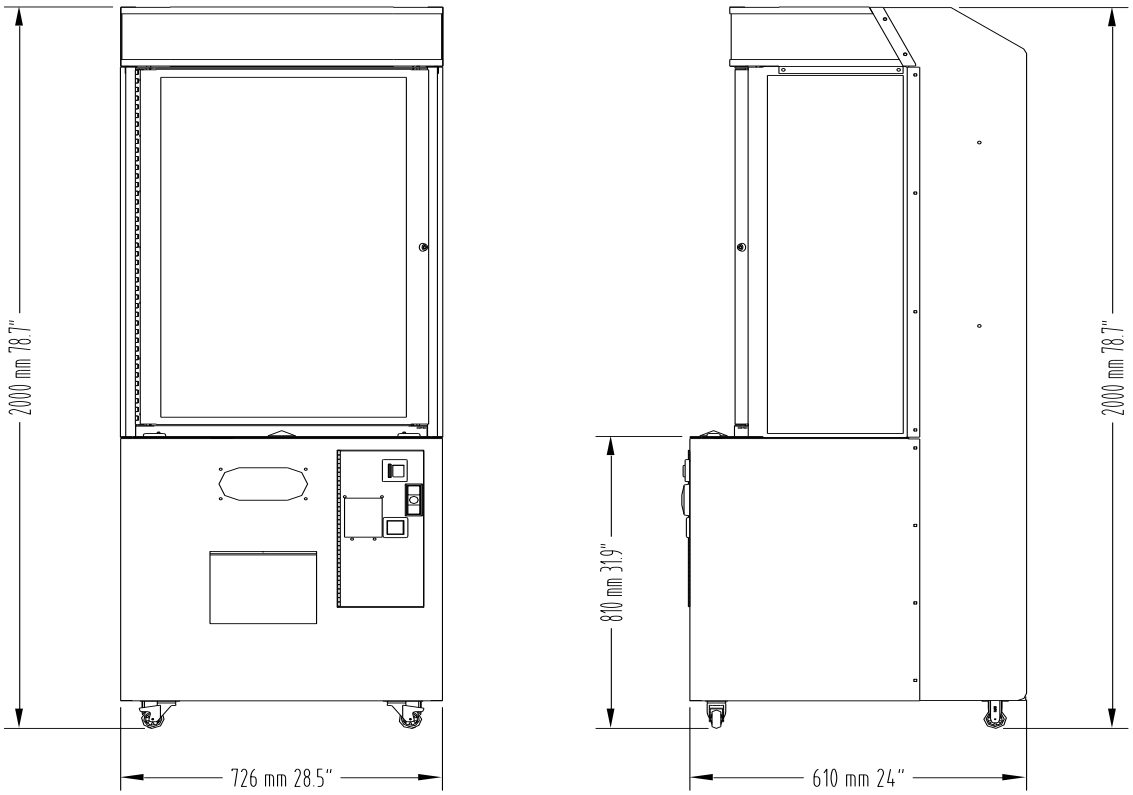
*** CAUTION! ***

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 on page 45. 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



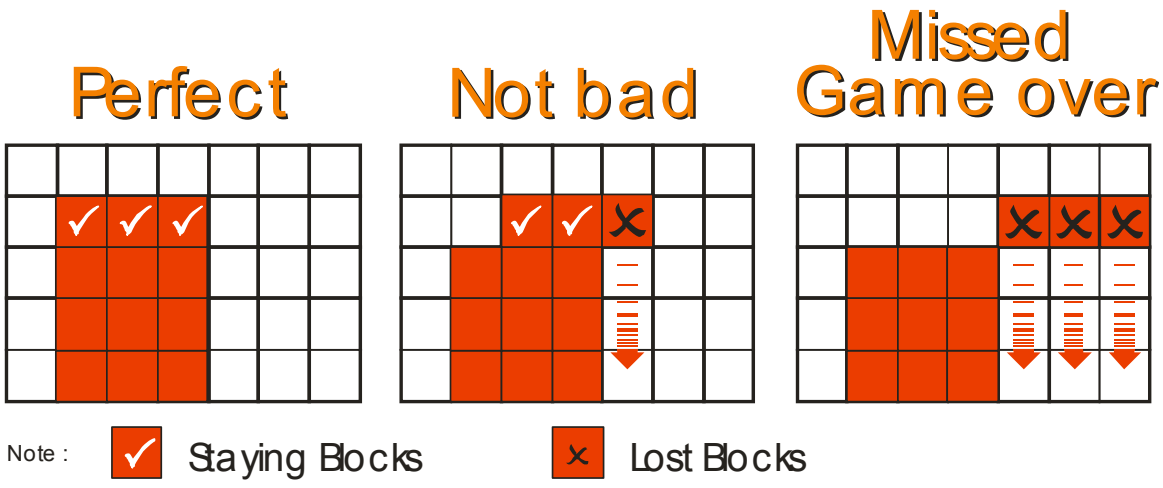
HOW TO PLAY

PLAYERS AIM TO BUILD A VERTICAL STACK OF BLOCKS TO WIN PRIZES

- Insert coin/s. *(The exact amount of coins per play is dependent on Program settings P1 through to P6).*
- Press the Start/Stop button to start a game;
- Press the Start/Stop button to stop the moving blocks at the desired position;
- Build the stack of blocks by stopping each level of blocks on top of each other;
- Players win a prize when ether the *Minor* or *Major* level is reached;
- On a *Minor* prize win, players can elect to choose a *Minor* Prize or press the Continue button and try for the *Major* Prize Level.
  (The player will not win any prizes if they choose continue & fail to reach the Major level)
- Game ends any time the player fails to stop the moving blocks at a position directly above the block/blocks on the previous level, or they choose a Minor Prize.

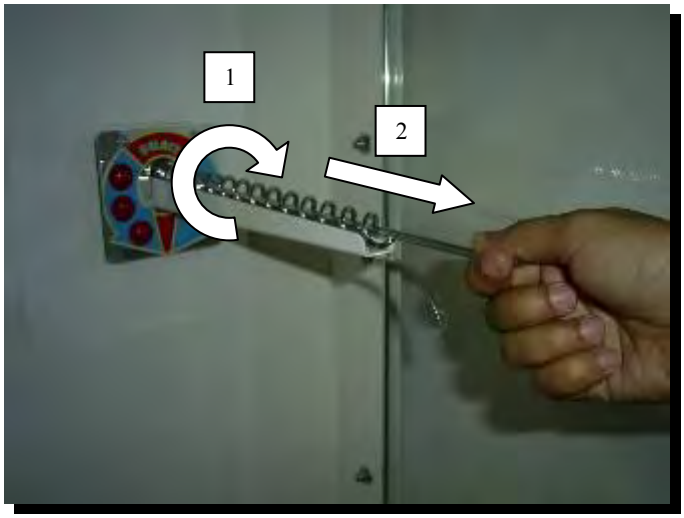
Prize Selection

- Once you have won a prize, press the select button to step through the Prize Arms.
- If you won a minor prize, you can only select from the minor prize arms. If you won a major prize, you can select only from the major prize arms.
- Press the Start/Stop button to dispense a prize from the selected prize arm.



FITTING PRIZES TO THE PRIZE ARM

STEP ONE: Removal of Prize Locking Pin.



1. Unscrew the Prize Locking pin (**left-hand thread**), by turning it in a clockwise direction.

2. Remove the pin by pulling it all the way out.

*** NOTE! ***
Stacker is shipped from the factory with the Locking Pins in the Cashbox.

STEP TWO: Attachment of Hanging Ties.

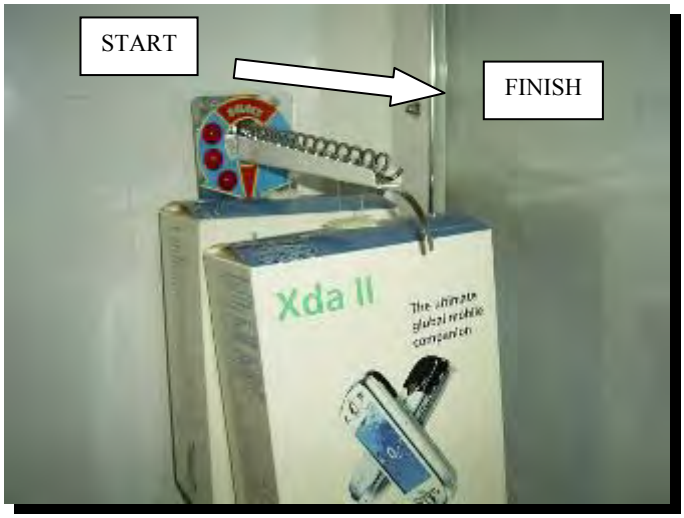
- Attach the prizes securely to the Hanging Ties.

*** NOTE! ***
Be sure to allow a loose, 4-finger gap in the „hanging tie“ to ensure that the „hanging tie“ does not interfere with the operation of the Prize Arm mechanism.

STEP THREE: Loading of Prizes.

- Load the prize arm by sliding the Hanging Tie over the entire arm, as shown making sure that the prizes are facing towards the customer.

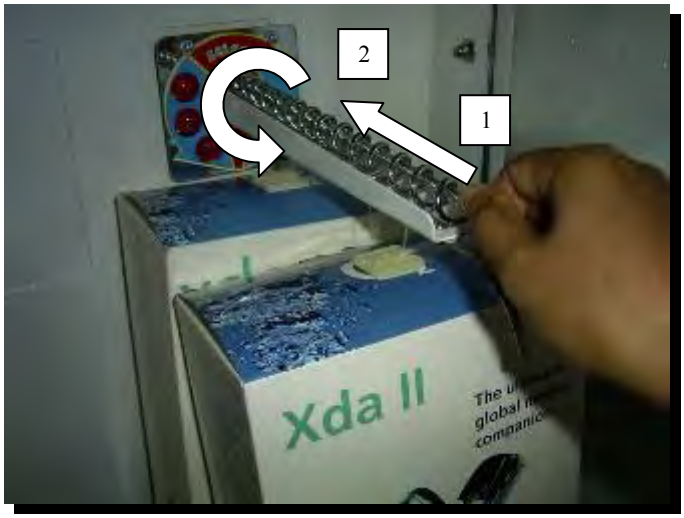
STEP FOUR: Correct positioning of prizes.



- Position the Hanging Ties on the prize arm as shown. Space the prizes apart on the arms so they well presented, looking from the front. Ensure the prizes do not restrict the viewing of the LED display. Do not have the prizes spaced more than „2/3rd an arm" apart, or the prize arm will time out and display error Err4.

*** NOTE! ***
If completely filling the prize arm, start filling the prize arm from the back and work your way towards the front.

STEP FIVE: Reinsertion of Prize Locking Pin.



1. Reinsert the Prize Locking pin by positioning it in the centre of the spiral making sure it **ALWAYS** stays **ABOVE** the hanging ties.

2. Re-fit and tighten the Prize Locking pin (**Left-hand thread**), by turning it in anti-clockwise direction.

STEP SIX: Correct positioning of Prize Locking Pin.

- Ensure the Prize Locking Pin **ALWAYS** remains **ABOVE** the Hanging Ties.

*** NOTE! ***
Correct fitting of the Prize Locking Pin prevents the prizes from falling of the arm by shaking or tilting the cabinet.

*** NOTE! ***
Most small prizes work in this machine but for very small prizes fit them in plastic bag or add a cardboard tag to them to ensure the sensor picks them up when they fall.

PRIZE SELECTION AND PAYOUT ADJUSTMENT

Please read the following guide as a good starting point for setting up of your new ***"Stacker Club"*** 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. E.g. 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 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 win every „400" games played.

MAJOR PRIZE VALUE – Approximately 200 times the price per play.

MAJOR PRIZES – Use good quality "*IN DEMAND*" Prizes
Use different types of prizes on each of the 4 Prize Arms 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.

MINOR WINS – Try to achieve approximately „1" win every „1 – 2" games played although this can be difficult depending on the skill level of the players.

MINOR PRIZE VALUE – Approximately cost should be 20% of the price per play.

MINOR PRIZES – Use small cheap items, then use the game audits to check popularity and determine which prizes are most in demand.

PRIZE PAYOUT QUICK REFERENCE TABLE

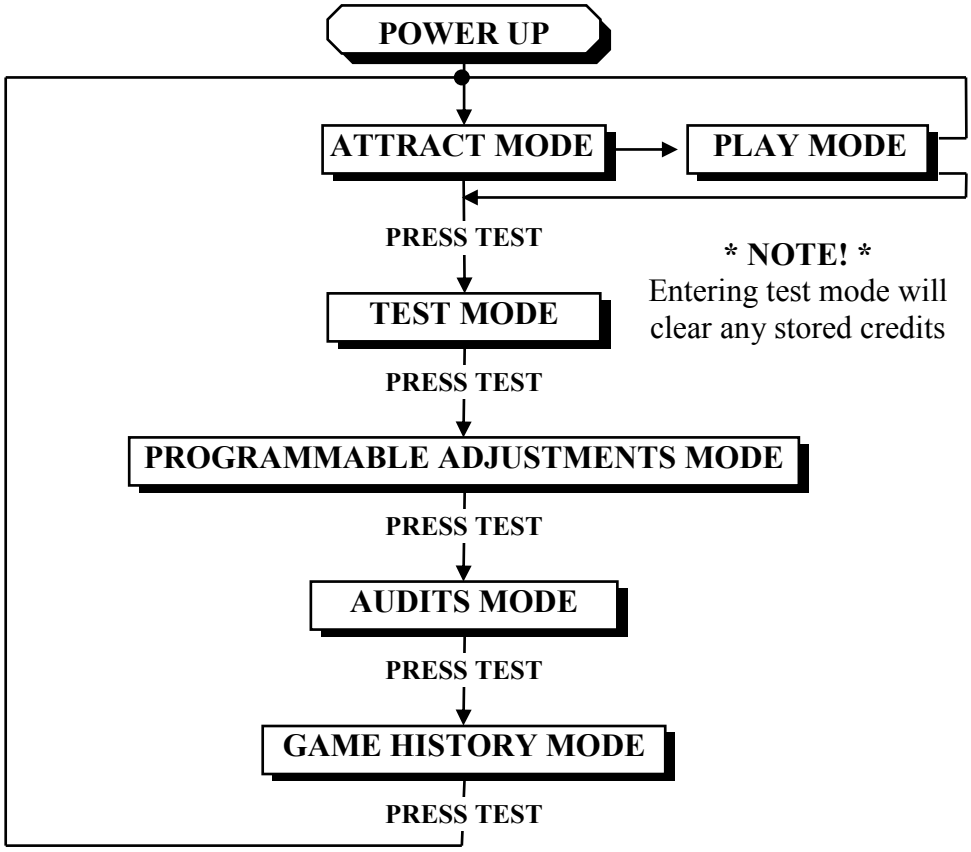
PRICE PER PLAY	**25¢**	**50¢**	**$1.00**	**$2.00**
MINOR PRIZE VALUE	5¢ ~ 10¢	10¢ ~ 20¢	20¢ ~ 30¢	40¢ ~ 60¢
Approximate number of Games per Minor Win	1 – 2	1 – 2	1 – 2	1 – 2
Skill Setting Minor Prize (P09)	1	1	1	1
MAJOR PRIZE VALUE	$35.00	$75.00	$150.00	$310.00
Approximate number of Games per Major Win	400	400	400	400
Skill Setting Major Prize (P10)	8	8	8	8

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

OPERATION

The ***"Stacker Club"*** game has six operational modes: Attract mode, Play mode, Test Mode, Programmable Adjustments Mode, Audits Mode and Game History 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

PLAY MODE

- The Stacker 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 r r E will be displayed on the 4-digit LED display.

- To get back to normal game Play mode Switch Off and On the Machine.

TEST MODE

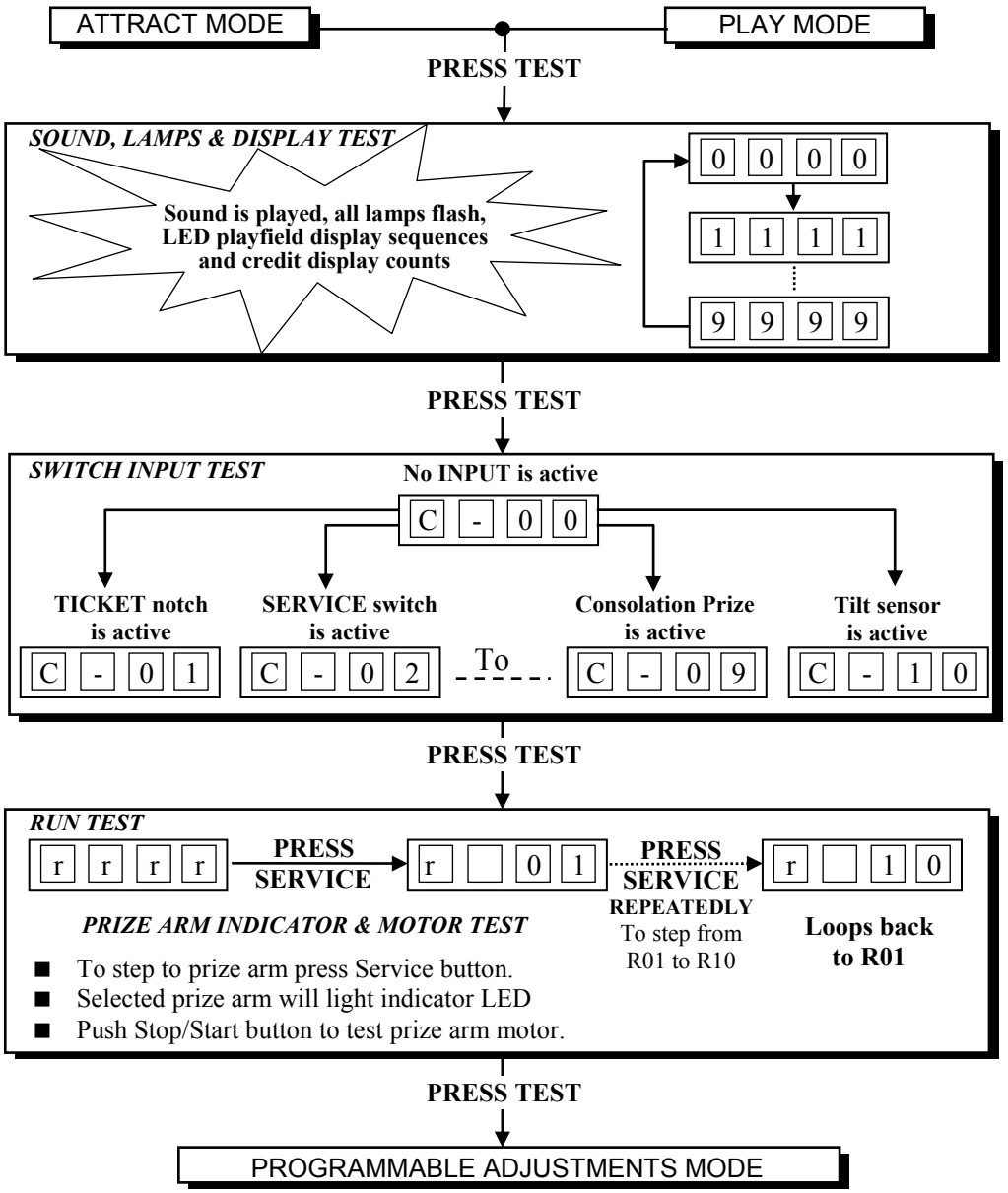
The Stacker Test mode has *Three Test Configurations* allowing you to test the function of the Sound, all Game Lamps, Displays, the Game Switches and the Prize Arm Motors. *(Refer to the Test Mode Diagram below).*

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 try and clear the error.
- If the error code will not clear, it can be bypass by quickly pressing the red test button twice.

DURING THE TEST:

- Game music and a voice over will be played.
- The Prize Arm Indicator LEDs will light up in sequence.
- 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, C-XX 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 no switches are active then C-00 will be displayed.

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0	C-00	No Switch Active	-
C1	C-01	Ticket Notch Active	Ticket Door (if fitted)
C2	C-02	Service Switch Active	Service Panel
C3	C-03	Start/Stop Button Active	Control Panel
C4	C-04	Coin 1 Switch Active	Coin Door
C5	C-05	Coin 2 Switch Active	Coin Door
C6	C-06	Select Button Active	Control Panel
C7	C-07	Prize Sensor Active	Prize Box
C8	C-08	Continue Button Active	Control Panel
C9	C-09	Minor Prize Button Active	Not Used
C9	C-10	Tilt Switch Active	Cabinet Back

Normal condition for the game is C-00, no switches are active.

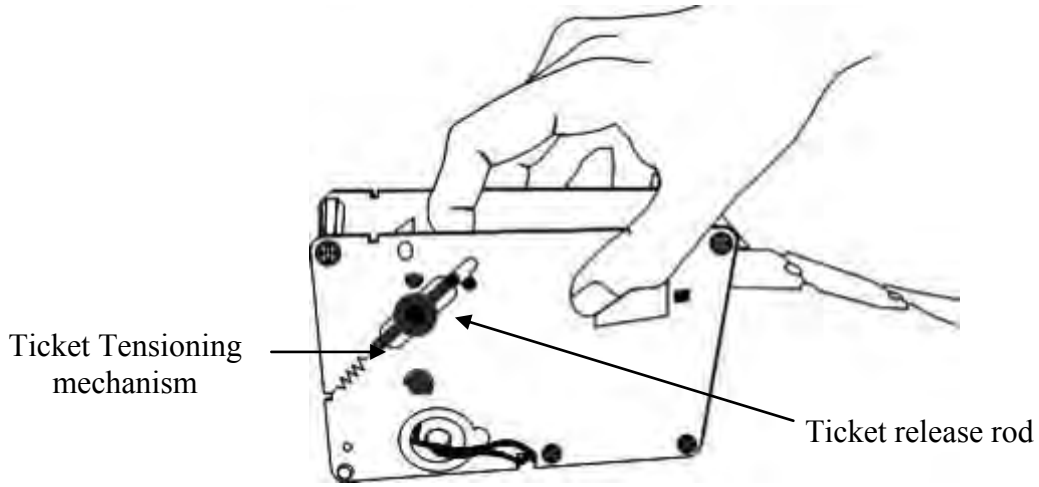
*** NOTE! ***

- Several switches can be simultaneously activated in 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 NOTCH**

(If optional Ticket or Capsule dispenser is fitted)

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



*** NOTE! ***

■ For more information on the servicing and testing the ticket or Capsule dispenser please look at the Dispenser Reference guide. (Only supplied if Optional Kit is fitted)

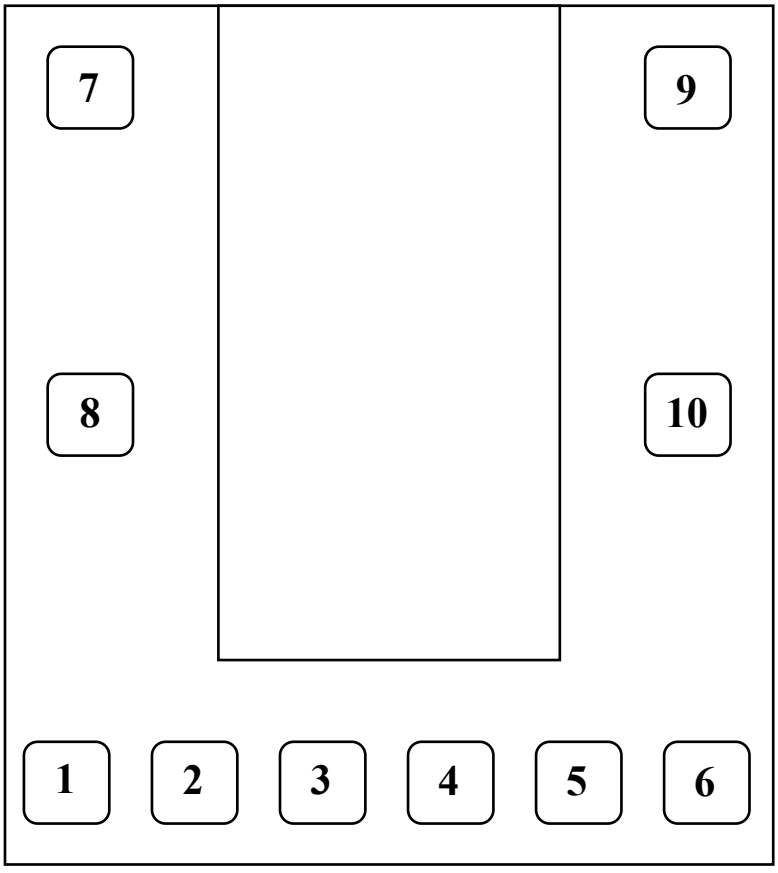
■ **EXIT** The Switch Test is exited into Run Test Mode by pressing the Test Button once.

RUN TEST

- **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 the first Minor Prize Arm and also flashing the indicator LED. The Service button is then pressed again to step through each prize arm, flashing the indicator LED of the current prize arm.
- **RUN** The Start/Stop Button will activate motor of the current selected prize arm as long as the button is held.
- **EXIT** The Run Test is exited into Programmable Adjustments Mode by pressing the Test Button once.

PRIZE ARM LOCATION DIAGRAM

PRIZE ARM NUMBER & LOCATION

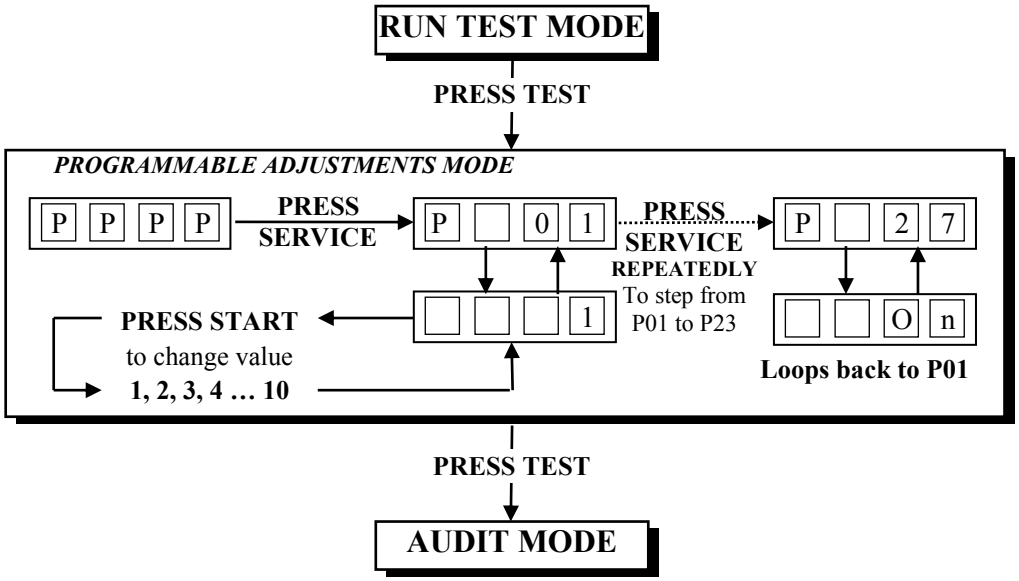


PROGRAMMABLE ADJUSTMENTS MODE

The Stacker has twenty seven programmable adjustments that can be changed in this mode. They are P01 to P27 and their codes and values are displayed alternatively during the adjustment procedure.

Example: Code **P01** *(Number of Coins Mech 1)* is displayed as P□01 and its value of **1** as □□□1 on the 4-digit display.

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, PPPP 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 PPPP display, P01 being the first step, continuing through to P27, and then looping again from P01 to P27 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 the next step after its max 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 (V5.3)

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1 – 10	1, 2, 3…20	1	Coin Slot 1 – Coins / Credit
P02	1 – 10	1, 2, 3…10	1	Coin Slot 1 – Games / Credit
P03	ON or OFF	ON or OFF	OFF	Activate Multiple Credit Bonus Pricing Coin slot1
P03-1	OFF – 99	OFF,1,2,3,4…99	OFF	Coin slot 1 Number Coins for Bonus Pricing Level 1
P03-2	OFF – 99	OFF,1,2,3,4….99	OFF	Coin Slot 1 Number of Bonus Credits on Pricing Level 1
P03-3	OFF – 99	OFF,1,2,3,4….99	OFF	Coin slot 1 Number Coins for Bonus Pricing Level 2
P03-4	OFF – 99	OFF,1,2,3,4….99	OFF	Coin Slot 1 Number of Bonus Credits on Pricing Level 2
P03-5	OFF – 99	OFF,1,2,3,4….99	OFF	Coin slot 1 Number Coins for Bonus Pricing Level 3
P03-6	OFF – 99	OFF,1,2,3,4….99	OFF	Coin Slot 1 Number of Bonus Credits on Pricing Level 3
P04	1 – 10	1, 2, 3…20	1	Coin Slot 2 – Coins / Credit
P05	1 – 10	1, 2, 3…10	1	Coin Slot 2 – Games / Credit
P06	ON or OFF	ON or OFF	OFF	Activate Multiple Credit Bonus Pricing Coin slot2
P06-1	OFF – 99	OFF,1,2,3,4…99	OFF	Coin slot 2 Number Coins for Bonus Pricing Level 1
P06-2	OFF – 99	OFF,1,2,3,4….99	OFF	Coin Slot 2 Number of Bonus Credits on Pricing Level 1
P06-3	OFF – 99	OFF,1,2,3,4….99	OFF	Coin slot 2 Number Coins for Bonus Pricing on Level 2
P06-4	OFF – 99	OFF,1,2,3,4….99	OFF	Coin Slot 2 Number of Bonus Credits on Pricing Level 2
P06-5	OFF – 99	OFF,1,2,3,4….99	OFF	Coin slot 2 Number Coins for Bonus Pricing Level 3
P06-6	OFF – 99	OFF,1,2,3,4….99	OFF	Coin Slot 2 Number of Bonus Credits on Pricing level 3
P07	ON or OFF	ON or OFF	ON	Attract sound
P08	1 – 6	1, 2, 3 …6	3	Cube Speed
P09	1 – 4	1, 2, 3…4	1	Skill Setting (Minor Prize)
P09 - Skill Settings (Minor Prize) 1 = Approx. 1 Minor Prize in Every Game 2 = Approx. 1 Minor Prize in 2 Games 3 = Approx. 1 Minor Prize in 3 Games 4 = Approx. 1 Minor Prize in 4 Games				
P10	1 – 10	1, 2, 3…10	8	Skill Setting (Major Prize)
P10 - Skill Settings (Major Prize) 1 = Easiest **(Approx. 1 Win in 20 Games)** 2 = Very Easy **(Approx. 1 Win in 30 Games)** 3 = Easy **(Approx. 1 Win in 40 Games)** 4 = Easy to Medium **(Approx. 1 Win in 50 Games)** 5 = Medium **(Approx. 1 Win in 100 Games)** 6 = Medium to Hard **(Approx. 1 Win in 200 Games)** 7 = Hard **(Approx. 1 Win in 300 Games)** 8 = Very Hard **(Approx. 1 Win in 400 Games)** 9 = Very, Very Hard **(Approx. 1 Win in 600 Games)** 10 = Hardest **(Approx. 1 Win in 800 Games)**				
P11	0 – 2	0, 1, 2	0	Mercy System Mode Adjustment
P12	0 – 20	0, 1, 2, 3…20	0	Number of Capsules/Mercy Tickets
P13	ON or OFF	ON or OFF	OFF	Prizes in free play
P14	ON or OFF	ON or OFF	OFF	Minor Prize Arm No.1 Status
P15	ON or OFF	ON or OFF	OFF	Minor Prize Arm No.2 Status
P16	ON or OFF	ON or OFF	OFF	Minor Prize Arm No.3 Status

P17	ON or OFF	ON or OFF	OFF	Minor Prize Arm No.4 Status
P18	ON or OFF	ON or OFF	OFF	Minor Prize Arm No.5 Status
P19	ON or OFF	ON or OFF	OFF	Minor Prize Arm No.6 Status
P20	ON or OFF	ON or OFF	ON	Major prize Arm No.7 Status
P21	ON or OFF	ON or OFF	ON	Major prize Arm No.8 Status
P22	ON or OFF	ON or OFF	ON	Major prize Arm No.9 Status
P23	ON or OFF	ON or OFF	ON	Major prize Arm No.10 Status
P24	1 – 6	1, 2,3 …6	2	Number of prize arm re-tries
P25	SOFt or HArd	SOFt or Hard	SOFt	Error type for Minor Prize – Err7
P26	ON or OFF	ON or OFF	ON	Attract Animation (strobing) display
P27	1 – 4	1,2,3,4	1	Error Message Option

PROGRAMMABLE ADJUSTMENTS DETAILED

■ P01 = COIN MECH 1: NUMBER OF COINS PER CREDIT

(Default 01) (Adjustable 1 – 20)

This variable sets the number of coins that need to be inserted into coin mechanism 1, for each credit. It can be set to either of 1, 2, and 3… to 20 coins for one credit.

■ P02 = COIN MECH 1: NUMBER of 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 to either of 1, 2, 3… to 10 plays for each credit; the *default* setting is "1".

■ P03 = COIN MECH 1: ACTIVATE MULTIPLE BONUS PRICING

(Default OFF) (Adjustable ON – OFF)

This variable sets the multiple bonus credit activation on 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 disable, if the setting change to ON the multiple bonus setting will be open the **P03-1** setting and so on.

■ P03 - 1 = COIN MECH 1: NUMBER of COIN per BONUS CREDIT on LEVEL 1

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of coins that need to be inserted into coin mechanism 1 for bonus credit. It can be set to either OFF, 1, 2… to 99 coins for bonus credit, (OFF=No bonus), the *default* setting is "OFF" this mean 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 MECH 1: NUMBER of BONUS CREDIT per COIN on LEVEL 1

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of bonus credit that will be given on every coin inserted in coin mechanism 1 on level 1 multiple bonus for bonus credit. It can be set to either OFF, 1, 2, 3… to 99 bonuses per coin; the *default* setting is "OFF" this mean that the **P03-3** will not open.

■ P03 – 3= COIN MECH 1: NUMBER of COIN per BONUS CREDIT on LEVEL 2

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of coins that need to be inserted into coin mechanism 1 for bonus credit. It can be set to either OFF, 1, 2… to 99 coins for bonus credit on level 2, but the setting value must be higher than setting value of **P03-1**, the *default* setting is "OFF" this mean that the **P03-4** will not open.

■ P03 -4 = COIN MECH 1: NUMBER of BONUS CREDIT per COIN on LEVEL 2

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of bonus credit that will be given on every coin inserted in coin mechanism 1 on level 2 multiple bonus for bonus credit. It can be set to either OFF, 1, 2, 3… to 99 bonuses per coin but setting value must be higher than setting value of **P03-2**, the *default* setting is "OFF" this mean that the **P03-5** will not open.

■ P03 – 5= COIN MECH 1: NUMBER of COIN per BONUS CREDIT on LEVEL 3

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of coins that need to be inserted into coin mechanism 1 for bonus credit. It can be set to either OFF, 1, 2… to 99 coins for bonus credit on level 3, but the setting value must be higher than setting value of **P03-5**, The *default* setting is "OFF" this mean that the **P03-6** will not open.

■ P03 -6 = COIN MECH 1: NUMBER of BONUS CREDIT per COIN on LEVEL 3

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of bonus credit that will be given on every coin inserted in coin mechanism 1 on level 3 multiple bonus for bonus credit. It can be set to either OFF, 1, 2, 3… to 99 bonuses per coin but setting value must be higher than setting value of **P03-4**, the *default* setting is "OFF".

■ P04 = COIN MECH 2: NUMBER OF COINS PER CREDIT

(Default 01) (Adjustable 1 – 20)

This variable sets the number of coins that need to be inserted into coin mechanism 2 for each credit. It can be set to either 1, 2, 3… to 20 coins for one credit. The *default* setting is "1" this means that 1 coin per credit.

■ P05 = COIN MECH 2: NUMBER of 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 to 1, 2, and 3… to 10 plays for each credit. The *default* setting is "1" this means that 1 credit per play.

■ P06 = COIN MECH 2: NUMBER of COINS for BONUS CREDIT

(Default ON or OFF) (Adjustable ON – OFF)

This variable sets the multiple bonus credit activation by 3 levels on coin mechanism 2. It can be set to ON or OFF. The *default* setting is "OFF" this mean the multiple bonuses is disable, if the setting change to ON the multiple bonus setting will be open the P06-1 setting and so on.

■ P06-1 = COIN MECH 2: NUMBER of COIN per BONUS CREDIT on LEVEL 1

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of coins that need to be inserted into coin mechanism 2 for bonus credit. It can be set to either OFF, 1, 2… to 99 coins for bonus credit; the *default* setting is "OFF" this mean that the **P06-2** will not open.

■ P06 -2 = COIN MECH 2: NUMBER of BONUS CREDIT per COIN on LEVEL 1

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of bonus credit that will be given on every coin inserted in coin mechanism 2 on level 1 multiple bonus for bonus credit. It can be set to either OFF, 1, 2, 3… to 99 bonuses per coin; the *default* setting is "OFF" this mean that the **P06-3** will not open.

■ P06-3 = COIN MECH 2: NUMBER of COIN per BONUS CREDIT on LEVEL 2

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of coins that need to be inserted into coin mechanism 2 for bonus credit. It can be set to either OFF, 1, 2… to 99 coins for bonus credit; the *default* setting is "OFF" this mean that the **P06-4** will not open.

■ P06 - 4 = COIN MECH 2: NUMBER of BONUS CREDIT per COIN on LEVEL 2

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of bonus credit that will be given on every coin inserted in coin mechanism 2 on level 1 multiple bonus for bonus credit. It can be set to either OFF, 1, 2, 3… to 99 bonuses per coin; the *default* setting is "OFF" this mean that the **P06-5** will not open.

■ P06-5 = COIN MECH 2: NUMBER of COIN per BONUS CREDIT on LEVEL 2

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of coins that need to be inserted into coin mechanism 2 for bonus credit. It can be set to either OFF, 1, 2… to 99 coins for bonus credit; the *default* setting is "OFF" this mean that the **P06-6** will not open.

■ P06 - 6 = COIN MECH 2: NUMBER of BONUS CREDIT per COIN on LEVEL 2

(Default OFF) (Adjustable OFF – 99)

This variable sets the number of bonus credit that will be given on every coin inserted in coin mechanism 2 on level 1 multiple bonus for bonus credit. It can be set to either OFF, 1, 2, 3… to 99 bonuses per coin; 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 - 6)

This option is for setting the *Cube Speed.* This affects the speed of the cube block movement as the player increases in levels. A setting of [1] is the easiest up to [6], the hardest.

■ P09 = SKILL SETTING (Minor Prize)

(Default 1) (Adjustable 1 – 4)

This option sets the ***Skill level*** for players to reach the Minor Prize level, as listed in the table below. These settings are made easy on purpose, players must still be skillful to get to this level, however very few players take the minor prize, most play on to try and win the major prize.

MINOR PRIZE SKILL SETTINGS	
1 = Approx. 1 Minor Prize in Every Game	**3 = Approx. 1 Minor Prize in 3 Games**
2 = Approx. 1 Minor Prize in 2 Games	**4 = Approx. 1 Minor Prize in 4 Games**

■ P10 = SKILL SETTING (Major Prize)

(Default 8) (Adjustable 1 – 10)

This option sets the ***Skill level*** for players to reach the Major Prize level, as listed in the table below. As this is a skill game the win rate is only the approximate rate for each difficulty setting.

MAJOR PRIZE SKILL SETTINGS			
1 = Easiest	**(Approx. 1 Win in 20 Games)**	**6 = Medium to Hard**	**(Approx. 1 Win in 200 Games)**
2 = Very Easy	**(Approx. 1 Win in 30 Games)**	**7 = Hard**	**(Approx. 1 Win in 300 Games)**
3 = Easy	**(Approx. 1 Win in 40 Games)**	**8 = Very Hard**	**(Approx. 1 Win in 400 Games)**
4 = Easy to Medium	**(Approx. 1 Win in 50 Games)**	**9 =Very, Very Hard**	**(Approx. 1 Win in 600 Games)**
5 = Medium	**(Approx. 1 Win in 100 Games)**	**10 = Hardest**	**(Approx. 1 Win in 800 Games)**

■ P11 = MERCY SYSTEM MODE ADJUSTMENT

(Default 0) (Adjustable 0 – 2)

This option adjusts the way that mercy tickets or capsules paid out if the optional ticket or capsule dispenser is fitted. The setting will depend on the **P02** and **P04** setup for the amount of capsule/ticket dispense. See **P12** for setting the number of mercy tickets or capsules that will be dispensed.

0. Mercy System disabled, no ticket or capsules will be paid. This setting must be used if optional ticket or capsule dispenser is not fitted
1. Mercy tickets / capsules are paid if no Major or Minor prize is won. Optional ticket / capsule dispenser must be fitted
2. Mercy tickets / capsules are paid on every game credit, regardless if prizes are won or not. Optional ticket / capsule dispenser must be fitted

*** NOTE! ***

■ If no ticket or capsule dispenser is fitted to the machine, make sure **P11** and **P12** adjustments are set to [0].

■ P12 = NUMBER of MERCY TICKETS / CAPSULES ADJUSTMENT

(default 0) (Adjustable 0 – 20)

This option adjusts the number of mercy tickets or capsules paid out if the optional ticket or capsule dispenser is fitted. See **P18** for setting Mercy System Mode payout options.

■ 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 ARM STATUS

Prize Arm Status adjustments P17 to P26 are used to disable Prize Arms that have been removed to allow larger prizes to be dispensed. Stacker comes with all prize arms installed as default.

*** NOTE! ***

■ Disabled Prize Arms are unable to be selected by Wining Players

■ P14 to P19
MINOR PRIZE ARM No.1 to 6 STATUS

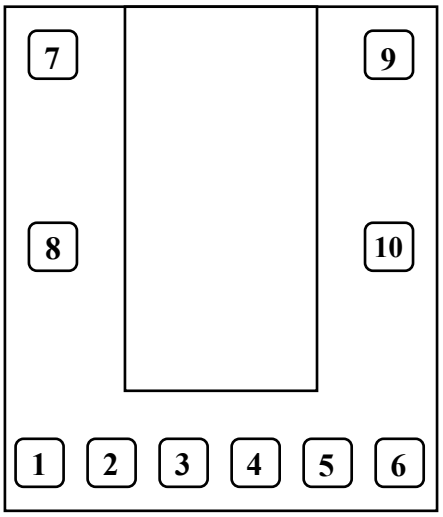
(Default, *see table below*) (Adjustable ON or OFF)

This option is for enabling or disabling of Minor Prize Arms numbered 1 through to 6.

Default Table

Prize Arm No.	Default	Prize Arm No.	Default
Minor Arm 1	ON	Minor Arm 4	ON
Minor Arm 2	ON	Minor Arm 5	ON
Minor Arm 3	ON	Minor Arm 6	ON

PRIZE ARM NUMBER & LOCATION



■ P20 to P23
MAJOR PRIZE ARM No.7 to 10 STATUS

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

This option is for enabling or disabling of Major Prize Arms numbered 7 through to 10.

Default Table

Prize Arm No.	Default	Prize Arm No.	Default
Major Arm 7	ON	Major Arm 9	ON
Major Arm 8	ON	Major Arm 10	ON

*** NOTE! ***

If all Minor and / or Major Prize Arms are set to **[OFF]**
the error message **[Err6]** will be displayed in the credit display.
See Error Codes page for more detail.

■ P24 = NUMBER OF PRIZE ARM RE-TRIES

(Default 02) (Adjustable 1 – 6)

This option controls the number of retries a user will get when a prize arm times out during the prize selection stage.

*** NOTE! ***
If the machine fails to detect a prize fall after set number of re-tries the error message [**Err4 or Err7**] will be displayed in the credit display. See Error Codes page for more detail.

■ P25 = ERROR TYPE FOR MINOR PRIZE – ERR7

(Default Soft) (Adjustable Soft or Hard)

This variable sets the type of action taken when there is a Minor Prize Arm deployment error 7 **[Err7]**. When set to Soft **[SOFt]** on an error 7 the game will automatically continue to play on for a Major Prize. If set to Hard **[HArd]** the game will stop and display **Err7** in the Credit Display and sound "Please Call the Attendant"

*** NOTE! ***
For more information on [**Err7**] please see Error Codes page.

■ P26 = ATTRACT ANIMATION (STROBING) DISPLAY

(Default ON) (Adjustable ON or OFF)

This setting controls whether or not the game displays the strobing of the attract animation. 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.

■ P27 = Error Message Option

(Default 2) (Adjustable 1 - 4)

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

Setting	Voice Over	4 Digit Display
1	**Played**	**Displayed**
2	**Played**	**Error will display when test button press and the next test button will try clear the error**
3	**Not Played**	**Displayed**
4	**Not Played**	**Error will display when test button press and the next test button will try clear the error**

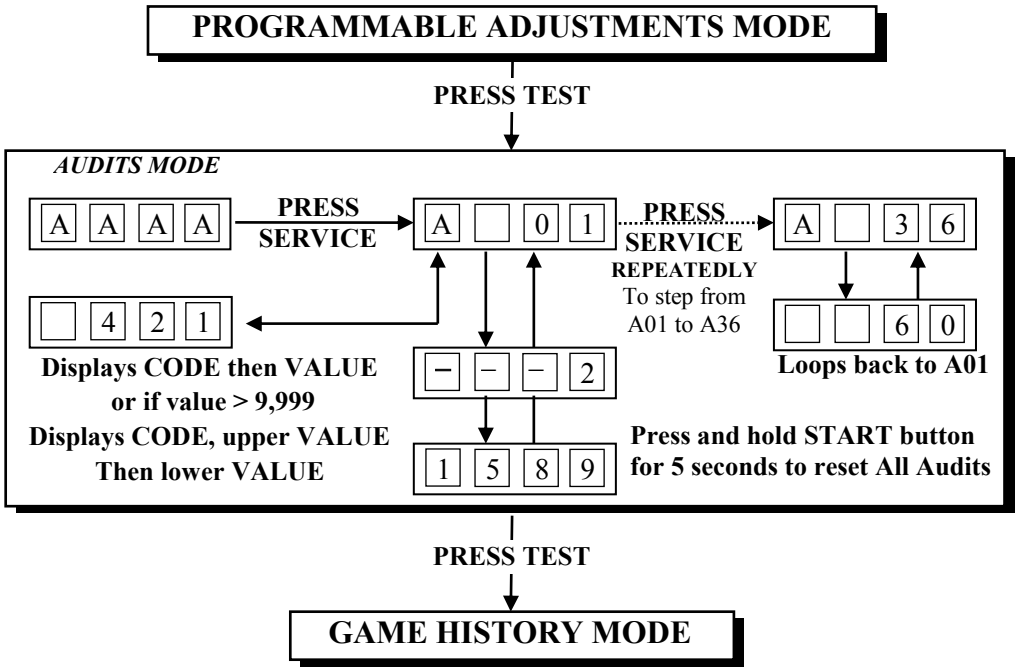
AUDITS MODE

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 Stacker has Fourthly Audits that can be viewed in this mode. They are A01 to A40 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-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-01	Total Coins In Mechanism 1
A02	A-02	Total Coins In Mechanism 2
A03	A-03	Total Number of Service Credits
A04	A-04	Total Number of Major Prize Wins
A05	A-05	Total Number of Minor Prize Wins
A06	A-06	Total Number of Skip Minor for Major Prize attempt
A07	A-07	Total Number of Games Played
A08	A-08	Total number Games ending at level 1
A09	A-09	Total number Games ending at level 2
A10	A-10	Total number Games ending at level 3
A11	A-11	Total number Games ending at level 4
A12	A-12	Total number Games ending at level 5
A13	A-13	Total number Games ending at level 6
A14	A-14	Total number Games ending at level 7
A15	A-15	Total number Games ending at level 8
A16	A-16	Total number Games ending at level 9
A17	A-17	Total number Games ending at level 10
A18	A-18	Total number Games ending at level 11
A19	A-19	Total number Games ending at level 12
A20	A-20	Total number Games ending at level 13
A21	A-21	Total number Games ending at level 14
A22	A-22	Total number Games ending at level 15
A23	A-23	No. of prize selections on Minor Prize Arm No.1
A24	A-24	No. of prize selections on Minor Prize Arm No.2
A25	A-25	No. of prize selections on Minor Prize Arm No.3
A26	A-26	No. of prize selections on Minor Prize Arm No.4
A27	A-27	No. of prize selections on Minor Prize Arm No 5
A28	A-28	No. of prize selections on Minor Prize Arm No.6
A29	A-29	No. of prize selections on Major Prize Arm No.7
A30	A-30	No. of prize selections on Major Prize Arm No.8
A31	A-31	No. of prize selections on Major Prize Arm No.9
A32	A-32	No. of prize selections on Major Prize Arm No.10
A33	A-33	Manufactures Audit only
A34	A-34	Manufactures Audit only
A35	A-35	Manufactures Audit only
A36	A-36	Manufactures Audit only
A37	A-37	Manufactures Audit only
A38	A-38	Manufactures Audit only
A39	A-39	Manufactures Audit only
A40	A-40	Manufactures Audit only Check Sum

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 MINOR PRIZE WINS

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

■ A06 = TOTAL NUMBER OF SKIP MINOR FOR MAJOR PRIZE ATTEMPT

This Audit displays the *total number of* times the *Minor Prize Win* was skipped for an attempt at a *Major Prize Win,* 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", 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.

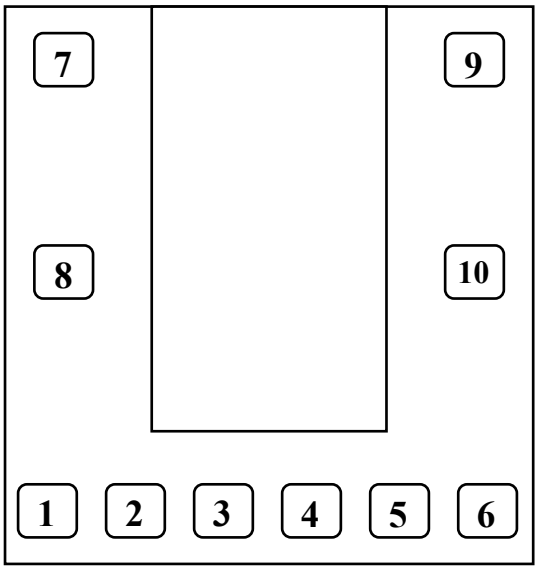
■ A08 to A22
TOTAL NUMBER OF GAMES ENDING on LEVELS 1 to 15

These Audits display the *total number of games ending on level* number 1 through to 15 on this machine 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 fifteen at the top.

■ A23 to A32
TOTAL NUMBER OF PRIZE SELECTIONS on PRIZE ARM POSITION NUMBER 1 to 10

These Audits display the *total number of the prize selections on Prize Arm positions* number 1 through to 10 on this machine since the audits were last cleared. Minor Prize Arms are A01 to A06 and Major Prize Arms are A07 to A10.

PRIZE ARM NUMBER & LOCATION



■ A33 to A40 = MANUFACTURE AUDITS ONLY

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

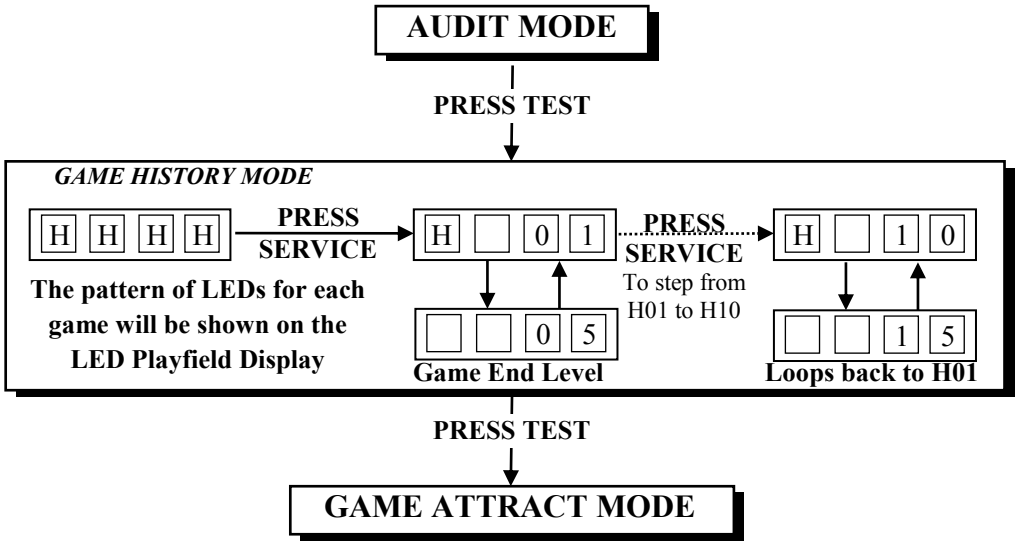
*** NOTE! ***

■ 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 players 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 QUICK REFERENCE TABLE

CODE	DISPLAY	HISTORY RESULTS
H01	H-01	Level Ending & LED Pattern for Very Last Game Played
H02	H-02	Level Ending & LED Pattern for 2nd Last Game Played
H03	H-03	Level Ending & LED Pattern for 3rd Last Game Played
H04	H-04	Level Ending & LED Pattern for 4th Last Game Played
H05	H-05	Level Ending & LED Pattern for 5th Last Game Played
H06	H-06	Level Ending & LED Pattern for 6th Last Game Played
H07	H-07	Level Ending & LED Pattern for 7th Last Game Played
H08	H-08	Level Ending & LED Pattern for 8th Last Game Played
H09	H-09	Level Ending & LED Pattern for 9th Last Game Played
H10	H-10	Level Ending & LED Pattern for 10th Last Game Played

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. H H H H 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 H H H H 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 Err X, where „X" is the error number. There are five error messages for Stacker, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
Err1	TICKET DISPENSE ERROR Jammed tickets, no tickets or no ticket notch pulse for longer than 3 seconds.	1. If the optional ticket/capsule dispenser is not fitted, make sure P11 and P12 are set to "0". 2. If the optional ticket/capsule dispenser is fitted, clear ticket/capsule dispenser jam or replenish tickets. After this, push Test button once to clear error.
Err2	START/STOP BUTTON JAMMED, active for longer then 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).
Err4	MAJOR PRIZE DEPLOYMENT ERROR	Refill Major Prize Arms or test sensor using switch test.
Err5	PRIZE SENSOR BLOCKED or PRIZE SENSOR FAULTY	Clear Blockage from between prize sensors or test sensor using switch test.
Err6	All PRIZE ARMS STATUS are DISABLED.	Check that at lest one Minor Prize Arm (P14 to P19) and one Major Prize Arm (P20 to P23) has been set active Prize Arms ON.
Err7	MINOR PRIZE DEPLOYMENT ERROR	Refill Minor Prize Arms or test sensor using switch test.

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 can occur if the optional capsule/ticket dispenser is **not** installed and **P14** and **P15** have **not** been set to zero. If your machine does **not** have theses optional fixtures installed, please set **P14** and **P15** to **"0"**.

Otherwise, if the optional ticket/capsule dispenser is fitted, this error usually occurs if the game has run out of tickets or there is a ticket/capsule jam. A less common reason is if the game PCB tries to dispense tickets/capsules but doesn"t get a notch pulse for approximately three seconds. Use the Switch Test and test the notch pulse by passing a ticket in and out of the notch sensor or manually activating the micro-switch on the capsule dispenser, an active notch will be display as **C1**.

If the game was out of tickets, replace the tickets, clear the ticket/capsule jam and then push the test button once to clear the error. The game will then payout any owed tickets/capsules.

■ Err2 – START/STOP BUTTON JAMMED

This error is usually displayed if the Start/Stop button is active for longer then 30 seconds Use the Switch Test and check the Stop/Start button, an active button will be display 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 23C16 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 massage, 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.

■ Err4 – MAJOR PRIZE DEPLOYMENT ERROR

This error is usually displayed if an empty Major prize arm is selected by a Major prize-winner or if the game activates the Major prize arm and does not sense a prize dropping through the prize sensor. The Err4 error code and the Major Prize Arm location numbers are displayed alternatively.

The error can also occur if the Major prize arm **"TIMES OUT"** caused by taking too long to dispense a prize. This can happen if there is more than half a prize arm length between Major prizes on the Major prize arm, the Major prize arm is not turning or the prize sensor is not working.

Test the prize arm function using the Run Test. Test the prize sensor using the Switch Test. Pass your hand through the infrared beams in the prize chute. Blocking the invisible beams should display **C7** in switch test.

Removing your hand from the beams should stop **C7** from being displayed.

■ **Err5 – PRIZE SENSOR BLOCKED or PRIZE SENSOR FAULTY**

This error usually occurs if the prize sensor is blocked or a prize is jammed in the prize chute, blocking the infrared beam of the prize sensor for longer than 5 seconds. This error can also occur if the sensor output pulses or "flickers" due to miss alignment for more than 20 times every 5 seconds.

The sensor can be tested using the switch test. If the sensor is blocked **C7** will be displayed in this test. Clear what ever is blocking the sensor and the error will clear itself.

If you cannot find anything blocking the sensor, there could be faulty infrared sensors or receivers on the prize sensor. The sensor PCB"s should be returned to your nearest LAI Games distributor for repair.

The Prize Sensor is designed around 12 pairs of infrared detectors and LEDs. Blocking the infrared path of any one of the 12 beams will trigger a common output. There are 6 orange LEDs on each Sensor PCB to help indicate the active pairs of infrared beams.

■ **Err6 – All PRIZE ARMS STATUS are DISABLED.**

This error will only be displayed if programmable adjustments **P17** to **P22** (Minor Prize Arm Status) and / or adjustments **P23** to **P26** (Major Prize Arm Status) are all set to **OFF** (Disabled).

There should be at least one Minor Prize Arm and one Major Prize Arm set to Status to **ON**. Push the test button once to enter directly to **P17** or **P22** in adjustment mode, locate what prize arms need to be active and set that Prize Arm Status to **ON**.

■ **Err7 – MINOR PRIZE DEPLOYMENT ERROR**

This error is usually displayed if an empty Minor prize arm is selected by a Minor prize-winner or if the game activates the Minor prize arm and does not sense a prize dropping through the prize sensor. The Err4 error code and the Minor Prize Arm location numbers are displayed alternatively.

The error can also occur if the Minor prize arm **"TIMES OUT"** caused by taking too long to dispense a Minor prize. This can happen if there is more than half a prize arm length between Minor prizes on the Minor prize arm, the Minor prize arm is not turning or the prize sensor is not working.

*** NOTE! ***
P25 setting will affect what the action the game will take on an error 7 **[Err7]**.
Please see Program Adjustments for more information.

Test the prize arm function using the Run Test. Test the prize sensor using the Switch Test. Pass your hand through the infrared beams in the prize chute. Blocking the invisible beams should display **C7** in switch test. Removing your hand from the beams should stop **C7** from being displayed.

FUSE INFORMATION

*** WARNING! ***
Always *turn* ***OFF*** *Mains power and unplugged the game, before replacing any fuses.*

- **MAIN AC SUPPLY FUSE (1 x 6 AMP FAST BLOW, M205 TYPE)**
  This fuse is for the main AC supply and is situated in the IEC mains input socket.

*** NOTE! ***
- The power cord must be removed before the fuse can be accessed.

- **MCU POWER FUSE (1 x 1.5 AMP FAST BLOW, M205 TYPE)**
  This fuse is for the power supply to the MCU PCB.

- **MCU CONTROL FUSES (2 x 5 AMP FAST BLOW, M205 TYPE)**
  These fuses are for the DC transistor drivers on the MCU PCB

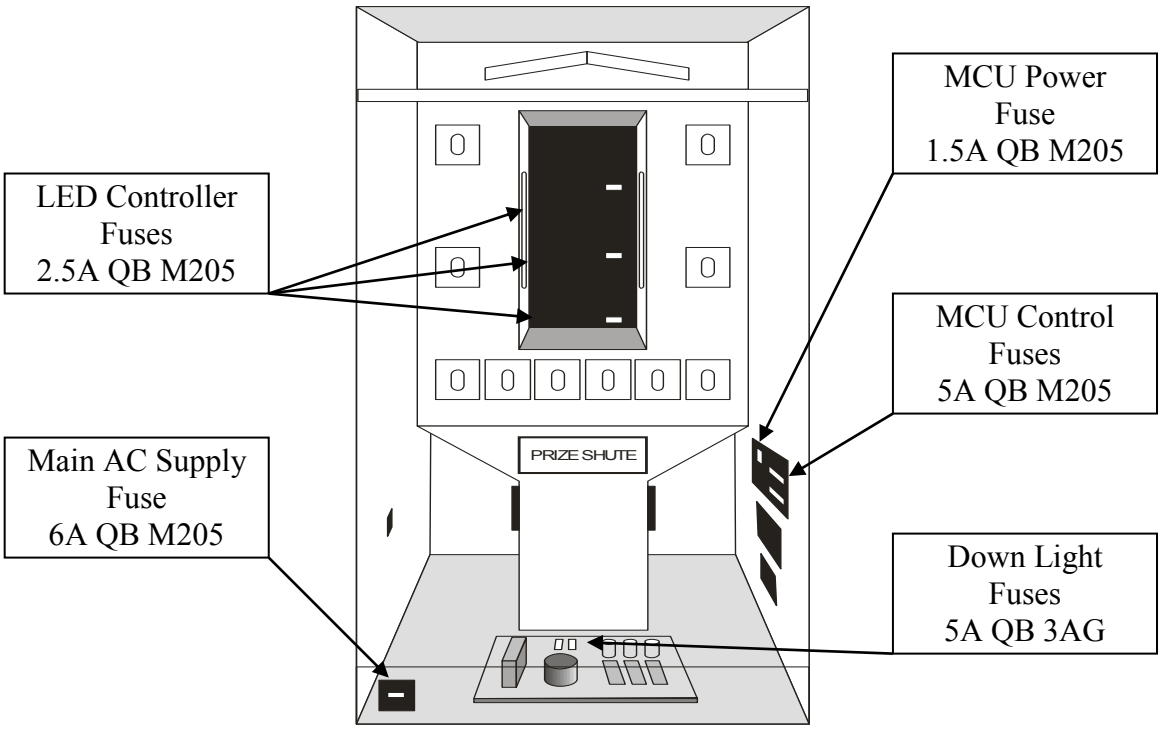
- **3 LED PLAYFIELD DISPLAY CONTROLLER FUSES (3 x 2.5 AMP FAST BLOW, M205 TYPE)**
  This fuse is for the +5VDC on the three LED Playfield Display PCBs

- **DOWN LIGHT FUSES (2 x 5 AMP FAST BLOW, 3AG TYPE)**
  This fuse is for the two 12VAC 20W Down Light Lamps

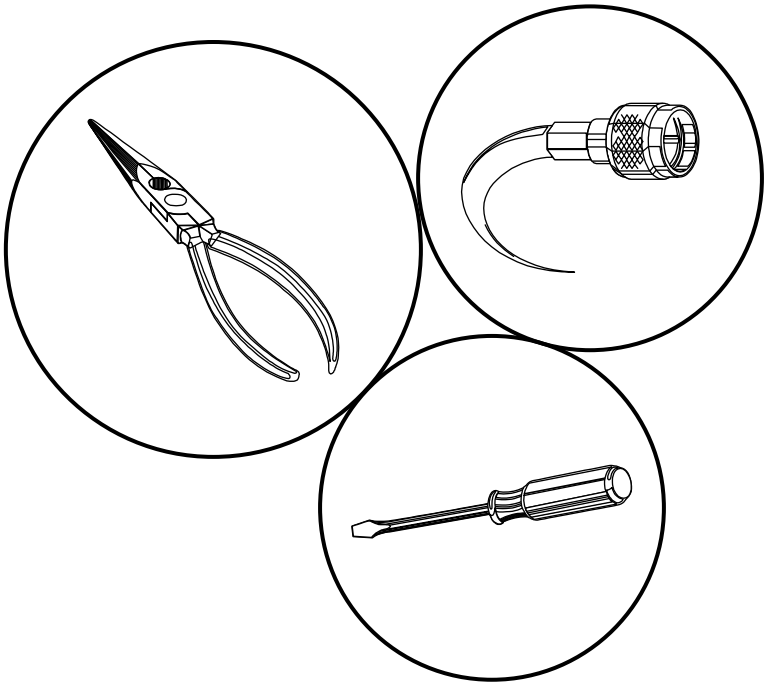
*** CAUTION! ***
Do Not *use any fuse that does not meet the specified rating.*

FUSE LOCATION DIAGRAM

As viewed from rear



SECTION A: SERVICE INSTRUCTIONS



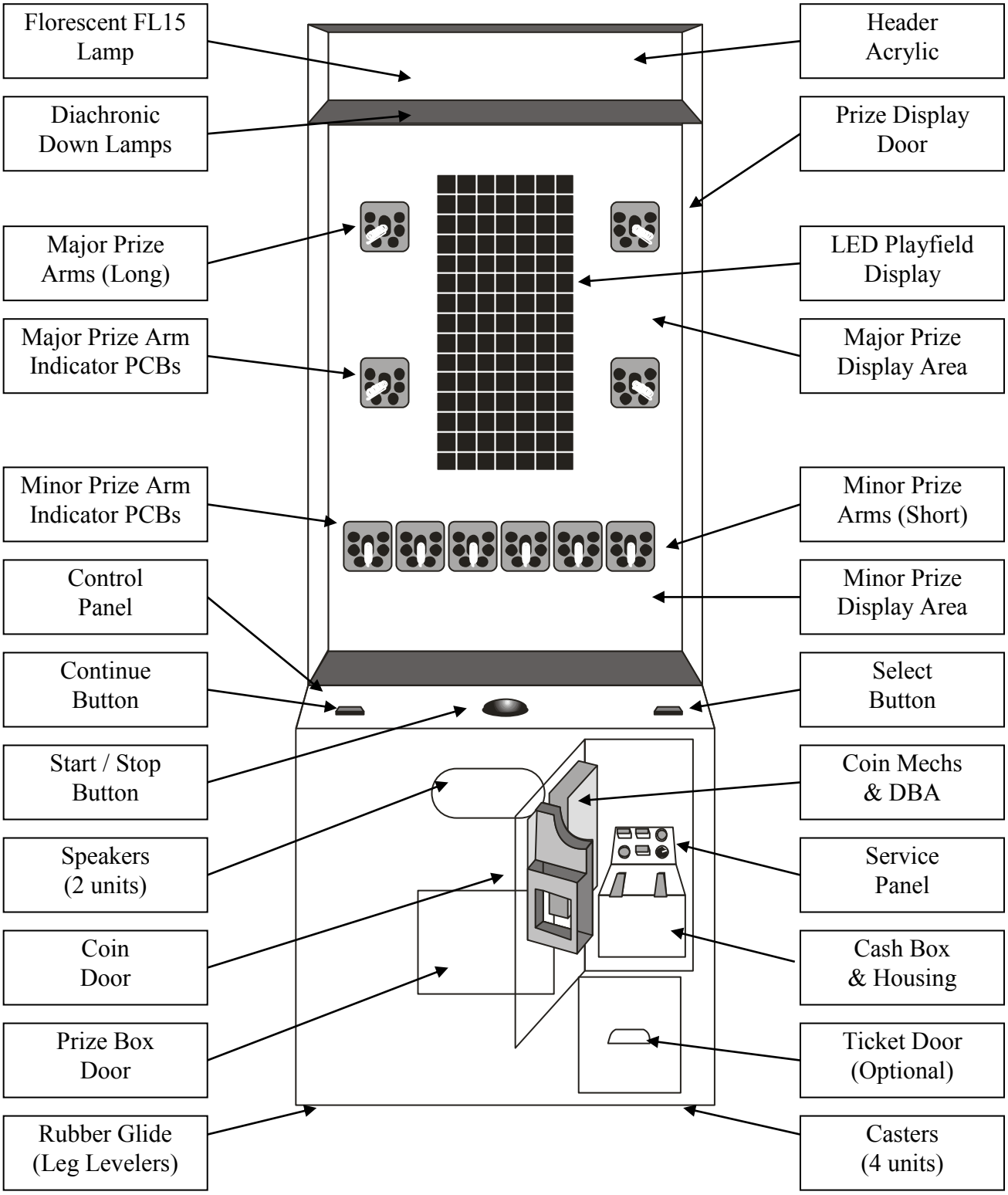
BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine

A

LOCATING AND ACCESSING PARTS

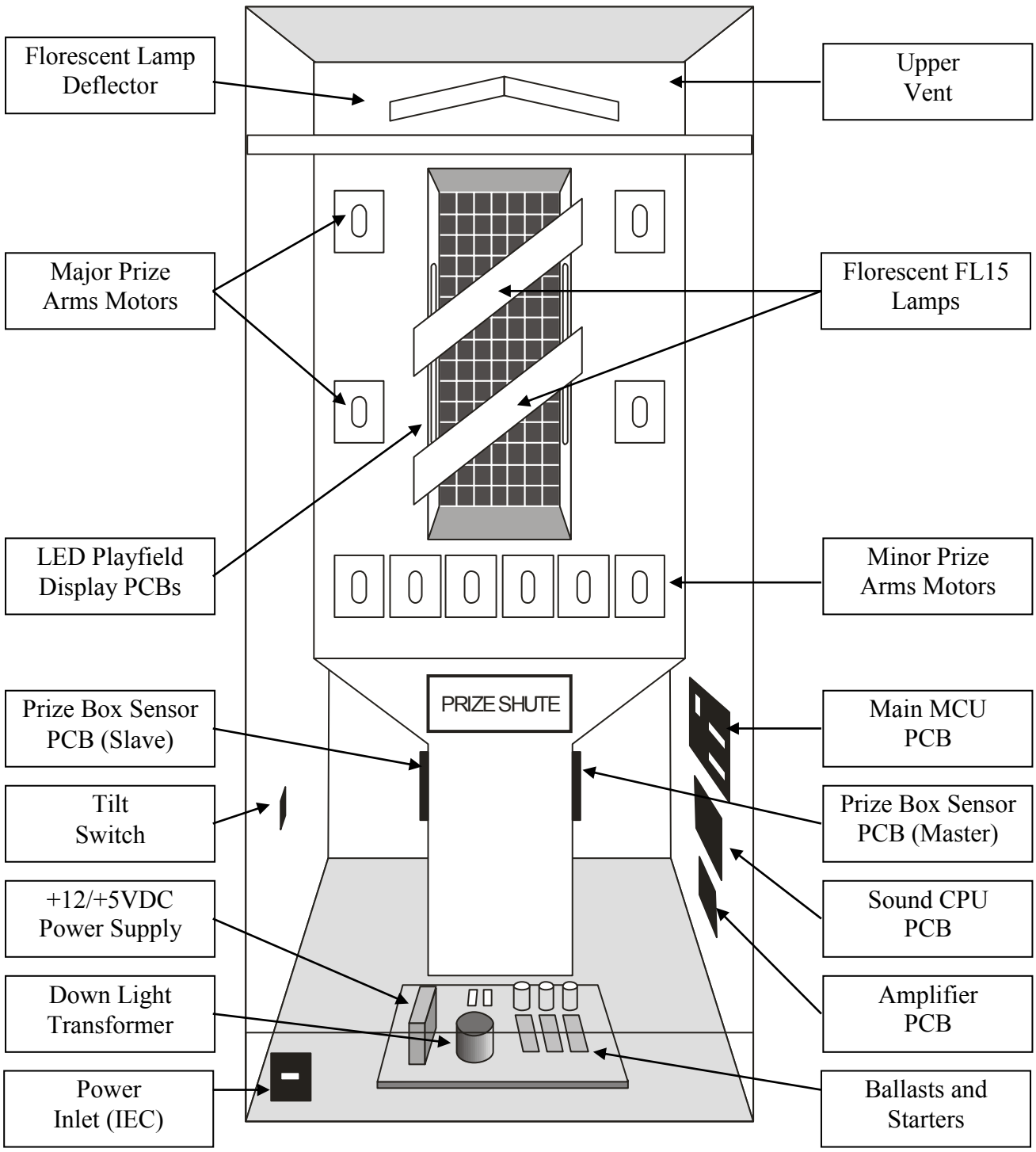
PARTS LOCATION DIAGRAM

As viewed from front



PARTS LOCATION DIAGRAM Cont.

As viewed from rear



PARTS DESCRIPTION

■ COIN MECHANISMS

The coin mechanisms can be accessed inside the Coin door to the right on the front of the machine cabinet.

■ CASH BOX

The cash box is located inside the coin door on the front of the machine cabinet.

■ TICKET DOOR (Optional)

The ticket mechanism can be accessed inside the ticket door to the lower Right on the front of the machine cabinet.

■ SPEAKERS

Two speakers are located to the front of the cabinet below the control. Access is through the rear door.

■ GAME CONTROLS:

Located in the center of the machine cabinet. The control panel can be Access through the rear door or via the coin door.

START/STOP BUTTON: The Start button is the large RED round illuminated button. This button is used to start / stop during a game and for test and program adjustments.

CONTINUE BUTTON: The Continue button is the rectangular illuminated button located at the left-hand side of the control panel.. This button is used to continue the game if player want to try for a Major prize.

SELECT BUTTON: The Select button is the rectangular illuminated button located at the right-hand side of the control panel. The select button is used to step through the prize arms if a prize is won

■ SERVICE CONTROLS:

Located on the service panel mounted on top of the cash box and accessed trough the Coin Door.

SERVICE BUTTON: Used to input credits to the game without activating the coin counter, and to perform test procedures in combination with the test button

TEST BUTTON: Used to perform the test mode, in combination with the Service button.

VOLUME KNOB: Used to adjust the speaker"s sound level.

POWER CORD

The power cord is a standard IEC power cord (as used on computers) that is plugged in to the power inlet socket at the rear of the machine. The power cord can be removed for transport.

POWER INLET

The power inlet is located at the rear of the machine on the Left-hand side as viewed from the rear. It is a standard IEC inlet socket.

MAINS SWITCH

The mains switch is located on the power inlet assembly along with the mains fuse, and IEC inlet socket.

FUSES

For locations of all fuses refer to Fuses and Fuse location, page 33 of this manual.

*** WARNING! ***

Always *turn* ***OFF*** *Mains power and unplugged the game, before replacing any fuses*

Always *use the correct rated fuse. Refer to page for fuse information.*

7-SEG DISPLAY

There is a 4-digit display located on the control panel. Access is through the back of the machine.

PCB's

For location of all game PCB"s, refer to the Parts Location diagram page 35 of this manual.

POWER SUPPLY

The power supply is located at the back of the cabinet and is accessed from the rear of the machine. It is a 12V 13A switching power supply.

DOWN LIGHT TRANSFORMER

The down light transformer is located at the back of the cabinet and is accessed from the rear of the machine. It is 2 x 12VAC 5A supply output.

TILT SWITCH

The tilt switch is located to the left at the back of the cabinet and is accessed from the rear of the machine.

MAJOR & MINOR PRIZE ARMS

The prize arm mechanisms are located at the back of the cabinet and are accessed from the rear of the machine.

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 GE192 or equivalent and can be accessed through the coin door.

■ BUTTON LAMPS

The button lamps all are 12V/DC GE192 or equivalent and can be accessed through the coin door or back door.

■ HEADER LAMPS

There is one standard FL 15 fluorescent tube for the Header Display. Access is by the removing of the machine header cover and accessing the tube from the front.

■ PRIZE DISPLAY SIDE LAMPS

There are two standard FL 18 fluorescent tubes for side lighting the prize display. Access is by the removing of the Lamp Brackets and accessing the tubes from the back door.

■ PRIZE DISPLAY DOWN LAMPS

There are 2 x 12V 20W 36Dgr-halogen lamps mounted in the top of the prize display. These are standard dichroic lamps and are accessed from the prize display through the prize display door.

*** 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 *(See page 11)*. Replace any globes that are not operational.

INSTRUCTIONS TO FIT 90º T-HANDLE LOCK TO NEW TYPE COIN DOORS

This document is to instruct in the fitting of a 90º T-Handle Lock to the new type coin doors for Lighthouse and Stacker.

How to Identify the New type Coin Doors

The new type coin doors can be identified by additions both to the door and to the door frame.

The Door will have an external stainless steel plate with two coach bolts as in the photo to the right.

This plate covers the T-Handle hole and provides the two coach bolts for mounting it.

The photo on the left shows the new lock points on the door frame.

Take note of the T-Handle Lock Cam hanging from the lock point metal. If this is missing you will need to order a replacement from your LAI GAMES distributor before fitting a T-Handle Lock.

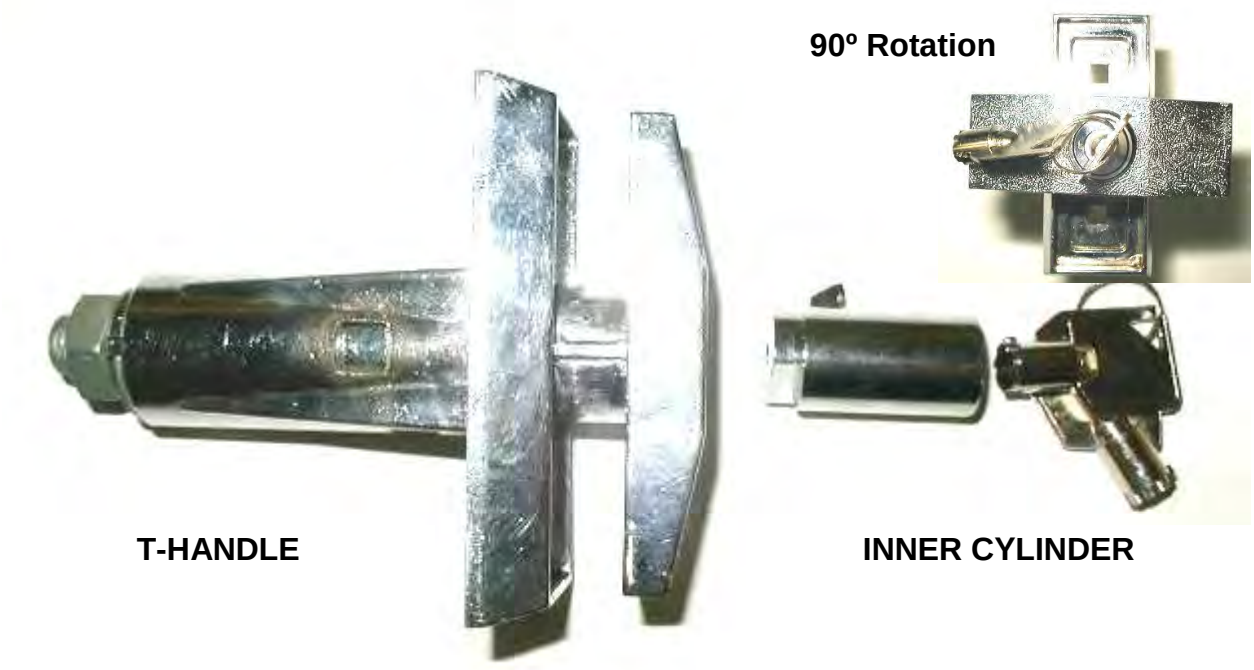
You will only be able to fit T-Handle Locks to machines with these new types of Coin Doors & Frames.
Machines with older door types are unable to use T-Handle Locks.

What is a T-Handle Lock and where to Purchase it

The “Pop-out” T-Handle Locks are commonly found on drink and snack vending machines. They provide a heavy duty tamper proof locking system with replaceable inner cylinders using a variety of key types.

The T-Handle lock to be used with our coin doors is a 90º Cam Rotation type. With the T-Handle popped out it will only turn a quarter turn. The inner cylinder key lock is not normally supplied with the T-Handle and will need to be ordered separately.

For the Inner Cylinder key lock you can order a generic type to fit the T-Handle. And if you are using a Master locking system on your machines, you can check with your lock supplier for a matching inner cylinder.



90º Rotation

T-HANDLE **INNER CYLINDER**

You can purchase the T-Handles and Inner Cylinders from:

Company	Betson Imperial Parts Co
Address	1000 Stevenson Court #109 Roselle, IL. 60172 USA
Phone	+1 (630) 295-8595
Fax	+1 (630) 295-9649
Website	http://www.betson.com

Part Number	Part Description
33-0250	Pop Out T-Handle with 90º Cam Rotation
33-0500	Inner Cylinder for Pop Out T-Handle (Keyed Differently)

Removing Original Lock & Cam

Open the Coin Door and remove the cam from the rear of the barrel lock.

Then remove the barrel lock from the front and rear cover plates.

Next undo the two Coach Bolts holding the front and rear cover plates in place.

Save these two Coach Bolts to mount the T-Handle.

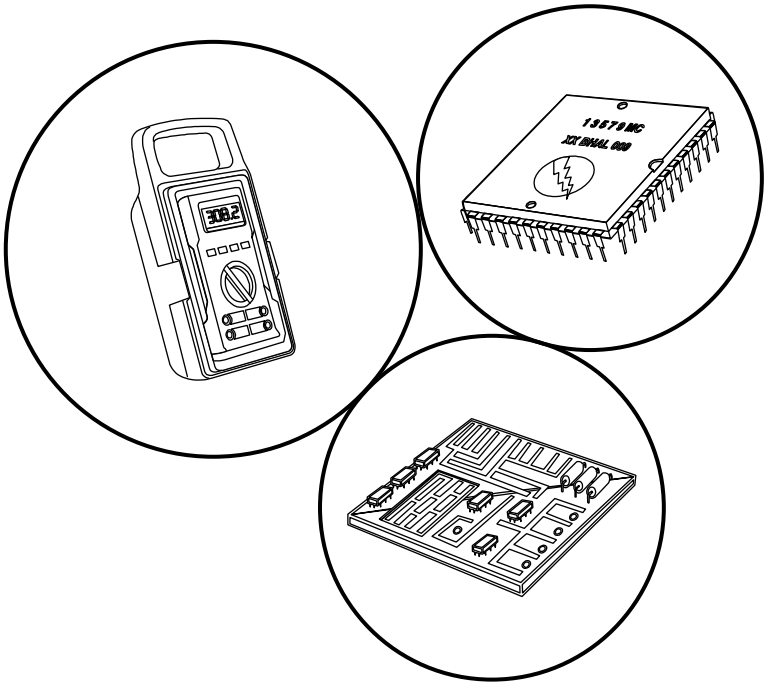
Mounting the T-Handle Lock & Cam

Pop open the assembled T-Handle Lock unit and rotate the handle 90º counter clockwise.
Using the two Coach Bolts you saved, mount the T-Handle onto the Coin Door
Keeping the T-Handle in the unlocked position, mount the Cam vertical on the end of the T-Handle.
Close the Coin Door and turn the T-Handle into the locked position. The Cam should move freely and easily into place.

Remove the Key from the T-Handle and press the handle to lock the Coin Door

Your Machine is now Securely Fitted with a Pop-out T-Handle Lock!

SECTION B: TECHNICAL DETAILS



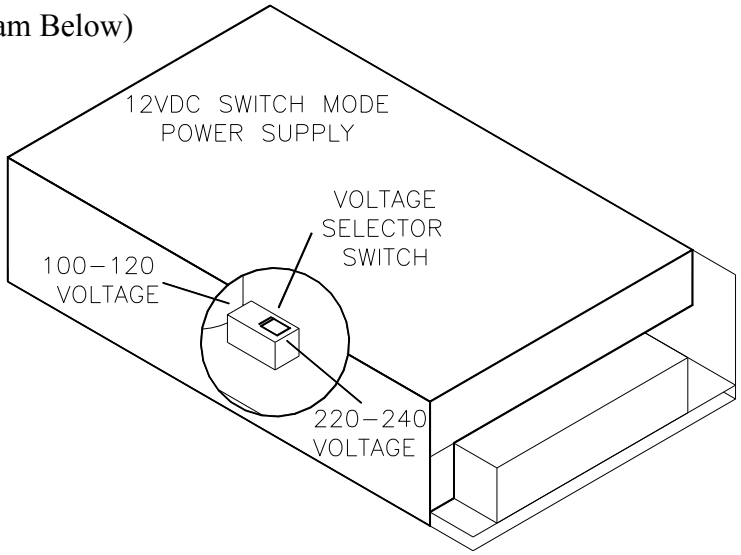
It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

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)



■ FLORESCENT TUBE BALLASTS AND STARTERS

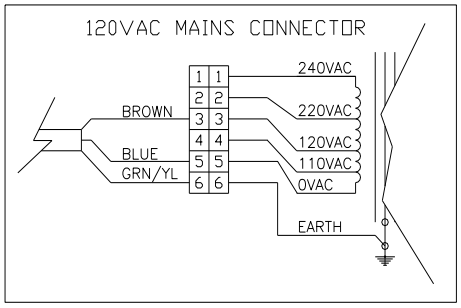
Locate the florescent tube ballasts and starters in the back of the cabinet. If unsure of the location of any ballasts or starters, refer to Parts location diagram on page 35 of this manual. These have to be removed and replaced with an equivalent wattage at you local mains voltage level.

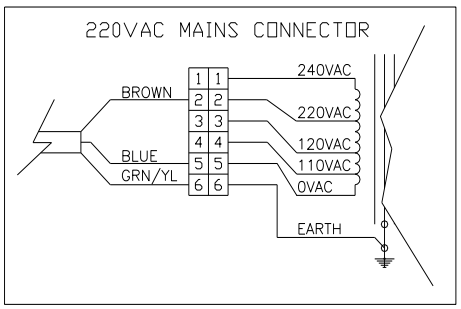
■ TRANSFORMER CONNECTORS

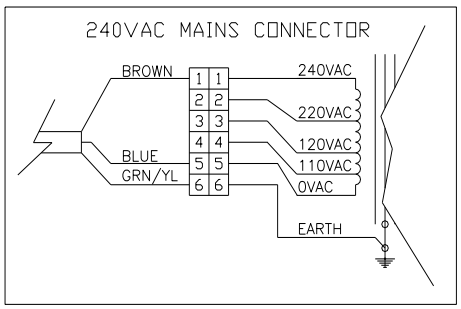
Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram on page 35 of this manual. Change the position of the „ACTIVE" or „HOT WIRE" input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

6 WAY CONNECTOR PINOUT

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

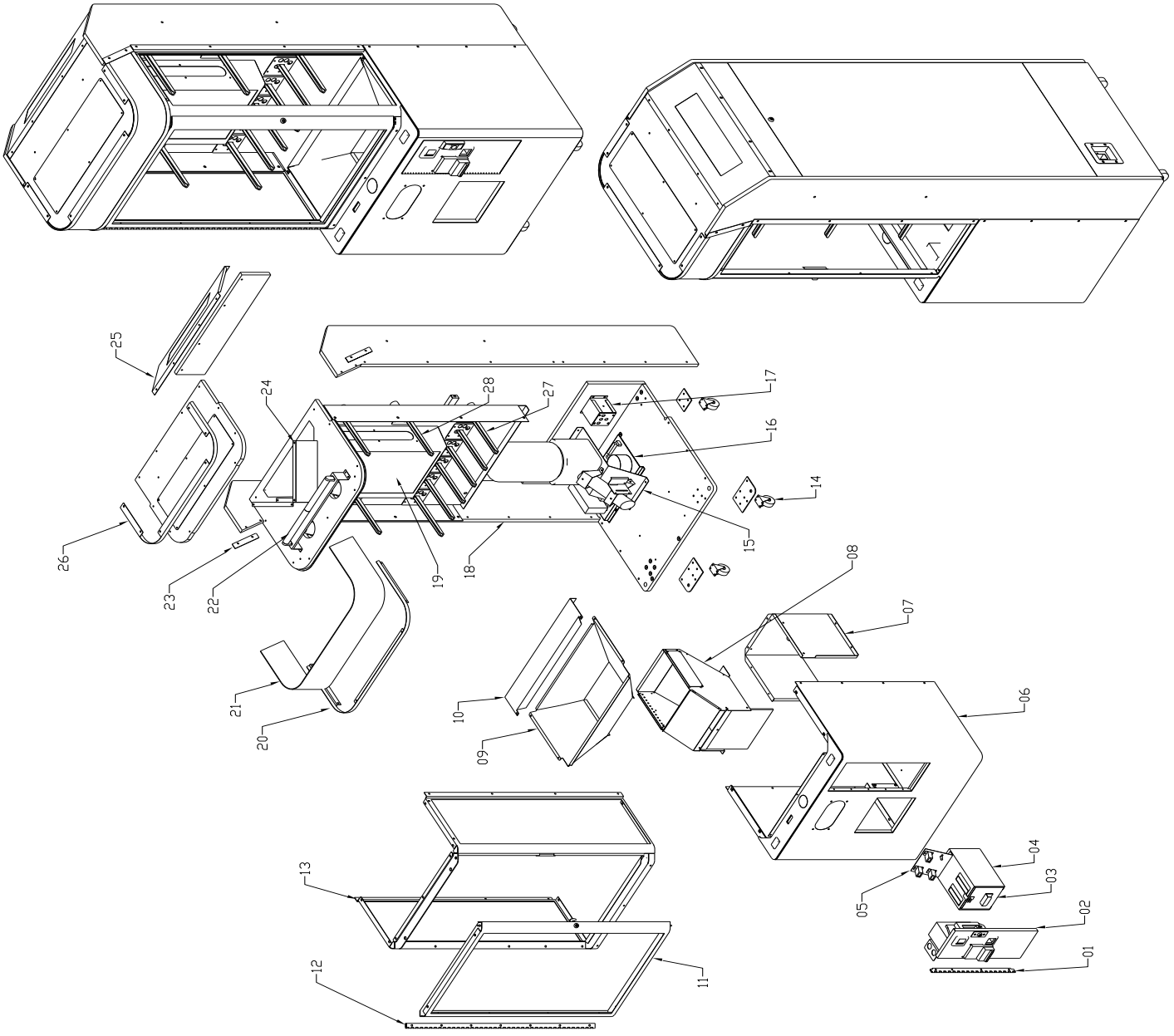




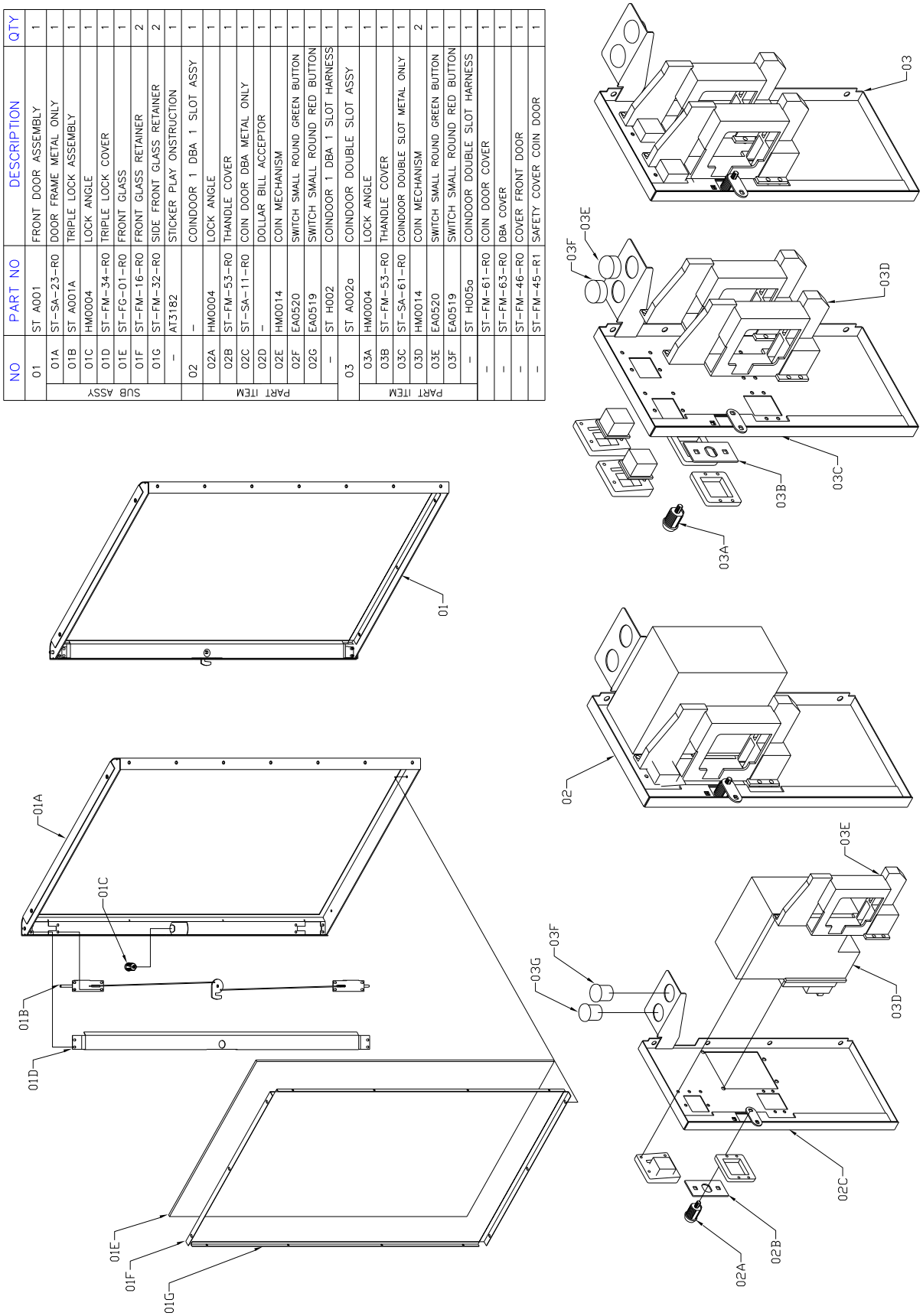


3D PARTS EXPLODE

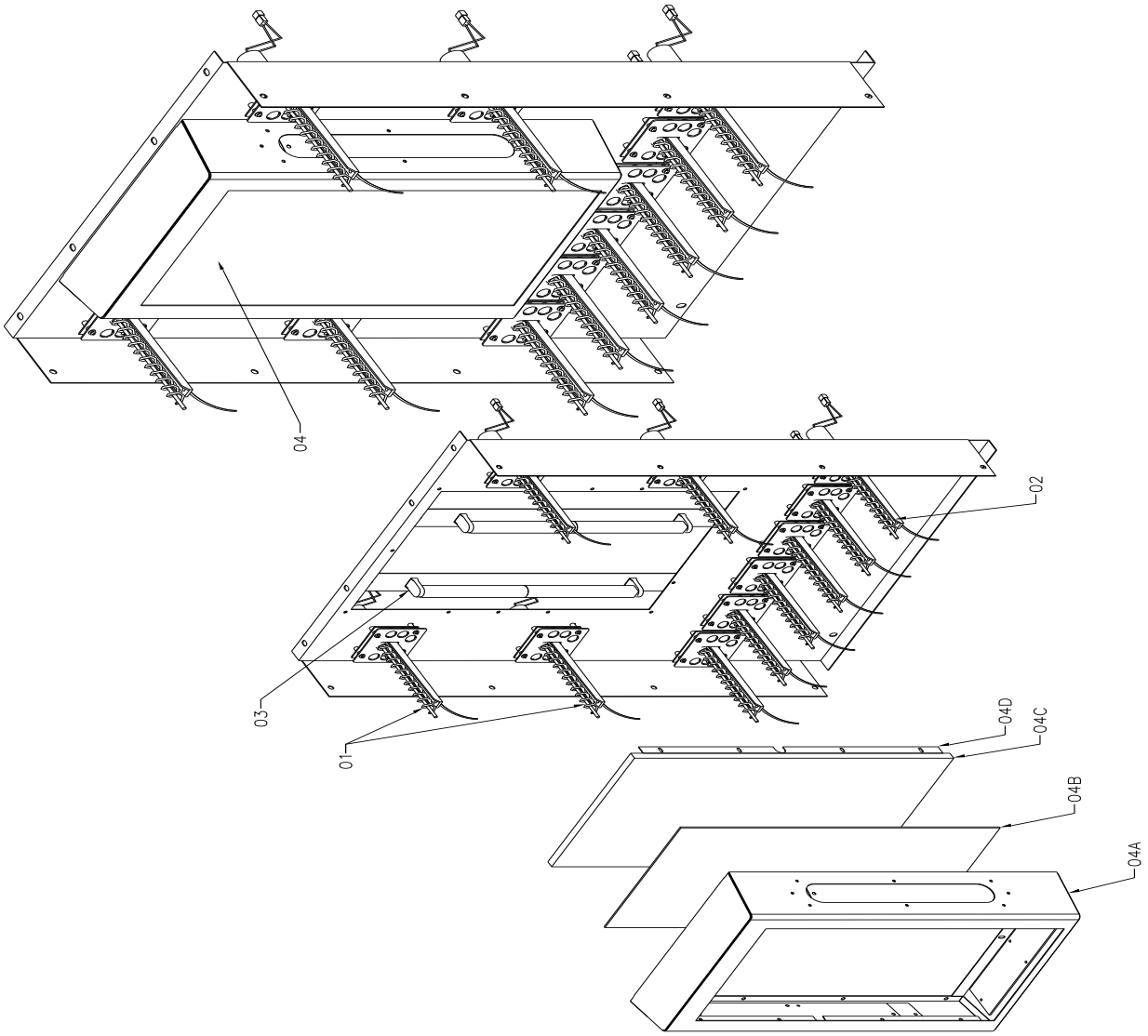
NO	PART NO	DESCRIPTION	QTY
01	STC-FM-51-R1	COIN DOOR HINGE	1
02	–	COIN DOOR ASSY 1DBA, 1 SLOT	1
03	STC-SA-59-R0	CASH BOX	1
04	STC-SA-60-R0	HOUSING CASHBOX	1
05	STC E008	COIN COUNTER PANEL ASSEMBLY	1
	STC-FM-38-R0	COIN COUNTER BRACKET	1
	EA1252	COIN COUNTER 12V REAR MOUNTING	3
	EE0689	POTENSIO CARBON WITH KNOB	1
	EP0602	KNOB VOLUME	1
06	STC A003	FRONT PANEL ASSEMBLY	1
	STC-SA-01-R0	FRONT PANEL METAL ONLY	1
	STC-FP-06-R0	ACRILLIC CONTROL PANEL	1
	STC-FM-37-R0	SPEAKER GRILL	1
	EA0533	PUSH BUTTON BLUE	1
	EA0507	SWITCH RECT GREEN BUTTON WITH LAMP	1
	EA0556	SWITCH RECT RED BUTTON WITH LAMP	1
	BA2601	PCB51 2cm 4 DIGIT DISPLAY	1
	AT3214	STICKER STK FRONT LOWER CABINET	1
	EA1201	SPEAKER 4" 8 OHM 40 W	2
07	STC-FM-02-R0	PRIZE RECEIVAL BOX	1
08	–	PRIZE BOX ASSEMBLY	1
	STC A004A	PRIZE BOX METAL ONLY	1
	BA2602	PCB59a SB PRIZE SENSOR MASTER	1
	BA2603	PCB59b SB PRIZE SENSOR SLAVE	1
	STC A004B	PRIZE DOOR WITH STICKER	1
09	STC-SA-09-R0	PRIZE CHUTE ASSEMBLY	1
10	STC-FM-10-R0	PANEL LOWER RETAINER	1
11	STC A001	FRONT DOOR ASSEMBLY	1
12	STC-FM-56-R0	FRONT DOOR HINGE	1
13	STC A007	SIDE SKIN ASSEMBLY	1
14	HM0016	CASTOR 2" SWIVEL	4
15	CD A001	CAPSULE DISPENCER ASSEMBLY	1
16	STC E007	POWER ASSEMBLY	1
17	STC E005	DB BOX ASSEMBLY	1
	STC E005A	DB BOX METAL ONLY	1
	EA1356	BINDING POST	1
	EA1358	SPLIT CORE EMI FILTER FOR CE MACHINE	1
	EA0649	IEC TYPE NOISE EMY FILTER	1
	STC H001	DB BOX HARNES	1
	EA0635	POWER LEAD MOLDED IEC TO 3 PIN USA	1
	EA0636	POWER LEAD MOLDED IEC TO 2 PIN INDO	1
	EA0637	POWER LEAD MOLDED IEC TO 3 PIN AU	1
	EA0639	POWER LEAD MOLDED IEC TO 3 PIN UK	1
18	STC A005	SIDE PANEL ASSY	1R,1L
	STC-FW-06-R0	SIDE PANEL	1
	AT3211	STICKER STK SIDE R/L	1
19	STC E003	DISPLAY PANEL ASSEMBLY	1
20	STC-FM-22-R0	MYLAR LOWER BRACKET	1
21	AT3213	ACRILLIC HEADER	1
22	STC E006	TOP LIGHT STACKER	1
	EA0206	LAMPU NEON 18W COOL WHITE	1
	EP0434	END CAP HOLDER MODEL 713 HS	2
	STC-FM-15-R0	TOP UL BRACKET	1
23	STC-FM-36-R0	MYLAR SIDE RETAINER	2
24	STC-FM-35-R0	MYLAR DIVIDER	1
25	STC-SA-19-R0	MYLAR BACK COVER	1
26	STC-FM-21-R0	MYLAR TOP RETAINER	1
27	STC E001	PRIZE ARM MEDIUM ASSY WITH PCB	6
28	STC E002	PRIZE ARM LONG ASSY WITH PCB	4
–	STC H004	MAIN HARNES	1



NO		PART NO	DESCRIPTION	QTY
01		ST A001	FRONT DOOR ASSEMBLY	1
	01A	ST-SA-23-R0	DOOR FRAME METAL ONLY	1
	01B	ST A001A	TRIPLE LOCK ASSEMBLY	1
	01C	HM0004	LOCK ANGLE	1
	01D	ST-FM-34-R0	TRIPLE LOCK COVER	1
	01E	ST-FG-01-R0	FRONT GLASS	1
	01F	ST-FM-16-R0	FRONT GLASS RETAINER	2
	01G	ST-FM-32-R0	SIDE FRONT GLASS RETAINER	2
	–	AT3182	STICKER PLAY ONSTRUCTION	1
02		–	COINDOOR 1 DBA 1 SLOT ASSY	1
	02A	HM0004	LOCK ANGLE	1
	02B	ST-FM-53-R0	THANDLE COVER	1
	02C	ST-SA-11-R0	COIN DOOR DBA METAL ONLY	1
	02D	–	DOLLAR BILL ACCEPTOR	1
	02E	HM0014	COIN MECHANISM	1
	02F	EA0520	SWITCH SMALL ROUND GREEN BUTTON	1
	02G	EA0519	SWITCH SMALL ROUND RED BUTTON	1
	–	ST H002	COINDOOR 1 DBA 1 SLOT HARNESS	1
03		ST A002a	COINDOOR DOUBLE SLOT ASSY	1
	03A	HM0004	LOCK ANGLE	1
	03B	ST-FM-53-R0	THANDLE COVER	1
	03C	ST-SA-61-R0	COINDOOR DOUBLE SLOT METAL ONLY	1
	03D	HM0014	COIN MECHANISM	2
	03E	EA0520	SWITCH SMALL ROUND GREEN BUTTON	1
	03F	EA0519	SWITCH SMALL ROUND RED BUTTON	1
	–	ST H005a	COINDOOR DOUBLE SLOT HARNESS	1
–		ST-FM-61-R0	COIN DOOR COVER	1
–		ST-FM-63-R0	DBA COVER	1
–		ST-FM-46-R0	COVER FRONT DOOR	1
–		ST-FM-45-R1	SAFETY COVER COIN DOOR	1



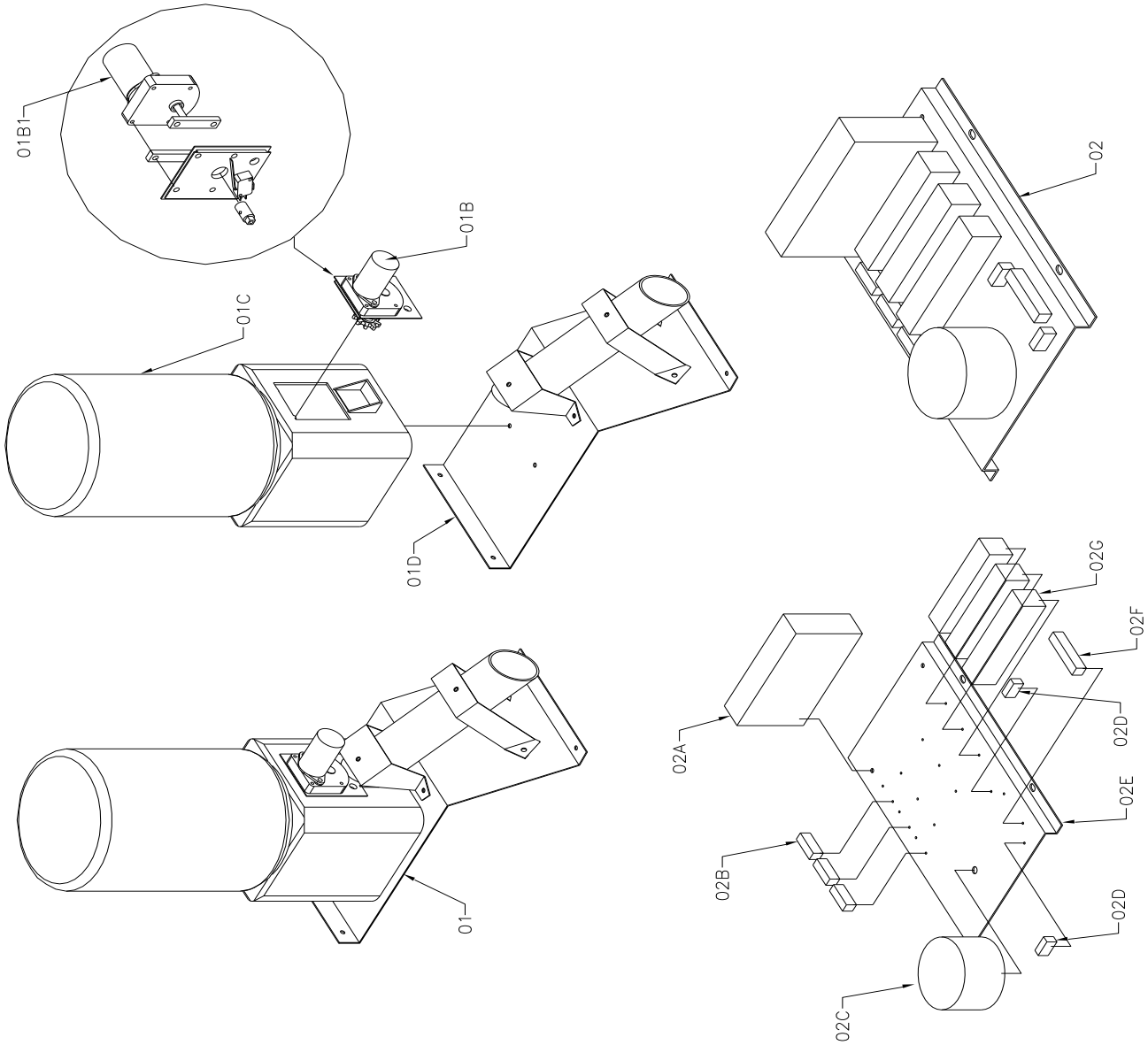
NO	PART NO	DESCRIPTION	QTY
01	ST E001	PRIZE ARM LONG ASSY WITH PCB	4
02	ST E002	PRIZE ARM MEDIUM ASSY WITH PCB	6
03	ST E004	NEON DISPLAY ASSEMBLY	2
PART ITEM	03A	EA0206	LAMPU NEON 18W COOL WHITE	2
	03B	EP0434	END CAP HOLDER MODEL 713-HS	4
	03C	ST-FM-50-R1	UL NEON BRACKET	2
04	ST E003	DISPLAY PANEL ASSEMBLY	1
PART ITEM	04A	ST A006	DISPLAY BOX INCLUDING SIDE ACRILLIC	1
	04B	ST-FP-02-R0	ACRILLIC DISPLAY RED	1
	04C	BAFB82	PCBFB82 RSL RED LED DISPLAY	1
	04D	ST-FM-13-R0	PCB FRAME	2
	–	–	STICKER STK MAJOR/MINOR DISPLAY	1
	–	EE2413	CUBE LED RED COLOR	60



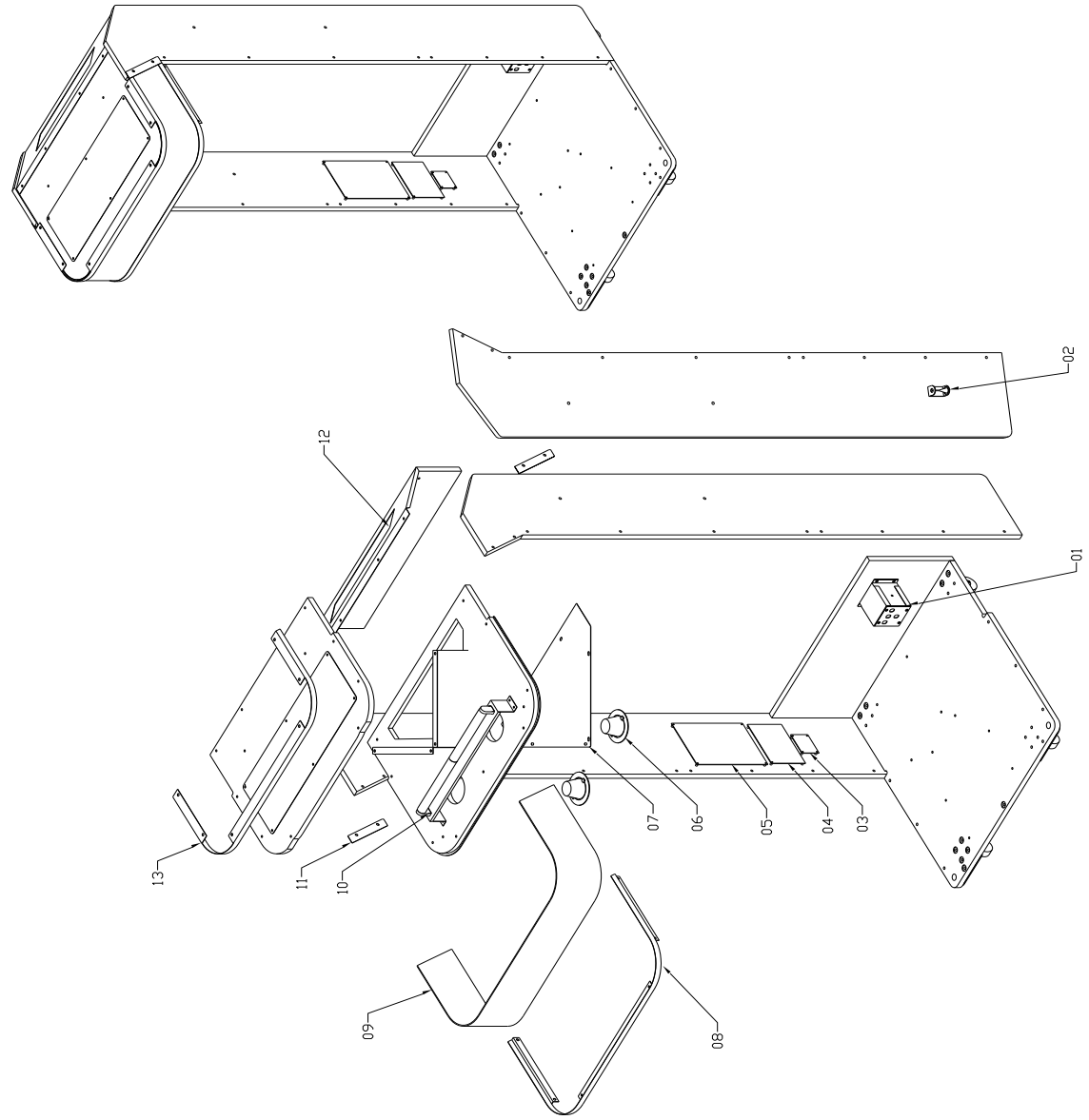
NO	PART NO	DESCRIPTION	QTY
01	CD A001	CAPSUL DISPENCER ASSEMBLY	1 SET
01A	BA0005	PCB TICKET INTERFACE	1
01B	CD A001A	MOTOR CAPSULE DISP ASSEMBLY	1 SET
01B1	EA1158	MOTOR 8000DC 12VDC 10-18 RPM	1
01C	HA2073	CAPSULE DISPENCER KITS 1.5" DIA 38mm	1
01D	CD A001B	CAPSULE DISPENCER BRACKET	1 SET
–	EA0406	MICROSWITCH LEVER 51	1
–	ST H001	CAPSULE DISPENCER HARNES	1
02	ST E007	POWER ASSEMBLY	1 SET
02A	EA1003	POWER SUPLY +5V 15A +12V 4A -5V 1A	1
02B	EA0311	STARTER BASE UL	3
02C	EA0815	TRAFORMER WITH CONECTOR	1
02D	EA0042	FUSE HOLDER	2
02E	ST-FM-39-R0	TRAFO BRACKET	1
02F	EA0614	TERMINAL BLOCK UL	1
02G	EA0325	BALLAST 240V, 15W	3
–	ST E007	POWER HARNESS	1

SUB ASSY

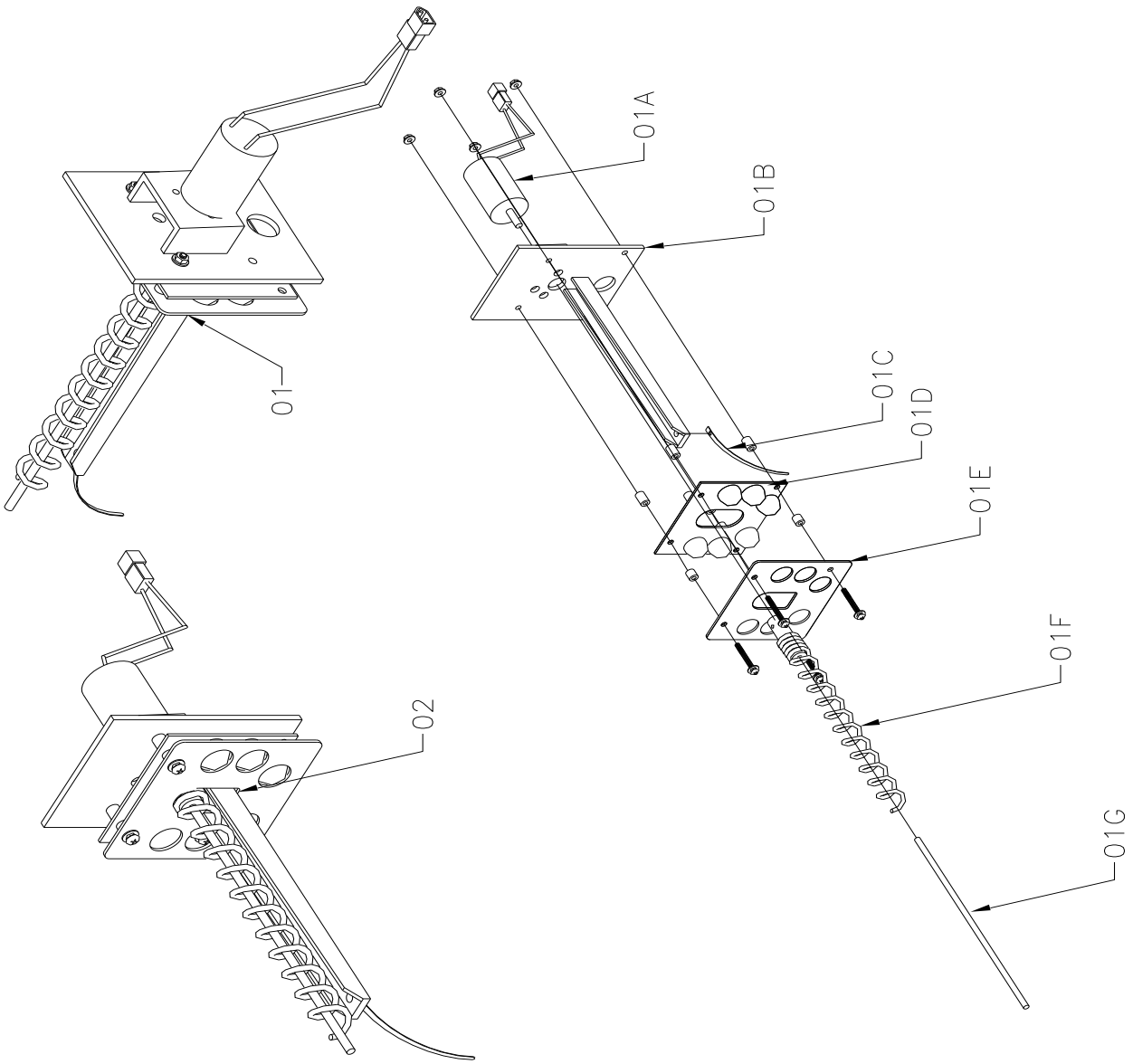
PART ITEM



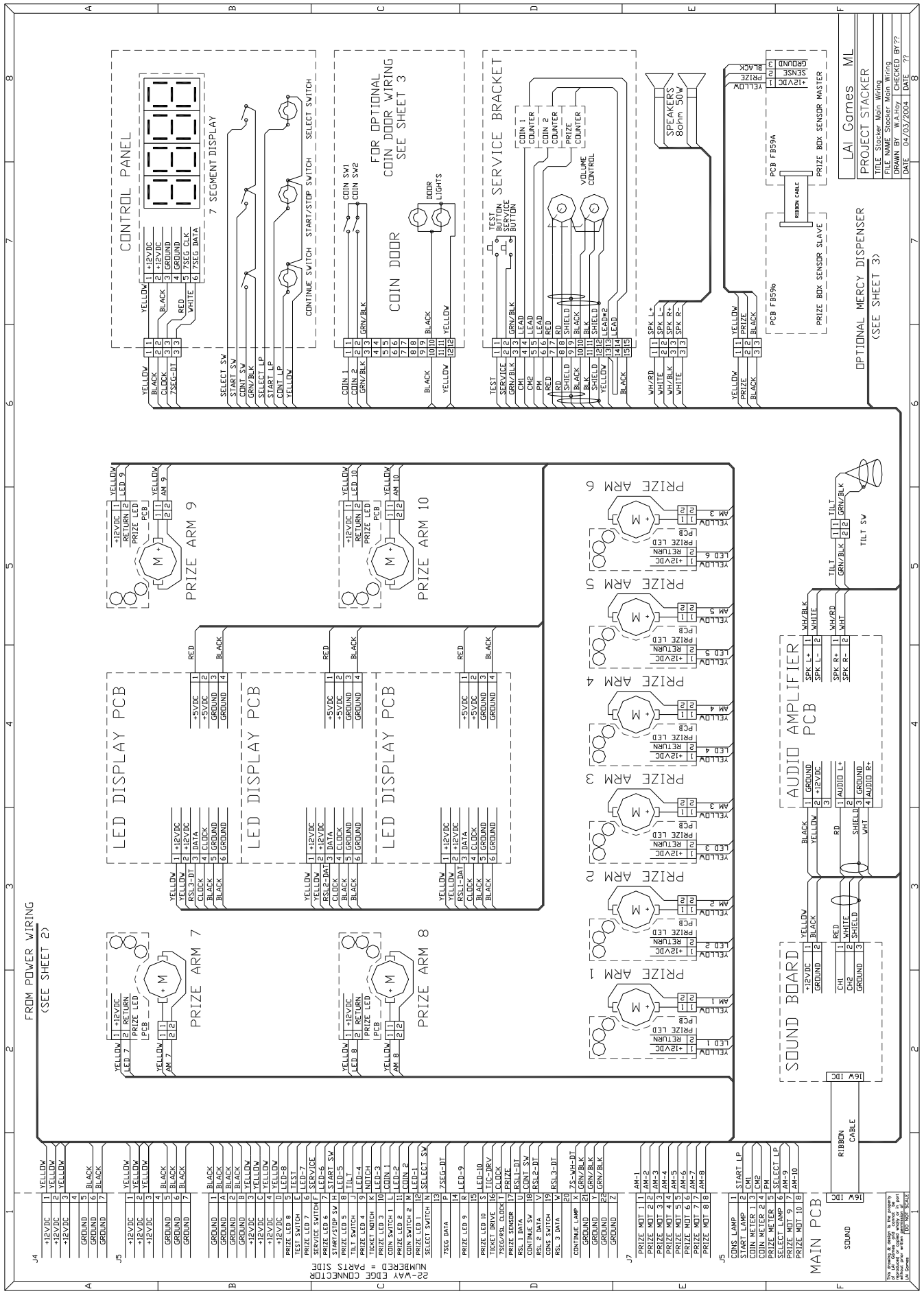
NO	PART NO	DESCRIPTION	QTY
01	ST E005	DB BOX ASSEMBLY	1
02	EA0516	SWITCH TILT ASSEMBLY	1
03	BA0029	PCBFB29 STEREO AUDIOAMPLIFIER	1
04	BAFB52C	PCB FB52C 16 MHz Z80	1
05	BAFB66A	PCB FB66A MPU CONTROLER	1
06	HA0001 ST	DOWNLIGHT ASSEMBLY	1
	EA0312	HOLDER DOWNLIGHT SWIVEL ACTION	1
	EA0209	DOWN LIGHT 12 V 20 W	1
07	ST-FM-14-R0	DOWN LIGHT GRILL	1
08	ST-FM-22-R0	MYLAR LOWER BRACKET	1
09	AT3183	ACRILLIC HEADER	1
10	ST E006	TOP LIGHT STACKER	1
11	ST-FM-36-R0	MYLAR SIDE RETAINER	2
12	ST-SA-19-R0	MYLAR BACK COVER	1
13	ST-FM-21-R0	MYLAR TOP RETAINER	1



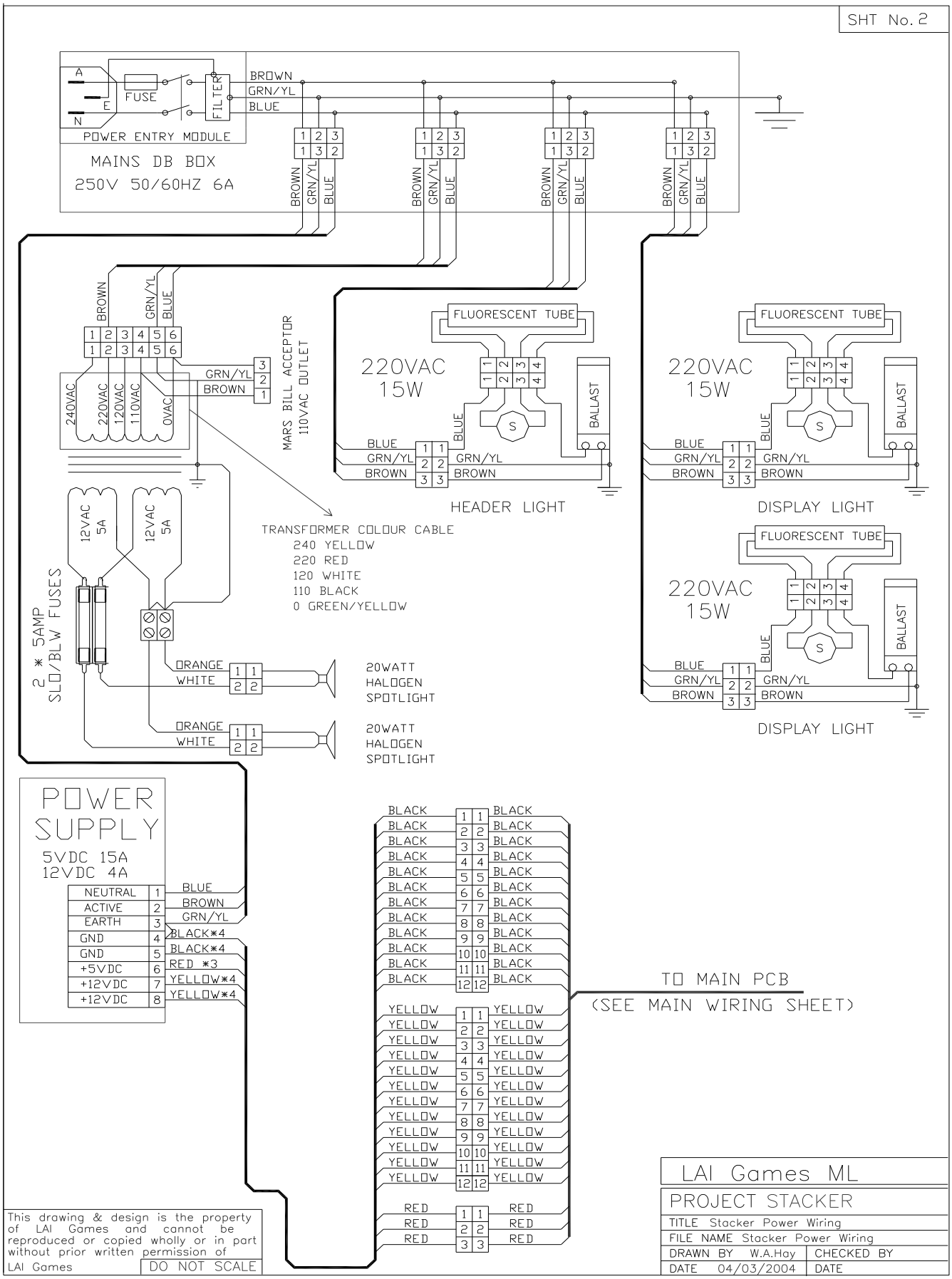
NO	PART NO	DESCRIPTION	QTY
01	ST E001	PRIZE ARM LONG ASSY WITH PCB	1
–	EA1155A	PRIZE ARM LONG ASSY WITHOUT PCB	1
01A	EA1155C	12VDC MOTOR JM 300-3259	1
01B	EA1155B	PRIZE DISP ARM SILVER PLASTIC ONLY	1
01C	EA1155E	PRIZE DISP ARM TONGUE SLIDE	1
01D	BAFB77B	PCBFB77B WITH 6 LED INTO ONE PCB	1
01E	ST-FP-05-RO	MIRROR LED PANEL	1
01F	EA1155F	PRIZE DISP ARM SPIRAL, 16.5 +/-1.5 ROT	1
01G	EA1155D	PRIZE DISP ARM LOCKING PIN LENGHT,28 CM	1
–	AT3185	STICKER MAJOR FOR PRIZE ARM	1
02	ST E002	PRIZE ARM MEDIUM ASSY WITH PCB	1
–	EA1155H	PRIZE ARM MEDIUM ASSY WITHOUT PCB	1
01A	EA1155C	12VDC MOTOR JM 300-3259	1
01B	EA1175	PRIZE DISP ARM SILVER PLASTIC ONLY	1
01C	EA1155E	PRIZE DISP ARM TONGUE SLIDE	1
01D	BAFB77B	PCBFB77B WITH 6 LED INTO ONE PCB	
01E	ST-FP-05-RO	MIRROR LED PANEL	1
01F	EA1174F	PRIZE DISP ARM SPIRAL MEDIUM	1
01G	EA1155I	PRIZE DISP ARM LOCKING PIN SMALL,22.5 CM	1
–	AT3186	STICKER MINOR FOR PRIZE ARM	1



Stacker MAIN WIRING DIAGRAM



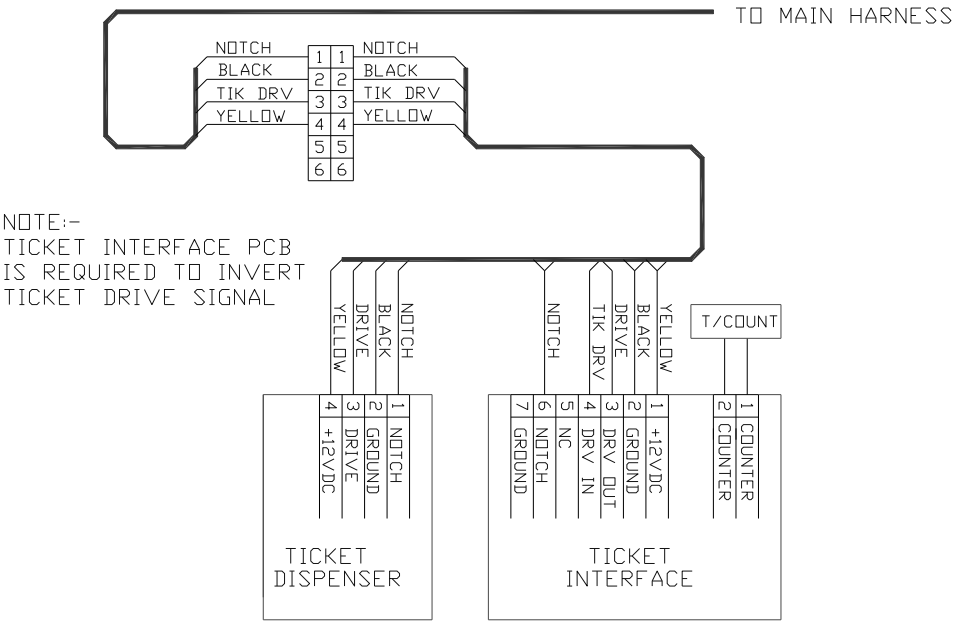
Stacker POWER WIRING DIAGRAM



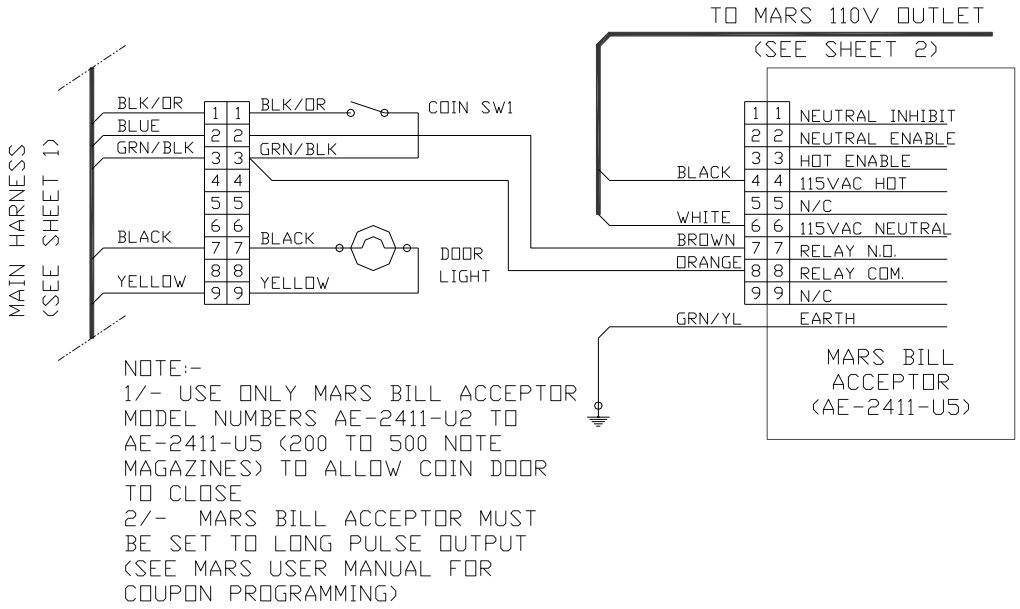
Stacker OPTIONAL WIRING DIAGRAM

SHT No. 3

(OPTIONAL)
WIRING FOR MERCY TICKET KIT



(OPTIONAL)
WIRING FOR COIN DOOR WITH
MARS BILL ACCEPTOR (AE-2411-U5)



NOTE:-
1/- USE ONLY MARS BILL ACCEPTOR MODEL NUMBERS AE-2411-U2 TO AE-2411-U5 (200 TO 500 NOTE MAGAZINES) TO ALLOW COIN DOOR TO CLOSE
2/- MARS BILL ACCEPTOR MUST BE SET TO LONG PULSE OUTPUT (SEE MARS USER MANUAL FOR COUPON PROGRAMMING)

LAI Games ML	
PROJECT STACKER	
TITLE Stacker Optional Wiring	
FILE NAME Stacker Optional Wiring	
DRAWN BY W.A.HAY	CHECKED BY
DATE 04/03/2004	DATE

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(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.