



OPERATOR'S MANUAL

PRELIMINARY



PLEASE NOTE:

- ▶ Read this manual **BEFORE** operating the machine.
- ▶ Keep this manual for your reference.
- ▶ Go to www.LAIGames.com click on Operator Access to register your games and receive of future updates.

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ISO 9001: 2008 Cert No.17460



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

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LAI Games Notes

Dear Customer,

Keep up to date with new software updates or Service Bulletins for this game.

Check our Website at www.laigames.com and click on Product Support, here you will find links to all the Bulletins and Software Updates to keep your game in top working order.

Thanks,





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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! ***

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



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

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

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

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

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

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

*** CAUTION! ***

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

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

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

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



MACHINE INSTALLATION and INSPECTION

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

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

*** WARNING! ***

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

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

*** CAUTION! ***

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

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

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



INTRODUCTION

CONGRATULATIONS! On your purchase of “*Stacker Wall Street*”, it is another great product from *LAI GAMES*.

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

DESCRIPTION

- The “*Stacker Wall Street*” is a unique, wall-mounted Stacker ideal for locations where space is at a premium such as bars, clubs, hotel lobbies, etc. The LED playfield is surrounded by four secure prize compartments with auto-locking doors. The stylish steel and tempered glass cabinet, engaging lighting and sound effects, and appealing Stacker game play make Stacker Wall Street a profitable way to utilize wall space..

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 Wall Street” 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: 90 kg (198 lb)
- Height: 940 mm (37")
- Width: 420 mm (16 1/2")
- Length: 720 mm (28.3")
- Power: Maximum 250 W – (220V @ 1.2A)(120V @2.5 A)

ELECTRIC SUPPLY

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

The supply must be a three wire grounded supply.

*** CAUTION! ***

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

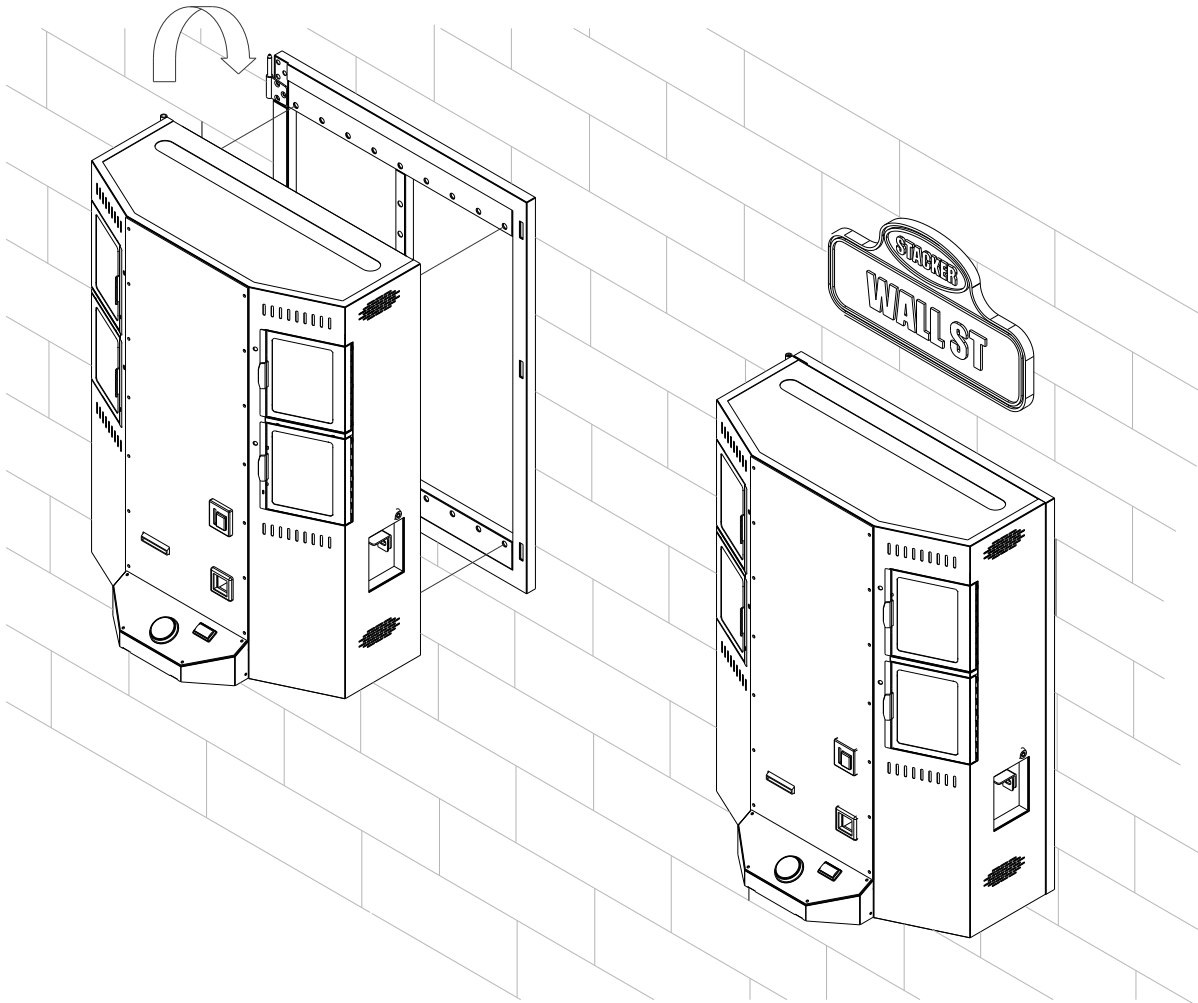
***Please** Refer to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.*

LOCATION REQUIREMENTS

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



QUICK WALL INSTALLATION GUIDE





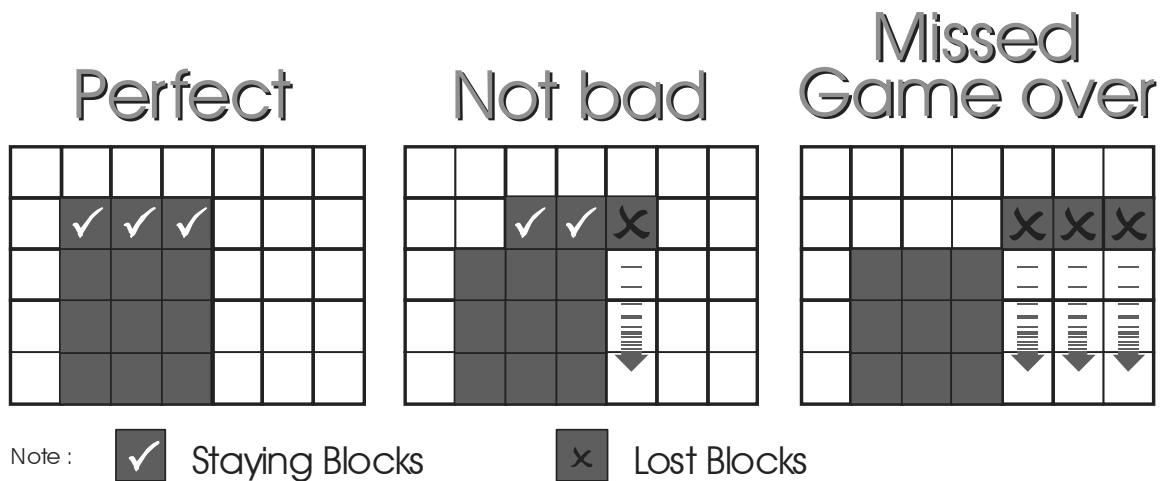
HOW TO PLAY

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

- . 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 top level is reached;
- Game ends any time the player fails to stop the moving blocks at a position directly above the block/blocks on the previous level.

Prize Selection

- Once you have won a prize, press the select button to step through the Prize Doors
- Press the Start/Stop button to dispense a prize from the selected prize door.

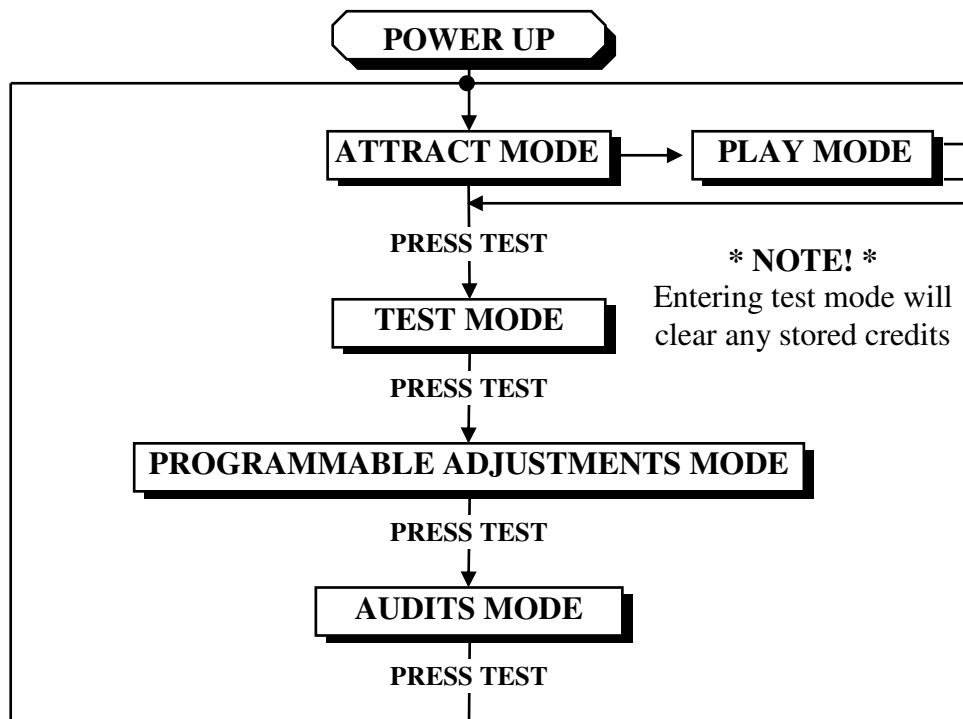




OPERATION

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

OPERATIONAL DIAGRAM



ATTRACT MODE

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

PLAY MODE

- The “STACKER WALL STREET” has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted. Or Free Play where no coins are necessary.

COIN PLAY

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

FREE PLAY

- The free play mode is entered from attract mode by holding the Service button for longer than five second, **F F E** will be displayed on the 3-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.



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 beside 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.



Door Lock Status LED (Red)



Door Unlock Status LED (Green)

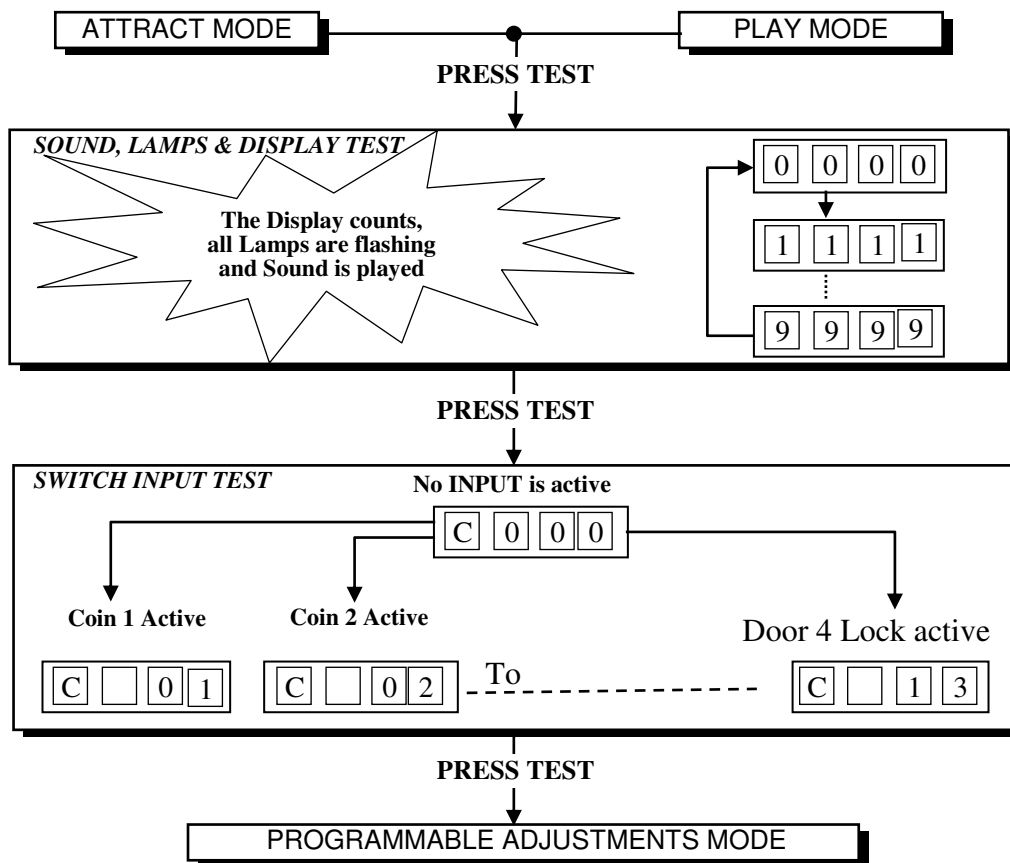


TEST MODE

The “Stacker Wall Street” Test mode has Three Test Configurations allowing you to explore the functioning of the Sound, Light & Display, and the Game Switches and to allow an operational test. 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





GAME SWITCHES

All game switches have a code from C1 to C13 as tabled below. By activating any of the switches, their code will be displayed on the 4-digit display. If there are no switches active, C - 00 be displayed.

If several switches are activated simultaneously, the display will consecutively show their codes, indicating which switches are active.

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0	C - 0 0	No Switch Active	-
C1	C - 0 1	Coin 1 Active	Coin
C2	C - 0 2	Coin 2 Active	Coin/DBA
C3	C - 0 3	Service Button Active	Service Panel
C4	C - 0 4	Select Button Active	Control Panel
C5	C - 0 5	Start Button Active	Control Panel
C6	C - 0 6	Door 1 Unlock Switch active	Door 1
C7	C - 0 7	Door 2 Unlock Switch active	Door 2
C8	C - 0 8	Door 3 Unlock Switch active	Door 3
C9	C - 0 9	Door 4 Unlock Switch active	Door 4
C10	C - 1 0	Door 1 Lock Switch active	Door 1
C11	C - 1 1	Door 2 Lock Switch active	Door 2
C12	C - 1 2	Door 3 Lock Switch active	Door 3
C13	C - 1 3	Door 4 Lock Switch active	Door 4

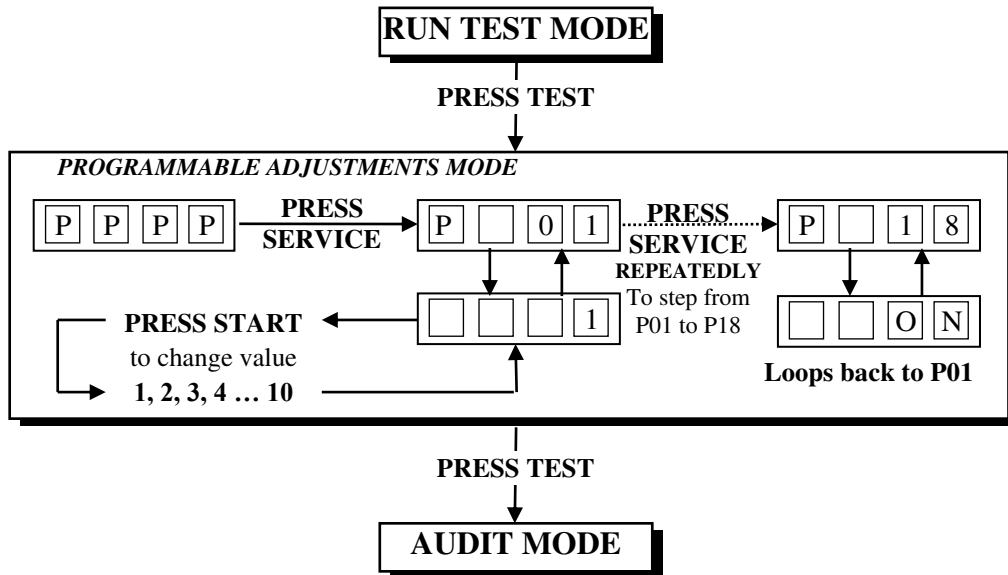


PROGRAMMABLE ADJUSTMENTS MODE

The Stacker Wall Street has eighteen programmable adjustments that can be changed in this mode. They are P01 to P18 and their codes and values are displayed alternatively during the adjustment procedure.

Example: Code **P01** (*Number of Coins Mechanical 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, **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 P18, and then looping again from P01 to P18 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 V1.0

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1 – 20	1, 2, 3...20, Free	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
P08	1 – 5	0, 1, 2,3,4,5	3	Cube Speed Level
P09	1 – 1200	1 - 25 (1), 30 –200 (5) and 225 – 1200 (25)	100	Average Win Difficulty adjustment
P10	ON or OFF	ON or OFF	OFF	Prizes in free play
P11	ON or OFF	ON or OFF	ON	Prize Door 1 Status
P12	ON or OFF	ON or OFF	ON	Prize Door 2 Status
P13	ON or OFF	ON or OFF	ON	Prize Door 3 Status
P14	ON or OFF	ON or OFF	ON	Prize Door 4 status
P15	1 – 3	1,2,3	1	Prize door tries
P16	ON or OFF	ON or OFF	ON	Attract animation Strobing Display
P17	1 - 4	1,2,3,4	1	Error Message Option
P18	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 LEVEL**

(Default 3) (Auto Adjust 1 - 5)

Note: This setting is not adjustable and is for viewing only

This option displays the current setting of the *Cube Speed level*. It changes the speed of the cube block movement as the player increases in levels. A setting of [1] is the easiest up to [5], the hardest. The value will change automatically it will dependant on the Average level reach per Game.

■ **P09 = AVERAGE WIN DIFFICULTY ADJUSTMENT**

(Default 100) (Adjustable 1 - 1200)

This option sets the *Skill level* for players to reach the Major Prize, as the 1 is the easiest and 1500 is the hardest. As this is a skill game the win rate is only the approximate rate for each difficulty setting. When sets to 100 it means that averaging every 100 players will win 1 Major Prize.



■ **P10 = PRIZES IN FREE PLAY**

(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 P11 to P14 are used to disable or enable Prize Doors that have been removed to allow prizes to be dispensed. Stacker Wall Street comes with all prize Doors installed as default.

*** NOTE! ***

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

■ **P11 to P14**

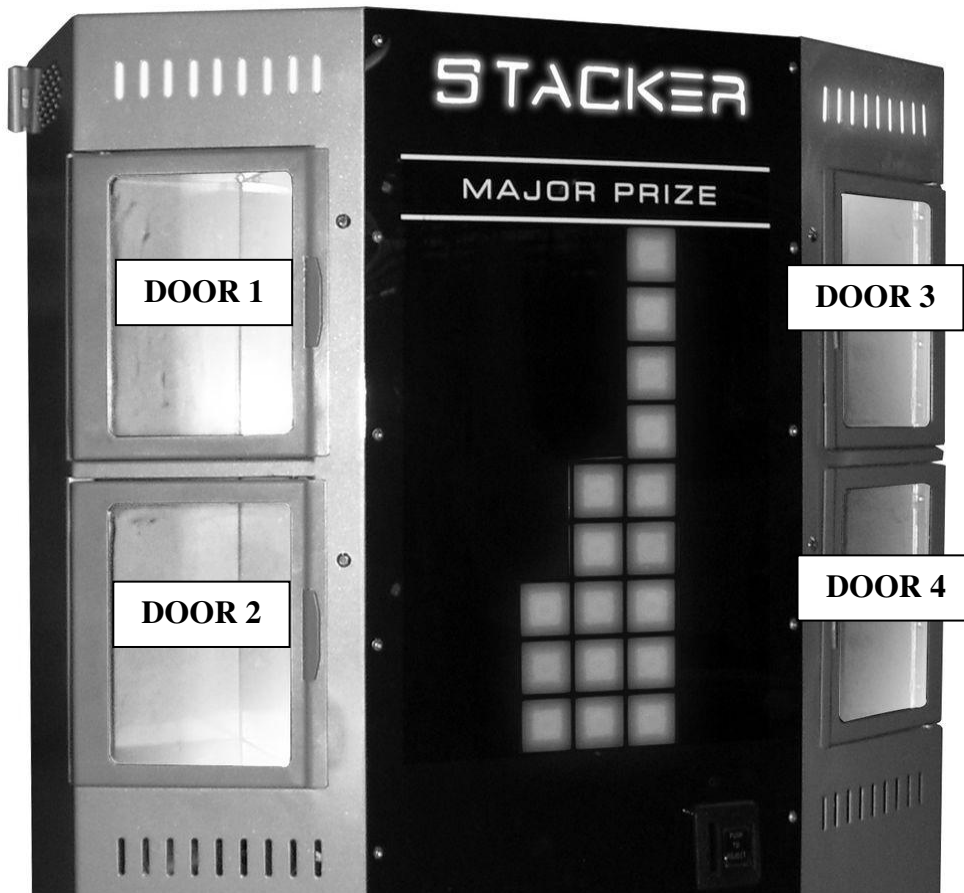
PRIZE Door No.1 to 4 STATUS

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

This option is for enabling or disabling of Prize Door numbered 1 through to 4.

Default Table

Door No.	Default	Door No.	Default
Door 1	ON	Door 3	ON
Door 2	ON	Door 4	ON





■ **P15 = NUMBER OF PRIZE DOOR TRIES**

(Default 2) (Adjustable 1 – 6)

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

■ **P16 = 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.

■ **P17 = ERROR MESSAGE OPTION**

(Default 1) (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

■ **P18 = COMMON COIN SYSTEM**

(Default ON) (Adjustable ON or OFF)

This setting controls whether *common coin system* active or not, when sets to OFF this means both coin is separate or double coin system, when sets to ON this means both coin will be only active as one coin line input.



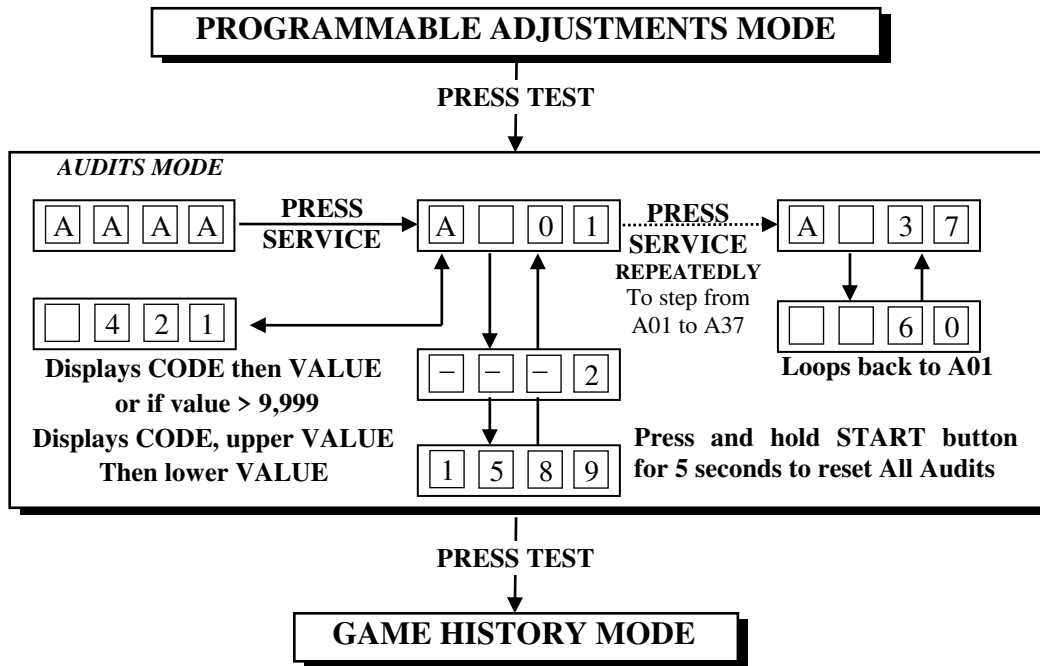
AUDITS MODE

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 Wall Street has Thirty Seven Audits that can be viewed in this mode. They are A01 to A37 and their codes and values are displayed alternatively during the Audit Mode.

Example: Code **A01** will be displayed as **A□□01** and a value of **421** as **□421** on the 4-digit display.
Or it will display large values like **21589** as **□□□2** and **1589** 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 **1589**, 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 A37, and then looping again from A01 to A37 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

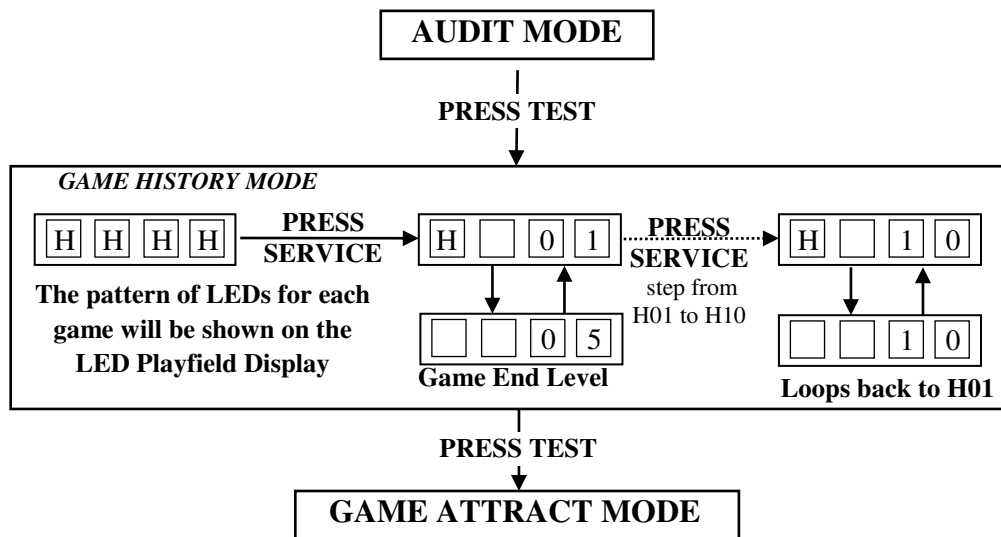
CODE	DISPLAY	AUDIT FUNCTION
A01	A - 0 1	Total Coins In Mechanism 1
A02	A - 0 2	Total Coins In Mechanism 2
A03	A - 0 3	Total Number of Service Credits
A04	A - 0 4	Total Number of Major Prize Wins
A05	A - 0 5	Total Number of Game played
A06	A - 0 6	Average Level/Game
A07	A - 0 7	Average Game/Major Win
A08	A - 0 8	Total number player reach Level 1
A09	A - 0 9	Total number player reach Level 2
A10	A - 1 0	Total number player reach Level 3
A11	A - 1 1	Total number player reach Level 4
A12	A - 1 2	Total number player reach Level 5
A13	A - 1 3	Total number player reach level 6
A14	A - 1 4	Total number player reach level 7
A15	A - 1 5	Total number player reach level 8
A16	A - 1 6	Total number player reach level 9
A17	A - 1 7	Total number player reach level 10
A18	A - 1 8	Number of prize selection on Door 1
A19	A - 1 9	Number of prize selection on Door 2
A20	A - 2 0	Number of prize selection on Door 3
A21	A - 2 1	Number of prize selection on Door 4
A22	A - 2 2	Number of Door 1 opened
A23	A - 2 3	Number of Door 2 opened
A24	A - 2 4	Number of Door 3 opened
A25	A - 2 5	Number of Door 4 opened
A26	A - 2 6	Coin Counter 1
A27	A - 2 7	Coin counter 2
A28	A - 2 8	Total number of Major win (non- resettable)
A29	A - 2 9	Total game played (non- resettable)
A30	A - 3 0	Chksum (non-resettable)
A31	A - 3 1	Total level for average calculation(non-resettable)
A32	A - 3 2	Total number of Major Win for average calculation
A33	A - 3 3	Total game played for calculation (non-resettable)
A34	A - 3 4	Chksum calculation (non-resettable)
A35	A - 3 5	Major main counter (non-resettable)
A36	A - 3 6	Major Bonus counter (non-resettable)
A37	A - 3 7	Chksum counter (non-resettable)



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 Stacker Wall Street, 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	PRIZE DOOR UNLOCK SWITCH FAULTY OR JAMMED	Clear Blockage from the door locking mechanism and test all door switches.
Err6	All PRIZE DOORS STATUS are DISABLED.	Check that at least one Major Prize door has been set active (ON) in P settings P11 to P14.
Err7	MINOR PRIZE DEPLOYMENT ERROR	Refill Ticket dispenser. Check the ticket the Ticket Dispenser is operating correctly
Err8	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.

■ **Err6 – All PRIZE DOOR ARE DISABLED.**

This error will only be displayed if all the programmable adjustments P11 to P11 (Prize Door Status) are all set to OFF (Disabled).

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

■ **Err7 – MINOR PRIZE 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.

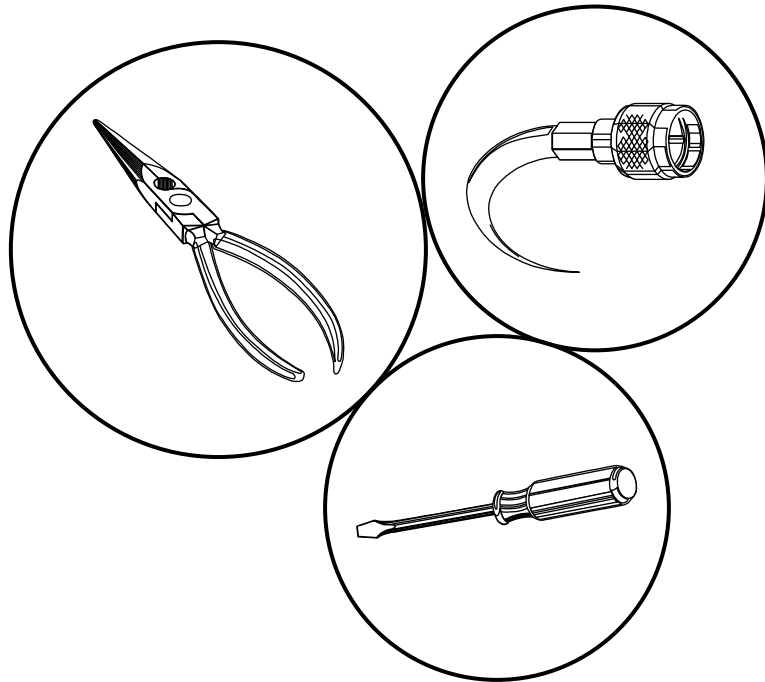
■ **Err8 – PRIZE DOOR LOCK MECHANISM PROBLEM**

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



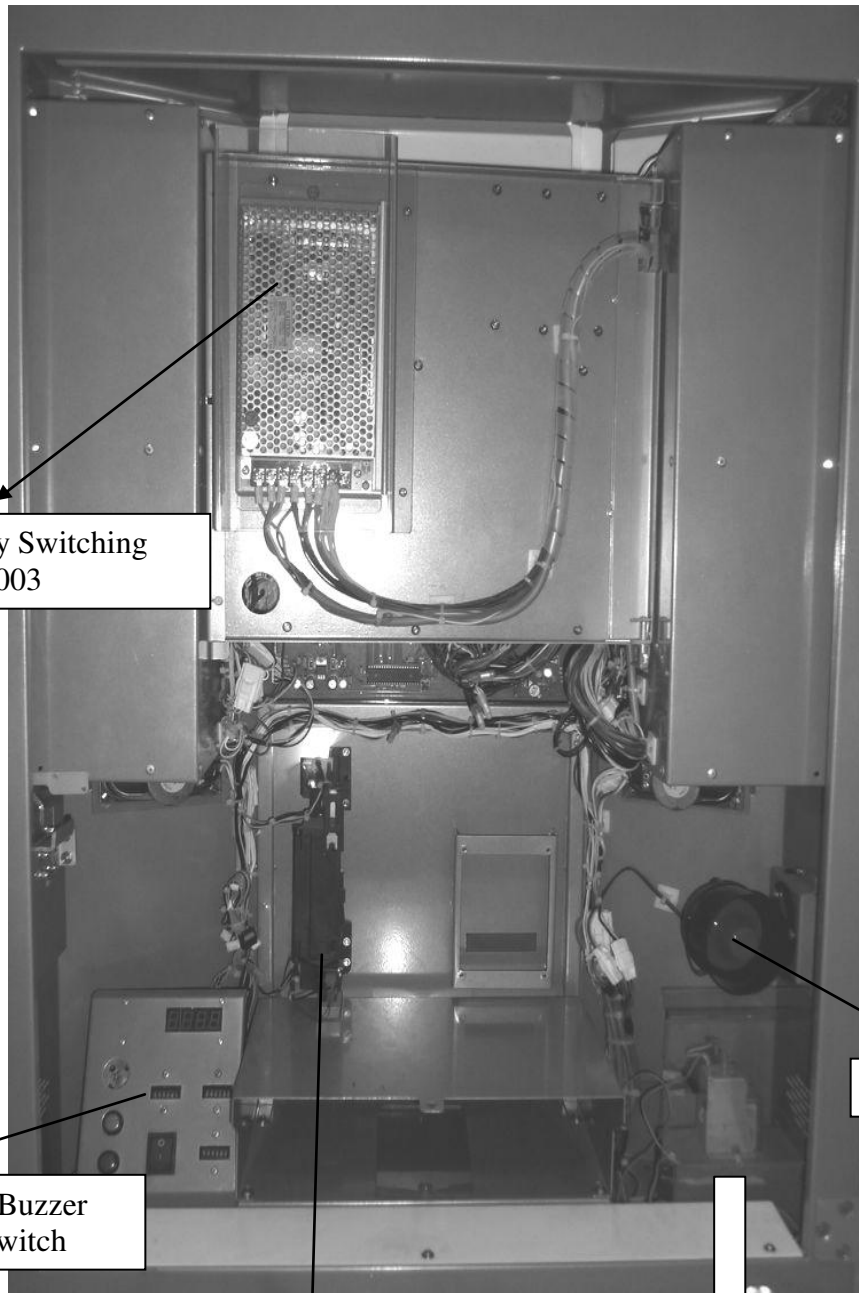
 **BE SURE TO READ THE FOLLOWING**
Carefully before servicing this machine 



A



LOCATING AND ACCESSING PARTS



Power Supply Switching
EA1003

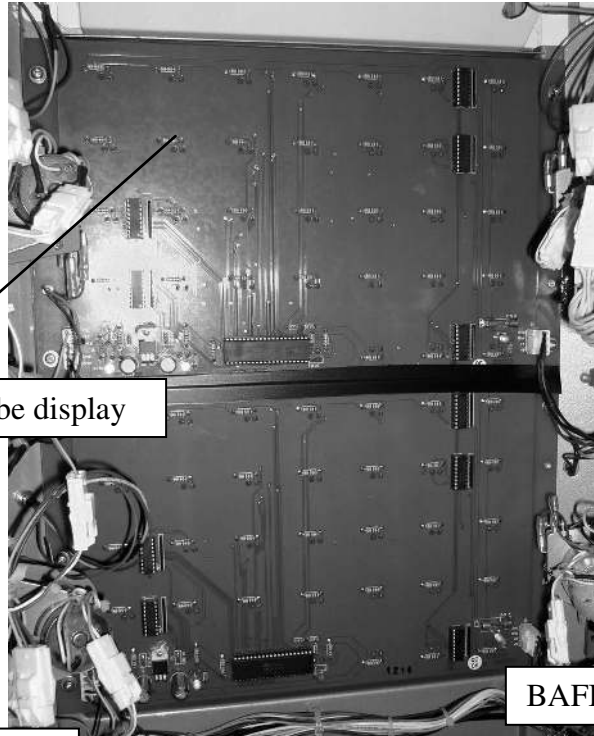
Service Panel and Buzzer
Alarm activate Switch

Coin mechanism

Buzzer



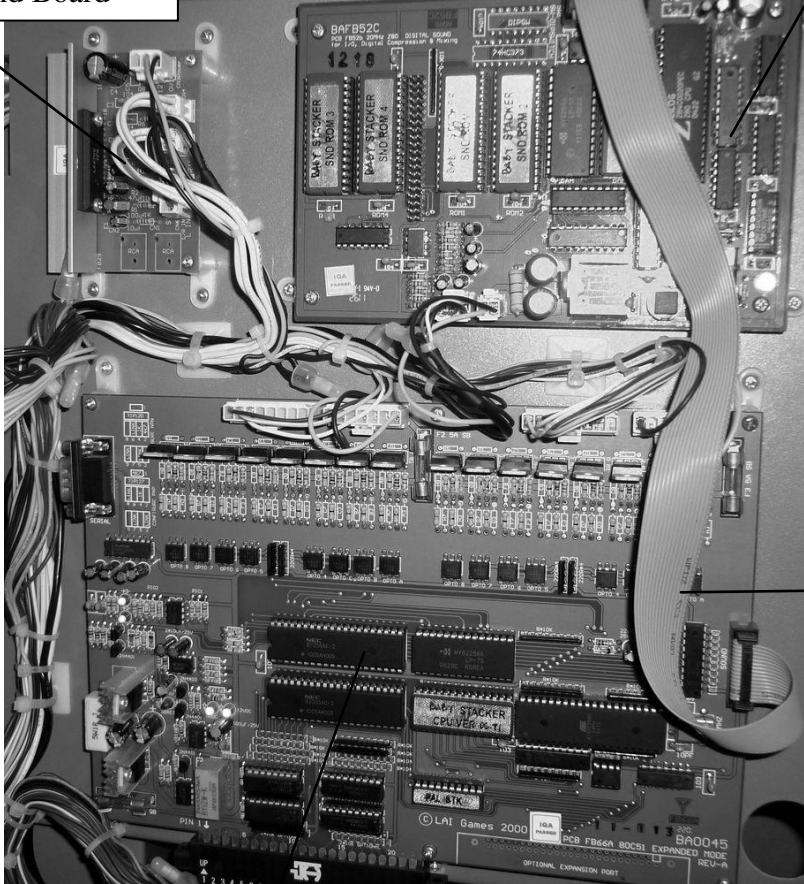
Power Plug and Main Power
Switch



BAFB82A Blue Cube display

BAFB52C Sound ROM PCB

BAFB172 Sound Board



BAFB66A Main PCB



LAMPS

*** WARNING! ***

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

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

COIN DOOR LAMPS (LED)

The coin door lamps all are 12V/DC or equivalent and can be accessed from the inside of the cabinet.

BUTTON LAMPS (LED)

The button lamps all are 12V/DC or equivalent and can be accessed through the front control panel.

*** CAUTION! ***

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



MAINTENANCE

CLEANING AND CHECK UP

EXTERIOR

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

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

*** CAUTION! ***

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

INTERIOR

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

*** WARNING! ***

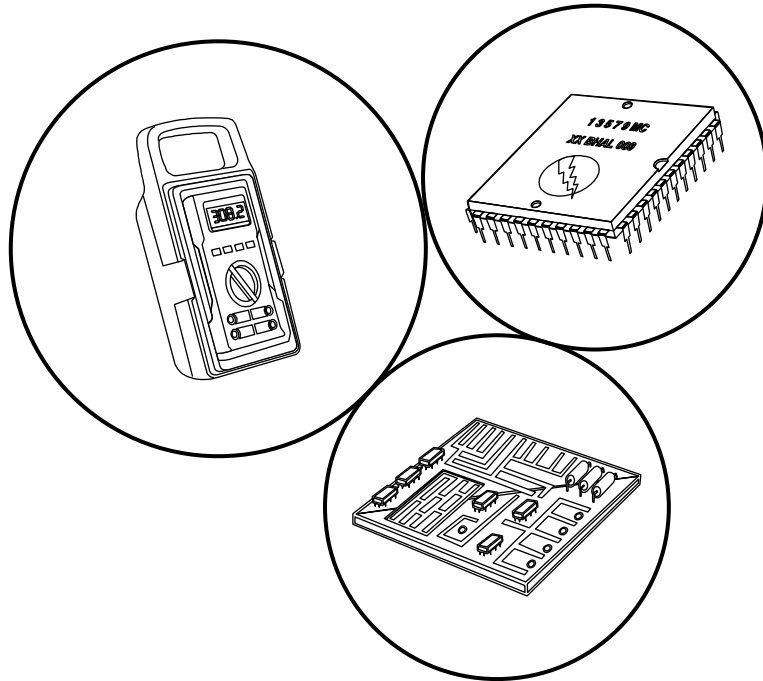
Always turn OFF Mains power and unplugged the game, before cleaning the interior of the machine.



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

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



SECTION B: TECHNICAL DETAILS



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



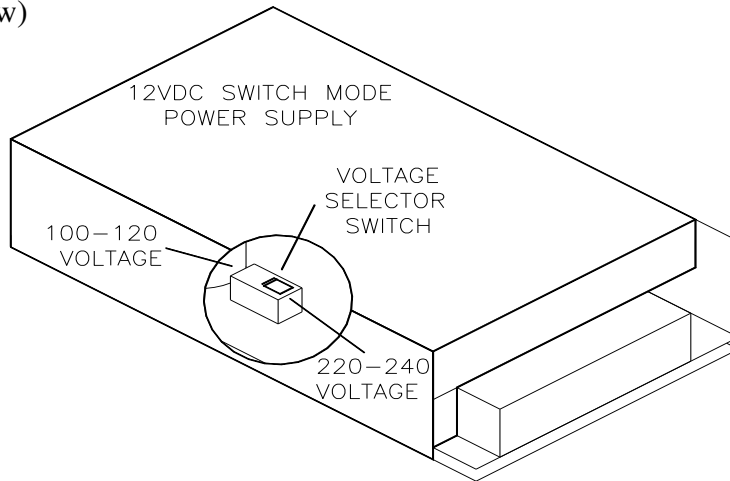
B



MAINS VOLTAGE ADJUSTMENT

POWER SUPPLY

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

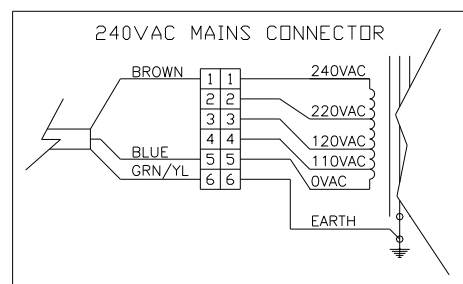
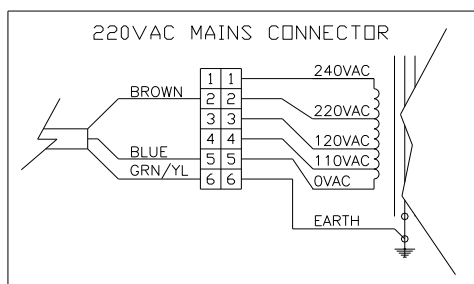
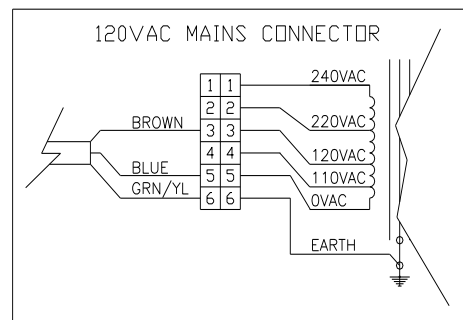


TRANSFORMER CONNECTORS

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

6 WAY CONNECTOR PINOUT

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





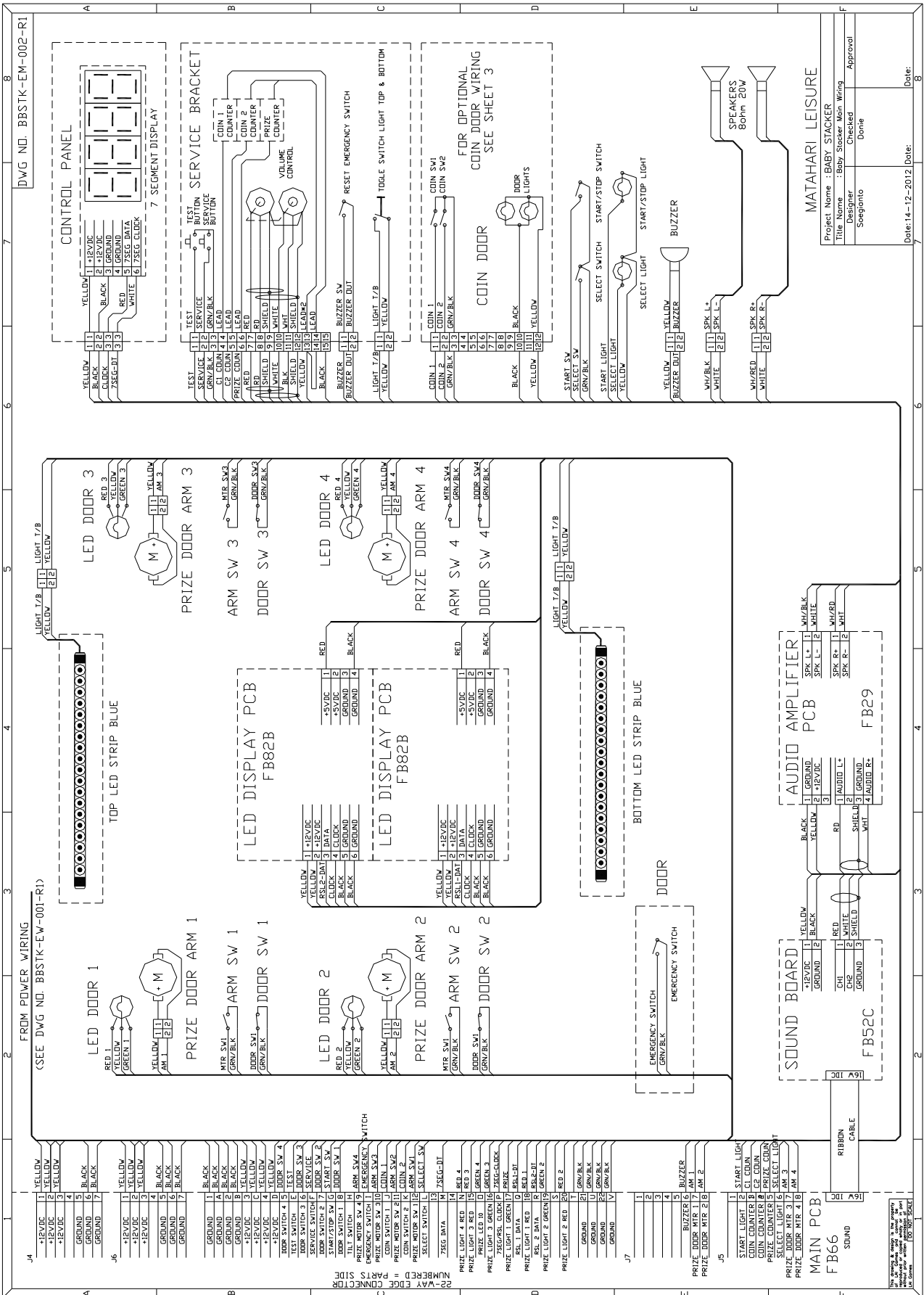
FB66 PINOUTS

Components Side	Solder side
GND 1	A GND
GND 2	B GND
+12VDC 3	C +12V
+12VDC 4	D +12V
Prize Door Open sensor 4 P1A7 5	E P1B7 Test Button input
Prize Door Open sensor 3 P1A6 6	F P1B6 Service Button input
Prize Door Open sensor 2 P1A5 7	H P1B5 Start Button input
Prize Door Open sensor 1 P1A4 8	J P1B4
Prize Door Lock sensor 4 P1A3 9	K P1B3
Prize Door Lock sensor 3 P1A2 10	L P1B2 Coin 1 input
Prize Door Lock sensor 2 P1A1 11	M P1B1 Coin 2 input
Prize Door Lock sensor 1 P1A0 12	N P1B0 Select Button input
(watch dog) P1C7 13	P P2C7 Display 7 Seg data
P1C6 14	R P2C6 Prize Light 4 (Red)
Prize Light 3 (Red) P1C5 15	S P2C5 Prize Light 4 (Green)
Prize Light 3 (Green) P1C4 16	T P2C4 Display, RSL clock
Prize Light 1 (Green) P1C0 17	U P2C0 RSL data 1
Prize Light 1 (Red) P1C1 18	V P2C1 RSL data 2
Prize Light 2 (Green) P1C2 19	W P2C2
Prize Light 2 (Red) P1C3 20	X P2C3
GND 21	Y GND
GND 22	Z GND

JST 7	JST 5
P2A0 1	1 P2B0 Ticket Drive
P2A1 2	2 P2B1 Start Button Light
P2A2 3	3 P2B2 Coin 1 Counter
P2A3 4	4 P2B3 Coin 2 Counter
P2A4 5	5 P2B4
P2A5 6	6 P2B5 Select Button Light
Prize Lock Motor drive 1 P2A6 7	7 P2B6 Prize Lock Motor drive 3
Prize Lock Motor drive 2 P2A7 8	8 P2B7 Prize Lock Motor drive 4

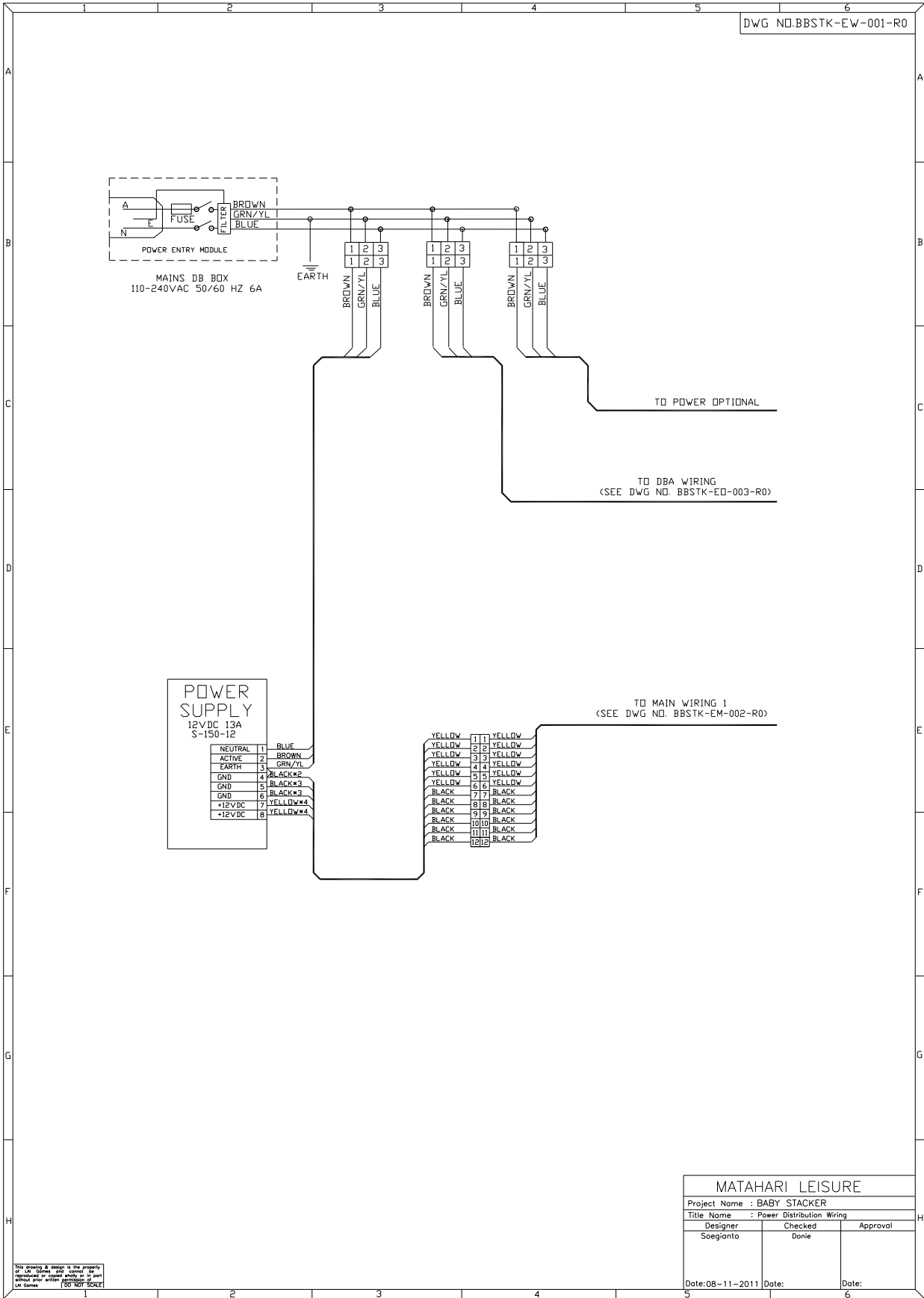


STACKER WALL STREET MAIN WIRING DIAGRAM





STACKER WALL STREET POWER OPTION



DISCLAIMER

OPERATOR WILL TAKE NOTE.

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- (b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;
- (c) Any tampering with, changes to, or modifications of the licensed software that occur after the software leaves LAI GAMES' factory that is not made by authorized LAI GAMES personnel and that is directly or indirectly caused by Operator; and
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WARRANTY

LAI Games warrants its manufactured products for a period of 3 months inclusive of parts and labor from the date of sale.

LAI Games exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the *LAI GAMES* distributor from which the machine was purchased.

LAI Games shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

IF MAKING A WARRANTY CLAIM:

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



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