User Manual of TR1102 Stacker Machine

Dimensions: H201cm*W72cm*D75cm
Weight: 163kg
Power: Maximum 300W
        Average 150W

How to Play:
1. insert coins
2. press the start/stop button to start a game
3. press the start/stop button to stop the moving blocks at the desired position
4. Build the stack of blocks by stopping each level of blocks on top of each other
5. Players win a prize when enter the Minor or Major lever is reached
6. on a Minor Prize win, players can select to choose a Minor Prize or press the continue button and try for the Major prize level.(the player will not win any prize if they choose continue& fail to reach major level.)
7. Game ends any time the player fails to stop the moving blocks at the desired position, 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 only choose 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
1. unscrew the Prize Locking Pin, by turning it in a clockwise direction.
2. Remove the pin by pulling it all the way out
3. Attach the prizes securely to hanging Ties
4. Load the prize arm by sliding the Hanging Tie over entire arm, as shown making sure that the prizes are facing towards the customer.
5. Position the Hanging Ties on the Prize arm, Space the prizes apart on the arms so they well presented, looking form the front. Ensure the prizes do not restrict the viewing of the LED display. Do not have the prizes spaced more than 'half an arm'. Or the prize arm will time out and display error.
6. Reinsert the Prize Locking pin by positioning it in the center of spiral making sure it always stays above the hanging ties.
7. Re-fit and tighten the Prize Locking pin by turning it in anti-clockwise direction.
8. Ensure the Prize Locking pin always remains above the hanging tie.

Prize Arm Location Diagram
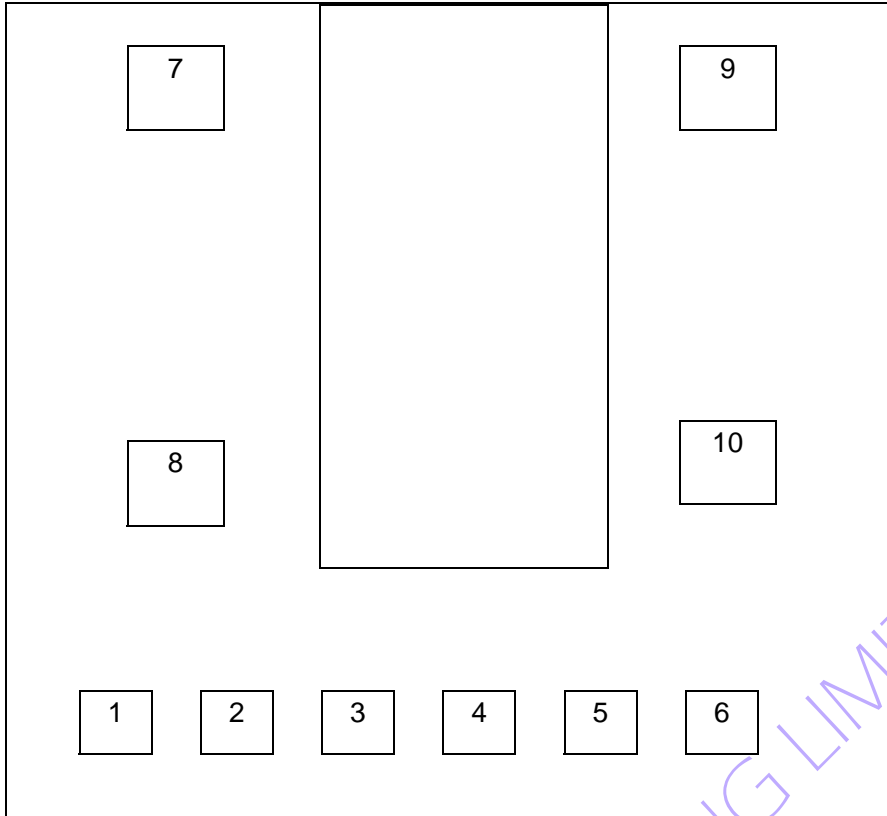
Test:

Press test button(you can see two red buttons inside the coin door, under the cube; the left one is test button and the right one is adjust button) and power on to enter the test mode, then the cube will display "----", release the test button to enter LAMP & DISPLAY TEST.

Lamp and Display Test

1. The Prize Arm Indicator LEDES will light up in sequence, form 1 to 10.
2. The Credit display will count from 00 to 99 and then repeat.
3. The LED Plat field Display panel will be fill full.
4. The Continue, Start/Stop and Select button lamps will flash on and off.
5. The lamp & display test is exited by pressing the test button, and go to the next step test.

Switch Test:

1. The switch test can be entered by pressing the test button once while in lamp & display test. 'C-XX' will be displayed on the 4-digit display. Where 'XX' is a number representing the switch that is active.
2. All game switches have a code form 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.
3. SWITCH CODE TABLE

CODE	DISPLAY	SWITCH FUNCTION	SWITCH LOCATION
C0	C-00	No Switch Active	-
C1	C-01	Bill Acceptor Active	Bill acceptor door
C2	C-02	Adjust Switch Active	Test panel
C3	C-03	Start/Stop Button Active	Control panel
C4	C-04	Coin Switch Active	Coin door
C5	C-05	Not Use	-
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	Not use	-
C10	C-10	Balance Switch Active	Cabinet back

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

RUN TEST:
1. The run test can be entered by pressing the Test button once while in the Switch Test. 'rrrr' will be displayed on the 4-digit display.
2. The Adjust button is pressed once to start the run test mode. The 4-digit display will indicate, r-01 the first minor prize arm and the also flashing the indicator LED. The Adjust button is then pressed again to step through each prize arm, flashing the indicator LED of the current prize arm.
3. The Run Test is exited into Programmable adjustments Mode by pressing the test button once.

PROGRAMMABLE ADJUSTMENTS MODE DIAGRAM
1. The programmable adjusments mode can be entered by pressing the Test button once while in the Run Test. 'PPPP' will be displayed on the 4-digit credit display.
2. The Adjust button is pressed to step through each of the adjustment configurations, starting from the 'PPPP' display, P01 being the first step, continuing through to P26, and then looping again from P01 to P26 until the mode is exited.
3. The start/stop button is pressed to change the displayed value, the vale 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.
4. the programmable adjustments mode is exited into audits mode, by pressing the test button once.

PROGRAMMABLE ADJUSTMENTS QUICK REFERENCE TABLE
(for some option, ON=1, OFF=0)

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	1-10	1,2,3…10	1	Coin slot-coins/credit
P02	1-10	1,2,3…10	1	Coin slot-games/credit
P03	1-10	1,2,3…10	1	Bill acceptor- bills/credit
P07	ON or OFF	1 or 0	1	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 Setting(Minor Prize)				
1= Approx. 1Minor Prize in every game		3= Approx. 1 Minor Prize in 10 games		
2= Approx. 1Minor Prize in 5 games		4= Approx. 1 Minor Prize in 15 games		
P10	1-10	1,2,3…10	8	Skill setting(major prize)

P10-Skill Setting(Major Prize)				
1 = easiest (approx. 1 win 20 games)		6 = medium to hard (approx. 1 win 750games)		
2 = very easy (approx. 1 win 40 games)		7 = Hard (approx. 1 win 1000games)		
3 = easy (approx. 1 win 100 games)		8 = very hard (approx. 1 win 1500games)		
4 = easy to medium (approx. 1 win 250games)		9 = very very hard (approx. 1 win 2000games)		
5= medium (approx. 1 win 500 games)		10 = hardest (approx. 1 win 2500games)		
P14	ON or OFF	1 or 0	1	Minor prize arm no. 1status
P15	ON or OFF	1 or 0	1	Minor prize arm no. 2status
P16	ON or OFF	1 or 0	1	Minor prize arm no. 3status
P17	ON or OFF	1 or 0	1	Minor prize arm no. 4status
P18	ON or OFF	1 or 0	1	Minor prize arm no. 5status
P19	ON or OFF	1 or 0	1	Minor prize arm no. 6status
P20	ON or OFF	1 or 0	1	Major prize arm no. 7status
P21	ON or OFF	1 or 0	1	Major prize arm no. 8status
P22	ON or OFF	1 or 0	1	Major prize arm no. 9status
P23	ON or OFF	1 or 0	1	Major prize arm no. 10status
P24	1-6	1,2,3…6	2	Number of prize arm re-tries
P25	Hard or Soft	1 or 0	0	Error type for minor prize-err7
P26	ON or OFF	1 or 0	1	Attract animation(strobing) display
P27	1-10	30,40,50…120	1	Game time

1. P01, P02, P03

   This variable sets the number of coins/bills that need to be inserted into coin mechanism/bill acceptor, and how many credit in one game.

2. P07= Attract mode sound

   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.

3. P08= Cube Speed

   This option is for setting the cube speed. This affects the speed of the cube block movement as the player increases in levels.

4. P09, P10 = Skill setting

   P09 sets the skill level for players to reach the minor prize level

   P10 sets the skill level for players to reach the major prize level

5. P14-P23 Prize Arm No.1 to 10 status:

   This option is for enabling or disabling of minor prize arm numbered 1 to 10

6. P24= Number of Prize arm re-tries

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

7. P25= Error type for minor prize- err 7

This variable sets the type of action taken when there is a minor prize arm deployment error 7[err7]. When set to soft on an error 7 the game will auto matically continue to play on for a major prize. If set to hard the game will stop and display err7 in the credit display and play warning sound.

8. P26= Attract animation(strobing) display

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, it set to off, the game will skip strobing part of the attract animation.

AUDITS PROEDURE:

1. The audits mode is entered form programmable adjustments mode by pressing the test button once. 'AAAA' will be displayed on 4-digit display.

2. The Adjust button is pressed for advancing each step through the set of audits configrations, starting from the 'AAAA' display, a01 being the first step, continuing through to A05, and then looping again from A01 to A05 until the mode is exited.

3. Press the start/stop button the value of the option will be displayed on 4-digit display.

4. A01= total coins in

5. A02= total bills in

6. A03= Major prize out

7. A04= Minor prize out

8. A05 will clear the memory, if press the start/stop button. the total coins in, total bills in, major prize out, and minor prize out will be clear.

9. The audits mode is exited into lamp & display test, by pressing the test button once.

ERRORS AND TROUBLESHOOTING

If the microprocessor detects any problems with the operation of the game, an Error code will be displayed on the credit display, and the machine play a voice message. Errors are displayed on the displays as 'XX', where x is the error number. There are 9 error message for this machine, listed as follows:

ERROR CODE QUICK REFFERENCE TABLE

CODE	ERROR DESCRIPTION	SOLUTION
11	COIN SELECTOR ERROR	Check coin selector
22	START/STOP BUTTON ERROR	Check button function using switch test. 1. Microswitch broken; 2. Microswitch loosen
33	EEPROM ERROR	EEPROM date is wrong, power off and on again; MCU will reset the data, power on and reset the machine
44	MAJOR PRIZE DEPLOYMENT ERROR	Major prize: no prize or sensor broken
55	PRIZE SENSOR BLOCKED OR PRIZE SENSOR FAULTY	PRIZE SENSOR BLOCKED OR PRIZE SENSOR FAULTY
66	ALL PRIZE ARMS STATUS ARE DISABLED	ALL PRIZE ARMS STATUS ARE DISABLED, open one minor prize arm Or one major prize arm at least
77	MINOR PRZIE DEPLOYMENT ERROR	Minor prize: no prize or sensor broken
88	BILL ACCEPTOR ERROR	Check bill acceptor
99	BALANCE SENSOR ERROR	Don't shake the machine