TOP UP USER'S MANUAL

DISPLAY BOARD

SMALL PRIZE ARMS MOTORS

CAPSULE DISPENCER MOTOR

OPTICAL SENSOR

TOP PRIZE ARMS MOTORS

PRIZE ARMS AND DISPLAY DRIVER

MAIN BOARD

POWER SOCKET

POWER BOARD

TOP PRIZE ARMS

START/STOP BUTTON

SELECT BUTTON

COIN ACCEPTOR

BILL ACCEPTOR
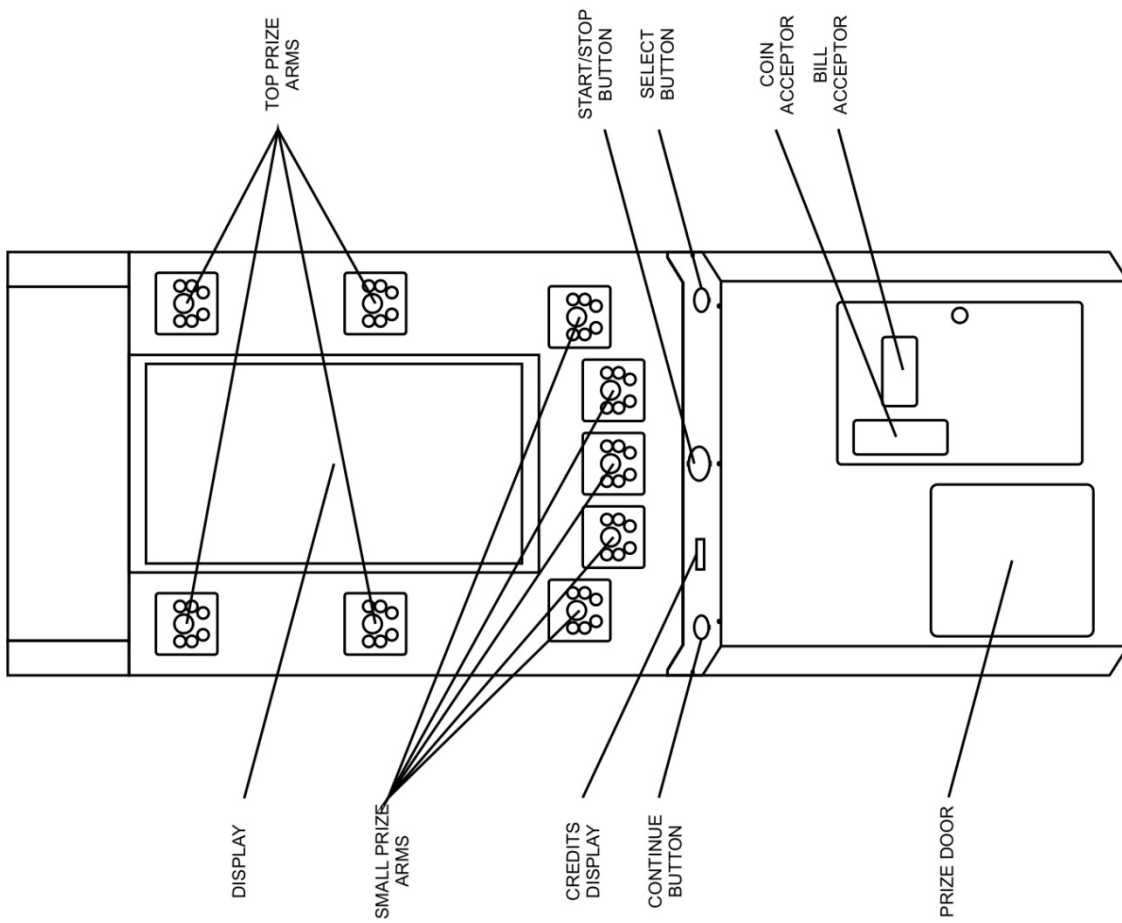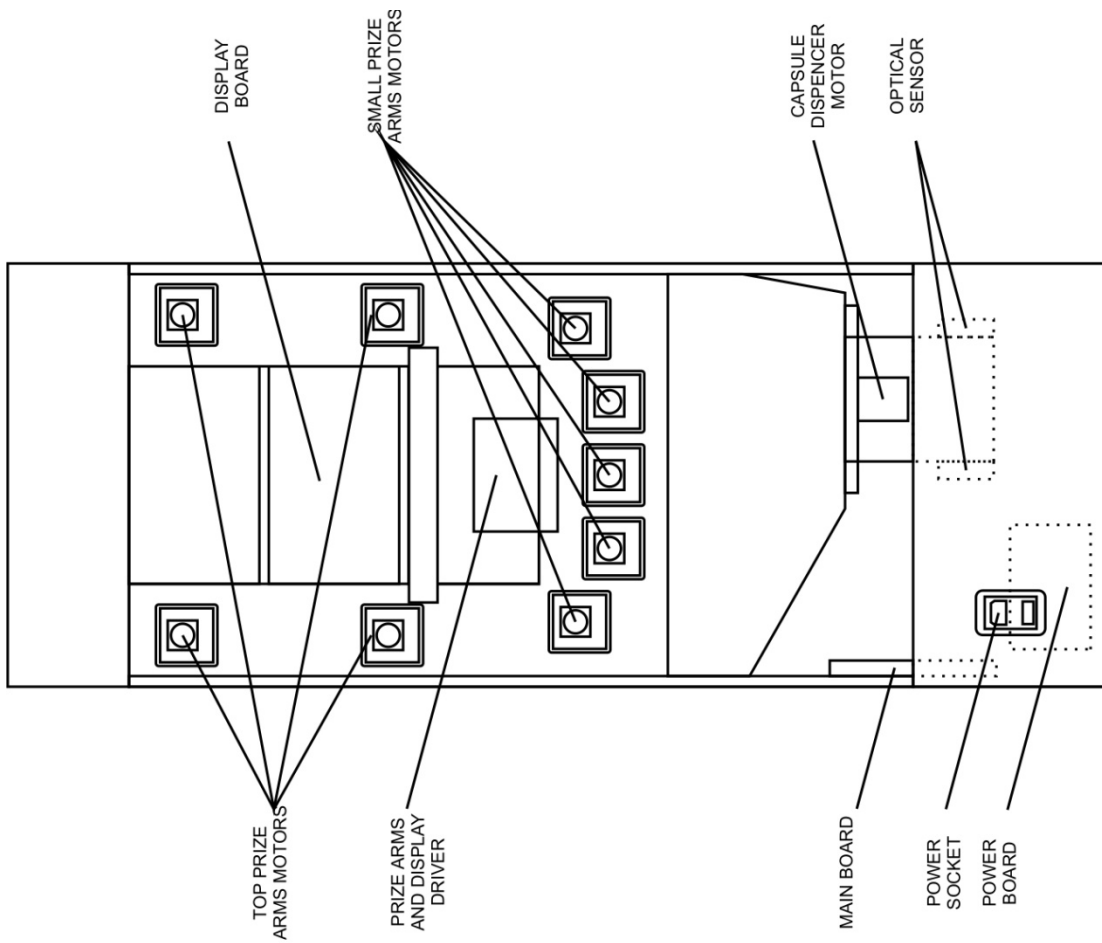
DISPLAY

SMALL PRIZE ARMS
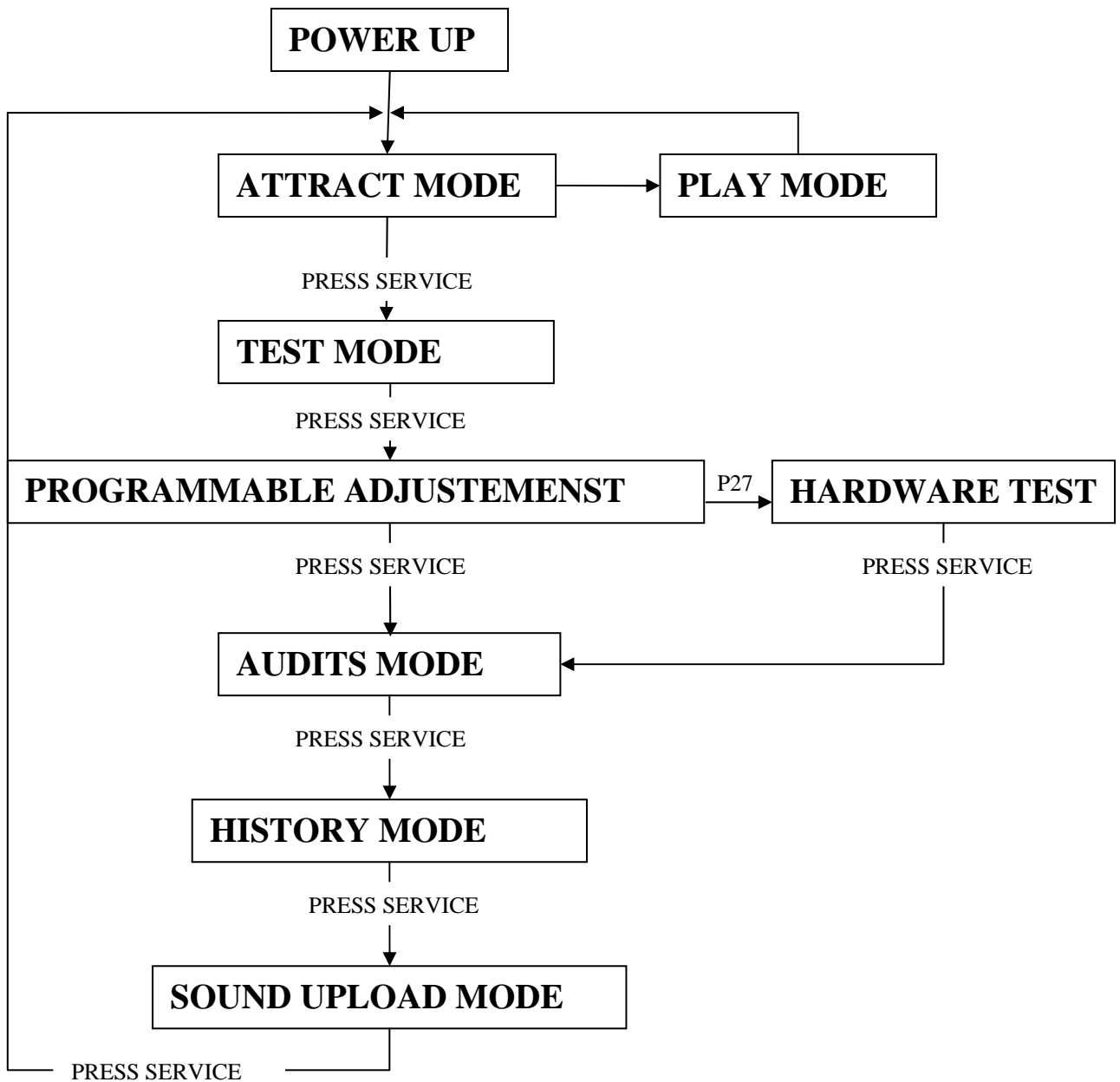
CREDITS DISPLAY

CONTINUE BUTTON

PRIZE DOOR

OPERATION

The "*TOP UP*" game has seven operational modes: Attract mode, Play mode, Test Mode, Programmable Adjustments Mode, Audits Mode, Game History Mode and Upload Sound Mode.

OPERATIONAL DIAGRAM

```
                    ┌──────────────────┐
                    │    POWER UP       │
                    └──────────────────┘
                             │
        ┌────────────────────┼──────────────────────────┐
        │                    ▼                           │
        │         ┌──────────────────┐    ┌──────────────────┐
        │         │   ATTRACT MODE   │───▶│    PLAY MODE     │
        │         └──────────────────┘    └──────────────────┘
        │                    │
        │              PRESS SERVICE
        │                    ▼
        │         ┌──────────────────┐
        │         │    TEST MODE     │
        │         └──────────────────┘
        │                    │
        │              PRESS SERVICE
        │                    ▼
        │  ┌──────────────────────────────┐  P27  ┌──────────────────┐
        │  │ PROGRAMMABLE ADJUSTEMENST     │──────▶│ HARDWARE TEST    │
        │  └──────────────────────────────┘        └──────────────────┘
        │                    │                            │
        │              PRESS SERVICE               PRESS SERVICE
        │                    ▼                            │
        │         ┌──────────────────┐                    │
        │         │   AUDITS MODE    │◀───────────────────┘
        │         └──────────────────┘
        │                    │
        │              PRESS SERVICE
        │                    ▼
        │         ┌──────────────────┐
        │         │   HISTORY MODE   │
        │         └──────────────────┘
        │                    │
        │              PRESS SERVICE
        │                    ▼
        │         ┌──────────────────┐
        │         │ SOUND UPLOAD MODE│
        │         └──────────────────┘
        │                    │
        └── PRESS SERVICE ───┘
```

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 volume can be regulated at programmable adjustment P24 and duration of time when sound is not played at programmable adjustments P26.

PLAY MODE

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

TEST MODE

The TOP UP Test mode has *Two Test Configurations* allowing you to test the function of the Sound, all Game Lamps, Displays, the Game Switches *(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 before entered test mode.

> *** NOTE! ***
> Entering Test Mode will CLEAR any CREDITS
> remaining in the game.

```
┌─────────────────────┐     ┌─────────────────────┐
│   ATTRACT MODE      │─────┤     PLAY MODE        │
└─────────────────────┘     └─────────────────────┘
              PRESS SERVICE
                   ↓
┌──────────────────────────────────────────────────────┐
│ LAMPS &DISPLAY TEST,SOUND                              │
│                                    ┌──┬──┬──┬──┐       │
│                               →───▶│ 0│ 0│ 0│ 0│       │
│                               │    └──┴──┴──┴──┘       │
│                               │         ↓              │
│                               │    ┌──┬──┬──┬──┐       │
│                               └────│ 9│ 9│ 9│ 9│       │
│                                    └──┴──┴──┴──┘       │
└──────────────────────────────────────────────────────┘

              PRESS SERVICE
                   ↓
┌──────────────────────────────────────────────────────┐
│                     No input is activ                  │
│                      ┌──┬──┬──┬──┐                     │
│         ┌────────────│ C│ -│ 0│ 0│───────────┐         │
│         │      ┌─────└──┴──┴──┴──┘           │         │
│         ↓      ↓                              ↓         │
│   ┌──┬──┬──┬──┐  ┌──┬──┬──┬──┐        ┌──┬──┬──┬──┐   │
│   │ C│ -│ 0│ 1│  │ C│ -│ 0│ 2│        │ C│ -│ 1│ 5│   │
│   └──┴──┴──┴──┘  └──┴──┴──┴──┘        └──┴──┴──┴──┘   │
│   Ticket Switch                        banknote sensor │
└──────────────────────────────────────────────────────┘

              PRESS SERVICE
                   ↓
┌──────────────────────────────────────────────────────┐
│          PROGRAMMABLE ADJUSTMENTS MODE                 │
└──────────────────────────────────────────────────────┘
```
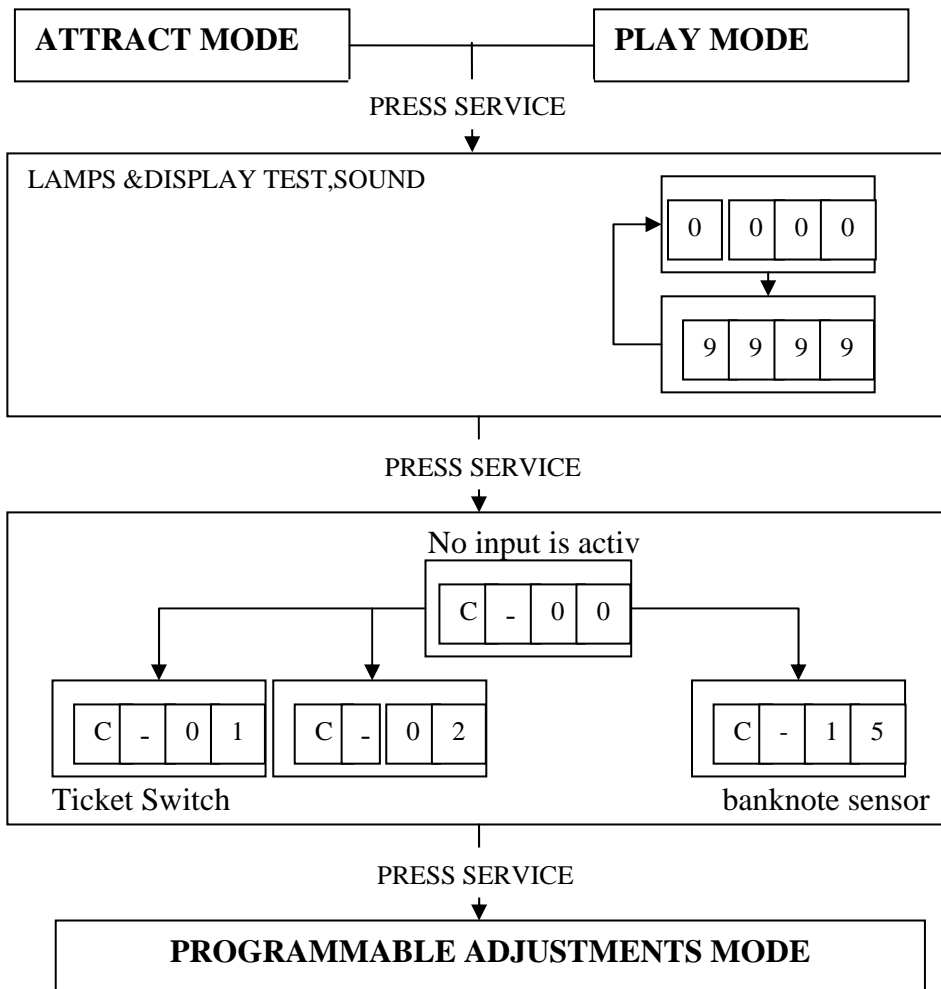
SOUND, LAMPS & DISPLAY TEST

ENTER

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

DURING THE TEST:

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

EXIT

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

SWITCH TEST

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

TESTING THE GAME SWITCHES
All game switches have a code from C1 to C15 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 activ	
C1	C-01	For future use	Not mounted
C2	C-02	For future use	Not mounted
C3	C-03	Start/Stop Button	Control Panel
C4	C-04	Coin1	
C5	C-05	Coin2	
C6	C-06	Select Button	Control Panel
C7	C-07	Optical Switch	
C8	C-08	Continue Button	Control Panel
C9	C-09	Capsule switch	
C10	C-10	Tilt sensor	
C11	C-11	Coin3	
C12	C-12	Coin4	
C13	C-13	Coin5	
C14	C-14	Coin6	
C15	C-15	Banknote	

Normal condition for the game is C-00.

EXIT   The Switch Test is exited into Programmable adjustments Mode by pressing the Service Button once.

PROGRAMMABLE ADJUSTMENTS MODE

The Top Up has programmable adjustments that can be changed in this mode. They are P01 to P26 and their codes and values are displayed alternatively
during the adjustment procedure. P27 value is number of hardware test, and provide enter in hardware test.

Example: Code **P01** *(Number of Coins Mech 1)* is displayed as P-01 and its value of **1** as 01.00 on the 4-digit display.

PROGRAMMABLE ADJUSTMENTS PROCEDURE

ENTER   The Programmable Adjustments Mode can be entered by pressing the Service button once while in the Switch Test or by pressing the Service button four times while in Attract mode, PPPP will be displayed on the 4-digit credit display.

SELECT   The Select Prize 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,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.
 In certain program adjustments stepped down is also possible by using Continue button.

> ### * NOTE! *
> Certain program adjustments have a fast adjustment feature. By holding the Start/Stop button down, the values step through quicker.

> ### * NOTE! *
> It is obligated to enter Programmable test mode and verification all parameter to unblock coin & banknote acceptor.
> Until verification is done, after power up ---- will be displayed on 4-digit display, instead Cr00 and coin & banknote acceptor will be blocked.

EXIT   The Programmable Adjustments mode is exited into Audits mode, by
pressing the Service button once.

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P01	00.01-99.99	00.01...99,99	01.00	Coin channel 1/credits
P02	00.01-99.99	00.01...99,99	01.00	Coin channel 2/credits
P03	00.01-99.99	00.01...99,99	01.00	Coin channel 3/credits
P04	00.01-99.99	00.01...99,99	01.00	Coin channel 4/credits
P05	00.01-99.99	00.01...99,99	01.00	Coin channel 5/credits
P06	00.01-99.99	00.01...99,99	01.00	Coin channel 6/credits
P07	00.01-99.99	00.01...99,99	01.00	Banknote channel /credits
P08	1-6	1,2,3,4,5,6	3	Cube Speed
P09	1-20	1,2,3...20	1	Skill Setting (small prize)

1-Aprox.1 small prize in every game		11- Aprox.1 small prize in 70 games		
2- Aprox.1 small prize in 2 games		12- Aprox.1 small prize in 80 games		
3- Aprox.1 small prize in 3 games		13- Aprox.1 small prize in 100 games		
4- Aprox.1 small prize in 4 games		14- Aprox.1 small prize in 120 games		
5- Aprox.1 small prize in 5 games		15- Aprox.1 small prize in 140 games		
6- Aprox.1 small prize in 10 games		16- Aprox.1 small prize in 160 games		
7- Aprox.1 small prize in 20 games		17- Aprox.1 small prize in 180 games		
8- Aprox.1 small prize in 30 games		18- Aprox.1 small prize in 200 games		
9- Aprox.1 small prize in 40 games		19- Aprox.1 small prize in 220 games		
10- Aprox.1 small prize in 50 games		20- Aprox.1 small prize in 250 games		

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P10	1-20	1,2,3...20	8	Skill Setting (top prize)

1-Aprox.1 top prize in 20 games		11- Aprox.1 top prize in 1000 games		
2- Aprox.1 top prize in 30 games		12- Aprox.1 top prize in 1100 games		
3- Aprox.1 top prize in 40 games		13- Aprox.1 top prize in 1200 games		
4- Aprox.1 top prize in 50 games		14- Aprox.1 top prize in 1300 games		
5- Aprox.1 top prize in 100 games		15- Aprox.1 top prize in 1400 games		
6- Aprox.1 top prize in 200 games		16- Aprox.1 top prize in 1500 games		
7- Aprox.1 top prize in 300 games		17- Aprox.1 top prize in 1600 games		
8- Aprox.1 top prize in 400 games		18- Aprox.1 top prize in 1700 games		
9- Aprox.1 top prize in 600 games		19- Aprox.1 top prize in 1800 games		
10- Aprox.1 top prize in 800 games		20- Aprox.1 top prize in 2000 games		

CODE	PROGRAMMABLE ADJUSTMENTS	OPTIONAL VALUES	DEFAULT SETTINGS	FEATURES
P11	0-4	0,1,2,3,4	0	Capsule prize mode
P12	0-20	0,1,2,3...20	0	Tilt sensor sensivity
P13	ON/OFF	On or OFF	OFF	Optical sensor alert
P14	ON/OFF	On or OFF	ON	Small prize arm no.1 status
P15	ON/OFF	On or OFF	ON	Small prize arm no.2 status
P16	ON/OFF	On or OFF	ON	Small prize arm no.3 status
P17	ON/OFF	On or OFF	ON	Small prize arm no.4 status
P18	ON/OFF	On or OFF	ON	Small prize arm no.5 status
P19	ON/OFF	On or OFF	ON	Top prize arm no.6 status
P20	ON/OFF	On or OFF	ON	Top prize arm no.7 status
P21	ON/OFF	On or OFF	ON	Top prize arm no.8 status
P22	ON/OFF	On or OFF	ON	Top prize arm no.9 status
P23	ON/OFF	On or OFF	ON	Language version
P24	0-100	0,1,2...100	100	Volume Demo
P25	0-100	0,1,2...100	100	Volume Game
P26	1-99	1,2,3...99	1	Silent Demo time
P27	0-65535	0,...,65535	0	Hardware test counter

PROGRAMMABLE ADJUSTMENTS DETAILED

P01 = COIN CHANNEL 1: **NUMBER OF COINS PER CREDIT**
(Default 01.00) (Adjustable 01.00 – 99.99)

This variable sets the number of coins that need to be inserted into coin
mechanism 1, for each credit. Number of credits=number of coins * P01.

P02 = COIN CHANNEL 2: **NUMBER OF COINS PER CREDIT**
(Default 01.00) (Adjustable 01.00 – 99.99)

This variable sets the number of coins that need to be inserted into coin
mechanism 1, for each credit. Number of credits=number of coins * P02.

P04 = COIN CHANNEL 3: **NUMBER OF COINS PER CREDIT**
(Default 01.00) (Adjustable 01.00 – 99.99)

This variable sets the number of coins that need to be inserted into coin
mechanism 1, for each credit. Number of credits=number of coins * P03.

P04 = COIN CHANNEL 4: **NUMBER OF COINS PER CREDIT**
(Default 01.00) (Adjustable 01.00 – 99.99)

This variable sets the number of coins that need to be inserted into coin
mechanism 1, for each credit. Number of credits=number of coins * P04.

P05 = COIN CHANNEL 5: **NUMBER OF COINS PER CREDIT**
(Default 01.00) (Adjustable 01.00 – 99.99)

This variable sets the number of coins that need to be inserted into coin
mechanism 1, for each credit. Number of credits=number of coins * P05.

P06 = COIN CHANNEL 6: **NUMBER OF COINS PER CREDIT**

(Default 01.00) (Adjustable 01.00 – 99.99)

 This variable sets the number of coins that need to be inserted into coin
mechanism 1, for each credit. Number of credits=number of coins *
P06.

P07 = BANKNOTE CHANNEL 1: **VALUE OF BANKNOTE PER CREDIT**
(Default 01.00) (Adjustable 01.00 – 99.99)

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 (Small Prize)
 (Default 1) (Adjustable 1 – 20)

This option sets the *Skill level* for players to reach the Small 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.

 SMALL PRIZE SKILL SETTINGS

1-Aprox.1 small prize in every game	11- Aprox.1 small prize in 70 games
2- Aprox.1 small prize in 2 games	12- Aprox.1 small prize in 80 games
3- Aprox.1 small prize in 3 games	13- Aprox.1 small prize in 100 games
4- Aprox.1 small prize in 4 games	14- Aprox.1 small prize in 120 games
5- Aprox.1 small prize in 5 games	15- Aprox.1 small prize in 140 games
6- Aprox.1 small prize in 10 games	16- Aprox.1 small prize in 160 games
7- Aprox.1 small prize in 20 games	17- Aprox.1 small prize in 180 games
8- Aprox.1 small prize in 30 games	18- Aprox.1 small prize in 200 games
9- Aprox.1 small prize in 40 games	19- Aprox.1 small prize in 220 games
10- Aprox.1 small prize in 50 games	20- Aprox.1 small prize in 250 games

P10 = SKILL SETTING (Top Prize)
 (Default 8) (Adjustable 1 – 20)

 This option sets the *Skill level* for players to reach the Top 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.

TOP PRIZE SKILL SETTINGS

1-Aprox.1 top prize in 20 games	11- Aprox.1 top prize in 1000 games
2- Aprox.1 top prize in 30 games	12- Aprox.1 top prize in 1100 games
3- Aprox.1 top prize in 40 games	13- Aprox.1 top prize in 1200 games
4- Aprox.1 top prize in 50 games	14- Aprox.1 top prize in 1300 games
5- Aprox.1 top prize in 100 games	15- Aprox.1 top prize in 1400 games
6- Aprox.1 top prize in 200 games	16- Aprox.1 top prize in 1500 games
7- Aprox.1 top prize in 300 games	17- Aprox.1 top prize in 1600 games
8- Aprox.1 top prize in 400 games	18- Aprox.1 top prize in 1700 games
9- Aprox.1 top prize in 600 games	19- Aprox.1 top prize in 1800 games
10- Aprox.1 top prize in 800 games	20- Aprox.1 top prize in 2000 games

P11 = CAPSULE PRIZE MODE ADJUSTMENT
(Default 0) (Adjustable 0 – 4)

This option adjusts the way that capsules paid out.

0.   Capsule prize system disabled, no capsules will be paid.

1.   Capsules are paid if no small or top prize is won.

2.   Capsules are paid on every game credit, regardless if prizes are won or not after the game.

3.   Capsules are paid on every game credit, regardless if prizes are won or not all before the game.

4.   Capsules are paid on every game credit, regardless if prizes are won or not before the game but after pressed Start button.

P12 = TILT SENSOR SENSIVITY

P13 = OPTICAL SENSOR ALERT

PRIZE ARM STATUS

Prize Arm Status adjustments P14 to P22 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 P18
SMALL PRIZE ARM No.1 to 5 STATUS
(Default-all ON)   (Adjustable ON or OFF)

This option is for enabling or disabling of Small Prize

For location of prize arm see PRIZE ARM LOCATION DIAGRAM.
Default all arms are ON .

P20 to P22
TOP PRIZE ARM No.6 to 9 STATUS
(Default-all ON)   (Adjustable ON or OFF)

P23 = LANGUAGE VERSION

This option is for enabling or disabling of Top Prize

For location of prize arm see PRIZE ARM LOCATION DIAGRAM.
Default all arms are ON .

P24- Demo Sound Volume

P25- Game Sound Volume

P26- Silent Demo time [Minutes]

P27- Hardware test counter

Display number of Hardware test, and after press Start/Stop Button provide enter Hardware test mode.

HARDWARE TEST

| r | r | r | r |

PRESS CONTINUE →

| r | - | 0 | 1 |

| r | - | 1 | 0 |

PRESS CONTINUE

PRESS START BUTON to test PRIZE ARM

PRESS SELECT

| F | n | - | - |

PRESS SELECT

| F | n | 1 | 0 |

PRESS SELECT

| F | n | 2 | 0 |

PRESS SELECT

| F | n | 3 | 0 |

PRESS SELECT

| F | n | 4 | 0 | ←PRESS Start/Stop→ | F | n | 4 | 0 |

PRESS SELECT

| F | n | 5 | 0 | ←PRESS Start/Stop→ | F | n | 4 | 0 |

PRESS SELECT
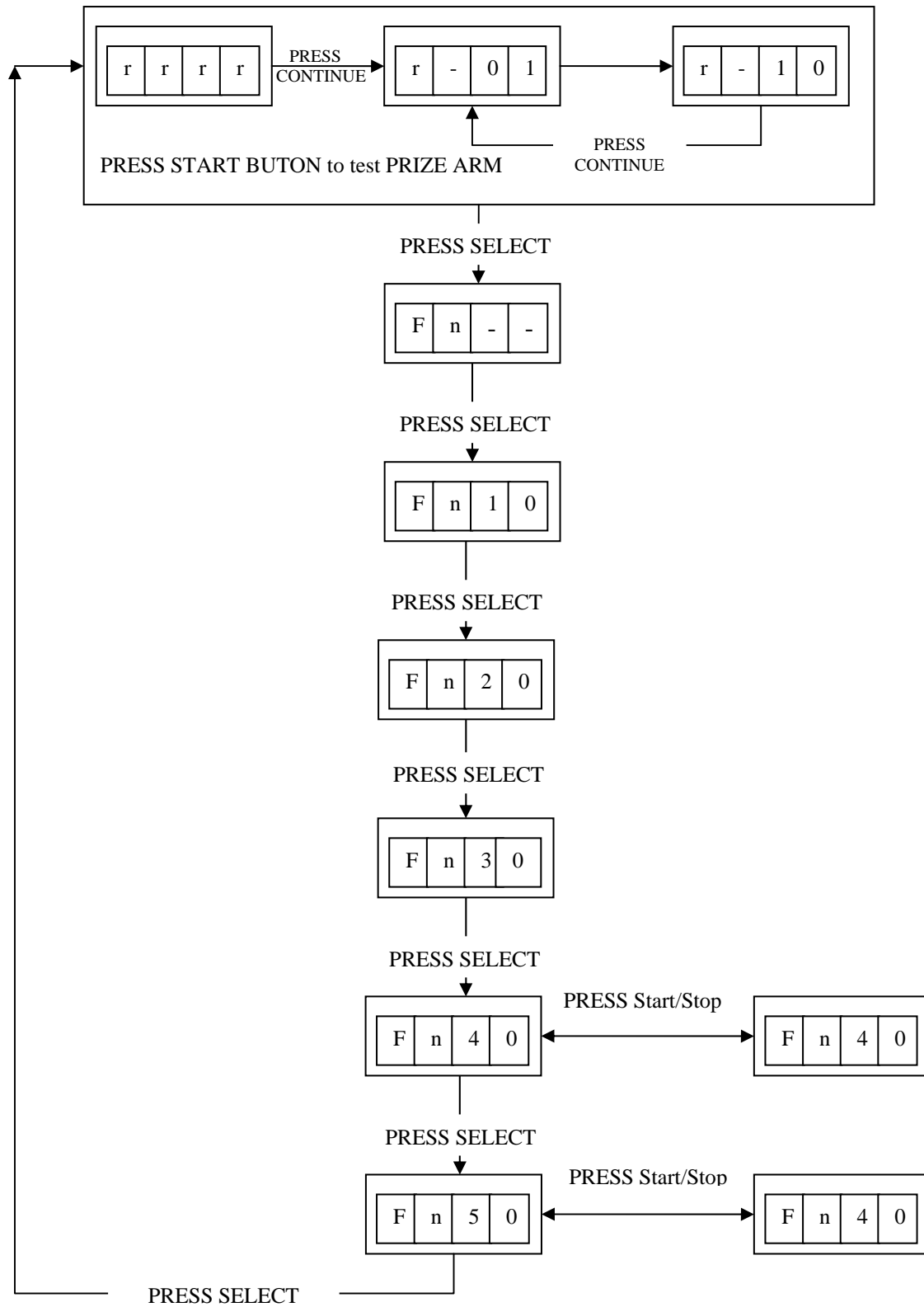
RUN TEST

ENTER   The Run Test can be entered by pressing the Start/Stop button once while in the Programmable Adjustments on P27 , rrrr will be displayed on the 4-digit display.

CONTINUE   The Continue button is pressed once to start the run test mode. The credit display will indicate, the first Minor Prize Arm r-01 also flashing the indicator LED. The Continue button is then pressed again to step through each prize arm, flashing the indicator LED of the current prize arm, only capsule prize arm don't have indicator LED.

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 Display Test Mode by pressing the Service Button once.

PRIZE ARM LOCATION DIAGRAM

8		9
6		7

1 2 3 4 5
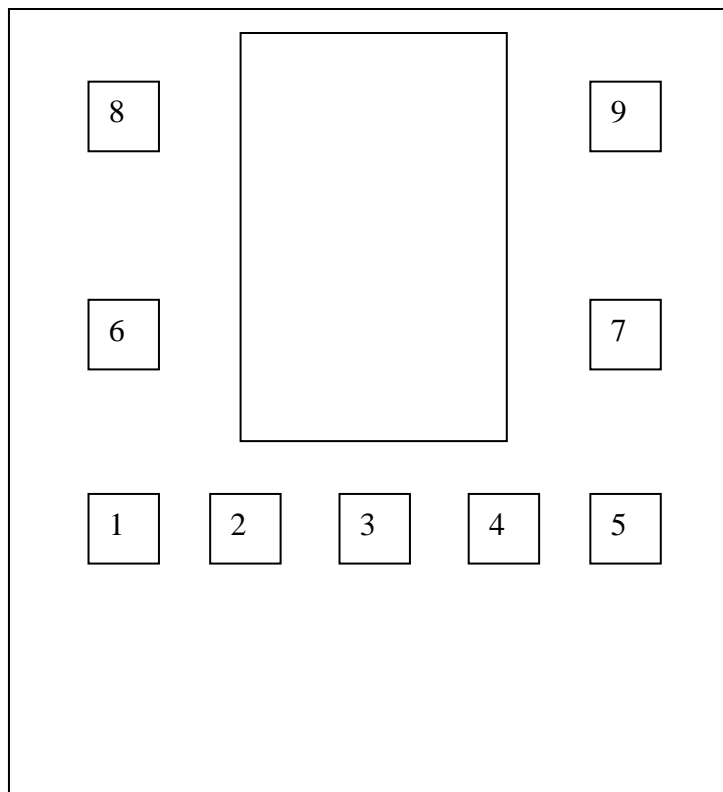
FUNCTIONAL TEST

ENTER The Functional Test can be entered by pressing the Select button once while in the Run Test , Fn-- will be displayed on the 4-digit display.

CONTINUE step through each of the Functional test, starting from the Fn--, , continuing through to Fn10, Fn20, Fn30, Fn40, Fn50 and then looping again to Run Test.

RUN The Start/Stop Button will activate counter or block, unblock coin and banknote acceptor..

EXIT The Hardware Test is exited into Audits Test Mode by pressing the Service Button once.

FUNCTIONS QUICK REFERENCE

Fn-- = Special Display Test

Fn10 = Credit Meter Test after press Start/Stop button it will be incremented Credit Meter.

Fn20 = Small Prize Meter Test after press Start/Stop button it will be incremented Small Prize Meter.

Fn30 = Top Prize Meter Test after press Start/Stop button it will be incremented Top Prize.

Fn40 = Coin acceptor test. After press Start/Stop button it will block coin acceptor and display Fn41, another press unblock.

Fn50 = Banknote acceptor test. After press Start/Stop button it will block banknote acceptor and display Fn51, another press unblock.

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 Top up has forty one Audits that can be viewed in this mode. They are A01 to A41 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 0421 on the 4-digit display. Or it will display large values like **21589** as ---2 and on 1589 the 4-digit display.

AUDITS MODE DIAGRAM

PROGRAMMABLE ADJUSTMENTS MODE

> ### * NOTE! *
> For Audit values that are greater than 9,999 the audits'
> values will be

The first number, which is displayed as ---2, has leading dash symbols

(-). The number displayed here must by multiplied by 10000 and added to

the second value. The second value is displayed as 1589, which has no dash symbols. In this example the final value is 21589 {(2*10000) + (1589)}.

AUDIT PROCEDURE

ENTER   The Audits mode is entered from Programmable Adjustments mode by pressing the Service button once or from Attract mode by pressing the Service button five times. AAAA will be displayed on the 4-digit display.

SELECT   The Select Prize button is pressed for advancing each step through
the set of audits configurations, starting from the AAAA display, A 01 being the first step, continuing through to A 41, and then looping again from A 01 to A 41 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
Service button once.

AUDITS QUICK REFERENCE TABLE

A08	A 08	Total number of games ending at level 0		X
A09	A 09	Total number of games ending at level 1		X
A10	A	Total number of games ending at level 2		X
A11	A 11	Total number of games ending at level 3		X
A12	A 12	Total number of games ending at level 4		X
A13	A 13	Total number of games ending at level 5		X
A14	A 14	Total number of games ending at level 6		X
A15	A	Total number of games ending at level 7		X
A16	A 16	Total number of games ending at level 8		X
A17	A 17	Totalnumberofgamesendingatlevel9 -SmallPrize		X
A18	A 18	Total number of games ending at level 10		X
A19	A 19	Total number of games ending at level 11		X
A20	A	Total number of games ending at level 12		X
A21	A 21	Total number of games ending at level 13 – Top Prize		X
A22	A 22	Not used		X
A23	A 23	No.ofprizeselectiononSmallPrizeArmNo.1		X
A24	A 24	No.ofprizeselectiononSmallPrizeArmNo.2		X
A25	A	No.ofprizeselectiononSmallPrizeArmNo.3		X
A26	A 26	No.ofprizeselectiononSmallPrizeArmNo.4		X
A27	A 27	No.ofprizeselectiononSmallPrizeArmNo.5		X
A28	A 28	No. of prize selection on Top Prize Arm No.6		X
A29	A 29	No. of prize selection on Top Prize Arm No.7		X
A30	A	No. of prize selection on Top Prize Arm No.8		X
A31	A 31	No. of prize selection on Top Prize Arm No.9		X
A32	A 32	Not used		X
A33	A 33	Win small prize countdown counter		X
A34	A 34	Wintopprizecountdowncounter		X
A35	A	Number of last selected prize arm		X
A36	A 36	Total number or erased partial credits		X
A37	A 37	Total coins in channel 3		X
A38	A 38	Total coins in channel 4		X
A39	A 39	Total coins in channel 5		X
A40	A	Total coins in channel 6		X
A41	A 41	Total banknote generated impulses		X
A42	A 42	Software version		
A43	A 43	Total coins in channel 1 – unerasable A01		
A44	A 44	Total coins in channel 2 – unerasable A02		
A45	A	Total coins in channel 3 – unerasable A37		
A46	A 46	Total coins in channel 4 – unerasable A38		
A47	A 47	Total coins in channel 5 – unerasable A39		
A48	A 48	Total coins in channel 6 – unerasable A40		
A49	A 49	Total banknote generated impulses – unerasable A41		
A50	A	Total number of Top Prize Wins – unerasable A04		
A51	A 51	Total number of Small Prize Wins – unerasable A05		

* NOTE! *

Customer Support may request from the operator the values of these audits.

AUDITS DETAILED

A01 = TOTAL COINS IN CHANNEL 1

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

A02 = TOTAL COINS IN CHANNEL 2

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

A03 = MANUFACTURE AUDITS ONLY

A04 = TOTAL NUMBER OF TOP PRIZE WINS

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

A05 = TOTAL NUMBER OF SMALL PRIZE WINS

This Audit displays the *total number of Small 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 *Small Prize Win* was skipped for an attempt at a *Top 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.

A08 to A20
TOTAL NUMBER OF GAMES ENDING on LEVELS 1 to 13

These Audits display the *total number of games ending on level* number 1 through to 13 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 thirteen at the top.

A23 to A31
TOTAL NUMBER OF PRIZE SELECTIONS on PRIZE ARM
POSITION NUMBER 1 to 9

These Audits display the *total number of the prize selections on Prize Arm positions* number 1 through to 9 on this machine since the audits were last cleared.   Small Prize Arms are A23 to A27 and Top Prize Arms are A28 to A31.

A32 to A36 = MANUFACTURE AUDITS ONLY

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

> *** NOTE! ***
> Customer Support may request from the operator the values of these audits.

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.

Example: The history results for the last Game Played. H01 shows Level 5 was where the game ended and the LED block stack pattern will be shown on the LED Playfield 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 game played
H03	H 03	Level Ending & LED pattern for 3rd game played
H04	H 04	Level Ending & LED pattern for 4th game played
H05	H 05	Level Ending & LED pattern for 5th game played
H06	H 06	Level Ending & LED pattern for 6th game played
H07	H 07	Level Ending & LED pattern for 7th game played
H08	H 08	Level Ending & LED pattern for 8th game played
H09	H 09	Level Ending & LED pattern for 9th game played
H10	H 10	Level Ending & LED pattern for 10th game played

GAME HISTORY PROCEDURE

ENTER   The Game History mode is entered from Audits mode by pressing the Service button once or from Attract mode by pressing the Service button six
times HHHH will be displayed on the 4-digit display.

SELECT   The Select Prize button is pressed for advancing each step through
the set of Game Histories, starting from the HHHH display, H01 being the first step, continuing through to H10, and then looping again from H01 to H10 until the mode is exited.

EXIT   The Game History mode is exited into Sound Mode mode, by pressing the Service button once.

SOUND UPLOAD MODE

ENTER   The Sound Upload mode is entered from History mode by pressing the Service button once or from Attract mode by pressing the Service button seven times. FF01 or FF02 will be displayed on the 4-digit display for while and next FF03 will be displayed on the 4-digit display .

SELECT   The Select Prize button is pressed for start upload sound from memory card to internal memory. Upload will start only if F 01 was displayed on the beginning.
FF01 mean that memory card is inserted and none errors on memory card.
FF02 mean that memory card is not inserted or any errors on memory card.

EXIT   The upload sound mode is exited into Game Attract mode, by pressing the Service button once while FF03 is displayed on 4 digits display, or when upload is complete when F100 is displayed.

ERRORS AND TROUBLESHOOTING

If the 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. Some error Messages will only be displayed when test mode is entered. Errors are displayed on the displays as ErrX, where 'X' is the error number. There are a few error messages for TOP UP, listed as follows:

ERROR CODE QUICK REFERENCE TABLE

ERROR	DESCRIPTION	SOLUTION / EFFECTS
Er 1	Counter 1 error	Check the credit counter
Er 2	Counter 2 error	Check the small prizes counter
Er 3	Counter 3 error	Check the top prizes counter
Er 4 E0xx E1yy	Opto sensor error - Opto sensor–master Optosensor -slave	Check the opto sensor:master/slave.Coin/Bill acceptor, smal land top prize arms will be blocked
Er 5	Capsule disp. error	Check the capsule dispenser
Er 6	Tilt error	Check tilt position sensor Game will be terminated. Credits will be erased
Er 8	Small prize error	Check the small prize arms
Er 9	Top prize error	Check the top prize arms

CLEARING GAME ERRORS
Game errors can be cleared, by pushing the Start/Stop button ONCE while in TEST Mode. 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.

TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the MAGIC PLAY TOP UP machine will be free from defects in electronics and mechanicalelements for a period of12 months from the date of delivery.Warranty terms do not cover parts not included above.

Definition of defect:
Regarding mechanical elements: it will be considered as defective if capsule dispenser or prize arms fail to work during the warranty period. It does not include improper use, acts of vandalism etc. Regarding electronics: it will be considered as defective if any connection between subcomponents on a particular board fails or any of them stops working itself. It does not include damages which occurred due to misuse, unauthorized connection or modifications.
Should the product prove defective during the warranty period, Magic Play, at its option, shall:
Repair the defective part by means of telephone support or depot service at no charge for parts of labor.
Replace the defective part with a comparable product which may be new or refurbished. Provided that

Magic Play is informed of the defect immediately after it occurred. The faulty part should be dispatched to Magic Play or its authorized distributor as soon as possible.
Magic Play diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.
Only parts recommended and approved by Magic Play are covered by Magic Play Terms of Warranty.

UNDER NO CIRCUMSTANCES SHALL MAGIC PLAY SP. Z O.O. BE HELD RESPONSIBLE FOR LOSES IN PROFIT, USAGEOR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!

BUYER _____
DATE _____
SERIAL NUMBER_____
SELLER _____

SERVICESHEET

_____ _____ _____ _____ _____ _____ _____		_____ _____ _____ _____ _____ _____ _____	
DATE OF DELIVERY REPAIR DATE REPAIR DETAILS SIGNATURE		DATE OF DELIVERY REPAIR DATE REPAIR DETAILS SIGNATURE	
_____ _____ _____ _____ _____ _____ _____		_____ _____ _____ _____ _____ _____ _____	
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DECLARATION OF CE COMPLIANCE

We hereby declare that all elements used in the production of Magic Play TOP-UP machine conform to the following norms and regulations: 98/37/WE, 2006/95/WE: 2006/95 WE-pI (PL), 89/336/EEC-(PL), PN-EN 60335-1:2004, PN-EN 60335-2-82:2004, PN-EN 61000-6-1:2004/IS1:2006, PN-EN 61000-6-3:2004/A11:2006 , PN-EN 953: 1999
KALISZ, 2009

PREZES ZARZĄDU

Dominik Wojciechowski
Wojciechowski

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(name and address of the authorised person)