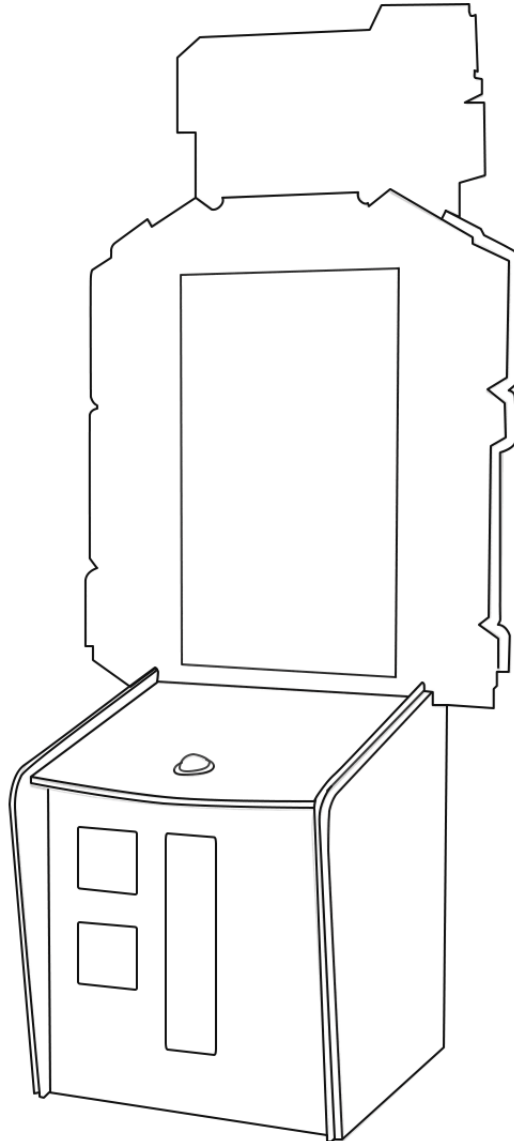




Hop 'N' Stack Installation Manual v.1.2



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Hop 'N' Stack Installation Manual

Congratulations on purchasing Hop 'N' Stack. This guide will help you setup the game at your location. Have Fun!





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1.0 Safety precautions

Instructions to the Owner

If you delegate the work for installing, moving, transporting, operating, maintaining or disposing of this machine to other people, ensure that these people read the relevant sections of this operation manual carefully before starting work, and observe the corresponding precautions.

1.1 Levels of Risk

The safety and property damage precautions on the machine labels and in this Operation Manual are classified according to their risk level, as follows.

⚠ WARNING : Failure to avoid these risks may result in serious injury or death

⚠ CAUTION : Failure to avoid these risks may result in light injury or damage to other property

1.2 Definition of "Technician"

This Operation Manual is designed for arcade personnel. Only a qualified technician must perform the installation of this game.

A technician is a person involved in the design, manufacture, inspection, maintenance or service at an amusement device manufacturer, or a person involved in routine maintenance or management (such as repair) of amusement devices who has specialized knowledge of electricity, electronics or mechanical engineering equivalent to or higher than a technical high school graduate.



1.3 Critical Safety Precautions

⚠ WARNING

- Should any abnormalities occur, turn off the power switch immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
- Sections of the projector unit will remain hot and contain high voltage even after the power switch is turned off. In order to avoid electric shock or burns, be very careful not to accidentally touch these sections.
- Dust accumulating on the power cord plug may result in fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
- Damage to the power cord may result in fire, electric shock or electrical leakage. Be sure to observe the following.
 - Keep the power cord away from heaters.
 - Do not twist the power cord.
 - Do not forcibly bend the power cord.
 - Do not alter the power cord.
 - Do not bundle the power cord.
 - Do not pull the power cord.
 - Do not place objects on the power cord.
 - Do not allow the power cord to be caught between the machine and other devices or the wall.
 - Do not do anything else that might damage the power cord.
- Do not expose the power cord and power cord plug to water. Doing so may result in electric shock or electrical leakage.
- Do not touch the power cord plug with wet hands. Doing so may result in electric shock.
- The power capacity of the machine is as follows:
 - On 110 and 120 VAC: Maximum current consumption is 5 A
 - On 220 and 230 VAC: Maximum current consumption is 2.5 A

To prevent fire and electric shock, use indoor wiring that conforms to these power supply specifications. Using a voltage outside this range may result in fire or electric shock.

- Use the consumables and service parts (including screws) that are specified by TouchMagix. To request repairs or to order parts, contact your distributor.
- Do not modify the machine without permission. Do not perform any operations that are not described in this Operation Manual. Modifying the machine may create unforeseen hazards.
- If you decide to transfer ownership of this machine, be sure to provide this Operation Manual along with the operation manual for the projector with the machine.



1.4 Warning labels

WARNING

The warning labels attached to the machine contain important information for ensuring safety. Be sure to observe the following.

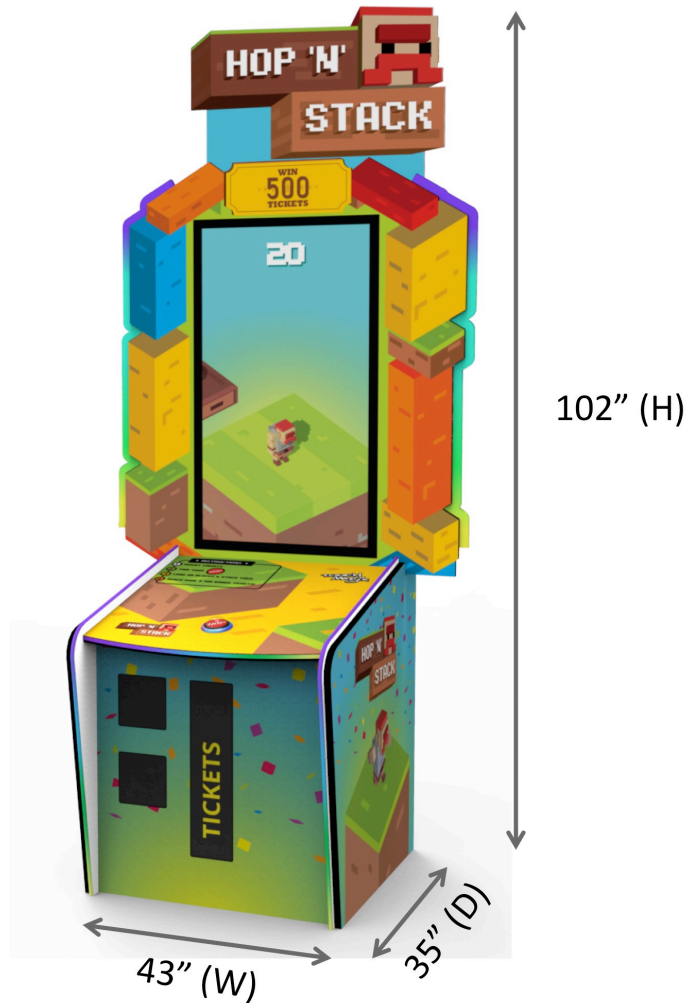
In order to ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate, sufficiently lit location and keep the labels clean at all times. Also, make sure that the labels are not hidden by other machines or objects. Do not remove or alter the warning labels.

If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.



2.0 Specifications

Installed Dimensions:



Rated power input: 110V – 240V AC

Rated maximum power consumption: 5 amp at 110V / 2.5 amp at 220V

Unit Weight: 145 KG / 320 lbs



⚠ WARNING

- Install the machine according to the instructions in this Operation Manual. Failure to follow these instructions may result in fire, electric shock, injury or malfunction.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
- Be sure to install the ground wire. Failure to install the ground wire may result in electric shock in the event of electrical leakage.
- Install the machine securely by using the leg levelers. Unstable machine installation may result in accident or injury.
- Make sure that the ventilation holes on the back, sides or top of the machine are not obstructed by any objects, walls, etc. If the ventilation holes are blocked, the inside of the machine may become hot, which may result in fire or malfunction.

This machine is designed for indoor use. Never install the machine outdoors or in the following locations.

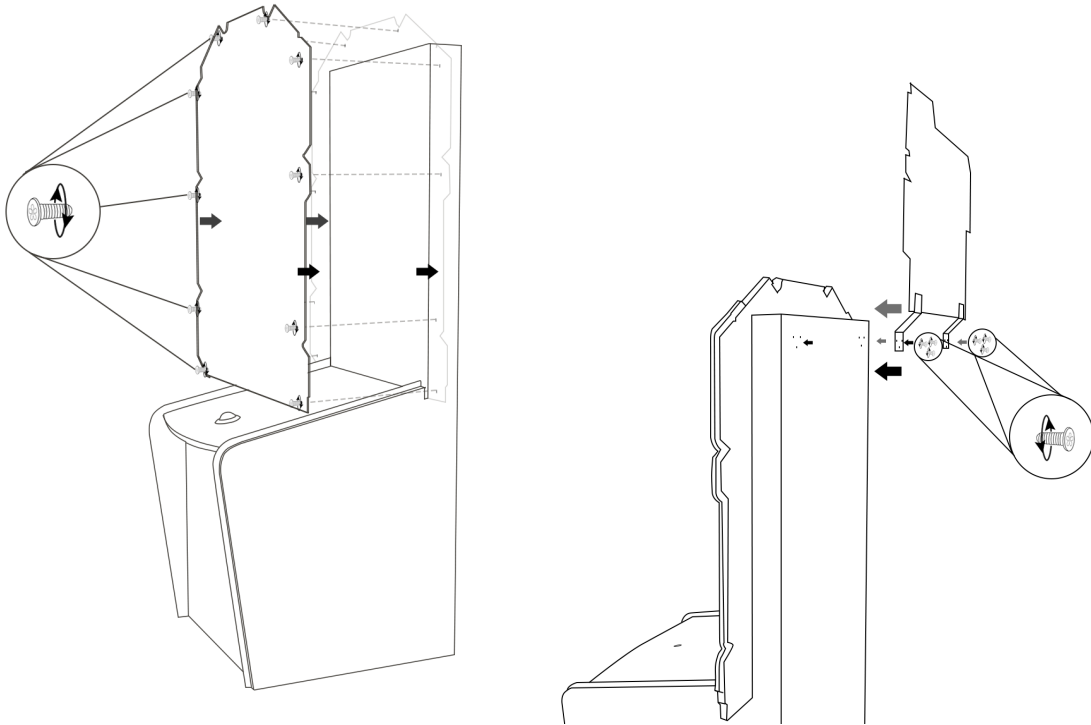
- A location exposed to direct sunlight
- A sloping surface
- A location exposed to rain or water leaks
- A damp location
- A dusty location
- A location close to heaters
- A hot location
- An extremely cold location
- A location exposed to condensation caused by temperature differences
- A location that obstructs an emergency exit or fire extinguishing equipment
- An unstable location or a location exposed to vibration

The appliance is not suitable for installation in an area where a water jet could be used.

Cleaning and user maintenance shall not be made by children without supervision and only by qualified maintenance personnel.

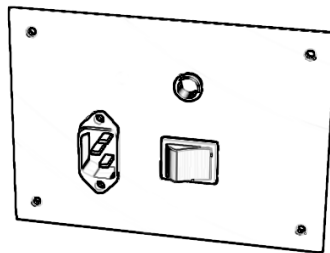


3.0 Assembly



Step 1:

The game comes majorly assembled. You just need to secure and mount the front plexi and Top Marquee with the screws provided as shown in the above diagram.

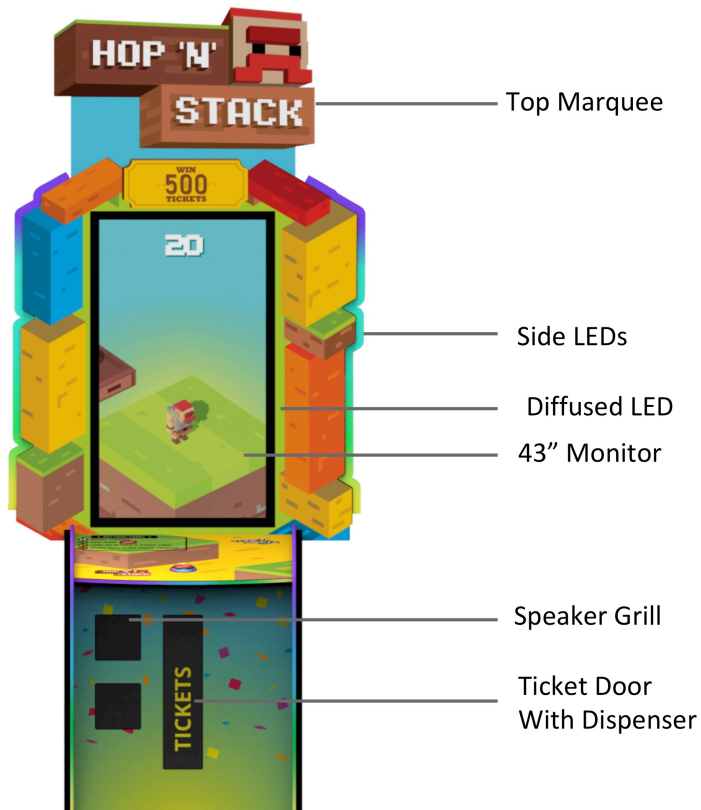
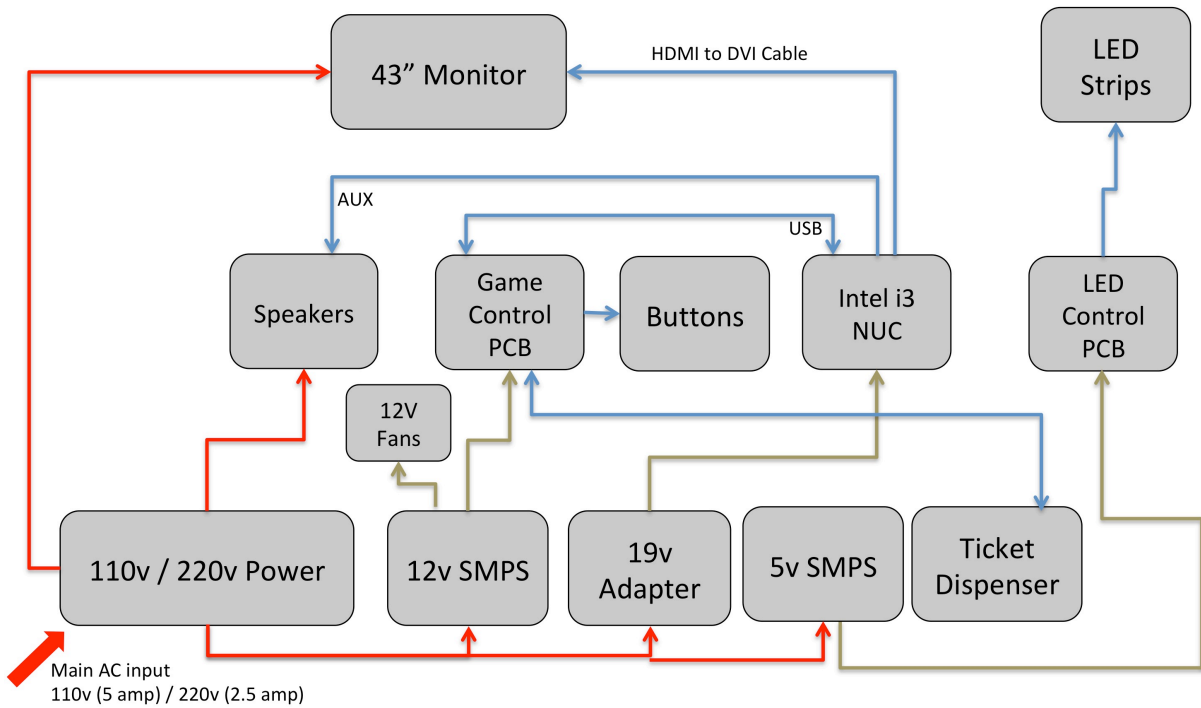


Step 2:

Insert the correct fuse in the power plate for the desired operating voltage. Use 5A fuse for 110v and 2.5A fuse for 220v. Use a country specific cable to connect the power inlet and switch on the power to the unit and wait for 1-2 minutes for it to start completely.



4.0 Connection schematic





TouchMagix LED PCB Connections

Part Code: TM-LED-PCB03

BLOCKCONN1	White Blink	Top Marquee
BLOCKCONN2	Fading Effect	LCD RING
BLOCKCONN3	Rainbow Pattern	Bottom SIDE
BLOCKCONN4	Rainbow Pattern	Bottom SIDE
BLOCKCONN5	Rainbow Pattern	Front of control panel
BLOCKCONN6	Rainbow Pattern	TV Marquee SIDE
BLOCKCONN7	Rainbow Pattern	TV Marquee SIDE
BLOCKCONN8	Rainbow Pattern	EXTRA

TouchMagix Game PCB Rev 4.0 9 Pin Connections

Part Code: TM-ARC-PCB01 Rev 4.0

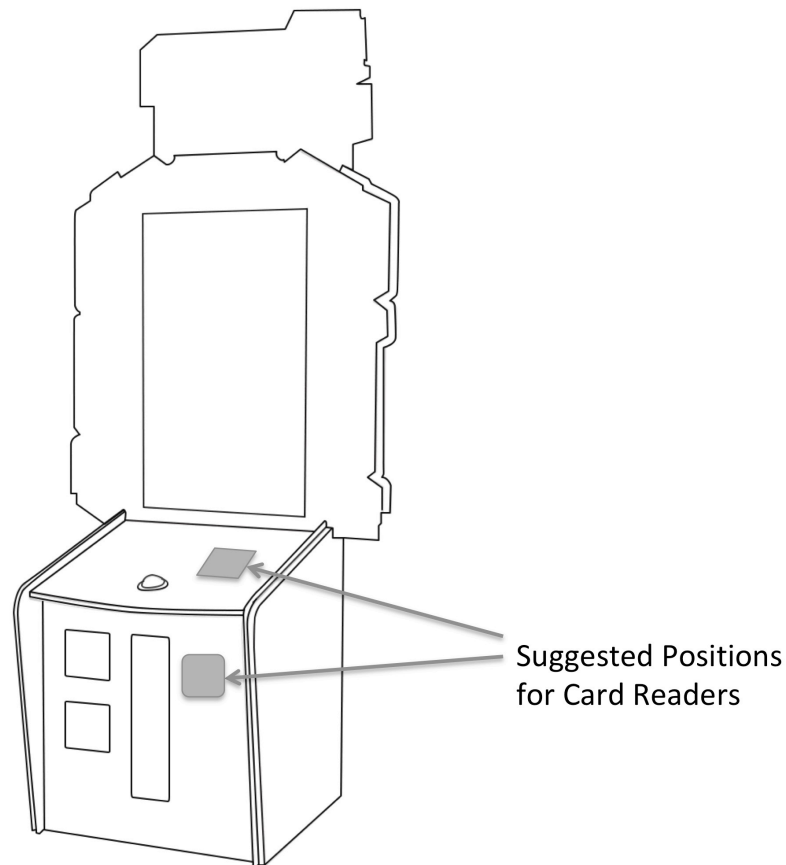
Firmware VER 2.0

PIN NO. 1	Yellow	COIN pulse IN
PIN NO. 2	Blue	COIN INHIBIT
PIN NO. 3	Brown	COIN pulse OUT
PIN NO. 4	Purple	
PIN NO. 5	Green	Button Common
PIN NO. 6	White	Button 2
PIN NO. 7	Pink	Button 1 (HOP)
PIN NO. 8	Red	VCC output (+12V)
PIN NO. 9	Black	Ground



5.0 Installing Card Reader

If you are using e-ticket dispensing, just unplug the molex connector from mechanical ticket dispenser and connect it to the e-ticket dispensing input. The wires from the arcade PCB are marked with respective labels for crimping to the debit card reader.



Wire details for 9 Pin connector from Game PCB v4 / v4.1

PIN NO. 1	Yellow	COIN pulse IN
PIN NO. 2	Blue	COIN INHIBIT
PIN NO. 3	Brown	COIN pulse OUT
PIN NO. 4	Purple	
PIN NO. 5	Green	Button Common
PIN NO. 6	White	Button 2
PIN NO. 7	Pink	Button 1 (HOP)
PIN NO. 8	Red	VCC output (+12V)
PIN NO. 9	Black	Ground



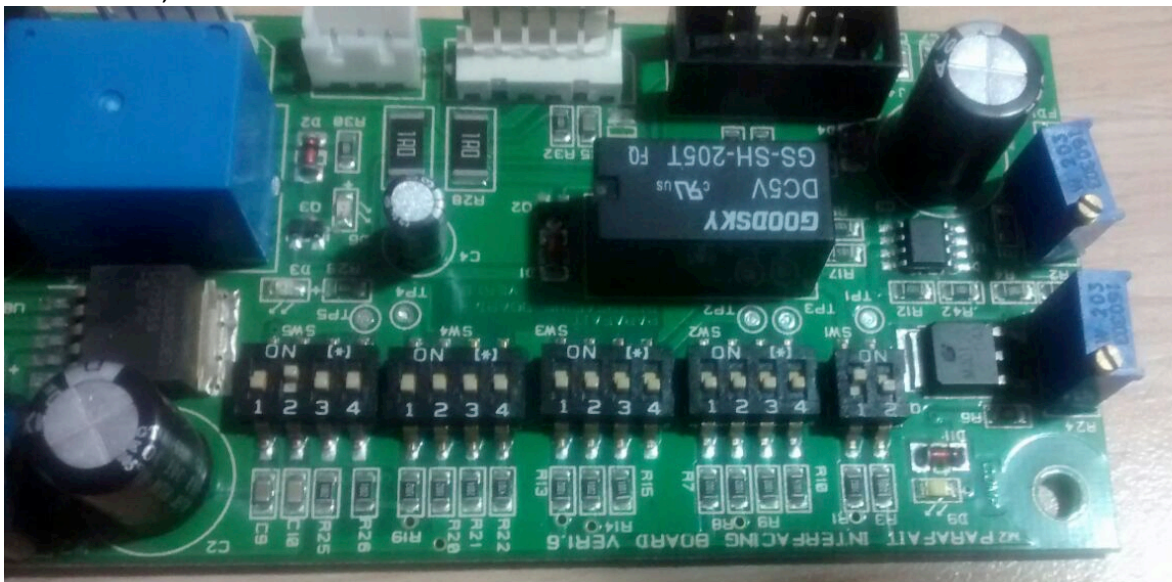
Working of the card system –

The system will count a coin pulse set to width of 100ms to 500ms as a single credit. The system credits when the Coin Pulse Out (Brown) and Coin Pulse In (Yellow) wires are shorted.

For Embed Card, Intercard and other similar systems, the Coin Pulse Out wire (Brown) and Coin Pulse In wire (Yellow) should be connected to the relay switch.

If using SEMNOX card reader, please ensure the dip switch settings are set to as shown below. For SEMNOX, you will need to only connect the Coin Pulse In wire (Yellow). The Coin Pulse Out wire remains disconnected as SEMNOX system itself will generate the required coin pulse voltage with the below settings.

SW5 – 2 UP , SW1 – 1 UP ... Rest all down





Coin Board and Coin Door -

Some of the games come with pre-installed Wei-Ya Coin Comparitor with a wooden coin door. This kind of coin system will need a template coin to be fitted inside. This system is interfaced with the Game PCB via TM-COIN-PCB. The coin PCB supports various types of pull up and pull down pulse coin systems. It has a direct connector for RM5 coin totalizer, which is commonly used in Europe.

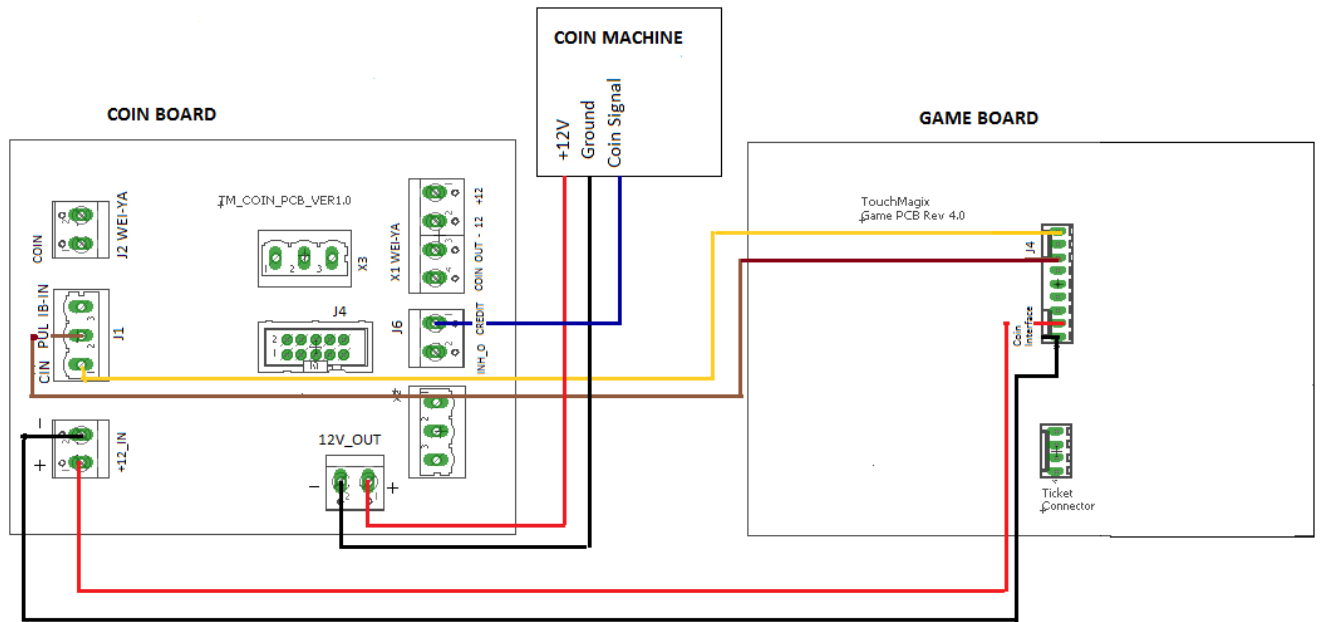
If you wish to use a Suzo Happ Door, you can remove the hinge of the existing coin door and fit in Suzo Happ Door Part # 40-3000-00

[.https://na.suzohapp.com/products/coin_doors/40-3000-00](https://na.suzohapp.com/products/coin_doors/40-3000-00)

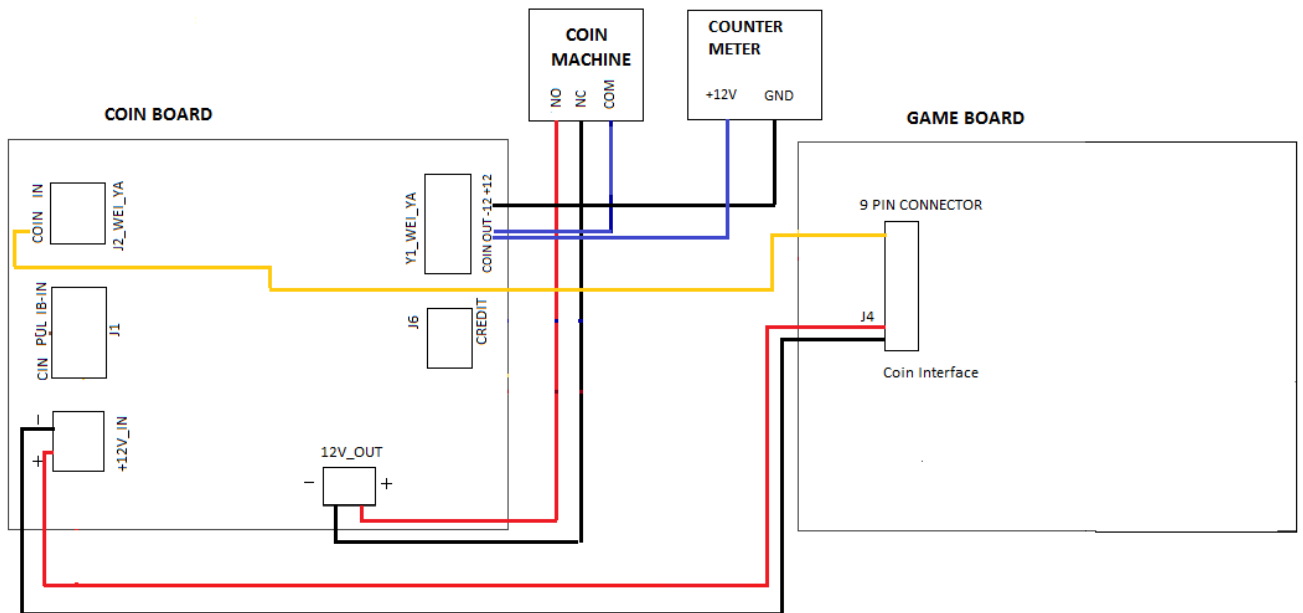




The standard wiring for the coin PCB in pull down setting is as below for coin comparators or totalizers. Please ensure the coin acceptor is set in NC mode. The normal will be 5V constant through the coin PCB which when shorted with GND will credit the system.



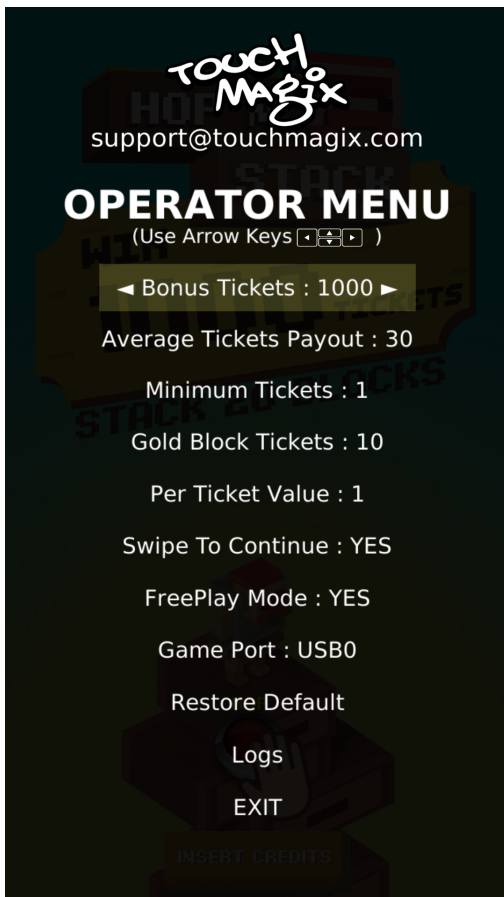
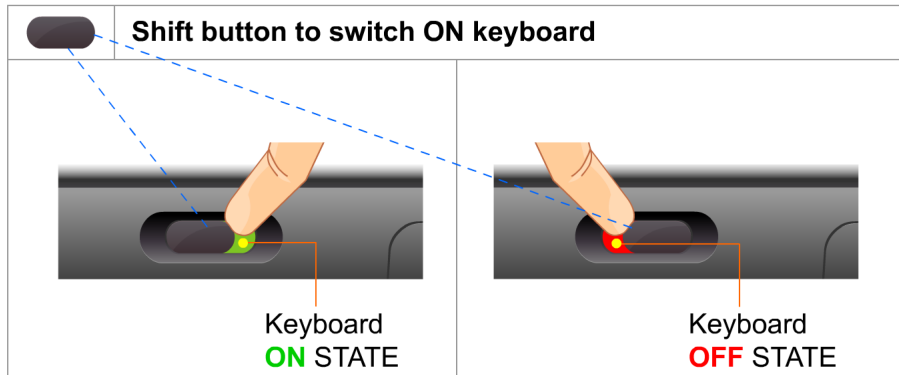
If using a mechanical roll down, use below wiring diagram.





8.0 Switch-on and Configuration

Once the game is mounted and plugged into power outlet, the computer inside will automatically turn ON. You will need to turn ON the wireless keyboard in order to configure the system for first time.



Press “c” on keyboard to open the configuration/operator menu on screen.

Use only arrow keys to change the settings. Use up & down arrow to navigate and left & right arrow to change values.



Operator Menu Settings

Setting	Default	Description
Bonus Tickets	1000	Number of tickets to payout when the user successfully stacks 20 blocks
Average Ticket Payout	30	These are the average number of tickets the game should payout. Adjust this number to a higher value if the game is paying out less tickets.
Minimum Tickets	1	Minimum number of tickets the game should pay even if no blocks are stacked
Gold Block Tickets	10	A gold block randomly appears after the 10 th block is stacked. This is a small interim ticket bonus for the user on successfully stacking this block.
Per Ticket Value	1	This number defines the value of a single physical ticket dispensed. If set to 2, it will always reward an even number of tickets with physical ticket value 2. e.g – If the player wins 10 tickets, it will only dispense 5 tickets if the value is set to 2.
Swipe To Continue	NO	Allows user to have 1 life to continue the game from current state (with 2 block penalty) by inserting additional credit. This screen only appears if the user has stacked more than 5 blocks.
FreePlay Mode	NO	Enables the player to start the game by hitting the HOP button. No debit card system interface is needed if this mode is set to YES.
Game Port	USB0	Defines the USB/COM port the TouchMagix game control board is connected at.
Credits Per Game	1	If machine is set for token use, set this value to the number of tokens you wish to use to start the game.
Attract Sound	4	Volume control for the attract mode sound level
Enable Retry	YES	This feature provides the user with 3 retries for the first 5 blocks. Helps first time players learn the game.



Setting	Default	Description
Restore Default	-	Restores default values to the configuration
Logs	-	Opens a sub menu showing detailed statistics of the machine
Exit	-	Exit back to the game



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