



Boardwalk Conversion Instructions

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PM0597-04

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Merit Boardwalk Conversion Instructions

This kit will directly convert IT Golden Tee 2000-2004 and Global VR games and may also convert other cabinets.

NOTE: In order to perform this conversion, the monitor in your game must meet the following requirements: The monitor must be an SVGA (800 x 600 resolution) monitor with the ability to switch between 800 x 600 and 640 x 480 resolution and it must have a 15-pin high-density DB connector. If the monitor in your game does not meet the specifications, you must replace the monitor. Merit has two sources that sell these compatible monitors for your convenience:

Wells-Gardner Model #: WGM2794-U0TS09R (IT Golden Tee Games only)

Wells-Gardner Model #: WGM2794-U0TS40E (Global VR Games only)

Wells-Gardner phone: 800-336-6630

Kortek Model #: KT-2914F-IT (IT Golden Tee Games only)

Kortek Model #: KT-2914F-VR (Global VR Games only)

Distributor: Casinotech phone: 702-736-8472

CONTENTS:

| QTY | PART NUMBER | DESCRIPTION |
|-----|-------------|--|
| 1 | SA0590-05 | ELECTRONICS BOX |
| 2 | MW1279-01 | ELECTRONICS BOX MOUNTING BRACKETS |
| 1 | PA0092-01 | BOARDWALK SOFTWARE DVD |
| 2 | LB1150 | 12 V COIN DOOR BULB |
| 1 | EC0148-01 | USB WIRELESS MODULE |
| 1 | MW1282-01 | USB WIRELESS BRACKET |
| 1 | SB0470-01 | DONGLE SOCKET ASSEMBLY |
| 1 | SA4090 | SETUP BUTTON AND BRACKET |
| 1 | HW9252-03 | VELCRO |
| 1 | SA0309-04 | METER ASSEMBLY |
| 1 | SA10066-01 | RECHARGE BOARD |
| 1 | CN4451-01 | RJ45 COUPLER |
| 1 | CN4452-02 | R11 COUPLER |
| 2 | HW5993-01 | NYLON HEX STANDOFF |
| 2 | HW4487 | #10 x 5/8L" PAN HEAD PHILLIPS SHEET METAL SCREWS |
| 2 | HW4201 | #6 - 32 x 1/4L" PAN HEAD PHILLIPS SEMS SCREWS |
| 2 | HW4101 | 4 - 40 x .38"L PAN HEAD PHILLIPS MACHINE SCREW |
| 2 | HW3070-03 | 4 - 40 HEXNUT |
| 2 | HW4401 | 8 x 1/2" L PAN HEAD PHILLIPS SHEET METAL SCREW |
| 5 | HW3255 | #10-32 KEPNUTS |
| 4 | HW5250 | 3/64" T x 7/32" ID x 1/2" OD, #10 FLAT WASHERS |
| 2 | HW0098-02 | #6 x 3/8" L PAN HEAD PHILLIPS THREAD-FORMING SCREW |

The Merit Boardwalk™ Conversion Kit is solely developed by Merit Entertainment® and is not sold in connection with or sponsored by any other companies.

CONTENTS (continued):

| QTY | PART NUMBER | DESCRIPTION |
|-----|-------------|--|
| 1 | EC0174-02 | TRACKBALL CABLE |
| 1 | EC0176-01 | POWER CORD |
| 1 | SA0600-01 | BILL ACCEPTOR HARNESS (Global VR Games) |
| 1 | SA0601-01 | BILL ACCEPTOR HARNESS (Golden Tee Games) |
| 1 | EC0072-02 | ETHERNET CABLE |
| 1 | EC2001 | POWER CABLE |
| 1 | EC0195-01 | MONITOR AC JUMPER HARNESS |
| 1 | EC0194-01 | RECHARGE BOARD HARNESS |
| 1 | EC2179-01 | CENTRONICS CABLE |
| 1 | PM9998-01 | SERIAL NUMBER LABEL |
| 1 | GL0065-02 | MONITOR DURATRANS |
| 1 | GL0065-01 | OVERHEAD DURATRANS |
| 2 | GL0062-04 | SIDE DECALS |
| 1 | PM6064-06 | BILL ACCEPTOR DECAL |
| 1 | PM6070-02 | PLAYER KEY DONGLE DECAL |
| 1 | PM6003-01 | MERIT ENTERTAINMENT LOGO DECAL |
| 2 | SA3509-01 | OPERATOR KEY |
| 5 | HW8852 | .38D, .20 HARNESS CLAMP |
| 4 | HW8854 | .63D, .20 HARNESS CLAMP |
| 3 | HW9252-03 | SELF-ADHESIVE VELCRO |
| 10 | HW8811 | TIE WRAP |
| 1 | SA0595-01 | ASSEMBLED CONTROL PANEL |
| 1 | GL0070-XX | INSTRUCTION DECAL |
| | -OR- | -OR- |
| 1 | SW1001-03 | TRACKBALL |
| 1 | MW1294-01 | TRACKBALL MOUNTING PLATE |
| 5 | SW3044-XX | BUTTONS |
| 1 | GL0064-03 | CONTROL PANEL OVERLAY |
| 1 | PM6005-02 | TRACKBALL AND BUTTONS DECALS |
| 1 | GL0069-XX | BOARDWALK DECAL & INSTRUCTION DECAL |

NOTE: THIS INSTALLATION SHOULD ONLY BE PERFORMED BY A QUALIFIED SERVICE TECHNICIAN.

CAUTION: Before performing any upgrade, it is important to remove any static electricity from your body. To remove static electricity from your body, ground yourself by touching a grounded piece of metal on the game before handling any boards, chips, connectors, etc. Failure to ground yourself before performing an upgrade may result in damage to your system and may prevent you from performing the upgrade.

Before beginning this conversion, remove the existing electronics from the cabinet, leaving only the existing A/C, speakers and speaker cabling, coin mechs, bill acceptor and ground cables in the cabinet.

Replacing the Control Panel

NOTE: If you are reusing the control panel in your game, skip to **Installing the Unassembled Control Panel Components**.

1. Turn off the game and disconnect it from its power source.
2. Release the latches securing the control panel and tilt the panel open.
3. Disconnect the harness(es) from the trackball and disconnect the fast-on connectors from the buttons. Disconnect any other connections to the control panel, including the stop chain, if applicable.
4. Remove the hardware securing the control panel to the game and remove the panel from the game.
5. Install the provided control panel with the screws that secured the old panel but do not fully tighten the screws. Close the control panel and ensure that it lines up correctly with the game. Make any necessary adjustments, then, completely tighten the screws. Remove the protective plastic from the control panel.
6. If you disconnected a stop chain, reconnect it to the new control panel.
7. Continue with **Installing the Setup Button and Meter**.

Installing the Unassembled Control Panel Components

8. Turn off the game and disconnect it from its power source.
9. Release the latches securing the control panel and tilt the panel open.
10. Disconnect the trackball harness and disconnect the fast-on connectors from the buttons.
11. Remove buttons from the control panel by unscrewing the nut on the underside of the panel and sliding the button out of the top of the panel. See Figure 1.
12. Remove the hardware securing the trackball to the control panel and remove the trackball.
13. If applicable, remove the hardware that secures the plastic overlay to the control panel and remove the overlay.
14. If applicable, remove the existing decal from the panel and remove any remaining adhesive residue with an adhesive remover. When you are finished removing excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean and free from dirt for the new decal to adhere properly.

15. A trackball mounting plate is included if you want to replace the existing plate. To install the plate, remove the hardware securing the old plate and remove the plate. Then, install the new plate with the hardware that secured the old plate.
 16. Peel the backing from the provided control panel overlay, line up the bottom of the overlay with the bottom of the panel and center the decal on the panel. Gently adhere the overlay, making sure to smooth out the surface from the center to the edges. Then, carefully remove the protective plastic from the control panel.
 17. Cut the excess from the edges of the overlay using an utility knife. Then, using the holes in the underside of the control panel as a template, mark and cut the holes for the buttons. Also, cut out the hole for the trackball.
 18. Using Figure 2 as a guide for button color, install the supplied buttons in the control panel. To install the buttons, unscrew the nut from the button, insert the button through the mounting hole in the control panel, and reinstall the nut to secure the button in the panel (see Figure 1).
- NOTE: If the buttons on the right side of your control panel are horizontally oriented, install the green button on the outside and the red button on the inside.**
19. Place the new trackball assembly over the captive studs on the mounting plate.
- NOTE: The controller is marked with an arrow and "MONITOR" notation to assist with proper positioning.**
20. Use the nuts that secured the old trackball to secure the trackball to the captive studs. Make sure not to over-tighten the nuts, as this can cause the trackball to warp.
 21. Adhere the rest of the decals onto the control panel. Refer to Figure 2 for placement of the decals.

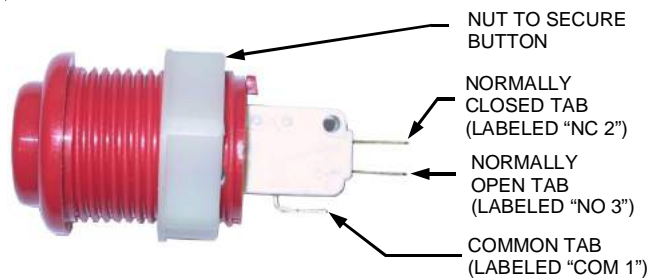


FIGURE 1 - CLOSE-UP OF BUTTON

Installing the Setup Button and Meter

22. Unlock and open the coin door. Remove the hardware securing the existing meter, disconnect the harness from the meter and remove the old meter and harnessing from the game.
23. Install the provided meter in the coin mech area using the supplied Velcro.
24. Install the provided setup button and bracket in the coin mech area using the 2 provided #6 x 3/8" L pan head Phillips thread-forming screws or the provided Velcro.

Installing the Recharge Board

NOTE: *The buttons on this board have no functionality. Only the key socket is functional.*

25. Connect the 5-pin connector on the provided EC0194 harness to J2 on the provided recharge board.
26. Install the recharge board in the coin mech area using the provided velcro.

Installing the Dongle Socket

See **Megatouch Player and Operator Keys** for information on dongle socket functionality.

27. Use the coin door to access the card reader or blanking plate on the front of the game. Remove the hardware securing the reader or plate to the game, disconnect any harnesses and remove the card reader assembly or blanking plate from the game.
28. Install the provided dongle socket assembly in the opening. Secure the ground wire to one of the threaded studs on the plate and secure the assembly to the game using the #10-32 kepnuts and washers.

29. Connect the 2-pin connector on the end of the recharge board harness to the mating 2-pin connector on the harness attached to the dongle socket. Route the free end of the harness towards the rear of the cabinet.

Coin & Bill Acceptor Connections

30. Unlock and open the coin and bill door(s). Disconnect the existing fast-on connectors going to the coin mech and coin mech lightbulb, and, if applicable, disconnect the connector to the bill acceptor.
31. Remove the existing 2 coin door lightbulbs and replace them with the provided bulbs. If you are installing the Canadian coin mech, only install one lightbulb on the same side that you will be installing the supplied coin mech.
32. *Golden Tee Games Only:* Connect the 9-pin connector on the supplied bill acceptor harness (SA0601) to the mating connector from the bill acceptor and route the other end of the cable towards the rear of the cabinet.
33. *Global VR Games Only:* Connect the 9-pin connector on the supplied bill acceptor harness (SA0600) to the mating connector from the bill acceptor. Secure the ground wire to a ground near the bill acceptor and route the other end of the cable towards the rear of the cabinet.

Canadian Coin Mech Installation

34. If your kit included a Canadian coin mech, remove the hardware securing the existing coin mech and remove the mech. Locate the EC0104 harness, with the 10-pin connector on the end, coming from the electronics box. Route the free end of this harness towards the

coin door and connect it to the supplied coin mech. Then, install and secure the coin mech in the same fashion the old coin mech was secured.

Wiring the Electronics Box

35. Unlock and open the rear door of the cabinet. Place the provided electronics box near the rear of the cabinet in order to connect the harnesses.
36. Locate the EC0190 harness, with the 2-pin connector on the end, coming from the electronics box. Route the harness towards the setup button in the coin mech area and connect it to the harness from the setup button.
37. Locate the EC0165 harness, with the 2-pin connector on the end, coming from the electronics box. Route the harness towards the coin mech area and connect it to the harness from the dongle socket and recharge board.
38. Non-Canadian Games Only: Locate the EC0170 harness, with the 4 fast-on connectors on the end, coming from the electronics box. Route the free end of this harness towards the coin mech and connect the fast-on connectors on the end of the harness to the tabs on the coin mechs. The green wire will get connected to the common tab and the white wire will get connected to the normally open tab on the coin mech.

NOTE: With both coin mechs wired, there is a chance that if a customer drops 2 coins simultaneously, that both coins will not register.

39. Locate the EC0173 harness coming from the electronics box. Route the free end of this harness towards the coin mech and connect the fast-on connectors to the tabs on the coin mech lightbulbs.

40. Locate the EC0111 harness coming from the electronics box. Route the free end of this harness towards the meter in the coin mech area and connect it to the harness attached to the meter in the coin box area.
41. Locate the EC0175 harness coming from the electronics box. Route the free end of the harness up to the control panel. Using Figure 2 as a guide, connect the fast-on connectors on the harness to the normally open tabs (refer to Figure 1) on the buttons.
42. Locate the EC0185 harness coming from the electronics box. Route the free end of the harness up to the control panel and connect the fast-on connectors on the harness to the common tabs (refer to Figure 1) on the buttons. This harness provides ground for the buttons, so the wires can be connected to any button.
43. Connect the provided EC0174 harness to the parallel port on the motherboard (see Figure 3) and secure the connector to the board using the two provided nylon standoffs. Then, connect the 4-pin power connector on the same harness to a mating free 4-pin connector coming from the electronics box. Route the free end of the harness up to the control panel and connect it to the trackball harness.
44. Secure the ground wires from the trackball using the existing nuts. Make sure the ground is connected to earth ground.
45. *Golden Tee Games Only:* Locate the 3-pin connector on the end of the EC0186 coming from the electronics box. Connect the free end of this harness to the mating connector on the

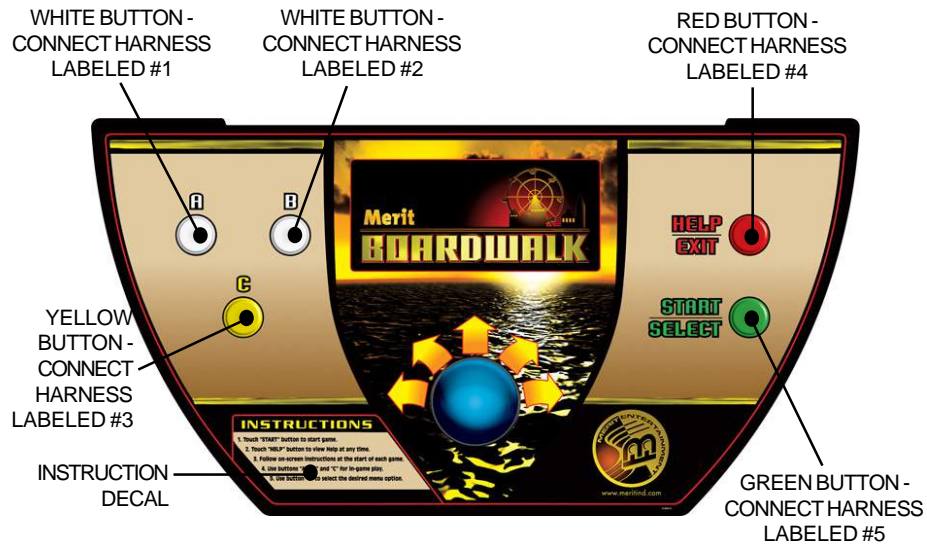


FIGURE 2 - CONTROL PANEL LAYOUT

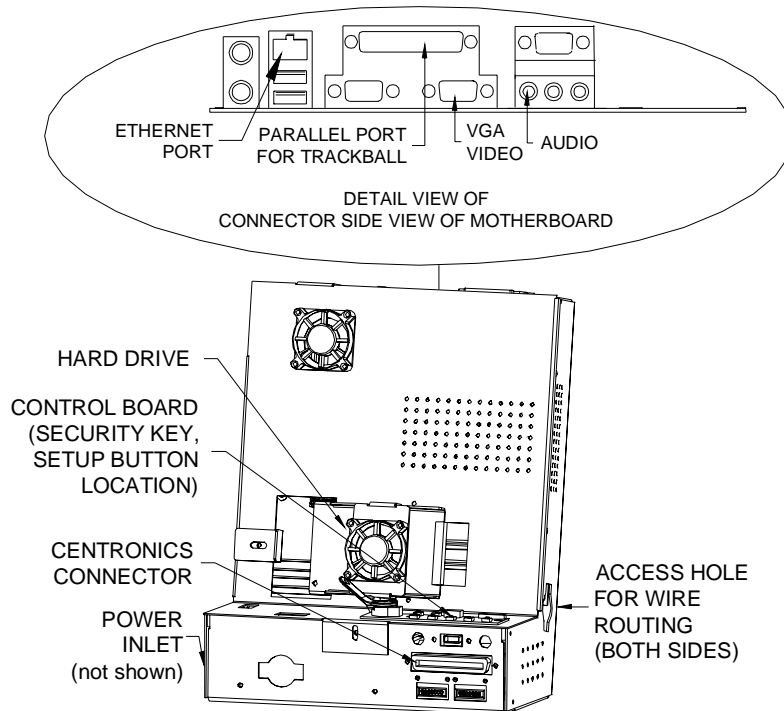


FIGURE 3 - ELECTRONICS BOX

existing harness coming from the speakers. Secure the ground wire on the harness to the grounding stud by the power inlet with a nut.

46. *Global VR Games Only:* Disconnect the audio connector from the motherboard in the electronics box (see the connector side view in Figure 3). Disconnect the existing audio cable from the computer in the rear of the cabinet and plug it into the audio port on the motherboard in the electronics box (see Figure 3).
47. *Global VR Games Only:* Leave the monitor power connector connected to the power strip inside the cabinet. Disconnect the VGA connector from the computer inside the cabinet and plug it into the VGA connector on the motherboard in the electronics box (see Figure 3).
48. If you have replaced the monitor in your game, an AC jumper harness has been provided in this kit to supply AC to the monitor (EC0195). Connect the power cord from the monitor to mating connector on this harness and connect the other end to the existing AC. Then, connect the VGA connector from the monitor to the VGA connector on the motherboard in the electronics box (see Figure 3).
49. *Global VR Games Only:* Connect the provided power cord to the power inlet on the electronics box (see Figure 3). Connect the other end of the power cord to the power strip in the bottom of the game.
50. *Golden Tee Games Only:* Connect the mating connector on the harness already connected to the bill acceptor (SA0601) to the mating connector on the provided power cable (EC0176).

Connect the other end of the power cable to the power inlet on the electronics box (see Figure 3). Connect the other end of the bill acceptor harness to a mating 3-pin connector already inside the game on the electronics shelf (black, green and white wires). Connect the 2-pin connector to the SA0599 coming from the electronics box.

51. *Global VR Games Only:* Connect the 2-pin connector on the harness already connected to the bill acceptor (SA0600) to the 2-pin connector on the harness labeled SA0599 coming from the electronics box. Plug the other end of the harness into the power strip in the bottom of the game.

Installing the Wireless Adaptor

This wireless adaptor is not currently used, but it will be installed for future use.

52. Locate the EC0149 cable (with the USB connector on the end) coming from the electronics box. Secure the cable in the provided wireless bracket using the 2 provided 4 - 40 x .38"L pan head Phillips machine screws and 4 - 40 hexnuts as shown in Figure 4.
53. Install the provided wireless bracket on the upper inside wall above the monitor in the rear of the cabinet using the 2 provided #8 X 1/2"L pan head Phillips sheet metal screws. See Figure 4.
54. Plug the supplied wireless adaptor into the USB cable as shown in Figure 4.
55. Locate the phone cable, labeled EC0155, coming from the electronics box. Connect the free end of the cable to the supplied phone coupler. This coupler will remain in the bottom of the cabinet for future use.

56. Connect the mating connector on the supplied Ethernet cable (EC0072) to the Ethernet port on the motherboard (see Figure 3). Connect the other end of the cable to the supplied Ethernet coupler. This coupler will remain in the bottom of the cabinet for future use.
57. Carefully lay the electronics box in the rear of the cabinet with the fans facing up. Secure the box to the cabinet floor using the two supplied L brackets, two #6 x 1/4"L and two #10 x 5/8"L screws as shown in Figure 5.

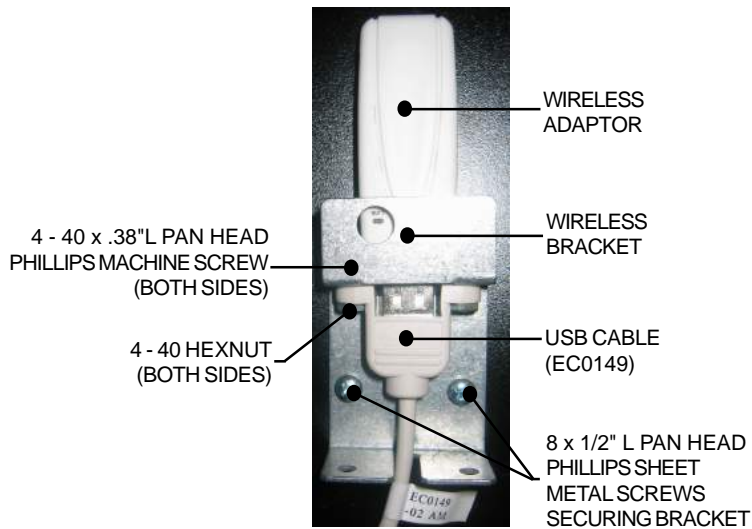


FIGURE 4 - WIRELESS DEVICE ASSEMBLY

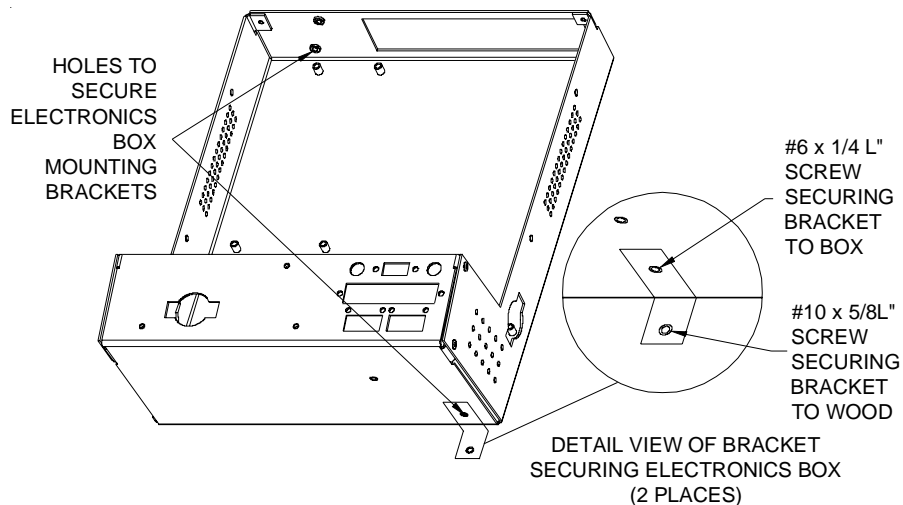


FIGURE 5 - ELECTRONICS BOX

Installing the Signs & Decals

58. Remove the existing decals (remove any remaining adhesive residue with an adhesive remover).
59. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean and free from dirt for the new decals to adhere properly.
60. Remove the hardware securing the top marquee holder and remove the marquee holder (see Figure 6).
61. The provided top marquee must be cut to fit your game. Use the blue arrows as a guide to cut the marquee to fit Global VR games, use the green arrows for Golden Tee games.
62. *Golden Tee Games Only:* Fold the top LED display marquee back so that it is not visible from the front of the game.
63. Replace the old marquee with the provided marquee. Resecure the marquee holder with the same 3 screws.
64. Remove the screws securing the sign over the monitor (see Figure 6). Remove the existing sign and replace it with the provided sign. Secure the new sign with the same screws.
65. If your bill acceptor accepts \$1, \$2, and \$5 dollar bills, adhere the bill acceptor decal (reading "Insert bill here") below the bill acceptor as shown in Figure 6.
66. Adhere the provided "instructions" decal to the panel as shown in Figure 2.
67. Finally, adhere the player key dongle decal directly above the dongle socket assembly on the front of the game.



FIGURE 6 - CONVERTED CABINET

Final Steps

68. Plug in and turn the game back on and allow the software to boot up.
69. Make sure that the picture is centered on the screen. Make any necessary adjustments using the existing monitor control board attached to the monitor in the rear of the cabinet.

NOTE: BE EXTREMELY CAREFUL TO AVOID THE FLYBACK TRANSFORMER AND HIGH VOLTAGE WIRE RUNNING TO THE MONITOR.

70. To ensure proper operation of the coin and bill acceptors, drop coins into the game and make sure they register correctly. Also check to make sure that the meter changes when the coins are dropped. If the coin or bill acceptors are not operating properly, refer to **Coin-In Menu** in the software manual. This will allow you to manually set the coin values.
71. It is very important that you install the serial number label (PM09998-01) on the game. This serial number must be provided for service or parts replacement. It will also be required for parts warranty. Locate the old game serial number tag on the back of the game and adhere the new tag next to it.

72. Press the **SETUP** button located in the coin box area of the game to access the Operator Setup Menu.
73. Roll the trackball to the **Diagnostics** button, then touch the yellow (C) button to enter the menu. Complete the video test, and I/O test to verify proper upgrade installation. The I/O test screen allows you to check that all buttons are functioning properly, to make sure the meter is incrementing properly, and to test the coin/bill functionality. After finishing the diagnostics tests, exit out of the setup screens and verify audio output and gameplay.
74. Use the provided tie wraps and cable clamps to properly dress the wires in the rear of the cabinet. Be careful not to crush any wires when replacing the rear door. Close and lock the rear door.

NOTE: The software is already loaded on the hard drive. The Boardwalk software disc is supplied with this kit in the event that the software needs to be reloaded.

Main Menu

The Main Menu can be accessed by pressing the SETUP button inside the game. Use the Main Menu to set up all game software options. Use the trackball to move between selections. Current selections will be highlighted. Press the C button to select.

NOTE: For help with the Options in any menu section (“?” icon appears), press the **HELP** button to bring up a help screen.

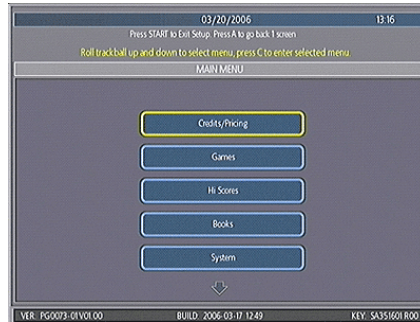


FIGURE 1 - MAIN MENU

A summary of the Main Menu functions appears in the following table. For more detail, see the corresponding sections of the manual.

| Main Menu | Available Options | Information |
|-----------------------------|---|--|
| CREDITS/ PRICING | <ul style="list-style-type: none"> Quick Price Setup Coin-In Value of Credit Options Clear/Free Credits | The Credits Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, and add or clear credits. |
| GAMES | <ul style="list-style-type: none"> Game Setup Options | In the Games Screens, you can edit the game list (choose which games are available) and select options for individual games. |
| HI SCORES | <ul style="list-style-type: none"> Clear High Scores Options | Select Clear All Games to clear all high scores or choose a particular game to clear high scores for that game. |
| BOOKS | <ul style="list-style-type: none"> Books Display Cash Settlement Setup Cash Settlement Collection | Use the Books Screens to gather current and lifetime credits information, review and calculate location and operator fees, and see revenue details. |
| SYSTEM | <ul style="list-style-type: none"> Set Time Security Setup Display Serial No. Volume Control Set 6 Star PIN Data Transfer Options Setup Operator Keys Recharge Key | Set the game clock, security PIN, game volume, 6 star PIN (default is 4123) and features. Also set system options such as language control and 6 Star Enable. Use this menu to transfer books data or clone machine settings with a USB pen, set up Operator Keys, or utilize Recharge Keys. |

| Main Menu | Available Options | Information |
|-------------------------|---|---|
| DIAGNOSTICS | <ul style="list-style-type: none"> • Video Test • I/O Test • View System Log • Checksum Test • System Info • Trackball Test | <ul style="list-style-type: none"> • Enters the Video Test to display the test screens. Press any button to cycle through the test. • Tests the function of the I/O board, DIP switches, coin meter, and lockout (if applicable). • Displays operations performed by the game. • Checks the hard drive for missing or corrupted files. • Gives details about various hardware components in the game. • Tests trackball operation. Follow the instructions on the screen. |
| MY OPERATOR INFO | <ul style="list-style-type: none"> • Add/Edit Operator Information | Allows operator to enter/edit name, Web address, description, and phone number, which can be viewed by the player when selecting "Help" from the main player menu. |
| PROMOTION | <ul style="list-style-type: none"> • Options • Promo Credits • Merit Money | <ul style="list-style-type: none"> • Enables Merit Money, and Promo Credits features. • Sets time periods in which the game offers free credits while in Idle Mode. • Sets time periods in which location owners can use the 6 Stars feature to offer free credits to encourage game play. |
| AD SCREEN | <ul style="list-style-type: none"> • Operator Ad Screens | Allows the operator to create ad screens and add custom screens created on a personal computer. |

Credits/Pricing Menu

Quick Price Setup - *This feature is only available on U.S. games.*

Quick Price Setup allows the operator to make general pricing changes without entering the Games Menu.

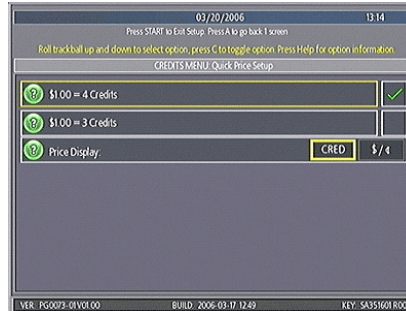


FIGURE 2 - QUICK PRICE SETUP SCREEN

4 Credits for a Dollar (default setting): Sets each game to the following price settings:

| COIN INPUT | COIN VALUE | COINS | = | CREDITS | & | METER PULSES |
|------------|------------|-------|---|---------|---|--------------|
| 1A | 25¢ | 1 | | 1 | | 1 |
| 2B | 25¢ | 1 | | 1 | | 1 |
| 3C | 25¢ | 1 | | 1 | | 1 |
| 4D | 25¢ | 1 | | 1 | | 1 |
| 5E | \$5.00 | 1 | | 20 | | 20 |

3 Credits for a Dollar: Sets each game to the following price settings:

| COIN INPUT | COIN VALUE | COINS | = | CREDITS | & | METER PULSES |
|------------|------------|-------|---|---------|---|--------------|
| 1A | 25¢ | 2 | | 1 | | 2 |
| 2B | 25¢ | 3 | | 2 | | 3 |
| 3C | 25¢ | 4 | | 3 | | 4 |
| 4D | \$5.00 | 1 | | 15 | | 20 |

NOTE: If the game is set to 3 Credits for a Dollar, prices will only display as credits.

Coin-In Menu

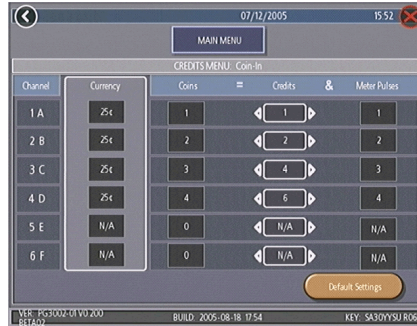


FIGURE 3 - COIN-IN MENU

Game cost can be controlled two ways: by changing the number of credits required to play a game or by changing the cost of a credit. The Coin-In Menu allows you to adjust the cost of a credit, as well as provide a way to give players “bonus” credits for depositing a higher amount of money. Use the left and right arrows to change the number of credits.

When programming the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. Meter pulses are independent of credits and only track the unit of currency. Players can be given an incentive to deposit more money by giving them “bonus” credits for depositing larger denominations. Coins may be deposited in any combination of values and the game will automatically register the highest number of credits for the total amount of coins deposited. Once a game is played, any remaining fractional credits are erased.

Generally, most countries have a factory default setting. This setting can be adjusted (as described above), but will return if the game memory is cleared. Some programs, depending on the key used, have a currency default display located to the left of the coin inputs. It shows the currency value for each of the coin inputs. This display is used as a guide and is not used in any calculations.

Select the currency default display to hide/show the display.

To give customers bonus credits for inserting a five-dollar bill, enter the Coin-In Menu and adjust the number of credits in the \$5.00 row.

Games Menu

Game Setup

The game list and prices, as well as game options, are programmed using these screens. The Game Setup Screen shows the game menu positions available, with the list at the bottom showing all available games.

To Enter This Screen, Select “Game Setup” on the Games Menu

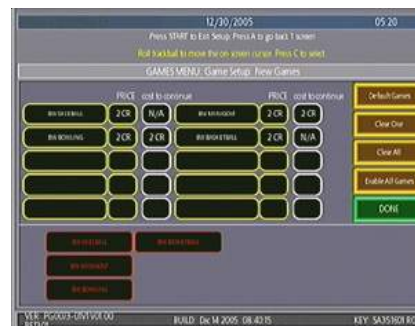


FIGURE 4 - GAMES MENU: GAME SETUP

The Game Setup Screen also allows you to make these general changes:

Default Games: Resets the selected category menu to its default game and price settings.

Clear One: Clears a selected item from the player's game menu.

Clear All: Clears all games from the player's game menu.

Enable All Games: Turns on all games within the selected category and defaults the price settings.

To customize the available games, first select **Clear All** to clear the game list. Choose the menu position you want a particular game to occupy by rolling the trackball to that position, then select the desired game name from the game list on the bottom of the screen. Repeat until all desired games appear in the menu (a game cannot appear in the list more than once). Games already in the menu will be red in the game list at the bottom of the screen.

To adjust the price, use the trackball and C button to select and change the credit value next to each game.

Some games support a cost to continue function. Games that support continuation will show a credit value in the cost to continue column; games that do not support this function will display N/A. The cost to continue is adjustable on a game-by-game basis. Select the credit value button to change the amount.

NOTE: *The default Cost to Continue price is the same as the default cost to play the game; however, the Cost to Continue does not need to be the same amount as the original price.*

Hi Scores Menu

Clear High Scores

Use this menu to manage high scores. Clear all scores for all games by selecting **Clear All Games**. To clear the high scores for an individual game, select that game and choose **YES** when prompted.

**To Enter This Screen, Select
“Clear High Scores” on the
Hi Scores Menu**



FIGURE 5 - HI SCORES MENU:
CLEAR HIGH SCORES SCREEN

Books Menu

The Books Screens display the current and lifetime credit totals for each game, as well as the percentage of credits played per game (the percentage for each game is the total number of credits played on that game divided by the total number of credits entered into the machine).

Books Display

To Enter This Screen, Select “Books Display” on the Books Menu

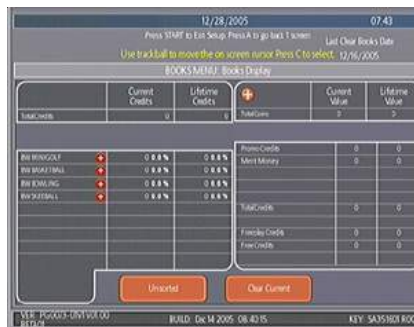


FIGURE 6 - BOOKS MENU:
BOOKS DISPLAY SCREEN

The books information can be sorted in three ways with the button that toggles through the sorting categories. **Unsorted** displays the books information in the standard order. **Sorted by Current** displays the current credits for each game from most to least played. **Sorted by Lifetime** displays the lifetime credits for each game beginning with the most played game.

Select **Clear Current** to erase all current books data. The date the data was last cleared will appear at the top of the Books Screen.

To Enter This Screen, Select “Books Display” on the Books Menu and Choose a Game Name



FIGURE 7 - BOOKS MENU:
BOOKS DISPLAY SCREEN WITH
GAME SELECTED

Select the “+” next to each game to display the current and lifetime credit totals, divided into 1-4 player totals, and linked game totals. It also shows the shortest, average and longest playing times for that game.

Books Display also shows coin input data, as well as Promotional Credits and Merit Money (when these features are enabled). Select the “+” next to Total Coins to display individual coin input statistics.

NOTE: Books data can be exported to a file USB pen via the System Menu/Data Transfer/Export Books feature. The .data file can then be viewed with a word processing program after connecting the storage device to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.

Cash Settlement Setup

The Cash Settlement Screens are used to calculate the percentage of earnings the operator and location will receive, as well as any fees collected by the operator. The first screens allow you to set up the Cash Settlement Screen. Choose YES or NO to display the operator's cut on the Cash Settlement Collection Screen and enter the percentage of revenue the location will receive. Also, select the fee calculation method. Select per month if you do not make regular weekly collections or per week if you collect every 7 days. Then select NEXT.

To Enter This Screen, Select "Cash Settlement Setup" on the Books Menu and select "NEXT"

FIGURE 8 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

NOTE: Monthly fee collections are based on 4.3 week month. If you change your fee calculation method, the game will auto adjust the fees by multiplying or dividing by 4.3 and rounding to the nearest penny.

NOTE: Make sure the time and date are set on the game in order to ensure correct fee calculation.

The next screen allows you to set up the fees. The amounts can be changed on screen by selecting the amount itself and using the trackball to enter a dollar figure. The other two columns display the cumulative totals for each fee and the totals for the

current collection period. Fees are calculated on a prorated, per-day basis. Select the NEXT button to display more groups of fees. After setting up the fees, select FINISH to save your changes.

| Miscellaneous Fees | Setting | Cumulative | This Collection |
|---------------------------|---------|------------|-----------------|
| Software Fee (per month) | \$12.00 | \$11.35 | \$11.355 |
| Hardware Fee (per month) | \$5.00 | \$1.77 | \$1.774 |
| License Fee (per month) | \$10.00 | \$3.55 | \$3.548 |
| Option Fee #1 (per month) | \$0.00 | \$0.00 | \$0.000 |
| Tax | 0% | \$0.00 | \$0.000 |

FIGURE 9 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

Cash Settlement Collection

The Cash Settlement Collection Screens will display the balance (total revenue minus total fees) to be split between the operator and the location.

Select **Revenue Details/Cash Out** or **Fee Details** for breakdowns and **Clear/Complete Collection** to finish. Cash Settlement totals will reset once collection is complete.

To Enter This Screen, Select "Cash Settlement Collection" on the Books Menu

FIGURE 10 - BOOKS MENU:
CASH SETTLEMENT COLLECTION

System Menu



FIGURE 11 - SYSTEM MENU

| | |
|--|---|
| Set Time | The Set Time Menu allows you to set both the time and date on the game. Time is shown in 24-hour, "military" time (e.g. 5:00pm = 17:00). Use the trackball and C button to set the time and date. |
| Security Setup | The operator can set the PIN number and select which of the features (Coin-In, Free Credits, Game Menu, Hi Scores Menu, Books Menu, All Options, My Operator Info, and Set 6 Star PIN) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is 0000), then enter a new 4-digit number and touch SET on the keypad. The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the button for each of the features you wish to protect with the PIN. |
| Display Serial Number | Use this screen to view the game's serial number using the keypad. |
| Volume Control | Use the trackball to adjust the volume up or down. The on-screen volume control can also be accessed using 6 Stars. |
| Set 6 Star PIN (only appears if PIN is enabled) | Brings up the Set 6 Star PIN Screen via the Options button on the Player Menu. Set the 6 Star PIN (between one and six digits) using this screen. You can enable this feature and choose which options will be accessible by 6 Stars using the System Menu: Options Screen. Select an option box under System Menu: Options for on-screen help. |
| Data Transfer | Transfer information (Books data, ad screens) or clone machine configuration using a USB Pen. |
| Options | For help with the Options in any menu section, select the option and press HELP to bring up a help screen. |
| Setup Operator Keys | Set/erase operator key data. |
| Recharge Key | View remaining Boardwalk credits and add credits with a Recharge Key. |

Diagnostics Menu

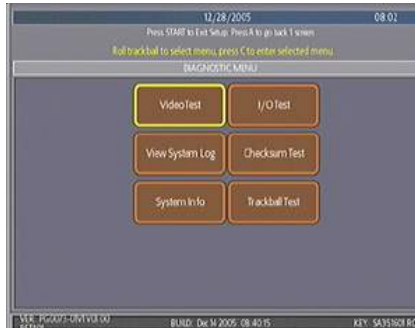


FIGURE 12 - DIAGNOSTICS MENU

| | |
|------------------------|---|
| Video Test | Use the buttons to cycle through a series of video test screens. |
| I/O Test | Tests the control panel buttons, the control board's SETUP and CALIBRATE buttons, all coin channels, the coin meter, and the coin lockout feature (if applicable). A green light next to the appropriate button will register each time that item is tested, and the number next to the item should increment by one with each test (<i>NOTE: The CALIBRATE button on the control board is represented by "Test" on the Diagnostics screen, as it functions to test the trackball</i>). The I/O Test Screen also displays which DIP switches are on or off. |
| View System Log | Displays a log of all operations performed by the game since the log was last cleared. This information is helpful for customer service in troubleshooting your game. |
| Checksum Test | Checks the hard drive for missing or corrupted files. With STOP ON ERROR? set to YES, a message indicating which file is corrupted will be shown whenever the game encounters an error. With STOP ON ERROR? set to NO, a list of corrupted files will be displayed when the test is complete. If errors are detected, the software on the drive may need to be reloaded. If this does not solve the problem, the drive may require replacement. The test could take up to 30 minutes. |
| System Info | Gives details about the following: <ul style="list-style-type: none"> • processor type and speed • motherboard manufacturer • amount of memory • network card info • sound chip type • video chip type • hard drive manufacturer and capacity • modem part identification number • fan speed • status • PSOC version |
| Trackball Test | Follow the on-screen instructions to test the trackball. |

My Operator Info

The My Operator Info Menu allows operators to add their contact information, which can be viewed by players when the HELP button is selected on the main player menu. Operators can add their name, Web address, description and phone number.

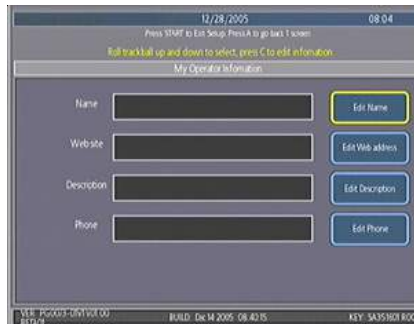


FIGURE 13 - MY OPERATOR INFO SCREEN

Promotion Menu

The Promotion Menu is designed to encourage player interest. Use the Options button to enable each feature.

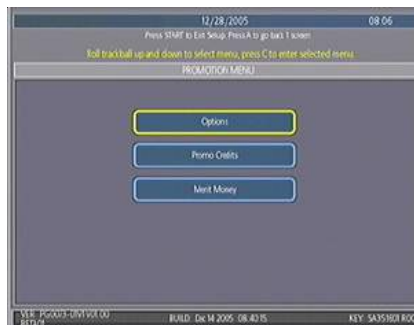


FIGURE 14 - PROMOTION MENU

Promo Credits

NOTE: This feature is only available in Amusement mode.

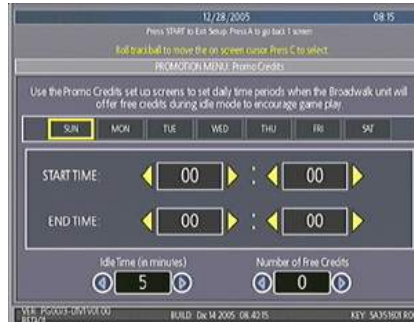


FIGURE 15 - PROMO CREDITS SCREEN

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered) and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.

Merit Money

NOTE: This feature is only available in Amusement mode.

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain time intervals via the 6 Stars feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Stars feature. Location owners can enable Merit Money by entering that specific PIN in the 6 Stars screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

Ad Screen Menu

The Ad Screen Menu allows operators to create ad screens and add custom screens created on a personal computer.



FIGURE 16 - AD SCREEN MENU

Operator Ad Screens

A total of 24 advertising screens can be created with the software and added to the game. The ads will appear along with the other attract screens when the game is in idle mode. Custom images for ad screens can also be added to the game using an appropriate storage device for your game (CD/DVD drive or a USB pen). Select the green “?” buttons on each screen for information on how to create ad screens and add custom screens to the machine.

In addition, a program for adding up to 120 additional ad screens can be downloaded from our Web site (www.meritind.com) in the Support/Software Downloads section.

Megatouch Operator Keys

The Merit Boardwalk game uses operator keys to make it easy for operators to enter setup to service machines. The keys are activated by touching them to the dongle socket on the front of the game.

Operator Keys

Operator Keys can be programmed to make it possible to access the Main Menu Screen without opening the game. Operator keys (with black handles) are provided with your game. Additional Operator Key Kits (part number KAV-111-002-01) can be purchased from an authorized Merit distributor.

To program an Operator Key:

1. Press the **SETUP** button to enter the Main Menu Screen.
2. Select the **System** button and then select **Setup Operator Keys**.
3. Select the **Set Key** button. The game will prompt you to touch a key to the dongle socket on the game.
3. Touch the key to the socket and select **OK**.
4. When prompted, remove the key and select **OK**.

5. The game will prompt you to enter a PIN for the key. Enter a PIN and select **Set New PIN**.

NOTE: The PIN for each operator key can be set to the same number, if desired. Additionally, one key can be used for any number of games.

Repeat these steps for each Operator Key. Once the key is programmed, simply touch a programmed key to the dongle socket and enter your PIN when prompted. The Main Menu Screen will then display.

Up to 4 different Operator Keys can be programmed on one game. To clear a programmed key, enter setup, touch **System** and then touch **Setup Operator Keys**. Touch the key to the dongle socket, then press the **Erase Key** button.

Wireless Setup (available soon)

Each game comes equipped with a wireless USB adapter which -- in conjunction with a software upgrade -- can be used to automatically link two Boardwalk games together by simply turning the games on. With the addition of a wireless router, up to eight games can be linked and the game(s) can also connect to the Internet. The Linksys 802.11B router is recommended for use with the software. The software allows you to configure your own network, should you choose to do so. Follow the steps below to set up your own network.

1. Press the **SETUP** button.
2. Select the **TournaMAXX** option on the MAIN MENU. The Set Game Serial No. Screen will appear. At this screen, enter the game's serial number and select **ENTER**. The game will then prompt you to enter the time zone. Scroll through the list to find your time zone and select it by touching it. The game will return to the TOURNAMAXX MENU.
3. Select **Wireless** to advance to the Internet Setup screen.
4. Select **Configure Device** and then choose from the following options to network your games:

Autodetect Network: The system will find and connect to the nearest available wireless network. This is the easiest way to connect.

Search for Networks: Looks for all available wireless connections. Select a connection from the list to proceed.

Secured connection: Choosing a "locked" device will prompt a key (password) request. If the selection is your own network, use your network password to gain access. If not, this indicates an outside wireless network that has been encrypted and is not accessible.

Unsecured connection: You will be prompted to enter interface information. Accept the default values, or consult a

network advisor to manually configure these settings.

Ad-Hoc Network: This is only for linking games, not for connecting to the server for MegaNet or jukebox linking.

NOTE: If you have chosen Ad-Hoc Network, you will be prompted to enter the SSID (network name). Create a name for your network and enter your network and enter that same SSID name for all games that you want to link. You will also be required to manually configure these settings, consult a network advisor.

Custom Configuration: Touching this button will prompt the user to enter the SSID (network name) for manual setup of the wireless connection.

NOTE: Wireless Internet connection does not require Manual Configuration. Only users who have changed the default SSID during router installation should change the SSID. Consult the instructions supplied with your wireless router for more information.

NOTE: If you have chosen Custom Configuration, you will be prompted to enter interface information. We suggest you accept the default values. If you want to manually configure these settings, consult a network advisor.

5. Once you have chosen your network connection, you can select **Details** on the Wireless Device Setup Screen to display the details of the current network.

Cloning Machine Configuration

The USB pen allows operators to save the machine configuration of one Boardwalk game and import the configuration to another game.

The configuration includes all the machine options, the Coin-In table, credit value, game pricing, game active/inactive data, volume adjustment, operator key data, the 6 Star PIN, My Operator Info data, Promo Credits and Merit Money setup data, and the current language setting.

A USB Pen is available as a separate kit (part number KAV-100-008-01) from your local distributor.

NOTE: Cloning the machine configuration will overwrite any existing configuration settings saved to your USB pen.

Export Settings:

1. Remove the USB pen cap.
2. Unlock and open the control panel to access the electronics box and motherboard. It is not necessary to open the box to access the USB port.
3. Plug the USB pen into one of the open USB ports found on the connector side of the motherboard (see Figure 20). The LED on the pen will flash when the device is first connected, then pulse slowly after the initial connection.
4. If the game has not been turned on yet, turn it on and let it finish booting up.
5. Press the SETUP button inside the machine.

6. Choose the **System** option on the Main Menu.
7. Select **Data Transfer** on the System Menu. If the pen was properly connected, the game will display a message indicating that a storage device has been detected.

NOTE: If the NO STORAGE DEVICE DETECTED appears, the USB pen was not correctly connected to the machine.

8. Choose the **Export Machine Configuration** option to transfer configuration data to the pen. The machine will display a message when the data has been successfully exported and the pen can safely be removed.

Import Settings:

9. Repeat the preceding Steps 1-7 on the Boardwalk game to which you would like to import your copied configuration.
10. On the Data Transfer screen, choose the **Import Machine Settings** option.
11. When the import is complete, a message will appear informing the operator that the data transfer was successful and that the software will restart to allow the new configuration to take effect.
12. Select **OK**. The machine will display a message stating that the USB pen can be disconnected.

NOTE: Only disconnect the pen after the LED has returned to the slow pulse, NOT while it is flashing.

DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in the game. Make sure to read the information in the **Notes** column to determine what is affected when performing these functions. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: The DIP switch functionality is built into the software. To access the DIP switches through the software: Turn off the game. Set DIP switch 1 to the closed position. Turn power on. When the message **Please reset DIP 1 to proceed** appears, reset DIP 1 to the open position. The Merit diagnostics page will appear. Touch ? for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch X to exit.

| DIP# | Function | Usage/Notes |
|-------|--|---|
| 8 | Motherboard configuration & checksum test | <ul style="list-style-type: none"> Configures the CMOS settings on the motherboard to Merit specifications and checks the files on the hard drive. <p>A checksum test should be performed when the game is locking up or rebooting. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.</p> |
| 6 | Hardware configuration | <ul style="list-style-type: none"> Identifies system hardware and configures the motherboard. <p>A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.</p> |
| 5 & 7 | Memory clear for TournaMAXX™ and TouchTunes® | <ul style="list-style-type: none"> Clears the login name, password, access phone number, and all call-in settings for TournaMAXX users. Clears all the loaded albums for TouchTunes users. Clears current books, coin-in, high scores and resets the software options. <p>A memory clear should be performed when a game is not able to connect to TournaMAXX and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, TournaMAXX setup information must be re-entered, and an Update From Server should be performed.</p> <p>NOTE: TournaMAXX games must perform an Update From Server BEFORE performing a memory clear.</p> |
| 4 & 7 | Complete memory clear | <ul style="list-style-type: none"> Clears ALL memory on hard drive including the TournaMAXX player database, TournaMAXX settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. <p>A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a memory clear, the player database should be reloaded, TournaMAXX setup information must be re-entered, and an Update From Server should be performed.</p> <p>NOTE: TournaMAXX games must perform an Update From Server BEFORE performing a complete memory clear.</p> |
| 3 | Watchdog Timer | <ul style="list-style-type: none"> When the watchdog timer is enabled, it will reboot the machine within 2 minutes of a failure, allowing the game to automatically reset itself if a problem arises. |

Merit Entertainment**Troubleshooting Guide for *Merit Boardwalk™ Games***

| PROBLEM | CORRECTIVE ACTION |
|--|---|
| <ul style="list-style-type: none"> • no power • bill acceptor motor does not run • no flash on the monitor screen • no cooling fans operating • no output from power supply | <ul style="list-style-type: none"> • Check that the power cord is connected to a "live" outlet. • Check that the power switch is on. • Check that the power cord is connected to the game power supply. • Check that the power supply's voltage select switch is set to the proper voltage. • Check the harness connections to the on/off switch and circuit breaker. • Check the circuit breaker for an "open". • Check the A/C harness connection to the power supply. • Check the line cord. |
| <ul style="list-style-type: none"> • no video • no cooling fan operation • screen is blank • A/C power to the monitor and bill acceptor • no output from power supply | <ul style="list-style-type: none"> • Check the power on jumper wire located on the motherboard. It should connect J2 to pin 21 of Panel 1. If this jumper wire is missing or not connected between the correct pins, it may prevent the power supply from turning on. For more information, see Tech Note 52. • Check the D/C harness connection to the motherboard. • Check the A/C harness connection to the power supply. |
| <ul style="list-style-type: none"> • no video • cooling fans are working • there is a sound when coins are deposited | <ul style="list-style-type: none"> • Check the video cable connections to the motherboard and the monitor. • Check the AC power harness to the monitor. |
| <ul style="list-style-type: none"> • no video • constant beeping or a sequence of beeps | <ul style="list-style-type: none"> • The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it. |
| <ul style="list-style-type: none"> • no video • no sound when coins are deposited | <ul style="list-style-type: none"> • Check all connections to the motherboard. • Reseat the DIMM. • Replace the motherboard or send it for repair. |
| <ul style="list-style-type: none"> • poor picture quality | <ul style="list-style-type: none"> • Adjust Brightness, Contrast, Horizontal, and Vertical controls with monitor controls. |
| <ul style="list-style-type: none"> • coin jam | <ul style="list-style-type: none"> • Check the coin mech and coin chute for coins blocking the pathway. • Make sure the coin harness is connected between the normally open and common terminals on the coin switch. • Disconnect the bill acceptor and the coin switch one at a time to narrow down the problem. • Check the coin harness for pinched or damaged wires. • Disconnect the coin harness from J1, J3, J7, and J8 of the I/O board. If the coin jam still appears, the I/O board will have to be sent for repair. |
| <ul style="list-style-type: none"> • meter not advancing | <ul style="list-style-type: none"> • Check connection at I/O board. • Check wiring at J2 METER connector on I/O board. |
| <ul style="list-style-type: none"> • trackball not working | <ul style="list-style-type: none"> • Perform a DIP switch 8. Refer to the "DIP SWITCH SETTINGS" section of the manual. |

Merit EntertainmentTroubleshooting Guide for *Merit Boardwalk™ Games continued*

| PROBLEM | CORRECTIVE ACTION |
|---|---|
| <ul style="list-style-type: none"> game locks up or resets while being played or in the attract mode no movement on the screen power has to be cycled off and on to get the game to function again | <ul style="list-style-type: none"> Check the output voltages from the power supply: Enhance SFX 1211J Red wire +5 volt Yellow wire +12 volt Blue wire -12 volt White wire +5 volt power good Violet wire +5 volt VSB Black wire ground Brown wire +3.3 volt Clean the vents and the fans of any dust and dirt that may interfere with airflow. Clean the CPU cooling fan on the motherboard. Replace the CPU cooling fan if it is not operating properly. Reseat the DIMM on the motherboard. Clear memory with the following procedure: <ul style="list-style-type: none"> Turn off the game. Press and hold the Setup and Calibrate buttons. Turn the game on and keep holding the buttons until the screen displays "TWO BUTTON CLEAR DETECTED RELEASE BUTTONS". This should take about 30 seconds. Release the buttons. This will clear high scores, clear the books and reset options, and reset the game menu and coin menu to their factory settings. Perform a checksum test on the hard drive: <ul style="list-style-type: none"> Turn off the game. Turn on DIP switch 8 on the I/O board. Turn on the game. The test will take about 10 minutes. <ul style="list-style-type: none"> A failure will cause the test to stop. A passed test will display "DRIVE CHECKSUM COMPLETE RESET ALL DIP SWITCHES TO REBOOT MACHINE". With power on, turn off DIP switch 8. |
| <ul style="list-style-type: none"> game locks up with "invalid key for version PG3002 – V XXXX" | <ul style="list-style-type: none"> Check the program number on the security key. It should be compatible with the program on the hard drive. Check the contacts on the security key socket. Lift up on the contact on the bottom of the socket and make sure there is a good connection to the base of the security key. Check the USB cable that connects the I/O board to the motherboard. Try another security key with the same program number or test the security key in another game with the same program version. |
| <ul style="list-style-type: none"> "INVALID KEY" message while downloading software to the hard drive | <ul style="list-style-type: none"> If the security key was replaced before the download: <ul style="list-style-type: none"> The motherboard did not boot from the DVD drive. Check that the DVD drive is set as master. Check the ribbon cable connections between the DVD drive and the motherboard. Try another DVD drive or another set of discs. |

Merit EntertainmentTroubleshooting Guide for *Merit Boardwalk™ Games continued*

| PROBLEM | CORRECTIVE ACTION |
|---|--|
| <ul style="list-style-type: none"> game will not download disc | <ul style="list-style-type: none"> Make sure the disc is installed correctly, with the logo facing up. Check for scratches or a defective disc. Try a different DVD drive or another disc. If you're downloading a disc set, make sure each disc is of the same revision. |
| <ul style="list-style-type: none"> "ERROR READING DRIVE C" | <ul style="list-style-type: none"> This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on. <ol style="list-style-type: none"> Turn the game off. Locate DS 1, position 8 and turn it on. Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete. When the hard drive passes the test it will display a "CHECKSUM GOOD" message and continue to boot up into the game attract screens. This indicates a coin jam. When the hard drive fails the test, the game will lock up with a "CHECKSUM ERROR" message, which will stay on the screen until the power is turned off. In this case, the hard drive will have to be replaced. |
| <ul style="list-style-type: none"> "DISK BOOT FAILURE" | <p>This message indicates the motherboard is not receiving data from the hard drive and has locked up.</p> <ul style="list-style-type: none"> Check the IDE ribbon cable connections to the motherboard and hard drive. Check the power to the hard drive. It should have +5 volts, +12 volts, and ground. |
| <ul style="list-style-type: none"> "QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE" | <p>The self-diagnostics on the hard drive has detected an error.</p> <ul style="list-style-type: none"> The hard drive will have to be replaced. |
| <ul style="list-style-type: none"> "CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error | <ul style="list-style-type: none"> Try reloading the program onto the hard drive with a different set of update CD's compatible with the security key. If it will not accept the download, try another CD-ROM drive. If it still does not work, replace the hard drive. |

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