Merit
BOARDWALK™

FOR TECHNICAL ASSISTANCE:

CONTACT YOUR LOCAL DISTRIBUTOR

For a list of distributors, visit the Merit Industries, Inc. Web site

www.meritind.com

merit industries, inc.

PM0591-01

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Site Preparation

In determining the location for your Megatouch Boardwalk™ video game, consideration must be given to a suitable, grounded electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a separate circuit is not available, care should be taken to provide a clean and constant voltage. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers or other high power consuming and electrical noise generating equipment. Place the game in a location where nothing will interfere with proper ventilation. The game should not be exposed to any dripping or splashing liquids. Objects filled with liquid should not be placed on the unit.

Setting up your Boardwalk Game

1. After removing the game from the carton, plug the game into a standard AC outlet.

2. Turn the power switch at the back of the game to ON and wait for it to go through its boot-up sequence. The game will display the Player Menu Screen.

3. There are many custom settings available for the game. To customize the settings, follow the software instructions in this manual.

Game Description

The Boardwalk cabinet has 4 key-locked compartments: the CPU section, the coin/bill acceptor door, the coin box door and the rear door section. The keys are contained in a plastic bag along with a warranty card. This model also has couplers installed in the rear of the game which can be used for future hardware upgrades such as linking and modem capabilities (see Figure 19).

CPU Section

The CPU section is accessible by unlocking the control panel and loosening the 2 screws on the underside of the panel (see Figure 17). The CPU section houses an electronics box which contains the motherboard, I/O board, control board, power supply and hard drive. There is also external access to the centronics connector and the meter on the outside of the electronics box. The Operator Setup Screen can be accessed by pushing the SETUP button on the control board (see Figure 23). The accompanying CALIBRATE button performs a trackball test, which can also be initiated through the Setup Screens by selecting Diagnostics, then Trackball Test.

Coin/Bill Acceptor and Coin Box Doors

The coin/bill acceptor and coin box doors are located one above the other on the front of the game, and are key-locked for security purposes. The bill acceptor and coin mech are located in the top section, while the coin box is found in the section below. The top section also houses a red SETUP button -- situated as a more convenient alternative to the SETUP button found on the control board -- as well as the dongle socket required for use with the Recharge Key.

Rear Door Section

The rear door section houses the monitor and related electrical equipment, including the OSD board.

Security Keys

Merit Boardwalk is equipped with two security keys. Key 1, the Main Software Key, is located on the control board (see Figures 18 and 23). Key 2, the Countdown Key, is located on the I/O board (see Figures 18 and 22) and is permanently installed in the game.

The Countdown Key requires recharging after 33,000 plays are used. Once the number of plays is 3,000 or less, a message will display in the SETUP Menu to warn operators that a recharge is needed. An additional warning, visible to both operator and player, will display at 500 available credits. If the number of credits decreases to 0, the machine will enter Cripple Mode, during which Amusement games will be turned off. An on-screen message will advise that the machine must be recharged.

The Recharge Key, available as a separate purchase, will transfer the credits to the permanent Countdown Key. After the recharge is complete, the Recharge Key is empty and can be thrown away or reused as an Operator key. Use the dual dongle socket or recharge board found in the coin/bill acceptor door to perform a recharge. To purchase Recharge Key kits, contact your authorized Merit Distributer.

General Care and Maintenance

NOTE: *THIS GAME MUST ONLY BE SERVICED BY QUALIFIED SERVICE PERSONNEL.*

CAUTION: *THERE ARE HIGH VOLTAGE PARTS IN THIS GAME. BE CAREFUL WHEN SERVICING THE INSIDE OF THE GAME. THE GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.*

Monitor Adjustment Procedure

The vertical/horizontal controls and brightness/contrast controls are located on the OSD board, which is secured with Velcro in the rear compartment of the game (see Figure 19). Pressing the button labeled **Menu (Select)** on the OSD board will show the on-screen display on the monitor. Use the **Up** and **Down** buttons to move through the menu. Press Menu again to choose the option you want to change. Use the Up and Down buttons to change the option. Press the **Exit** button to deselect an option. Adjust the monitor controls until the screens look as suggested in the following steps.

1. Set the game to play "Skee Ball".
2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.
3. Adjust the brightness and contrast controls using "Skee Ball" as a guide. The target area for the skee ball should be a rich red with white scoring zones, while the ball itself should be brown. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

The Exit button also performs **Degaussing** when the Menu options are not enabled. To ensure proper performance, It is recommended that the color tube be degaussed in the position in which it will be operated.

General Circuit Board Handling Information

Before handling any boards, observe the following procedures:

- Prevent Electro-Static Discharge by:
    1. Storing the boards in the anti-static bags in which they are shipped.
    2. Removing any static charge from your body before handling the boards.
    3. Using a ground strap when handling the boards.
- When plugging in connectors to the board, make sure the connector is inserted straight onto the header and covers all header pins.
- Do not connect any peripheral device to the board, if the power is still connected to the peripheral or if power is already applied to the board.

CAUTION: *BE EXTREMELY CAREFUL WHEN REPLACING THE LITHIUM BATTERY ON THE MOTHERBOARD. THERE IS A DANGER OF EXPLOSION IF THE BATTERY ON THE MOTHERBOARD IS INCORRECTLY REPLACED. ONLY REPLACE THE BATTERY WITH THE SAME TYPE RECOMMENDED BY THE MANUFACTURER. DISPOSE OF USED BATTERIES ACCORDING TO THE MANUFACTURER'S INSTRUCTIONS.*

Cleaning the Cabinet

- The cabinet should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the cabinet and damage electronics inside.

Cleaning the Monitor Plexiglass

- The monitor Plexiglass should be cleaned with a damp cloth and isopropyl alcohol or a *non-ammonia* cleanser.

NOTE: ***Do not use any abrasive solvents, acid, or vinegar-based cleansers on the Plexiglass or side decals. Over time, such cleansers could harm the Plexiglass and erase the decals. Be careful not to use commercial cleansers containing any of these substances.***

Cleaning the Fans and Vents

- The fans and vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.
- To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Watchdog Timer

This game has been equipped with a feature that allows it to automatically reboot if it encounters a problem. When the watchdog timer is enabled, it will reboot the machine within 2 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present. If you want to disable the watchdog timer, set DIP switch 3 on the I/O board to the open position and reboot the game.

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.

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.

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.
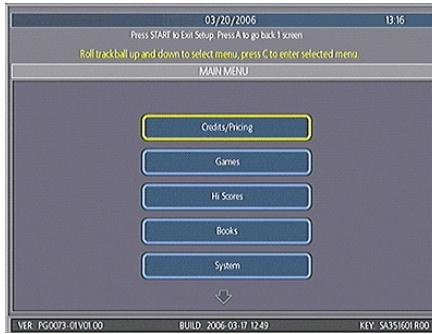

FIGURE 1 - MAIN MENU

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	• 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	• 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	• 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	• 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	• 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	• Video Test • I/O Test • View System Log • Checksum Test • System Info • Trackball Test	• 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	• 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	• Options • Promo Credits • Merit Money	• 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	• 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.
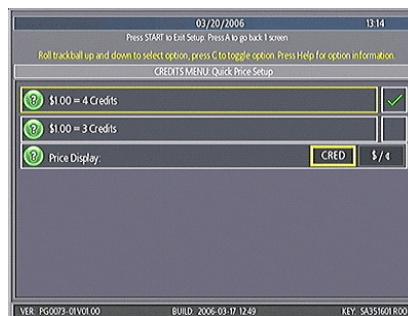
FIGURE 2 - QUICK PRICE SETUP SCREEN

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 se-lect **Clear All** to clear the game list. Choose the menu position you want a particular game to occupy by rolling the trackball to that po-sition, then select the desired game name from the game list on the bottom of the screen. Repeat until all desired games ap-pear 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 func-tion. Games that support continuation will show a credit value in the cost to continue column; games that do not support this func-tion will display N/A. The cost to continue is adjustable on a game-by-game basis. Se-lect 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"**
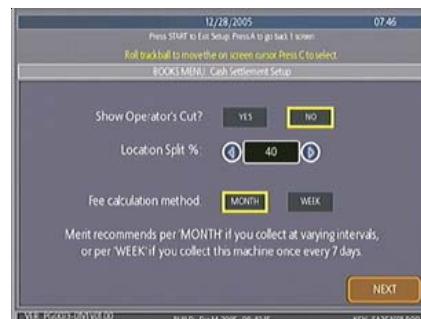
FIGURE 8 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

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.

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 (*NOTE:* The CALIBRATE button on the control board is represented by "Test" on the Diagnostics screen, as it functions to test the trackball). 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: • 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.
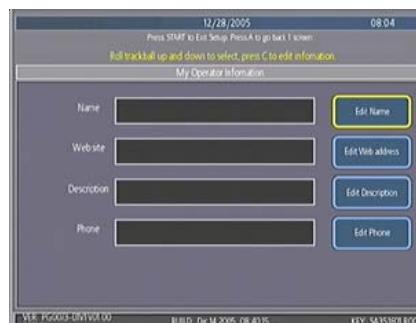

FIGURE 13 - MY OPERATOR INFO SCREEN

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.
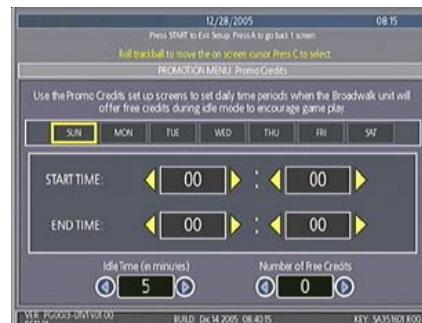
FIGURE 15 - PROMO CREDITS SCREEN

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 Ion 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.

DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in Merit Boardwalk games. 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: In Merit Boardwalk software, 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. Select **"?"** for information on DIP switch functionality. Choose the specific DIP switch to activate it. Select **X** to exit.

DIP#	Function	Usage/Notes
8	Motherboard configuration & checksum test	• Configures the CMOS settings on the motherboard to Merit specifications and checks the files on the hard drive. 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.
6	Hardware configuration	• Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed.
5 & 7	Memory clear for TournaMAXX™	• Clears the login name, password, access phone number, and all call-in settings for TournaMAXX users. • Clears current books, coin-in, high scores and resets the software options. 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. • **NOTE:** TournaMAXX games must perform **an Update From Server** BEFORE performing a memory clear.
4 & 7	Complete memory clear	• Clears ALL memory on hard drive, including 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. 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 for TournaMAXX-connected games, and an **Update From Server** should be performed. **NOTE:** TournaMAXX games must perform an **Update From Server** BEFORE performing a complete memory clear.
3	Watchdog Timer	• 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 Industries, Inc.
Troubleshooting Guide for *Merit Boardwalk Games*

PROBLEM	CORRECTIVE ACTION
• **no power** • **bill acceptor motor does not run** • **no flash on the monitor screen** • **no cooling fans operating** • **no output from power supply**	• 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.
• **no video** • **no cooling fan operation** • **screen is blank** • **A/C power to the monitor and bill acceptor** • **no output from power supply**	• 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.
• **no video** • **cooling fans are working** • **there is a sound when coins are deposited**	• Check the video cable connections to the motherboard and the monitor. • Check the AC power harness to the monitor. • Monitors will display a test pattern on the screen when the video cable is disconnected from the motherboard and the monitor has power. Disconnect the video cable and if there is no test pattern; replace the monitor chassis board.
• **no video** • **constant beeping or a sequence of beeps**	• The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it.
• **no video** • **no sound when coins are deposited**	• Check all connections to the motherboard. • Reseat the DIMM. • Replace the motherboard or send it for repair.
• **poor picture quality**	• Adjust Brightness, Contrast, Horizontal, and Vertical controls with monitor controls.
• **coin jam**	• 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.
• **meter not advancing**	• Check connection at I/O board. • Check wiring at *J2 METER* connector on I/O board. *NOTE:* Meter will not advance when Free Play Key is in use.
• **trackball not working**	• Perform a DIP switch 8. Refer to the "DIP SWITCH SETTINGS" section of the manual.

Merit Industries, Inc.
Troubleshooting Guide for *Merit Boardwalk Games* continued

PROBLEM	CORRECTIVE ACTION

• **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**
	• 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:
	     • Turn off the game.
	     • Press and hold the "Setup" button.
	     • Turn the game on and keep holding the button until the screen displays "ONE BUTTON PROCESSED". This should take about 30 seconds.
	     • Release the button. 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:
	     • 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.
	        • 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.

• **game locks up with "invalid key for version PG3002 – V XXXX"**	• 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. • Check jumpers JP5 and JP6 on the I/O board. The USB cable can be connected to two connectors on the I/O board (J5A and J5B). The position of the shunts on jumpers JP5 and JP6 will enable either J5A or J5B. The shunts should be positioned towards the connector where the USB cable is connected. For more information, see Tech Note 55. • Try another security key with the same program number or test the security key in another game with the same program version.
• **"INVALID KEY" message while downloading software to the hard drive**	• If the security key was replaced before the download: • 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 DVDs.

Merit Industries, Inc.
Troubleshooting Guide for *Merit Boardwalk Games* continued

PROBLEM	CORRECTIVE ACTION
• **game will not download DVD**	• Make sure the DVD is installed correctly, with the logo facing up. • Check for scratches or a defective DVD. • Try a different DVD drive or another set of DVDs. • If you're downloading a DVD set, make sure each DVD is of the same revision.

• **"ERROR READING DRIVE C"**	• This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on.
	  1. Turn the game off.
	  2. Locate DS 1, position 8 and turn it on.
	  3. Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete.
	  4. 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.
	  5. 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.

• **"DISK BOOT FAILURE"**	This message indicates the motherboard is not receiving data from the hard drive and has locked up. • 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.
• **"QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"**	The self-diagnostics on the hard drive has detected an error. • The hard drive will have to be replaced.
• **"CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error**	• Try reloading the program onto the hard drive with a different set of update DVDs compatible with the security key. If it will not accept the download, try another DVD drive. If it still does not work, replace the hard drive.

Merit Boardwalk Diagrams

MONITOR

CONTROL PANEL

TRACKBALL ASSEMBLY

ELECTRONICS BOX

CONTROL PANEL LOCK

DONGLE SOCKET

LOCATION OF SCREWS SECURING CONTROL PANEL

COIN / BILL ACCEPTOR DOOR (SETUP BUTTON / DOUBLE DONGLE SOCKET LOCATION)

COIN BOX DOOR
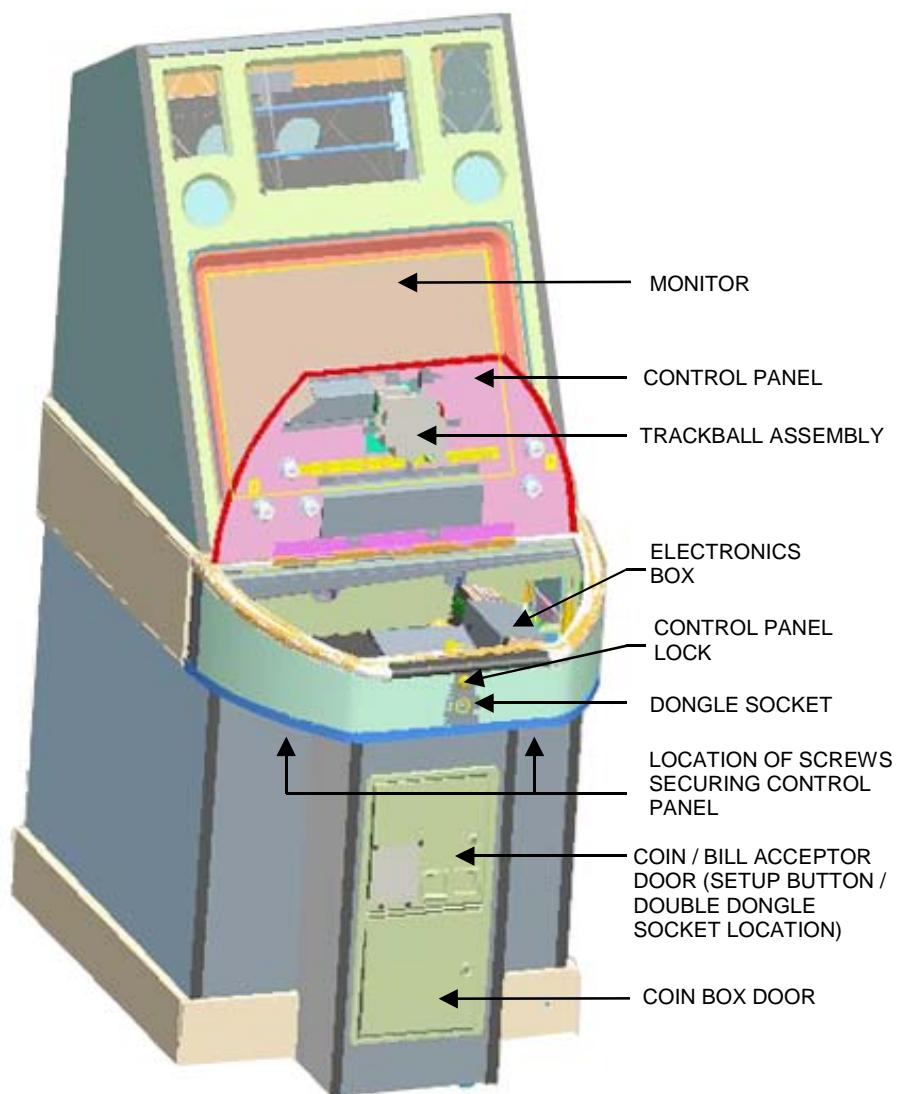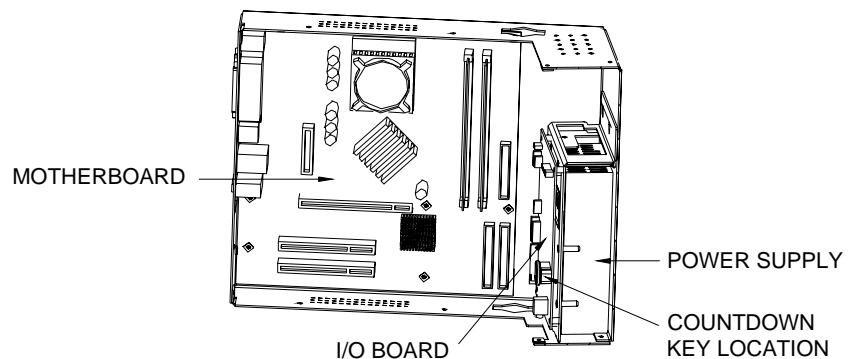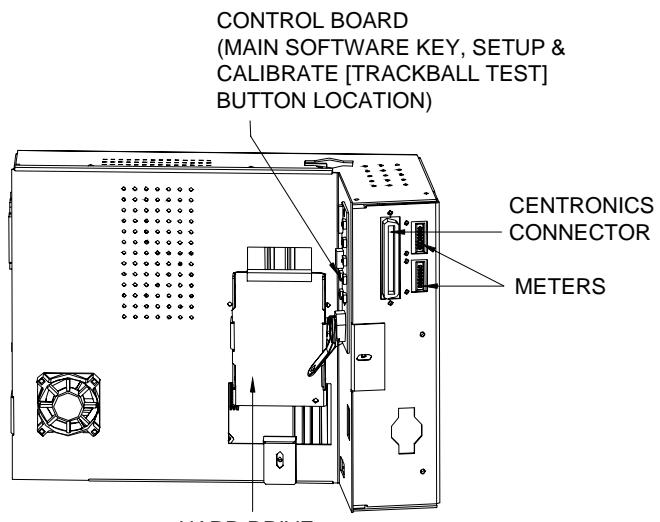
FIGURE 17 - FRONT VIEW OF BOARDWALK

Merit Boardwalk Diagrams

MOTHERBOARD

POWER SUPPLY

COUNTDOWN
KEY LOCATION

I/O BOARD

DETAIL VIEW
OF ELECTRONICS BOX
WITH COVER REMOVED

CONTROL BOARD
(MAIN SOFTWARE KEY, SETUP &
CALIBRATE [TRACKBALL TEST]
BUTTON LOCATION)

CENTRONICS
CONNECTOR

METERS

HARD DRIVE

DETAIL VIEW
OF ELECTRONICS BOX
WITH COVER ON

FIGURE 18 - BOARDWALK ELECTRONICS BOX

Merit Boardwalk Diagrams

MONITOR

OSD BOARD
LOCATION

PHONE COUPLER

ETHERNET COUPLER

ON/OFF SWITCH

IEC CONNECTOR
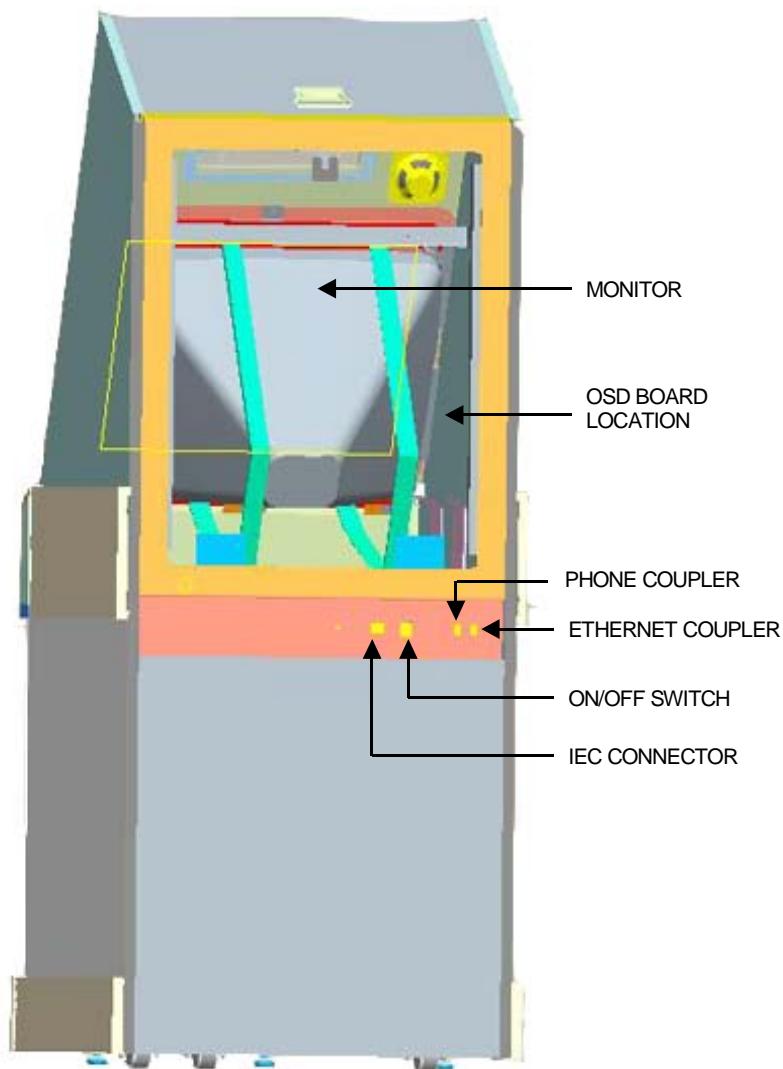
FIGURE 19 - REAR VIEW OF BOARDWALK

Merit Boardwalk Replaceable Parts list

REPLACEMENT COMPONENTS Merit Boardwalk (G21-117-000-XX)	
PART NUMBER	DESCRIPTION
SA10070-01	MOTHERBOARD
EC9796-06	MARS BILL ACCEPTOR, $1/2/5, 700 STKR, AE2411
HW8343-XX	ELECTRONIC COIN MECH
EC7538-01	POWER SUPPLY, 200W ±12,+5,+3.3, SPI
EC9371-01	29" VGA MONITOR
SW1001-03	TRACKBALL ASSEMBLY
SA10068-03	I/O BOARD
SA3517-XX	BOARDWALK 2006 KEY
PA3027-01	BOARDWALK 2006 PROGRAM ASSEMBLY

NOTE: The parts in your game may vary. When calling for replacement parts, make sure to have your serial number available to ensure the accuracy of your order.

NOTE: In order for your Merit Boardwalk game to function properly, the hardware must only be replaced with Merit Boardwalk hardware. Replacing the motherboard, I/O board or hard drive with hardware that is not specific for Merit Boardwalk will eliminate some of the Boardwalk software features.

For additional assistance, after contacting your distributor, contact:

Merit Product Support and Services

USA and Canada call toll-free:
1-800-445-9353

Outside the USA and Canada call:
(215) 639-4700
FAX: (215) 639-5346

Merit Industries, Inc. P.O. Box 5004, Bensalem, PA 19020-8529.

You can also visit our Web site
www.meritind.com

Connection Diagrams

MOTHERBOARD
POWER

DIMM MEMORY

HARD DRIVE
CONNECTION
(PRIMARY IDE)

CENTRONICS
CONNECTION
(SECONDARY IDE)

TOP VIEW OF MOTHERBOARD

ETHERNET

USB PORTS

VGA VIDEO

AUDIO OUT

CONNECTOR SIDE VIEW OF MOTHERBOARD
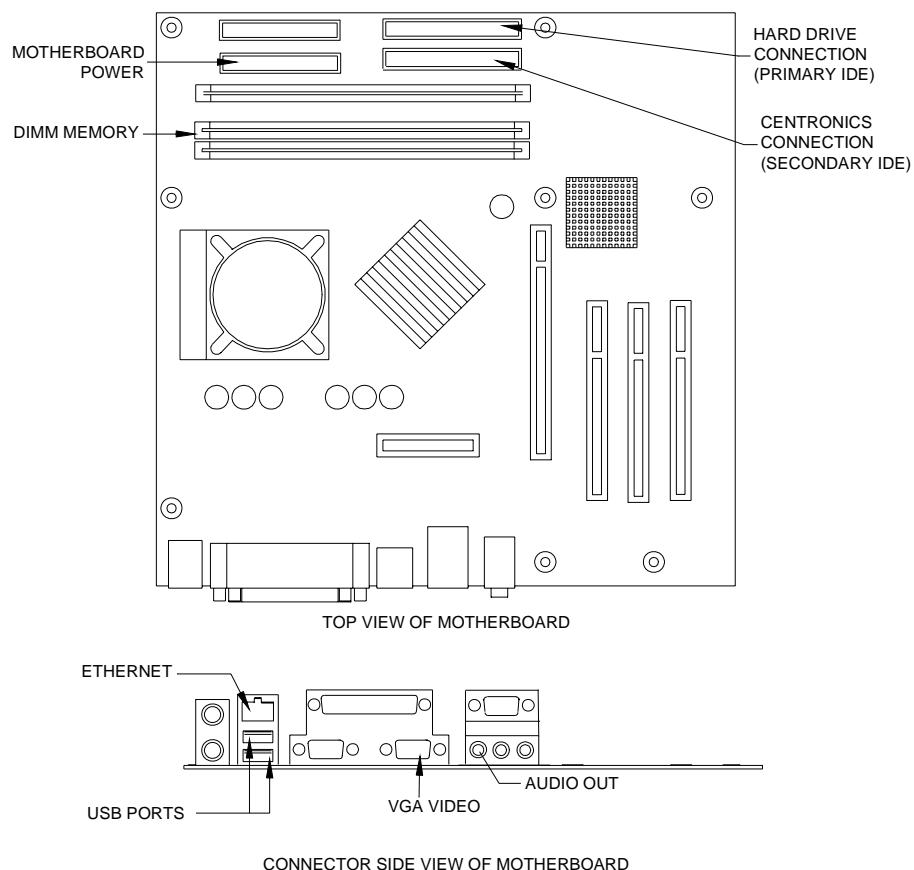
FIGURE 20 - MOTHERBOARD DRAWING

Connection Diagrams

Motherboard - Power Connector
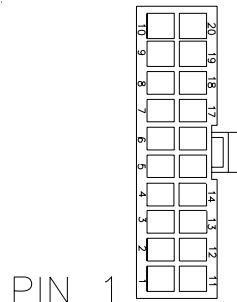
FIGURE 21 - REAR VIEW OF CABLE CONNECTOR

PIN	WIRE COLOR	USE
1	ORANGE	+3.3 VDC
2	ORANGE	+3.3 VDC
3	BLACK	GND
4	RED	+5 VDC
5	BLACK	GND
6	RED	+5 VDC
7	BLACK	GND
8	GRAY	PWR GOOD
9	VIOLET	+5V VSB
10	YELLOW	+12 VDC
11	ORANGE	+3.3 VDC
12	BLUE	-12 VDC
13	BLACK	GND
14	GREEN	PWR ON
15	BLACK	GND
16	BLACK	GND
17	BLACK	GND
18	-----	-----
19	RED	+5 VDC
20	RED	+5 VDC

Connection Diagrams
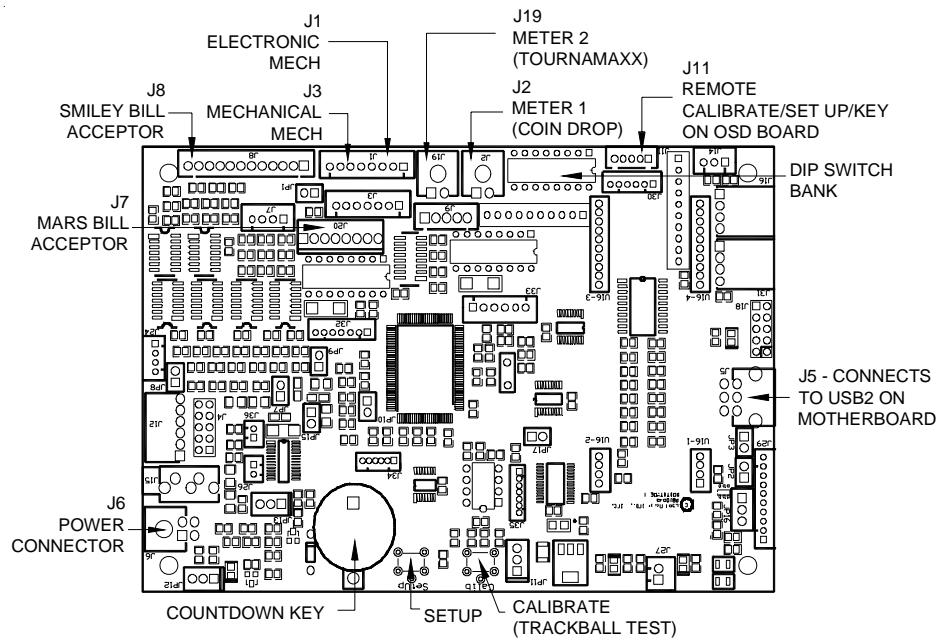
FIGURE 22 - I/O BOARD DRAWING
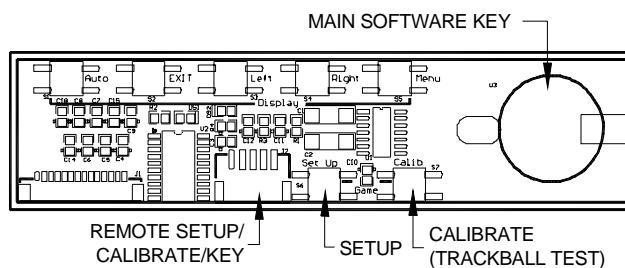
FIGURE 23 - CONTROL BOARD DRAWING

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 (b) Failed PCBs are accumulated for a time period or quantity accumulation, as designated by Merit and sent in one shipment to save shipping expenses.

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11. EXCEPTE COMME PREVU DANS LA SECTION INTITULEE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET A QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ECHEANT, TOUT SUPPORT OU MATERIEL FOURNI CONFORMEMENT AU PRESENT CONTRAT EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OU CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRESENT CONTRAT.

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12. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DE TOUTE RECLAMATION, DEMANDE OU ACTION RESULTANT DE OU EN RAPPORT AVEC LE LOGICIEL, SON UTILISATION OU SON INSTALLATION, OU LA PERFORMANCE OU MANQUE DE PERFORMANCE DU CONCEDANT EN VERTU DU PRESENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRESUMEE PAR LA LOI ET QUI DOIVENT ETRE EXPRESSEMENT PROUVES, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ETE AVISE OU NON DE LA POSSIBILITE D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRECEDE, LES DEDOMMAGEMENTS A VOTRE DISPOSITION SERONT LIMITES AU MONTANT QUE VOUS AUREZ PAYE AU CONCEDANT POUR LE LOGICIEL.

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14. La validité et la construction du présent Contrat et les droits et obligations ci-inclus seront déterminés et régis par les lois de l'état de New York aux États-Unis. En acceptant les dispositions du présent contrat, vous acceptez également que tous litiges ou revendications relatives seront réglés par voie d'arbitrage par un tribunal de l'état de New York, aux Etats-Unis.

15. Merit Industries se réserve le droit de transférer le présent Contrat à un tiers ainsi que ses droits et obligations ci-après.

16. Pour toutes questions concernant le présent Contrat -ou si vous désirez contacter le Concédant pour une raison quelconque, veuillez écrire à : Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, Etats-Unis.

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