



Boardwalk Conversion Instructions

Visit the Merit Entertainment Web site
<http://www.meritgames.com>



PM0597-05

Table of Contents

Conversion Instructions

Replacing the Control Panel	p. 3
Installing the Unassembled Control Panel Components	p. 3-4
Installing the Setup Button and Meter	p. 5
Installing the Dongle Socket	p. 5
Coin and Bill Acceptor Connections	p. 5
Canadian Coin Mech Installation	p. 5
Wiring the Electronics Box	p. 5-9
Installing the Signs & Decals ...	p. 10
Final Steps	p. 11

Boardwalk Software

Main Menu	p. 12-13
Credits/Pricing Menu	p. 14
Quick Price Setup	p. 14
Coin-In Menu	p. 15
Games Menu	p. 15-16
Game Setup	p. 15-16

Hi Scores Menu	p. 16
Clear High Scores	p. 16
Books Menu	p. 17-18
Books Display	p. 17
Cash Settlement	p. 18
System Menu	p. 19
Diagnostics Menu	p. 20
My Operator Info	p. 21
Promotion Menu	p. 21
Promo Credits	p. 21
Merit Money	p. 22
Ad Screen Menu	p. 22
Operator Ad Screens	p. 22

Boardwalk Hardware

Megatouch Operator Keys	p. 23
Cloning Machine Settings	p. 24
DIP Switch Settings	p. 25
Troubleshooting	p. 26-28
Software License Agreements	p. 29-34

© 2006 Merit Entertainment

Merit Boardwalk, MegaNet and TournaMAXX are registered trademarks of Merit Entertainment.

Reproduction of this manual, in any form or by any means, is strictly forbidden without the written permission of Merit Entertainment.

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

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:

QTY	PART NUMBER	DESCRIPTION
1	SA0590-05	ELECTRONICS BOX
2	MW1279-01	ELECTRONICS BOX MOUNTING BRACKETS
2	LB1150	12 V COIN DOOR BULB
1	SB0470-02	DONGLE SOCKET ASSEMBLY
1	SA4090	SETUP BUTTON AND BRACKET
1	SA0309-04	METER ASSEMBLY
2	HW5993-01	NYLON HEX STANDOFF
2	HW4487	#10 x 5/8" PAN HEAD PHILLIPS SHEET METAL SCREWS
2	HW4201	#6 - 32 x 1/4" PAN HEAD PHILLIPS SEMS SCREWS
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
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	EC2001	POWER CABLE
1	EC0195-01	MONITOR AC JUMPER 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
5	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.

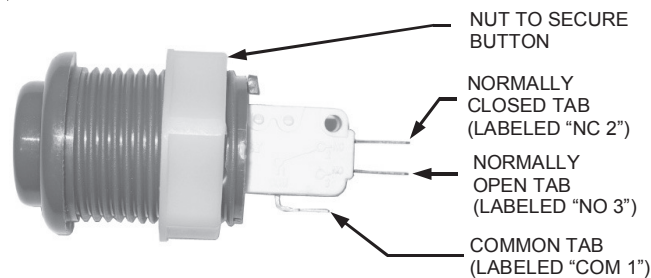


FIGURE 1 - CLOSE-UP OF BUTTON

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 Dongle Socket

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

25. 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.
26. 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.

Coin & Bill Acceptor Connections

27. 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.

28. 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.
29. *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.
30. *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

31. 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

32. 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.

33. 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.
34. 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.
35. 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.
36. 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.
37. 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.
38. 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.

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



FIGURE 2 - CONTROL PANEL LAYOUT

39. 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.
40. 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.
41. Secure the ground wires from the trackball using the existing nuts. Make sure the ground is connected to earth ground.
42. *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 existing harness coming from the speakers. Secure the ground wire on the harness to the grounding stud by the power inlet with a nut.

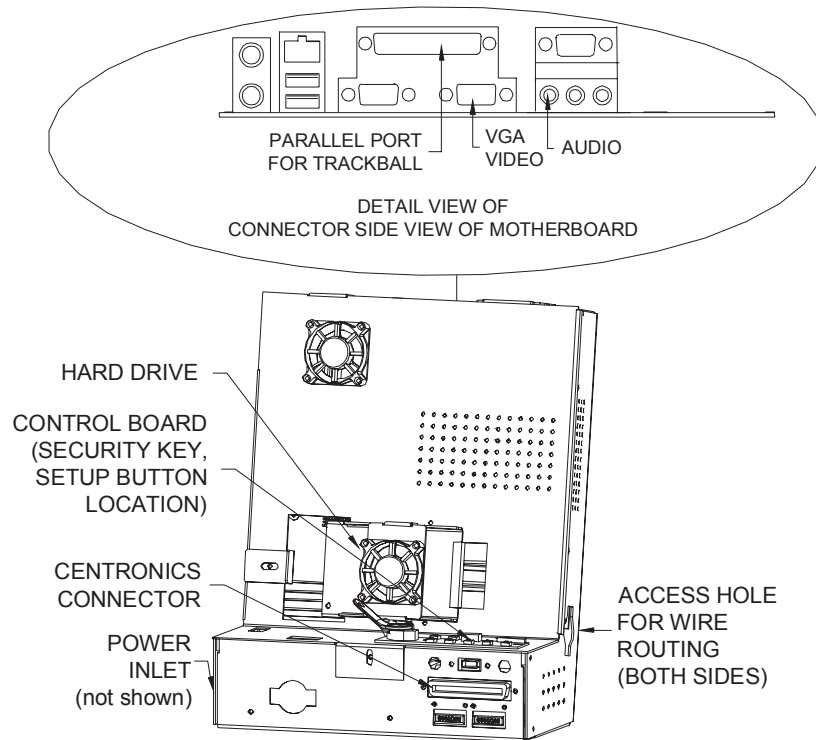


FIGURE 3 - ELECTRONICS BOX

43. *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).
44. *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).
45. 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).
46. *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.
47. *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.
48. *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.
49. 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 4.

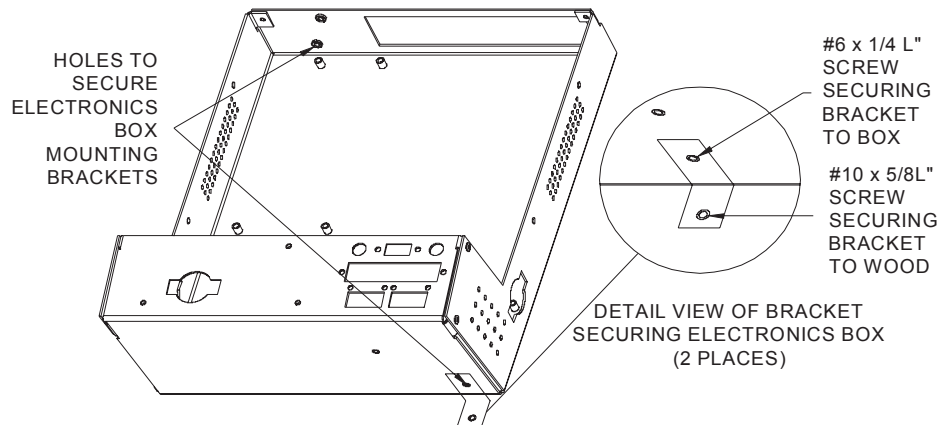


FIGURE 4 - ELECTRONICS BOX

Installing the Signs & Decals

50. Remove the existing decals (remove any remaining adhesive residue with an adhesive remover).
51. 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.
52. Remove the hardware securing the top marquee holder and remove the marquee holder (see Figure 5).
53. 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.
54. *Golden Tee Games Only:* Fold the top LED display marquee back so that it is not visible from the front of the game.
55. Replace the old marquee with the provided marquee. Resecure the marquee holder with the same 3 screws.
56. 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.
57. 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.
58. Adhere the provided "instructions" decal to the panel as shown in Figure 2.
59. Finally, adhere the player key dongle decal directly above the dongle socket assembly on the front of the game.

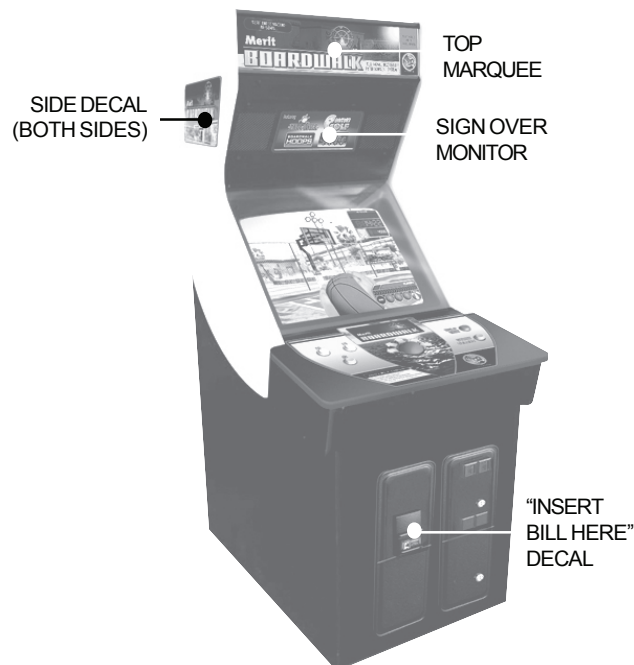


FIGURE 5 - CONVERTED CABINET

Final Steps

60. Plug in and turn the game back on and allow the software to boot up.
61. 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.

62. 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.
63. 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.

64. Press the **SETUP** button located in the coin box area of the game to access the Operator Setup Menu.
65. 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.
66. 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.

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.

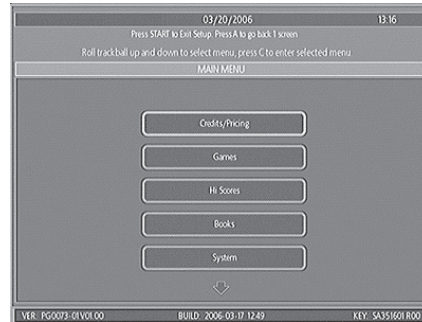


FIGURE 1 - MAIN MENU

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.

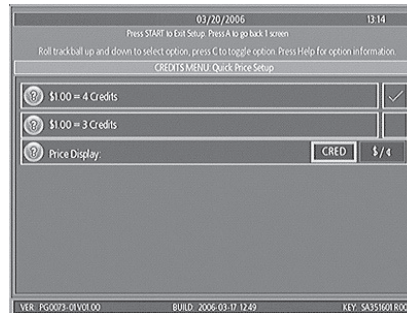


FIGURE 2 - QUICK PRICE SETUP SCREEN

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

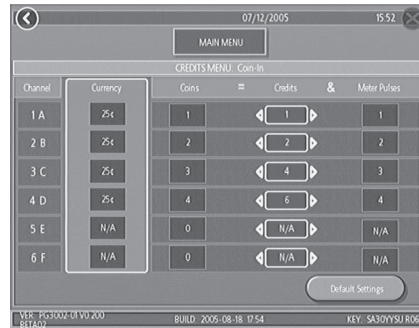


FIGURE 3 - COIN-IN MENU

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

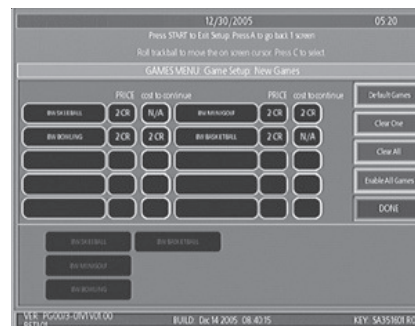


FIGURE 4 - GAMES MENU: GAME SETUP

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 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

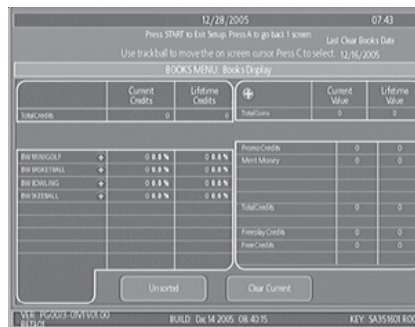


FIGURE 6 - BOOKS MENU:
BOOKS DISPLAY SCREEN

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

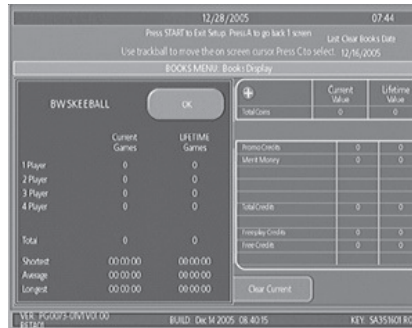


FIGURE 7 - BOOKS MENU:
BOOKS DISPLAY SCREEN WITH
GAME SELECTED

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	Not Applicable.

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: • 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.

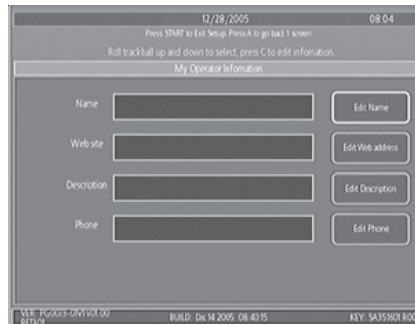


FIGURE 13 - MY OPERATOR INFO SCREEN

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.

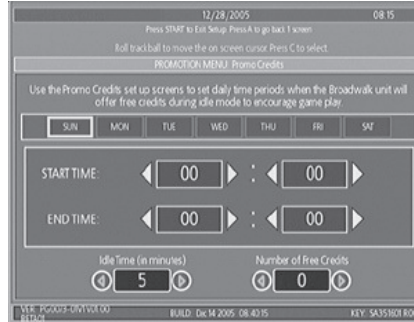


FIGURE 15 - PROMO CREDITS SCREEN

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.

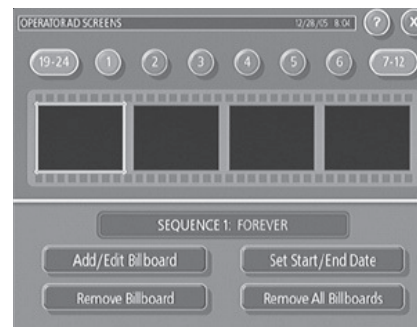


FIGURE 16 - AD SCREEN MENU

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.

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	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 and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for TournaMAXX™ and TouchTunes®	- 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. 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 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. 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. 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 Entertainment
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.
• 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.
• trackball not working	• 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
- 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 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: - 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. - 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 discs.

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

PROBLEM	CORRECTIVE ACTION
game will not download disc	- 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.
"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. - 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.
"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 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.

Merit Industries, Inc. Software License Agreement

Merit Industries, Inc. ("Licensor") is willing to license the enclosed software to you only if you accept all of the terms in this license agreement ("Agreement").

Ownership of the Software

1. The enclosed Merit® product, which may include but is not limited to the Megatouch® software program ("Software") and the accompanying written materials are owned by Licensor and are protected by United States copyright laws, patent laws and other intellectual property laws, by laws of other nations, and by international treaties.

Restrictions on Use and Transfer

2. If this Software package contains multiple media types (such as CD's, flash cards, hard drives, etc), then you may use only the type of media appropriate for your Machine. You may not use the other media types on another Machine, or transfer, or assign them to another user except as part of the permanent transfer of the Software and all written materials (as provided for below in paragraph 4).
3. You may make one copy of the software for backup purposes only. You may not copy or make backup copies of any software security key or software security device under any circumstances.
4. You may permanently transfer the right to use the Software and accompanying written materials (including the most recent update and all prior versions) if you retain no copies and the transferee agrees in writing to be bound by the terms of this Agreement. Such a transfer of this license to another party immediately terminates your license. You may not otherwise transfer or assign the right to use the Software, except as stated in this paragraph.
5. You may not operate or allow the operation of the Software at locations where the operation of such Software does not comply with all local, state, and other governmental body laws and regulations. You agree to not use or permit the use of the Software in violation of any U.S. Federal, state, or local laws or regulations or any foreign law or regulation, including laws regarding gaming, gambling or intellectual property rights in or concerning the Software.
6. You may not modify, adapt, translate, reverse engineer, decompile, disassemble the Software or create derivative works from the Software or any component thereof; nor may you remove, modify or hide or otherwise make unreadable or non-viewable any notice, legend, advice, watermark or other designation contained on the Software, component thereof, or output therefrom.
7. You agree that the Software and the authorship, systems, ideas, inventions methods of operation, documentation and other information contained therein, and all versions, modifications and adaptations thereto are proprietary intellectual properties of Licensor and are protected by civil and criminal law, and by copyright, trade secret, trademark and the patent laws of the United States and other countries.

Limited Warranty

8. Licensor warrants, solely for your benefit, that the Software will function in material conformity, with its accompanying documentation for a period outlined in Licensor's standard product warranty period after your receipt of the Software.

Licensor's Obligations Under Warranty

9. Licensor's sole obligation under the aforesaid warranty shall be to utilize commercially reasonable efforts to correct or modify such portion of the Software as to make it materially conform with the applicable documentation.

Grant Of License

10. Licensor grants to you a limited, non-exclusive license to distribute and/or use one copy of the Software on a single Merit ("Machine") accompanied by a single licensor factory authorized security key. Licensor reserves the right to update versions of the software and the content to the Machine as deemed appropriate by the Licensor. You are entrusted to maintain and protect your single licensor factory authorized security key, password, or other identification from being utilized by any third party, and you agree to be responsible for any use of the Software provided herein by a third party utilizing your identification. Licensor maintains the right to immediately terminate your License for reasons related to misuse or other non-conformity with the rules expressed herein. While Licensor does not routinely inspect Machines, Licensor also reserves the right to inspect or audit the Software from time to time in Licensor's sole discretion. To the extent that Licensor's access to the Software requires that Licensor also gain access to a Machine in which the Software is installed, you agree to promptly provide Licensor, when requested, with permission and aid in Licensor gaining access to the Machine.

Disclaimers

11. EXCEPT AS PROVIDED IN THE SECTION ENTITLED "LIMITED WARRANTY", LICENSOR MAKES NO OTHER PROMISES, REPRESENTATIONS OR WARRANTIES, WHETHER EXPRESSED OR IMPLIED, REGARDING OR RELATING TO THE SOFTWARE OR CONTENT THEREIN OR TO ANY OTHER MATERIAL FURNISHED OR PROVIDED TO YOU PURSUANT TO THIS AGREEMENT OR OTHERWISE AND LICENSOR SPECIFICALLY DISCLAIMS ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE WITH RESPECT TO SAID MATERIALS OR THE USE THEREOF. TO THE MAXIMUM EXTENT ALLOWABLE BY LAW THE UNIFORM COMMERCIAL CODE OR OTHER UNIFORM LAWS SHALL NOT APPLY TO THIS AGREEMENT.

Limitation on Liability

12. IN NO EVENT SHALL LICENSOR BE LIABLE UNDER ANY CLAIM, DEMAND OR ACTION ARISING OUT OF OR RELATING TO THE SOFTWARE, ITS USE, INSTALLATION OR LICENSOR'S PERFORMANCE OR LACK THEREOF UNDER THIS AGREEMENT FOR ANY SPECIAL, INDIRECT, INCIDENTAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH CLAIM, DEMAND OR ACTION. IN ADDITION, WITHOUT LIMITING THE FOREGOING, IN ALL EVENTS THE REMEDIES AVAILABLE TO YOU SHALL BE LIMITED TO THE AMOUNT PAID BY YOU TO LICENSOR FOR THE SOFTWARE.
13. IN NO EVENT WILL LICENSOR BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY LOSS OF PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE, MISUSE, BREACH OF THIS AGREEMENT OR INABILITY TO USE THE SOFTWARE.

General

14. The validity and construction of this Agreement and of the rights and obligations herein shall be determined and governed by the laws of the State of New York. By accepting the terms of this Agreement, you acknowledge and accept that the courts of New York, New York shall have exclusive jurisdiction and venue regarding any disputes arising with regard to this Agreement or arising out of activity or misuse of the Software.
15. Merit, in its sole discretion, may assign this agreement or any of its rights and obligations hereunder.
16. If you have any questions concerning this Agreement or wish to contact Licensor for any reason, please write: Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, USA.

Contrat de licence de logiciel de Merit Industries, Inc.

Merit Industries, Inc. (ci-après le "Concédant") est disposé à vous accorder la licence d'utilisation du logiciel ci-inclus, à condition que vous vous engagiez à respecter tous les termes, clauses et conditions du présent contrat de licence (Contrat).

Droit de Propriété

1. Le produit Merit ci-joint contenant, mais ne s'y limitant pas, le logiciel Megatouch™ (ci-après le "logiciel") et toute la documentation écrite, restent la propriété du Concédant et sont protégés par : les lois de droits d'auteur des Etats-Unis, les lois s'appliquant aux brevets déposés et à la propriété intellectuelle, ainsi que par celles des autres pays et les traités internationaux.

Restriction d'Utilisation et Transfert

2. Si le présent logiciel comprend plusieurs types de composants (tels que CD-ROM, cartes flash, disques durs, etc), vous ne pouvez utiliser que ceux qui conviennent à votre appareil. Il est strictement interdit de les utiliser sur un autre appareil, les transférer -ou les céder à un autre utilisateur, sauf en cas de transfert permanent du logiciel et de toute la documentation écrite (comme indiqué ci-dessous au paragraphe 4).
3. Il est interdit de copier le logiciel, à l'exception d'une copie de sauvegarde. Il est aussi interdit de reproduire -ou faire des copies de sauvegarde des programmes de clé de sécurité ou autres fichiers de sécurité, quelles que soient les circonstances.
4. Vous pouvez céder en permanence à un tiers -le droit d'utiliser le LOGICIEL et toute la documentation écrite l'accompagnant, (ainsi que la plus récente mise à jour et toutes autres anciennes versions) seulement si vous n'en gardez aucune copie, et si le cessionnaire s'engage, par écrit, à respecter les termes, clauses et conditions du présent Contrat. Cette cession à un tiers met fin à votre licence immédiatement. Autrement, vous n'avez pas la permission de transférer ou d'accorder à un tiers le droit d'utiliser le présent logiciel, excepté que tel que décrit dans le présent paragraphe.
5. Il est interdit d'utiliser le présent logiciel ou de permettre son utilisation dans des emplacements où l'utilisation du présent logiciel n'est pas conforme aux lois et réglementations locales, nationales ou réglementations d'autres organismes gouvernementaux. Vous acceptez de ne pas utiliser ou d'autoriser l'utilisation du logiciel d'une manière enfreignant les lois ou réglementations s'appliquant à la propriété intellectuelle et au jeu, en vigueur aux Etats-Unis ou dans les autres pays du monde, y compris les lois de l'ensemble du logiciel.
6. Il est interdit de modifier, adapter, traduire, démonter, décompiler, désassembler le logiciel ou créer du matériel dérivé du logiciel ou de tout composant de celui-ci ; vous ne pouvez pas enlever, modifier ou cacher ou rendre illisible ou non-visible toute instruction, légende, information ou filigrane ou autre désignation qui apparaît dans le logiciel, composant dudit logiciel ou résultant dudit logiciel.
7. Vous convenez que le logiciel et les droits d'auteur, les systèmes, les idées, les inventions, les méthodes d'utilisation, la documentation et autre information incluse, ainsi que toutes les versions, modifications et adaptations qui s'y rattachent sont les propriétés intellectuelles du Concédant et sont protégées par le droit civil et pénal et par le droit d'auteur, le secret commercial, la marque déposée et le brevet aux Etats-Unis et dans les autres pays du monde.

Limite de Garantie

8. Le Concédant garantit seulement à votre intention, que le logiciel permettra une utilisation conforme, avec la documentation l'accompagnant, pendant la période de temps indiquée dans la période de garantie du produit standard du Concédant, à compter de la date de livraison du logiciel.

Responsabilité du Concédant aux termes de la Garantie

9. La seule obligation du Concédant aux termes de la garantie susmentionnée sera de faire tous les efforts commercialement raisonnables pour corriger ou modifier la partie du logiciel pour le rendre matériellement conforme aux spécifications de la documentation.

Concession de Licence

10. Le Concédant vous accorde le droit d'utiliser une seule copie par appareil Merit (ci-après "Appareil") accompagné d'une seule clé de sécurité autorisée en usine et fournie par le Concédant. Le Concédant se réserve le droit de mise à jour des versions du logiciel et du contenu de l'Appareil, quand il juge nécessaire de le faire. Il vous appartient également d'empêcher que les mots de passe ou autres codes et la clé de sécurité soient utilisés par un tiers. Vous acceptez d'assumer la responsabilité dans le cas de l'utilisation du logiciel par un tiers. Le Concédant se réserve le droit de résilier votre contrat de licence à tout moment dans l'éventualité d'une utilisation non-conforme aux clauses stipulées. Bien que le Concédant ne contrôle pas les appareils périodiquement, il se réserve toutefois le droit de contrôler le logiciel à tout moment et sans préavis de sa part. De surcroît, dans l'éventualité où le logiciel n'est accessible qu'à travers la machine dans laquelle il est installé, le licencié s'engage à donner libre accès au Concédant, ou ses représentants, à la machine et dans les plus brefs délais.

Exclusion de toute autre garantie

11. EXCEPTÉ COMME PRÉVU DANS LA SECTION INTITULÉE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET À QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ÉCHEANT, TOUT SUPPORT OU MATÉRIEL FOURNI CONFORMEMENT AU PRÉSENT CONTRAT EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUTS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OÙ CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRÉSENT CONTRAT.

Limite de Responsabilité

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 PRÉSENT CONTRAT POUR TOUTS DOMMAGES D'UNE NATURE QUI N'EST PAS PRÉSUMÉE PAR LA LOI ET QUI DOIVENT ÊTRE EXPRESSEMENT PROUVÉS, DOMMAGE INDIRECTS, DOMMAGES-INTÉRÊTS POUR PRÉJUDICE MORAL, QUE LE CONCEDANT AIT ÉTÉ AVISÉ OU NON DE LA POSSIBILITÉ D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRÉCÈDE, LES DÉDOMMAGEMENTS À VOTRE DISPOSITION SERONT LIMITÉS AU MONTANT QUE VOUS AUREZ PAYÉ AU CONCEDANT POUR LE LOGICIEL.
13. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE : D'UNE RUPTURE DE CONTRAT, DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ÉCONOMIE OU TOUTS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTÉRÊTS ACCESSOIRES DÉCOULANT DE LA MAUVAISE UTILISATION OU DE L'IMPOSSIBILITÉ D'UTILISATION DU LOGICIEL.

Dispositions Générales

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 États-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, États-Unis.

Merit Industries, Inc. Softwarelizenzabkommen

Merit Industries, Inc. („Lizenzgeber“) ist nur dann bereit Ihnen eine Lizenz für die beiliegende Software zu erteilen, wenn Sie alle Bestimmungen dieses Lizenzabkommens („Abkommen“) akzeptieren.

Eigentumsvorbehalt der Software

1. Das beiliegende Merit®-Produkt, welches das Megatouch® Softwareprogramm („Software“) beinhalten kann, aber nicht darauf beschränkt ist, und die schriftlichen Unterlagen sind Eigentum des Lizenzgebers und sind durch die Gesetze der Vereinigten Staaten und anderer Länder und durch internationale Verträge urheberrechtlich geschützt.

Beschränkungen im Gebrauch und Transfer

2. Sollte diese Softwarelieferung mehrere Medien enthalten (z.B. CD, Karten, Festplatten usw.), dürfen Sie nur die für Ihre Maschine angebrachte Medienart verwenden. Die anderen Medienarten dürfen nicht auf anderen Maschinen verwendet werden oder an Dritte übergeben werden, abgesehen von einem endgültigen Transfer der Software und aller schriftlichen Unterlagen (wie im untenstehenden Paragraphen 4 beschrieben).
3. Sie dürfen nur eine Sicherungskopie der Software herstellen. Unter keinen Umständen dürfen Sie einen Softwaresicherungsschlüssel oder Sicherungsmaßnahmen kopieren oder davon Sicherungskopien herstellen.
4. Sie dürfen das Nutzungsrecht für die Software und die schriftlichen Unterlagen (einschließlich der aktuellen Version und aller vorhergehenden Versionen) an Dritte übertragen, wenn Sie keine Kopie behalten und wenn der Empfänger die Bestimmungen dieses Abkommens in schriftlicher Form akzeptiert. Bei einem solchen Transfer der Lizenz an Dritte erlischt Ihre Lizenz umgehend. Abgesehen von den Bestimmungen dieses Paragraphen sind alle anderen Transfers oder Übertragungen der Nutzungsrechte für diese Software unerlaubt.
5. Sie dürfen die Software nicht benutzen oder eine Nutzung gestatten, wenn eine solche Nutzung der Software irgendwelche Gesetze und Verordnungen der kommunalen oder staatlichen Behörden verletzen würde. Sie verpflichten sich die Software nicht so zu nutzen oder nutzen zu lassen, dass sie damit gegen staatliche, Bundes- oder Lokalgesetze oder Bestimmungen der USA oder gegen ausländische Gesetze oder Bestimmungen, einschliesslich aller Gesetze bezüglich Glücksspiels, Spielens oder geistigen Eigentumsrechts der Software, verstossen.
6. Es ist Ihnen nicht gestattet, die Software abzuändern, zu verändern, zu übersetzen, rückumzuwandeln, zu dekompileieren oder zu zerlegen, oder aus der Software oder eines Teils davon andere Werke abzuleiten. Sie dürfen auch aus der Software, einem Bestandteil der Software oder aus den Datenausgaben der Software keine Hinweise, Bemerkungen, Ratschläge, Wasserzeichen oder andere Markierungen entfernen, verändern, verbergen oder auf andere Art unlesbar machen.
7. Sie akzeptieren, dass die Software und die Urheberschaft, die Systeme, die Ideen, Erfindungen, die Arbeitsweisen, die Dokumentation und alle anderen darin enthaltenen Informationen und alle Versionen, Veränderungen, und Bearbeitungen davon das geistige Eigentum des Lizenzgebers sind, und dass sie durch Straf- und Zivilgesetzgebung und durch die Copyright-, Geschäftsgeheimnis-, Warenzeichen- und die Patentgesetze der Vereinigten Staaten und anderer Länder geschützt sind.

Beschränkte Garantie

8. Der Lizenzgeber garantiert zu Ihren Gunsten, dass die Software für die angegebene normale Garantiezeit des Lizenzgebers nach Ihrer Annahme der Software in erheblicher Übereinstimmung mit der beiliegenden Dokumentation laufen wird.

Verpflichtung des Lizenzgebers im Rahmen der Garantie

9. Die ausschließliche Pflicht des Lizenzgebers im Rahmen der vorstehenden Garantie besteht darin, alle geschäftlich vertretbaren Schritte zu unternehmen, um Teile der Software zu berichtigen oder abzuändern, bis sie mit der beiliegenden Dokumentation erheblich übereinstimmen.

Übertragung der Lizenz

10. Der Lizenzgeber gewährt Ihnen eine beschränkte, nicht-ausschliessbare Lizenz zur Vertreibung und/oder Benutzung einer Kopie der Software auf einem einzelnen Merit™ („Gerät“) mit einem einzelnen werksmäßig gestatteten Sicherheitsschlüssel. Der Lizenzgeber behält sich das Recht vor, nach eigenem Ermessen die Software und den Inhalt der Maschine zu verbessern. Sie sind dafür verantwortlich ihren individuellen, vom Lizenzgeber werksmäßig gestatteten Sicherheitsschlüssel, ihr Passwort oder anderweitigen Identifikationsmechanismus instandzuhalten und abzusichern gegen die Nutzung durch eine dritte Partei, und sie akzeptieren die Verantwortung für jegliche Nutzung der besagten Software durch eine dritte Partei mithilfe ihres Identifikationsmechanismus. Obwohl der Lizenzgeber nicht regelmässig Maschinen inspiziert, behält sich der Lizenzgeber das Recht vor, ihre Lizenz umgehend zu kündigen aus Gründen des Missbrauchs oder bei Nichtbefolgung der Bestimmungen in diesem Vertrag. Der Lizenzgeber behält sich ebenfalls das Recht vor, die Software von Zeit zu Zeit nach eigenem Ermessen zu inspizieren oder zu überprüfen. Im Falle, dass der Lizenzgeber Zugang zu dem Gerät wünscht, in dem besagte Software installiert ist, erklären Sie sich bereit, dass sie dem Lizenzgeber, wenn nötig, Erlaubnis und Hilfe beim Zugang zum Gerät verschaffen.

Beschränkungen

11. ABGESEHEN VON DEN BESTIMMUNGEN DES PARAGRAPHEN „BESCHRÄNKTE GARANTIE“ GIBT DER LIZENZGEBER KEINE SONSTIGEN VERSPRECHEN, VERPFLICHTUNGEN ODER GARANTIEEN, OBERAUSDRÜCKLICH ODER STILLSCHWEIGEND, FÜR DIE SOFTWARE ODER IHRE BESTANDTEILE ODER FÜR ALLE ANDEREN MATERIALIEN, DIE IHNEN IM RAHMEN DIESES ABKOMMENS ZUR VERFÜGUNG GESTELLT ODER ÜBERLASSEN WERDEN, UND DER LIZENZGEBER LEHNT AUSDRÜCKLICH ALLE ANSPRÜCHE AUF MARKTFÄHIGKEIT UND EIGNUNG DER BESAGTEN MATERIALIEN FÜR DEN GEWÖHNLICHEN GEBRAUCH AB. SOWEIT GESETZESMÄSSIG ZUGELASSEN, SOLLEN DIE HANDELSRECHTLICHE GESETZGEBUNG AUS DEM UNIFORM COMMERCIAL CODE ODER ANDERE GESETZE AUF DIESES ABKOMMEN NICHT ANWENDBAR SEIN.

Haftungsbeschränkung

12. DER LIZENZGEBER HAT KEINERLEI HAFTUNG BEI EINEM ANSPRUCH, EINER FORDERUNG ODER EINER KLAGЕ, DIE AUF NUTZUNG DER SOFTWARE, DEREN INSTALLIERUNG, DER LEISTUNG DES LIZENZGEBERS ODER DESSEN VERSAGEN IM RAHMEN DIESES ABKOMMENS FÜR JEGLICHE FOLGE-, INDIREKTE, SONDER- ODER NEBENSCHÄDEN BERUHEN, SELBST WENN DER LIZENZGEBER AUF DIE MÖGLICHKEIT EINES SOLCHEN ANSPRUCHES, EINER FORDERUNG ODER EINER KLAGЕ HINGEWIESEN WURDE. WEITERHIN UND OHNE BESCHRÄNKUNG DES LETZTEN SATZES, DÜRFEN IN ALLEN FÄLLEN DIE IHNEN ZUR VERFÜGUNG STEHENDEN ABHILFEN DIE VON IHNEN FÜR DIE SOFTWARE AN DEN LIZENZGEBER GEZAHLTE SUMME NICHT ÜBERSCHREITEN.
13. DER LIZENZGEBER HAT IN KEINEM FALLE EINE HAFTUNG IHNEN GEGENÜBER FÜR SCHÄDEN, EINSCHLIESSLICH ETWAIGER GEWINNVERLUSTE, NICHT REALISierter EINSPARUNGEN ODER ANDERER NEBEN- ODER FOLGESCHÄDEN, DIE AUS IHRER VERWENDUNG, MISSBRAUCH, VERLETZUNG DIESES ABKOMMENS ODER GEBRAUCHS UNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

Allgemein

14. Die Rechtsgültigkeit und Provisionen dieses Abkommens und der darin enthaltenen Rechte und Pflichten werden durch die Gesetze des Staates von New York bestimmt. Sollten sie diese Vereinbarungen annehmen, dann akzeptieren Sie, dass der ausschliessliche Erfüllungsort und Gerichtsstand bei den Gerichten von New York im Staat New York liegen hinsichtlich aller Streitigkeiten, die diesen Vertrag betreffen, oder die durch Leistung oder Missbrauch der besagten Software entstehen.
15. Merit kann nach eigenem Ermessen dieses Abkommen oder jedes der darin enthaltenen Rechte und Pflichten an Dritte abtreten.
16. Bei Rückfragen über dieses Abkommen oder wenn Sie den Lizenzgeber aus einem anderen Grund kontaktieren wollen, bitte schreiben an: Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, USA.

[illegible]

Please read the enclosed license agreement. Operation of this game constitutes acceptance of the Merit Software License Agreement.

Veuillez lire le contrat de licence d'utilisation ci-inclus. Si vous utilisez ce jeu, vous vous engagez à respecter les termes et conditions du contrat de licence d'utilisation du logiciel de Merit.

Bitte beiliegendes Lizenzabkommen durchlesen. Das Merit Software Lizenzabkommen tritt in Kraft, sobald dieses Spiel verwendet wird.