



**MODEL 686**

**B3 MERLIN £500**

**Manual and set up  
Procedures**

**GAME TERMINAL  
Service And Help desk Number  
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## Game description

MERLIN is a five reel 10 line pay game with the addition of Wizard hat symbols.

Matching 3, 4 or 5 hats on a win line enters feature.

Feature :- Merlin appears setting in motion reel symbol changes which may create wins. This may repeat several times. Feature games are free.

Maximum win in any one game is £500.00.

Maximum win in feature games is £500.00

Category B3.

## How to play

Each game costs £1.00.

Max win on a single line is £50.00.

Max win on X10 lines is £500.00.

Press start to spin reels.

Winning lines will be shown on screen and the amount won.

To activate autoplay push autoplay button.

To cancel autoplay re push autoplay button.

All wins are added to win bank and then immediately transferred to credit.

Free Merlin wins initially go to a Merlin bank and at end of free spins are transferred to main bank.

Cash is paid out in £1.00 and 10p coins only.

Coins accepted:- 5p – 10p – 20p – 50p - £1 - £2

Notes accepted:- £5 - £10 - £20

Touch gamcare logo on screen for useful gambling info.

On screen help button shows the 10 win lines.

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## SCORE CARD

7 7 7 7 7  
7 7 7 7 7 = £500.00  
7 7 7 7 7

BAR BAR BAR BAR BAR  
BAR BAR BAR BAR BAR = £ 50.00  
BAR BAR BAR BAR BAR

7 7 7 7 7 = £ 50.00

7 7 7 7 = £ 15.00

7 7 7 = £ 10.00

BAR BAR BAR BAR BAR = £ 5.00

BAR BAR BAR BAR = £ 2.00

BAR BAR BAR = £ 1.00

## Main Components

Manufacturer	Part No's	Product description
Project	PM7493	Elite hopper driver board
Heber	PM11768/01-17044-8 PM13458/01-20096-1	Firefly PC AXIS 945 PC
Heber	PM12774/01-18331-7	X10i PCB AXIS
Money Controls	PM7542 B5E02AGB00009	SR5i Coin acceptor
Money Controls	PM8477 HCOMBBGB00307	Compact Hopper 10p
Innovative	PM12788 39NV9	NV9 Note Acc+300 stacker
Samsung	PM13518 E9888 PM12541 E9885	19" Lcd+ELO touch screen 17" Lcd+ELO touch screen
Sanken	PM10737 SPS077H	Power supply 48 vlt
Suzo	PM11395 16-6049-12	Snow hopper with reverse gearing and opto counting

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# Installation procedure

1. Carefully remove all packaging.
2. Open door and check that no components have come loose in transport.
3. Plug in a mains lead and wait for machine to set up fully.
4. Once set up insert the refill / attendant key (87000) located left of center of payout tray or top right hand side of cabinet.
5. Touch options button on screen and then set volume using + or – symbols.
6. NB. % is set at 90% and can not be adjusted.
7. Touch float info button to set hopper floats.
8. Touch 10p hopper float button sets 10p float to 250 (£25).
9. Touch £1 hopper float button sets £1 float to 1000 (£1000).
10. Insert £1000 to £1 hopper and £25 in 10ps to 10p hopper.
11. If you don't have full float insert qty you have to relevant hoppers.
12. Touch dump 10p hopper button. This counts out 10p coins and sets amount in memory.
13. Touch dump £1 hopper button. This counts out £1 coins and sets amount in memory.
14. Return coins to relevant hoppers.
15. Remove refill key.
16. Close door. Machine is ready for play.

If your site requires Edc the RS232 plug is situated just behind the £1 hopper and to left of PSU.

There is a door underneath Psu to pass edc wire out.

# Door open functions

**When the door is opened a “door open” and “button test” sign are displayed on screen.**

1. To test buttons push relevant button and its lamp will come on.

NB. Any notes or coins entered in door open mode will be accepted and routed but not credited. The meters are also inhibited.

2. Turn refill / attendant key to access set up page as described on the previous page.

All options here are:-

A. “Main page”

This returns you to main menu from any below section.

B. “Options”

To set volume and % on certain games.

C. “Performance”

Total money in / out

Gross cash box

Total refill

Games played

Total bets / total wins

Running % is also shown.

Above is shown in short and long term meters. The short term meters can be reset at collection to show take.

Cash record shows all notes and coins inserted in normal play.

D. “Cash reconciliation”

This shows short and long term meters for refill plus notes and coins in.

E. “Float level”

As described in the previous page this allows you to set float levels - empty hoppers – count in float and show the current float level.

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## **Door closed functions**

All customer play should be with door closed.

This allows normal play of notes / coins in and collect functions.

Turn refill key. Screen displays:-

1. Last bet recall = last bet placed in last 5 games.
2. Last win recall = last win recorded last 5 games.
3. Last credit recall = last 5 games credit record.
4. Last bank recall = Bank shown for last 5 games.
5. Current refill = coins just refilled
6. Short term refill = coins refilled since last collection.
7. Long term refill = all coins since install.
8. Last 5 notes entered are shown.
9. Model no. version no. build date and time of

No other functions can be entered with door closed.

## Dil switch information

dil	function
1	not used
2	not used
3	not used
4	not used
5	not used
6	not used
7	not used
8	not used

located on X10i board inside left of cabinet on a firefly game or on top of an Axis 945 unit.

## Routing plug information

V17/19 cabinet with Suzo snow hopper and 10p compact hopper.

SR5 coin Mech. Uses an 18 way plug.

Single loop wire to pins:-

7 – 8

Double loop wires to pins:-

13 – 15 – 16

no diodes required

Mars cash flow uses a 22 way plug.

Single loop wires to pins :-

20 – 14

17 – 8

7 – 11

No diodes required

## Button Layout

Position	Function	Switch wires
RH1	Start	Black – white/red
RH2	Autoplay	Black – white/blue
RH3	Transfer	Black – white/yellow
RH4	Collect	Black – white/grey

## Lamps chart Layout

RH1	Start	red – yellow/red
RH2	Autoplay	red – yellow/blue
RH3	Transfer	red – yellow/pink
RH4	Collect	red – yellow/grey

## General Maintenance

1. Coin mechanism should have the reject gate lifted and the coin path wiped clean every 4 to 6 weeks.
2. Touch screen should be wiped ONLY with a clean lightly water dampened cloth.
3. Compact 10p hopper should have the opto cleaned every 4 – 6 weeks. Lever out angled coin chute to gain access to opto. Wipe with clean cloth.
4. Keep edges of touch screen clean of debris as this can give the impression the screen is not set up properly. (calibrated)
5. Do not leave booklets bags etc. on top of firefly unit as this would restrict the cooling vents.
6. For calibration of screen refer to next page.  
NB you should only need to recalibrate screen if the firefly or screen has been replaced !

## Calibration of touch screen

NB you should only need to recalibrate if the firefly or Lcd screen has been replaced.

Check for debris around screen, esp the edges !

1. Turn machine off
2. Insert PS2 type plug in mouse and keyboard, not USB type.
3. Switch machine on, to register mouse and keyboard.
4. Once set up, touch screen, then press ESC key, screen turns blue/black.
5. Left click "START" Found in bottom left hand corner.
6. Left click "CONTROL PANEL"
7. Double left click "ELO touch panel"
8. Left click "ALIGN" A target will appear in one corner. Touch center of target with finger, target will disappear when finger is removed, repeat X3  
When the third target disappears you get a 30 sec count down timer this is to allow you time to touch around screen and check cursor moves to where you touch.
9. Once happy touch OK. If not touch NO and repeat target sequence.  
NB some models repeat the target sequence automatically.
10. Once you have touched OK on timer ELO general page appears touch OK.
11. Exit Control panel by left clicking red X in top corner.
12. Left click "START"
13. Left click "RUN" new box appears with "CMD" or "COMMAND"
14. Left click "OK" in this box. New black screen appears.
15. With keyboard in lower case type in:-  
ewfmgr c: -commit
16. Then press the enter / return key.
17. Top line should read:-  
"COMMITTING OVERLAY TO THE PROTECTED VOLUME"
18. Type in EXIT and press enter / return key
19. Left click "START"
20. Left click "TURN OFF COMPUTER"
21. Left click "RESTART"

DO NOT JUST TURN OFF MACHINE OR YOU WILL HAVE TO REPEAT ALL THE ABOVE

Once set up remove mouse and keyboard.

## Notes

If you require software to change from protocol to non protocol or visa versa. Insert PS/2 type mouse and keyboard reboot machine and push the F1 key this will bring up an on screen keyboard pad and a unique number for that machine. Make a note of this number and call the tel. no. shown on display 0208 664 3400 and ask for customer services quoting your machines unique no. Customer services will then give you a responding Gen. T code that you have to input on the on screen keypad. Once input this will open a new page with options on. You can now enter the set up you require arcade / bingo etc. On the Protocol setting use only Protocol or set EDC off. Then press finish to revert back to game with your new settings. NB A factory reset of the meters can also be achieved using the above process by selecting “factory reset” on the set up page.