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 | THE PIT BOSS
 | (and VIDEO BILLBOARD option)
 | for Crt200 board
 | Program NO. 2214-0X
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S E R V I C E M A N U A L

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RELEASED

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DATE 8/10/84

Distributed by:

MERIT INDUSTRIES INC.
 2525 STATE RD.
 BENSALEM PA. 19020
 1-215-639-4700

P I T B O S S

2214-01 (PBAD) (U5-0,U6-0,U7-0) poker,blackjack,acey deucey,dice
 2214-02 (PBDS) (U5-0C,U6-0,U7-0) poker,blackjack,dice,slots
 2214-03 (PBDH) (U5-0C,U6-0,U7-0) poker,blackjack,dice,foto finish
 2214-05 (PADH) (U5-0,U6-0,U7-0) poker,acey deucey,dice,foto finish

The Pit Boss with VIDEO BILLBOARD

2214-04 (HB) (U5-0,U6-0,U7-0) poker,foto,blackjack,dice
 2214-04 (SB) (U5-0,U6-1,U7-0) poker,slots,blackjack,dice
 2214-04 (HA) (U5-0,U6-0,U7-1) poker,foto,acey deucey,dice
 2214-04 (SA) (U5-0,U6-1,U7-1) poker,slots,acey deucey,dice

"The Pit Boss" is available with poker and three of the following five games: blackjack ,foto finish ,slots ,dice and acey deucey. "The Pit Boss" is optionally available with "VIDEO BILLBOARD".

POKER

The JOKER POKER with HI/LOW DOUBLE UP. The player can play HI/LOW DOUBLE UP on any winning hand.

BLACKJACK

The player can play HI/LOW DOUBLE UP on any winning hand. Special bonus hands provide high scoring opportunities. Insurance,double down and splits options are included.

DICE

The dice game allows the player to make side bets and to roll for double or nothing whenever he rolls a natural or makes his point. Special high scoring bonus options are included.

ACEY DEUCEY

The player wins whenever his third card falls between the first two cards he is dealt. He may raise up to the amount he bet before the third card is revealed. The player can play HI/LOW DOUBLE UP on any winning hand. "THREE of a KIND" and "STRAIGHT FLUSH" combinations award bonus scores.

FOTO FINISH

Foto Finish,the exciting horse race game ,allows the player to play any or all of the five horses in the race.

SUPER SLOTS

All the fun of a three reel casino slot machine. Players may play 1 to 5 lines.

SPECIAL GAME FUNCTIONS

The "CLEAR HIGH SCORES" & "FEATURES" buttons will function only when the game is in the idle mode. (i.e. no credits)

HEAVY HITTERS

Players with scores of 40,000 and over may enter their names in the "HEAVY HITTERS". These scores are displayed during the idle mode and are retained in memory until cleared.

TO CLEAR THE HEAVY HITTERS

Press the red button, located on the inside of the cabinet, marked "CLEAR HIGH SCORES" to zero out the names and scores contained in the HEAVY HITTERS. After activating this button the first idle screen will appear.

FEATURES

Press the red button marked "FEATURES" to display coins in to date and the settings for the number of hands per game.

To clear the bookkeeping, press and hold the features button for approximately 5 seconds.

To change the number of hands per game move the green wire on the adjustment tab to the desired position.

To return the game to normal operation, press the "PLAY" button on the front switch panel.

SET UP AND OPERATION

1. Remove the keys from the top of the cabinet and unlock the rear door.
2. Carefully remove the line cord. Plug the cord into a grounded mains receptacle. (110-120 Volts AC 60 Hz)
3. Turn on the power switch. (Located in the rear of the cabinet)
4. Wait for a beep. (2-3 second delay) The screen should now be displaying idle screens.

TO PLAY

1. Deposit a coin. (The game will accept the coins and beep after each coin.)
2. The screen will now ask you to select your game.
3. Press the lighted button below your choice.
4. The game will then ask "ONE OR TWO PLAYERS?" (Press the appropriate button. An additional coin must be deposited for the second player.)
5. The next screen asks you to enter your bet. (Press the appropriate button. Note: Holding the button down will cause the bet to increase automatically.)
6. Then press "PLAY". Continue by following the instructions on the screen and pressing the lighted button(s) below your choice(s).

P I T B O S S
 **** DIPSWITCH FUNCTIONS ****

	+-----+				
1 COIN PER GAME	=====	1	2 COINS PER GAME		
	=====	2	NOT USED		
	=====	3	NOT USED		
DOUBLE UP ONCE	=====	4	DOUBLE UP TWICE		
2 COIN LIMIT	=====	5	10 COIN LIMIT		
COIN LOCKOUT	=====	6	NO LOCKOUT		
UPRIGHT/COUNTER TOP	=====	7	COCKTAIL		
FREE HANDS(see note)	=====	8	NO FREE HANDS		
	+-----+				

off - on

NOTE: This feature is not available on games sold in California.
 Games sold in California do not award free hands.

Recommended setting:

1 (off)
 2 (off)
 3 (off)
 4 (off)
 5 (off)
 6 (on) no lockout
 7 (off) (on for cocktail)
 8 (off)

Tab positions (select with ground wire)

+-----+	+-----+	+-----+	+-----+
A	B	C	D
+-----+	+-----+	+-----+	+-----+
n/a	3	4	5

(hands per coin)

The front panel of the game has the following layout and button legends:

+-----+	+-----+	+-----+	+-----+	+-----+
+-----+	+-----+	+-----+	+-----+	+-----+

(function as discard buttons in poker)

+-----+	+-----+
CANCEL	PLAY
+-----+	+-----+

The Pit Boss program is optionally available with VIDEO BILLBOARD. The following applies to games with the option.

DESCRIPTION:

- Pit Boss 4 games in 1 w/VIDEO BILLBOARD
- When you first receive your game, all AD screens are blank; blank pages are not displayed.

VIDEO BILLBOARD Operation:

- To enter ads, you must have a MERIT keyboard or equivalent.
- Open your game and find the board cage.
Find the 9 pin female connector coming out of the cage
- Attach keyboard to connector.
This will automatically enter you into AD EDIT MODE
- Use the keyboard to enter, edit or change the advertisement information. (refer to SCREEN EDITOR)
- When you're FINISHED your editing, HIT the key labeled 'ESC'
- Your finished screens will be displayed during ATTRACT MODE, interleaved with the normal GAME IDLE screens

SPECIFICATIONS:

- 15 screens
- 7 COLORS, 1 color per line
- 16 characters per line
- LARGE and SMALL character types
Numbers & punctuation are ONLY in large type
- Punctuation available
! \$ % * - + ' ' , . : ?
- screen editing (see SCREEN EDITOR)

SCREEN EDITOR overview:

This section will help you get acquainted with Merit's ad editor. You should be in ad edit mode at this point, if you are not, refer back to 'VIDEO BILLBOARD operation'. Once you have entered edit mode, the screen will clear, and the page number will appear in the top left corner. Page 1 will be displayed. If the page is empty, a blank page will be displayed.

Now you're ready to edit. A white block is now pointing to the first line, first character. This white block is your CURSOR; it will point to your current position on the page. You can float the cursor to anywhere on the page, by using the arrow keys (see FIG. 1). You have 6 lines with 16 characters per line, in which to move the cursor.

The cursor may be moved up, down, left, or right, at any time.

Once you've found the place where you want to put a character; decide whether you want it in the large or small type. To select LARGE, press and hold the SHIFT key, while typing desired letter. If you want all LARGE type, pushing ALPHA LOCK will hold the SHIFT key for you. When you want to go back to SMALL type, hit ALPHA LOCK once more; that will unlock the SHIFT key. All numbers and punctuations are only displayed in LARGE type, but are oriented such that they mix with any size word. After typing a character, the cursor will move to the next character position until the end of the line, where it will stop when reached. To get to the next line you must hit the RETURN key (return cursor to the beginning of next line down). While you type, the entry is stored in the game i.e. the way the screen looks at any time is how it will look when advertising.

Complete the page with desired text. Now for the special effects. Find the key marked CTRL. This is the control key, when held down while typing a certain letter will let you control the special functions of the editor. From here on this manual will refer to this action as CTRL.

COLOR CONTROL

All text is originally printed in GREEN. To change the COLOR of a particular line, move the cursor to that line. Hold the CTRL key down and hit 'C' (CTRL C). The color of the line will change to the next color out of 7 possibilities. Everytime you hit CTRL C the line will change to another color. Repeat this till you are satisfied with the color.

LINE CENTERING

To have the editor automatically center any complete line, hit CTRL P.

LINE FLASHING

If you want a line to FLASH during advertising, hit CTRL T while on that line (the cursor will flash on that line, to confirm you that that line will flash).

When you are finished a particular page, you are ready for the last of the commands.

CHANGING SCREENS

Hit CTRL F to GO FORWARD to the next of 15 screens, or hit CTRL B to GO BACKWARD; in either case, the proper page number and text for that page will be displayed.

ERASING PAGE

If you want to ERASE all the text on any page, at any time, hit the key labeled HOME. But be careful...once a screen is erased, it is gone until new text is entered. Any pages erased or left blank will not be displayed during advertising.

When you are finished editing or just want to quit, hit the key marked ESC. You will be prompted to unplug the keyboard from the game, which you MUST do, to END your edit.

SCREEN EDITOR command summary:

←←	move cursor LEFT	→→	move cursor RIGHT
↑	move cursor UP	↓	move cursor DOWN

FIG. 1

RETURN	RETURNS cursor to start of next line
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CTRL	F	page FORWARD
CTRL	B	page BACKWARD
CTRL	P	auto CENTER line
CTRL	C	change line to desired COLOR
CTRL	T	set this line to BLINK (The cursor will blink to acknowledge this)
SHIFT	any letter	will display LARGE character
ALPHA LOCK		will LOCK SHIFT (all large characters), press again- to UNLOCK SHIFT
ESC		done edit EXIT back to game
HOME		CLEAR SCREEN ERASE DISPLAYED PAGE HOME CURSOR