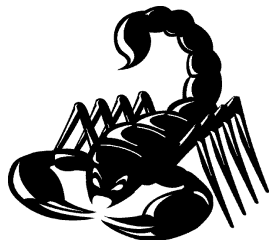


Scorpion 9000



Owner's Guide

To contact our
Customer Service Department
please call

1-800-445-9353

(USA and Canada)

(215) 639-4700

(outside USA and Canada)



Call us! Your phone is the most powerful
troubleshooting tool
at your disposal. For the best and quickest
service possible,
please provide us with the model #, serial #
and program #
of your game, when you call.



SITE PREPARATION

In determining the location for your SCORPION™ 9000 dart game, consideration must be given to the location of a suitable electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a circuit is not available, care should be taken to provide a clean and constant voltage. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers or other high power-consuming and electrical-noise-making equipment.

The game should be prominently located to attract attention, but not where games will be interrupted by people walking through the playing area. The play area must extend approximately 8' from the front of the machine to accommodate the throw line.

SET-UP AND INSTALLATION

Floor Model Installation

1. Locate and remove the plastic bag stapled to the top of the base section. This bag contains the game keys.
2. Pull up on the target section until the Velcro latch on the target section door separates from the Velcro hook on the base section. Continue pulling the target section up until it locks into its upright position. Refer to Figure 7.
3. Use a #564 key to unlock the target door. On the upper, right corner of the target door you will see a safety hook holding the door in its closed position. Push the hook upward to release the target door. Inside, stapled to the floor of the target section, you will find a plastic bag with three threaded knobs. Place the knobs and washers in the holes provided as shown in Figure 9.
4. Close the target section door.

5. Using the key provided, open the coin box door.
6. Remove the line cord from the coin box and attach it to the receptacle on the back of the cabinet. See Figure 7.
7. Locate and remove the bag of hardware inside the coin box. This hardware is used to secure the game to the wall. Refer to the instructions contained within the bag to properly install the hook needed for your application.
8. Move the game into position. Adjust the levelers until the game does not rock and is stable. Attach the safety chain from the game to the wall hook installed in step 7.
9. Set the floor mark for the throw line. In the U.S.A., the throw line should be placed 8 feet from the face of the target. In some European countries, the throw line distance is placed 2.44 meters or 2.37 meters from the face of the target. Consult your local rules for throw line distances. The throw line decal can be found in the coin box.
10. Plug the power cord into the wall outlet. Power up the game.

Disassembly of Target from Base

If you decide to move the game to a different location and you do not have access to a large van or vehicle, you may need to disassemble the target from the base. In those circumstances, follow the steps below.

1. Unplug and remove the power cord from the back of the game. Store the power cord for future use.
2. With the game in the upright position, open the control panel door. Disconnect the target lamp power cord from the power supply.

Unhook the light power cord from the clips holding it in place to the back of the cabinet. Also disconnect the main wiring harness or harnesses that may connect between the target and base sections. Close and lock the control panel door.

3. Unlock and open the target section door. Carefully pull the target lamp power cord and other wiring harnesses up into the target compartment. Next, remove the large black assembly knobs and washers. Store the knobs outside of the target section for future use. Carefully close and lock the target section door. Remove all keys from the target door lock.
4. Locate the anti-tip bracket on the rear of the cabinet (see Figure 7). Pull upwards on the bracket while folding the top section down. Make sure that the top unit is resting on the metal support bracket and that the Velcro latch on the target section securely aligns with the Velcro hook on the base section.
5. Standing at the back facing the folded down target section, place one hand on the target section and apply a small amount of force forward to hold the section in place. With your other hand, take the hinge pin that is bent to form a handle and pull outward. (See Figure 8.) Make sure that the hinge pin is fully removed. Repeat the same procedure for the other hinge pin.
6. You are now ready to remove the target section. Lift the target section upward slightly and position it over the safety base hook. Place the target section, **HINGE END ONLY**, on the floor.

NOTE: DO NOT REST THE TARGET SECTION ON HOOD END. REST IT ON THE HINGE END ONLY. FAILURE TO DO SO COULD DAMAGE CABLES OR OVERHEAD DISPLAY.

Reassembly of Target to Base

1. The reassembly of the target section is very similar to that of disassembly. Position the target section so that it is resting on the metal bracket of the base. Align the hinges of the target section with the base section hinge pins. Install the hinge pins, locking them into position. Refer to Figure 8.

NOTE: YOU MAY HAVE TO LIFT THE TARGET SECTION SLIGHTLY TO ALLOW THE HINGE PINS TO MOVE FREELY INTO THE LOCKED POSITION.

2. Open the base control panel door.
3. Make sure that the hinge pins are in the locked position. Next swing the target section up into its upright position.
4. Very carefully open the target section front door. Place the large black assembly knobs and washers into the hole that they were removed from during disassembly. (Refer to "Floor Model Installation", step 3.)
5. Locate the overhead light power cable in the control panel section. Feed your overhead light power cable down into the base and reconnect it to the power supply. Also reconnect the main harness or harnesses that interconnect between the sections.
6. Close all doors and reconnect the power cord to the back of the game. Reposition the game to the wall and reconnect the safety chain to the wall. Plug your power cord into the wall outlet and turn on the power.

Wall Mount Installation

Your dart game is designed for permanent mounting to any wall constructed in accordance with standard building codes. Installing your dart cabinet is not difficult but the following steps must be followed.

Your game comes equipped with a mounting bracket which attaches to the wall. The complete assembled

cabinet weighs 85 pounds and is supported by the mounting bracket. The unit attaches to the bracket by means of four carriage bolt spacers, extending from the back of the cabinet.

If you aren't familiar with how to locate wall studs or if you run into a questionable type of wall construction - GET HELP!!

The following instructions are recommended as one method of installing your dart game. If you have a special situation, or a different method, we remind you that the cabinet will only be as stable as the wall is and the way that the bracket attaches to the wall.

NOTE: BE SURE THAT THE AREA BEHIND THE WALL DOES NOT CONTAIN WIRES OR PIPES THAT MAY BE DAMAGED BY THE BRACKET FASTENERS.

There must be a minimum 9 1/2" clearance on both sides of the game to allow for door opening and access to the coin mech.

REFER TO FIGURES 10, 11 and 12 FOR STEPS 1 THROUGH 8.

1. Find the location of a wall stud by using a stud finder, a joint in the wall board or paneling or by measuring in multiples of 16" from any known stud. Once you think you've found it, a good way to make sure is to tap in a small finishing nail about 2" above the floor. If the stud is there, you should hit it after putting the nail in about 1/2" to 3/4".
2. Measure up 68" from the floor on the mounting stud and mark the wall with a pencil.
3. Using the nail that you used before, drive it in just to make sure that you're still lined up on the stud. If you aren't, go 1/2" either way until you hit it.
4. Open the front door of the cabinet and remove the locking bolt from the mounting bracket. Close and lock the front door.
5. Remove the mounting bracket from the back of the cabinet. Place the bracket against the wall with the center (threaded) hole directly over the mark you made in step 2. Now mark the upper hole with a pencil.
6. Remove the nail and place the bracket on the wall. Put a lag screw through the top hole and into the wall. Tighten the screw far enough so that the bracket swings slightly.
7. With the bracket not moving and level, mark the holes shown in Figure 12. Swing the bracket to the side and install (4) Molly bolts into the outer holes. Then, install and tighten all remaining screws.
8. Slide the cabinet onto the wall bracket. Make sure it is secure and won't fall down.
9. Install the Ultrasonic Transducer assembly (Player Change Sensor) as shown in Figure 5:
 - (a) Route the transducer cable through the large hole in the center of the hood assembly.
 - (b) Secure the Ultrasonic Transducer assembly to the lamp hood using the (2) #10 - 24 wing nuts (HW3253) provided.
 - (c) Connect the transducer cable to J9 on the STG01 board.
10. Mount the left and right expansion brackets and the wood filler as shown in Figure 5:
 - (a) Mount the left bracket (MW4028) to the hood using (2) carriage bolts and wing nuts.
 - (b) Slide the wood filler into place between the left and right brackets on top of the game.

(c) Mount the right bracket (MW4029) to the hood using (2) carriage bolts and wing nuts.

11. Using (4) #10-24 wing nuts (HW3253), mount the overhead display to the brackets installed in step 10.
12. Route the overhead display wire up through the hole in the wood filler and down through the slot on the left, top of the machine. Connect the wire to the 3-pin female connector on the power supply.
13. Route the ribbon cable from J7 on the STG01 board up through the overhead display and over the top of the game. Connect the other end to the connector on the top, left side of the game.
14. On games equipped with the linear power supply, attach the line cord to the AC power supply at the base of the cabinet. Tighten the cable lock assembly so that the cord is secured to the game.
15. Attach the price decal above the control panel, as shown in Figure 13.
16. Proceed to Section 3 - Testing Your Game.

Disconnecting the Cancel Game Feature

If the Cancel Game feature is not needed, you may disable the option by following the steps given below.

1. Open the target section door.
2. Locate the cancel game switch assembly on the left side of the cabinet.
3. Disconnect one or both of the wires attached to the Cancel Game switch. This will disable the cancel game feature.
4. Close the target section door.

GAME OPERATION

Target Alarm

If darts are thrown while the game is in idle mode, the target alarm will sound and the overhead light will go off (for a few minutes). This feature can be disabled by turning off DIP switch 1-8.

Clearing Credits

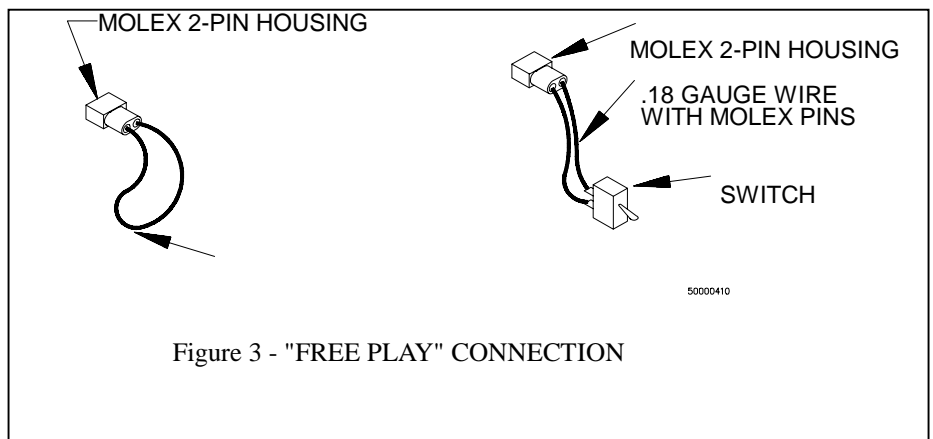
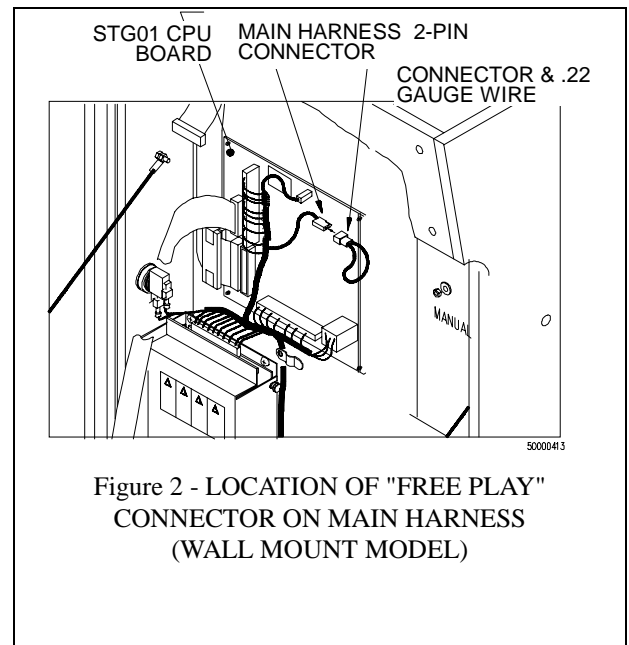
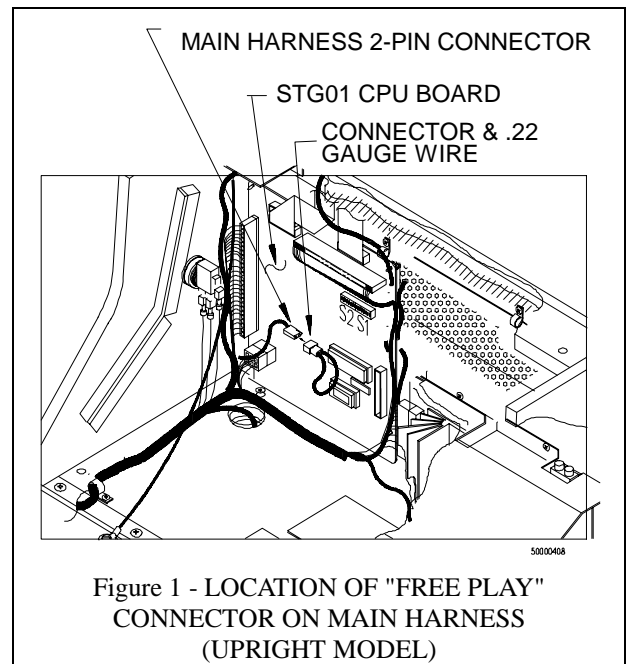
To clear credits, first power off the game. Next, press and hold the PLAYER CHANGE button while turning the game back on. When the "STUC BUTTON" message appears on the overhead, release the PLAYER CHANGE button and the credits will be cleared.

Free Play

A 2-pin connector is provided on the main harness to allow you to enable free play. See Figures 1 and 2 for the location of the connector.

If you wish to enable free play, you will need (2) .062 male molex pins, a connector housing and .18 gauge wire. Insert the molex pins into the connector housing and attach it to the existing 2-pin connector on the main harness. Loop the wire as seen in Figure 3. Free play mode is enabled as long as the connection is made.

If you want the ability to enable/disable free play without having to connect and disconnect the wires, Merit suggests you insert a switch. To do this, simply cut the looped wire and solder the ends to the switch (see Figure 3).



TESTING YOUR GAME

Merit's Scorpion™ 9000 has built-in tests to allow you to individually test all aspects of the game's operation, without actually playing all the games.

Power Up Tests

On power-up, the game performs internal tests on the ROM and RAM. If the ROM fails, the lamps and displays will flash slowly; if the RAM fails the lamps and displays will flash quickly.

- If a button is stuck, "STUC BUTTON" will flash in the score display.
- A jammed coin mech will flash "COIN#" for the mech that is jammed.
- If a target segment is stuck, the segment number will be shown in the temporary score display and "TARGET" will be flashed in the player score display.

These problems must be corrected before the machine will continue.

Operator-selectable Tests

To enter test mode the game must be in the Idle Mode or Game Select Mode. Start the test mode by pressing the "TEST" button on the main CPU board or on the inside of the coin mech door.

Upon entering Test Mode, the temporary score display will proceed with a numeric cycle test from "111" to "999." When it's finished, "cnA" will appear in the display. "cnA" indicates the first sub-test under Test 00; this test will begin unless the PLAYER SELECT button is used to select a different test.

TEST DESCRIPTIONS

Test 00 - Custom Coin Setup/Books Display

This test allows the operator to change coin mech/coin credit settings, change game price settings and review the bookkeeping information. Press the Solo Challenger® button to select a sub-test.

Custom Coin Setup/Books Sub-Tests

- **A - Mechanical Mech Coin/Credit Setup**
- **B - Electronic Mech Coin/Credit Setup**
- **C - Custom Counter Setup**
- **D - Game Pricing Setup**
- **E - Alternate Pricing (Happy Hour)**
- **F - '01 Option Pricing**
- **G - Current Books Count***
- **H - Lifetime Books Count***
- **I - Game Popularity**
- **J - Solo Challenger® Popularity**
- **K - Set Player Change Delay**
- **L - Bonus Credits Awarded**
- **M - Promotional Credits Awarded**
- **N - Free Play Credits**
- **O - '01/Cricket Round Limits Setup**
- **P - Hi-Score/Lo-Score Round Limits Setup**
- **Q 321 Round Limits**
- **R - 3-Dart Out Display**
- **S Lo-Score On/Off**
- **T NDA Stats**
- **U - Date Setup****
- **V - Clock Setup****
- **W - Happy Hour Setup****

*The books are shown two at a time, to step through them, press the "TEAM" button.

**An NV RAM clock is required for these sub-tests to be active.

Sub-Test A - Mechanical Mech Coin/Credit Setup

When the test button is pressed, the temporary score display will show "cnA." and the Player 1 and 2 displays will show the coin/credit ratio for mechs 1 and 2. The 100's digit of the display shows the number of coins; the 10's and 1's digits show the number of corresponding credits. To change the coin values, pressing a single segment will add 1 to the count. To change the credit values, pressing a single segment will add 1 to the count; pressing a double segment will subtract 1 from the count; pressing a triple segment will add 10 to the count.

- Mech 1 coins - Use target segment "1"
- Mech 1 credits - Use target segment "11"
- Mech 2 coins - Use target segment "2"
- Mech 2 credits - Use target segment "12"

Sub-Test B - Electronic Mech Coin/Credit Setup

The temporary score display will show "cnE" to indicate the electronic mech setup. This test works the same way as Sub-Test A. The target segment list below shows which segment to press for each input:

- Input 1 coins - target segment "1"
- Input 1 credits - target segment "11"
- Input 2 coins - target segment "2"
- Input 2 credits - target segment "12"
- Input 3 coins - target segment "3"
- Input 3 credits - target segment "13"
- Input 4 coins - target segment "4"
- Input 4 credits - target segment "14"

- Segment 1 Mechanical Mech 1
- Segment 2 Mechanical Mech 2
- Segment 3 Electronic Mech input 1
- Segment 13 Electronic Mech input 2
- Segment 4 Electronic Mech input 3
- Segment 14 Electronic Mech input 4

Special Coin/Credit Setting (US version only)

The coin input value can be set to 0 for the special 3 credits for \$1 input. This setting will force the credit value to 1 and it cannot be changed as long as the coins are set to 0. With this setting, the first and second coins entered will each give 1/2 credit and the third and fourth coins will each give a full credit, making the base credit cost 33 cents.

Sub-Test C - Custom Setup for Counter

The Custom Counter Setup allows the mechanical meter to count **up to** 10 base units (of money) per coin entered, or 20 base units (*you cannot set the counter to a number between 10 and 20*). The number "10" is represented on the display as " 1." And the number "20" is represented as " 2." Setting the counter to "0" turns off the meter.

For example, assume that a game has 2 mechs, a quarter and a half dollar. The quarter would be the base unit. For each quarter entered, the meter should be incremented once; for each half dollar, the meter should be incremented two times.

The temporary score display will show "cnt" to indicate the counter setup. The following lists the display and which counter assignment is being displayed.

Player 1	Mechanical Mech 1
Player 2	Mechanical Mech 2
Player 3 100's	Electronic Mech input 1
Player 3 1's	Electronic Mech input 2
Player 4 100's	Electronic Mech input 3
Player 4 1's	Electronic Mech input 4

You can increment the counter for each mech by pressing one of the following associated single target segments:

Sub-Test D - Game Pricing Setup

The temporary score display will show "Cr". To select the game to be priced, press that game's button. The current game price, in credits per player, will appear in the Player 1 display. Pressing the single "1" segment will increase the cost by 1 (up to 9). Pricing defaults are as follows:

301	1CR
501	2CR
701	2CR
801	3CR
901	3CR
1001	3CR
Hi-Score	1CR
321 Zap	2CR
Burma Road	2CR
Shanghai	1CR
Baseball	1CR
Cricket	2CR
Pick-It Cricket	2CR
Crazy Cricket	2CR
No-Score Cricket	Always 1 credit less than Cricket

Sub-Test E - Alternate Pricing (Happy Hour)

The temporary score display will show "HHP" to indicate the alternate pricing setup mode. You may now program a second set of game prices, which can be used at designated times, like "happy hour." This sub-test works the same as Sub-Test D, except the secondary tables are used. These prices will become active at designated times (see Sub-Test Q).

NOTE: IF YOUR GAME IS NOT EQUIPPED WITH A RAM CLOCK, THIS FEATURE WILL NOT FUNCTION.

Sub-Test F - '01 Option Pricing

The temporary score display will show "'01," the Player 1 and 2 displays will show "OPt" and the Player 3 and 4 displays will show "cOS" to indicate that you are in the '01 options pricing sub-test. Press the TEAM button to toggle the cost between 0 and 1.

Sub-Test G - Current Books Count

The temporary score display will show "cr1" to indicate current coin counts mode. The coin mech 1 count is shown in the Player 1 and 2 displays; the coin mech 2 count is shown in the Player 3 and 4 displays. Press the "TEAM" button to show the next set of counts, for electronic mechs 1 and 2, indicated by "cr2" on the display. Press the "TEAM" button again to get counts for electronic mechs 3 and 4, indicated by "cr3" on the display.

Sub-Test H - Lifetime Books Counts

This sub-test works the same as Sub-Test G, except the coin counts are for the lifetime of the game, not just the current books. The temporary score display will show "LF1," indicating that you are in lifetime coin counts mode. The display will change to "LF2" and "LF3" for lifetime counts on electronic mechs.

NOTE: THE CURRENT, LIFETIME AND GAME POPULARITY COUNTERS ARE MONITORED BY ERROR CORRECTION SOFTWARE. IF THE COUNTERS ARE CORRUPTED FOR ANY REASON, THE SOFTWARE WILL DETECT AND STORE THE ERROR. IF THE "CURRENT" AND "LIFETIME" COIN COUNTS ARE FLASHING, AN ERROR WAS DETECTED. ALL THE COUNTERS ARE RESTARTED FROM THE POINT OF THE ERROR.

Sub-Test I - Game Popularity

The TEMPORARY SCORE display will show "POP" to indicate the game popularity counts mode. The game popularity displays the number of times each game was played. You select each game by pressing that game's button.

Sub-Test J - Solo Challenger® Popularity

The temporary score display will show "SOL" to indicate Solo Challenger® popularity counts mode. To see the popularity of Solo Challenger® for each game, press that game's button.

Sub-Test K - Set Player Change Delay

This sub-test allows you to set the delay for all player changes (button press (btn) and Automatic Player Change (APC)). The temporary score display will show "Set," the Player 1 and 2 displays will show "dELAY," and the Player 3 and 4 displays will show "btn x " ("x" being the number of seconds for which the delay is set) indicating you are in set delay mode.

The delay for the button press player change can range from 2 to 8 seconds, with the default being 4 seconds. The delay for the APC player change can be set to 1 second or 2 to 8 seconds, with the default being 4 seconds. To change the delay length press the single 1 target segment. The delay will increase 2 seconds for each segment press. Pressing the Equal button will switch to the APC delay.

Sub-Test L - Bonus Credits Awarded

This provides a random match feature at the end of each game. A randomly selected number is compared to the 1's digit of all players' scores. Credits equal to the cost of the game are awarded for each matching digit.

The temporary score display will show "bon" and the Player 1 and 2 displays will show "cREdlt," indicating you are in the bonus spin feature mode. A bonus credit awarded while the Bonus Spin feature was activated is shown in the Player 4 display. DIP switch S2-3 controls this feature.

Sub-Test M - Promotional Credits Awarded

This feature automatically supplies a free credit after the machine has been in idle mode for approximately 30 minutes. The operator can remove the credit by pressing the cancel button or disable the promotional credit feature by toggling DIP switch S2-4.

To indicate that you are in the promotional credit mode, the temporary score display will show "IdL" and the Player 3 and 4 displays will show "CREdlt." The number of idle credits awarded while the feature was enabled is shown in the Player 4 display.

Sub-Test N - Free Play Credits

The temporary score display will show "FP " and the Player 1 and 2 displays will show "CRE""dlt" to indicate that you are in the Free Play Credits sub-test. The number of credits used while the game was in free play mode are shown in the Player 4 display.

Sub-Test O - '01 and Cricket Round Limit Setup

This sub-test allows you to adjust the round limits for all '01 and Cricket games. The temporary score

display will show “rnd” and the Player 1 and 2 displays will show “tAbLE” and the Player 3 and 4 displays will show “NONE” indicating you are in round limits mode, table “NONE.”

You now have access to 4 tables: NONE (no round limit for '01 and Cricket games), CRIC (round limits for Cricket games, but not '01 games), ALL (round limits for both '01 and Cricket games) and LONG (round limits for Cricket and '01 games are extended). To change tables, press the single 1 target segment. The next table name will appear in the Player 3 and 4 displays.

Sub-Test P - Hi-Score Round Limits Setup

The temporary score display will show “HI-,” the Player 1 and 2 displays will show “SCORE” and the Player 3 and 4 displays will show “RND” to indicate Hi-Score round limit setup mode. The round limit value will be shown in the Player 3 display. Press the single 1 segment to change the round limit (it can range from 7 to 10 rounds, with the default being 8 rounds).

Sub-Test Q - 321 Round Limits

The temporary score display will show “321,” the Player 1 and 2 displays will show “hAS 1x “ (where “x” = 0 or 5) and the Player 3 and 4 displays will show “roundS,” indicating that you are in the 321 Round Limits sub-test. This feature will display the number of rounds for the game 321. Pressing the TEAM button will toggle the rounds between 10 and 15.

Sub-Test R - 3-Dart Out Display

The temporary score display will show “On,” the Player 1 and 2 displays will show “3-d””ART” and the Player 3 and 4 displays will show “ Ou””tS” to indicate that you are in the 3 Dart Out display sub-test. This feature will display suggested 3-dart out shots once a player’s score is under 181. Use the TEAM button to toggle this feature on and off.

Sub-Test S - Lo-Score On/Off

The temporary score will display “On” or “Off,” the Player 1 and 2 displays will show “Lo- SCR” and the Player 3 and 4 displays will show “PLAYEd” indicating that you are in the Lo-Score On/Off sub-test. When DIP switch 2-1 is OFF, this feature allows you to remove the Lo-Score game from the game menu.

Pressing the TEAM button toggles the Lo-Score game on and off.

Sub-Test T - NDA Stats

The temporary score display will show “SEt” and the Player 1 and 2 displays will show “StAtS.” The Player 3 display will show either “TPS” or “OFF” and the Player 4 display will show “ALL,” “NDA” or “Std” to indicate the NDA stats setup mode. (Default setting is “TPS” and “Std.”)

If the Player 3 display shows “TPS,” the game will display the total points scored during the post game stats; if the Player 3 display shows “OFF,” the total points scored will not be displayed. If the Player 4 display shows “Std,” the game will display all of the standard dart feats; if the Player 4 display shows “NDA,” the game will only display the new NDA feat information; if the Player 4 display shows “ALL,” the game will display all of the stats after a game. Press the DOUBLE IN/WILD & CRAZY button to toggle the Total Points Scored display on and off. Press the TEAM button to step between Standard stats, NDA stats and All stats. The charst below show which stats are displayed in the order in which they appear.

'01 Stats Display ('01 Games/Hi-Score/Lo-Score)

STD	NDA	ALL
ENDING SCORE	ENDING SCORE	ENDING SCORE
Points-Per-Dart (PPD)	Total Darts Thrown (TDT)	Total Darts Thrown (TDT)
Points-Per-Round (PPR)	Total Points Scored* (TPS)	Total Points Scored* (TPS)
Total Darts Thrown (TDT)		Points-Per-Dart (PPD)
Total Points Scored* (TPS)		Points-Per-Round (PPR)
HAT TRICKS		HAT TRICKS
TONS		TONS

*Total Points Scored can be turned On/Off by toggling the DOUBLE IN/WILD & CRAZY button

Cricket Stats Display

STD	NDA	ALL
ENDING SCORE	ENDING SCORE	ENDING SCORE
Hits-Per-Round (HPR)	Total Hits Thorwn (THT)	Total Hits Thorwn (THT)
HAT TRICKS	Total Darts Thrown (TDT)	Total Darts Thrown (TDT)
WHITE HORSES		Hits-Per-Round (HPR)
9 MARK ROUND		WHITE HORSES
8 MARK ROUND		9 MARK ROUND
7 MARK ROUND		8 MARK ROUND
6 MARK ROUND		7 MARK ROUND
5 MARK ROUND		6 MARK ROUND
		5 MARK ROUND

Sub-Test U - Date Setup

The temporary score display will show “dAt” to indicate the date setup mode. The date, month and year are shown in the Player 1, 2 and 4 displays.

Use the ‘01 game button to select the “date” field, the ‘01 Equal button to select the “month” field and the 321/Shanghai/Baseball button to select the “year” field. When one of these buttons is pressed, an indicator (a raised “c”) is displayed in the active field and the corresponding player lamp is lit. Use the Double In button to increment the value of the selected field; use the Double Out button to decrement the selected field.

Sub-Test V - Clock Setup

The temporary score display will show “CLC” to indicate clock setup mode. The hour, minutes and day of the week are shown in the Player 1, 2 and 4 displays, respectively.

Use the ‘01 game button to select the “hour” field, the ‘01 Equal button to select the “minutes” field and the 321/Shanghai/Baseball button to select the “day” field. When one of these buttons is pressed an indicator will appear in the active field and the corresponding player lamp is lit. Use Double In/Double Out to increment/decrement the selected field. (For the day of the week, 1=Sunday and 7=Saturday.)

NOTE: IF A RAM CLOCK IS NOT INSTALLED THIS FEATURE WILL NOT FUNCTION.

Sub-Test W - Happy Hour Setup

The temporary score display will show “HHx.” The “x” indicates the day of the week (1-7). The default setup for the happy hour timer is 17:00 (5 PM). The starting time appears in the Player 1 and 2 displays and the ending time appears in the Player 3 and 4 displays. If the starting time is greater than, or equal to the ending time, the feature is considered inactive.

Use the “TEAM” button to step through the timers for each day of the week. Use the ‘01 game button to select the “starting time hours” field, the ‘01 Equal button to select the “starting time minutes” field, the 321/Shanghai/Baseball button to select the “stopping time hours” field and the Hi-Score/Lo-Score button to select the “stopping time minutes” field.

Use the Double In button to increment the value in the selected field and the Double Out button to decrement the value.

NOTE: IF A RAM CLOCK IS NOT INSTALLED THIS FEATURE WILL NOT FUNCTION.

Once all of the sub-tests of the Custom Coin Setup/Books display test have been performed, press the “PLAYER CHANGE” button to select the remaining tests. Each press of the button will initiate a different test, starting with test 01 and ending with test 17.

Test 01 through Test 10 - 7 Segment Display, LED and Lamp Tests

Run tests 01 through 10 to check each of the game’s displays/LEDs/lamps. Each numbered test will light a different row/display. If a bulb is out, directions for changing it can be found in the maintenance section of the manual.

Test 11 - Target Test

Test the target by pressing each of the segments. The target test will display the value of each segment pressed in the Player 2 display (the ‘01 lamp indicates single; the Equal lamp indicates double; the 321/Shanghai/Baseball lamp indicates triple). When a closure is detected a tone will sound. Another tone will sound when the segment is released. The Player 3 and 4 displays will show “target”.

Test 12 - Button/Lamp Test

The button/lamp test will illuminate the lamp corresponding to each button pressed. The Player displays will show "button tEst."

NOTE: THE START/PLAYER CHANGE BUTTON WILL ALWAYS ILLUMINATE AND SOUND A TONE WHEN PRESSED.

Test 13 - Missed Dart/Auto Player Change Test

The missed dart detector test will illuminate the '01 lamp and the Player 1 lamp when a missed dart is detected. The automatic player change will flash the '01 Equal and Player 2 lamps when a person is detected in front of the machine. The Player 1 display will show "tap," the Player 3 display will show "a.p.c." and the Player 4 display will show "-hi" or "-lo" if the missed dart detector/automatic player change feature is enabled. The display will show "NU" if the feature is disabled.

NOTE: THE PLAYER 4 DISPLAY WILL SHOW "-HI" WHEN THE ULTRASONIC UNIT IS TURNED "OFF" DURING A PLAYER'S TURN, AND "-LO" WHEN THE UNIT IS TURNED "ON."

Test 14 - DIP Switch Test

The temporary score display will show "DIP" to indicate the test. The DIP switch settings will be shown with vertical bars on the Player score displays. Switch bank 1 is shown in the Player 1 and 2 displays (with switch 1 to the left) and switch bank 2 will be in the Player 3 and 4 displays (switch 1 on the left). A vertical bar on top indicates the switch is on; a vertical line on the bottom indicates the switch is off.

Test 15 - Program Version Display

"Pro" will be displayed in the temporary score display indicating program version and the program version number will appear in the Player 1 display. The current revision level will be shown in the Player 2 display. The actual program number will be shown in the Player 3 and 4 displays.

Test 16 - Coin Mechs Test

This allows the operator to test the coin mechs without adding credits. When a coin is deposited the coin song is played and the mech number is displayed on the overhead, but no credits are added.

CLEARING BOOKS/RESET MODE

Contact Merit Customer Service, at 1-800-445-9353, for information concerning "Clearing Books/Reset Mode."

MAINTENANCE

Bulb Replacement

To replace the light bulbs for REMOVE DARTS and THROW DARTS:

1. Unlock and open the target section door.
2. Locate the defective bulb.
3. Pull the bulb to remove it.
4. Replace with a GE #161 bulb.

To replace the light bulbs for the Push-button Switch or Coin Lamp:

1. Unlock and open the control panel or coin mech door.
2. Locate and remove the defective bulb.
3. Replace with a GE #161 BULB.

To replace the bulbs in the overhead display:

1. Loosen the 6 screws that secure the bezel to the frame and slide it off the chassis.
2. Locate the defective bulb.
3. Pull the bulb to remove it.
4. Replace with a GE #79 bulb.
5. Replace the bezel and secure with screws.

Target Maintenance

REMOVING BROKEN TIPS

Broken tips can sometimes be pushed into the cavity behind a segment and cause the segment to stick. If this happens you will have to remove the target matrix switch assembly to remove the tip.

1. Open the target door section.
2. Carefully remove the backboard and clean out all broken tips.
3. Reassemble the backboard assembly, making sure the latches are secure.

CLEANING THE CABINET

The cabinet, Lexan display and front base panel should all be cleaned with a damp cloth and mild detergent. The Lexan can be cleaned with a solution for Plexiglas or acrylic surfaces.

NOTE: NEVER SUBMERGE THE TARGET OR SEGMENTS IN WATER.

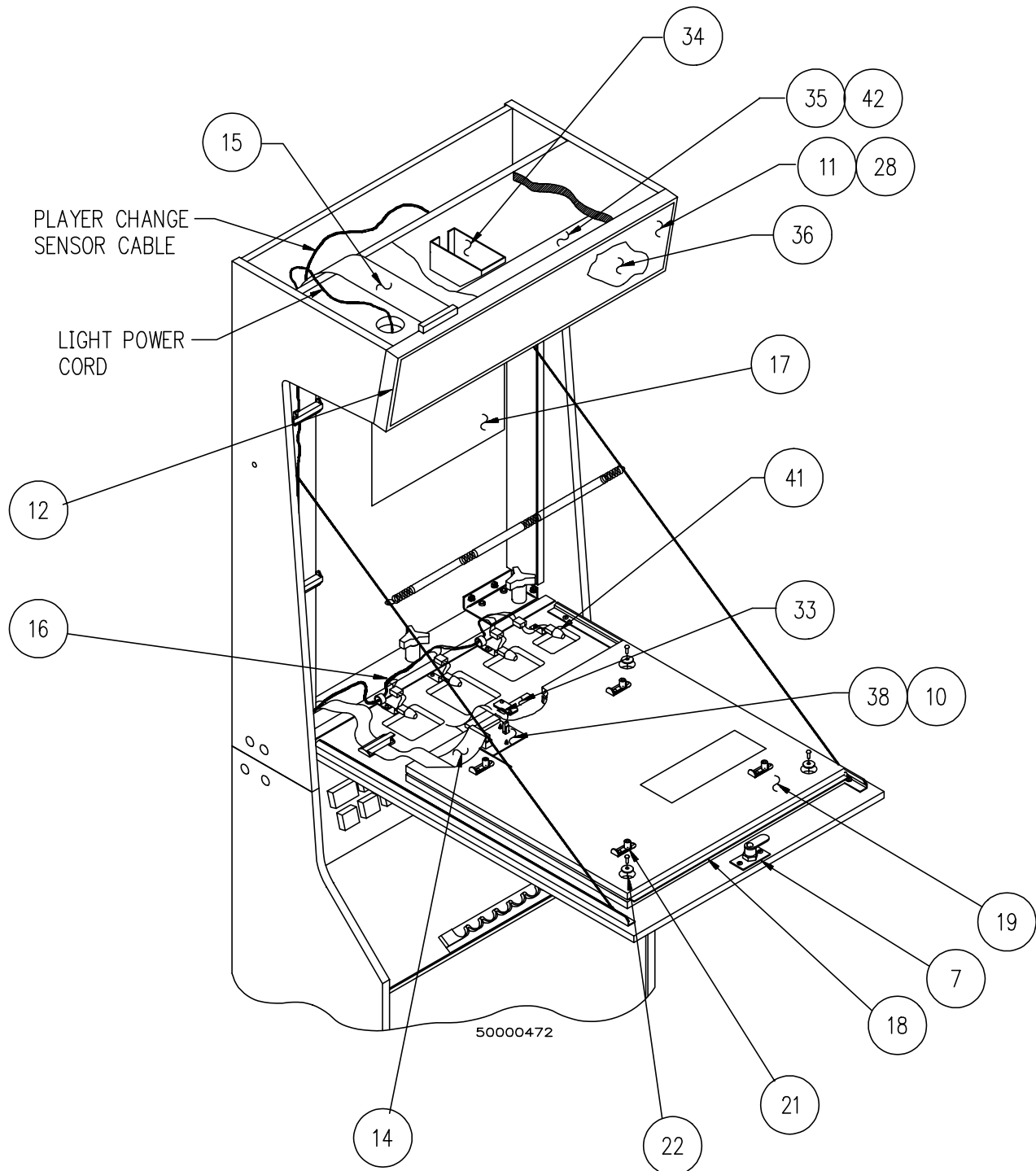


Figure 4 - OVERHEAD AND TARGET SECTIONS - INTERNAL VIEW (FLOOR MODEL)

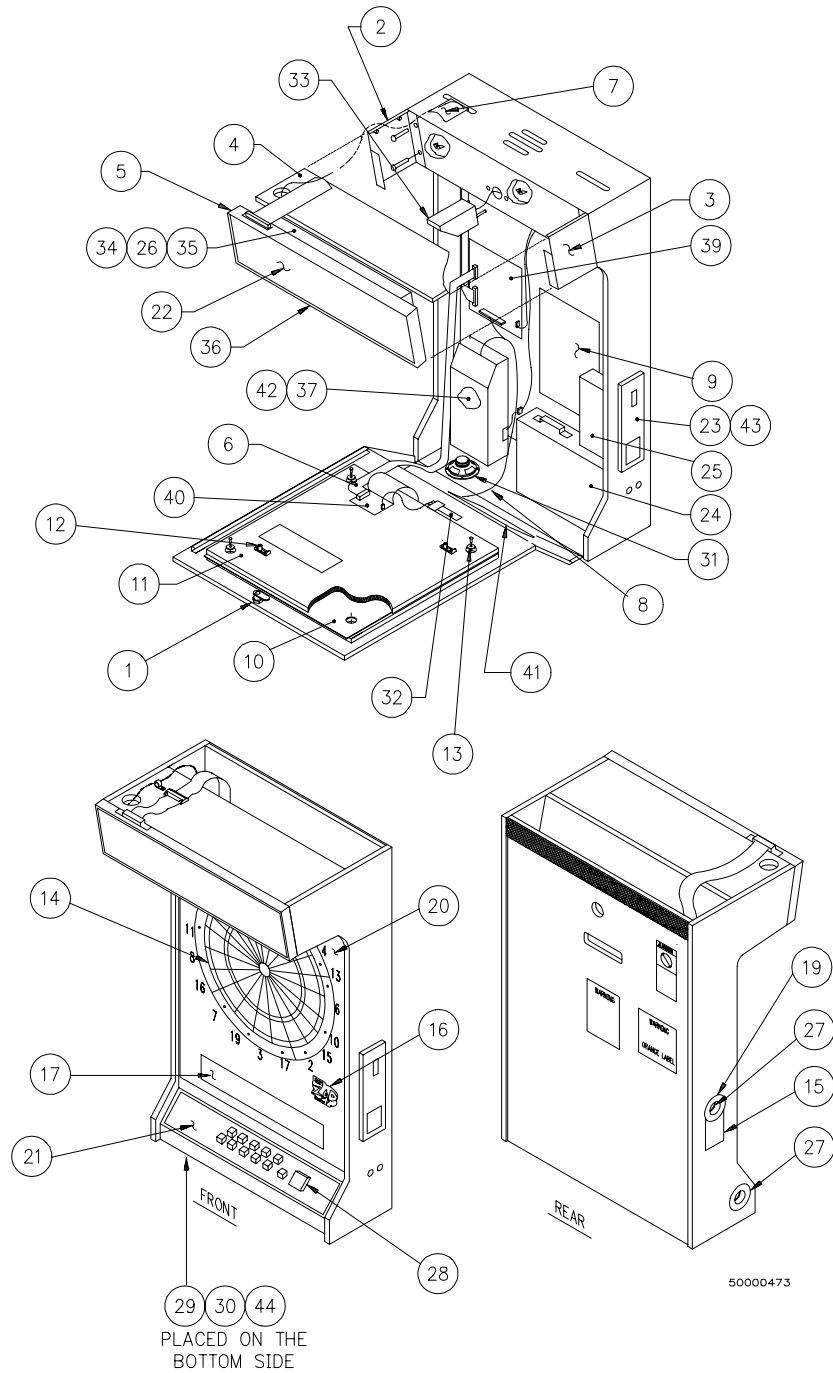


Figure 5 - OVERHEAD AND TARGET SECTIONS - INTERNAL VIEW (WALL MOUNT MODEL)

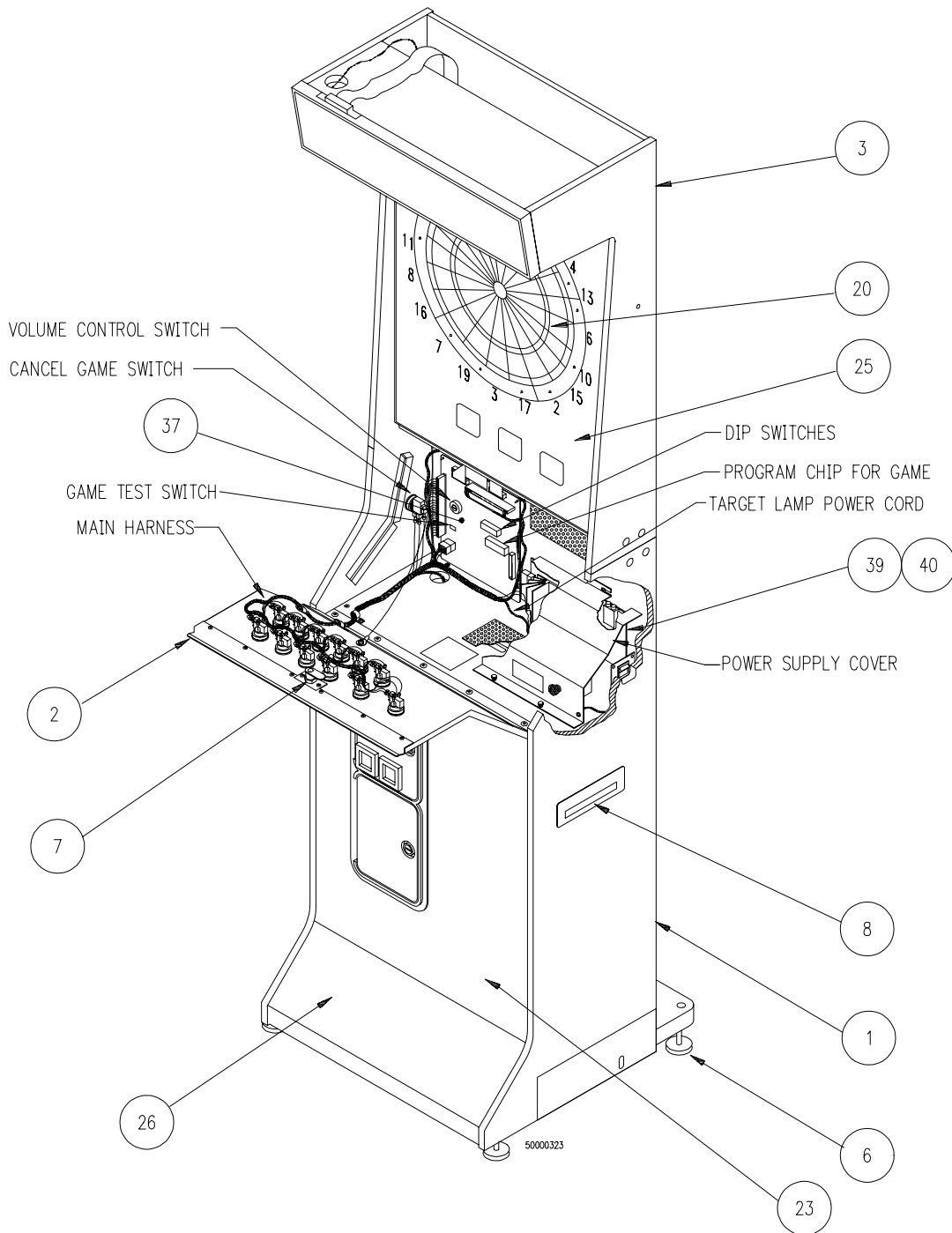


Figure 6 - CONTROL PANEL SECTION - INTERNAL VIEW (FLOOR MODEL)

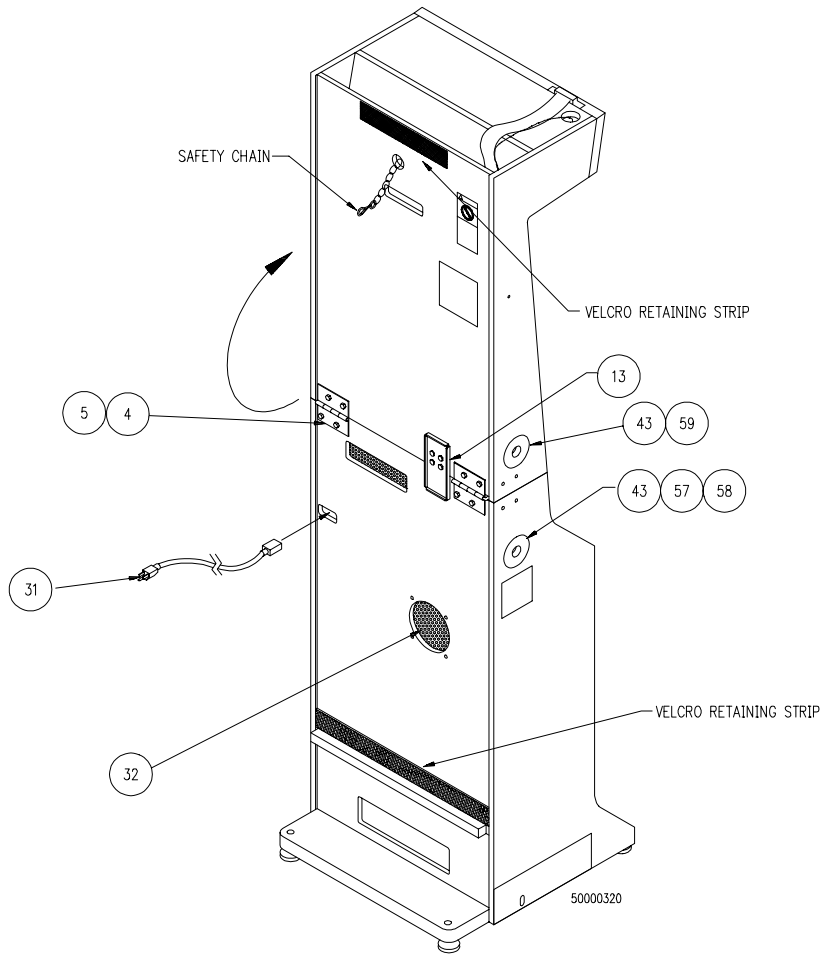


Figure 7 - REAR VIEW (FLOOR MODEL)

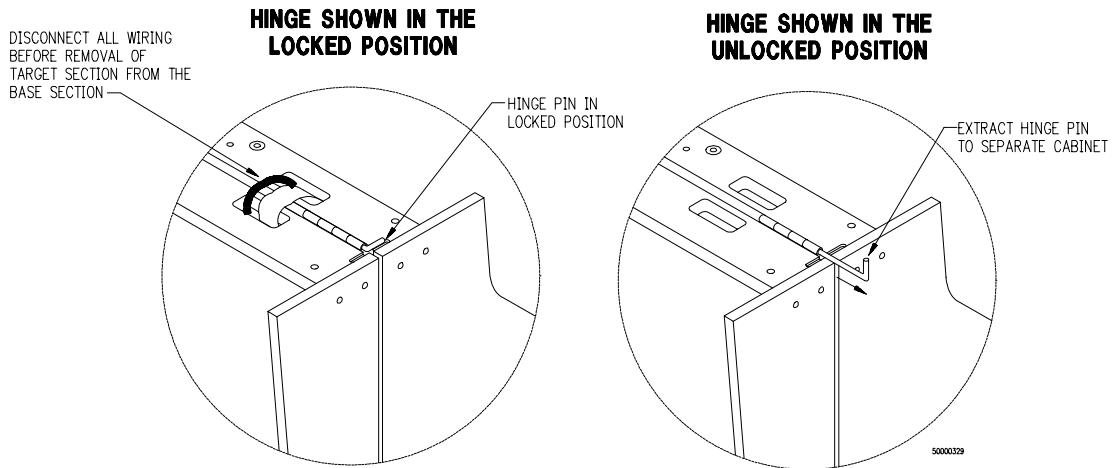


Figure 8 - TARGET SECTION HINGE IN LOCKED & UNLOCKED POSITIONS (FLOOR MODEL)

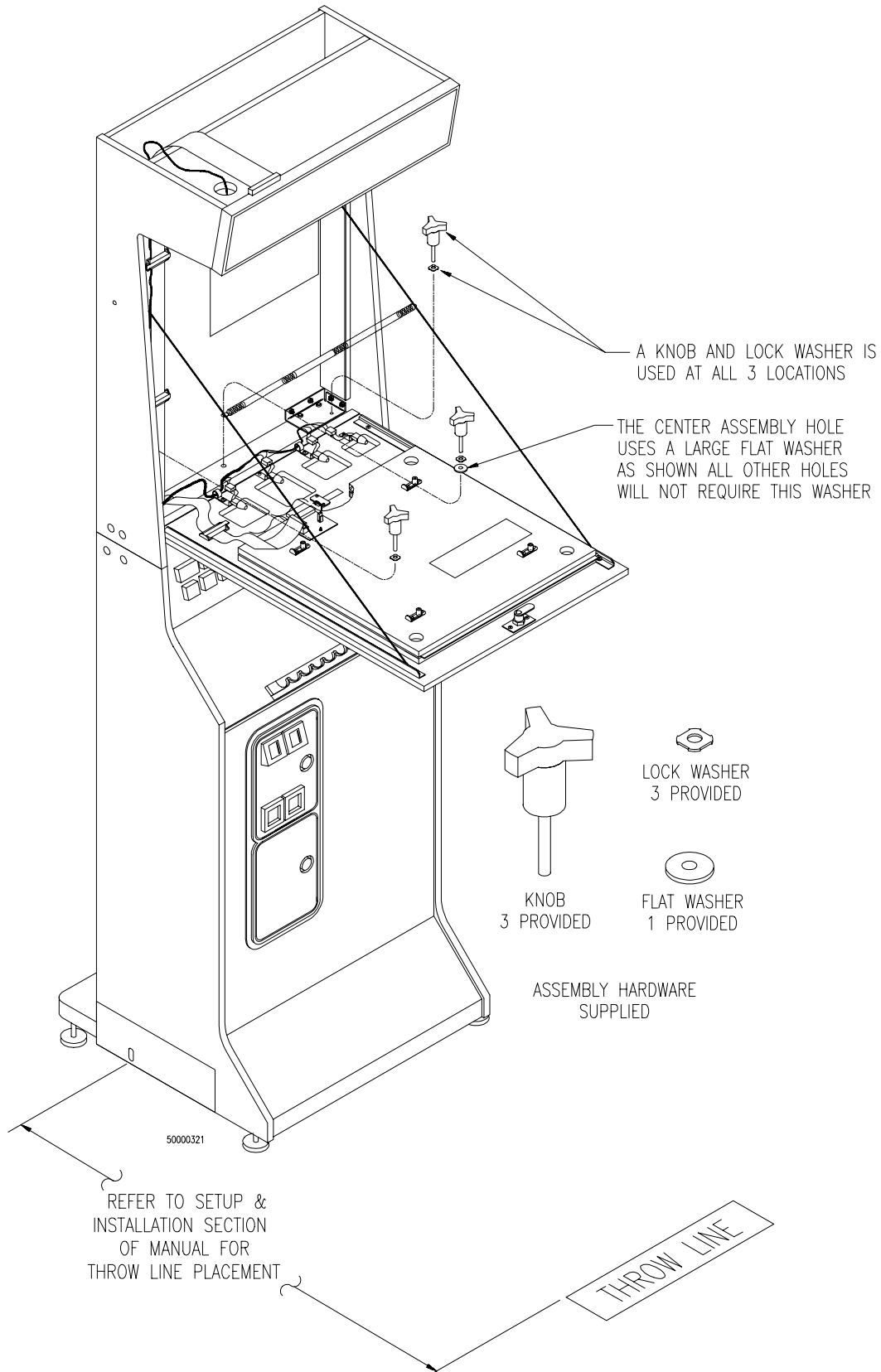


Figure 9 - INTERNAL VIEW - TARGET SECTION (FLOOR MODEL)

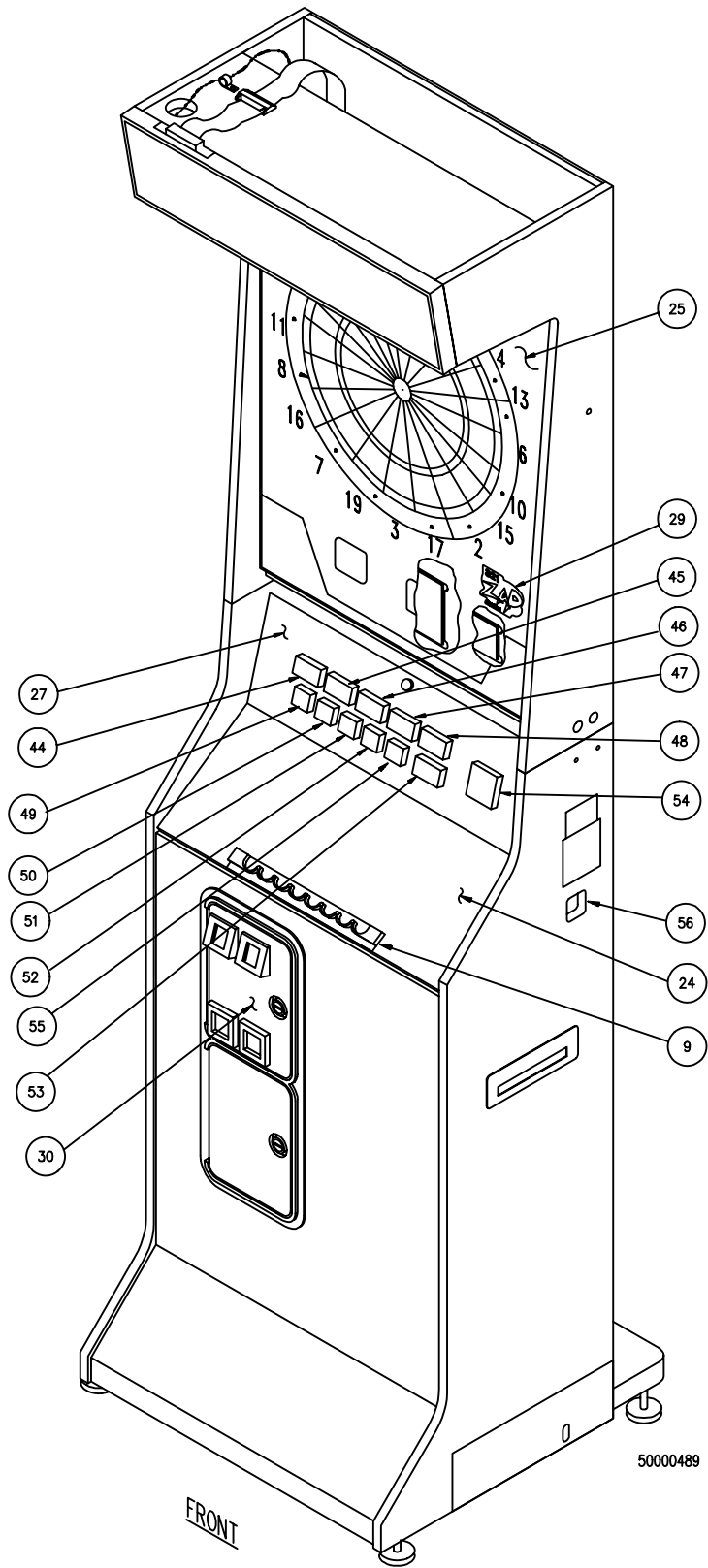


Figure 10- FRONT VIEW (FLOOR MODEL)

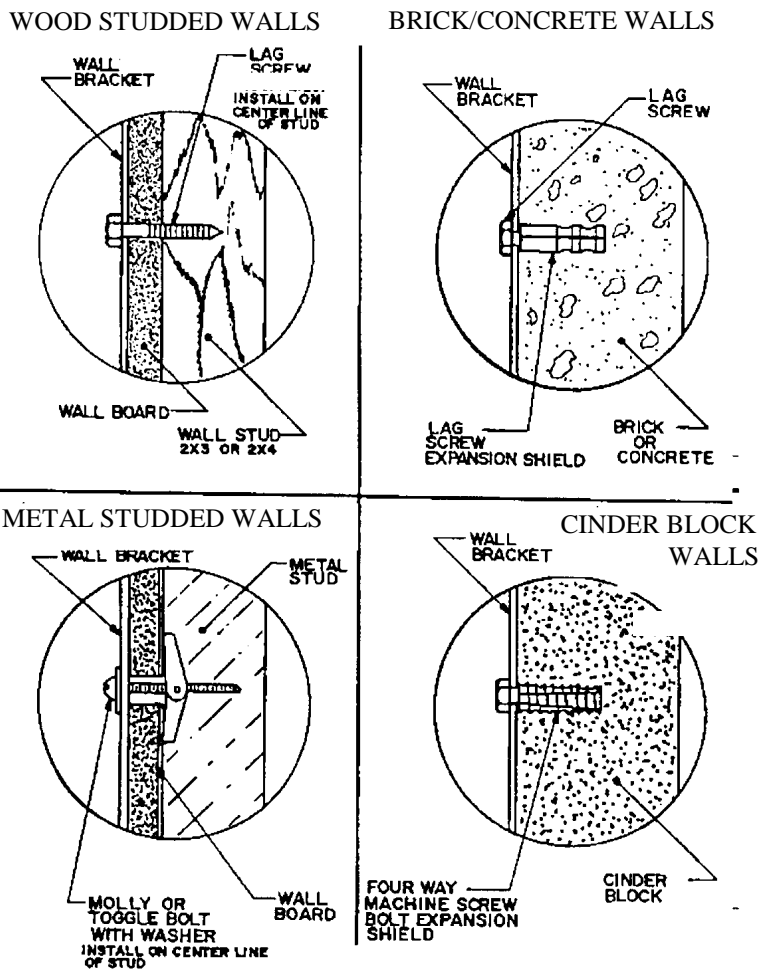
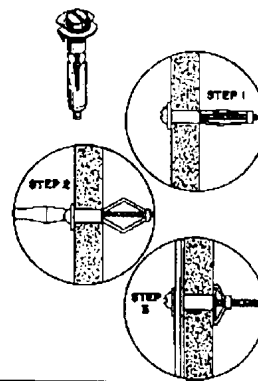


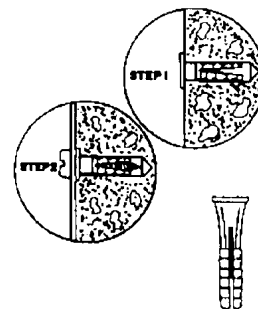
Figure 11 - WALL STUDS



INSTRUCTIONS FOR HOLLOW WALL ANCHORS:

1. DRILL A 5/16" HOLE
2. INSERT ANCHOR AND TIGHTEN (STEPS 1 & 2)
3. PLACE SCREW AND WASHER THROUGH HOLE IN WALL BRACKET AND TIGHTEN (STEP 3)

FOR USE WITH HOLLOW WALLS ONLY



INSTRUCTIONS FOR PLASTIC OR LEAD EXPANSION ANCHORS:

1. DRILL AS REQUIRED
2. HAMMER ANCHOR FLUSH TO WALL (STEP 1)
3. USE A #10x 1" LONG SHEET METAL SCREW W/WASHER (if needed). PUT THROUGH HOLE IN WALL BRACKET & TIGHTEN (STEP 2)

FOR USE WITH CINDER BLOCK, BRICK OR CONCRETE WALLS ONLY

Figure 12 - MOLLY BOLTS

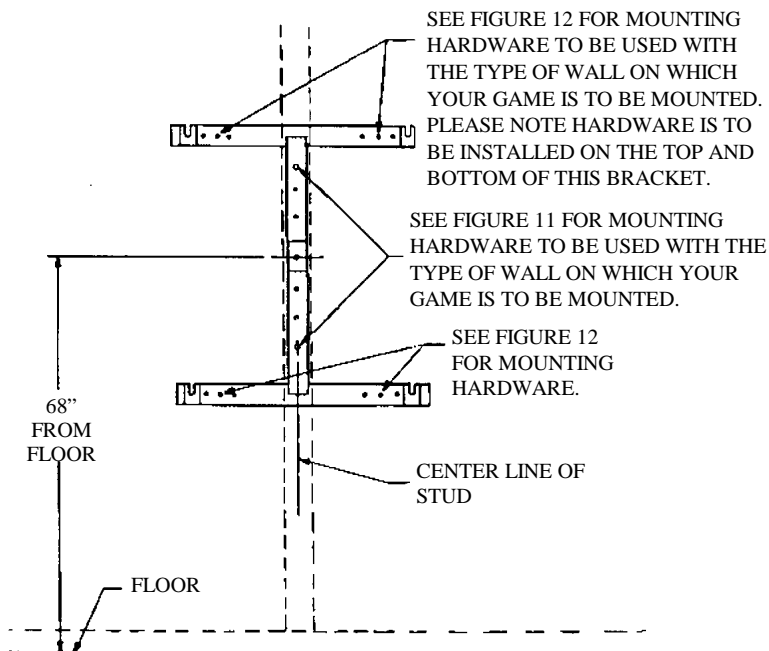


Figure 13 - WALL BRACKET

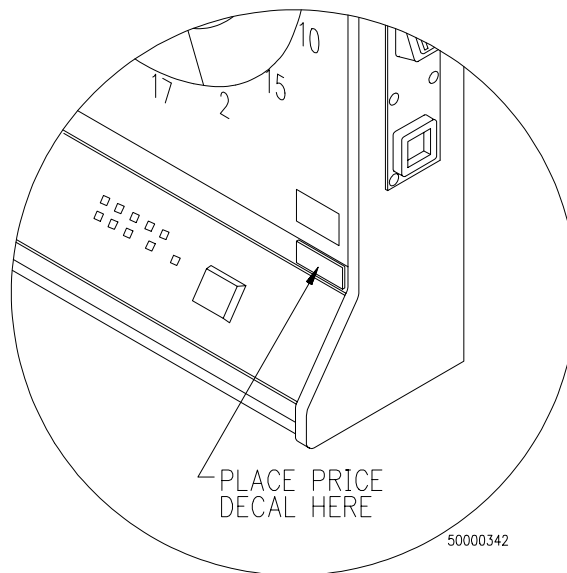


Figure 14 - LOCATION OF PRICE DECAL

FACTORY DIP SWITCH SETTINGS - PROGRAM 4978-XX

DIP SWITCH #1

	OFF	ON	
CRICKET - NORMAL GAME	1	×	INCREASE CRICKET COST BY 1 CREDIT, ADD 10 ROUNDS
NO STATS DISPLAYED IN WIN MODE	2		STATS DISPLAYED IN WIN MODE
MISSED DART DETECTOR/AUTO PLAYER CHANGE INACTIVE	3	×	MISSED DART DETECTOR/AUTO PLAYER CHANGE ACTIVE
SOLID BULLSEYE IN ALL CRICKET GAMES	4	×	SPLIT BULLSEYE IN ALL CRICKET GAMES
SOLID CRICKET BULLSEYE 25 POINTS	5	×	SOLID CRICKET BULLSEYE 50 POINTS
SOLID BULLSEYE ALL GAMES BUT CRICKET	6	×	SPLIT BULLSEYE ALL GAMES BUT CRICKET
SOLID BULLSEYE NOT VALID FOR '01 DOUBLE IN/DOUBLE OUT	7	×	SOLID BULLSEYE VALID FOR '01 DOUBLE IN/DOUBLE OUT
TARGET ALARM OFF	8	×	TARGET ALARM ON

DIP SWITCH #2

	OFF	ON	
SET FOR FIXED OVERHEAD DISPLAY	1		SET FOR VARIABLE OVERHEAD DISPLAY
SET WILD & CRAZY CRICKET SEGMENT RANGE TO 7 THROUGH 20	2	×	SET WILD & CRAZY CRICKET SEGMENT RANGE TO 1 THROUGH 20
BONUS MATCH FEATURE DISABLED	3		BONUS MATCH FEATURE ENABLED
IDLE MODE PROMOTIONAL CREDIT (FREE PLAY) DISABLED	4	×	IDLE MODE PROMOTIONAL CREDIT (FREE PLAY) ENABLED
TEAM GAME COSTS ARE DEFAULTED	5	×	TEAM 301 AND 501 GAMES COST 1 CREDIT PER PLAYER
SOLO CHALLENGER® NO EXTRA CREDIT	6	×	SOLO CHALLENGER® ADDS 1 CREDIT
FROZEN PLAYER GOING OUT - OPPOSING TEAM WINS (NDA RULES)	7	×	FROZEN PLAYER GOING OUT - TEAM BUSTS, PLAYER LOSES 1 TURN (EUROPEAN RULES)
TEAM CRICKET - EITHER PLAYER CLOSES TO WIN	8		TEAM CRICKET - BOTH PLAYERS CLOSE TO WIN

GAME OPTIONS AND ROUND LIMITS TABLES

Games and Options

GAMES	301/501/701/ 801/901/1001	Hi Score	Burma Road	321 Zap	Shanghai	Baseball	Cricket [‡] Crazy Cricket [‡] Pick-It Cricket [‡]
POSSIBLE OPTIONS	Open In/Out* Double In/Out* Masters Out* Team* '01 Equal Darts™*	NONE	Wild and Crazy	Double In/Out Masters Zap Team	NONE	NONE	Cut Throat [‡] Team [‡] No Score [‡] Wild & Crazy

*All '01 options can be combined except Masters Out cannot be combined with Double In or Double Out.

‡All Cricket options can be combined except No-Score cannot be combined with either the Cut Throat or Team options.

Round Limits Tables

ROUND LIMITS TABLE 1 PROGRAM 4978-XX				
	NONE	CRIC	ALL	LONG
301	NONE	NONE	10	15
501	NONE	NONE	15	20
701	NONE	NONE	20	25
801	NONE	NONE	25	30
901	NONE	NONE	25	30
1001	NONE	NONE	25	30
Hi-Score	7-10	7-10	7-10	7-10
321 Zap	15	15	15	15
Burma Road	9	9	9	9
Shanghai	7	7	7	7
Baseball	9	9	9	9
Cricket*	NONE	20/30	20/30	25/35
Crazy Cricket*	NONE	20/30	20/30	25/35
Pick-It Cricket*	NONE	20/30	20/30	25/35
No-Score Cricket*	NONE	10/20	10/20	15/25

*DIP Switch 1-1 Off/On

PARTS LIST - SCORPION™ 9000 - USA**Floor Model**

CABINET AND HARDWARE PARTS		
1	WD2836-01	CABINET, U/R D2, BASE
2	MW1728	CONTROL PANEL, U/R D2
3	WD2831-01	CABINET, U/R D2, TARGET
4	HW8991	HINGE, U/R D2
5	HW8992	HINGE PIN SCORPION FOLD-DOWN
6	HW8960	LEG LEVELER, 3/8-16"
7	HW8716	LOCK, FLAT, STR, #564, 1-7/16
8	HW8986	FACE PLATE LEAGUE SLOT ABS
9	HW8198	COIN HOLDER GENERIC BLACK W/YL
10	HW8933	STANDOFF, BLIND HOLE, 1/4"
11	SB1958-04	OVERHEAD, SCORPION 9000
12	HW8985	ENCLOSURE, OVERHEAD, PLASTIC
13	MW1723	BRACKET, ANTI-FOLD
HARNESSES AND CABLES		
14	EC2185	CABLE, RIBBON, CPU TO MATRIX, 27"
15	SA1554	CABLE, RIBBON, CPU TO OVERHEAD, 2X20 59"
16	SB1596-01	HARNESS, TARGET SECTION
ACCESSORIES		
x	SB1646-01	BAR DART PACK W/ WHITE TIPS
x	SB3000	KIT, SAFETY CHAIN HARDWARE
17	SB1830	321 ZAP® PROMOTION KIT
TARGET PARTS		
18	HW8012	TARGET MAT, RUBBER, NEOPRENE 093
19	SA8704	MATRIX/WOOD ASSEMBLY, LGTGT-S
20	SB1484	SPIDER W/SEGMENTS, LGTGT-S, BLACK-4 COLORS
x	DS2001	CATCH RING SEGMENT, LGTGT-XS, BLACK
x	DS2009	CATCH RING CAP, BLACK
x	DS0073	SPIDER, LGTGT-S, BLACK
21	HW6366	MATRIX MOUNTING POST, KNURLED
22	HW5250	TARGET SPACER, FLATWASHER
SEGMENT KITS FOR BLACK SPIDERS		
x	DS5078	SEGMENT KIT SINGLE, LGTGT-S, CREAM (10 EACH)
x	DS5079	SEGMENT KIT DOUBLE/TRIPLE, LGTGT-S, GREEN (10 EACH)
x	DS5085	SEGMENT KIT DB/TP/OB, LGTGT-S, RED (10 EACH DOUBLE, TRIPLE; 1 OUTER BULL)
x	DS5087	SEGMENT KIT SGL/IB, LGTGT-S, BLACK (10 EACH DOUBLE, TRIPLE; 1 OUTER BULL)
DECALS AND DISPLAYS		
23	GL1700-01	DECAL, BASE, SCORPION, U/R D2, GRAY
24	GL1734-22	DECAL, INSTR., 9000/321, ENG
25	GL1701-01	DECAL, TARGET, SCORPION, U/R D2, GRAY
26	GL1708	DECAL, FOOT RAMP, U/R D2
27	GL1703-01	DECAL, CONTROL PANEL, U/R D2, SCORPION
28	GL2779	PLEXI, DISPLAY, OVERHEAD, 9000, SCORPION
29	GL1004-01	DECAL, 321 ZAP PLAYED HERE
57	GL1725	DECAL, CANCEL GAME INSTRUCTIONS, ENG
58	GL1706	DECAL, CANCEL GAME BUTTOIN, ENG

59	GL1745-05	INSTRDCL, EQUALIZER/PPD/HPR, ENG
COIN MECHS (WITHOUT HARNESSING)		
30	HW8230	COIN DOOR DBL-5/8" DUAL 25C
ELECTRICAL/ELECTRONIC COMPONENTS		
31	EC2001	CORD, POWER, U.S.A.
32	SB1637	SPEAKER ASSEMBLY, 6", U/R D2
33	SB1441-02	TRANSDUCER ASSY, PIEZO, 7.0"LEADS (MICROPHONE ASSEMBLY)
34	SB1905	TRANSDUCER ASSY, ULTRASONIC (PLAYER CHANGE SENSOR)
35	SB1796-0A	LAMP ASSY, F15T8CW, 120V, CL79
36	TA10005-01	PRINTED CIRCUIT ASSEMBLY, OVHD, LED, RNDM, CRKT
37	SA1787-21	PRINTED CIRCUIT ASSEMBLY, MAIN CIRCUIT BOARD (STG01)
38	SA1786	PRINTED CIRCUIT ASSEMBLY, TARGET MICROPHONE INTERFACE (RDP28 BOARD)
39	EC7533	SWITCH MODE P/S, DART
40	SB1573-02	FILTER ASSEMBLY, POWER ENTRY, #10 LUG
LAMPS AND SWITCHES		
41	LB1150	BULB T 3-1/4", 14V, GE #161 (10 PACK - SWITCHES & COIN MECHS)
42	LB2100	LAMP, FLUORESCENT, 15", F15T8CW
43	SW3044	PB ASSY, SMRD, BLK, BLANK
44	SW1565	*PBBODY, RECTANGULAR, RED, 301-1001
45	SW1581-02	*PBBODY, RECTANGULAR, GREEN, EQUAL DARTS™/SPOT CRICKET
46	SW0003-02	*PBBODY, RECTANGULAR, RED 321/SHANGHAI/BSAEBALL
47	SW0002-02	*PBBODY, RECTANGULAR, RED, HI-SCORE/BRMA
48	SW1582-02	*PBBODY, RECTANGULAR, RED, CRICKET/CRAZY CRICKET/PICK-IT CRICKET
49	SW1583-02	*PBBODY, SMALL SQUARE, AMBER, DOUBLE IN/WILD & CRAZY CRICKET
50	SW1984-01	*PBBODY, SMALL SQUARE, AMBER, DOUBLE OUT/NO SCORE CRICKET
51	SW1985-01	*PBBODY, SMALL SQUARE, AMBER, MASTER/CUT THROAT CRICKET
52	SW1608-01	*PBBODY, SMALL SQUARE, AMBER, TEAM
53	SW1591	*PBBODY, RECT, AMBER, SOLO
54	SW1623	*PBBODY, FLUSH MOUNT, LARGE SQUARE, RED, PLAYER CHANGE
55	SW1609	*PBBODY, SMALL SQUARE, AMBER, SPLIT BULL
56	SW4024	SWITCH, ROCKER, DPST, 250V (ON/OFF SWITCH)
*PBBODY = PUSH-BUTTON BODY		

SCORPION™ 9000 SPARE PARTS LIST**Wall Mount Model**

CABINET AND HARDWARE PARTS		
1	HW8716	LOCK, FLAT, STR, #564, 1-7/16"
2	MW4028	BRACKET, HOOD, LEFT, WD2
3	MW4029	BRACKET, HOOD, RIGHT, WD2
4	WD2821	COVER, HOOD EXTENSION
5	HW8985	OVERHEAD ENCLOSURE
HARNESSES AND CABLES		
6	EC2184	CABLE, RIBBON, 2 x 12, 39"
7	SA1555	CABLE, RIBBON, 2 x 20, 38"
8	SB1939-01	HARNESS, MAIN, WD3
ACCESSORIES		
x	GL4075	DECAL, "BULL STARTS HERE"
x	SB1646-01	BAR DART PACK W/ WHITE TIPS
x	SB1893-01	HARDWARE ASSEMBLY PACK
9	SB1830-01	321 ZAP® PROMOTION KIT
TARGET PARTS		
10	HW8012	TARGET MAT, RUBBER, NEOPRENE 093
11	SA8704	MATRIX/WOOD ASSEMBLY, LGTGT-S
12	HW6366	MATRIX MOUNTING POST, KNURLED
13	HW5250	TARGET SPACER, FLATWASHER
14	SB1484	SPIDER W/SEGMENTS, LGTGT-S, BALCK-4 COLORS
x	DS2001	CATCH RING SEGMENT, LGTGT-XS, BLACK
x	DS2009	CATCH RING CAP, BLACK
x	DS0073	SPIDER, LGTGT-S, BLACK
SEGMENT KITS		
x	DS5078	SEGMENT KIT SINGLE, LGTGT-S, CREAM (10 EACH)
x	DS5079	SEGMENT KIT DOUBLE/TRIPLE, LGTGT-S, GREEN (10 EACH)
x	DS5085	SEGMENT KIT DB/TP/OB, LGTGT-S, RED (10 EACH DOUBLE, TRIPLE; 1 OUTER BULL)
x	DS5087	SEGMENT KIT SGL/IB, LGTGT-S, BLACK (10 EACH DOUBLE, TRIPLE; 1 INNER BULL)
DECALS AND DISPLAYS		
15	GL1725	DECAL, CANCEL GAME INSTRUCTIONS
16	GL1004-01	DECAL, 321 ZAP PLAYED HERE
17	GL1003-08	INSTR, SOLO/SPOT/HC/PPD, GRY, ENG
19	GL1706	DECAL, CANCEL GAME BUTTON
20	GL2700	DECAL, TARGET, SCORPION WD2
21	GL2730-18	DECAL, INSTR, BULL, ENG
22	GL2779	PLEXI, DISPLAY, OVERHEAD, 9000, SCORPION
COIN MECH PARTS		
23	HW8248	COIN MECH, BLACK, SINGLE/25C CCI
24	MW4022	COIN BOX, PT2W
25	MW4023	COVER, COIN BOX, MECHANICAL COIN REJECTOR, WD2
LAMPS AND SWITCHES		
26	LB2100	LAMP, FLUORESCENT, 15" F15T8CW
27	SW3044	PB ASSEMBLY, SMALL ROUND, BLACK, BLANK

28	SW1623	*PBBODY, FLUSH MOUNT, LARGE SQUARE, RED, PLAYER CHANGE
*PBBODY = PUSH-BUTTON BODY		
ELECTRICAL/ELECTRONIC COMPONENTS		
29	EC2001	CORD, POWER, U.S.A.
30	EC2005	LATCH, POWER CORD
31	SA4084	SPEAKER ASSEMBLY, 4"
32	SB1441-02	TRANSDUCER ASSY, PIEZO, 7.0" LEADS (MICROPHONE ASSEMBLY)
33	SB1905	TRANSDUCER ASSY, ULTRASONIC (PLAYER CHANGE SENSOR)
34	TA10005-01	PRINTED CIRCUIT ASSY, OVERHEAD, SCORPION 9000
35	SB1509	LAMP ASSY, F15T8CW, 120V, CL79 (OVERHEAD LIGHT ASSEMBLY)
36	SB1958-05	OVERHEAD ASSEMBLY 120V, WD3
37	EC7533	POWER SUPPLY, SW, 110V, +5/+12
38	SB1588-03	POWER ENTRY ASSEMBLY, WD3, 120V, SW P/S
39	SA1787-21	PRINTED CIRCUIT ASSY, CPU/SONIC, LED DART
40	SA1786	PRINTED CIRCUIT ASSY, TARGET/MICROPHONE INTERFACE (RDP28 BOARD)
41	SA1808-01	PRINTED CIRCUIT ASSY, PUSH-BUTTON CONTROL PANEL, WD3 (RDP31 BOARD)
44	SW4024	SWITCH, ROCKER, DPST, 250V (ON/OFF SWITCH)

TROUBLESHOOTING (MERIT CUSTOMER SERVICE 1-800-445-9353)

PROBLEM	ACTION
No sound, overhead display or overhead light.	Check AC outlet for power. Check for blown fuse.
Sound and overhead display function, but no overhead light.	Check fluorescent tube. Check lamp starter
No power up sound or overhead display, but overhead lamp turns on.	Check all connectors to power supply, AC input, +5V, and +12V outputs. +5V output must be >5.2V Check power connections to J1 on the STG01 board.
Power-up sound & overhead lamp function, but no overhead display.	Check 40-wire ribbon cable from STG01 to the overhead PC board for proper fit. Replace the overhead unit as necessary.
No sound.	Adjust volume control R25 on STG01 board. Check the connections to the speaker. Check for the presence of +12V on the power supply. Replace STG01 board or the speaker as necessary.
RAM reset on every power-up.	Replace the RAM Replace the STG01 board as necessary.
No push-button lamps light.	Check proper connection of lamp connector J4 on STG01. Check black common wire loop to each lamp. Check for presence of +12V. Replace the STG01 board as necessary.
Individual overhead LEDs do not light.	Check the LED. Use a multimeter. Replace the driver IC as necessary.
Some or no buttons or coin inputs work on the STG01 board.	Check proper connection of switch connector J3. Check green common wire loop to each switch. Check each switch for functionality. Replace STG01 board as necessary.
Coin jam display.	Check the coin switch mechanism for a possible jammed coin. Check the actual coin switch for jammed lever. Ensure that the switch wiring connects the normally open contacts.
Stuck segment display.,	Check that the nuts holding the target back board are finger tight. Check for broken tips wedged between a segment and the spider. Check for broken tips stuck behind a segment.
No missed darts detected, auto player change not working.	Switch position 3 on DIP switch 1 must be ON; check for correct DIP switch settings. RDP28 has not been properly connected to STG01 for missed darts; also check microphone connection. Check ultrasonic cable connection to J9 of STG01.
Player change works but no missed darts are detected.	Check the microphone connections to the RDP28 board. Check for correct DIP switch settings.
Automatic player change does not work.	Check for correct DIP switch settings. Is the cable from the ultrasonic transducer connected correctly to J9 on STG01? Replace the ultrasonic transducer. Replace the STG01 board.
Only some missed darts are detected.	Replace the RDP28 board.

Merit Limited Warranty for Coin-Operated Dart Machines

Merit Industries, Inc., warrants the Scorpion™ 9000 dart machines to be free from defects in material and workmanship for a period of twenty-four months from the date of delivery or twenty-five months from the date of shipment from its facilities, whichever occurs first. The warranty covers all major components except the coin mechanism, which is governed by the original manufacturer's warranty.

Consumables such as fuses, light bulbs, switches, line cords and target rubber mats are warranted for a period of six months from the date of delivery or seven months from date of shipment, whichever comes first

Failure or damage due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including but not limited to improper electrical power source), normal wear and tear, fire, water damage, acts of God, acts of war and civil unrest, are specifically excluded. Damage resulting from improper servicing by unqualified personnel is also excluded. Cabinet damage resulting from normal wear and tear or customer/user abuse is not included

Merit products are carefully inspected and thoroughly tested prior to packing and shipment. Any damage discovered upon receipt of goods, whether obvious or concealed, must be reported immediately to the delivering carrier and claims made directly to them. Merit assumes no responsibility for damages once the product has left its facilities, and any disputes regarding transportation damage must be resolved with the shipping company(s).

Merit will repair or replace, at its option, any component, part or subassembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to Merit's repair facility and Merit is notified of the failure within the warranty period. Merit reserves the right to request the serial

numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage.

Merit's obligation shall be limited to repair or replacement, as stated above, and shall specifically exclude any liability for consequential damage or loss of earnings.

Merit may, at its discretion, provide replacement parts under warranty prior to receiving defective items without incurring any ongoing obligation to extend such accommodations.

The above terms and conditions constitute the sole obligation, written or implied, of Merit Industries under its warranty coverage.

FCC WARNING:

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS "A" COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.