

Game and Network Setup

- If you're setting up only one game, a crossover cable, not a standard straight-thru cable, is required to connect the Game Board to the Server.
- The LinkSys Router contains special setup info that allows us to connect to the server via the Internet.
- An easy way to test the Internet connection is to hook a laptop up to the LinkSys Router and try to connect to the Internet through a Web Browser.
- If you do not see the Internet through laptop, try power cycling the Router.
- If you still cannot see the Internet through the laptop, power cycle everything between the Server and the Internet. Start with power cycling the Modem and work your way back to the Router.
- Note that some networks you hook into may require a Static IP Address which would require addition setup on the router. If you have a laptop to connect to the router, we can assist you with this procedure.
- In general, laptops are useful when setting up a location for diagnosing multiple network problems that may occur.
- Before turning on power to the Game Board, make sure the Server has been powered on for 3-5 minutes otherwise the Game Board will not be able to see the Server.
- When the Game Board is powered on and is communicating successfully with the Server, you should get a notice in the top, left corner of the screen notifying you that "The Machine Appears to Be New to the Network..." and give you a Reference Number. It should look like the picture below and you are ready for us to configure your game for that location.



- For more information on the Boot Loader, please see the Boot Loader Info section below.

BANKSHOT NETWORK SETUP CHART

