



# **FORCE ELITE™**

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## MEGATOUCH FORCE ELITE QUICK SETUP

### Site Preparation

- Place the game on a flat, level and stable surface.
- Place the game in a location that does not interfere with its proper ventilation.
- Plug the game into a grounded electrical outlet on a separate circuit, if possible. If a separate circuit is not available, care should be taken to provide a clean and constant voltage.
- Make sure that all fans are operating correctly and that airflow is unobstructed. If any fans are not operating, it is important that they be serviced.
- Make sure nothing is placed on top of the cabinet or next to the fan vents that would inhibit the flow of air.
- The game should not be exposed to any dripping or splashing liquids. Objects filled with liquid should not be placed on the unit.

Remove the vinyl pouch containing this manual, warranty card and keys (located on the top or back of the cabinet). Put the warranty card and keys aside for future use. Clean any adhesive residue that may be left on the cabinet after removing the vinyl pouch.

**NOTE: INSIDE THE POUCH ARE TWO SETS OF KEYS: ONE SET UNLOCKS THE REAR DOOR AND THE OTHER SET UNLOCKS THE COIN DRAWER.**

Locate the power switch on the back of the game and push the rocker switch to the "ON" position.

Turn on the game and wait for it to go through its boot-up sequence. At the completion of the boot-up sequence, the game will display the main menu screen.

### ADJUSTING THE VOLUME AND MONITOR CONTROLS

**NOTE: THE VOLUME AND MONITOR CONTROLS ARE PRESET AT THE FACTORY AND THEREFORE MAY NOT NEED TO BE ADJUSTED.**

1. The volume control is accessed through the software; to access the volume control, press the SETUP button located on the I/O board in the CPU section of the game (see Figure 10). Then touch the SYSTEM SETTINGS icon at the Setup Screen, then touch the VOLUME CONTROL icon. Touch the bar and drag it to adjust the volume. Touch the "EXIT" icon to exit out of this screen.
2. Adjust the Monitor Controls, mounted to the back of the LCD screen in the CPU section of the game, as necessary to achieve the desired picture.

### TO RESTORE MONITOR TO DEFAULT SETTINGS:

1. Turn on the game.
2. Unlock and open the rear door.
3. Facing the front of the game, locate the UP and DOWN buttons on the monitor control board (along the top edge of the inside of the monitor).
4. Press the UP and DOWN buttons at the same time and hold until the screen displays the "INITIALIZING" message. The monitor will then return to its default settings.
5. Close and lock the rear door.

## Game Description

The base countertop model has 2 key-locked compartments: the rear door section and the coin drawer section. This model also has couplers installed in the rear of the game. These are used for future hardware upgrades which include linking and modem capabilities.

### CPU Section

The CPU section is accessible from the rear of the unit in the countertop. The CPU section houses the monitor controls, the CPU and I/O board, the power supply, the main harness, the coin meter and the connector board. The security key is located on the I/O board.

### Coin Drawer Section

The coin drawer section is accessible from the rear of the unit. This section is key-locked for security purposes. A sturdy metal box located within this section holds all coins deposited into the machine.

**The coin drawer must be removed to gain access to the bill acceptor.**

## General Care and Maintenance

**NOTE: THIS GAME SHOULD ONLY BE SERVICED BY QUALIFIED SERVICE PERSONNEL.**

**CAUTION: THERE ARE HIGH VOLTAGE PARTS IN THIS GAME. BE CAREFUL WHEN SERVICING THE INSIDE OF THE GAME. GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.**

### Screen Calibration

- Find the "CALIBRATE" button on the I/O board located behind the coin mech (see Figure 10) and press it to enter the screen calibration mode.
- Touch the center of the first circle that appears on the screen. Once you release your finger, a second circle will appear.

**NOTE: You must hold your finger on the circle for approximately 2 seconds for the calibration to be recognized.**

- Touch the center of the second circle that appears on the screen.
- A third circle will appear to calibrate for low color games. Touch the center of the third circle.
- Once the third circle is touched and released, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.
- Touch the "EXIT" icon.

**NOTE: If you perform a touchscreen test through the set-up mode, a "LOW COLOR ADJUSTMENT" icon will appear in the upper left corner of the screen to give you the option to set the low color adjustment.**

### **General Circuit Board Handling Information**

Before handling any boards, observe the following procedures:

- Prevent Electro-Static Discharge by:
  1. Storing the boards in the anti-static bags in which they are shipped.
  2. Removing any static charge from your body before handling the boards by using a ground strap when handling the boards.
- When plugging in connectors to the board, make sure the connector is inserted straight onto the header and that the connector covers all header pins.
- Do not connect any peripheral device to the board if the power is still connected to the peripheral or if power is already applied to the board.

**CAUTION:** Be extremely careful when replacing the lithium battery on the motherboard. There is a danger of explosion if the battery on the motherboard is incorrectly replaced. Only replace the battery with the same type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instructions.

### **Cleaning the Cabinet**

- The cabinet should be cleaned with a damp cloth and mild detergent.

### **Cleaning the Touchscreen Monitor**

- The touchscreen glass should be cleaned with a damp cloth and isopropyl alcohol or a non-ammonia cleanser.

**NOTE:** *DO NOT USE ANY ABRASIVE OR VINEGAR-BASED CLEANSERS, AS THEY WILL DAMAGE THE TOUCHSCREEN.*

### **Cleaning the Fans and Vents**

- The fans and vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.

**NOTE:** *DO NOT USE ANY ABRASIVE SOLVENTS, ACID OR VINEGAR-BASED CLEANSERS WHEN CLEANING YOUR GAME. OVER TIME, SUCH CLEANSERS COULD HARM THE TOUCHSCREEN AND ERASE THE DECALS. BE CAREFUL NOT TO USE COMMERCIAL CLEANERS CONTAINING ANY OF THESE SUBSTANCES.*

## Megatouch FORCE Software Instructions

### Game Name and Score Needed for Initial Replay

Solitaire, Power Solitaire, Lone Star, and Super Lone Star always offer a replay once the listed score is attained. The other games have to reach the score listed as well as attain the high score for the game.

Solitaire	45,000
Run 21	250,000
Royal Flash	300,000
Match'Em Up	200,000
Memoree	300,000
Tri-Towers	125,000
Four Play	1,500,000
Conquest	30,000
Strip Club	No Replay
11-Up	125,000
Mystery Phrase	325,000
Hoop Jones	125
Zip 21	200,000
Checkerz	28,000
Quik Match	400,000
Power Solitaire	55,000
Pix Mix	350,000
Photo Hunt	400,000
Quik Cell	100,000
Tai Play	240,000
Golf	No Replay
Tennis Ace	No Replay
Puck Shot	3,000
Take 2	110,000
Eleven Ball	125,000
Chug 21	250,000
Pair Off	110,000
Hooter	No Replay
Power Trivia	No Replay
Trip Flip	150,000
3 Blind Mice	150,000
Lone Star	45,000
Super Lone Star	55,000

Fast Lane	100,000
Snapshot	400,000
Lookout	400,000
Monster Madness	400,000
GO-O-O-AL	400,000
Air Shot	400,000
Pharaoh's 9	400,000
Pile High	400,000
Wild 8's	400,000
QB Zone	65,000
Wild Apes	400,000
Quintzee	60,000
Astro Joe	120,000
Word Safari	125,000
Outer Spades	75,000
Crazy Hearts	65,000
Quiz Show	45,000
Boxxi	850,000
Moon Drop	160,000
Euchre Nights	5,000
Trivia Whiz	No Replay
Super Snubbel	No Replay
Chip Away	125,000
Speed Draw	125,000
Backjammin	125,000
H2H Trivia	No Replay
Boxglide	475,000
Quik Chess	125,000
Battle 31	125,000
Gender Bender	125,000
H2H Photohunt	No Replay
Tri-Castles	125,000
ESP Run	20
ESP War	125,000
LIR Trivia	125,000
Flash 7	125,000
Q-Shot	50,000
Wordster	100,000
Bowling	125
H2H Safari	No Replay
H2H Gender Bender	No Replay

## 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.

**NOTE:** For help with the Options in any menu section, touch the option box to bring up a help screen.

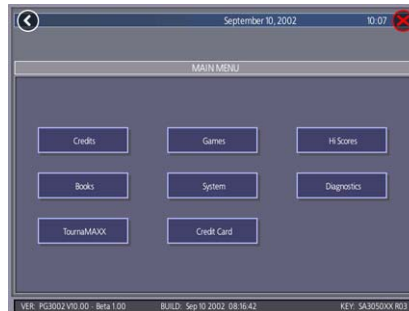


Figure 1 - Main Menu Screen

A summary of the Main Menu functions appears in the table on the following page. For more detail, see the corresponding sections of the manual.



Main Menu	Available Options	Information
CREDITS	<ul style="list-style-type: none"> <li>• Coin-In</li> <li>• Set Value of Credit</li> <li>• Options</li> <li>• Clear Credits</li> <li>• Free Credits</li> </ul>	<p>The Credits Screens allow the operator to set up the Coin-In Menu, set the price of games, select freeplay mode, and add or clear credits. You can also clear credits and set the number of free credits from the main Credits Menu.</p>
GAMES	<ul style="list-style-type: none"> <li>• Game Setup</li> <li>• Options</li> </ul>	<p>In the Games Screens, you can edit the game list (choose which games are available and in what category they appear on the Category Menu) and select options for individual games.</p>
HI SCORES	<ul style="list-style-type: none"> <li>• View/Clear Hi Scores</li> <li>• Options</li> </ul>	<p>Touch CLEAR ALL GAMES to clear all high scores or select a particular game to edit high scores for that game.</p>
BOOKS	<ul style="list-style-type: none"> <li>• Books Display</li> <li>• Cash Settlement</li> </ul>	<p>The Books Screens display current and lifetime credits information as well as calculate the location and operator fees.</p>
SYSTEM	<ul style="list-style-type: none"> <li>• Set Time</li> <li>• Security Setup</li> <li>• Set Game Serial Number</li> <li>• Volume Control</li> <li>• Set 6 Star PIN</li> <li>• Video Billboard</li> <li>• Options</li> </ul>	<p>Set the game clock, security PIN, serial number, game volume, 6 star PIN and features, custom screens with Video Billboard, and system options such as language control, 6 Star Enable, and theft deterrent.</p>
DIAGNOSTICS	<ul style="list-style-type: none"> <li>• Video Test</li> <li>• I/O Test</li> <li>• Touchscreen Calibration</li> <li>• Touchscreen Test</li> <li>• View System Log</li> <li>• Checksum Test</li> <li>• System Info</li> </ul>	<ul style="list-style-type: none"> <li>• Enters the Video Test to display the test screens. Touch the screen to cycle through test.</li> <li>• Tests the function of the I/O board, DIP switches, coin meter, and lockout (if applicable).</li> <li>• Allows the operator to calibrate the touchscreen. Follow the instructions on the screen.</li> <li>• Checks touchscreen calibration. Touch the crosshairs on the screen to make sure it is accurately following your movement.</li> <li>• Displays operations performed by the game.</li> <li>• Checks the hard drive for missing or corrupted files.</li> <li>• Gives details about various components in the game, including the processor, motherboard, memory, network, sound, video, and touchscreen.</li> </ul>
TOURNAMAXX	<ul style="list-style-type: none"> <li>• Dial-Up Network</li> <li>• General Info</li> <li>• Connection Log</li> <li>• Set Update Time</li> <li>• Update From Server</li> <li>• Clear Database</li> </ul>	<p>Enters the TournaMAXX Set-Up Screen if the game is registered for TournaMAXX play. For more information, see the TournaMAXX installation manual.</p>
CREDIT CARD	<ul style="list-style-type: none"> <li>• Credit Card Setup</li> <li>• Dial In Setup</li> <li>• Credit Card Test</li> </ul>	<p>Enters the Credit Card Set-Up Screen if a credit card swipe is installed on your game. For more information, see the Credit Card Kit Installation Instructions.</p>

## Credits Menu

### Coin-In

#### To Enter The “Coin-In” Screen, Touch “Coin-In” on the Credits 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 providing a way to give players “bonus” credits for depositing a higher amount of money.

When programming the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. If all six coin inputs are not used, the unused inputs must be set to “N/A”. Adjust the coin/credit/meter pulse settings by touching the up and down arrows on the field you want to change.

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	10p	3		1		3
2B	20p	3		2		6
3C	50p	1		2	player premium 25p/credit	5
4D	1£	1		5	player premium 20p/credit	10



In the above example (UK currency), each game costs one (1) credit and the cost for a single credit is 30p. This method is preferred if you want game cost to always be reflected as “1 credit.”

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	10p	1		1		1
2B	20p	1		2		2
3C	50p	1		6	1 bonus credit	5
4D	1£	1		15	5 bonus credits	10



In the above example (UK currency), the cost of a credit is set to 10p and each game costs 3 credits (for a total of 30p). This method allows game cost to be increased by the smallest unit of currency used (e.g. increasing the cost of Solitaire to four (4) credits would increase the game cost by 10p).

In both examples, note that meter pulses are independent of credits and only track the unit of currency (10p in the examples). Players are given an incentive to deposit more money by giving them “bonus” credits for depositing 50p or £1. 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. Touch the currency default display to hide/show the display.

## Games Menu

### Game Setup

To Enter This Screen, Touch “Game Setup” on the Games Menu and Select a Category



Figure 2 - Games Menu: Game Setup Screen

The game list and prices, as well as game options, are programmed using these screens. The first screen shows the various game categories and allows access to general settings for all games.

**Enable All Games Into Menu:** Turns on all games (certain games which were previously displayed in the Game Setup have been turned off in this software) and defaults the price settings.

**Factory Default Games Into Menu:** Returns the Game Setup to its default settings. Games that were not originally enabled will be turned off and all price settings will be reset.

**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

**4 Credits for a Dollar:** 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

When you touch a category name, the next Game Setup screen shows the game positions available for that category and the price for each game, with the list at the bottom showing all games available for the selected category. It also allows you to make these general changes:

**Default Games:** Resets the selected category menu to its default game and price settings.

**Enable All Games:** Turns on all games within the selected category and defaults the 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.

To customize a particular game list, first select a category in the first Game Setup Screen. On the second screen, touch the “Clear All” button to clear the game list. Choose the menu position you want a particular game to occupy by touching that position, then touch 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 a game list more than once). Games already displayed in the menu will be red in the game list.

To adjust the price, touch the credit value next to each game. Each touch will rotate the price from 25¢ (1CR), to 50¢ (2CR), to 75¢ (3CR), to \$1 (4CR), to \$1.25 (5CR), to \$1.50 (6CR), to \$1.75 (7CR), to \$2 (8CR), and back to 25¢ (1CR).

## Hi Scores Menu

### View/Clear Hi Scores

Use this menu to manage high scores. The first screen allows you to select a particular game to edit or clear all scores for all games.

**To Enter This Screen, Touch “View/Clear Hi Scores” on the Hi Scores Menu and Choose a Game Name**

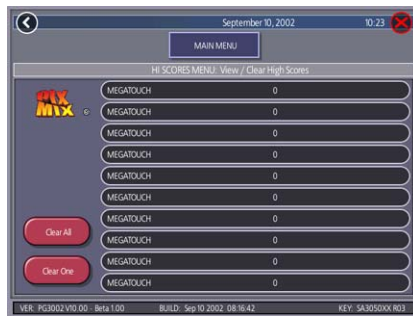


Figure 3 - Hi Scores Menu: View/Clear Hi Scores Screen

Touch “Clear All” to remove all high scores or “Clear One” to remove a particular score after selecting it from the list.

## 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, Touch “Books Display” on the Books Menu**



Figure 4 - 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.

Touch TOURNAMAXX STATISTICS or TOURNA-MENT STATISTICS to get the books information for that play only. Touch CLEAR CURRENT to erase all current books data.

To Enter This Screen, Touch “Books Display” on the Books Menu and Choose a Game Name



Figure 5 - Books Menu: Books Display Screen with Game Selected

Touching a game name will display the current and lifetime credit totals\*, broken into 1-4 player totals and linked game totals. It also shows the shortest, average, and longest playing times for that game.

**\*Touching Trivia or Power Trivia displays totals by category.**

**Cash Settlement**

The Cash Settlement Screens are used to calculate the percentage of earnings the operator and location will receive, as well as fees collected by the operator. The percentages can be changed on-screen using the up and down arrows (the location percentage is displayed). The default setting allots fifty percent for both the location and the operator.

To Enter This Screen, Touch “Cash Settlement” on the Books Menu and Choose a Game Name

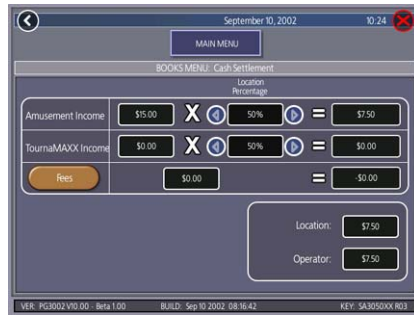


Figure 6 - Books Menu: Cash Settlement Screen

Touching the “Fees” button will bring up a series of screens showing which fees are enabled (use the arrows to scroll through enabled fees) and the price of each fee. “Fee Selection” displays all available fees and allows you to select which fees will be enabled. When a fee is enabled, touching the fee amount on the right side of the screen will bring up a keypad allowing you to change the price.

To Enter This Screen, Touch “Fees” on the Cash Settlement Screen



Figure 7 - Books Menu: Cash Settlement: Fees Screen (with Fees Enabled)

## System Menu



Figure 8 - System Menu

<b>Set Time</b>	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 up and down arrows to set the time and date.
<b>Security Setup</b>	The operator can set the PIN number and select which of the features (Coin-In Menu, Free Credits, Game Menu, Hi Scores, Books, All Options, 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 icon for each of the features you wish to protect with the PIN.
<b>Set Game Serial Number</b>	Use this screen to enter the game's serial number using the keypad.
<b>Volume Control</b>	Touch the volume control icon to adjust the volume up or down. This screen allows you to sample the sound volume without exiting the screen. The on-screen volume control can also be accessed using "6 Stars."
<b>Set 6 Star PIN (only appears if PIN is enabled)</b>	Brings up the Set 6 Star PIN screen via the Options button in the main game menu screen. 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. Touch an option box under System Menu: Options for on-screen help.
<b>Video Billboard</b>	See the next section for Video Billboard operation instructions.
<b>Options</b>	For help with the Options in any menu section, touch the option box to bring up a help screen.

### Video Billboard

The Video Billboard allows for six separate advertising screens. Two of the screens can only be accessed using “6 Stars” (and are intended for use by the location owner), the other four screens are accessed using the Video Billboard icon in the System Menu.

The Video Billboard provides several font styles, sizes and colors, a choice of background colors and designs, as well as a variety of clip art. The basic Video Billboard screen is shown below, followed by the operating instructions. A maximum of 16 screen objects (a line of text or a piece of clip art) can be placed on any given screen.

The Video Billboard also allows you to add 60 advertising screens that you create on your personal computer. These screens are in addition to the 6 screens that can be created directly on the game. To create these new screens, you will need a personal computer with a CD-ROM burner, a graphics program to create graphics, blank CD's to store your graphics and a CD-ROM drive with centronics ribbon cable to transfer your graphics to the game. Complete instructions can be found on the Merit Industries Web site ([www.meritind.com](http://www.meritind.com)).

### To Enter This Screen, Enter The System Settings Screen and Touch Video Billboard



Figure 9 - Video Billboard Screen with Keyboard

### Video Billboard Icon Functions:

Callout #	Screen Icon	Description
1	Timer	Allows the user to set the amount of time the given screen is displayed during the idle mode. The timer can be set from 0 to 20 seconds, in 5 second increments. (Setting the timer to zero (0) will prevent the screen from being displayed. This is helpful when designing a screen that you do not want to display immediately, but do want to store in the game's memory for use at a later date.)
2	Full Screen	Allows the user to view a full screen preview of the designed screen. While in "full screen", graphics and text can be repositioned by selecting them and then touching the new location.
3	Clear Ad	Allows the user to erase the entire design for the displayed screen. This icon changes to "DELETE" if any screen object is selected (when an object is selected, a box appears around the object).
4	Screen X	Touching this icon toggles through each of the video billboard screens (where "X" is the number of the screen).
5	Fonts	Touching this icon displays the font formatting icons on the bottom half of the screen. These icons allow the user to select from 4 styles of font, 3 font sizes and 8 colors. The screen also has controls for alignment: right, left and centered. To format the font, select the desired text and then touch the font style, size, color and/or alignment (if you have more than one line of text on the screen, you will need to repeat this action for each line of text). Touching the KEYBOARD icon will return you to the keyboard screen.
6	Background	This icon toggles the background design through each of the 20 preset backgrounds.
7	Clip Art	This icon displays the clip art selection windows on the bottom half of the screen. From here, the user can select clip art to be used on the displayed screen. Use the scroll bar at the bottom of the screen to move through the clip art. The clip art size can be adjusted by selecting the piece of clip art and then selecting "SMALL", "MEDIUM", or "LARGE" at the bottom of the screen (if you have more than one piece of clip art on the screen, you will need to repeat this action for each piece). Once the clip art is displayed on the screen, you can move it by touching it and sliding your finger to the location where you want it placed. Touching the KEYBOARD icon will return you to the keyboard screen
8	Exit	Exits the user to the System Menu.
9	Keyboard	The keyboard is used for entering all text onto the displayed screen. Once text is displayed on the screen, you can move it by touching the desired clip art and sliding your finger to the location where you want it placed. The cursor can be moved to a new location by touching that location.



Figure 10 - Video Billboard Screen with Font Controls

Callout #	Screen Icon	Description of Function
10	Select Type	Touch to change font type (choose from 4 font styles)
11	Select Size	Touch to change font size (choose from 3 size options)
12	Select Alignment	Touch to set font alignment (left, right or centered)
13	Select Color	Touch to change font color (choose from 8 colors)
14	Keyboard	Displays the keyboard



Figure 11 - Video Billboard Screen with Clip Art Controls

Callout #	Screen Icon	Description of Function
15	Clip Art	Touch a clip art window to select (choose from 34 pieces of clip art)
16	Select Size	Touch to change clip art size (choose from 3 sizes)
17	Scroll Bar	Touch the arrows to scroll through clip art
18	Keyboard	Displays the keyboard



## Diagnostics Menu

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	Tests the 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. The I/O Test Screen also displays which DIP switches are on or off.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen.
Touchscreen Test	Allows you to check the touchscreen calibration accuracy. The cross hairs should follow your finger exactly when you move it across the screen.
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 20 minutes.
System Info	Gives details about the following: <ul style="list-style-type: none"> <li>• processor type and speed</li> <li>• motherboard manufacturer</li> <li>• amount of memory</li> <li>• Ethernet card manufacturer</li> <li>• sound chip type</li> <li>• video chip type</li> <li>• touchscreen manufacturer</li> </ul>

## CONNECTING A PRINTER (GERMAN GAMES ONLY)

***NOTE: In order to function properly, the printer must be connected while the game is in "idle" or "preview" mode.***

To connect a printer to the game as needed:

1. Unlock and open the rear door.
2. Locate the printer port on the base of the game, below the hard drive assembly and next to the SETUP and CALIBRATE buttons.
3. Connect the printer to the printer port on the game.
4. Turn on and operate the printer.

***NOTE: Do not disconnect the printer until it is finished printing.***

**Merit Industries, Inc.**  
 Troubleshooting Guide for *Megatouch FORCE Games*

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• no power</li> <li>• bill acceptor motor does not run</li> <li>• no flash on the monitor screen</li> <li>• no cooling fans operating</li> <li>• no output from power supply</li> </ul>	<ul style="list-style-type: none"> <li>• Check that the power cord is connected to a "live" outlet.</li> <li>• Check that the power switch is on.</li> <li>• Check that the power cord is connected to the game power supply.</li> <li>• Check that the power supply's voltage select switch is set to the proper voltage.</li> <li>• Check the harness connections to the on/off switch and circuit breaker.</li> <li>• Check the circuit breaker for an "open".</li> <li>• Check the A/C harness connection to the power supply.</li> <li>• Check the line cord.</li> </ul>
<ul style="list-style-type: none"> <li>• no video</li> <li>• no cooling fan operation</li> <li>• screen is blank</li> <li>• no A/C power to the monitor and bill acceptor</li> <li>• no output from power supply</li> </ul>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• Check the D/C harness connection to the motherboard.</li> <li>• Check the A/C harness connection to the power supply.</li> </ul>
<ul style="list-style-type: none"> <li>• no video</li> <li>• cooling fans are working</li> <li>• there is a sound when coins are deposited</li> </ul>	<p><b>Radion, Classic and Upright games:</b></p> <ul style="list-style-type: none"> <li>• Check the video cable connections to the motherboard and the monitor.</li> <li>• Check the AC power harness to the monitor.</li> <li>• Radion and FORCE Upright monitors will display a test pattern on the screen when the video cable is disconnected from the motherboard and the monitor has power. Disconnect the video cable and if there is no test pattern; replace the monitor chassis board.</li> </ul> <p><b>Elite games and Vibe:</b></p> <ul style="list-style-type: none"> <li>• Check the video cable connections to the motherboard and the LCD display.</li> <li>• Check the +12 volt supply voltage to the LCD display (yellow wire +12, black wire ground)</li> <li>• Check the harness connections between the PC boards on the back of the LCD display.</li> <li>• Replace the LCD display.</li> </ul>
<ul style="list-style-type: none"> <li>• no video</li> <li>• constant beeping or a sequence of beeps</li> </ul>	<ul style="list-style-type: none"> <li>• The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it.</li> </ul>
<ul style="list-style-type: none"> <li>• no video</li> <li>• no sound when coins are deposited</li> </ul>	<ul style="list-style-type: none"> <li>• Check all connections to the motherboard.</li> <li>• Reseat the DIMM.</li> <li>• Replace the motherboard or send it for repair.</li> </ul>
<ul style="list-style-type: none"> <li>• poor picture quality</li> </ul>	<ul style="list-style-type: none"> <li>• Adjust Brightness, Contrast, Horizontal, and Vertical controls with monitor controls.</li> </ul>
<ul style="list-style-type: none"> <li>• no sound or distorted sound</li> </ul>	<ul style="list-style-type: none"> <li>• Check the audio cable from the green audio jack on the motherboard to the audio amp board.</li> <li>• Check the harness from the audio amp board to the speaker.</li> <li>• Do a two-button memory clear.</li> </ul>
<ul style="list-style-type: none"> <li>• coin jam</li> </ul>	<ul style="list-style-type: none"> <li>• Check the coin mech and coin chute for coins blocking the pathway.</li> <li>• Make sure the coin harness is connected between the normally open and common terminals on the coin switch.</li> <li>• Disconnect the bill acceptor and the coin switch one at a time to narrow down the problem.</li> <li>• Check the coin harness for pinched or damaged wires.</li> <li>• Disconnect the coin harness from J3 of the I/O board. If the coin jam still appears, the motherboard will have to be sent for repair.</li> </ul> <p><i>(NOTE: The Radion cabinets have an optical coin switch.)</i></p>
<ul style="list-style-type: none"> <li>• meter not advancing</li> </ul>	<ul style="list-style-type: none"> <li>• Check connection at I/O board.</li> <li>• Check wiring at J2 METER connector on I/O board.</li> </ul>

**Merit Industries, Inc.**

Troubleshooting Guide for *Megatouch FORCE Games continued*

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• <b>game locks up or resets while being played or in the attract mode</b></li> <li>• <b>no movement on the screen</b></li> <li>• <b>power has to be cycled off and on to get the game to function again</b></li> </ul>	<ul style="list-style-type: none"> <li>• Check the output voltages from the power supply:  <b>Enhance SFX 1211J</b>                      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</li> <li>• Clean the vents and the fans of any dust and dirt that may interfere with airflow.</li> <li>• Clean the CPU cooling fan under the I/O board.</li> <li>• Replace the CPU cooling fan if it is not operating properly.</li> <li>• Reseat the DIMM on the motherboard.</li> <li>• Clear memory with the following procedure:                             <ul style="list-style-type: none"> <li>• Turn off the game.</li> <li>• Press and hold the "Setup" and "Calibrate" buttons.</li> <li>• 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.</li> <li>• 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.</li> </ul> </li> <li>• Perform a checksum test on the hard drive:                             <ul style="list-style-type: none"> <li>• Turn off the game.</li> <li>• Turn on DS1 position 8 on the I/O board.</li> <li>• Turn on the game. The test will take about 20 minutes.</li> <li>• A failed test will lock up and display "CHECKSUM ERROR" on the screen.</li> <li>• A passed test will display "CHECKSUM OK" then continue to the attract screens mode.</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• <b>game locks up with "invalid key for version PG3002 – V XXXX"</b></li> </ul>	<ul style="list-style-type: none"> <li>• Check the program number on the security key. It should be compatible with the program on the hard drive.</li> <li>• 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.</li> <li>• Check the USB cable that connects the I/O board to the motherboard.</li> <li>• Check jumpers JP5 and JP6 on the I/O board. The USB cable can be connected to two connectors on the I/O board (J5A and J5B). The position of the shunts on jumpers JP5 and JP6 will enable either J5A or J5B. The shunts should be positioned towards the connector where the USB cable is connected. For more information, see Tech Note 55.</li> <li>• Try another security key with the same program number or test the security key in another game with the same program version.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>"INVALID KEY" message while downloading software to the hard drive</b></li> </ul>	<ul style="list-style-type: none"> <li>• If the security key was replaced before the download:                      The motherboard did not boot from the CD-ROM drive.                      Check that the CD-ROM drive is set as master.                      Check the ribbon cable connections between the CD-ROM drive and the motherboard.                      Try another CD ROM drive.</li> <li>• If the security key was replaced after the download:                      See the "Invalid Key" section above.</li> </ul>

**Merit Industries, Inc.**

Troubleshooting Guide for *Megatouch FORCE Games continued*

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>• <b>"DISK BOOT FAILURE"</b></li> </ul>	<p>This message indicates the motherboard is not receiving data from the hard drive and has locked up.</p> <ul style="list-style-type: none"> <li>• Check the IDE ribbon cable connections to the motherboard and hard drive.</li> <li>• Check the power to the hard drive. It should have +5 volts, +12 volts, and ground.</li> <li>• Move the hard drive IDE cable to the secondary IDE port on the motherboard to test the board. If the game does not lock up, there is a motherboard failure and the board should be sent for repair. The game will work with the IDE cable in the secondary IDE port, but the Head 2 Head games will be missing and the screen will say "Emerald" instead of "FORCE".</li> </ul>
<ul style="list-style-type: none"> <li>• <b>"QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"</b></li> </ul>	<ul style="list-style-type: none"> <li>• The self-diagnostics on the hard drive has detected an error. The hard drive will have to be replaced.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>"ERROR READING DRIVE C"</b></li> </ul>	<p>This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on.</p> <ul style="list-style-type: none"> <li>• Turn the game off.</li> <li>• Locate DS 1, position 8 and turn it on.</li> <li>• Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete.                             <ul style="list-style-type: none"> <li>• 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.</li> <li>• 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.</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• <b>"CRITICAL ERROR ABORT RETRY FAIL" – or "BAD COMMAND OR FILE NAME" error</b></li> </ul>	<ul style="list-style-type: none"> <li>• Try reloading the program onto the hard drive with a set of update CD's compatible with the security key. If it will not accept the download, replace the hard drive.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>the screen does not display FORCE it has MAXX, and the H2H category is missing</b></li> </ul>	<ul style="list-style-type: none"> <li>• When the game is turned on, it will check the type of touchscreen controller, motherboard and hard drive. If one of these does not match with FORCE hardware, the game will power up and display "MAXX" on the screen and it will not have the H2H category.</li> <li>• The IDE cable from the hard drive must be connected to the primary IDE port on the motherboard. When it is connected to the secondary IDE port, the screen will display "MAXX" and not have the H2H category.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>game will not download CD</b></li> </ul>	<ul style="list-style-type: none"> <li>• Make sure the CD is installed correctly, with the logo facing up.</li> <li>• Check for scratches or a defective disc.</li> <li>• Try a different set of CDs.</li> <li>• If you're downloading a CD set, make sure each disc is of the same revision.</li> </ul>

For additional assistance, after contacting your distributor, contact:

**Merit Product Support and Services**

USA and Canada call toll-free:

**1-800-445-9353**

Outside the USA and Canada call:

**(215) 639-4700**

**FAX: (215) 639-5346**

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### Megatouch FORCE Elite Countertop Parts and Images

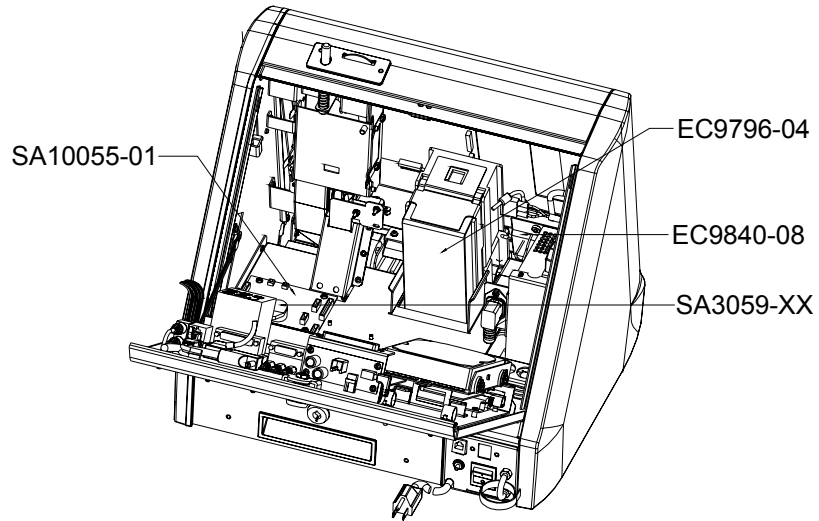


Figure 13 - CPU Section (Rear View)

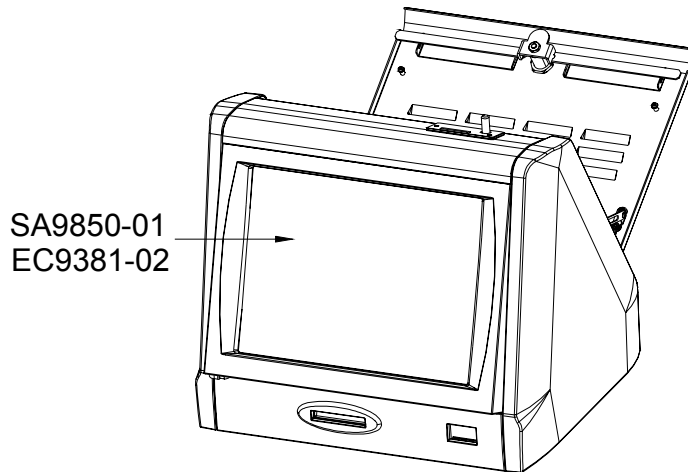


Figure 14 - Front View

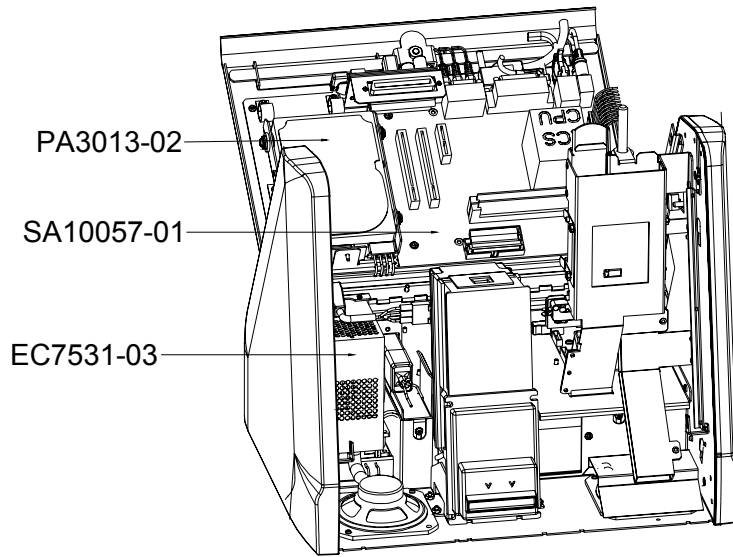


Figure 15 - Front View (Monitor Removed)

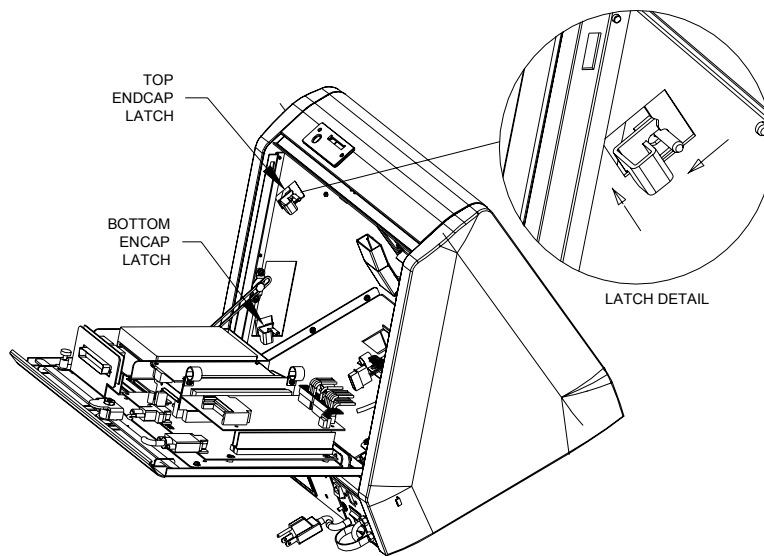


Figure 16 - Endcap Latches

## Megatouch FORCE Elite Replaceable Parts list

REPLACEMENT COMPONENTS FORCE ELITE (G20-106-310-02)	
PART NUMBER	DESCRIPTION
SA10057-01	FORCE MOTHERBOARD
EC9796-04	MARS BILL ACCEPTOR, \$1/2/5, 300 STKR, AE2000
HW8317-XX	ELECTRONIC COIN MECH
EC7531-03	POWER SUPPLY, 110W ±12,+5,+3.3, AC-ON
SA9850-01	TOUCHSCREEN OVERLAY, 15"
EC9381-02	15" XGA MONITOR
EC9840-08	MICROTOUCH SMT4 TOUCHSCREEN CONTROLLER
SA10055-01	USB I/O BOARD, W/O PRINTER
SA3059-XX	FORCE, TOURNAMAXX KEY
PA3013-02	V8 FORCE PROGRAM ASSEMBLY

**NOTE:** The parts in your game may vary. When calling for replacement parts, make sure to have your serial number available to ensure the accuracy of your order.

**NOTE:** In order for your Megatouch FORCE game to function properly, the hardware must only be replaced with FORCE hardware. Replacing the motherboard, I/O board, hard drive or touchscreen controller with hardware that is not specific for FORCE will eliminate some of the FORCE software features.



### Connection Diagrams

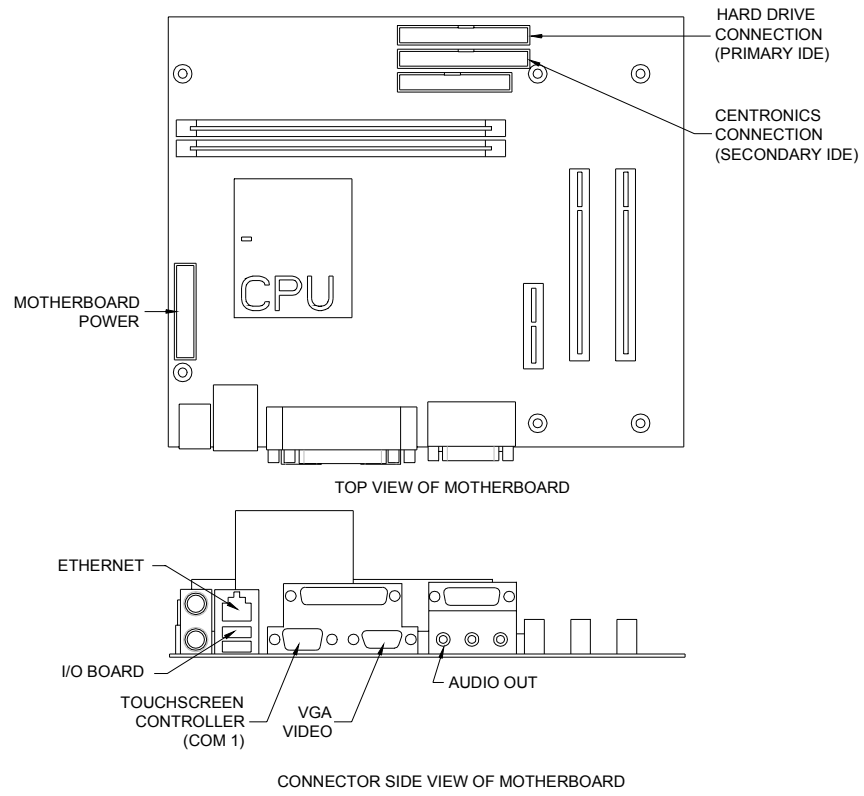


Figure 17 - ECS Motherboard Drawing

## Connection Diagrams

### Motherboard - Power Connector

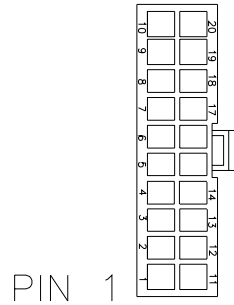


Figure 18 - Rear View of Cable Connector

PIN	WIRE COLOR	USE
1	BROWN	+3.3 VDC
2	BROWN	+3.3 VDC
3	BLACK	GND
4	RED	+5 VDC
5	BLACK	GND
6	RED	+5 VDC
7	BLACK	GND
8	WHITE	PWR GOOD
9	VIOLET	+5V VSB
10	YELLOW	+12 VDC
11	BROWN	+3.3 VDC
12	BLUE	-12 VDC
13	BLACK	GND
14	BLACK	GND
15	BLACK	GND
16	BLACK	GND
17	BLACK	GND
18	----	----
19	RED	+5 VDC
20	RED	+5 VDC

### Connection Diagrams

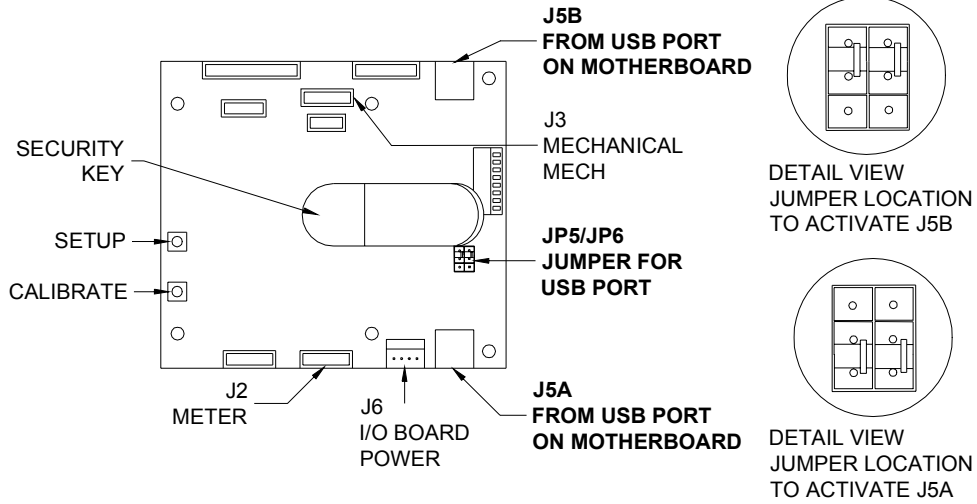


Figure 19 - I/O Board Drawing

### I/O Board - Meter Connector (J2)

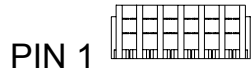


Figure 20 - Top View of Cable Connector

PIN	WIRE COLOR	USE
1	BLACK	COUNTER 1(-) TERMINAL COIN
2	BLACK	COUNTER 2 (-) TERMINAL TMAXX
3	BLACK	SETUP HI
4	BLACK	CALIBRATE HI
5	YELLOW	+12 VDC
6	GREEN	GROUND, SETUP/CALIBRATE COMMON

### Connection Diagrams

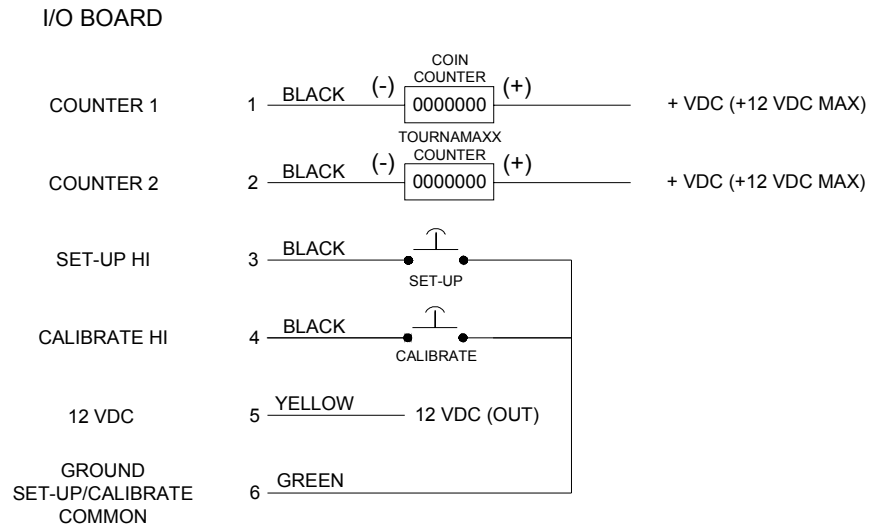


Figure 21 - I/O Board Meter Connector Schematic

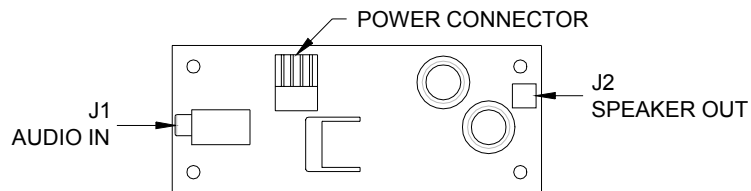


Figure 22 - Audio Amp Board Drawing

### Sidecar Installation (International Games Only)

You can install a number of sidecar options onto your Megatouch FORCE Elite video game. To install a sidecar, you will need to remove an endcap, attach the desired sidecar and then reattach the endcap.

#### Removing an Endcap

1. Unlock and open the rear door of the game (or the rear door of sidecar, if already attached) to gain access to the endcap latches.
2. Press firmly against the endcap, pull the bottom endcap latch out of its notch and push upward into the upper notch to unlock (see Figure 13 on page 16).
3. Repeat the above procedure for the top latch of the endcap.
4. Remove the endcap from the game.

#### Attaching a Sidecar

After you have removed the endcap, you can now attach a sidecar.

To attach a sidecar:

1. Attach the sidecar spacer to the side of the game by lining up the holes on the spacer with the studs on the game chassis (see Figure 14 below).
2. Next, attach the sidecar to the side of the game by lining up the holes on the sidecar with the studs on the game chassis (see Figure 14 below).

**NOTE: BOTH THE SIDECAR SPACER AND THE SIDECAR SHOULD BE FLUSH AGAINST THE FRONT OF THE GAME.**

3. Using Figure 10 as a reference, connect the sidecar connector harness to the connector board in the CPU section of the game.

#### Replacing an Endcap

Once you have installed the sidecar, you will need to reattach the endcap to the game.

To replace the endcap:

1. Unlock and open the rear door of game (or the rear door of sidecar, if already attached).
2. Line up the studs on the endcap with the holes on the sidecar (see Figure 14 below).

**NOTE: MAKE SURE THAT THE ENDCAP IS FLUSH AGAINST THE FRONT OF THE GAME BEFORE LOCKING INTO PLACE.**

3. Press firmly against the endcap, pull the bottom endcap latch out of the top notch and push downward into the lower notch to lock the sidecar into place (see Figure 13 on page 16).
4. Repeat the above procedure for the top latch of the endcap.
5. Close and lock the rear door of the game or sidecar.

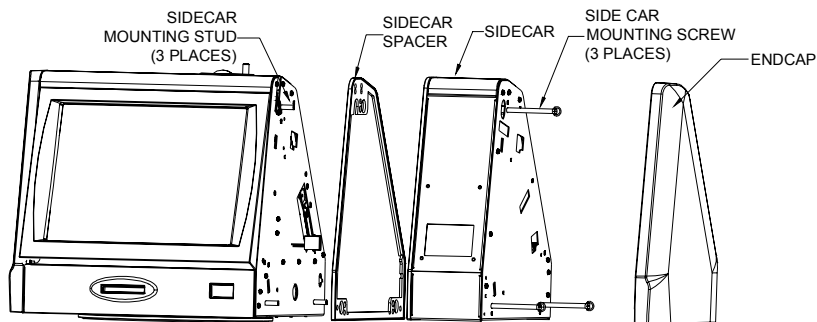


Figure 23 - Sidecar Installation (International Only)

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