Installation & Owner’s Manual

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Table of Contents

Site Preparation ....................... p. 1
Setting up your Megatouch Game .......... p. 1
Game Description ....................... p. 1
   CPU Section ........................... p. 1
   Rear Housing ......................... p. 1
General Care and Maintenance .......... p. 2
   Screen Calibration .................... p. 2
   Monitor Adjustment
   Procedures .......................... p. 2-3
   General Circuit Board
   Handling Information ................ p. 3
   Cleaning the Cabinet ............... p. 3
   Cleaning the Touchscreen
   Monitor .............................. p. 3
   Cleaning the Fans and
   Vents ................................. p. 3
   Watch Dog Timer ...................... p. 3
   Linking Games ........................ p. 4
Megatouch FORCE Software
   Game Name and Score Needed
   for Initial Replay .................... p. 5
Main Menu ............................. p. 6-7
Credits/Pricing Menu .................... p. 8
   Quick Price Setup .................... p. 8
   Coin-In Menu ........................ p. 9
   Coinless Coin Op Menu .............. p. 10-11
   Rental Mode .......................... p. 11
Games Menu ........................... p. 11
   Game Setup .......................... p. 11-12
   Hi Scores Menu ....................... p. 12
   View/Clear Hi Scores ............... p. 12
Books Menu ........................... p. 13
   Books Display ........................ p. 13
   Cash Settlement ..................... p. 14
System Menu ........................... p. 15
Diagnostics Menu ....................... p. 16
Presentation Menu ..................... p. 17
   Operator’s Presentation .............. p. 17
   Sales Person’s Presentation ........ p. 17
   Operator Ad Screens ................. p. 18
Promotion Menu ....................... p. 18
   My Merit ............................ p. 18-19
   Merit Money .......................... p. 19
   Promo Credits ........................ p. 19
Megatouch FORCE Hardware
   DIP Switch Settings
   in FORCE Games ..................... p. 20
Connecting a Printer
   (German games only) ................. p. 21
Troubleshooting ....................... p. 22-24
Parts List and Illustrations
   Game Diagrams .................... p. 25
   Replacement Parts List .............. p. 26
   Connection Diagrams .............. p. 27-29
Warranty and Software License
   Agreements
   Warranty ............................ p. 30
   Software License Agreements ...... p. 31-36

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Site Preparation

In determining the location for your Megatouch FORCE™ video game, consideration must be given to a suitable, grounded electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a separate 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 generating equipment. Place the game in a location where nothing will interfere with proper ventilation. The game should not be exposed to any dripping or splashing liquids. Objects filled with liquid should not be placed on the unit.

NOTE: The Elite Edge is not designed to function in an ambient temperature in excess of 95°F or 35°C.

Setting up your Megatouch Game

1. After removing the game from the carton, plug the game into a standard AC outlet.
2. Turn the power switch at the back of the game to ON and wait for it to go through its boot-up sequence. The game will display the Player Menu Screen.
3. The machine has been preset at the factory and therefore should not need to be adjusted, however it is recommended that the screen be calibrated (see Screen Calibration) and the coin and/or bill acceptor(s) be tested.
4. There are many custom settings available for the game. To customize the settings, follow the software instructions in this manual.

Game Description

The Megatouch Elite Edge model has 2 key-locked compartments: the CPU section door and the rear door. It comes equipped with a coin mech and/or bill acceptor. There are also couplers installed in the rear of the game for future hardware upgrades including linking and modem capabilities. Some games come with an Ethernet cable and a crossover connector which can be used to link games. For linking information see Linking Games in the next section.

CPU Section

The CPU section is accessible from the front of the game. The CPU section houses the LCD monitor, motherboard, I/O board, power supply, hard drive, and the main harness. For bill-only games the centronics connector is also located inside the CPU section (see Figure 24). Also located in the CPU section, near the hinge of the CPU section door, is the control board. Two internal switches (SETUP and CALIBRATE) are located on the board (see Figure 24). Pressing the SETUP button will bring you to the Main Menu Screen (see Figure 1). See the next section for calibration instructions.

Games with Coin Mechs

To gain access to the centronics upgrade connector (to install a software upgrade) and the coin mech, you must open the hinge between the CPU section and rear housing. To do this, unlock and open the CPU section and remove the cotter pin (see Figure 24). If you want to limit the access, the thumbscrews, located in the rear housing, can be engaged (see Figure 25 for location). With the thumbscrew engaged, you will need to open the rear door and disengage the thumbscrew and then remove the cotter pin in order to access the coin mech and/or centronics upgrade connector.
Rear Housing
The rear housing contains the coin box/bill acceptor, the meter and the USB port. The rear door is key-locked for security purposes.

General Care and Maintenance
NOTE: THIS GAME MUST 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. THE GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.

Screen Calibration
NOTE: If you are using MegaWeb™ or connecting your game to TouchTunes® product, you must enable high resolution calibration in order to properly view Web pages or activate all of TouchTunes features. All FORCE machines, except for the Classic, can support this high resolution mode. To enable high resolution:

1. Press the SETUP button located on the control board inside the CPU section.
2. Touch the System Menu button on the first screen that appears.
3. Touch the Options button on the System Menu Screen.
4. Scroll through the options until you see Enable Hi Resolution and touch the box next to this option so that a check appears in the box.
5. A warning that it should not be enabled on Classic games will appear. If you have a Classic game, touch No to exit. If you have any other type of cabinet, touch Yes to continue.
6. The game will now have high resolution enabled. Touch the X button in the upper corner of the screen to exit out of setup. Then continue with the following screen calibration steps.

How To Calibrate your Touchscreen:

- Find the CALIBRATE button on the control board inside the CPU section.
- Touch the center of the first cross that appears on the screen. Once you release your finger, a second cross 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 cross that appears on the screen.
- Once the second cross is touched and released, another cross will appear on the screen. To test the calibration of the screen, touch the cross with your finger and slowly drag your finger around the screen. The cross should follow your movement.
- Touch the EXIT button.

If you have high resolution enabled, the game will prompt you to go through the same steps again for high resolution mode.

Monitor Adjustment Procedure

For adjusting the settings on our monitors, we suggest following the procedures described below. The vertical/horizontal controls and brightness/contrast controls are located on the control board, inside the CPU section near the hinge of the door. Pressing the button labeled Menu on the control board will show the on-screen display on the monitor. Use the Left and Right buttons to move through the menu. Touch Menu again to select the option you want to change. Use the Left and Right buttons to change the option. Then select Menu again to deselect the option. Auto will automatically adjust the size and brightness. Touch the Exit button to exit. Adjust the monitor controls until the screens look as suggested in the following steps.

1. Set the game to the Checkerz game screen.
2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.

3. Adjust the brightness and contrast controls until the top sets of checkers are a rich red and the bottom set are a dark gray. The feet on the Checkerz character should be white. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

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.
  3. 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 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. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the cabinet and damage electronics inside.

Cleaning the Touchscreen Monitor

- The touchscreen glass should be cleaned with a damp cloth and isopropyl alcohol or a non-ammonia cleanser. Do not use any abrasive or vinegar-based cleansers, as they will damage the touchscreen glass.

NOTE: DO NOT USE ANY ABRASIVE SOLVENTS, ACID OR VINEGAR-BASED CLEANSERS ON THE MONITOR OR SIDE DECALS. OVER TIME, SUCH CLEANSERS COULD HARM THE TOUCHSCREEN AND ERASE THE DECALS. BE CAREFUL NOT TO USE COMMERCIAL CLEANSERS CONTAINING ANY OF THESE SUBSTANCES.

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.
- To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Watchdog Timer

This game has been equipped with a feature that allows it to automatically reboot if it encounters a problem. When the watchdog timer is enabled, it will reboot the machine within 2 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present. If you want to disable the watchdog timer, set DIP switch 3 on the I/O board to the open position and reboot the game.
Linking Games
Some games include an Ethernet cable and a crossover connector used to link games together. By linking your games, players can play compete against one another in real-time interactive play. Follow the instructions below to link your games. The software will allow up to 8 games to be linked.

NOTE: One Ethernet cable is required for each game you are linking. Additional Cat-5 UTP RJ45 Ethernet cables can be purchased at your local computer store.

1. Turn off and unplug the games.
2. Connect one end of the supplied Ethernet cable to the Ethernet connector on the outside of the game. The Ethernet connector is the one on the top if you are facing the back of the Elite Edge game (see Figure 25). If the Ethernet cable has a ferrite attached to the end of it, make sure this end is closest to the game.
3. Connect the second Ethernet cable to the Ethernet connector on the outside of the second game.
4. Linking two games: Connect the free ends of both the Ethernet cables into the crossover coupler.
5. Plug in the games and turn on the power. If installation was successful, you will see a Mega-Link® button displayed on the screen after the menu appears.

NOTE: The Mega-Link® button will appear on the game only when 2 or more games are linked.

NOTE: If a MegaTunes unit has been linked to a game, the music will be downloaded to the game. This download time will vary depending on the amount of music being downloaded.

NOTE: Megatouch games that are connected using the Mega-Link™ system must have the same level of software for proper operation. The software is designed to detect other levels of software in linked games. If a different level is detected, you will receive a screen that says, “MEGALINK MISMATCH CALL ATTENDANT.” This screen will be displayed approximately 5 minutes after you turn the games on. To clear the screen and continue playing the games, you must turn the power off, unlink the games, and turn the power back on again. If you want to link these games you must upgrade all games to the same software level.
Game Name and Score Needed for Initial Replay

Solitaire, Power Solitaire, Lone Star, and Super Lone Star will 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 in order to offer a replay. **NOTE:** The available games may vary.

<table>
<thead>
<tr>
<th>Game Name and Score Needed for Initial Replay</th>
<th>Game Name and Score Needed for Initial Replay</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>11 Ball/11-Up 125,000</strong></td>
<td><strong>Mini Golf/Crazy Golf No Replay</strong></td>
</tr>
<tr>
<td><strong>3 Blind Mice 150,000</strong></td>
<td><strong>Monster Madness 400,000</strong></td>
</tr>
<tr>
<td><strong>3 Some 150,000</strong></td>
<td><strong>Moon Drop 160,000</strong></td>
</tr>
<tr>
<td><strong>Air Shot No Replay</strong></td>
<td><strong>Mystery Phrase 325,000</strong></td>
</tr>
<tr>
<td><strong>Astro Joe 120,000</strong></td>
<td><strong>Outer Spades 75,000</strong></td>
</tr>
<tr>
<td><strong>Backjammin 125,000</strong></td>
<td><strong>Pharaoh’s Fortune 45,000</strong></td>
</tr>
<tr>
<td><strong>Battle 31 125,000</strong></td>
<td><strong>Pharaoh’s 9 No Replay</strong></td>
</tr>
<tr>
<td><strong>Battle Command No Replay</strong></td>
<td><strong>Photo Hunt 400,000</strong></td>
</tr>
<tr>
<td><strong>Big Time Roller 60,000</strong></td>
<td><strong>Pile High No Replay</strong></td>
</tr>
<tr>
<td><strong>Boxdrop 175,000</strong></td>
<td><strong>Pix Mix 350,000</strong></td>
</tr>
<tr>
<td><strong>Boxglide 475,000</strong></td>
<td><strong>Power Solitaire 55,000</strong></td>
</tr>
<tr>
<td><strong>Boxxi 850,000</strong></td>
<td><strong>Power Trivia No Replay</strong></td>
</tr>
<tr>
<td><strong>Card/Castle Bandits No Replay</strong></td>
<td><strong>Puck Shot 3,000</strong></td>
</tr>
<tr>
<td><strong>CDM Fantasy Sports No Replay</strong></td>
<td><strong>QB Zone 65,000</strong></td>
</tr>
<tr>
<td><strong>Checkerz 28,000</strong></td>
<td><strong>Q-Shot 50,000</strong></td>
</tr>
<tr>
<td><strong>Chip Away 125,000</strong></td>
<td><strong>Quik Cell 100,000</strong></td>
</tr>
<tr>
<td><strong>Chug 21 250,000</strong></td>
<td><strong>Quik Chess 125,000</strong></td>
</tr>
<tr>
<td><strong>Conquest 30,000</strong></td>
<td><strong>Quik Match 400,000</strong></td>
</tr>
<tr>
<td><strong>Crazy Hearts 65,000</strong></td>
<td><strong>Quintzee 60,000</strong></td>
</tr>
<tr>
<td><strong>Domino5 200,000</strong></td>
<td><strong>Quiz Show 45,000</strong></td>
</tr>
<tr>
<td><strong>ESP Run 125,000</strong></td>
<td><strong>Race Poker No Replay</strong></td>
</tr>
<tr>
<td><strong>ESP War 125,000</strong></td>
<td><strong>Rack ‘Em 200,000</strong></td>
</tr>
<tr>
<td><strong>Euchre Nights 5,000</strong></td>
<td><strong>Rack ‘Em 9 Ball 35,000</strong></td>
</tr>
<tr>
<td><strong>Fast Lane 100,000</strong></td>
<td><strong>Royal Flash 300,000</strong></td>
</tr>
<tr>
<td><strong>Flash 7 125,000</strong></td>
<td><strong>Run 21 250,000</strong></td>
</tr>
<tr>
<td><strong>Four Play 1,500,000</strong></td>
<td><strong>Snapshot 400,000</strong></td>
</tr>
<tr>
<td><strong>Funky Monkey 110,000</strong></td>
<td><strong>Speed Draw 125,000</strong></td>
</tr>
<tr>
<td><strong>Gender Bender 125,000</strong></td>
<td><strong>Strip Club No Replay</strong></td>
</tr>
<tr>
<td><strong>Gin Rummy 55,000</strong></td>
<td><strong>Super Lone Star 55,000</strong></td>
</tr>
<tr>
<td><strong>GO-O-O-AL No Replay</strong></td>
<td><strong>Super Snubbel No Replay</strong></td>
</tr>
<tr>
<td><strong>Great Solitaire 45,000</strong></td>
<td><strong>Tai Play 240,000</strong></td>
</tr>
<tr>
<td><strong>H2H Gender Bender No Replay</strong></td>
<td><strong>Take 2 110,000</strong></td>
</tr>
<tr>
<td><strong>H2H Photohunt No Replay</strong></td>
<td><strong>Tennis Ace No Replay</strong></td>
</tr>
<tr>
<td><strong>H2H Safari No Replay</strong></td>
<td><strong>Tic Tac Trivia 75,000</strong></td>
</tr>
<tr>
<td><strong>H2H Trivia No Replay</strong></td>
<td><strong>Tic-A-Tac 21 135,000</strong></td>
</tr>
<tr>
<td><strong>Hoop Jones 125</strong></td>
<td><strong>Tri-Castles 125,000</strong></td>
</tr>
<tr>
<td><strong>Hooter No Replay</strong></td>
<td><strong>Trip Flip 150,000</strong></td>
</tr>
<tr>
<td><strong>Jumble 120,000</strong></td>
<td><strong>Tri-Towers 125,000</strong></td>
</tr>
<tr>
<td><strong>Jumble Crosswords 120,000</strong></td>
<td><strong>Trivia Treasure No Replay</strong></td>
</tr>
<tr>
<td><strong>Let It Ride Poker 125,000</strong></td>
<td><strong>Trivia Whiz No Replay</strong></td>
</tr>
<tr>
<td><strong>Let It Ride Trivia 125,000</strong></td>
<td><strong>TV Guide Mini Crossword 50,000</strong></td>
</tr>
<tr>
<td><strong>Lone Star 45,000</strong></td>
<td><strong>Vinci-Ball 400,000</strong></td>
</tr>
<tr>
<td><strong>Lookout 400,000</strong></td>
<td><strong>Wild B’s/Wild Apes 400,000</strong></td>
</tr>
<tr>
<td><strong>Magic Charms 500,000</strong></td>
<td><strong>Word Dojo 375,000</strong></td>
</tr>
<tr>
<td><strong>Match’Em Up 200,000</strong></td>
<td><strong>Word Fever 155,000</strong></td>
</tr>
<tr>
<td><strong>Mega Bowling 125</strong></td>
<td><strong>Word Safari 125,000</strong></td>
</tr>
<tr>
<td><strong>Memoree 300,000</strong></td>
<td><strong>Wordserve 200,000</strong></td>
</tr>
<tr>
<td><strong>Meteor Shower 200,000</strong></td>
<td><strong>Wordster 100,000</strong></td>
</tr>
<tr>
<td><strong>MGA Champ. Golf No Replay</strong></td>
<td><strong>Zip 21 200,000</strong></td>
</tr>
</tbody>
</table>
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 green “?” buttons to bring up a help screen.

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

<table>
<thead>
<tr>
<th>Main Menu</th>
<th>Available Options</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>CREDITS/PRICING</td>
<td>• Quick Price Setup • Coin-In • Set Value of Credit • Coinless Coin Op • Pay Per Time • Options • Clear Credits • Free Credits</td>
<td>The Credits Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, enable the Coinless Coin Op feature, enable the Rental Mode feature, select freeplay mode, and add or clear credits.</td>
</tr>
<tr>
<td>GAMES</td>
<td>• Game Setup • Options</td>
<td>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.</td>
</tr>
<tr>
<td>HI SCORES</td>
<td>• View/Clear Hi Scores • Options</td>
<td>Touch CLEAR ALL GAMES to clear all high scores or select a particular game to edit high scores for that game.</td>
</tr>
<tr>
<td>BOOKS</td>
<td>• Books Display • Cash Settlement Setup • Cash Settlement Collection</td>
<td>The Books Screens display current and lifetime credits information as well as calculate and collect the location and operator fees.</td>
</tr>
<tr>
<td>SYSTEM</td>
<td>• Set Time • Security Setup • Set Game Serial Number • Volume Control • Set 6 Star PIN • Data Transfer • Options</td>
<td>Set the game clock, security PIN, serial number, game volume, 6 star PIN and features, and system options such as language control, 6 Star Enable, and theft deterrent. Also use this menu to transfer books data with a USB Pen or PCMCIA flash card.</td>
</tr>
<tr>
<td>Main Menu</td>
<td>Available Options</td>
<td>Information</td>
</tr>
<tr>
<td>-----------</td>
<td>------------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
| **DIAGNOSTICS** | • Video Test  
• I/O Test  
• Touchscreen Calibration  
• Touchscreen Test  
• View System Log  
• Checksum Test  
• System Info | • Enters the Video Test to display the test screens. Touch the screen to cycle through test.  
• Tests the function of the I/O board, DIP switches, coin meter, lockout (if applicable), and light (EVO only).  
• Allows the operator to calibrate the touchscreen. Follow the instructions on the screen.  
• Checks touchscreen calibration. Touch the crosshairs on the screen to make sure it is accurately following your movement.  
• Displays operations performed by the game.  
• Checks the hard drive for missing or corrupted files.  
• Gives details about various hardware components in the game. |
| **TOURNAMAXX** | • Internet Setup  
• General Info  
• Connection Log  
• Set Update Time  
• Update From Server  
• Clear Database | Enters the TouraMAXX Set-Up Screen if the game is registered for TournaMAXX play. For more information, see the MegaNet/TournaMAXX installation manual. |
| **CREDIT CARD** | • Credit Card Setup  
• Dial-In Setup  
• Credit Card Test | Enters the Credit Card Set-Up Screen if a credit card swipe is installed in your game. For more information, see the Credit Card Kit Installation Instructions. |
| **PRESENTATION** | • Operator’s Presentation  
• Sales Person’s Presentation  
• Operator Ad Screens | Displays a slide show designed to be presented to location owners by the operator and another slide show to be presented to operators and distributors by the sales person. Also allows the operator to create ad screens and add custom screens created on a personal computer. |
| **PROMOTION** | • My Merit  
• Merit Money  
• Promo Credits  
• Options | • Enables a feature permitting players to create custom accounts. Also displays individual player data and allows the operator to back up or restore My Merit data.  
• Sets time periods in which location owners can use the 6 Stars feature to offer free credits to encourage game play.  
• Sets time periods in which the game offers a free credit while in Idle Mode.  
• Enables My Merit, Merit Money, and Promo Credits features. |
| **MEGANET** | • Entertainment Channel  
• Premium Erotic  
• Prize Zone  
• Megaweb  
• Operator Web Access  
• Fantasy Sports  
• Hot Topics  
• Options | Enters the MegaNet Set-Up Screen if the game is registered for TournaMAXX play. Features must be enabled for the corresponding button to appear. For more information, see the MegaNet/TournaMAXX installation manual. |
Credits/Pricing Menu

Quick Price Setup

Quick Price Setup allows the operator to make general pricing changes without entering the Games Menu.

NOTE: If the game is set to 3 Credits for a Dollar, prices will be displayed in credits unless otherwise specified.

4 Credits for a Dollar: Sets each game to the following price settings:

<table>
<thead>
<tr>
<th>COIN INPUT</th>
<th>COIN VALUE</th>
<th>COINS</th>
<th>CREDITS</th>
<th>&amp;</th>
<th>METER PULSES</th>
</tr>
</thead>
<tbody>
<tr>
<td>1A</td>
<td>25¢</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>2B</td>
<td>25¢</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>3C</td>
<td>25¢</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: If the game is set to 3 Credits for a Dollar, prices will be displayed in credits unless otherwise specified.

3 Credits for a Dollar: Sets each game to the following price settings:

<table>
<thead>
<tr>
<th>COIN INPUT</th>
<th>COIN VALUE</th>
<th>COINS</th>
<th>CREDITS</th>
<th>&amp;</th>
<th>METER PULSES</th>
</tr>
</thead>
<tbody>
<tr>
<td>1A</td>
<td>25¢</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2B</td>
<td>25¢</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>3C</td>
<td>25¢</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>6F</td>
<td>$1</td>
<td>1</td>
<td>4</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

TouchTunes Bonus Credit Option: Sets jukebox credits to the following settings on the Megatouch Combo Jukebox or MegaTunes unit:

<table>
<thead>
<tr>
<th>COIN INPUT</th>
<th>COIN VALUE</th>
<th>COINS</th>
<th>CREDITS</th>
<th>&amp;</th>
<th>METER PULSES</th>
</tr>
</thead>
<tbody>
<tr>
<td>1A</td>
<td>25¢</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2B</td>
<td>25¢</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>4D</td>
<td>25¢</td>
<td>8</td>
<td>10</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>5E</td>
<td>25¢</td>
<td>20</td>
<td>26</td>
<td>20</td>
<td></td>
</tr>
</tbody>
</table>

To see the TouchTunes credit settings, enter the Coin-In Menu after touching the TouchTunes Bonus Credit button.

Games 1 Credit: Sets the cost of all games to 1 credit except games with a default setting of 2 credits, which will remain at 2 credits.

Games 2 Credits: Sets the cost of all games to 2 credits except games with a default setting of 2 credits, which are then set to 3 credits.

The operator can also use this screen to determine whether prices are displayed on-screen as credits or monetary amounts. Default values are restored with the Factory Settings button. Touch the ? button for more information.
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.

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.”

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.
Coinless Coin Op Menu
(FORCE Games Only)

When enabled via the Options button on the Credits/Pricing Menu, the Coinless Coin Op feature allows the operator to charge on a per-game or per-time basis without players inserting money into the game. The total amount owed after gameplay is tallied by the machine and collected by the location owner. Location owners reset the game with a PIN after collection.

Certain features will not be available in Coinless Coin Op Mode, such as MegaNet content, Merit Money, Promo Credits, Free Credits, TouchTunes® music. Pricing for these features can only be displayed in currency values, not credits.

Settings

Touching the Settings button allows the operator to choose whether players can play Per Game, Per Time, or both when the game is in Coinless Coin Op mode. Per Time pricing can be changed on this screen with the up and down arrows. The currency amount will apply to each 15-minute time block selected by the customer.

Setting the PIN

Touch the Set PIN button on the Coinless Coin Op Menu to program the PIN. The number can be from 1 to 5 digits.

Disabling the Money Inputs

It is recommended that the money inputs be disabled when the game is in Coinless Coin Op mode. Unplug the power and signal harness connected to the bill/note acceptor and the harness connected to the coin mech (if applicable) to disable the inputs.

Per-Game Mode

When players choose this mode, a running total of the amount owed is maintained and displayed in the CREDITS box on the screen. The total is tabulated after each game or function. The location owner then collects the total amount owed at the end of gameplay. If there is no activity for 10 minutes, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset by a location employee using the PIN.

Time Mode

The price per 15-minute time block will be displayed before players choose this mode. During gameplay, the time remaining and amount owed by the player will be displayed on screen. When the time block
runs out, players can purchase additional
time. Otherwise, the machine will disable
and the amount owed by the player will
display on screen. No further gameplay
can occur until the machine is reset using
the PIN. If the player leaves the game
before the purchased time block has ended,
the game can be reset using the PIN.

Resetting or Freezing the Game
The game can be reset at any time using
the pre-programmed PIN. Once gameplay
totals have been tallied by the machine, the
attendant can also choose to freeze the
game to prevent more activity until the
transaction is complete. The Reset or
Freeze buttons are accessible through the
Options button on the Player Menu after
touching the Coinless Coin Op button. An
alarm will begin to sound after 3 failed
tries to enter the valid number when
entering the PIN to reset the game. The
alarm will terminate when the machine is
rebooted, the operator SETUP button is
pressed, or the correct PIN is entered.

Rental Mode
When enabled via the Options button on
the Credits/Pricing Menu, Rental Mode
allows players to purchase a block of time
and use it to play as many games as they
want.

To Enter This Screen, Touch “Pay Per Time” on the Credits Menu

To set the value of a credit in Rental Mode,
select Pay Per Time from the Credits
Menu. Touch the arrows on either side of
the time interval to adjust the number of
minutes of play given for each credit. To
disable any row, set the minute value to
zero.

Certain features will not be available in
Rental Mode, such as MegaNet, Merit
Money, Promo Credits and Free Credits.
Rental mode is also unavailable with linked
games.

NOTE: It is recommended that you
clear the books when toggling Rental
Mode on and off in order to ensure
accurate bookkeeping.

Games Menu

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

Enable All Games Into Menu: Turns on
all games (certain games which were pre-
viously displayed in the Game Setup have
been turned off in this software) and de-
faults the price settings.

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

Certain features will not be available in
Rental Mode, such as MegaNet, Merit
Money, Promo Credits and Free Credits.
Rental mode is also unavailable with linked
games.

NOTE: It is recommended that you
clear the books when toggling Rental
Mode on and off in order to ensure
accurate bookkeeping.
**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.

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. In categories with Merit-thon games, players who choose Merit-thon play one round of three different games in that category for one combined score.

The Game Setup Screen 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 on the first Game Setup Screen. On the second screen, touch **Clear All** 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 the list more than once). Games already in the menu will be red in the game list at the bottom of the screen.

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).

Some games support a continue function. In the cost to continue column, games without this function will display N/A. Games that support continuation will show a credit value. The cost to continue is adjustable on a game by game basis. Touch the credit value button to change the amount. 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). Hit NEXT to return to the Games Category page.

**NOTE:** The cost to continue does not need to be the same amount as the original price.

---

**Hi Scores Menu**

**View/Clear Hi Scores**

Use this menu to manage hi scores. The first screen allows you to clear all scores for all games by touching **Clear All Games**. To edit the hi scores for an individual game, select that game on the first screen.

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

![Hi Scores Menu](image)

FIGURE 7 - HI SCORES MENU: VIEW/CLEAR HI SCORES SCREEN

Touch **Clear All** to remove all hi scores for that particular game or select an individual score and touch **Clear One** to remove that particular score only.
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

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.

Books Display also shows coin input data, as well as Promotional Credits, Merit Money, and Coinless Coin Op totals (when these features are enabled). Touch Total Coins to display individual coin input statistics and MegaNet Credits to display the totals for each MegaNet category.

NOTE: Books data can be exported to a file USB pen or PCMCIA card via the System Menu/Data Transfer/Export Books feature. The .data file can then be viewed with a word processing program after connecting the storage device to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.

FIGURE 8 - 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 Tournament Statistics to get the books information for that play only. Touch Clear Current to erase all current books data. The date the data was last cleared will appear at the top of the Books Screen.

FIGURE 9 - BOOKS MENU: BOOKS DISPLAY SCREEN WITH GAME SELECTED
Cash Settlement Setup

The Cash Settlement Screens are used to calculate the percentage of earnings the operator and location will receive, as well as any fees collected by the operator. This will help to offset MegaNet operation costs.

To Enter This Screen, Touch “Cash Settlement Setup” on the Books Menu and touch “NEXT”

The first screens allow you to set up the Cash Settlement Screen. Choose YES or NO to display the operator’s cut on the Cash Settlement Collection Screen and enter the percentage of revenue the location will receive. Also, select the fee calculation method. Select per month if you do not make regular weekly collections or per week if you collect every 7 days. Then touch NEXT.

NOTE: Monthly fee collections are based on 4.3 week month. If you change your fee calculation method, the game will auto adjust the fees by multiplying or dividing by 4.3 and rounding to the nearest penny.

NOTE: Make sure the time and date are set on the game in order to ensure correct fee calculation.

The next screen allows you to set up the fees. The amounts can be changed on screen by touching the amount itself and using the keypad to enter a dollar figure. The other two columns display the cumulative totals for each fee and the totals for the current collection period. Fees are calculated on a prorated, per-day basis. Touch the NEXT button to display more groups of fees. After setting up the fees, touch FINISH to save your changes.

Cash Settlement Collection

The Cash Settlement Collection Screens will display the balance (total revenue minus total fees) to be split between the operator and the location.

Touch Revenue Details/Cash Out or Fee Details for breakdowns and Clear/Complete Collection to finish. Cash Settlement totals will reset once collection is complete.
## System Menu

**Set Time**
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.

**Security Setup**
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 button for each of the features you wish to protect with the PIN.

**Set Game Serial Number**
Use this screen to enter the game’s serial number using the keypad.

**Volume Control**
Touch the volume control button 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.

**Set 6 Star PIN (only appears if PIN is enabled)**
Brings up the Set 6 Star PIN Screen via the Options button on the Player Menu. 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.

**Data Transfer**
Transfer information (Books data, ad screens) using a USB Pen (FORCE games only) or PCMCIA card (in MAXX games with PCMCIA card slots). Insert PCMCIA cards before powering up the game.

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

**FIGURE 14 - DIAGNOSTICS MENU**

<table>
<thead>
<tr>
<th>Video Test</th>
<th>Touch the screen to cycle through a series of video test screens.</th>
</tr>
</thead>
<tbody>
<tr>
<td>I/O Test</td>
<td>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.</td>
</tr>
<tr>
<td>Touchscreen Calibration</td>
<td>Follow the on-screen instructions to calibrate the touchscreen.</td>
</tr>
<tr>
<td>Touchscreen Test</td>
<td>Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger exactly when you move it across the screen.</td>
</tr>
<tr>
<td>View System Log</td>
<td>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.</td>
</tr>
<tr>
<td>Checksum Test</td>
<td>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 30 minutes.</td>
</tr>
<tr>
<td>System Info</td>
<td>Gives details about the following:</td>
</tr>
<tr>
<td></td>
<td>• processor type and speed</td>
</tr>
<tr>
<td></td>
<td>• motherboard manufacturer</td>
</tr>
<tr>
<td></td>
<td>• amount of memory</td>
</tr>
<tr>
<td></td>
<td>• Ethernet card manufacturer</td>
</tr>
<tr>
<td></td>
<td>• sound chip type</td>
</tr>
<tr>
<td></td>
<td>• video chip type</td>
</tr>
<tr>
<td></td>
<td>• touchscreen manufacturer</td>
</tr>
<tr>
<td></td>
<td>• hard drive manufacturer and capacity</td>
</tr>
<tr>
<td></td>
<td>• modern part identification number</td>
</tr>
<tr>
<td></td>
<td>• fan speed (FORCE games only)</td>
</tr>
</tbody>
</table>
Presentation Menu

The Presentation Menu features a slide show for location owners and another slide show for operators and distributors. This menu also allows operators to create ad screens and add custom screens created on a personal computer.

Sales Person’s Presentation

This presentation is designed to be shown to operators and distributors by the sales person. In addition to illustrating the revenue potential of the games, it gives details on available products and game content.

Operator’s Presentation

This presentation is designed to be shown to location owners by the operator. It demonstrates how to maximize earning potential with the game and increase profit with additional products.

FIGURE 15 - PRESENTATION MENU

FIGURE 17 - SALES PERSON’S PRESENTATION SAMPLE SCREEN

FIGURE 18 - SALES PERSON’S PRESENTATION SAMPLE SCREEN

FIGURE 19 - SALES PERSON’S PRESENTATION SAMPLE SCREEN

FIGURE 16 - OPERATOR’S PRESENTATION SAMPLE SCREEN
Operator Ad Screens
A total of 24 advertising screens can be created with the software and added to the game. The ads will appear along with the other attract screens when the game is in idle mode. Custom images for ad screens can also be added to the game using an appropriate storage device for your game (USB pen, CD, or PCMCIA card). Touch the green ? buttons on each screen for information on how to create ad screens and add custom screens to the machine.

In addition, a program for adding up to 120 additional ad screens can be downloaded from our Web site (www.meritind.com) in the Support/Software Downloads section. FORCE games only: A USB Pen Kit (kit number KAV-100-008-01) is available. To order, contact your local distributor.

Promotion Menu
The Promotion Menu is designed to encourage player interest. Use the Options button to enable each feature.

My Merit (FORCE Games Only)
The My Merit feature allows individual players to create custom accounts, accessible via PIN numbers. Accounts can be created by touching the My Merit button on the Player Menu or by accepting the option to create an account after achieving a High Score.

Players will then have the choice to log in to their accounts through the My Merit button on the Player Menu and have personal data stored on the machine. Players can view their hi scores and the number of games they’ve played in the My Merit mode for the last year.

NOTE: My Merit data will be cleared when a software update is performed. Be sure to back up the data before updating the game.

View Player Data
Touching View Player Data after selecting My Merit from the Promotion Menu will bring up a list of all players with My Merit accounts. Touching a player’s name will bring up the PIN, total number of games played, and date the account was created. The Show Hi Scores button will display a list of the games on which the player has the hi score and the score itself. The operator can also reward the player with free credits on the View Player Data screen if desired.
Show Game Play Frequency

This feature shows the number of games played by each My Merit player. The operator can choose whether to display all totals or just those that fall within a certain date range.

Show Player Hi Scores

Selecting a game name under this feature will bring up the Hi Scores of each My Merit player for that game, as well as the date the score was achieved. The operator can choose whether to display all Hi Scores or just those that fall within a certain date range.

Backup/Restore

My Merit data can be backed up or restored with a USB pen. After connecting a pen to the machine, touch this button to proceed with backing up or restoring all My Merit data. USB pen kits (kit number KAV-100-008-01) are available. To order, contact your local distributor.

NOTE: Restoring My Merit data from a storage device will erase any My Merit data currently on the game.

Merit Money

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain time intervals via the 6 Star feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Stars feature. Location owners can enable Merit Money by entering that specific PIN in the 6 Stars screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

Promo Credits

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered) and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.

FIGURE 22 - PROMO CREDITS SCREEN
DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in Megatouch games. Make sure to read the information in the Notes column to determine what is affected when performing these functions. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: In FORCE 2005 and Jade software, the DIP switch functionality is built into the software. To access the DIP switches through the software:

1. Turn off the game.
2. Set DIP switch 1 to the closed position.
3. Turn power on.
4. When the message Please reset DIP 1 to proceed appears, reset DIP 1 to the open position. The Merit diagnostics page will appear. Touch ? for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch X to exit.

### FORCE 2003 / MAXX Ruby and greater

<table>
<thead>
<tr>
<th>DIP#</th>
<th>Function</th>
<th>Usage/Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>Motherboard configuration &amp; checksum test</td>
<td>• Configures the CMOS settings on the motherboard to Merit specifications and checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.</td>
</tr>
<tr>
<td>6</td>
<td>Hardware configuration</td>
<td>• Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.</td>
</tr>
<tr>
<td>5 &amp; 7</td>
<td>Memory clear for Tournamaxx™ and TouchTunes®</td>
<td>• Clears the login name, password, access phone number, and all call-in settings for Tournamaxx users. • Clears all the loaded albums for TouchTunes users. • Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to Tournamaxx and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, Tournamaxx setup information must be re-entered, and an Update From Server should be performed. NOTE: Tournamaxx games must perform an Update From Server BEFORE performing a memory clear.</td>
</tr>
<tr>
<td>4 &amp; 7</td>
<td>Complete memory clear</td>
<td>• Clears ALL memory on hard drive including the Tournamaxx player database, Tournamaxx settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a memory clear, the player database should be reloaded, Tournamaxx setup information must be re-entered, and an Update From Server should be performed. NOTE: Tournamaxx games must perform an Update From Server BEFORE performing a complete memory clear.</td>
</tr>
<tr>
<td>3</td>
<td>Watchdog Timer (EVO, Elite Edge, and Fusion games)</td>
<td>• When the watchdog timer is enabled, it will reboot the machine within 2 minutes of a failure, allowing the game to automatically reset itself if a problem arises.</td>
</tr>
</tbody>
</table>
To connect a printer to the game as needed:

1. Locate the printer port in the back of the game (see Figure 25).

2. When the game enters idle mode, connect the printer to the printer port on the game.

   NOTE: Some printers may cause the game to reboot. Once the game has rebooted and entered idle mode, the printer will begin printing. Do not disconnect the printer until it is finished printing.

Um einen Drucker an eine Maschine anzuschliessen:

1. Den Druckeranschluss hinten am Gerät feststellen (Siehe Fig. 25).

2. Wenn das Gerät in den Leerlauf übergeht, den Drucker am Druckeranschluss des Geräts anschliessen.

## Merit Industries, Inc.
### Troubleshooting Guide for Megatouch FORCE™ Games

<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>CORRECTIVE ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>• no power</td>
<td>• Check that the power cord is connected to a “live” outlet.</td>
</tr>
<tr>
<td>• bill acceptor motor does not run</td>
<td>• Check that the power switch is on.</td>
</tr>
<tr>
<td>• no flash on the monitor screen</td>
<td>• Check that the power cord is connected to the game power supply.</td>
</tr>
<tr>
<td>• no cooling fans operating</td>
<td>• Check that the power supply’s voltage select switch is set to the proper voltage.</td>
</tr>
<tr>
<td>• no output from power supply</td>
<td>• Check the harness connections to the on/off switch and circuit breaker.</td>
</tr>
<tr>
<td>• Check the circuit breaker for an “open”.</td>
<td>• Check the A/C harness connection to the power supply.</td>
</tr>
<tr>
<td>• Check the line cord.</td>
<td></td>
</tr>
<tr>
<td>• no video</td>
<td></td>
</tr>
<tr>
<td>• no cooling fan operation</td>
<td>Radion, Classic and Upright games:</td>
</tr>
<tr>
<td>• screen is blank</td>
<td>• Check the video cable connections to the motherboard and the monitor.</td>
</tr>
<tr>
<td>• A/C power to the monitor and bill acceptor</td>
<td>• Check the AC power harness to the monitor.</td>
</tr>
<tr>
<td>• no output from power supply</td>
<td>• 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.</td>
</tr>
<tr>
<td>• Check the D/C harness connection to the motherboard.</td>
<td></td>
</tr>
<tr>
<td>• Check the A/C harness connection to the power supply.</td>
<td></td>
</tr>
<tr>
<td>• the memory card (DIMM) may not be seated properly.</td>
<td>Wallette, Elite Edge, EVO, Fusion, Elite and Vibe:</td>
</tr>
<tr>
<td>• no video</td>
<td>• Check the video cable connections to the motherboard and the LCD display (and the monitor control board in EVO and Fusion games).</td>
</tr>
<tr>
<td>• constant beeping or a sequence of beeps</td>
<td>• Check the +12 volt supply voltage to the LCD display (yellow wire +12, black wire ground)</td>
</tr>
<tr>
<td>• there is a sound when coins are deposited</td>
<td>• Check the harness connections between the PC boards on the back of the LCD display.</td>
</tr>
<tr>
<td>• Adjust Brightness, Contrast, Horizontal, and Vertical controls with</td>
<td>• Replace the LCD display.</td>
</tr>
<tr>
<td>monitor controls.</td>
<td></td>
</tr>
<tr>
<td>• coin jam</td>
<td>Wallette, Elite Edge, EVO, Fusion, Elite and Vibe:</td>
</tr>
<tr>
<td>• Check the coin mech and coin chute for coins blocking the pathway.</td>
<td>• Make sure the coin harness is connected between the normally open and common terminals on the coin switch.</td>
</tr>
<tr>
<td>• Disconnect the bill acceptor and the coin switch at a time to narrow</td>
<td>• Check the coin harness for pinched or damaged wires.</td>
</tr>
<tr>
<td></td>
<td>the problem.</td>
</tr>
<tr>
<td>• Disconnect the coin harness from J1, J3, J7, and J8 of the I/O board.</td>
<td></td>
</tr>
<tr>
<td>• if the coin jam still appears, the I/O board will have to be sent</td>
<td></td>
</tr>
<tr>
<td>• Disconnect the coin harness from J1, J3, J7, and J8 of the I/O board.</td>
<td></td>
</tr>
<tr>
<td>for repair.</td>
<td></td>
</tr>
</tbody>
</table>

*(NOTE: The Radion cabinets have an optical coin switch.)*
## Troubleshooting Guide for *Megatouch FORCE™ Games* continued

<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>CORRECTIVE ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>• meter not advancing</td>
<td>• Check connection at I/O board.</td>
</tr>
<tr>
<td>• Check wiring at J2 METER connector on I/O board.</td>
<td></td>
</tr>
<tr>
<td>• game locks up or resets while being played or in the attract mode</td>
<td>• Check the output voltages from the power supply:</td>
</tr>
<tr>
<td>• no movement on the screen</td>
<td>Enhance SFX 1211J</td>
</tr>
<tr>
<td>• power has to be cycled off and on to get the game to function again</td>
<td>Red wire +5 volt</td>
</tr>
<tr>
<td>• Check the program number on the security key. It should be</td>
<td>Yellow wire +12 volt</td>
</tr>
<tr>
<td>• Check the contacts on the security key socket. Lift up on the contact</td>
<td>Blue wire -12 volt</td>
</tr>
<tr>
<td>• Check the USB cable that connects the I/O board to the motherboard.</td>
<td>White wire +5 volt power good</td>
</tr>
<tr>
<td>• Try another security key with the same program number or test the</td>
<td>Violet wire +5 volt VSB</td>
</tr>
<tr>
<td>• “INVALID KEY” message while downloading software to the hard drive</td>
<td>Black wire ground</td>
</tr>
<tr>
<td>• If the security key was replaced before the download:</td>
<td>Brown wire +3.3 volt</td>
</tr>
<tr>
<td>• The motherboard did not boot from the CD-ROM drive.</td>
<td></td>
</tr>
<tr>
<td>• Check that the CD-ROM drive is set as master.</td>
<td></td>
</tr>
<tr>
<td>• Check the ribbon cable connections between the CD-ROM drive and the</td>
<td></td>
</tr>
<tr>
<td>• Try another CD-ROM drive or another set of CDs.</td>
<td></td>
</tr>
</tbody>
</table>
### Problem: The screen displays MAXX and not FORCE, and the H2H category is missing

**Corrective Action:**
- 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.
- Make sure the game is only using FORCE hardware.

### Problem: Game will not download CD

**Corrective Action:**
- Make sure the CD is installed correctly, with the logo facing up.
- Check for scratches or a defective CD.
- Try a different CD-ROM drive or another set of CDs.
- If you're downloading a CD set, make sure each CD is of the same revision.

### Problem: "ERROR READING DRIVE C"

**Corrective Action:**
- This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on.
  1. Turn the game off.
  2. Locate DS 1, position 8 and turn it on.
  3. Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete.
  4. 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.
  5. 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.

### Problem: "DISK BOOT FAILURE"

**Corrective Action:**
- This message indicates the motherboard is not receiving data from the hard drive and has locked up.
  - Check the IDE ribbon cable connections to the motherboard and hard drive.
  - Check the power to the hard drive. It should have +5 volts, +12 volts, and ground.

### Problem: "QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"

**Corrective Action:**
- The self-diagnostics on the hard drive has detected an error.
  - The hard drive will have to be replaced.

### Problem: "CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error

**Corrective Action:**
- Try reloading the program onto the hard drive with a different set of update CD's compatible with the security key. If it will not accept the download, try another CD-ROM drive. If it still does not work, replace the hard drive.
Elite Edge Diagrams

FIGURE 24 - THE ELITE EDGE WITH CPU SECTION OPEN

- CPU SECTION
- LOCK
- COIN MECH
- OPTIONAL THUMB-SCREW LOCATION (2 PLACES, RIGHT SIDE NOT SHOWN)
- BILL ACCEPTOR
- ETHERNET COUPLER
- PHONE COUPLER
- METER
- POWER SWITCH
- CENTRONICS UPGRADE CONNECTOR (ON BACK OF CPU SECTION IN GAMES WITH COIN MECHS)
- USB PORT
- PRINTER PORT

FIGURE 25 - REAR VIEW OF THE ELITE EDGE WITH REAR DOOR OPEN

- TOUCHSCREEN CONTROLLER
- CENTRONICS UPGRADE CONNECTOR (BILL-ONLY GAMES)
- POWER SUPPLY
- MOTHERBOARD (I/O BOARD BEHIND MOTHERBOARD)
- HARD DRIVE
- CALIBRATE
- SETUP
- MONITOR CONTROLS
- SECURITY KEY
- DETAIL VIEW OF CONTROL BOARD

COTTER PIN INSTALLED (ONLY IN GAMES WITH COIN MECHS)
Megatouch Elite Edge™ Replacement Parts List

<table>
<thead>
<tr>
<th>PART NUMBER</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>SA10057-07</td>
<td>FORCE MOTHERBOARD</td>
</tr>
<tr>
<td>EC9796-06</td>
<td>MARS BILL ACCEPTOR, $1/2/5, 700 STACKER</td>
</tr>
<tr>
<td>HW8337-01</td>
<td>MECHANICAL COIN MECH</td>
</tr>
<tr>
<td>EC7536-01</td>
<td>POWER SUPPLY, 125W ±12, ±5, +3.3</td>
</tr>
<tr>
<td>EC9850-04</td>
<td>TOUCHSCREEN OVERLAY</td>
</tr>
<tr>
<td>EC9388-01</td>
<td>15&quot; INTEGRATED LCD</td>
</tr>
<tr>
<td>EC9840-08</td>
<td>TOUCHSCREEN CONTROLLER</td>
</tr>
<tr>
<td>SA10065-01</td>
<td>I/O BOARD</td>
</tr>
<tr>
<td>SA10066-01</td>
<td>CONTROL BOARD</td>
</tr>
<tr>
<td>SA3083-XX</td>
<td>FORCE 2005 KEY</td>
</tr>
<tr>
<td>PA3021-02</td>
<td>FORCE 2005.5 PROGRAM ASSEMBLY</td>
</tr>
</tbody>
</table>

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.

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

Merit Industries, Inc. P.O. Box 5004, Bensalem, PA 19020-8529.
You can also visit our Web site  
www.meritind.com
Connection Diagrams

FIGURE 26 - ECS MOTHERBOARD DRAWING
## Connection Diagrams

### Motherboard - Power Connector

![Diagram of a power connector](image)

#### FIGURE 27 - REAR VIEW OF CABLE CONNECTOR

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