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TECH NOTES

http://www.amientertainment.com

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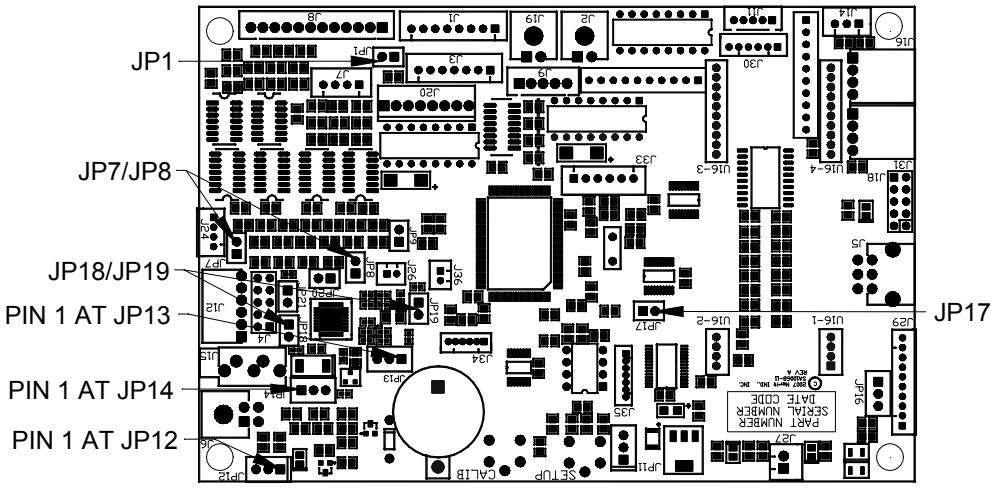
Re: I/O Board Replacement in Ion, Megatouch Entertainer, Money Shoot, and Megatouch Champ Games

When replacing the I/O board in an Ion, Megatouch Entertainer, Money Shoot, or Megatouch Champ game, make sure the jumper settings on the I/O board are correct. If you have questions, please contact Customer Service & Technical Support by phone at 215-826-1400 or 800-523-2760, or e-mail TechCenter@amientertainment.com.



- For Aurora games with Imonex V92 series coin mechs AND a serial number between 043007XXXXXXXX and 011608XXXXXXXX, the shunt must be removed from JP1.
  (The first 6 digits of the serial number are the date of manufacture.)
- For all other Aurora games, the shunt must be in place at JP1.

- For Ion eVo (serial number 100107XXXXXXXXX or greater) & Ion Elite Edge (serial number 092507XXXXXXXX or greater) with Imonex V92 series coin mechs, the shunt must be removed from JP1.
  (The first 6 digits of the serial number are the date of manufacture.)
- For all other Ion eVo and Ion Elite Edge games, the shunt must be in place at JP1.

- For games with Imonex coin mechs, the shunt must be removed from:
  JP8 (for I/O boards with the part numbers: SA10068-01, -02, -03, and -04) or
  JP7 (for I/O boards with the part number: SA10068-05 or higher).
- For games without Imonex coin mechs, the shunt must be in place at:
  JP8 (for I/O boards with the part numbers: SA10068-01, -02, -03, and -04) or
  JP7 (for I/O boards with the part number: SA10068-05 or higher).

- For Aurora, Ion eVo, Ion Elite Edge and Ion Fusion games, the shunt must be in place at JP17.
- For Megatouch Entertainer, Rx, Ion eVo Wallette, Megatouch Champ & KidzPace games, the shunt must be removed from JP17.

- For Megatouch Entertainer or eVo Wallette games using the speakers that came with the unit or using your own speakers, the shunt must be on pins 1 & 2 at JP14.
- For Megatouch Entertainer or eVo Wallette games using the Premium Sound System Kit, or using your own amplifier, the shunt must be on pins 2 & 3 at JP14.

- For Money Shoot games, the shunt at JP12 and JP13 must be on pins 1 and 2.

- For mini-Drucker printer function, the shunt at JP12 and JP13 must be on pins 2 and 3.