



## Installation & Owner's Manual

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## Site Preparation

In determining the location for your Megatouch 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.

The game should be located on a sturdy, level surface. The bottom of the cabinet has leg levellers to make any necessary adjustments. When the game is properly adjusted, it should remain stable. The cabinet is designed to be secured to the floor. Follow the instructions below to secure the game.

1. If there is not a hole in the middle of the bottom of the cabinet, drill a 3/8" hole.
2. Mark the hole on the floor directly through the cabinet.
3. Drill a hole in the floor. For concrete, drill a 1/2" hole, for wood, drill a 3/8" inch hole.
4. For wooden floors, tap the provided hex drive wood insert into the hole with a hammer, then use a 7/32" Allen wrench to completely install the insert. For concrete floors, tap the expanding lag shield with a hammer until it is completely in the floor.
5. Install the provided three-prong knob and washer into the hole in the bottom of the cabinet and through the insert in the floor.

## Setting up your Megatouch Game

1. After removing the game from the carton, attach the power cord to the back of the game, near the on/off switch. Plug the game into a standard AC outlet.
2. Follow the instructions in the **Ticket Dispenser** section of the manual to load the tickets. The tickets are located inside on the bottom of the cabinet.
3. Turn the power switch at the back of the game to ON 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.
4. 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 or bill acceptor(s) be tested.
5. There are many custom settings available for the game. To customize the settings, follow the instructions beginning with the Main Menu section in this manual.

## Game Description

The Megatouch Fun Zone Jr. comes housed in a 15" countertop cabinet. This game has 4 key-locked compartments: the CPU section, the service section, coin mech section, and the coin box. There is also a key-locked ticket dispenser door built into the front of the stand. The game comes equipped with a coin mech and/or bill acceptor.

### CPU Section

The CPU section is accessible from the rear of the unit. This section houses the monitor controls on the rear door, the CPU, I/O boards, the power supply and the main harness. The security key is located on the I/O board.

### Service Section

The service section is accessible from the left door of the unit. This section houses the monitor chassis, hard drive and touchscreen controller.

### Coin Mech/Coin Box Section

The coin mech/coin box section is accessible from the right door of the unit. This section is key-locked for security purposes. A sturdy metal box located within the coin mech section holds all coins deposited into the machine. The coin box is separately key-locked for security.

Also located within the cavity of the coin mech are 2 internal switches, **SETUP** and **CALIBRATE**, (see Figure 15). These are accessible from both the rear door and the coinbox door. Pressing the **SETUP** button will bring you to the Megatouch Setup Screen (see Figure 1). See the next section for calibration instructions.

### Ticket Dispenser

The ticket dispenser is accessible through the front door of the stand (see Figure 24 for locations). Tickets can be redeemed at the location by the player. For detailed ticket dispenser information, see that particular section in this manual.

## 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. GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.**

### Screen Calibration:

- Find the **CALIBRATE** button located behind the coin mech and press it to enter the screen calibration mode.
- Touch the center of the first cross that appears on the screen. Once you re-

lease your finger, a second cross will appear.

**NOTE: You must hold your finger on the cross 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.

### Degaussing Your Monitor

If your monitor is displaying "purity problems," (a display with purity problems will have parts of an all-white screen affected by blotches of color) the monitor needs to be degaussed using a **degaussing coil**. A degaussing coil is a circular electromagnet, used to cancel out any stray magnetic fields that may build up on a metal object.

All of our monitors have built-in degaussing coils that are automatically activated on power-up. If your game is experiencing minor purity problems, try powering down the game for 20 minutes and then reapplying power to activate the degaussing coil. If the problem is not corrected, you will have to use a manual-degaussing coil. Use the following instructions for degaussing a monitor.

1. Plug in your degaussing coil.
2. Hold the coil about three feet from the monitor, press the trigger to activate the magnetic field. For circular-shaped coils, orient the coil so you see the monitor through the hole in the middle; for wand-shaped coils, point the wand towards the screen.

3. Move the coil in a circular motion around the face of the monitor and slowly approach the game.
4. Continuing to move the coil in a circular motion, slowly back away from the monitor.
- 5a. CIRCULAR-SHAPED COILS: When you are about three feet away, quickly turn the coil perpendicular to the monitor and release the trigger.
- 5b. WAND-SHAPED COILS: When you are about three feet away, point the wand away from the monitor and release the trigger.

#### **Monitor Adjustment Procedure**

For adjusting the colors on any of our monitor types, we suggest following the procedures described below. The vertical/horizontal controls and brightness/contrast controls are located on the monitor control board, velcroed inside the rear door. Pressing the button labeled **SEL** will toggle through the digital controls. The LED's indicate which control is selected. One lit LED corresponds to the top row of options, while two lit LED's corresponds to the bottom row. The controls from left to right on the top row are: Contrast, Brightness, Horizontal Position, Horizontal Size, Vertical Position, Vertical Size. The controls from left to right on the bottom row are: Pincushion, Trapezoid, Parallel, Zoom and Recall (which sets the display settings to the original factory defaults). When the minimum or maximum value has been reached, the LED's will flash. Adjust the controls until the screens look as suggested in the following steps.

#### **Tatung Monitors**

1. Set the game to the Quik Match 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 red tiles are a rich red and the background is black. The numbers on the tiles should be bright 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 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. 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 CLEANERS 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.

## 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.



FIGURE 1 - MAIN MENU

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

Main Menu	Available Options	Information
<b>CREDITS/ PRICING</b>	<ul style="list-style-type: none"> <li>• Quick Price Setup</li> <li>• Coin-In</li> <li>• Set Value of Credit</li> <li>• Options</li> <li>• Clear Credits</li> <li>• Free Credits</li> </ul>	The Credits/Pricing Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, select freeplay mode, add or clear credits and set up price
<b>GAMES</b>	<ul style="list-style-type: none"> <li>• Game Setup</li> </ul>	In the Games Setup Screen, you can edit the game list (choose which games are available) and price.
<b>BOOKS</b>	<ul style="list-style-type: none"> <li>• Books Display</li> <li>• Cash Settlement Setup</li> <li>• Cash Settlement Collection</li> </ul>	The Books Screens display current and lifetime credits information as well as calculate the location and operator fees.
<b>SYSTEM</b>	<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>• Data Transfer</li> <li>• Options</li> </ul>	Set the game clock, security PIN, serial number, game volume and features, and system options such as language control, and theft deterrent. Also use this menu to transfer books data with a USB Pen or PCMCIA flash card.



Main Menu	Available Options	Information
<b>DIAGNOSTICS</b>	<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, lockout (if applicable), and light (EVO only).</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>• Details the various hardware components in the game.</li> </ul>
<b>CREDIT CARD</b>	<ul style="list-style-type: none"> <li>• Credit Card Setup</li> <li>• Dial-In Setup</li> <li>• Credit Card Test</li> </ul>	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.
<b>PRESENTATION</b>	<ul style="list-style-type: none"> <li>• Operator Ad Screen</li> </ul>	Allows the operator to create ad screens and add custom screens created on a personal computer.
<b>FUN ZONE SETUP</b>	<ul style="list-style-type: none"> <li>• Ticket Setup</li> <li>• Transaction Log</li> </ul>	These screens allow you to configure the ticket settings. You can set up how many tickets are rewarded for particular game scores. The Transaction Log displays how many tickets have been rewarded

## Credits/Pricing Menu

### Quick Price Setup

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



FIGURE 2 - QUICK PRICE SETUP SCREEN

**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

**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:

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	1		1		1
2B	25¢	1		1		1
3C	25¢	1		1		1
6F	\$1	1		4		4

**Games 1 Credit:** Sets the cost of all games to 1 credit.

**Games 2 Credits:** Sets the cost of all games to 2 credits.

The operator can also use this screen to determine whether prices are displayed on-screen as credits or money. 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 provide 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 left and right 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 - they earn “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

The game list and prices, are programmed using these screens. The Game Setup Screen shows the available game positions and the price for each game, with the list at the bottom showing all available games.

### Game Setup

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



FIGURE 3 - GAMES MENU: GAME SETUP

The Game Setup Screen allows you to make these changes:

**Standard Games:** Turns on games only within this category.

**Kids Games:** Turns on games only within this category.

**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 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 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) and back to 25¢ (1CR).

## 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 by using 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 **Clear Current** to erase all current books data. The date the data was last cleared will appear at the top of the Books Screen.

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\*. It also shows the shortest, average, and longest playing times for that game.

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

### 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 costs.

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

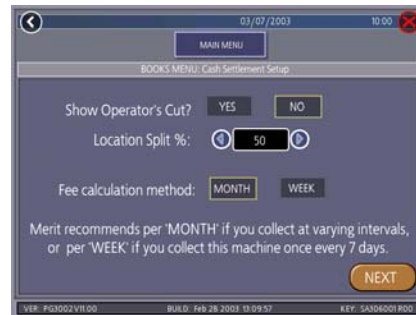


FIGURE 6 - BOOKS MENU:  
CASH SETTLEMENT SETUP SCREEN

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 cumula-



FIGURE 7 - BOOKS MENU:  
CASH SETTLEMENT SETUP SCREEN

tive 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.

**To Enter This Screen, Touch “Cash Settlement Collection” on the Books Menu**

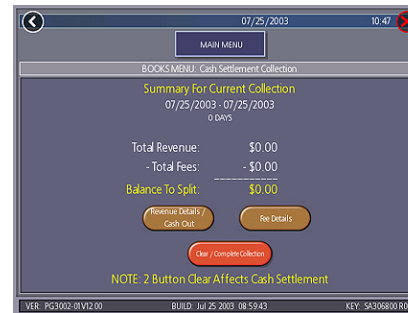


FIGURE 8 - BOOKS MENU:  
CASH SETTLEMENT COLLECTION

### 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 **Merchandise Cost/Fee Details** for breakdowns and **Clear/Complete Collection** to finish. Cash Settlement totals will reset once collection is complete.

## System Menu



FIGURE 9 - 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 left and right 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, Books, and All Options) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is <b>0000</b> ), then enter a new 4-digit number and touch <b>SET</b> 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.
<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 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.
<b>Set 6 Star PIN (only appears if PIN is enabled)</b>	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.
<b>Data Transfer</b>	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.
<b>Options</b>	For help with the Options in any menu section, touch the option box to bring up a help screen.

## Diagnostics Menu

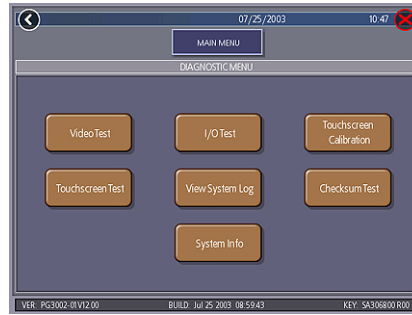


FIGURE 10 - DIAGNOSTICS MENU

<b>Video Test</b>	Touch the screen to cycle through a series of video test screens.
<b>I/O Test</b>	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.
<b>Touchscreen Calibration</b>	Follow the on-screen instructions to calibrate the touchscreen.
<b>Touchscreen Test</b>	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger exactly when you move it across the screen.
<b>View System Log</b>	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.
<b>Checksum Test</b>	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.
<b>System Info</b>	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> <li>• hard drive manufacturer and capacity</li> <li>• modem part identification number</li> <li>• fan speed (FORCE games only)</li> </ul>



## Presentation Menu

The Presentation Menu allows operators to create ad screens and add custom screens created on a personal computer.

### 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 screens and add custom screens to the machine. Ad screens may be given a specific cycle by using the **Set Start/End Date** button.

In addition, a program for adding up to 120 additional ad screens can be downloaded from our Web site ([www.meritind.com](http://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 distributor.

## Fun Zone Setup

The Fun Zone Setup Screens allow you to program what is printed on coupons and set up the rewards for particular game scores. On the Fun Zone Setup Screen, select how many tickets are awarded for kid's games by using the arrows next to **Kids Game Payout**. Certain kids games will always award this number of tickets per game.

### Ticket Setup

The Ticket Setup Screen allows the operator to control the payouts by changing the number of tickets won for each skill score and the value of a ticket.

## To Enter This Screen, Touch "Ticket Setup" on the Fun Zone Setup Menu



FIGURE 11 - FUN ZONE SETUP MENU:  
TICKET SETUP SCREEN

**Skill Score:** All Fun Zone games convert raw game scores to a skill score to remove the element of chance. The Skill Score is determined by comparing a player's score with all other scores achieved by players using the same play fields. The resulting score is a percentage of 100,000, determined by comparison to other players on the same levels. The amount of tickets won is based on Skill Score and Credits played.

**Tickets Won:** Changes the number of tickets won per Skill Score. Move the Up and Down arrows in the Payout: 1 Credit row. Once the ticket payout is selected for 1 Credit (\$0.25), the payouts for 2 (\$0.50), 3 (\$0.75), and 4 (\$1.00) credits will adjust accordingly down the vertical column. The number of Tickets Won for a specific Skill Score cannot exceed the number for the higher Skill Score to its right.

The **Average Tickets Per Credit** number on the bottom left corner of the screen changes in relation to increasing and decreasing of the number of Tickets Won. In

conjunction, the Average Tickets Per Credit, Tickets Won and percentage payout per credit can be used to calculate and control the amount of return value players receive from the total credits played.

**Ticket Value:** Adjusts in increments of 1/10 of a cent. As the ticket value is raised or lowered, the percentages next to Payout: X Credit respond appropriately. The percentages represent the return rate an average player will receive for a specific credit or money input.

**NOTE: Changing the price of Credits in the Credits/Pricing screens will also effect payout percentages. Higher prices per credit equal a lower percentage return of payout for the player; lower prices earn the player a higher percentage payout.**

**Max Tickets:** Sets a cap on the number of tickets a player may win. Tickets increase by increments of 10. The minimum cannot be set below the highest payout of a 4 credit game.

**Progressive Jackpot:** Turn this feature **ON** or **OFF** by touching the appropriate button. If a skill score of at least 90,000 is achieved, the player can win the progressive jackpot. Each coin deposited increases the jackpot by the number set in the **Jackpot Growth** field. Max tickets is used to restrict the progressive jackpot from growing past its value.

**NOTE: This feature is only activated at the highest pay line of play.**

**Fixed Payout %:** Select **ON** to have the payout percentage remain the same for each pay line. Select **OFF** to have the payouts increase with each additional credit played.

**Set Defaults:** Restores all ticket payout settings to the factory defaults.

**View Defaults:** Touch this button to view the factory default settings. This can be helpful if you want to view the default settings while you are making changes to the Ticket Setup Screen. Touch **Hide Defaults** to return to the Ticket Setup screen.

**Undo Changes:** Cancels all changes the operator made during the session.

### Transaction Log

The Transaction Log Screen will display the date, time, transaction, value in tickets and ticket balance for the last 500 transactions that occurred on the machine.

### To Enter This Screen, Touch “Transaction Log” on the Fun Zone Setup Menu



FIGURE 12 - FUN ZONE SETUP MENU: TRANSACTION LOG SCREEN

Transactions are listed as:

**Tickets Won** - indicates how many tickets or coupons are won, but not yet collected.

**Tickets** (ticket games) - indicates the number of tickets printed.

**NOTE: If you clear lifetime books the transaction log will also be cleared.**

## 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:**

Turn off the game. Set DIP switch 1 to the closed position. Turn power on. 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		
DIP#	Function	Usage/Notes
8	Motherboard configuration & checksum test	<ul style="list-style-type: none"> <li>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.</li> </ul>
6	Hardware configuration	<ul style="list-style-type: none"> <li>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.</li> </ul>
5 & 7	Memory clear for TournaMAXX™ and TouchTunes®	<ul style="list-style-type: none"> <li>Clears the login name, password, access phone number, and all call-in settings for TournaMAXX users.</li> <li>Clears all the loaded albums for TouchTunes users.</li> <li>Clears current books, coin-in, high scores and resets the software options.</li> </ul> <p>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 <b>Update From Server</b> should be performed.</p> <p><b>NOTE:</b> TournaMAXX games must perform an <b>Update From Server</b> BEFORE performing a memory clear.</p>
4 & 7	Complete memory clear	<ul style="list-style-type: none"> <li>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.</li> </ul> <p>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 <b>Update From Server</b> should be performed.</p> <p><b>NOTE:</b> TournaMAXX games must perform an <b>Update From Server</b> BEFORE performing a complete memory clear.</p>
3	Watchdog Timer (EVO & Fusion games)	<ul style="list-style-type: none"> <li>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.</li> </ul>

**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>• 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>Fun Zone Jr., 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>EVO, Fusion, Elite and Vibe:</b></p> <ul style="list-style-type: none"> <li>• Check the video cable connections to the motherboard and the LCD display (and the monitor control board in EVO and Fusion games).</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>• 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 J1, J3, J7, and J8 of the I/O board. If the coin jam still appears, the I/O board 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>• game locks up or resets while being played or in the attract mode</li> <li>• no movement on the screen</li> <li>• power has to be cycled off and on to get the game to function again</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 on the motherboard.</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 <b>Setup</b> and <b>Calibrate</b> 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 DIP switch 8 on the I/O board.</li> <li>• Turn on the game. The test will take about 10 minutes.                                 <ul style="list-style-type: none"> <li>• A failure will cause the test to stop.</li> <li>• A passed test will display "DRIVE CHECKSUM COMPLETE RESET ALL DIP SWITCHES TO REBOOT MACHINE".</li> </ul> </li> <li>• With power on, turn off DIP switch 8.</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• game locks up with "invalid key for version PG3002 – V XXXX"</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>• "INVALID KEY" message while downloading software to the hard drive</li> </ul>	<ul style="list-style-type: none"> <li>• If the security key was replaced before the download:                         <ul style="list-style-type: none"> <li>• The motherboard did not boot from the CD-ROM drive.</li> </ul> </li> <li>• Check that the CD-ROM drive is set as master.</li> <li>• Check the ribbon cable connections between the CD-ROM drive and the motherboard.</li> <li>• Try another CD-ROM drive or another set of CDs.</li> </ul>

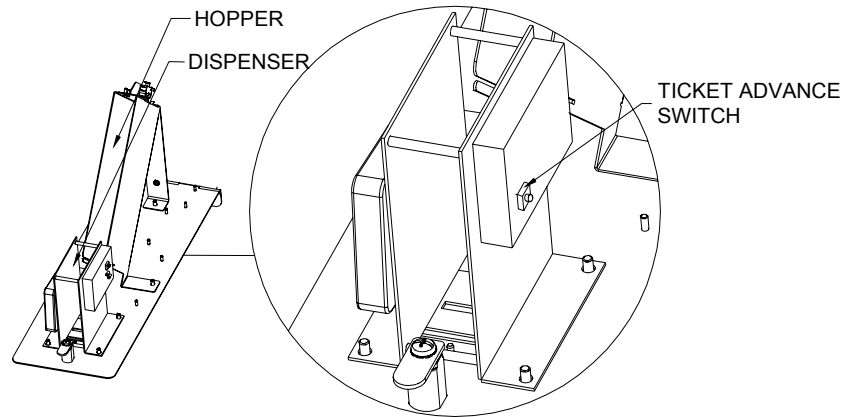
**Merit Industries, Inc.****Troubleshooting Guide for *Megatouch FORCE™ Games continued***

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> <li>the screen displays MAXX and not FORCE, and the H2H category is missing</li> </ul>	<p>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.</p> <ul style="list-style-type: none"> <li>Make sure the game is only using FORCE hardware.</li> </ul>
<ul style="list-style-type: none"> <li>game will not download CD</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 CD.</li> <li>Try a different CD-ROM drive or another set of CDs.</li> <li>If you're downloading a CD set, make sure each CD is of the same revision.</li> </ul>
<ul style="list-style-type: none"> <li>"ERROR READING DRIVE C"</li> </ul>	<ul style="list-style-type: none"> <li>This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on. <ol 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.</li> <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> </ol> </li> </ul>
<ul style="list-style-type: none"> <li>"DISK BOOT FAILURE"</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> </ul>
<ul style="list-style-type: none"> <li>"QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"</li> </ul>	<p>The self-diagnostics on the hard drive has detected an error.</p> <ul style="list-style-type: none"> <li>The hard drive will have to be replaced.</li> </ul>
<ul style="list-style-type: none"> <li>"CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error</li> </ul>	<ul style="list-style-type: none"> <li>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.</li> </ul>

## Ticket Dispenser (Ticket Games Only)

### Loading tickets

To load new tickets, insert the tickets in the into the ticket hopper and push them forward to the rollers. If needed, gently push the locating spring away from the ticket guides. Then push the ticket advance switch until you see the edge of the first ticket. See Figures 13 and 14.



DETAIL VIEW OF DISPENSER

FIGURE 13 - TICKET DISPENSER DOOR

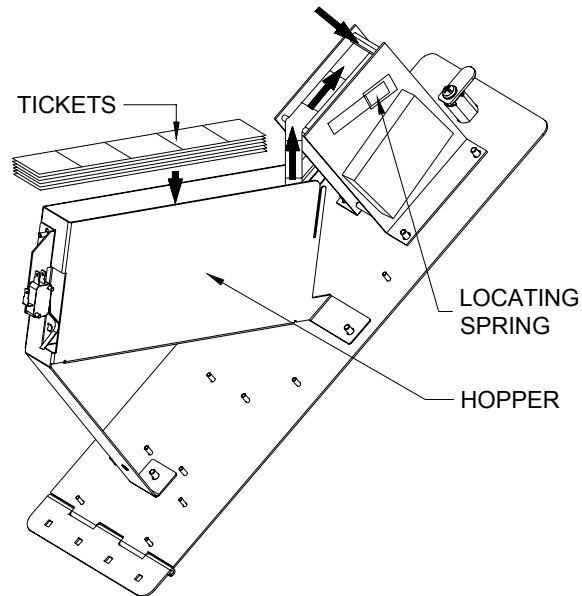


FIGURE 14 - TICKET DISPENSER DOOR

### Megatouch FORCE Fun Zone Jr.

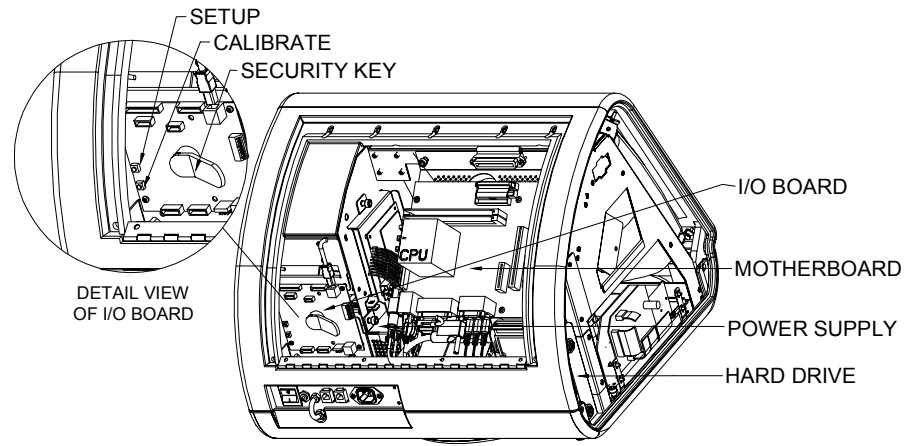


FIGURE 15- VIEW FROM REAR/LEFT SIDE OF GAME

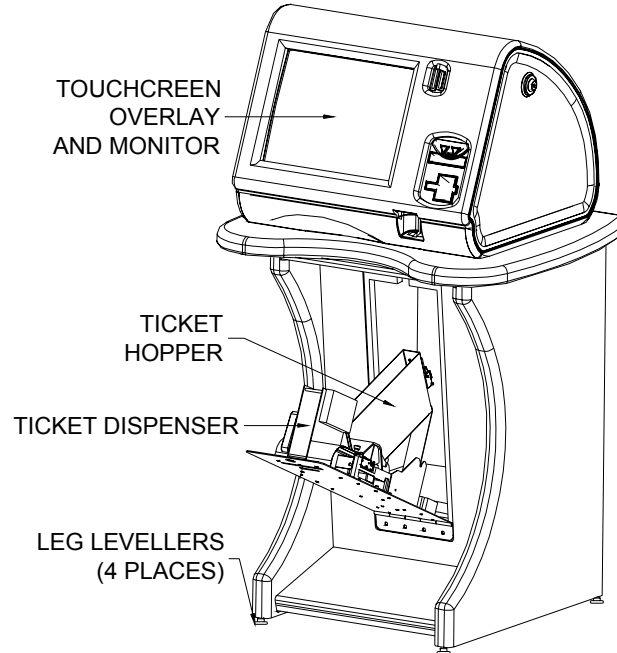


FIGURE 16- VIEW FROM RIGHT SIDE OF GAME



### Megatouch FORCE Fun Zone Jr.

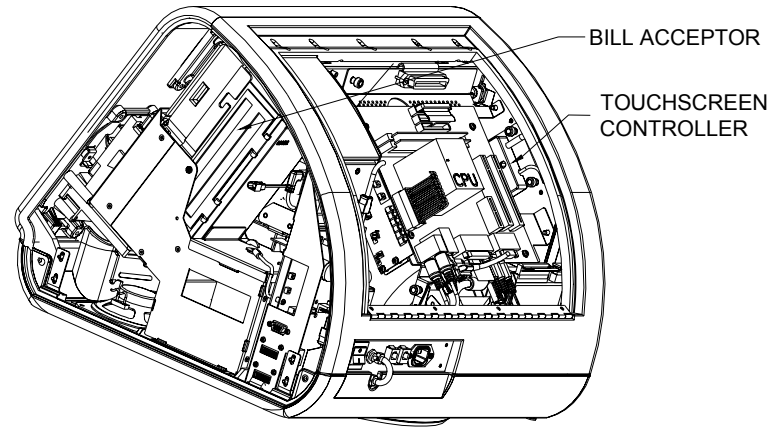


FIGURE 17- VIEW FROM REAR/RIGHT SIDE OF GAME

## Megatouch FORCE Fun Zone Jr. Parts List

REPLACEMENT COMPONENTS FORCE FUN ZONE JR. (G21-115-000-XX)	
PART NUMBER	DESCRIPTION
SA10057-05	FORCE MOTHERBOARD
HW8317-XX	ELECTRONIC COIN MECH
EC7531-03	POWER SUPPLY, 110W ±12,+5,+3.3, AC-ON
EC9850-03	15" TOUCHSCREEN OVERLAY
EC9387-01	15" TATUNG VGA MONITOR
EC9840-08	MICROTOUCH SMT4 TOUCHSCREEN CONTROLLER
SA10055-01	USB I/O BOARD, W/O PRINTER
SA3091-XX	FORCE 2005 FUN ZONE (W/ TICKET DISPENSER) KEY
PA3020-01	FORCE 2005 FUN ZONE HARD DRIVE

**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](http://www.meritind.com)

### Connection Diagrams

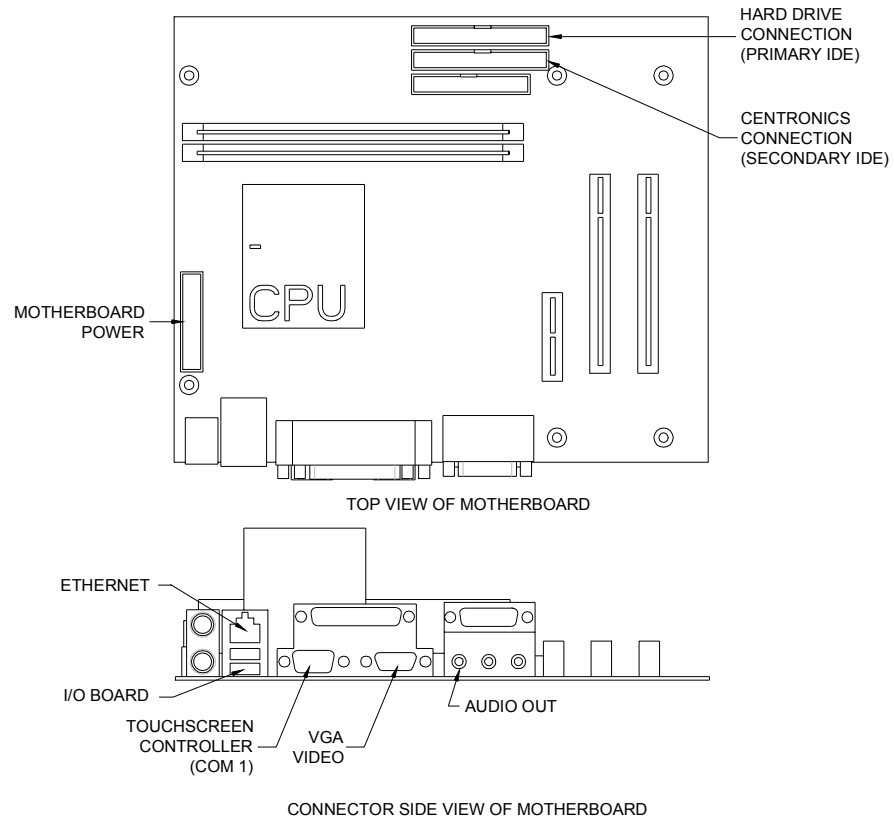


FIGURE 18 - ECS MOTHERBOARD DRAWING

## Connection Diagrams

### Motherboard - Power Connector

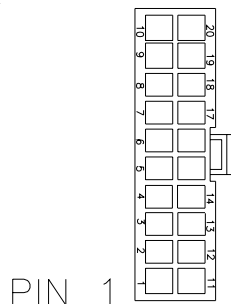


FIGURE 19 - REAR VIEW OF CABLE CONNECTOR

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
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

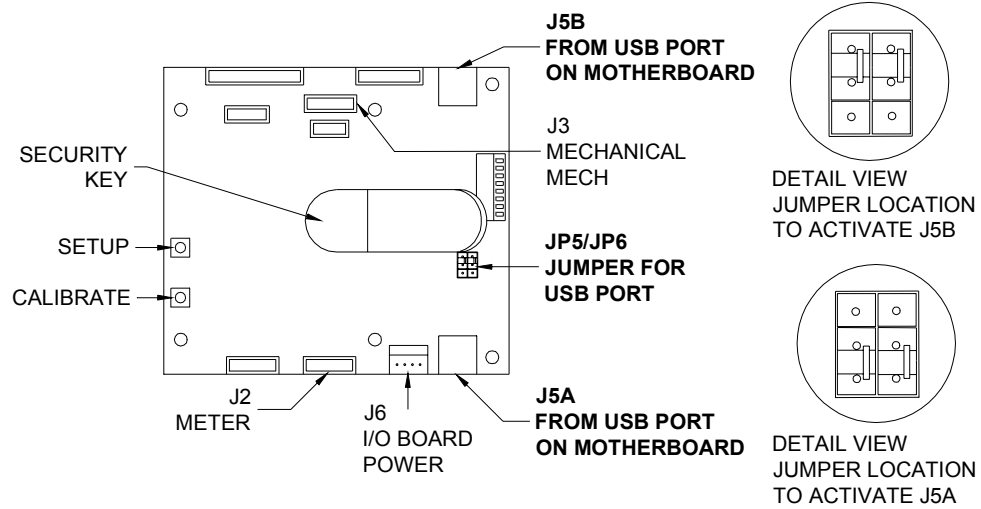


FIGURE 20 - I/O BOARD DRAWING

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



FIGURE 21 - TOP VIEW OF CABLE CONNECTOR

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
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

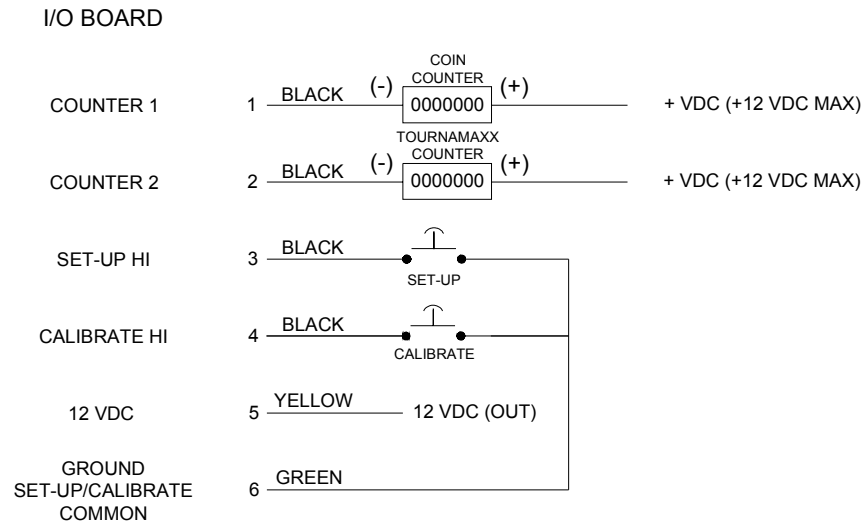


FIGURE 23 - I/O BOARD METER CONNECTOR SCHEMATIC

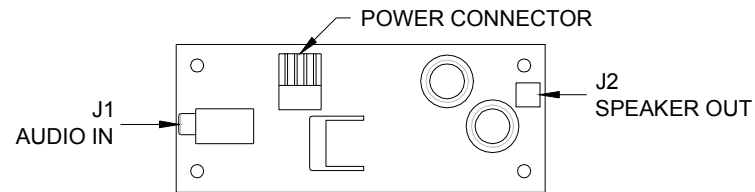


FIGURE 24 - AUDIO AMP BOARD DRAWING

## Merit Video Machine Limited Warranty

Merit Industries, Inc. warrants its video machines to be free from defects in material and workmanship for a period of one year from the date of purchase. The warranty covers all electrical components (except fuses and light bulbs) and printed circuit boards. The touchscreen is under warranty for a period of 3 years.

Failure due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including, but not limited to, improper electrical power source), fire, water damage, acts of God, acts of war and civil unrest are specifically excluded.

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

Merit will repair or replace, at its option, any component, part or assembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to Merit's repair facility and Merit is notified of the failure within the warranty period. Merit reserves the right to request the serial numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage. Merit will return or replace warranty items, as specified above, shipping charges prepaid, by ground transportation.

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

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

In certain instances, due to geographical or other considerations, Merit may offer PCB warranty service on an extended time basis as follows:

- (a) User notifies Merit in writing (or FAX) of PCB failure, providing dates of failure, serial numbers and a brief description of failure symptoms.
- (b) Failed PCBs are accumulated for a time period or quantity accumulation, as designated by Merit and sent in one shipment to save shipping expenses.
- (c) Merit honors warranty as per dates of failure notification.

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

## Merit Industries, Inc. Software License Agreement

Merit Industries, Inc. ("Licensor") is willing to license the enclosed software to you only if you accept all of the terms in this license agreement ("Agreement").

### Ownership of the Software

1. The enclosed Merit® product, which may include but is not limited to the Megatouch® software program ("Software") and the accompanying written materials are owned by Licensor and are protected by United States copyright laws, patent laws and other intellectual property laws, by laws of other nations, and by international treaties.

### Restrictions on Use and Transfer

2. If this Software package contains multiple media types (such as CD's, flash cards, hard drives, etc), then you may use only the type of media appropriate for your Machine. You may not use the other media types on another Machine, or transfer, or assign them to another user except as part of the permanent transfer of the Software and all written materials (as provided for below in paragraph 4).
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