



Megatouch MAXX Jade™ Edition Upgrade

STOP! If you have a Telco motherboard, you must exchange the memory in this kit with SIMMs from your distributor. Before beginning installation, make sure that you have the correct memory for your game.

WARNING: If your game is connected to TournaMAXX™ or TournaCHAMP™, you should check the capacity of the hard drive before installing this upgrade. If your game has a 3.2 GB hard drive, and you wish to connect to TournaMAXX™ or TournaCHAMP™, we strongly recommend that you upgrade the hard drive in your game. Contact your distributor to obtain a larger capacity hard drive (minimum capacity of 6.5 GB).

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PM0466-02

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To determine hard drive capacity:

Ruby/Sapphire software: Press the SETUP button inside the game. Touch the “Diagnostics” icon on the Main Menu Screen. Then, touch the “System Info” icon on the Diagnostics Screen. Following “Hard Drive:” will be the manufacturer and the capacity in parentheses. The capacity is documented in MB, divide by 1000 to get the capacity in GB.

Emerald software or earlier: Turn on the game. Look for the hard drive capacity during the boot-up sequence. It should be listed in the box on the second screen that appears after “Pri Master Disk”. The capacity is documented in MB, divide by 1000 to get the capacity in GB.

If you cannot determine the hard drive capacity of earlier games, install the upgrade and then follow the instructions for determining the capacity for Ruby/Sapphire software.

Megatouch MAXX Jade™ Edition

IMPORTANT: If you have a Telco motherboard, you must exchange the memory in this kit with SIMMs from your distributor. Before beginning installation, make sure that you have the correct memory for your game. The memory exchange for Telco boards is free as long as the memory provided in this kit has not been opened.

*The installation of this kit requires a CD-ROM drive and centronics ribbon cable, neither of which are included. If you do not have a centronics ribbon cable, please call Merit Customer Service at 1-800-445-9353 or 215-639-4700 and one will be provided to you. It is recommended that you use a CD-ROM drive of at least 8X or better that is capable of operating on an angled surface, as you may not always have a level surface on which to place the drive. **You must configure your CD-ROM drive as the *Master Drive*.**

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	EC0056-03	64M MEMORY DIMM
1	PA0070-01	JADE EDITION CD #1
1	PA0070-02	JADE EDITION CD #2
1	PA0070-03	JADE EDITION CD #3
1	SA3079-XX or SA3080-XX	JADE SECURITY KEY or CHAMPIONSHIP SECURITY KEY

CAUTION: Before handling the board, or any components on the board, it is important to remove any static electricity from your body by touching a grounded piece of metal on the game. Failure to ground yourself before performing an upgrade may result in damage to your system and may prevent you from performing the upgrade. Avoid walking around with the memory in your hand after you have removed it from the box. This could cause static to build up.

Memory Installation

- Turn off your game and unplug it from its power source.
- Open the CPU section door and locate the motherboard assembly.
- Use Figures 1-4, determine what kind of motherboard is in your game. If you have a Telco motherboard, you must install the memory upgrade kit containing the two SIMMs. For Mitsubishi, Itox and Unicorn motherboards, you must install the memory upgrade kit containing one DIMM. Make sure that you are installing the correct kit for the motherboard that is in your game.
- If your game uses a Mitsubishi, Itox or Unicorn board, skip to step 6.
- Telco boards only: Remove the existing SIMMs by pushing both support clips outward and gently removing the SIMMs out of the socket clearing both clips. Remove the 2 X 20-pin IDE 2 connector in order to properly install the new SIMMs (see Figure 1). Install the two new SIMMs in a 45-degree angle, making sure all the contacts are aligned, then roll each SIMM into a vertical position. When they're locked into place, secure them with the support clips. See Figure 1 for location. Skip to step 12.

6. Mitsubishi, Itox and Unicorn boards only: Remove the I/O board from the assembly by removing the two kepnuts securing the I/O board (see Figures 2A, 3A, and 4A). GENTLY lift the I/O board from the standoffs and GENTLY pull it out from the riser card. If you have a Unicorn motherboard, make sure not to lose the two spacers located under the I/O board.
7. Using Figures 2-4, locate the DIMM strip in the socket labeled "MM1" on Mitsubishi and and Itox boards and "DIMM1" on Unicorn boards.
8. Simultaneously press down on the two white tabs on either side of the strip to release the strip from the socket.
9. Remove the DIMM strip from the board and place it in an anti-static bag for storage.
10. Line up the notches on the replacement DIMM strip with the notches on the socket labeled MM1 or DIMM1 (the same socket where the original DIMM strip was located) and gently and evenly insert the strip into the socket. Making sure that the notches are lined up will ensure that the strip is facing the correct way.
11. Carefully replace the I/O board by gently pushing it back into the riser card and securing it to the standoffs with the 2 kepnuts. If you have a Unicorn board, make sure if you replace the spacers before replacing the board on the standoffs.
12. Close and lock the CPU section door.
13. Plug in the game and turn on the power to ensure the memory is installed correctly. If the game is operating as normal, the memory was correctly installed. Continue with "Software Installation".

TELCO MOTHERBOARD

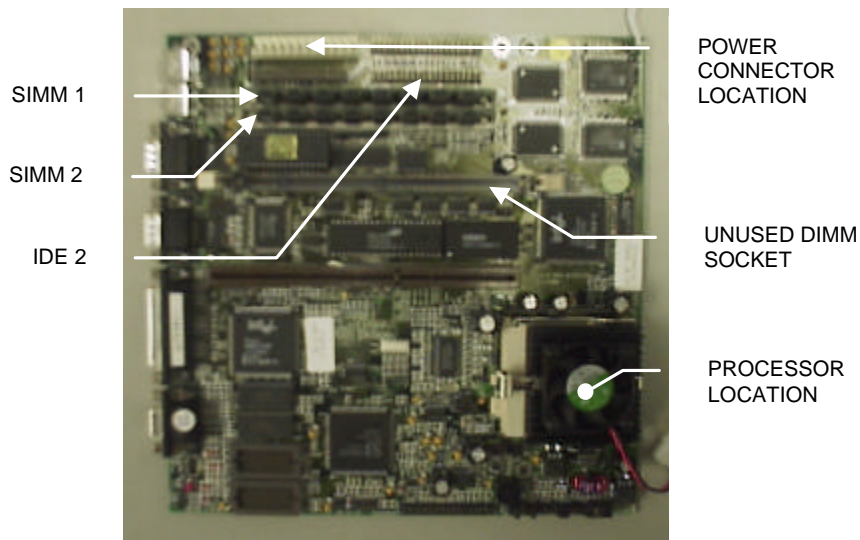


FIGURE 1 - TELCO MOTHERBOARD
WITH I/O AND RISER REMOVED FOR MOTHERBOARD IDENTIFICATION

MITSUBISHI MOTHERBOARD

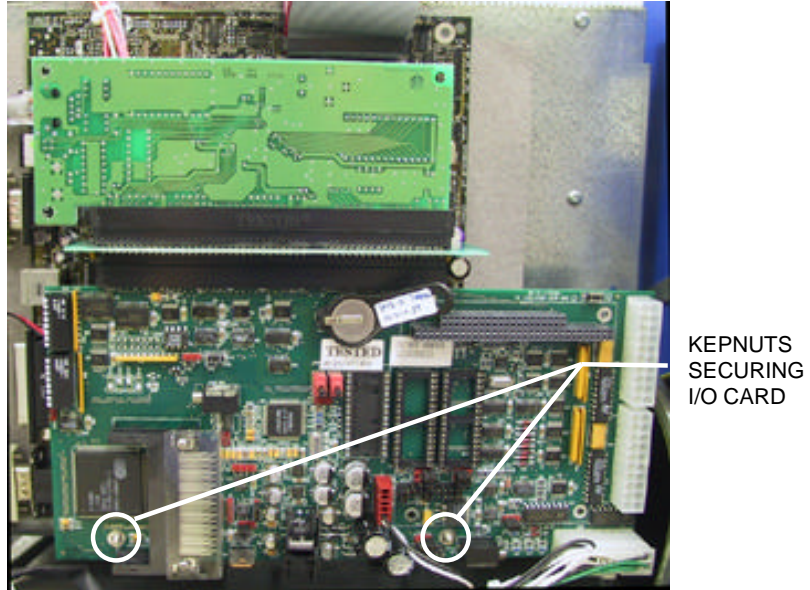


FIGURE 2A - MITSUBISHI 586 MOTHERBOARD

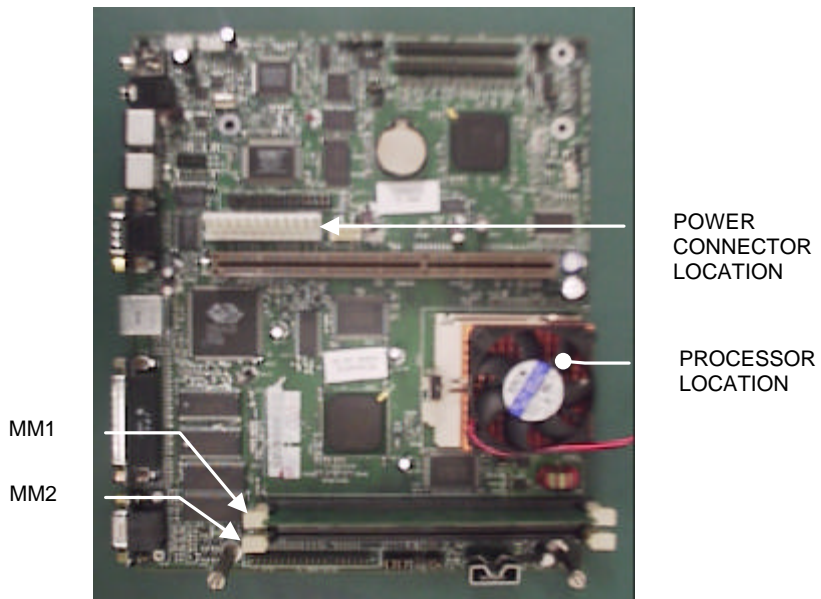


FIGURE 2B - MITSUBISHI 586 MOTHERBOARD WITH I/O AND RISER REMOVED

ITOX MOTHERBOARD

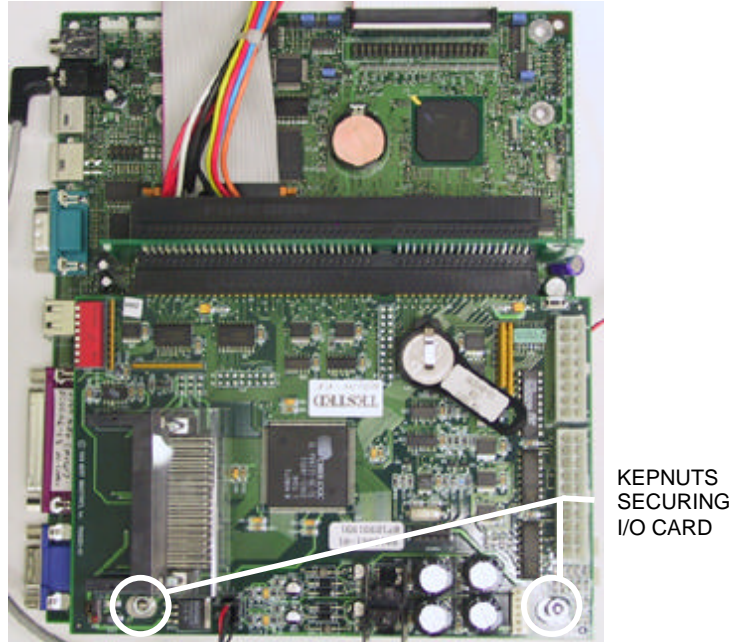


FIGURE 3A - ITOX 586 MOTHERBOARD

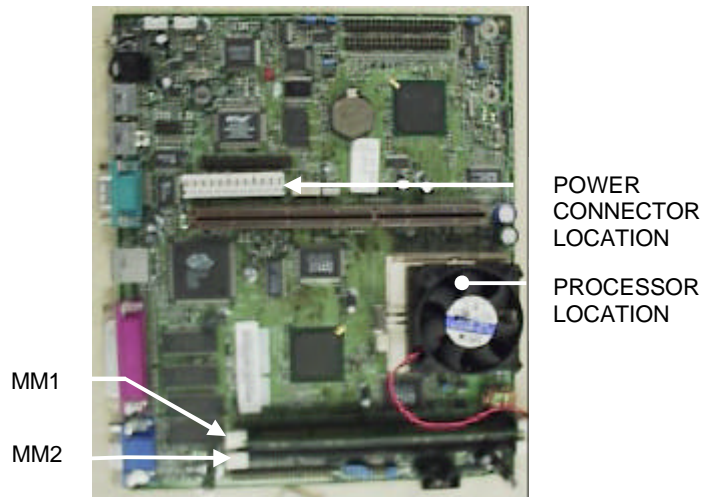


FIGURE 3B - ITOX 586 MOTHERBOARD WITH I/O AND RISER REMOVED

UNICORN MOTHERBOARD

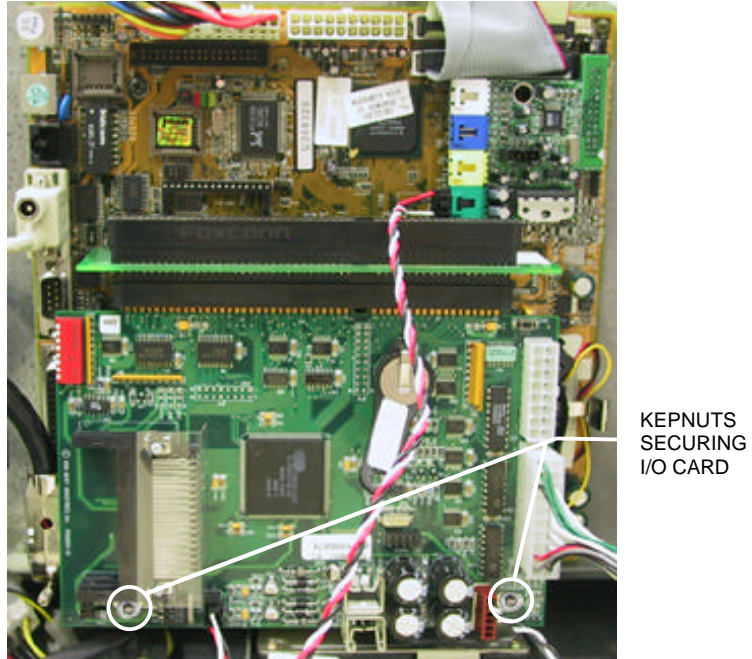


FIGURE 4A - UNICORN 586 MOTHERBOARD

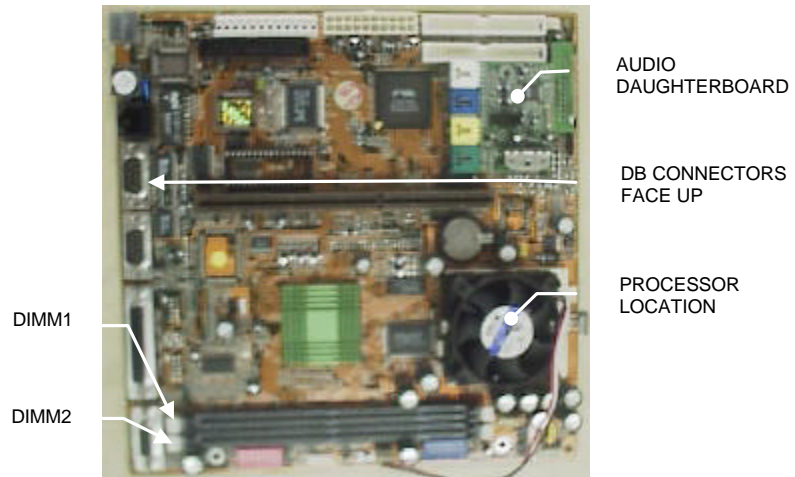


FIGURE 4B - UNICORN 586 MOTHERBOARD
WITH I/O AND RISER REMOVED

Software Installation

Connecting a CD-ROM Drive

1. Turn off power to the game.
2. Unlock and open the CPU section door to gain access to the PC tray.
MAXX Countertop: Unlock the lid from the game, tilt back and remove from the game.
Upright: Unlock the monitor bezel.
In MAXX Classic, MAXX Select, MAXX Elite, Blue MAXX, Slim MAXX and EZ MAXX games: Unlock and open the rear door of the game.
3. Connect the 2 x 20-pin IDE connector (see Figure 5) to the IDE interface connector on the CD-ROM drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector (see Figure 6).
4. Connect the four (4) pin power connector on the ribbon cable (see Figure 5) to the DC power input on the CD-ROM drive (see Figure 6).
5. Make sure that your CD-ROM drive is set to MASTER. See Figure 6 for typical Master/Slave drive location.
6. Locate the centronics connector.
Countertop: The centronics connector is located on top of the electronics box (see Figure 7).
Upright: The centronics connector is located on the PC shelf (see Figure 8).
In MAXX Classic & Blue MAXX games: The centronics connector is located above the motherboard assembly (see Figure 9).
In MAXX Select, MAXX Elite, Slim MAXX and EZ MAXX games: The centronics connector is located on the PC shelf (see Figure 10).

7. Connect the centronics connector on the ribbon cable to the centronics connector on the game.

NOTE: *When positioning your CD-ROM drive, it is important that you find a suitable place where the CD-ROM drive will not be in danger of coming in contact with any components or wires inside of the game.*

Program Installation

Performing this upgrade will delete previous information and files on your hard drive. If you want to retain any pertinent information (ex: Books Screen information), you will need to document that information before performing the upgrade.

The update process could take anywhere from 15 to 20 minutes, depending on the speed of your CD-ROM drive.

8. If you are connected to TournaMAXX™, you must perform an "Update From Server" before beginning this installation so that the information is not deleted.
9. Turn on the game and insert the CD labeled "Disc 1" into the CD-ROM drive. If you don't get the CD into the drive before the game starts to boot-up, turn off the game and turn it back on.
10. *Microtouch touchscreens:*
The message: "**By continuing with this installation program, you indicate that you accept the terms of Merit's software license agreement**" will appear on the screen. The software license agreement is in the back of this manual. If you accept the terms, select "**Yes, I agree**".

ELO touchscreens:

The message: "**By touching the screen to continue, you indicate that you accept the terms of Merit's software agreement. If you do not agree to these terms,**

please power down” will appear on the screen. The software license agreement is in the back of this manual. If you accept the terms, select **“Yes, I agree”**.

NOTE: *If you do not agree to the terms of the agreement, reboot the game to remove the CD, then turn the game off and disconnect the CD-ROM drive. The game will continue running the current software version.*

11. When the first CD is finished installing, the message: **“Please replace the current CD with CD #2 then close CD door to continue”** will appear on the screen. Remove the first CD, insert the CD labeled **“Disc 2”** and close the CD-ROM door.
12. When the second CD is finished installing, the message: **“Please replace the current CD with CD #3 then close CD door to continue”** will appear on the screen. Remove the second CD, insert the CD labeled **“Disc 3”** and close the CD-ROM door.
13. When the third CD is finished installing, the message: **“Please replace the current CD with CD #4 then close CD door to continue”** will appear on the screen. Remove the third CD, insert the CD labeled **“Disc 4”** and close the CD-ROM door.
14. When the installation is complete, the screen will display the message **“Installation Complete! Please remove CD and Reboot.”**
15. Remove the CD and turn off power to the game. If you are connected to TournaMAXX™ and have a current player database CD, install it now. If you do not have a current player database, the player database will be installed on the initial call to the TournaMAXX™ server.
16. Carefully disconnect the ribbon cable from the centronics connector on the game. Be sure to grasp the connector and not the cable itself.

Security Key Installation

17. Locate the security key (the button-shaped disc with the spoon handle) on the I/O board of the motherboard assembly.
Countertop: See Figure 7.
Upright: See Figure 8.
In MAXX Classic and Blue MAXX games: See Figure 9.
MAXX Select, MAXX Elite, Slim MAXX and EZ MAXX games: See Figure 10.
18. Remove the existing security key from the I/O board and replace it with the supplied security key.
19. Close and lock the CPU section door of the game and restore power to the game. When prompted, perform a touchscreen calibration.
20. If you are connected to TournaMAXX™, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, perform an “Update From Server”. Refer to the TournaMAXX™ manual for information on how to perform these functions.

Centronics Ribbon Cable and CD-ROM Drive

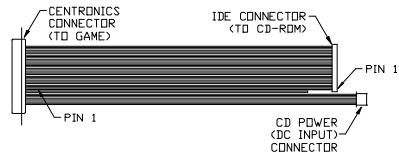


FIGURE 5 – CENTRONICS/CD-ROM INTER-FACE RIBBON CABLE

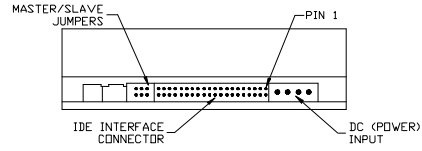


FIGURE 6 – REAR VIEW OF STANDARD CD-ROM DRIVE

Megatouch™ MAXX Countertop and Upright Games

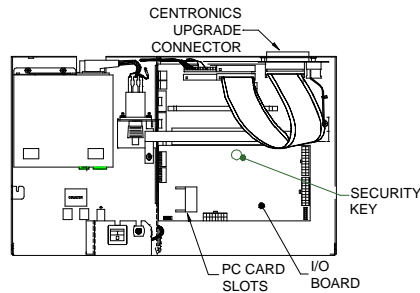


FIGURE 7 - MAXX COUNTERTOP CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

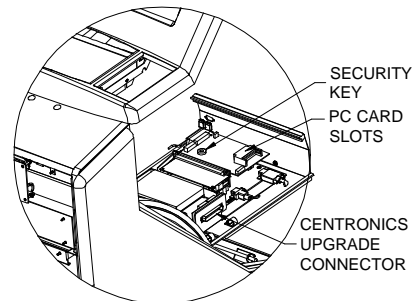


FIGURE 8 - MAXX UPRIGHT CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

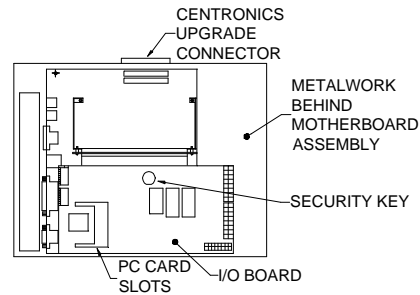


FIGURE 9 - MAXX CLASSIC AND BLUE MAXX MOTHERBOARD ASSEMBLY - CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

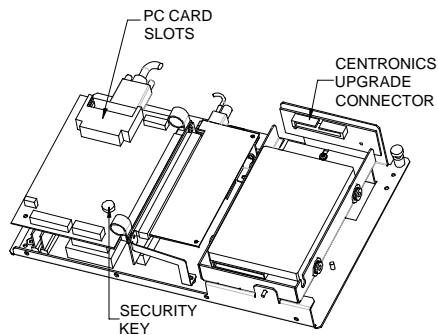


FIGURE 10 – MAXX SELECT, MAXX ELITE, SLIM MAXX, AND EZ MAXX CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

Adhering the Side Decals

21. Turn off and unplug the game.
 22. Remove the existing decals (remove any remaining adhesive residue with an adhesive remover).
- NOTE: Make sure not to get any adhesive removing solvents or solutions on the touchscreen, as they may damage the screen.**
23. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean and free from dirt for the new decals to adhere properly.
 24. Partially peel the backing from the top edge of one of the provided oval decals. Center the decal on the side of the game and apply the decal. Repeat the same step for the other side of the game.
 25. Plug in the game and turn on the power.
 26. Close and lock the CPU section door of the game.

Software Installation Troubleshooting Guide

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> • The game boots from the hard drive, not the CD-ROM drive 	<ul style="list-style-type: none"> • The jumper setting on the back of the CD-ROM drive must be set to MASTER (MA). • The CD-ROM drive may be defective. Try a different CD-ROM drive. • Make sure that the Centronics cable is connected correctly and that it is completely pushed down in place. • Try another Centronics cable. • Try using an IDE ribbon cable connected between the CD-ROM drive and the motherboard. Unplug the power to the fans to power the CD-ROM drive. The IDE ribbon cable going to the motherboard will go to the secondary IDE connector.
<ul style="list-style-type: none"> • Game will not download CD 	<ul style="list-style-type: none"> • Make sure CD is installed correctly. The logo should be facing up and the CD should be seated properly in the CD-ROM tray. • Make sure the CDs are of the same version of software. • Check the CD for scratches or defects. Try a different set of CDs or a different CD-ROM drive. • To verify that the CD-ROM drive is being detected by the motherboard, install CD 2 and turn on the game. If the game acknowledges CD 2 with an error message to re-install CD 1 and start the process over, then CD 1 is the problem. If the CD-ROM drive is not being detected, see "CD-ROM not recognized" below.
<ul style="list-style-type: none"> • CD-ROM NOT RECOGNIZED 	<ul style="list-style-type: none"> • An error in the CMOS configuration can create a problem where the motherboard does not see the CD-ROM drive. • To reconfigure the CMOS, turn off the game, set DIP switch 8 to the closed position and reboot the game. The message, "Merit Boot Diagnostics Resetting motherboard CMOS settings to defaults." will appear. When the message, "Drive checksum will now be performed.." appears, turn off the game and reset DIP switch 8 to the open position.
<ul style="list-style-type: none"> • Game reboots after inserting the CDs and turning on power. 	<ul style="list-style-type: none"> • If you insert the CDs and power up and then the game reboots, there may be a problem with the CD-ROM drive. Make sure a newer CD-ROM drive is being used. Older CD-ROM drives may have a problem reading the CDs correctly. (MAXX games will only reboot after the Ruby software is loaded.)
<ul style="list-style-type: none"> • The game prompts you to install the CD which is already in the CD drive. 	<ul style="list-style-type: none"> • If CD 2 loads about 82-87% of the way and asks for CD 2 to be installed, this would indicate that CD 2 is defective. Try a different set of CDs.
<ul style="list-style-type: none"> • Hard drive error when installing software 	<ul style="list-style-type: none"> • If the first CD loads about 51% and detects a hard drive error, the hard drive is defective. To ensure that the hard drive is defective, first try a different set of CDs and a different CD-ROM drive. If the reloading attempts failed again at 51%, the hard drive is defective.
<ul style="list-style-type: none"> • "INVALID KEY" message while attempting software download to the hard drive 	<ul style="list-style-type: none"> • If the security key was replaced before the download, the motherboard did not boot from the CD-ROM drive. • Check that the CD-ROM drive is set as master. • Check the ribbon cable connections between the CD-ROM drive and the motherboard. • Try another CD-ROM drive or another set of CDs.

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8. Le Concédant garantit seulement à votre intention, que le logiciel permettra une utilisation conforme, avec la documentation l'accompagnant, pendant la période de temps indiquée dans la période de garantie du produit standard du Concédant, à compter de la date de livraison du logiciel.

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9. La seule obligation du Concédant aux termes de la garantie susmentionnée sera de faire tous les efforts commercialement raisonnables pour corriger ou modifier la partie du logiciel pour le rendre matériellement conforme aux spécifications de la documentation.

Concession de Licence

10. Le Concédant vous accorde le droit d'utiliser une seule copie sur un seul Megatouch™ (ci-après "Appareil") accompagné d'une seule clé de sécurité autorisée en usine et fournie par le Concédant. Le Concédant se réserve le droit de mise-à-jour des versions du logiciel et du contenu de l'Appareil, quand il juge nécessaire de le faire. Vous avez la responsabilité de protéger la clé de sécurité autorisée en usine fournie par le Concédant. Il vous appartient également d'empêcher que les mots de passe ou autres codes et la clé de sécurité soient utilisés par un tiers. Vous acceptez d'assumer la responsabilité dans le cas de l'utilisation du logiciel par un tiers. Le Concédant se réserve le droit de résilier votre contrat de licence à tout moment dans l'éventualité d'une utilisation non-conforme aux clauses stipulées. Le Concédant se réserve également le droit de contrôler le logiciel à tout moment et sans préavis de sa part. De surcroît, dans l'éventualité où le logiciel n'est accessible qu'à travers la machine dans laquelle il est installé, le licencié s'engage à donner libre accès au Concédant, ou ses représentants, à la machine et dans les plus brefs délais.

Exclusion de toute autre garantie

11. EXCEPTÉ COMME PREVU DANS LA SECTION INTITULEE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET A QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ECHEANT, TOUT SUPPORT OU MATERIEL FOURNI CONFORMEMENT AU PRESENT CONTRAT. EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OU CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRESENT CONTRAT.

Limite de Responsabilité

12. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DE TOUTE RECLAMATION, DEMANDE OU ACTION RESULTANT DE OU EN RAPPORT AVEC LE LOGICIEL, SON UTILISATION OU SON INSTALLATION, OU LA PERFORMANCE OU MANQUE DE PERFORMANCE DU CONCEDANT EN VERTU DU PRESENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRESUMEE PAR LA LOI ET QUI DOIVENT ETRE EXPRESSEMENT PROUVES, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ETE AVISE OU NON DE LA POSSIBILITE D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRECEDE, LES DEDOMMAGEMENTS A VOTRE DISPOSITION SERONT LIMITES AU MONTANT QUE VOUS AUREZ PAYE AU CONCEDANT POUR LE LOGICIEL.
13. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ECONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DECOULANT DE L'UTILISATION OU DE L'IMPOSSIBILITE D'UTILISATION DU LOGICIEL.

Dispositions Générales

14. La validité et la construction du présent Contrat et les droits et obligations ci-inclus seront déterminés et régis par les lois de l'état de New York aux États-Unis. En acceptant les dispositions du présent contrat, vous acceptez également que tous litiges ou revendications relatives seront réglés par voie d'arbitrage par un tribunal de l'état de New York, aux États-Unis.
15. Merit Industries se réserve le droit de transférer le présent contrat à un tiers ainsi que ses droits et obligations ci-après.
16. Pour toutes questions concernant le présent Contrat -ou si vous désirez contacter le Concédant pour une raison quelconque, veuillez écrire à: Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, États-Unis.

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Beschränkungen

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13. DER LIZENZGEBER HAT IN KEINEM FALL EINE HAFTUNG IHNEN GEGENÜBER FÜR SCHÄDEN, EINSCHLIESSLICH ETWAIGER GEWINNVERLUSTE, NICHT REALISierter EINSPARUNGEN ODER ANDERER NEBEN- ODER FOLGESCHÄDEN, DIE AUS IHRER VERWENDUNG ODER GEBRAUCHSUNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

Allgemein

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STOP! If you have a Telco motherboard, you must exchange the memory in this kit with SIMMs from your distributor. Before beginning installation, make sure that you have the correct memory for your game.