



TECH NOTES

<http://www.meritgames.com>

merit entertainment

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Re: How to Read a Game Serial Number

Merit Entertainment has implemented a new form of game serialization beginning with the Megatouch Force product line. Use the following key to interpret the serial number of your game.

MMDDYYTTGGNNNN

MM = two-digit month of manufacture

DD = two-digit day of manufacture

YY = last two digits in year of manufacture

TT = two-digit tracking code (usually 00, can be changed to track special circumstances)

0L = Mega-Lease	0M = M-Lease	01 = Uses SB0410-01 Assembly	50 = GR Build
02 = Uses SA10070-04 MB	RO = RET	WR = RoHS	5R = GR RoHS Build

GG = two-digit code representing game series/model

00 = Force Classic	36 = 17" Ion Elite Edge (bill)	84 = Force eVo Wallette
02 = Boardwalk	37 = 17" Ion eVo Wallette (bill & coin)	85 = Force Elite Edge (Bill & Coin)
10 = Force Elite	38 = 17" Ion eVo Wallette (coin)	86 = Force Elite Edge (Coin)
11 = 15" Ion eVo (Bill)	39 = 17" Ion eVo (Non-Revenue)	87 = Force Elite Edge (Bill)
12 = 15" Ion eVo (Coin)	40 = Conversion Kits	90 = Force Fusion
13 = 15" Ion eVo (Bill & Coin)	41 = Force Conversion Kits	91 = Force Fusion (Non-Revenue)
14 = 15" Ion eVo (Non-Revenue)	42 = Boardwalk Conversion Kits	92 = Ion Fusion
15 = 15" Ion eVo Wallette (Bill & Coin)	50 = Force Vibe Display (Bill)	93 = Ion Fusion (RoHS)
16 = 15" Ion eVo Wallette (Coin)	51 = Force Vibe Processor (Bill)	A0 = Mr. VIPS
17 = 15" Ion Elite Edge (Bill & Coin)	52 = Force Vibe PC	B0 = Fun Zone
18 = 15" Ion Elite Edge (Coin)	53 = Force Vibe Display (Coin)	B1 = Fun Zone Jr.
19 = 15" Ion Elite Edge (Bill)	54 = Force Vibe Processor (Coin)	C0 = 15" Force Gametime
20 = Force Radion	55 = Force Megatouch Booth Game	C1 = 15" Ion Gametime Countertop
21 = Force Champ	56 = Ion Wallette Music Box	C2 = Ion Gametime Upright
22 = 15" Ion eVo (Bill) (RoHS)	60 = Force Megatouch Combo Jukebox	C3 = 17" Ion Gametime eVo
23 = 15" Ion eVo (Coin) (RoHS)	61 = MegaTunes	D0 = Force Money Shoot
24 = 15" Ion eVo (Bill & Coin) (RoHS)	62 = Remote Sound System	E0 = 17" Ion Aurora (bill & coin)
25 = 15" Ion eVo Wallette (Bill & Coin) (RoHS)	63 = MoD BoX	E1 = 17" Ion Aurora (coin)
26 = 15" Ion eVo Wallette (Coin) (RoHS)	64 = MoD BoX Deluxe	E2 = 17" Ion Aurora (bill)
27 = 15" Ion Elite Edge (Bill & Coin) (RoHS)	65 = MoD BoX Deluxe Wireless	E3 = 19" Ion Aurora (bill & coin)
28 = 15" Ion Elite Edge (Coin) (RoHS)	70 = OEM	E4 = 19" Ion Aurora (coin)
29 = 15" Ion Elite Edge (Bill) (RoHS)	71 = VIPS	E5 = 19" Ion Aurora (bill)
30 = Force Upright	72 = Ion OEM	E6 = Aurora Widescreen (bill & coin)
31 = 17" Ion eVo (bill & coin)	73 = Ion OEM (RoHS)	E7 = Aurora Widescreen (coin)
32 = 17" Ion eVo (coin)	80 = Force eVo (Bill)	E8 = Aurora Widescreen (bill)
33 = 17" Ion eVo (bill)	81 = Force eVo (Coin)	F0 = Rx (bill & coin)
34 = 17" Ion Elite Edge (bill & coin)	82 = Force eVo (Bill & Coin)	F1 = Rx (coin)
35 = 17" Ion Elite Edge (coin)	83 = Force eVo (Non-Revenue)	G0 = Prize Vault (coin & bill)

NNNN = four-digit sequential number of game produced during the day

See the next page for an example.

Example:

