



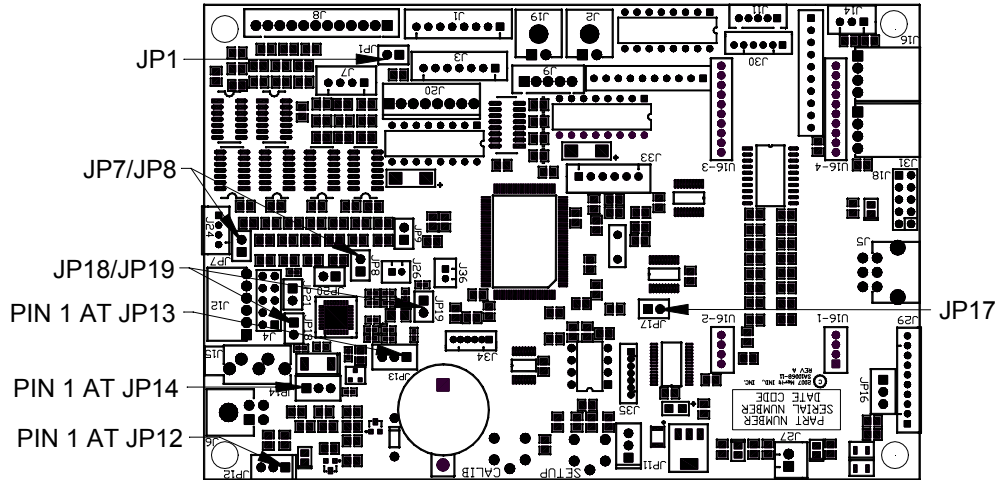
TECH NOTES

<http://www.meritgames.com>

Date: 6-21-09

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 of 043007XXXXXXXX or greater, 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 100107XXXXXXXX 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, -06, -08, -09 and -10).
- 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, -06, -08, -09 and -10).

- 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.