



**Megatouch  
FORCE 2009™ Edition  
Hard Drive Upgrade**

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PM0513-13



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## Megatouch Force 2009™ Hard Drive Upgrade

**CONTENTS:**

QTY	PART NUMBER	DESCRIPTION
1	SB0446-09	FORCE 2009 HARD DRIVE ASSEMBLY
<b>FOR KITS WITH SECURITY KEY ONLY</b>		
1	SA3570-XX	FORCE 2009 KEY

Follow the installation instructions for your game type.

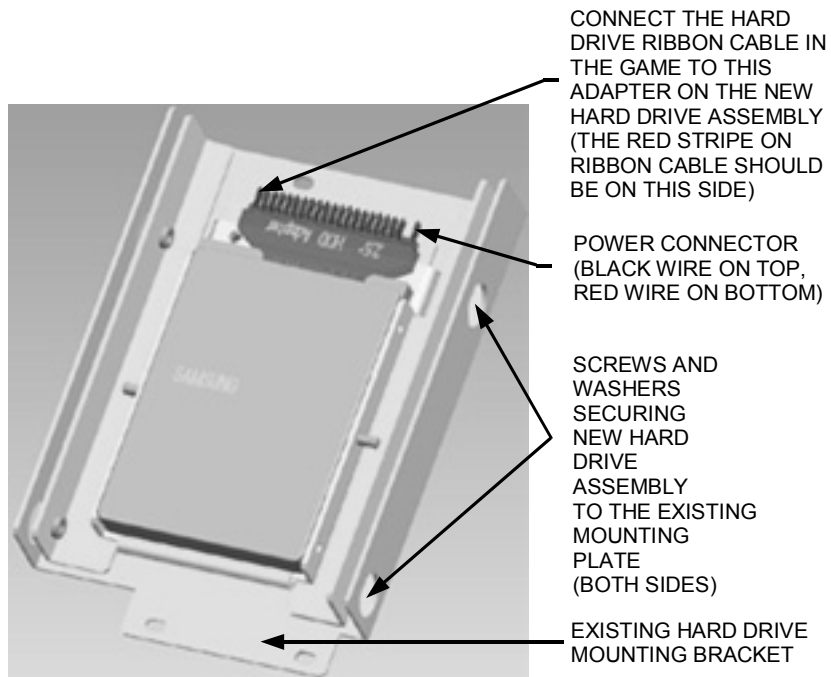


FIGURE 1 - NEW HARD DRIVE ASSEMBLY

## Force Classic Games

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the lid.
4. Remove the screw securing the hard drive mounting plate to the game and remove the hard drive assembly as much as the cabling will allow. See Figure 2.
5. Disconnect the 4-pin power connector and the ribbon cable from the hard drive, then remove the hard drive assembly from the game.
6. Remove the 4 screws and shoulder washers securing the hard drive to the mounting plate. See Figure 2.

### Hard Drive Installation

7. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.

8. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
9. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
10. Fasten the hard drive mounting plate to the game with the mounting screw. See Figure 2.
11. Continue with **Security Key Installation** if you are installing a security key.
12. Close and lock the lid.
13. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
14. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

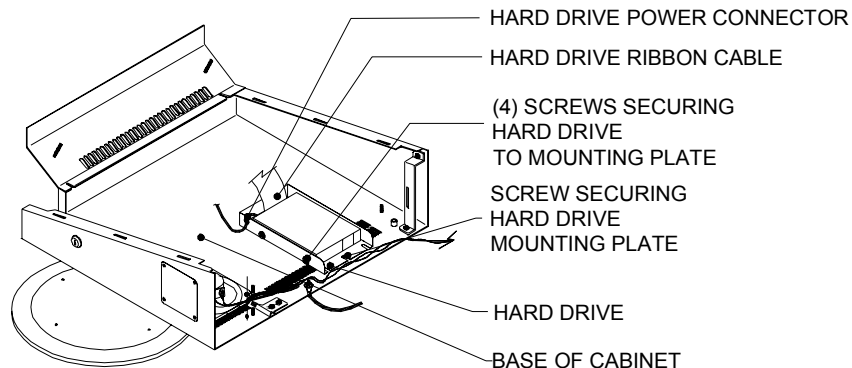


FIGURE 2 - FORCE CLASSIC CHASSIS

## Force Elite Games

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the rear door.
4. Remove the screw securing the hard drive mounting plate (see Figure 3) and slide the hard drive assembly towards the back of the unit.
5. Lift the hard drive assembly out of the game until you're able to disconnect the 4-pin power connector and the hard drive ribbon cable from the rear of the hard drive.
6. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate.

### Hard Drive Installation

7. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.

8. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
9. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
10. Slide the hard drive assembly into the game and fasten it with the mounting screw.
11. Continue with **Security Key Installation** if you are installing a security key.
12. Close and lock the rear door.
13. Restore power to the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
14. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

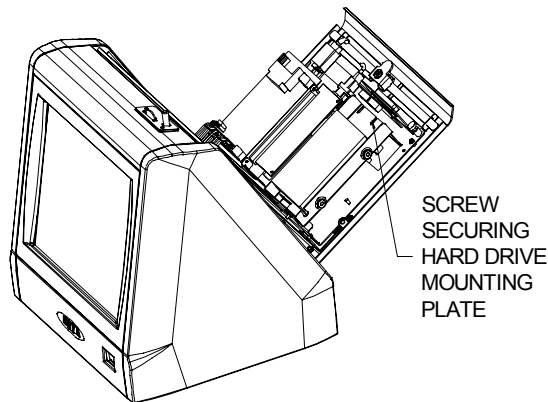


FIGURE 3- ELITE WITH REAR DOOR OPEN

## Force Radion

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open/remove the rear door and the left side door.
4. Locate the hard drive and remove the 2 screws securing the hard drive mounting bracket to the game (see Figure 4), then remove the hard drive assembly until you're able to disconnect the hard drive power connector and the motherboard ribbon cable.
5. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate.

### Hard Drive Installation

6. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.

7. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
8. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
9. Replace the hard drive assembly in the game and fasten it with the 2 screws. See Figure 4.
10. Continue with **Security Key Installation** if you are installing a security key.
11. Close/replace and lock the rear door and the side door.
12. Restore power to the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
13. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.



FIGURE 4 - SIDE VIEW OF RADION GAME

## FORCE eVo, eVo Wallete and Elite Edge

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Remove the 3 screws securing the hard drive mounting bracket to the game (the top screw also secures the strain relief cord, so you must support the front of the game during removal). Then remove the hard drive assembly until you're able to disconnect the hard drive power connector and the hard drive ribbon cable running to the motherboard. See Figure 5.
5. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate. See Figure 5.

### Hard Drive Installation

6. Fasten the new hard drive assembly to the existing mounting plate with the

- 4 screws and shoulder washers. See Figure 1.
7. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
8. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
9. Fasten the hard drive mounting plate to the game with the three screws. See Figure 5.
10. Continue with **Security Key Installation** if you are installing a security key.
11. Close and lock the CPU section.
12. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
13. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

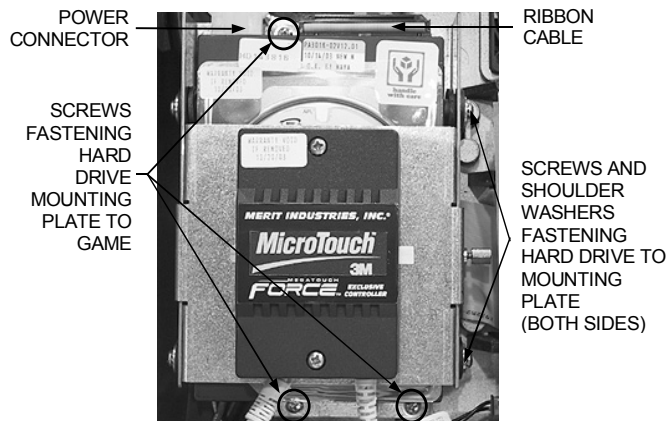


FIGURE 5 - HARD DRIVE - SCREWS FASTENING HARD DRIVE MOUNTING PLATE



## VIBE Games

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock the lock on the processor cover and loosen the 3 screws on either side of the cover. Slide the cover away from the connector side of the processor and lift the cover off of the unit.
4. Remove the 3 screws securing the hard drive to the processor (see Figure 6).
5. Disconnect the I/O and audio harness, then remove the hard drive assembly until you're able to disconnect the hard drive ribbon cable and hard drive power connector. See Figure 6.
6. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate. See Figure 6.
7. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and washers. See Figure 1.
8. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
9. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
10. Fasten the hard drive assembly to the processor with the 3 screws (see Figure 6).
11. Continue with **Security Key Installation** if you are installing a security key.
12. Replace the processor cover and secure it with the 6 screws.
13. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
14. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

### Hard Drive Installation

7. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and washers. See Figure 1.

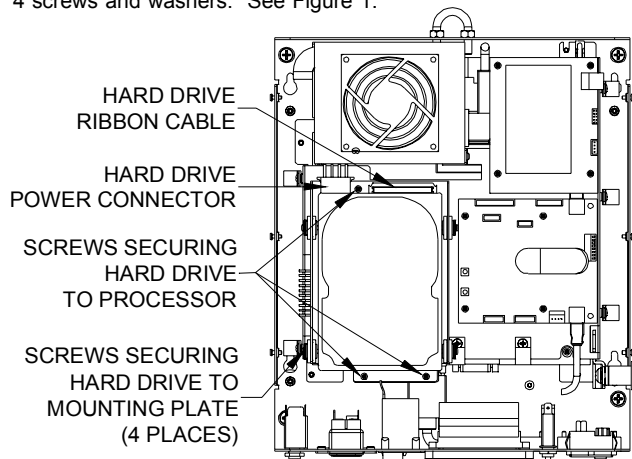


FIGURE 6 - TOP VIEW OF PROCESSOR WITH COVER REMOVED

## Force Fusion Games

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the bezel.  
*Games with electronic boxes:* Remove the 2 screws fastening the electronics box cover and remove the cover.
4. Locate the hard drive. It will either be mounted to the electronics box cover or against the back wall of the game. Remove the 3 screws or standoffs securing the hard drive mounting bracket to the cover or the game, then remove the hard drive assembly until you're able to disconnect the hard drive power connector and hard drive ribbon cable.
5. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate (see Figure 7).

### Hard Drive Installation

6. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.

7. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
8. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
9. Fasten the hard drive assembly to the electronics box cover or game with the 3 screws or standoffs. See Figure 7.
10. Continue with **Security Key Installation** if you are installing a security key.
11. Close and lock the bezel.  
*Games with electronic boxes:* Replace the electronics box cover and fasten it with the 2 screws.
12. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
13. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.



FIGURE 7 - FUSION HARD DRIVE

## Force Upright without Coin Door

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Slide the CPU shelf into its service position to access the hard drive.
5. Remove the screw securing the hard drive mounting plate to the shelf (see Figure 8).
6. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate. See Figure 8.
7. Disconnect the hard drive ribbon cable and the hard drive power connector from the hard drive.

### Hard Drive Installation

8. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.

9. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
10. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
11. Fasten the hard drive assembly to the CPU shelf with the mounting screw (see Figure 8).
12. Continue with **Security Key Installation** if you are installing a security key.
13. Slide the CPU shelf back into the game.
14. Close and lock the front bezel.
15. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
16. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

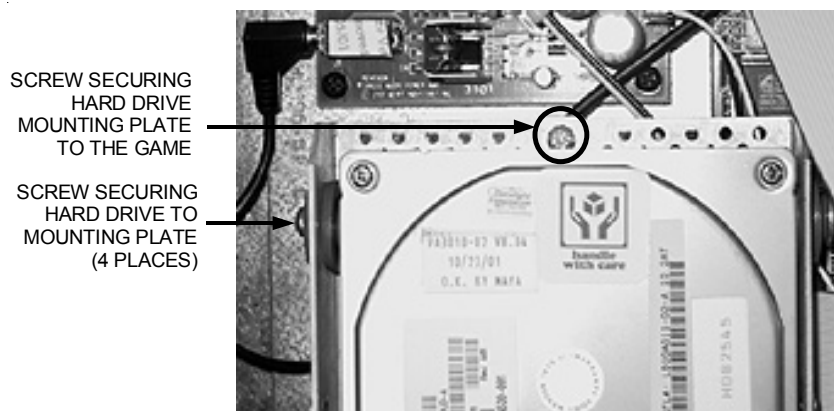


FIGURE 8 - HARD DRIVE MOUNTING PLATE ATTACHED TO CPU SHELF

## Force Upright with Coin Door

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front door to access the electronics shelf.
4. The I/O board assembly will need to be moved aside in order to access the hard drive. Remove the 2 screws securing the I/O board mounting plate to the hard drive mounting plate (see Figure 9).
5. Remove the screw securing the hard drive mounting plate to the game (see Figure 10).
6. Disconnect the hard drive ribbon cable and the hard drive power connector from the hard drive.
7. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate (see Figure 9) and remove the hard drive.

### Hard Drive Installation

8. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.
9. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
10. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
11. Fasten the hard drive mounting plate to the game with the mounting screw (see Figure 10).
12. Fasten the I/O board mounting plate to the hard drive mounting plate with the 2 screws (see Figure 9).
13. Continue with **Security Key Installation** if you are installing a security key.
14. Close and lock the front door.
15. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
16. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

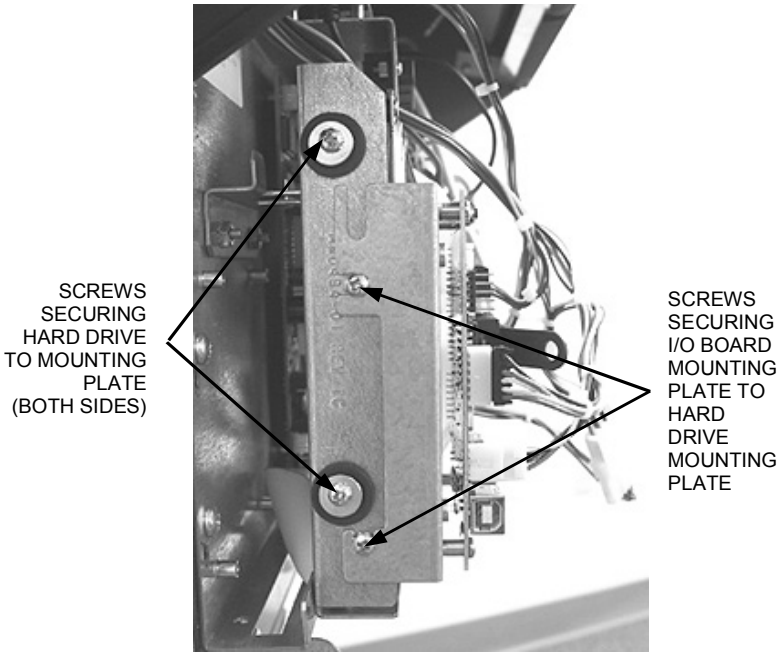


FIGURE 9 - SIDE VIEW OF HARD DRIVE



FIGURE 10 - TOP VIEW OF I/O BOARD AND HARD DRIVE

## Megatouch Combo Jukebox

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off the main power switch on the outside of the game.
3. Unlock and remove the rear door, then turn off the internal power switch (located above the cooling fan on the left side). Then unplug the game.
4. Remove the screw securing the hard drive mounting plate to the electronics tray (see Figure 11).
5. The I/O board assembly will need to be moved aside in order to access the hard drive. Remove the 2 screws securing the I/O board mounting plate to the hard drive mounting plate. See Figure 11.
6. Disconnect the power connector and the ribbon cable from the hard drive (see Figure 11).
7. Remove the 4 screws and shoulder washers fastening the hard drive to the hard drive mounting plate. See Figure 11.

### Hard Drive Installation

8. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.
9. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
10. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
11. Resecure the I/O board mounting plate to the hard drive assembly with the 2 screws (see Figure 11).
12. Fasten the hard drive and I/O board assemblies to the electronics tray with the mounting screw (see Figure 11).
13. Continue with **Security Key Installation** if you are installing a security key.
14. Plug in the game, then turn on the internal power switch and replace and lock the rear door.
15. Turn on the main power switch on the outside of the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
16. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

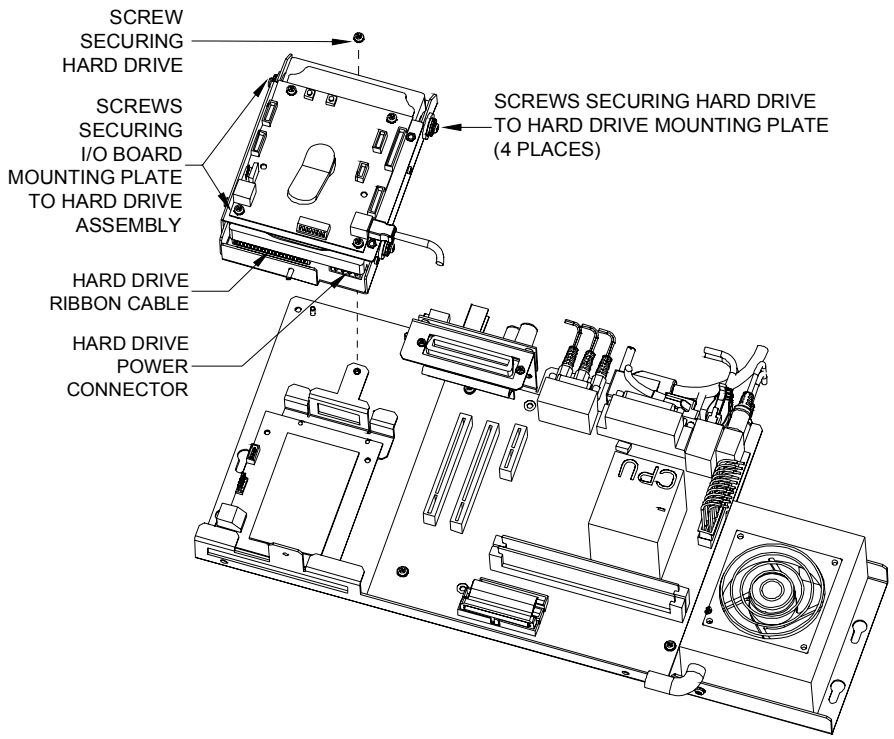


FIGURE 11 - COMBO JUKEBOX ELECTRONICS SHELF

## Maxx to Force-Converted Games

### Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section door.
4. Remove the 3 screws or standoffs securing the hard drive mounting bracket to the electronics tray, then remove the hard drive assembly until you're able to disconnect the hard drive power connector and hard drive ribbon cable.
5. Remove the 4 screws and shoulder washers fastening the hard drive to the mounting plate (see Figure 12).

### Hard Drive Installation

6. Fasten the new hard drive assembly to the existing mounting plate with the 4 screws and shoulder washers. See Figure 1.

7. Connect the 4-pin power connector in the game to the mating 4-pin connector attached to the hard drive adapter. See Figure 1.
8. Carefully reconnect the ribbon cable in the game to the new hard drive as shown in Figure 1. The red stripe on the cable should be on the opposite side as the power connector. You may need to create extra slack in the cable in order to connect it.
9. Fasten the hard drive assembly to the electronics tray with the 3 screws or standoffs. See Figure 12.
10. Continue with **Security Key Installation** if you are installing a security key.
11. Close and lock the CPU section.
12. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
13. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.



FIGURE 12 - HARD DRIVE IN MAXX TO FORCE CONVERTED GAMES



## **Security Key Installation** (for kits with security keys)

1. Locate the security key (the button-shaped disc with the spoon handle) on the I/O board or control board.
2. Remove the existing security key from the board and replace it with the supplied security key.
3. Close and lock the CPU section door of the game and restore power to the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
4. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information.

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7. Vous convenez que le logiciel et les droits d'auteur, les systèmes, les idées, les inventions, les méthodes d'utilisation, la documentation et autre information incluse, ainsi que toutes les versions, modifications et adaptations qui s'y rattachent sont les propriétés intellectuelles du Concédant et sont protégées par le droit civil et pénal et par le droit d'auteur, le secret commercial, la marque déposée et le brevet aux Etats-Unis et dans les autres pays du monde.

### **Limite de Garantie**

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.

### **Responsabilité du Concédant aux termes de la Garantie**

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 par appareil Merit (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. 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. Bien que le Concédant ne contrôle pas les appareils périodiquement, il se réserve toutefois 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 PRÉVU DANS LA SECTION INTITULÉE "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 ÉCHÉANT, TOUT SUPPORT OU MATÉRIEL FOURNI CONFORMÉMENT AU PRÉSENT 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 PRÉSENT 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 PRÉSENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRÉSUMÉE PAR LA LOI ET QUI DOIVENT ÊTRE EXPRESSEMENT Prouvés, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PRÉJUDICE MORAL, QUE LE CONCEDANT AIT ÉTÉ AVISÉ OU NON DE LA POSSIBILITÉ D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRÉCÈDE, LES DÉDOMMAGEMENTS À VOTRE DISPOSITION SERONT LIMITÉS AU MONTANT QUE VOUS AUREZ PAYÉ AU CONCEDANT POUR LE LOGICIEL.
13. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE : D'UNE RUPTURE DE CONTRAT, DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ÉCONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DÉCOULANT DE LA MAUVAISE UTILISATION OU DE L'IMPOSSIBILITÉ 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., 155 Rittenhouse Circle, Bristol, PA 19007, États-Unis.

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