



OEM KIT INSTALLATION INSTRUCTIONS



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PM0317-27

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OEM Kit Installation Instructions

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	SA3548-XX	ION 2008 KEY
1	SB0486-04	ION 2008 HARD DRIVE
1	SA0590-03	ELECTRONICS BOX ASSEMBLY
1	SB0443-02	JOYSTICK ASSEMBLY
1	EC0158-02	USB TOUCHSCREEN CONTROLLER CABLE
1	EC9846-01	USB TOUCHSCREEN CONTROLLER
1	EC0148-02	USB WIRELESS MODULE
1	EC0156-04	JOYSTICK CABLE (for use with separate buttons)
1	EC0152-01	TOUCHSCREEN / LCD POWER CABLE
1	EC0156-06	JOYSTICK CABLE (for use with joystick module)
1	EC0156-07	JOYSTICK CABLE (for use with joystick module)
1	EC0149-02	DUAL USER INTERFACE USB CABLE
1	EC0180-01	USB EXTENSION CABLE
1	SA0529-03	AC INLET HARNESS
1	EC0110-01	SPEAKER HARNESS
2	EC0191-01	SPEAKER CONNECTOR HARNESS
1	SA10066-01	OSD BOARD
1	EC0102-01	OSD HARNESS
1	SA0499-02	I/O HARNESS

Peripheral Device Specifications

- The monitor must be able to support VGA (640 x 480 resolution), SVGA monitor (800 x 600 resolution) and XGA (1024 x 768) and it must be compatible with a Microtouch capacitive touchscreen using a USB touchscreen controller.
- The coin/bill acceptor must have a normally open switch closure or open collector transistor output providing a negative pulse of 40-60 milliseconds duration at TTL logic levels.
- The speakers must be 4-8 ohms at 10 watts.

The components should remain in the electronics box and the box should be mounted on a firm surface. Proper ventilation must be provided and care should be taken not to damage components by moisture or physical contact.

The game should be plugged into a properly grounded outlet (supplying 110Vac, 2A, 50-60 Hz or 220Vac, 2A, 50-60 Hz) that is on a separate circuit from any electrical noise-making equipment such as large freezers, generators, etc.

NOTE: Before installation, make sure that the power supply is set to the proper voltage setting.

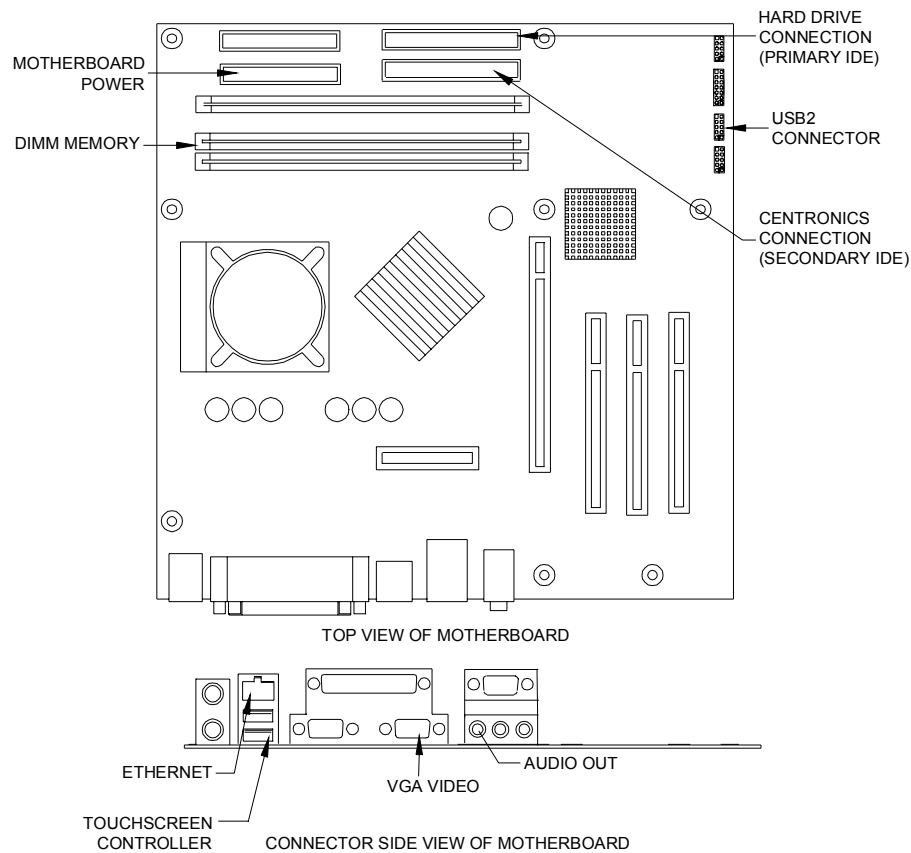


FIGURE 1 - ECS MOTHERBOARD DRAWING

Required Connections

- Motherboard Power Connector: To supply power to the motherboard, connected at the factory
- Hard Drive Connector (Primary IDE): To connect ION hard drive, using the supplied hard drive adapter, connected at the factory
- Centronics Connector (Secondary IDE): For future software upgrades
- I/O Board Connector: Connects I/O board and motherboard, connected at the factory
- Touchscreen Controller (Com 1): For touchscreen operation
- VGA Video: For monitor operation
- Audio Out: Provides audio output, connected at the factory
- USB Wireless device: For wireless linking and Internet connection, connected to USB2, cable is connected at the factory

Optional Connections (likely additional)

- Ethernet: For linking multiple games
- USB Pen: For storing and transferring data, connected to USB2

Motherboard Connection Diagrams

Motherboard - Power Connector

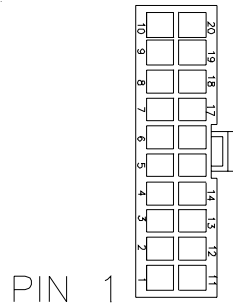


FIGURE 3 - REAR VIEW OF CABLE CONNECTOR

Molex Connector (manufacturer part # 39-01-2200)
Molex Pin (manufacturer part # 39-00-0038)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	ORANGE	+3.3 VDC
2	ORANGE	+3.3 VDC
3	BLACK	GND
4	RED	+5 VDC
5	BLACK	GND
6	RED	+5 VDC
7	BLACK	GND
8	GRAY	PWR GOOD
9	VIOLET	+5V VSB
10	YELLOW	+12 VDC
11	ORANGE	+3.3 VDC
12	BLUE	-12 VDC
13	BLACK	GND
14	GREEN	PWR ON
15	BLACK	GND
16	BLACK	GND
17	BLACK	GND
18	----	----
19	RED	+5 VDC
20	RED	+5 VDC

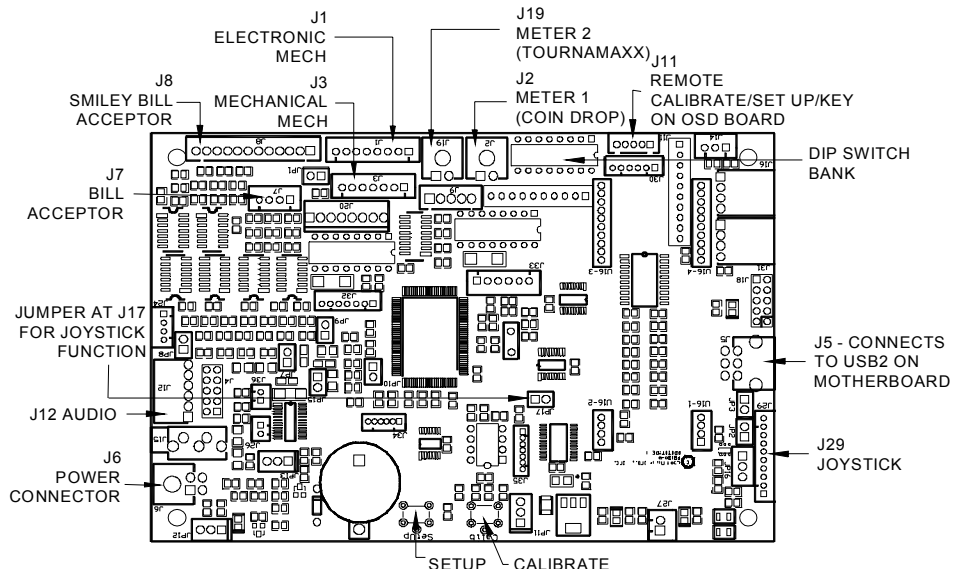


FIGURE 4 - I/O BOARD DRAWING

Required Connections

-I/O Board Power Connector: To supply power to the I/O board, connected at the factory

-Electronic Mech Connector: For electronic mech operation

-Smiley Bill Acceptor Connector: For Smiley bill acceptor operation

-Mechanical Mech/Lockout Connector: For mechanical mech operation

-Meter Connector: For meter operation, connected at the factory (meter 1 = coin drop, meter 2 = TournaMAXX)

-Audio: For audio, EC0110 harness is provided with connectors on the ends. An additional, EC0191 harness can be paired with the EC0110 harness. It has two leads which can be soldered to speakers. The red wire should be connected to the positive terminal on the speakers, and the black wire to the negative terminal.

-Joystick Connector: For joystick operation, connected at the factory

NOTE: Two harnesses are provided for joystick functionality depending on your application. The EC0156-06 and EC0156-07 harnesses are provided for use with the complete joystick module. The EC0156-04 harness is provided for use with the circuit board inside the joystick module and separate buttons. The lead with the "Turbo" label is for the left button, the lead with the "Accelerate" label is for the right button.

-Motherboard: Connects I/O board and motherboard, connected at the factory

-Remote calibrate/set up/key connector: OSD board operation, connected at the factory

NOTE: The jumper at J17 will allow for joystick functionality.

I/O Board Connection Diagrams

I/O Board - Electronic Mech Connector (J1)

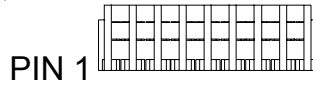


FIGURE 5 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 08NR-E4K)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	WHITE	COIN 1
2	WHITE	COIN 2
3	WHITE	COIN 3
4	WHITE	COIN 4
5	WHITE	COIN 5
6	WHITE	COIN 6
7	YELLOW	+12 VDC
8	GREEN	GROUND

I/O Board - Joystick Harness Connector (J29)

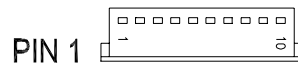


FIGURE 6 - TOP VIEW OF CONNECTOR

JST Connector
(manufacturer part # 10KR-6H-P)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	WHITE	POT 1
2	WHITE	VREF
3	WHITE	-VREF
4	WHITE	POT2
5	WHITE	VREF
6	WHITE	-VREF
7	WHITE	BUTTON 1
8	WHITE	GROUND
9	----	----
10	WHITE	BUTTON 2

I/O Board - Meter Harness Connectors (J2 and J19)

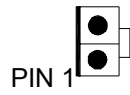


FIGURE 7 - TOP VIEW OF CONNECTOR
Molex Connector
(manufacturer part # 43645-0200)
Molex Pin
(manufacturer part # 43030-0001)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	----	SIGNAL 1
2	----	SIGNAL 1

I/O BOARD

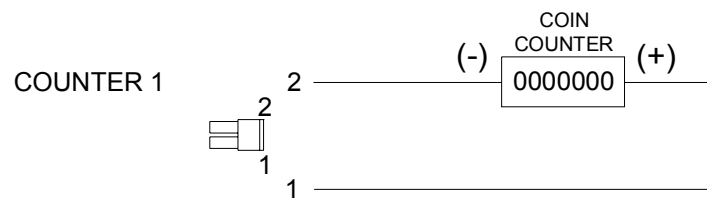


FIGURE 8 - I/O BOARD METER CONNECTOR SCHEMATIC

I/O Board - Mechanical Mech Connector (J3)



FIGURE 9 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 07NR-E4K)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	----	----
2	YELLOW	+ 12VDC (OUT)
3	WHITE	COIN 1
4	RED	+ 5 VDC (OUT)
5	GREEN	GROUND
6	GREEN	GROUND
7	GREEN	GROUND

I/O Board - Smiley Bill Acceptor Connector (J8)



FIGURE 10 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 12NR-E4K)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	WHITE	BILL 1
2	WHITE	BILL 2
3	WHITE	BILL 3
4	WHITE	BILL 4
5	GREEN	INHIBIT 1 (GND)
6	GREEN	INHIBIT 2 (GND)
7	GREEN	INHIBIT 3 (GND)
8	GREEN	INHIBIT 4 (GND)
9	BLUE	ESCROW +12 VDC
10	YELLOW	+12 VDC
11	GREEN	GROUND
12	YELLOW	+12 VDC

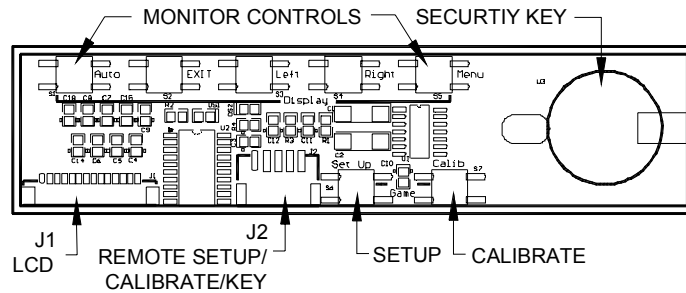


FIGURE 11 - ON-SCREEN DISPLAY BOARD DRAWING

Required Connections

Remote set up/calibrate/key Connector: connected at the factory

LCD connector: for LCD power and monitor control operation

Security Key Socket: Install security key for game operation (key can be installed on OSD board or I/O board).

On-Screen Display Board Connection Diagram

LCD Connector (J1)



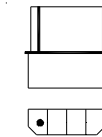
FIGURE 12 - TOP VIEW OF CABLE CONNECTOR

Molex Connector (manufacturer part # 51021-1400)
Molex Pitch Crimp Terminal (manufacturer part # 50079-8000)

PIN	WIRE COLOR	USE
1	BLACK	ON LED
2	----	N/A
3	BLACK	GROUND
4	BLACK	POWER
5	BLACK	GROUND
6	BLACK	MENU
7	BLACK	RIGHT
8	----	N/A
9	----	N/A
10	BLACK	LEFT
11	BLACK	EXIT
12	BLACK	AUTO
13	BLACK	GROUND
14	BLACK	VCC

Additional Connection

For extra 12V and 5V DC connections, the SA0118-03 harness has been connected to the electronics box and a free 4-pin connector is available. The connection information is below.



PIN1

FIGURE 13 - TOP VIEW OF CONNECTOR
AMP Connector
(manufacturer part # 1-480426-0)
AMP Pin
(manufacturer part # 61116-4)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	----	12 VDC
2	----	GND
3	----	GND
4	----	5 VDC

General Care and Maintenance

NOTE: THIS GAME SHOULD 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.

Touchscreen/Joystick Calibration

NOTE: If you are using MegaWeb™ or connecting your game to TouchTunes® product, you must enable high resolution calibration in order to properly view Web pages or activate all of TouchTunes features. All ION machines, except for the Classic, can support this high resolution mode. To enable high resolution:

1. Press the **SETUP** button located on the control board inside the CPU section.
2. Touch the **System Menu** button on the first screen that appears.
3. Touch the **Options** button on the System Menu Screen.
4. Scroll through the options until you see **Enable Hi Resolution** and touch the box next to this option so that a check appears in the box.
5. A warning that it should not be enabled on Classic games will appear. If you have a Classic game, touch **No** to exit. If you have any other type of cabinet, touch **Yes** to continue.
6. The game will now have high resolution enabled. Touch the **X** button in the upper corner of the screen to exit out of setup. Then continue with the following screen calibration steps.

How To Calibrate:

- Find the **CALIBRATE** button on the control board inside the CPU section, and press it to enter screen calibration mode.

- Touch the center of the first cross that appears. Once you release 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.

If you have high resolution enabled, the game will prompt you to go through the same steps again for high resolution mode.

- The game will then prompt you to calibrate the joystick. Move the joystick as far left as it will go, release the joystick, and then press one of the buttons on the joystick.

NOTE: The joystick may not appear to be functioning correctly during calibration, but it is important that you continue the calibration steps. After calibration has been completed, it will function properly.

- Move the joystick as far right as it will go, release the joystick, and then press one of the joystick buttons.
- Move the joystick as far up as it will go, release the joystick, and then press one of the joystick buttons.

General Circuit Board Handling Information

Before handling any boards, observe the following procedures to prevent Electro-Static Discharge:

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.

Watchdog Timer

This game has been equipped with a feature that allows it to automatically reboot if it encounters a problem. When the watchdog timer is enabled, it will reboot the machine within 5 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.

If you want to disable the watchdog timer, set DIP switch 3 on the I/O board to the open position and reboot the game.

Game Name and Score Needed for Initial Replay

Solitaire, Power Solitaire, Lone Star, and Super Lone Star will always offer a replay once the listed score is attained. The other games have to reach the score listed as well as attain the high score for the game in order to offer a replay. **NOTE: The available games may vary.**

11 Ball/11-Up	125,000	Office Bash	400,000
Air Shot	No Replay	Outer Spades	75,000
Backjammin	125,000	Outlaw Poker/Cattle Drive	400,000
Battle 31	125,000	Pack Rabbit (lon only)	400,000
Battle Command	No Replay	Pharaoh's Fortune	45,000
Beer Pong (lon Only)	200,000	Pharaoh's 9	No Replay
Big Time Roller	60,000	Photo Hunt	400,000
Boxdrop	175,000	Photo Pop	No Replay
Boxxi	850,000	Pix Mix	350,000
Breakin' Bricks	400,000	Power Solitaire	55,000
Card/Castle Bandits	200,000	Power Trivia	No Replay
Card/Crypt Raiders	175,000	Puck Shot	3,000
Card/Jolly Pirates	200,000	QB Zone	65,000
Chainz 2	500,000	Q-Shot	50,000
Checkerz	28,000	Quik Cell	100,000
Chip Away	125,000	Quik Chess	125,000
Chug 21	250,000	Quik Match	400,000
Chug Monkey	400,000	Quiz Show	45,000
Coco Loco	No Replay	Race Poker/Motor Match	No Replay
Conga Fish (lon only)	No Replay	Rack 'Em	200,000
Conquest	30,000	Rack 'Em 9 Ball	35,000
Crazy Hearts	65,000	Run 21	250,000
Dodge Bull	No Replay	Snapshot	400,000
Domino5	200,000	Space Crusader (lon only)	No Replay
Draggle Drop	200,000	Speed Draw	125,000
Euchre Nights	5,000	Sticker Book	No Replay
Fast Traxx (lon only)	100,000	Strip Club	No Replay
Feeding Frosty	No Replay	Sudoku 6	100,000
Four Play	1,500,000	Super Snubbel	No Replay
F.M.V. Boxxi (lon only)	No Replay	Tai Play	240,000
F.M.V. Strip (lon only)	400,000	Take 2	110,000
Funky Monkey	110,000	Tennis Ace	No Replay
Gender Bender	No Replay	Texas Hold 'Em	No Replay
Gin Rummy	55,000	Tic Tac Trivia	75,000
GO-O-O-AL	No Replay	Tri-Towers/Tri-Castles	125,000
Great Solitaire	45,000	Tricky Fish	No Replay
Hollywood Match	400,000	Trivia Treasure	No Replay
Hoop Jones	125	Trivia Whiz	No Replay
Ink Rally	No Replay	Tuxedo Run (lon only)	400,000
Lookout	400,000	UNO®	No Replay
Luxor	500,000	UNO® 52 Poker	No Replay
Luxor Survival	No Replay	TV Guide Mini Crossword	50,000
Magic Charms	500,000	Video Whiz (lon only)	No Replay
Mega Bowling	125	Vinci-Ball	400,000
Meteor Shower	200,000	Wild 8's/Wild Apes	400,000
MGA Champ. Golf	No Replay	Word Dojo	375,000
Mini Golf/Crazy Golf	No Replay	Word Safari	125,000
Monkey Bash	No Replay	Wordster	100,000
Monster Madness	400,000	Zenword	350,000
Moon Drop	160,000	Zip 21	200,000
Mystery Phrase	325,000		

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 14 - 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
CREDITS/ PRICING	- Quick Price Setup - Coin-In - Value of a Credit - Coinless Coin Op - Pay Per Time - Options - Player Key Cost (Ion Only) - Clear Credits - Free Credits - AMI Play Cost	The Credits Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, enable the Coinless Coin Op feature, enable the Rental Mode feature, set the cost to purchase player keys (if applicable), select freeplay mode, and add or clear credits. Operators with a Mega-Link connection can also set up AMI jukebox play cost.
GAMES	- Game Setup - Options	In the Games Screens, you can edit the game list (choose which games are available and in what category they appear on the Category Menu), and select options for individual games.
HI SCORES	- View/Clear Hi Scores - Options	Touch CLEAR ALL GAMES to clear all high scores or select a particular game to edit high scores for that game.
BOOKS	- Books Display - Cash Settlement Setup - Cash Settlement Collection	The Books Screens display current and lifetime credits information as well as calculate and collect the location and operator fees.
SYSTEM	- Set Time - Security Setup - Set Game Serial Number - Volume Control - Set 6 Star PIN - Data Transfer - Setup Operator Keys (Ion Only) - AMI Setup - Options	Set the game clock, security PIN, serial number, game volume, 6 star PIN and features, and system options such as language control, 6 Star Enable, and theft deterrent. Also use this menu to transfer machine configuration, books data, and ad screens with a USB Pen and program Operator keys to enable access to the setup screens via the key (if applicable). The AMI Setup option allows operators to establish a Mega-Link between their Megatouch game and an AMI-powered jukebox.

Main Menu	Available Options	Information
DIAGNOSTICS	• Video Test • I/O Test • Touchscreen Calibration • Touchscreen Test • Checksum Test • System Info • Verify Databases • Hard Drive Self Diagnostics • Joystick Calibration • Joystick Test • View System Log	• Enters the Video Test screens. Touch the screen to cycle through test. • Tests the function of the I/O board, DIP switches, coin meter and lockout. • Allows the operator to calibrate the touchscreen. Follow the instructions on the screen. • Checks touchscreen calibration. Touch the cursor on the screen to make sure it is accurately following your movement. • Checks the hard drive for missing or corrupted files. • Gives details about various hardware components in the game. • Only use on the advice of Merit Technical Service. • Detects hard drive errors and predicts future failures. Runs automatically during system startup and software installation. • Allows calibration of the joystick. Follow the instructions on the screen. • Checks joystick calibration. Move the joystick and make sure the cursor accurately follows your movement. • Allows operators to easily read, capture and send error log data.
TOURNAMAXX / TOURNACHAMP	• General Info • Connection Log • Set Update Time • Test Connection • Update From Server • Clear Database	Enters the Tournamaxx / Tournachamp Setup Screen if the game is registered for Tournament play. See the Meganet® manual for more information.
NETWORK	• LAN Connection (Ion) • Internet Connection	Allows you to set up your local area network and also configure your Internet connection settings.
TOURNAMENT	• Set Up Tournament • Clear Winners • Reset All	Replaces TOURNAMAXX button in OFF-LINE mode. Allows you to set up tournaments with prize pools for a dedicated machine. See the Local Tournament Mode section of this manual for more information.
CREDIT CARD	• Credit Card Setup • Dial-In Setup • Credit Card Test	Enters the Credit Card Set-Up Screen if a credit card swipe is installed in your game.
PRESENTATION	• Operator Ad Screens • Options	Create ad screens and also add custom screens created on a personal computer. Access Video Sales Enabler (Ion Only).
PROMOTION	• My Merit • Merit Money • Promo Credits • Options	• Enables a feature permitting players to create custom accounts. Also displays individual player data and allows the operator to back up or restore the data. • Sets time periods in which location owners can use the 6 Stars feature to offer free credits to encourage play. • Sets time periods in which the game offers a free credit while in Idle Mode. • Enables My Merit, Merit Money, and Promo Credits features.
MEGANET	• Entertainment Channel • Premium Erotic • Prize Zone • MegaWeb • Operator Web Access • Hot Topics • Options	Enters the MegaNet Set-Up Screen if the game is registered for Tournamaxx/Tournachamp play. Features must be enabled for the corresponding button to appear. See the MegaNet® manual for more information.

Credits/Pricing Menu

Quick Price Setup - *This feature is only available in U.S. games.*

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

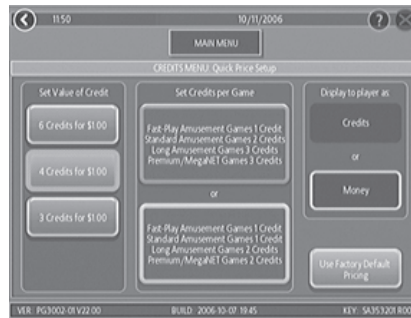


FIGURE 15 - QUICK PRICE SETUP SCREEN

NOTE: *If the game is set to 3 or 6 Credits for a Dollar, prices will display as Credits.*

6 Credits for a Dollar (default setting): Sets each game to the following price settings:

COIN VALUE	=	CREDITS
\$0.25		1
\$.50		2
\$.75		4
\$1.00		6
\$5.00		30

4 Credits for a Dollar: Sets each game to the following price settings:

COIN VALUE	=	CREDITS
\$0.25		1
\$0.50		2
\$0.75		3
\$1.00		4
\$5.00		20

3 Credits for a Dollar: Sets each game to the following price settings:

COIN VALUE	=	CREDITS
\$0.50		1
\$0.75		2
\$1.00		3
\$5.00		15

The operator can also use this screen to determine whether prices are displayed to players as credits or monetary amounts, and set the cost of Fast-Play Amusement, Standard Amusement, Long Amusement, and Premium/MegaNET games. Touch the **Use Factory Default Pricing** button to restore default values.

Coin-In Menu

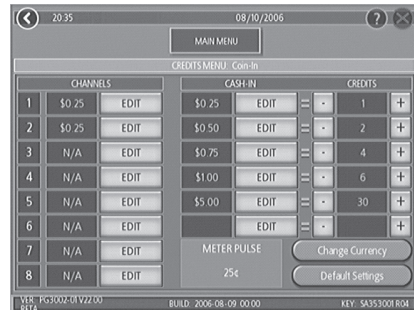


FIGURE 16 - COIN-IN MENU

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. On the Cash-In and Credits Table, the “-” and “+” buttons are used to change the number of credits, while the corresponding price value for the credits is entered by pressing the **Edit** button in that row.

NOTE: The “Edit” button will bring up a numbered keypad, limited to 2 decimal places. The Cash-In and Credits Table is ordered, so values must be set in increasing increments from top to bottom of the screen. The final two values, however, can be entered as “0”, which is the equivalent of N/A. As each row on the table is filled in, the “Edit” button will appear for the subsequent row below it.

Similar to the Cash-In and Credits Table, when programming the Channels on the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. The meter pulse, which is the highest common divisor of all the monetary values of the Channels, is independent of the credits and only tracks the smallest unit of currency. Operators can use this number to

determine the amount of money earned on a game by multiplying the meter pulse by the reading on the hard meter.

NOTE: Changing the values of the Channels on the Coin-In Menu may change the meter pulse. Therefore, a Cash Settlement Collection should be performed prior to adjusting the Channels in order to accurately reflect coin drop based on the hard meter reading. Adjusting the Channels will not affect the Cash-In and Credits Table, which performs a separate function on the Coin-In Menu.

To give customers bonus credits for inserting larger denominations, manually adjust the credits earned per dollar value on the Credit and Values Table. 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 saved and applied to the next purchase.

NOTE: It is recommended that if you are enabling bonus credits, that the game be set to display in credits and not money. If the game is set to display in money, all money values will be based on the value of 1 credit, which is typically the most expensive credit.

The type of currency registered can be adjusted by touching the **Change Currency** button at the bottom right-hand corner of the Coin-In Menu. Touching the **Default Settings** button just below it will return the Coin-In Menu to its factory settings. This setting can be adjusted (as described previously), but will return if the game memory is cleared.

Coinless Coin Op Menu

When enabled via the Options button on the Credits/Pricing Menu, the Coinless Coin Op feature allows the operator to charge on a per-game or per-time basis without players inserting money into the game. The total amount owed after gameplay is tallied by the machine and collected by the location owner. Location owners reset the game with a PIN after collection.

NOTE: If you have set a tax fee on the Cash Settlement Screens, Coinless Coin Op Mode play will be taxed at the set rate. If you want to set the tax percentage at a different rate for Coinless Coin Op mode and regular mode, you should perform a Cash Settlement Collection, change the tax rate and then switch modes.

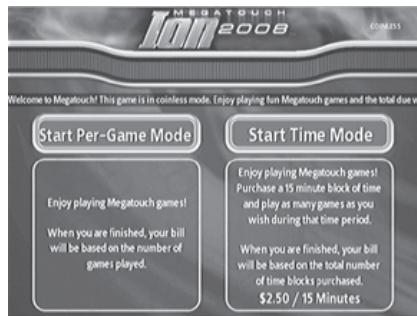


FIGURE 17 - PLAYER MENU IN COINLESS COIN OP (TIME AND PER GAME MODES BOTH ENABLED)

Certain features will not be available in Coinless Coin Op Mode, such as MegaNet content, Merit Money, Promo Credits, Free Credits, TouchTunes® music and AMI jukebox music. Pricing for these features can only be displayed in currency values, not credits.

Settings

Touching the Settings button allows the operator to choose whether players can play Per Game, Per Time, or both when the game is in Coinless Coin Op mode. Per Time pricing can be changed on this screen with the up and down arrows. The currency amount will apply to each 15-minute time block selected by the customer.



FIGURE 18 - COINLESS COIN OP MENU - SETTINGS SCREEN

Setting the PIN

Touch the Set PIN button on the Coinless Coin Op Menu to program the PIN. The number can be from 1 to 5 digits.

NOTE: The Coinless Coin Op PIN can also be set from the Player Menu. Touch the Options button, enter the 6 Star PIN, and touch the CCO Set PIN button.

Disabling the Money Inputs

It is recommended that the money inputs be disabled when the game is in Coinless Coin Op mode. Unplug the power and signal harness connected to the bill/note acceptor and the harness connected to the coin mech (if applicable) to disable the inputs.

Per-Game Mode

When players choose this mode, a running total of the amount owed is maintained and displayed in the CREDITS box on the screen. The total is tabulated after each game or function. The location owner then collects the total amount owed at the end of gameplay. If there is no activity for 10 minutes, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset by a location employee using the PIN.

Time Mode

The price per 15-minute time block will be displayed before players choose this mode. During gameplay, the time remaining and amount owed by the player will be displayed on screen. When the time block runs out, players can purchase additional time. Otherwise, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset using the PIN. If the player leaves the game before the purchased time block has ended, the game can be reset using the PIN.

Resetting or Freezing the Game

The game can be reset at any time using the pre-programmed PIN. Once gameplay totals have been tallied by the machine, the attendant can also choose to freeze the game to prevent more activity until the transaction is complete. The Reset or Freeze buttons are accessible through the Options button on the Player Menu after touching the Coinless Coin Op button. An alarm will begin to sound after 3 failed attempts to enter the valid number when entering the PIN to reset the game. The alarm will terminate when the machine is rebooted, the operator SETUP button is pressed, or the correct PIN is entered.

Rental Mode

When enabled via the Options button on the Credits/Pricing Menu, Rental Mode allows players to purchase a block of time and use it to play as many games as they want.

To set the value of a credit in Rental Mode, select **Pay Per Time** from the Credits Menu. Touch the arrows on either side of the time interval to adjust the number of minutes of play given for each credit. To disable any row, set the minute value to zero.

To Enter This Screen, Touch “Pay Per Time” on the Credits Menu



FIGURE 19 - PAY PER TIME SCREEN

Certain features will not be available in Rental Mode, such as MegaNet, Merit Money, Promo Credits and Free Credits. Rental mode is also unavailable with linked games.

NOTE: It is recommended that you clear the books when toggling Rental Mode on and off in order to ensure accurate bookkeeping.

Games Menu

Game Setup

The game list and prices, as well as game options, are programmed using these screens. The first screen shows the various game categories and allows access to the following general settings for all games.

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

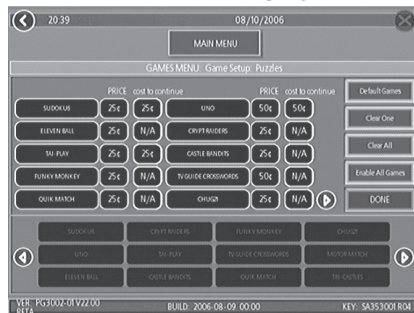


FIGURE 20 - GAMES MENU: GAME SETUP

Enable All Games Into Menu: Turns on all games (certain games which were previously displayed in the Game Setup have been turned off in this software) and defaults the price settings.

Factory Default Games Into Menu: Returns the Game Setup to its default settings. Games that were not originally enabled will be turned off and all price settings will be reset.

When you touch a category name, the next Game Setup Screen shows the game positions available for that category and the price for each game, with the list at the bottom showing all games available for the selected category. In categories with Merit-thon games, players who choose Merit-thon play one round of three different games in that category for one combined score.

The Game Setup Screen also allows you to make these general changes:

Default Games: Resets the selected category menu to its default game and 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.

Enable All Games: Turns on all games within the selected category and defaults the price settings.

To customize a particular game list, first select a category on the first Game Setup Screen. On the second screen, touch **Clear All** to clear the 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 the list more than once). Games already in the menu will be red in the game list at the bottom of the screen.

To adjust the price, touch the credit or currency value next to each game.

Some games support a continue function. In the cost to continue column, games without this function will display N/A. Games that support continuation will show a credit value. The cost to continue is adjustable on a game by game basis. Touch the credit value button to change the amount. Hit **NEXT** to return to the Games Category page.

NOTE: The default Cost to Continue price is the same as the default cost to play the game; however, the Cost to Continue does not need to be the same amount as the original price.

Hi Scores Menu

View/Clear Hi Scores

Use this menu to manage hi scores. The first screen allows you to clear all scores for all games by touching **Clear All Games**. To edit the hi scores for an individual game, select that game on the first screen.

To Enter This Screen, Touch “View/Clear Hi Scores” on the Hi Scores Menu and Choose a Game

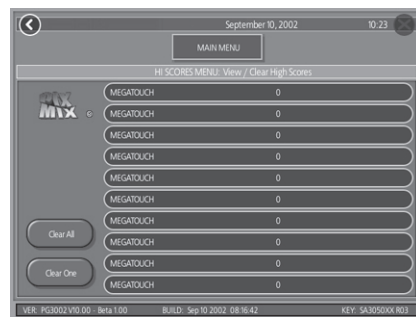


FIGURE 21 - HI SCORES MENU:
VIEW/CLEAR HI SCORES SCREEN

Touch **Clear All** to remove all hi scores for that particular game or select an individual score and touch **Clear One** to remove that particular score only.

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

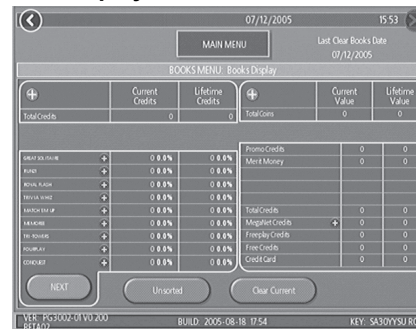


FIGURE 22 - BOOKS MENU:
BOOKS DISPLAY SCREEN

The books information can be sorted in three ways with 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 **TournaMAXX Statistics** or **Tournament Statistics** to get the books information for that play only. Touch **Clear Current** to erase all current books data. The date the data was last cleared will appear at the top right of the Books Screen.

Touch the **+** above Total Credits to view Current and Lifetime credits for each game mode. Touch the button again to minimize this screen.

To Enter This Screen, Touch “Books Display” on the Books Menu and Choose a Game Name

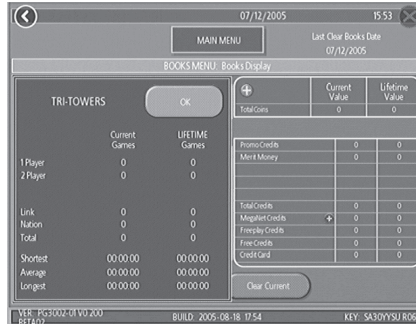


FIGURE 23 - BOOKS MENU: BOOKS DISPLAY SCREEN WITH GAME SELECTED

Touching a game name will display the current and lifetime credit totals*, broken into 1-4 player, linked game, and Megatouch Nation plays (lon only). It also shows the shortest, average, and longest playing times for that game.

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

Books Display also shows coin input data, as well as Promotional Credits, Merit Money, and Coinless Coin Op totals (when these features are enabled). Touch the + above Total Coins to display individual coin input statistics and MegaNet® Credits to display the totals for each MegaNet® category. Touch the button again to minimize this screen.

NOTE: Books data can be exported to a file USB pen 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 MegaNet operation costs.

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

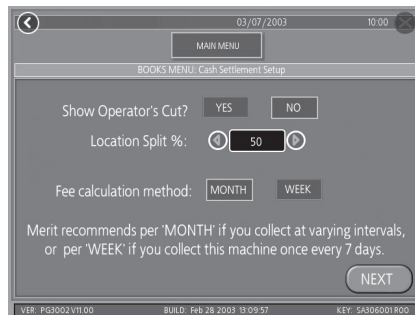


FIGURE 24 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

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 a 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.

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

	Setting	Cumulative	This Collection
MegaNet Fees		\$0.00	\$0.000
MegaNet Fee (per month)	\$39.00	\$0.00	\$0.000
Player Awards Fee (per month)	\$30.00	\$0.00	\$0.000
TournaMAXX (per play)	\$5.00	\$0.00	\$0.000
InternetAccess Fee (per month)	\$5.00	\$0.00	\$0.000

VER: PG3002.01V12.00 BUILD: Jul 25 2003 08:59:43 KEY: SA306800 R00

FIGURE 25 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

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 cumulative 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

Summary For Current Collection
07/25/2003 - 07/25/2003
0 days

Total Revenue: \$0.00
- Total Fees: -\$0.00
Balance To Split: \$0.00

Revenue Details / Cash Out Fee Details
Clear / Complete Collection

NOTE: 2 Button Clear Affects Cash Settlement

VER: PG3002.01V12.00 BUILD: Jul 25 2003 08:59:43 KEY: SA306800 R00

FIGURE 26 - 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 **Revenue Details/Cash Out** or **Fee Details** for breakdowns and **Clear/Complete Collection** to finish. Cash Settlement totals will reset once collection is complete.

System Menu

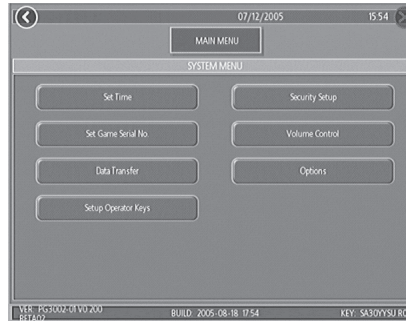


FIGURE 27 - SYSTEM MENU

Set Time	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 up and down arrows to set the time and date.
Security Setup	The operator can set the PIN number and select which of the features (Coin-In Menu, Free Credits, Game Menu, Hi Scores, Books, All Options, and Set 6 Star PIN) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is 0000), then enter a new 4-digit number and touch SET 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.
Set Game Serial Number	Use this screen to enter the game's serial number using the keypad.
Volume Control	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.
Set 6 Star PIN (only appears if PIN is enabled)	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.
Data Transfer	Transfer information (machine configuration, Books data, My Merit data and ad screens) using a USB Pen.
Setup Operator Keys (lon only)	Use this screen to program or erase Operator keys to enable or disable access to the setup screens by using the key (if applicable).
AMI Setup	Use this screen to link a Megatouch game with an AMI-powered jukebox. See Jukebox Mega-Link Setup section for further details.
Options	For help with the Options in any menu section, touch the option box to bring up a help screen.

Diagnostics Menu

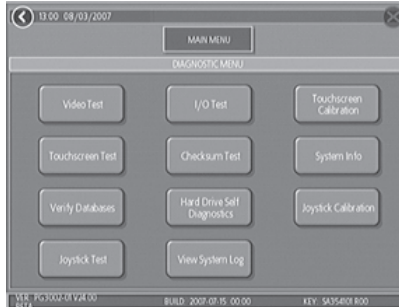


FIGURE 28 - DIAGNOSTICS MENU

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	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 screen also displays which DIP switches are on or off.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen.
Touchscreen Test	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger exactly when you move it across the screen.
Checksum Test	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.
System Info	Gives details about the following: - platform type - processor type and speed - motherboard type - amount of memory - Ethernet card manufacturer - sound chip type - video chip type - touchscreen manufacturer - hard drive manufacturer/size - modem identification number - fan speed - status - PSOC version - I/O board processor
Verify Databases	Only use on the advice of Merit Technical Service. An Update from Server must be performed prior to verifying databases.
Hard Drive Self Diagnostics	Checks the hard drive for errors, displays results, and notifies operator when error is detected or hard drive failure is imminent. Tests can be initiated automatically and/or manually.
Joystick Calibration (Ion only)	Follow the on-screen instructions to calibrate the joystick.
Joystick Test (Ion only)	Allows you to check the joystick calibration accuracy. The crosshairs should follow the movement of the joystick.
View System Log	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.

Hard Drive Self Diagnostics

Your Force or Ion hard drive is equipped with the S.M.A.R.T. (Self-Monitoring, Analysis, and Reporting Technology) monitoring system, which helps predict hard drive failure and avoid system crashes by collecting hard drive data and recording errors. The test can be initiated manually, as described below, but also runs automatically when the game is turned on or software is installed. A warning will appear during software installation if there are hard drive issues that may hinder installation or cause damage to the game.

To initiate the test and access the reports, touch **Hard Drive Self Diagnostics** on the Diagnostics Menu. The next screen displays the hard drive S.M.A.R.T. test result as having “PASSED” or “FAILED”, and allows you to show or hide diagnostics details. With the **Show Details** option selected, the screen displays the status of each hard drive attribute being monitored. **Hide Details** shows only the overall test result.

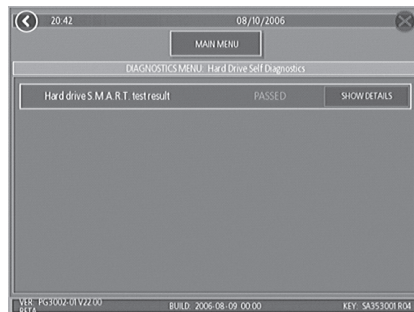


FIGURE 29 - HARD DRIVE SELF DIAGNOSTICS SCREEN

To Enter This Screen, Touch “Show Details” on the Hard Drive Self Diagnostics Screen

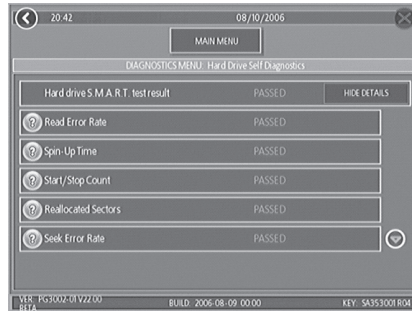


FIGURE 30 - SHOW DETAILS SCREEN

Reports

Each attribute displayed on the S.M.A.R.T. report will show a grade of “PASSED”, “FAILING NOW” or “FAILED IN THE PAST”, determined by the attribute’s rating in relation to its given threshold. By touching the green “?” to the left of each entry, operators can view the grade and rating of that attribute in the pop-up window. If the rating is above the threshold, the attribute has “PASSED”; if the value is below the threshold, it is “FAILING NOW”; and if the attribute was previously but is no longer below the threshold, it has “FAILED IN THE PAST”. Press **OK** at the pop-up to return to the list of attributes.

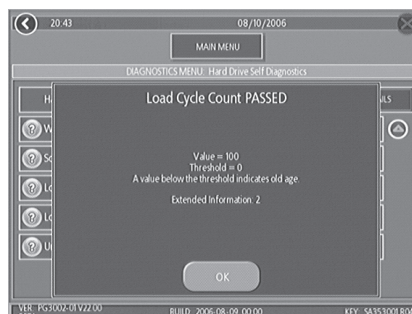


FIGURE 31 - ATTRIBUTE RATING POP-UP SCREEN

Presentation Menu

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 or CD). Touch the green ? buttons on each screen for information on how to create ad screens and add custom screens to the machine.

Also, a program for adding up to 120 additional ad screens can be downloaded from our Web site (www.meritgames.com) in the Support/Software Downloads section.

FORCE and ION games only: A USB Pen Kit (kit number KAV-100-008-01) is available. To order, contact your local distributor.

Video Sales Enabler (Ion games only)

Distributors and operators can show customers sales videos directly on the game. These videos can be accessed via the Options button on the Player Menu for easy presentation. To enable this feature, enter operator setup and touch **Presentation** and then **Options**.

Promotion Menu

The Promotion Menu is designed to encourage player interest. Use the **Options** button to enable each feature.



FIGURE 32 - PROMOTION MENU

My Merit

The My Merit feature allows individual players to create custom accounts, accessible via PIN numbers. Accounts can be created by touching the **My Merit** button on the Player Menu or by accepting the option to create an account after achieving a Hi Score.



FIGURE 33 - MY MERIT OPTIONS

Players will then have the choice to log in to their accounts through the **My Merit** button on the Player Menu and have personal data stored on the machine. Players can view their hi scores and the number of games they've played in the My Merit mode for the last year.

NOTE: My Merit data will be cleared when a software update is performed. Be sure to back up the data before updating the game. Conversely, backing up data onto the USB pen will also overwrite any existing My Merit data on the USB pen.

View Player Data

Touch **View Player Data** after selecting **My Merit** from the Promotion Menu to bring up a list of all players with My Merit accounts. Touching a player's name will bring up the PIN, total number of games played, and date the account was created. The **Show Hi Scores** button will display a list of the games on which the player has the hi score and the score itself. The operator can also reward the player with free credits on the View Player Data Screen.

Show Game Play Frequency

This feature shows the number of games played by each My Merit player. The operator can choose whether to display all totals or just those that fall within a certain date range.

Show Player Hi Scores

Selecting a game name under this feature will bring up the Hi Scores of each My Merit player for that game, as well as the date the score was achieved. The operator can choose whether to display all Hi Scores or just those that fall within a certain date range.

Backup/Restore

My Merit data can be backed up or restored with a USB pen. After connecting a pen to the machine, touch this button to proceed with backing up or restoring all My Merit data. USB pen kits (kit number KAV-100-008-01) are available. To order, contact your local distributor.

NOTE: Restoring My Merit data from a storage device will erase any My Merit data currently on the game.

Merit Money

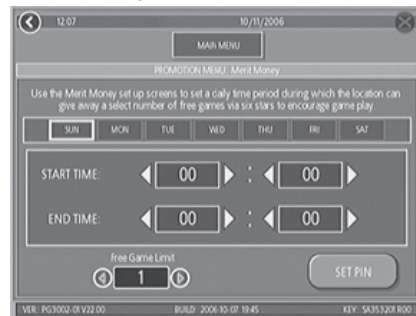


FIGURE 34 - MERIT MONEY SCREEN

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain

time intervals via the 6 Star feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Stars feature. Location owners can enable Merit Money by entering that specific PIN in the 6 Stars screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

Promo Credits

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered) and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.

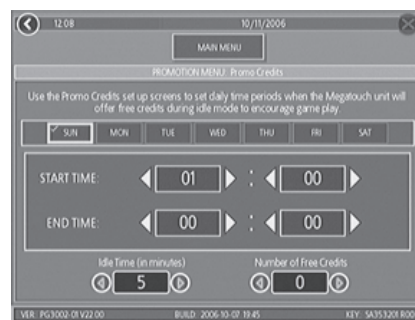


FIGURE 35 - PROMO CREDITS SCREEN

AMI Jukebox Mega-Link Setup

In available markets, your Force or Ion Mega-touch game(s) may be linked with an AMI-powered jukebox by utilizing the Mega-Link feature, which allows customers to view and play jukebox music selections directly from the Merit touchscreen. To enable the link, you will need a broadband Internet connection, a router and Ethernet cable(s) (if you are not using wireless). It is recommended that you set up and configure your router prior to initiating the Mega-Link. Once the router is configured, follow the instructions below for hardware and software setup.

NOTE: *Some Force games do not support Super High Resolution and thus cannot be linked to a jukebox. These games include Force Radion and Classic, as well as Force conversions from Slim, Select and EZ Maxx models.*

Additionally, all games linked to a jukebox must be running 2006.5 software (V21) or greater. To determine what version of software your game is running, push the **SETUP button inside the cabinet. The program information will be displayed in the lower left corner of the first screen that appears. Following the PG3002 will be the version running on your game.**

NOTE: Megatouch games that are connected using the Mega-Link system must have the same level of software for proper operation. The software is designed to detect other levels of software in linked games.

For games running 2007.5 software (V23) or earlier: If a different software level is detected, you will receive a screen that says, "MEGA-LINK MISMATCH CALLATTENDANT." This screen will be displayed approximately 5 minutes after you turn the games on. To clear the screen and continue playing the games, you must turn the power off, unlink the games, and turn the power back on again. If you want to link these games you must upgrade all games to the same software level.

For games running 2008 software (V24) and later: If a different software level is detected, the games will not link and an error message will be displayed when you enter operator setup. If you want to link these games you must upgrade all games to the same software level.

Hardware:

1. Ensure that both the jukebox and your Megatouch game are turned off and unplugged before making any connections.
2. Unlock and open the jukebox door to locate the unit's interior router.
3. Insert the Ethernet (Category 5) cable through the access hole in the rear of the jukebox, then connect the cable to the interior router.

NOTE: *If the jukebox is mounted to the wall, it may be necessary to temporarily dismount it to properly run the Ethernet cable.*

4. Connect the other end of the Ethernet cable to your external router.
5. **Wired connections:** Connect a separate Ethernet cable to the Ethernet coupler on the outside of your game, then to the router. Plug in and turn on the jukebox and your game.

Wireless connections: Plug in and turn on the jukebox and your game, then continue with step 1 in the **Wireless Setup** section.

Software:

6. Press the **SETUP** button.
7. At the **MAIN MENU**, touch the **Network** button.
8. Next to **Internet Connection**, select the **LAN** option.

9. **Ion games:** Next to **(LAN) Local Area Network Connection**, touch **Ethernet** to advance to the Ethernet Internet Setup Screen. At the Ethernet Internet Setup screen, select **Automatic**.

FORCE games: Touch the **Ethernet Setup** button. At the Ethernet Internet Setup screen, select **Automatic**.

NOTE: If the Automatic connection fails, contact Merit Customer Service to set up a connection using the Manual option.

10. Touch **MAIN MENU** at the top of the screen. Next touch the **System** button, followed by the **AMI Setup** option.

NOTE: If the AMI Setup button does not appear, touch the Options button and go to page 4 in Options. Touch the box next to Enable AMI. Then touch the < button and touch AMI Setup.

11. To enable AMI Music Connectivity, ensure that the Jukebox ID is set to connect automatically. Accept the default values for the Server URL and Agent Name, then touch **Connect**.
12. Enter and confirm the AMI Entertainment username and password created with your initial jukebox account and utilized for Web site access.

NOTE: If a jukebox is not detected, you will be prompted to manually configure the jukebox information obtained from your jukebox setup screen. On your jukebox, go into "Service", then select the "Diagnostics" and "System Information" options on screen. Enter the MAC Address, exactly as it appears on the jukebox, into the Jukebox ID field on your Megatouch game. (The defaulted Server URL and Agent Name are also listed on the jukebox setup screen.) Once the information is entered, touch "Connect" once again on the AMI Setup screen to proceed.

13. The game will download the music. Under normal circumstances, this could take anywhere from 30 minutes (Ion) to 90 minutes (Force). Merit has a catalog download available on the Web site which will decrease this time (<http://www.meritgames.com/amidatabase.asp>). A **"Connection Successful"** message will appear when finished, followed by an option to enable the link. Touch **YES** to complete the process. Once the link is established, you may return to the AMI Setup screen to disable, test or view link details.
 14. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.
 15. Touch **AMI Play Cost** to configure the price of music selected from the game. Use the arrows to set the two-digit credit cost (e.g., "02" = 2 credits) for each of the 3 play options: One Song Play, MOD (Music On Demand) Play, and Priority Play (My Song First) Cost.
- NOTE: The cost of one song must be set to a minimum amount of 33¢. If your game is set to one credit is equal to 17¢, each field in the AMI Play Cost Screen must be at least 2 credits in order for the units to link.**
- The same AMI music billing applies for songs selected through the game.**
16. Touch the **X** in the upper right corner of the screen and confirm you want to exit the setup screens.

Viewing Jukebox Revenue

To view jukebox revenue from your AMI-enabled Megatouch, use the following procedure:

1. Press the **SETUP** button.
2. Touch **Books**.
3. Touch **Cash Settlement Collection**.
4. Touch **Revenue Details/Cash Out**.
5. Locate the **Jukebox Revenue** data.

Wireless Setup (Ion Games Only)

Each Ion game comes equipped with a wireless USB adapter. Along with a wireless router, the wireless adapter can be used to connect to the Internet and Mega-Link with your AMI-powered jukebox and/or other games. The Linksys 802.11B router is recommended for use with Ion software. In addition to wireless capability for up to 8 Megatouch games, this router features 4 Ethernet ports for wired connections.

The software allows you to configure your own network, should you choose to do so. Follow the steps below to set up your own network. **NOTE: If you are using security, only 64 or 128-bit WEP encryption is supported.**

1. Press the SETUP button.
2. Touch the **Network** button on the MAIN MENU.
3. Touch the **Wireless** button next to **(LAN) Local Area Connection** to advance to the Internet Setup screen.
4. Touch **Configure Device** and then choose from the following options to network your games:

Autodetect Network: The system will find and connect to the nearest available wireless network. This is the easiest way to connect.

Search for Networks: Looks for all available wireless connections. Select a connection from the list to proceed.

Secured connection: Choosing a "locked" device will prompt a key (password) request. If the selection is your own network, use your password to gain access. If not, this indicates an outside wireless network that has been encrypted and is not accessible.

Unsecured connection: You will be prompted to enter interface information. Accept the default values, or consult a network advisor to manually configure these settings.

Ad-Hoc Network: This is only for linking games, not for connecting to the server for MegaNet or jukebox linking.

NOTE: If you have chosen Ad-Hoc Network, you will be prompted to enter the SSID (network name). Create a name for your network and enter that same SSID name for all games that you want to link. You will also be required to manually configure these settings; accept the default values or consult a network advisor.

Custom Configuration: Touching this button will prompt the user to enter the SSID (network name) for manual setup of the wireless connection.

NOTE: Wireless Internet connection does not require Manual Configuration. Only users who have changed the default SSID during router installation should change the SSID. Consult the instructions supplied with your wireless router for more information.

NOTE: If you have chosen Custom Configuration, you will be prompted to enter interface information. We suggest you accept the default values. If you want to manually configure these settings, consult a network advisor.

5. Once you have chosen your network connection and the game returns to the Wireless Device Setup Screen, reboot the game in order to ensure that your network is properly established. To continue with Jukebox Mega-link Setup, proceed with step 10 in that section after the game reboots.

Local Tournament Mode

NOTE: If you have dual tournament mode and are switching from TournaMAXX to Local Tournament Mode, you will need to perform an “Update From Server” before changing modes. To do so, touch the “Update From Server” button on the TournaMAXX Menu.

To maintain accurate bookkeeping statistics, it is also advised that you perform a Cash Settlement Collection before proceeding to Local Tournament Mode.

NOTE: *The transition from TournaMAXX to Local Tournament requires that the game be switched from ON-LINE to OFF-LINE mode. From the System Menu, choose “Options”, then touch the OFF-LINE button. If you are returning to TournaMAXX, you must return to this screen and select ON-LINE.*

Overview

The Local Tournament is a completely programmable tournament promotion system, allowing players to compete for a prize pool based on the income from premium-priced tournament games. The top three scorers, at the completion of a tournament, are entered into the Winners' List for retention until they claim their prizes. The game can be set to use cash prizes or redemption points depending on local laws.

Up to four tournaments can be programmed to run simultaneously. The settings for each tournament, including game cost, rounds, starting time, ending time and date, duration and prize pool, can be independently programmed to provide maximum flexibility and promotional potential. Each tournament can be further programmed to be a single, repeating tournament game or a sequence of different games, which change for each tournament period.

Players who achieve one of the three high scores during a tournament must enter their name, along with their own personal identification number (PIN). Should they finish as one of the three highest scorers in that tournament, the PIN will be used to ensure positive identification of the player. Provided an attendant is present, prizes may be claimed anytime after the completion of a tournament. Once the prize is awarded, it is noted on the Winners' List and is accounted for in the bookkeeping statistics.

Programming a Tournament

1. Press the SETUP button.
2. At the MAIN MENU, touch the **Tournament** button (see Figure 36).
3. At the TOURNAMENT MENU, touch the **Set Up Tournament** button (see Figure 37) to enter the Tournament Clock Screen.
4. At the Tournament Clock Screen (see Figure 38) confirm the correct date and time (if the date and/or time is incorrect, set the correct values using the arrows next to each field).
5. Touch the **NEXT** button to enter the Tournament Setup Screen (see Figure 39).
6. Follow the explanation of each button on the next pages to set up a Tournament.

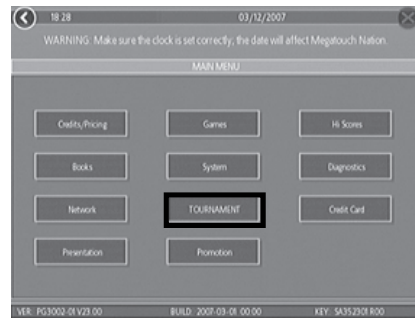


FIGURE 36 - MAIN MENU SCREEN

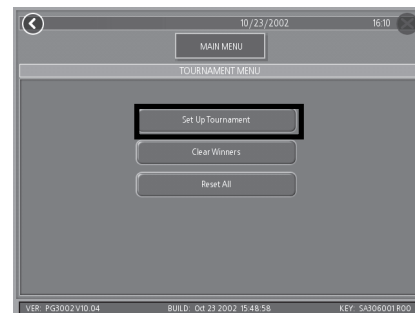


FIGURE 37 - TOURNAMENT MENU SCREEN

BUTTON ICON	DESCRIPTION
SET-UP TOURNAMENT	Accesses the Tournament Set-Up screens.
CLEAR WINNERS	Enters the Clear Winners screen, which allows you to clear all winners or clear all winners who have been awarded prizes.
RESET ALL	Erases ALL tournament information from the memory of game! This includes ALL prize information!



FIGURE 38 - TOURNAMENT CLOCK

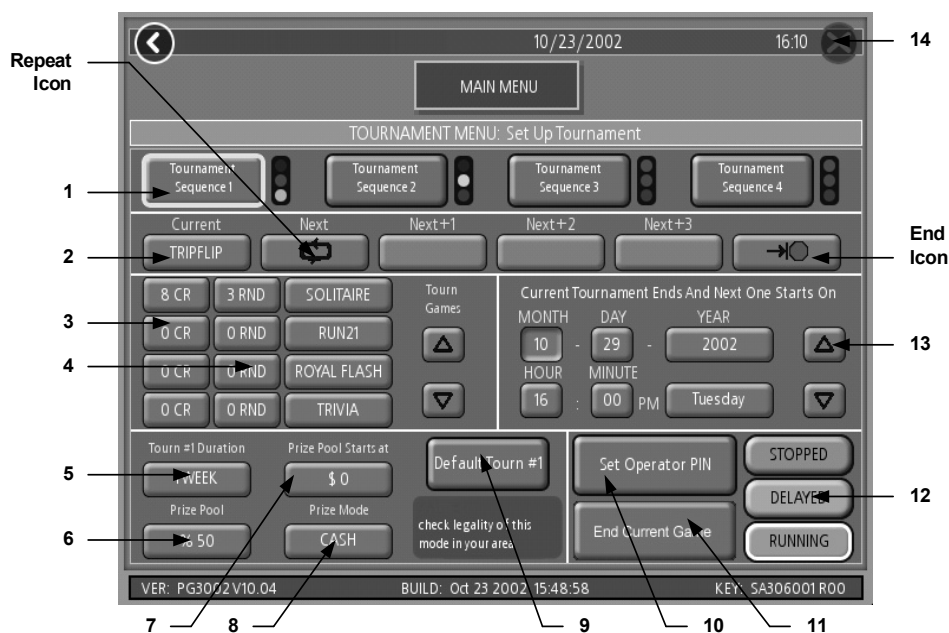


FIGURE 39 - TOURNAMENT SETUP SCREEN
(EXPLANATION OF BUTTONS CONTINUES ON FOLLOWING PAGE)

1	Tournament Sequence	A programmed sequence of up to 5 tournament games. Touch a "Tournament Sequence #" to program the desired tournament sequence (each tournament sequence is programmed independently).
2	Tournament Game Sequence	To enter a game into the tournament game sequence, touch the desired tournament game sequence field and then touch the game name in the tournament game list. Use the up and down arrows to view all available tournament games. Select the REPEAT icon to have the programmed games repeat their sequence; select the END icon to have the tournament games end after the programmed sequence.
3	Tournament Cost Fields	Touch an individual game price to change the game cost for that specific tournament.
4	Tournament Rounds Field	Touch the tournament round number to toggle the number of rounds for the associated game. Most game rounds can be set from as low as 1 to as high as the default number of rounds.

5	Tournament Duration	Sets duration for tournament games in the displayed Tournament Sequence.
6	Prize Pool	Sets the percentage of the tournament's total coin drop to be used for tournament prizes.
7	Prize Pool Starts At	Allows the operator to start the tournament with cash/points already in the Prize Pool. The pool increases as players deposit coins.
8	Prize Mode	Sets to POINTS or CASH, depending on tournament type. When set to CASH, a message is displayed reminding the user to confirm the legality of cash tournaments in their area.
9	Default Tournament	Touch to reset the default tournament settings for that tournament sequence.
10	Set Operator PIN	Displays the Set Attendant PIN keypad. The operator can set up to four PINs to be used by attendants for awarding prizes. The game will also count the number of times each PIN is used.
11	End Current Game	Ends the current tournament game <i>for the highlighted sequence only</i> .
12	Stopped Delayed Running	This is the last step for programming a tournament sequence. Status can be toggled to "RUNNING", "DELAYED" or "STOPPED" by touching the associated button. "RUNNING" means the current tournament will start upon returning to the Game Menu Screen; "DELAYED" means the current tournament will start at the programmed time and date. The tournament settings are "LOCKED" for the current tournament after credits have been played for that tournament. WHEN THE STATUS IS "LOCKED," ANY CHANGES TO THESE FIELDS WILL AFFECT THE NEXT TOURNAMENT(S) ONLY.
13	Time and Date Fields	Touch the field you want to change and adjust the value using the UP and DOWN arrows. You cannot set the time earlier than the current time. Tournament play can be set in 10-minute increments past the real time. The tournament will start at the nearest 10-minute interval.
14	X	Exits to the Tournament Setup Screen.



FIGURE 40 - WINNERS' LIST SCREEN

Awarding Prizes

Players qualify for prizes by finishing with one of the top three high scores for the tournament.

1. To award a prize, access the Winners' List by touching the **Tournament** icon on the Player Menu. Then touch the **CLAIM PRIZE** icon.
2. On the Winners' List Screen, touch the players' name to whom the prize will be awarded (see Figure 40).
3. When the PIN keypad is displayed, an attendant must enter one of the four, pre-programmed attendant PINs.
4. The player then enters their PIN to confirm the awarding of the prize.
5. The attendant must then touch the **PRIZE AWARDED** icon to register the payout.

NOTE: *Touching EXIT without touching PRIZE AWARDED will cause the prize award sequence to be aborted. The sequence will have to be repeated to award the prize.*

Pay Without PIN

If players should forget their PIN, the attendant can press the SETUP button in place of entering the player's PIN. The sequence will continue as though the PIN had been entered. Touch **PRIZE AWARDED** to register the payout.

Merit Entertainment
 Troubleshooting Guide for *Megatouch ION™ Games*

PROBLEM	CORRECTIVE ACTION
- no power - bill acceptor motor does not run - no flash on the monitor screen - no cooling fans operating - no output from power supply	- Check that the power cord is connected to a "live" outlet. - Check that the power switch is on. - Check that the power cord is connected to the game power supply. - Check that the power supply's voltage select switch is set to the proper voltage. - Check the harness connections to the on/off switch and circuit breaker. - Check the circuit breaker for an "open". - Check the A/C harness connection to the power supply. - Check the line cord.
- no video - no cooling fan operation - screen is blank - A/C power to the monitor and bill acceptor - no output from power supply	- 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. - Check the D/C harness connection to the motherboard. - Check the A/C harness connection to the power supply.
- no video - cooling fans are working - there is a sound when coins are deposited	- Check the video cable connections to the motherboard and the LCD display (and the monitor control board in EVO and Fusion games). - Check the +12 volt supply voltage to the LCD display (yellow wire +12, black wire ground) - Check the harness connections between the PC boards on the back of the LCD display. - Replace the LCD display.
- no video - constant beeping or a sequence of beeps	The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it.
- no video - no sound when coins are deposited	- Check all connections to the motherboard. - Reseat the DIMM. - Replace the motherboard or send it for repair.
poor picture quality	Adjust Brightness, Contrast, Horizontal, and Vertical controls with monitor controls.
coin jam	- Check the coin mech and coin chute for coins blocking the pathway. - Make sure the coin harness is connected between the normally open and common terminals on the coin switch. - Disconnect the bill acceptor and the coin switch one at a time to narrow down the problem. - Check the coin harness for pinched or damaged wires. - 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.
meter not advancing	- Check connection at I/O board. - Check wiring at J2 METER connector on I/O board.

Merit EntertainmentTroubleshooting Guide for *Megatouch ION Games continued*

PROBLEM	CORRECTIVE ACTION
- game locks up or resets while being played or in the attract mode - no movement on the screen - power has to be cycled off and on to get the game to function again	- Check the output voltages from the power supply: Enhance SFX 1211J 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 - Clean the vents and the fans of any dust and dirt that may interfere with airflow. - Clean the CPU cooling fan on the motherboard. - Replace the CPU cooling fan if it is not operating properly. - Reseat the DIMM on the motherboard. - Clear memory with the following procedure: - Turn off the game. - Press and hold the Setup and Calibrate buttons. - 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. - 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. - Perform a checksum test on the hard drive: - Turn off the game. - Turn on DIP switch 8 on the I/O board. - Turn on the game. The test will take about 10 minutes. - A failure will cause the test to stop. - A passed test will display "DRIVE CHECKSUM COMPLETE RESET ALL DIP SWITCHES TO REBOOT MACHINE". - With power on, turn off DIP switch 8.
game locks up with "invalid key for version PG3002 – V XXXX"	- Check the program number on the security key. It should be compatible with the program on the hard drive. - 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. - Check the USB cable that connects the I/O board to the motherboard. - Try another security key with the same program number or test the security key in another game with the same program version.
"INVALID KEY" message while downloading software to the hard drive	- If the security key was replaced before the download: - The motherboard did not boot from the DVD drive. - Check that the DVD drive is set as master. - Check the ribbon cable connections between the DVD drive and the motherboard. - Try another DVD drive or another set of discs.

Merit EntertainmentTroubleshooting Guide for *Megatouch ION Games continued*

PROBLEM	CORRECTIVE ACTION
the screen displays MAXX and not ION and the H2H category is missing	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 ION hardware, the game will power up and display "MAXX" on the screen and it will not have the H2H category. Make sure the game is only using ION hardware.
game will not download disc	- Make sure the disc is installed correctly, with the logo facing up. - Check for scratches or a defective disc. - Try a different DVD drive or another disc. - If you're downloading a disc set, make sure each disc is of the same revision.
"ERROR READING DRIVE C"	- This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on. - Turn the game off. - Locate DS 1, position 8 and turn it on. - Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete. - 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. - 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.
"DISK BOOT FAILURE"	This message indicates the motherboard is not receiving data from the hard drive and has locked up. - Check the IDE ribbon cable connections to the motherboard and hard drive. - Check the power to the hard drive. It should have +5 volts, +12 volts, and ground.
"QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"	The self-diagnostics on the hard drive has detected an error. The hard drive will have to be replaced.
"CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error	Try reloading the program onto the hard drive with a different set of update discs compatible with the security key. If it will not accept the download, try another DVD drive. If it still does not work, replace the hard drive.

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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.

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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 À QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ÉCHEANT, TOUT SUPPORT OU MATÉRIEL FOURNI CONFORMEMENT 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 OÙ 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-INTÉRÊTS 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.
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Dispositions Générales

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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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