MEGANET®
INSTALLATION AND USER MANUAL

FOR TECHNICAL ASSISTANCE, CONTACT:

MERIT ENTERTAINMENT CUSTOMER SERVICE AT:
1-800-445-9353 or 215-639-4700

IN CANADA, CONTACT:
TOURNAMAXX™ CANADA, INC.:
1-866-828-0272 or 416-503-0845

PM0391-20

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MegaNet® Installation Instructions

If your game already has a modem installed and you want to sign up for TournaMAXX™ and MegaNet® features, you only need to fill out and send in the Game Start-Up, Debit Account, and Operator Agreement forms found in the accompanying Operating Procedure Manual. Then, follow the instructions in this manual to connect your game to the Internet and configure the software.

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
		ION KITS
1	PA0086-XX	MODEM
1	CN4452-02	RJ-11 COUPLER, 4CNDCT
1	EC0074-03	50' RJ-11 PHONE CABLE
		FORCE KITS
1	PA0034-XX	MODEM
1	MW0466-01	MODEM BRACKET (RADION GAMES)
4	HW4206	6-32 x 1/4 PAN PHL MACHINE SCREW
4	HW4365	6-32 x ¾ PAN/SLT MACHINE SCREW (VIBE GAMES)
1	EC0074-06	6' RJ-11 PHONE CABLE
1	CN4452-02	RJ-11 COUPLER, 4CNDCT
1	CN4452-03	RJ-11 SPLITTER, M/F, 4CNDCT
1	EC0074-03	50' RJ-11 PHONE CABLE
1	EC0098-01	9” MODEM CABLE (EVO GAMES)
		MAXX KITS
1	PA0003-XX	PCMCIA DATA/FAX MODEM
1	CN4452-01	RJ-11 COUPLER, 6POSN, R/A, PNL MTG
1	CN4452-02	RJ-11, COUPLER, 4CNDCT
1	CN4452-03	RJ-11,SPLITTER, M/F,4CNDCT
1	EC0074-03	50' RJ-11 PHONE CABLE
1	HW8087	NEOPRENE TAPE, .18Tx.38W
1	MW0358-01	COUPLER RETENTION BRACKET
1	MW0375-01	COUPLER BLOCKOUT PLATE

CAUTION: *Before performing any upgrade, it is important to remove any static electricity from your body. To remove static electricity from your body, ground yourself by touching a grounded piece of metal on the game before handling any boards, chips, connectors, etc. Failure to ground yourself before performing an upgrade may result in damage to your system and may prevent you from performing the upgrade.*

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Modem Installation

If your game already has a modem installed, skip to TournaMAXX Program Instructions.
If you are using cable or DSL Internet access, skip to **Broadband Internet Setup**.

Follow the instructions for your game.

Ion Games Only

1. Turn off the game and disconnect it from its power source.
2. *Fusion Games Only:* Unlock and open the front bezel of the game. Remove the 2 screws securing the electronics box cover and carefully remove the cover.

   Aurora, eVo, Elite Edge, and eVo Wallette Games Only: Unlock and open the CPU section.
3. Line up the modem with the mating pins at U16 (1-4) on the I/O board. See Figure 2. The corner of the modem with the 3 pins should be lined up with U16-2 on the I/O board. Carefully press down on the modem so the connectors are securely mated.

NOTE: The modem will not be completely flush with the connectors.

4. *Fusion Games Only:* Resecure the electronics box cover using the two screws.
5. Connect the 50' phone cable to the phone coupler on the outside of the game (the phone coupler is on the right if you are facing the back of the game).
6. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
7. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)
8. Close and lock the bezel or CPU section and continue with TournaMAXX™ Program instructions.

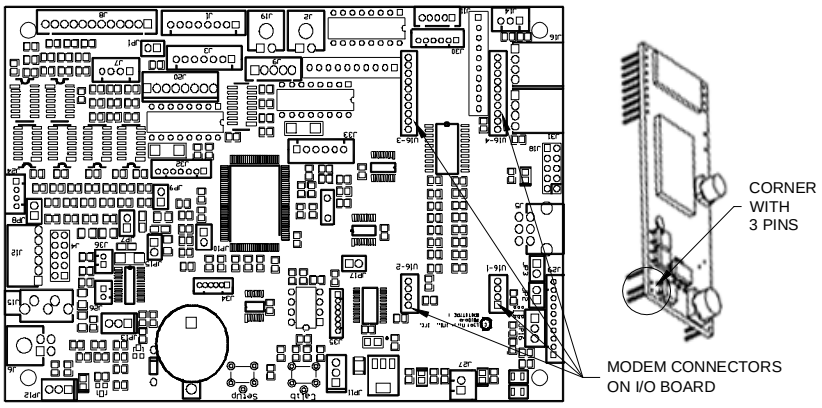

FIGURE 1 - ION I/O BOARD AND MODEM

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Megatouch FORCE Radion Games Only

1. Turn off the game and disconnect it from its power source.

2. Orient the modem as shown in Figure 2 and connect it to the modem bracket (MW0466-01) using the four supplied Phillips-head machine screws.

3. Unlock and open the rear door of the game and locate the hole on the side of the chassis where the modem assembly will be secured (see Figure 2). If there is a plastic coin guard in this location, remove the screw securing the guard and remove the guard from the game.

4. Place the tabs on the bottom of the modem bracket into the two slots on the power supply bracket. Line up the thumbscrew on the modem assembly with the hole in the chassis and tighten the thumbscrew to secure the modem assembly. See Figure 2.

5. Attach one end of the supplied modem serial cable (found in the box with the modem) to the J1 location on the modem and other end to the com 2 location on motherboard (see Figure 2). Make sure that the serial cable does not interfere with the CPU fan. If necessary, tie wrap the cable.

6. Locate the free 4-pin connector on the power supply harness. Attach this connector to the J5 location on the modem. See Figure 2.

7. Connect one end of the 6' phone cable to the J2 location on the modem and the other end to the phone coupler on the inside of the power entry assembly. (The phone coupler is the one on the right if you are facing the back of the game). See Figure 2. Coil any excess cable and tie wrap the coil to keep it in place.

8. Connect the 50' phone cable to the phone coupler connector on the outside of the game (the phone coupler is on the right if you are facing the back of the game).

9. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)

10. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

11. Continue with TournaMAXX™ Program instructions.

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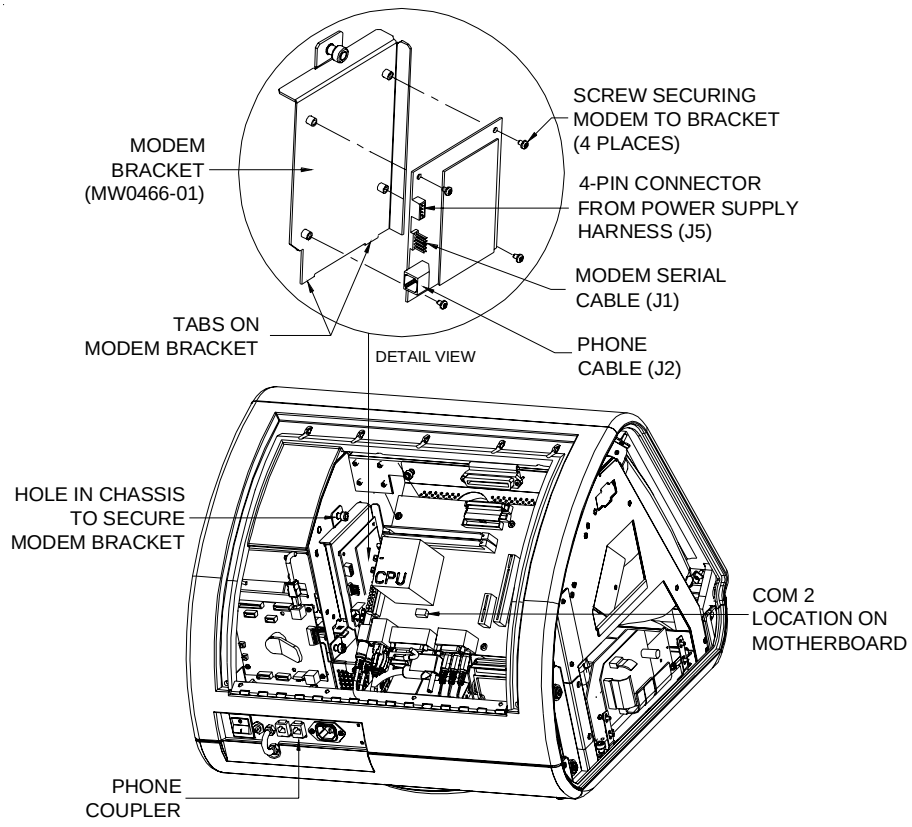

FIGURE 2 - FORCE RADION GAME
(REAR VIEW)

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Megatouch FORCE Classic, FORCE Elite and FORCE Upright Only (for FORCE Fusion Upright games, skip to the FORCE Fusion section)

1. Turn off the game and disconnect it from its power source.
2. Unlock and open the CPU section door to gain access to the PC tray.
3. *Upright games with coin door only:* disconnect all connections to the I/O board. This will allow for I/O board and hard drive removal.
4. Remove the screw securing the hard drive assembly to the electronics tray and remove the hard drive assembly from the tray.

   Classic games: see Figure 3.
   Elite games: see Figure 4.
   Upright games: see Figure 5.
   Upright with coin door: see Figure 6.
5. Under the hard drive there are four standoffs. Orient the supplied modem, lining up the four holes on the modem with the four standoffs. Secure the modem to the tray using the four supplied Phillips-head machine screws.

   Classic games: see Figure 3.
   Elite games: see Figure 4.
   Upright games: see Figure 5.
   Upright with coin door: see Figure 6.
6. Attach one end of the supplied modem serial cable (found in the box with the modem) to the J1 location on the modem and other end to the com 2 location on motherboard (see Figures 3-6). Make sure that the serial cable does not interfere with the CPU fan. If necessary, tie wrap the cable.
7. Locate the free 4-pin connector on the power supply harness. Attach this connector to the J5 location on the modem. See Figures 3-6.
8. Connect one end of the 6' phone cable to the J2 location on the modem and the other end to the phone coupler on the inside of the power entry assembly. (The phone coupler is the one on the right if you are facing the back of the game). See Figures 3-6. Coil any excess cable and tie wrap the coil to keep it in place.
9. Re-secure the hard drive over the modem. If you have an upright with coin door, you must reconnect all of the connectors you removed from the I/O board.
10. Connect the 50' phone cable to the phone coupler connector on the outside of the game (the phone coupler is on the right if you are facing the back of the game).
11. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
12. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)
13. Continue with TournaMAXX™ Program instructions.

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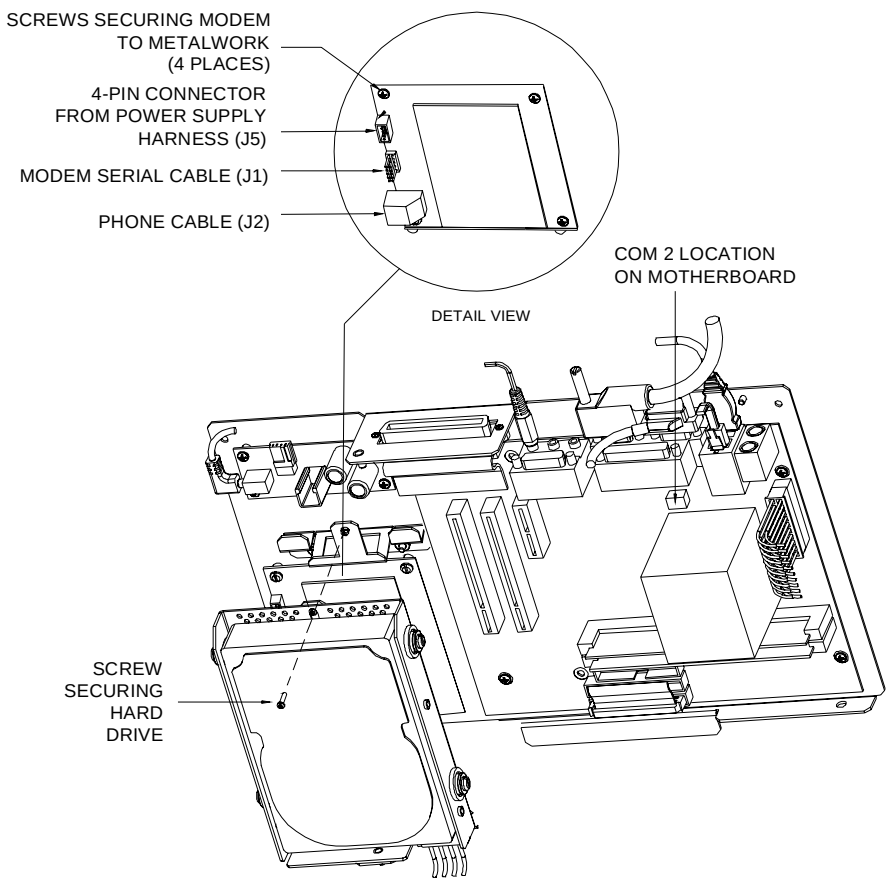

FIGURE 3 - FORCE CLASSIC GAME
(ELECTRONICS ASSEMBLY)

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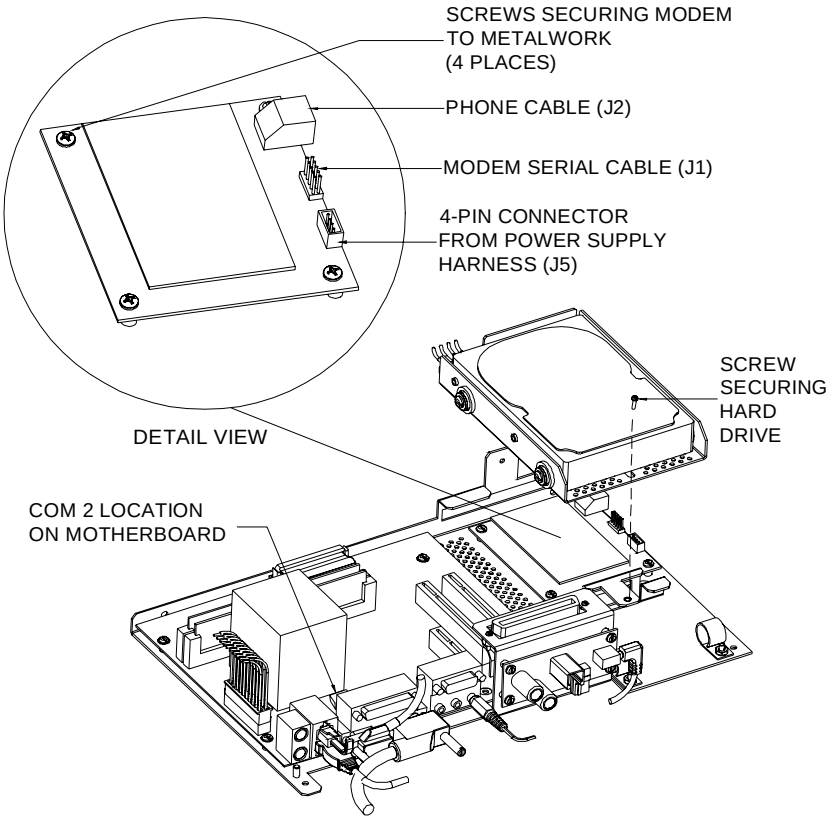

FIGURE 4 - FORCE ELITE GAME
(ELECTRONICS ASSEMBLY)

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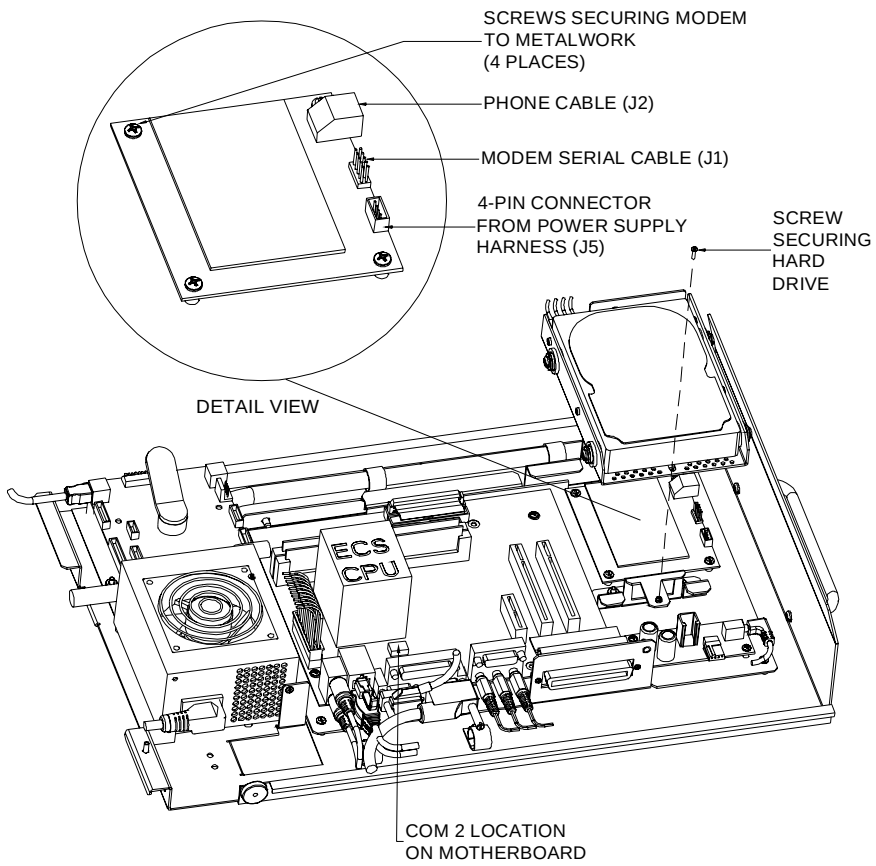

FIGURE 5- FORCE UPRIGHT GAME
(ELECTRONICS ASSEMBLY)

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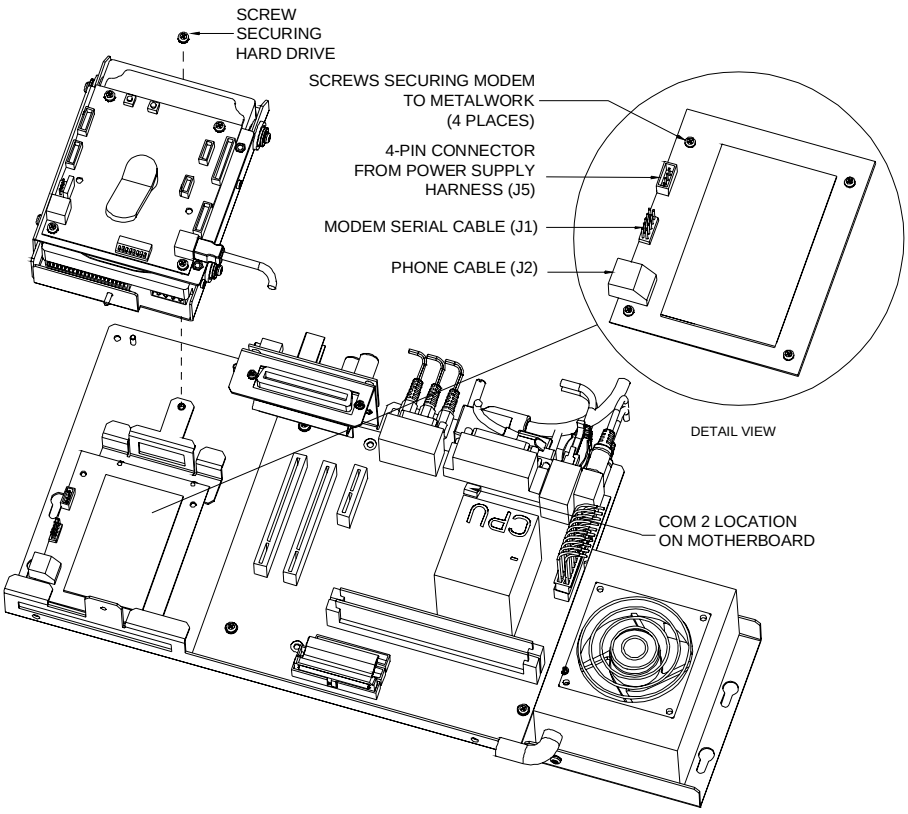

FIGURE 6 - FORCE UPRIGHT GAME WITH COIN DOOR
(ELECTRONICS ASSEMBLY)

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FORCE Vibe Games Only

1. Turn off the game and disconnect it from its power source.
2. 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.
3. Locate the free 4-pin connector routed up through the metalwork near the power supply (the harness is labeled “modem”). Connect the 4-pin connector to the J5 location on the modem. See Figure 7.
4. Locate the 10-pin connector routed up through the metalwork near same location as the 4-pin connector. Connect the 10-pin connector to the J1 location on the modem. See Figure 7.

NOTE: The cable found in the box with the modem has already been installed in the processor units. This cable can be discarded.

5. Orient the supplied modem as shown in Figure 7, lining up the four holes on the modem with the four standoffs. Secure the modem to the tray using the four supplied slotted machine screws.
6. Connect one end of the supplied 6’ phone cable to the J2 location on the modem and the other end to the inside of the phone connector as shown in Figure 7. Route the cable through the cable clamps along the hard drive. Coil any excess cable and tie wrap the coil to keep it in place.
7. Connect the 50’ phone cable to the phone connector on the outside of the processor. See Figure 7.
8. Secure the cable to the U-bolt on the processor. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
9. Carefully replace the top cover on the processor and slide it completely in place. Secure the cover by tightening the 3 screws on each side of the unit.
10. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)
11. Continue with TournaMAXX™ Program instructions.

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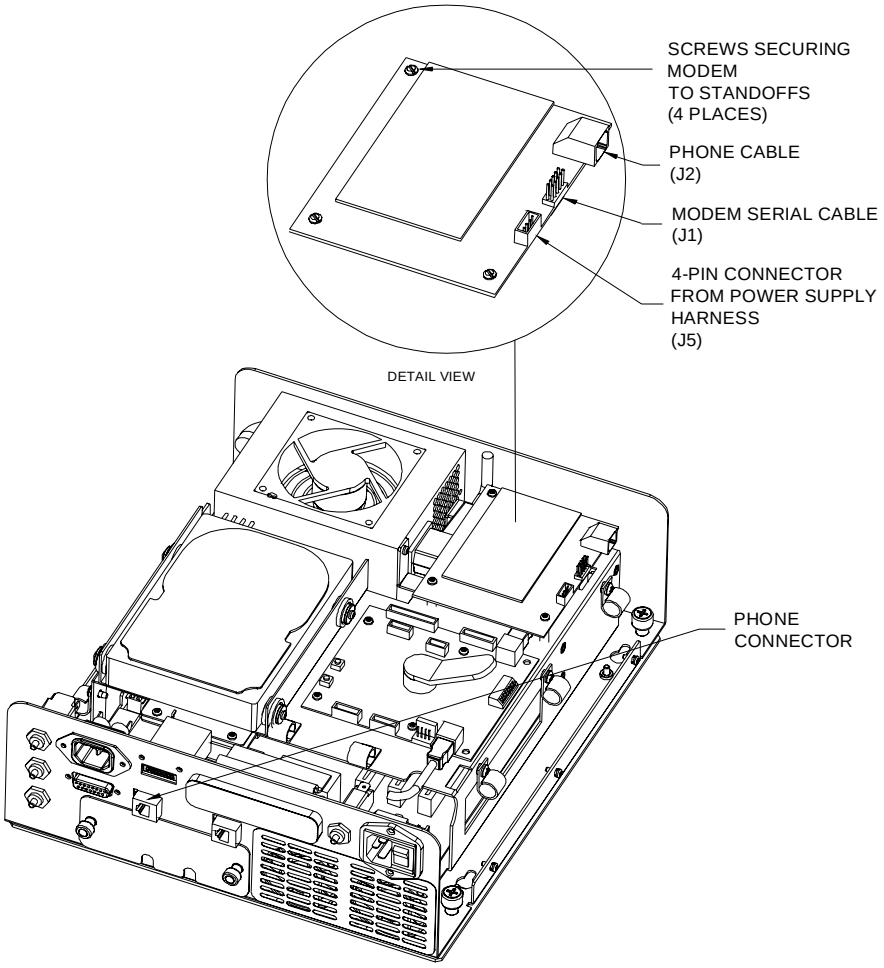

FIGURE 7 - VIBE
(PROCESSOR WITH COVER REMOVED)

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FORCE Fusion Games Only

1. Using a Phillips-head screwdriver, remove the two screws securing the supplied modem and transceiver board (see Figure 8). Disconnect the 2-pin connector from J2 on the modem and gently pull the modem from the transceiver board. The transceiver board will not be used for the Fusion, but keep the screws to secure the modem to the I/O board.

2. Turn off the game and disconnect it from its power source.

3. Unlock and open the front bezel of the game. If your game has an electronics box, remove the 2 screws securing the cover and carefully remove the cover.

4. Locate the free end of the cable (labeled EC0098-XX) connected to the inside of the phone connector in the game. (The phone connector is the one on the right if you are facing the back of the game. If your game has an electronics box, the phone connector is on the bottom). The free end of the cable should be routed near the I/O board. Connect the free 2-pin connector on the harness to the J2 location on the modem. See Figure 9.

5. Line up the connector at J1 on the modem with the mating pins at J10 on the I/O board and the two holes on the modem with the two standoffs on the I/O board. Carefully press down on the modem so that the connector is securely mated. Fasten the modem to the I/O board using the two screws removed in step 1. See Figure 9.

6. If your game has an electronics box, resecure the cover using the two screws.

7. Connect the 50’ phone cable to the phone coupler on the outside of the game (the phone coupler is on the right if you are facing the back of the game).

8. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

9. Continue with TournaMAXX™ Program instructions.

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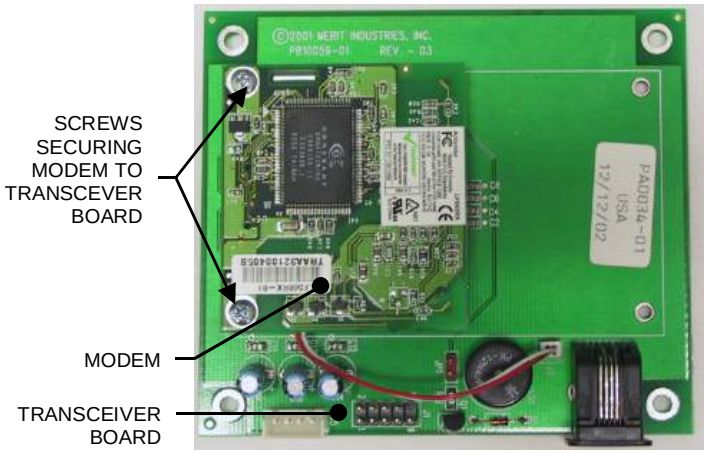

FIGURE 8 - MODEM ASSEMBLY - MODEM AND TRANSCEIVER BOARD

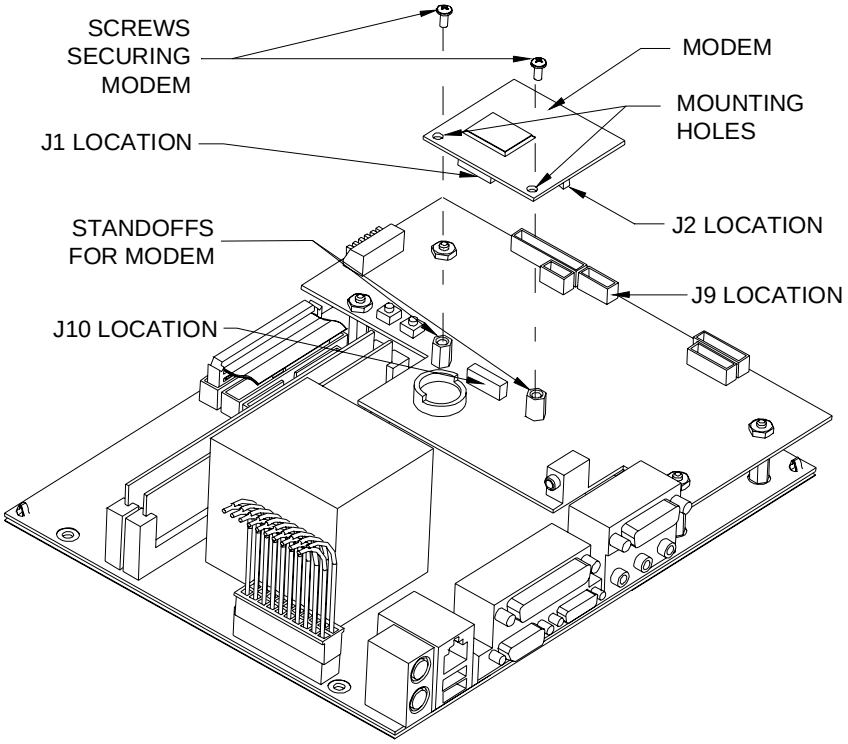

FIGURE 9 - FORCE FUSION ELECTRONICS ASSEMBLY

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FORCE eVo Games Only

1. Using a Phillips-head screwdriver, remove the two screws securing the supplied modem and transceiver board (see Figure 10). Disconnect the 2-pin connector from J2 on the modem and gently pull the modem from the transceiver board. The transceiver board will not be used in EVO games.
2. Turn off the game and disconnect it from its power source.
3. Unlock and open the CPU section.
4. Remove the two screws securing the motherboard assembly to the standoffs (see Figure 11).
5. Carefully pull the motherboard assembly away from the two brackets holding it in place on the opposite side of the screws you removed (see Figure 11).
6. Tilt the motherboard assembly to gain access to the screws on the I/O board (see Figure 12). It may be necessary to disconnect some of the connections to the board in order to access the screws. Make sure to remember what connectors you remove from the board.
7. Depending on your game, you may have 2 or 3 screws secured to the standoffs on the I/O board. See Figure 12 for location. Remove the screws.
8. If your game does not have the cable connected to the inside of the phone coupler (the phone coupler is the one on the right on the inside of the game), connect the phone connector on the supplied harness (EC0098-01) to the inside of the phone coupler in the game.
9. Connect the free end of the harness, which is connected to the inside of the phone coupler, to the 2-pin phone connector on the modem. See Figure 13 for location.
10. Line up the 16-pin connector on the modem with the mating pins at J10 on the I/O board and the holes on the modem with the standoffs on the I/O board. Carefully press down on the modem so that the connector is securely mated. Secure the modem to the I/O board using the screws removed in step 7. Refer to Figures 12 and 13.
11. Reconnect any connectors you may have removed from the motherboard assembly.
12. Carefully replace the motherboard assembly behind the 2 brackets. See Figure 11.
13. Resecure the motherboard assembly with the two screws removed in step 4.
14. Connect the supplied phone cable to the phone coupler on the outside of the game (the phone coupler is the coupler on the left if you are facing the back of the game). If the phone cable has a ferrite attached to the end of it, make sure this end is closest to the game.
15. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
16. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)
17. Close and lock the CPU section and continue with TournaMAXX™ Program instructions.

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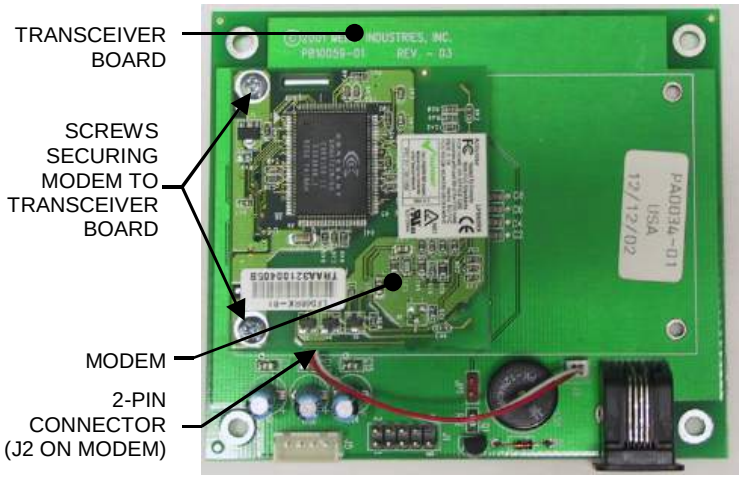

FIGURE 10 - MODEM ASSEMBLY - MODEM AND TRANSCEIVER BOARD

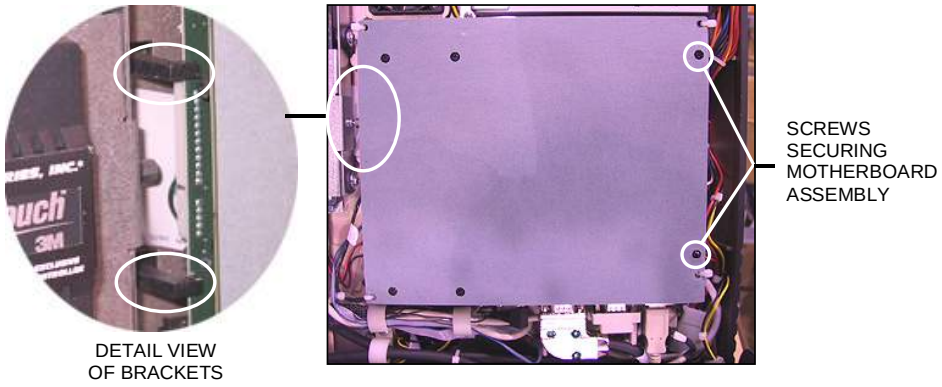

FIGURE 11 -EVO CPU SECTION

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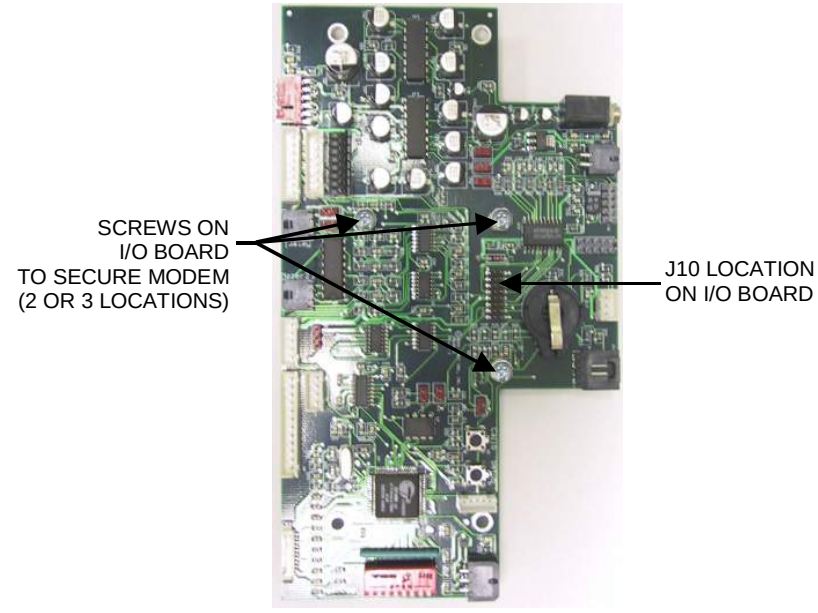

FIGURE 12 - FORCE EVO I/O BOARD

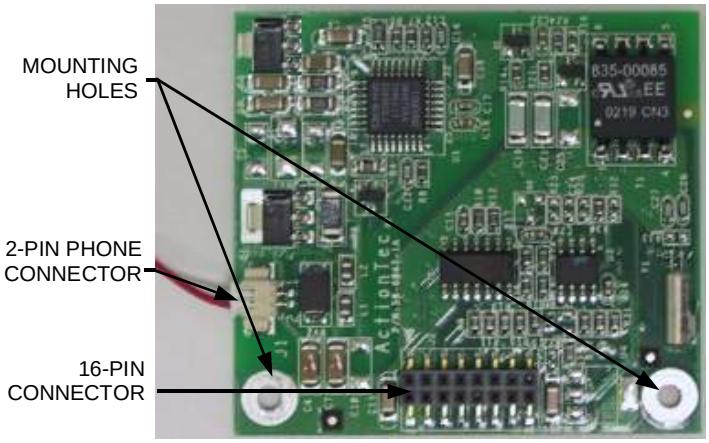

FIGURE 13 - FORCE EVO MODEM

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Megatouch Combo Jukebox Only

1. Turn off the game and disconnect it from its power source.

2. Unlock and remove the rear door and turn off the internal power switch (located above the cooling fan on the left side).

3. Disconnect all connections to the I/O board. This will allow for I/O board and hard drive removal.

4. Remove the screw securing the hard drive assembly to the electronics tray and remove the hard drive assembly from the tray. See Figure 14.

5. Under the hard drive there are four standoffs. Using Figure 14, orient the supplied modem, lining up the four holes on the modem with the four standoffs. Secure the modem to the tray using the four supplied Phillips-head machine screws.

6. Attach one end of the supplied modem serial cable (found in the box with the modem) to the J1 location on the modem and other end to the com 2 location on motherboard (see Figure 14). Make sure that the serial cable does not interfere with the CPU fan. If necessary, tie wrap the cable.

7. Locate the free 4-pin connector on the power supply harness. Attach this connector to the J5 location on the modem. See Figure 14.

8. Connect one end of the supplied 6' phone cable to the J2 location on the modem (see Figure 14) and connect the other end to the supplied phone splitter.

9. Using Figure 15, locate the phone connector on the upper rear side of the game. Unplug the existing phone cable from the inside of the connector and plug it into the open hole in the supplied phone splitter. Insert the splitter into the phone connector on the game. Coil any excess cable and tie wrap the coil to keep it in place.

10. Re-secure the hard drive over the modem with the screw removed in step 4. Reconnect all of the connectors you removed from the I/O board.

11. Continue with TournaMAXX™ Program instructions.

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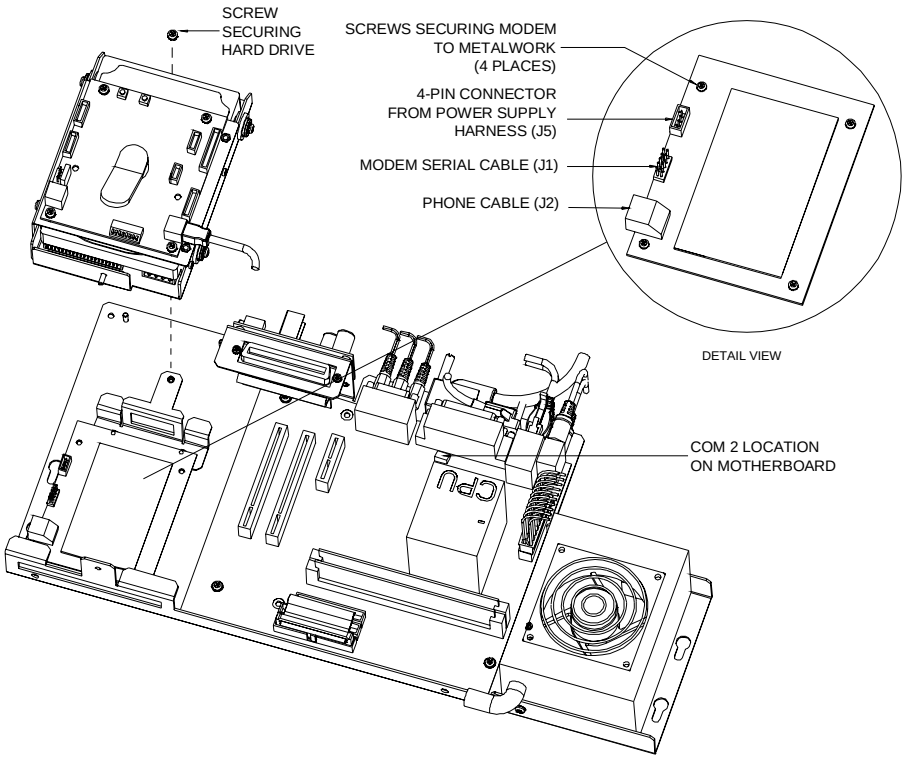

FIGURE 14 - MEGATOUCH COMBO JUKEBOX
(ELECTRONICS ASSEMBLY)

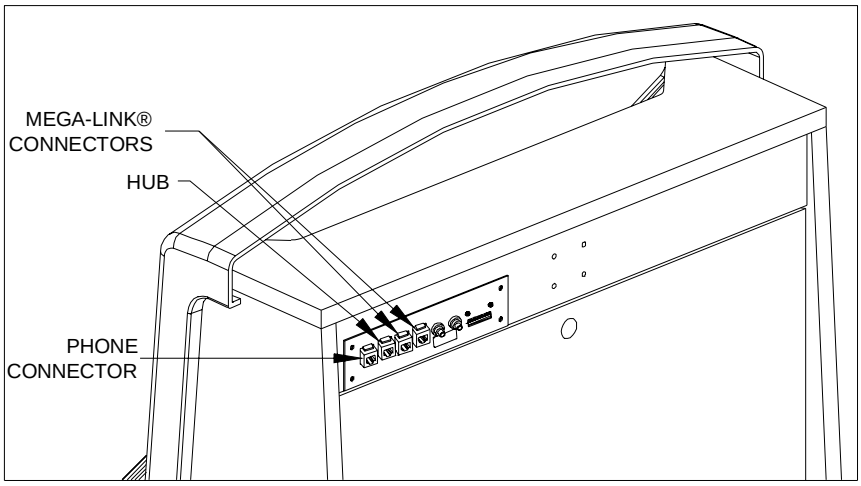

FIGURE 15 - UPPER REAR VIEW OF MEGATOUCH COMBO JUKEBOX

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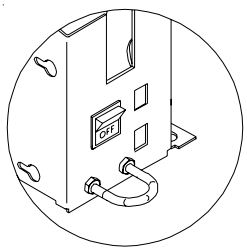
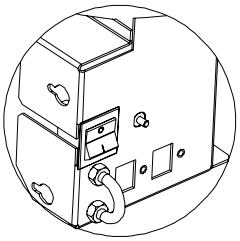
MAXX CLASSIC™ AND BLUE MAXX™ GAMES

FIGURE 16 - MAXX CLASSIC AND BLUE MAXX POWER ENTRY ASSEMBLIES



MAXX A - THE COUPLER RETENTION BRACKET IS REQUIRED FOR THIS ASSEMBLY



MAXX B - THIS ASSEMBLY DOES NOT REQUIRE THE COUPLER RETENTION BRACKET

1. Make sure that the game is turned off and disconnected from its power source.
2. Using Figure 17, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.
3. If you already have couplers installed in your game, continue with step 9.
4. Using Figure 16, determine the type of MAXX game that you have.

   If the power entry assembly on your game looks like MAXX A with the U-bolt horizontally oriented, your game requires the use of the coupler retention bracket supplied in this kit. Follow instructions for MAXX A games.

   If the power entry assembly on your game looks like MAXX B, with the U-bolt vertically oriented and the circuit breaker on the back, your game does not require the bracket. Follow instructions for MAXX B games.
5. Remove the power cord retention bracket. Loosen the hexnuts securing the power entry assembly and remove the power entry assembly.
6. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts). Some of these models do not have the metal cover plate. If you have a model that was previously set up for linking games you will have an RS 485 com board instead.

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7. Remove the thumbnuts securing the cover plate or the RS 485 com board. If you have the com board you must also remove the two cables plugged into the board and disconnect the gray ribbon cable from the com 2 serial port on the motherboard assembly.

   MAXX A:
   Replace the existing cover plate with the coupler blockout plate included in this kit (MW0375-01) in order to cover one open access hole. Secure the coupler retention bracket (MW0358-01) over the blockout plate with the thumbnuts. See Figure 18.

   MAXX B:
   Rotate the cover plate 180° (to reveal one access hole), replace the plate and replace the thumbnuts to secure it. See Figure 19.

8. Orient the supplied, snap-in coupler and insert it into the open access hole.
   MAXX A: See Figure 18.
   MAXX B: See Figure 19.

9. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)

10. Coil any excess cable and tie wrap the coil to keep it in place.

11. Connect the 50' phone cable (EC0074-03) to the coupler connector on the outside of the game and secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)

12. Plug the other end of the phone cable into a phone jack.

13. Reconnect the power entry assembly to the game with the hexnuts and reconnect the power cord retention bracket.

14. Continue with TournaMAXX™ Program instructions.

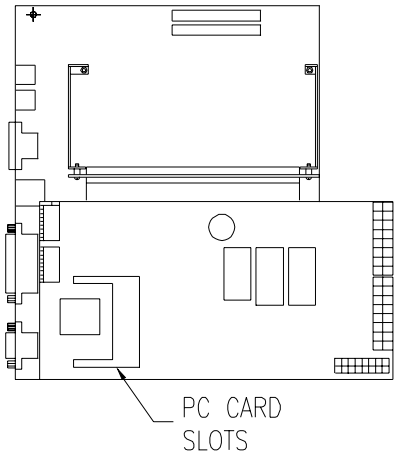

FIGURE 17 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

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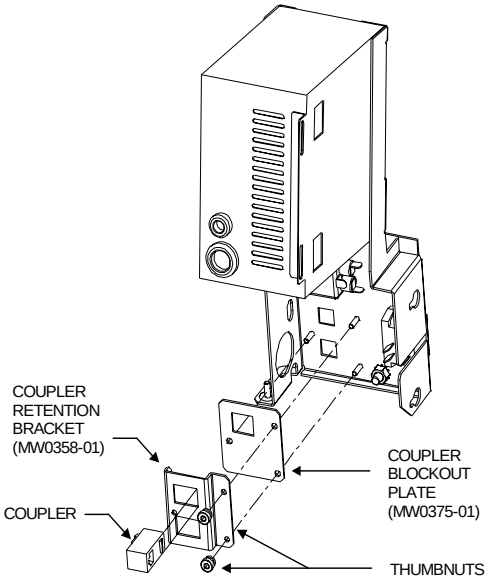

FIGURE 18 - POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET INSTALLATION
(MAXX A GAMES)

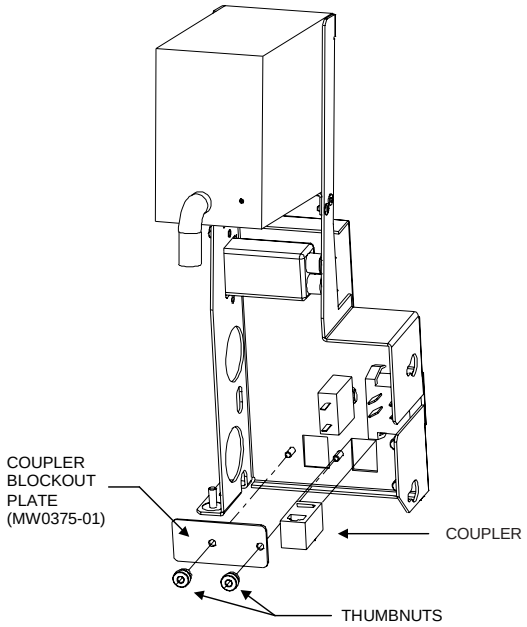

FIGURE 19 - POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET IS NOT REQUIRED
(MAXX B GAMES)

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MAXX SELECT™ AND SLIM MAXX™ GAMES

The entire back of the game is black and there are two access holes on the power entry assembly.

1. Make sure that the game is turned off and disconnected from its power source.
2. Using Figure 20, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.
3. If you already have couplers installed in your game, continue with step 9.
4. Remove the coin mech/coinbox assembly from the game.
5. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts).
6. Remove the thumbnuts securing the cover plate.
7. Rotate the metal cover plate 180° (to reveal one access hole), replace the plate and replace the thumbnuts to secure it.
8. Orient the supplied, snap-in coupler and insert it into the open access hole. For vertical oriented access holes see Figure 21. For horizontally oriented access holes see Figure 22.
9. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)
10. Coil any excess cable and tie wrap the coil to keep it in place.
11. Connect the 50’ phone cable (EC0074-03) to the coupler connector on the outside of the game and secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
12. Plug the other end of the phone cable into a phone jack.
13. Continue with TournaMAXX™ Program instructions.

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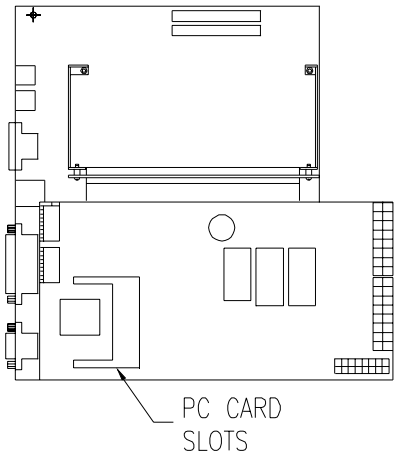

FIGURE 20 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

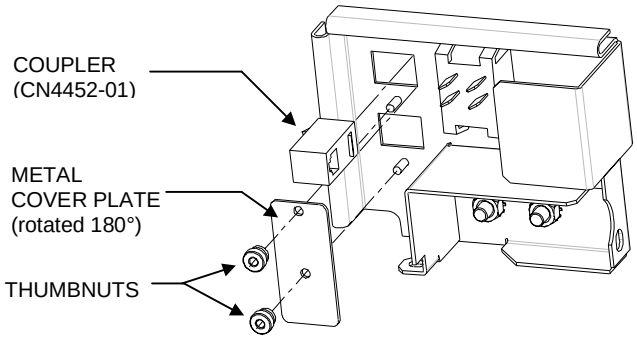

FIGURE 21 - MAXX SELECT™ AND SLIM MAXX™ COUPLER INSTALLATION
(VERTICAL ORIENTATION OF ACCESS HOLES)

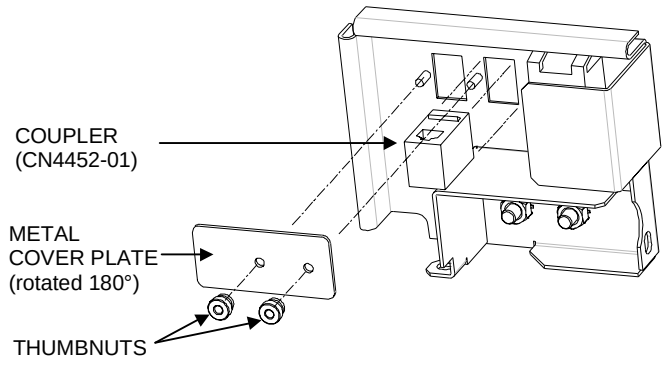

FIGURE 22 - MAXX SELECT™ AND SLIM MAXX™ COUPLER INSTALLATION
(HORIZONTAL ORIENTATION OF ACCESS HOLES)

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MAXX ELITE™ AND EZ MAXX™ GAMES

1. Make sure that the game is turned off and disconnected from its power source.
2. Using Figure 23, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.
3. If you already have couplers installed in your game, continue with step 8.
4. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts).
5. Remove the thumbnuts securing the cover plate.
6. Rotate the cover plate 180° (to reveal one access hole), replace the plate and replace the thumbnuts to secure it.
7. Orient the supplied, snap-in coupler and insert it into the open access hole. Some models may require the coupler to be installed at an angle. See Figure 24.
8. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)
9. Coil any excess cable and tie wrap the coil to keep it in place.
10. Connect the 50’ phone cable (EC0074-03) to the coupler connector on the outside of the game and secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
11. Plug the other end of the phone cable into a phone jack.
12. Continue with TournaMAXX™ Program instructions.

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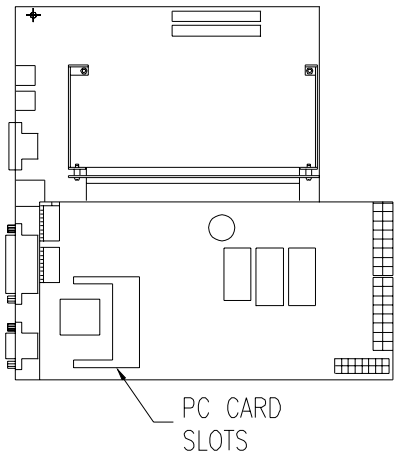

FIGURE 23 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

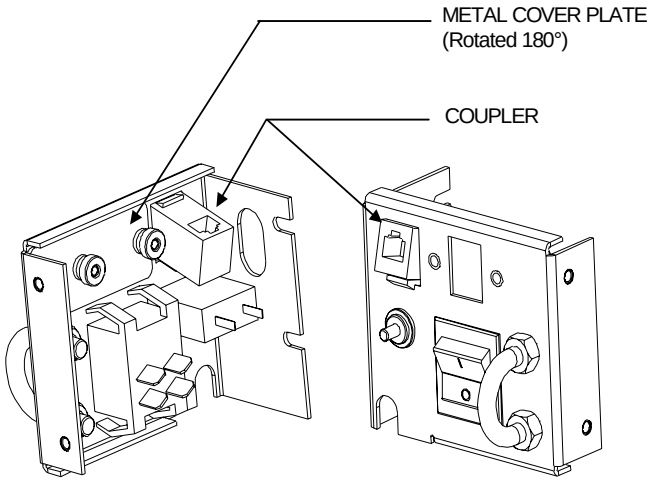

FIGURE 24 - ANGULAR COUPLER ORIENTATION
(MAXX ELITE™ AND EZ MAXX™)

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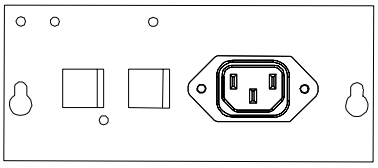
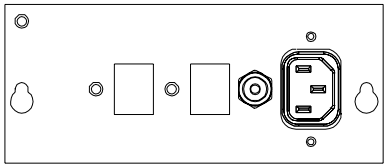
MAXX™ UPRIGHT GAMES

FIGURE 25- POWER ENTRY ASSEMBLIES



MAXX A - THE COUPLER RETENTION BRACKET IS REQUIRED FOR THIS ASSEMBLY



MAXX B - THIS ASSEMBLY DOES NOT REQUIRE THE COUPLER RETENTION BRACKET

1. Make sure that the game is turned off and disconnected from its power source.
2. Using Figure 26, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.
3. If you already have couplers installed in your game, continue with step 8.
4. Using Figure 25, determine the type of MAXX game that you have.

   If the power entry assembly on your game looks like MAXX A, with the line filter horizontally oriented and without the circuit breaker, your game requires the use of the coupler retention bracket supplied in this kit. Follow instructions for MAXX A games.

   If the power entry assembly on your game looks like MAXX B, with line filter vertically oriented and the circuit breaker on the back, your game does not require the bracket. Follow instructions for MAXX B games.
5. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts).

   Some of these models do not have the metal cover plate. If you have a model that was previously set up for linking games you will have an RS 485 com board instead.
6. Remove the thumbnuts securing the cover plate or the RS 485 com board. If you have the com board you must also remove the two cables plugged into the board and disconnect the gray ribbon cable from the com 2 serial port on the motherboard assembly.

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MAXX A:
Replace the existing cover plate with the coupler blockout plate included in this kit (MW0375-01) in order to cover one open access hole. Secure the coupler retention bracket (MW0358-01) over the blockout plate with the thumbnuts. See Figure 27.

MAXX B:
If you have a cover plate, rotate the cover plate 180° (to reveal one access hole), replace the plate and replace the thumbnuts to secure it.

7. Orient the supplied, snap-in coupler and insert it into the open access hole.

   MAXX A:
   See Figure 27.

   MAXX B:
   See Figure 28.

8. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)

9. Coil any excess cable and tie wrap the coil to keep it in place.

10. Connect the 50' phone cable (EC0074-03) to the coupler connector on the outside of the game and secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)

11. Plug the other end of the phone cable into a phone jack.

12. Continue with TournaMAXX™ Program instructions.

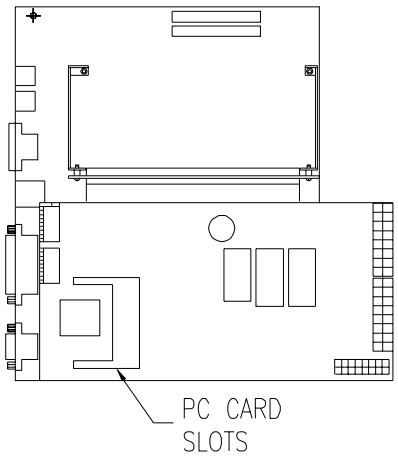

FIGURE 26 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

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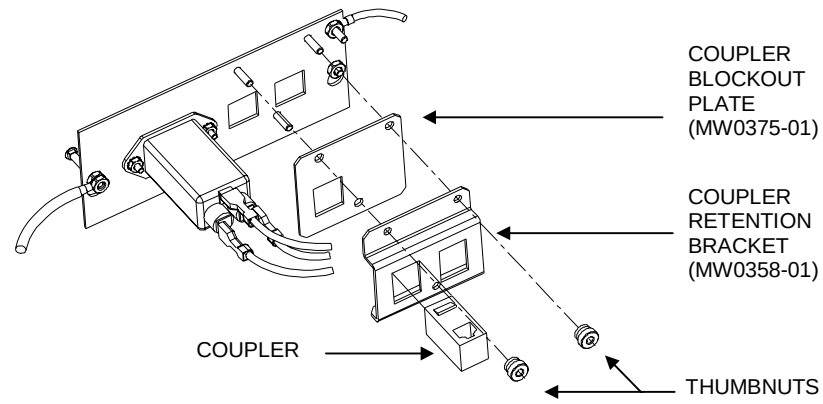

FIGURE 27- POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET INSTALLATION
(MAXX A GAMES)

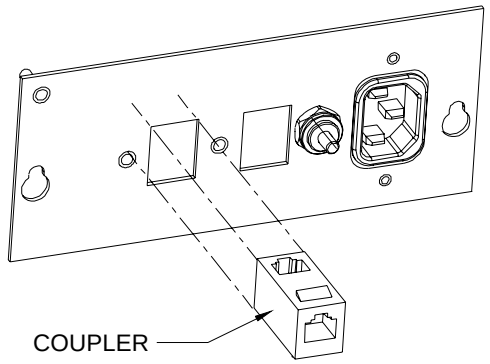

FIGURE 28- POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET IS NOT REQUIRED
(MAXX B GAMES)

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FULL MAXX™ GAMES

The entire hood of the game lifts off and there are no access holes in the back of the game.

1. Make sure that the game is turned off and disconnected from its power source.
2. Using Figure 29, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.
3. Remove the bracket next to the power entry bracket (MW0192-01) and note the orientation of the bracket.

   If you have a model that was previously set up for linking games you will have an RS 485 com board. If you have the com board, you must remove the two cables plugged into the board and disconnect the gray ribbon cable from the com 2 serial port on the motherboard assembly.
4. Adhere the foam tape (HW8087) to the notched surface that adjoins the power entry bracket (being careful not to cover the notches). See Figure 30.
5. Connect the free end of the modem cable to the supplied snap-in coupler and place the coupler in a location near the power entry.
6. Coil any excess cable and tie wrap the coil to keep it in place.
7. Route the 50’ phone cable (EC0074-03) next to the power entry assembly and connect it to the coupler inside the game. Use the thumbnuts to secure the 50’ phone cable between the bracket with the foam tape and the power entry bracket. See Figure 30.
8. Using the supplied hanking tie, secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
9. Plug the other end of the phone cable into a phone jack.
10. Continue with TournaMAXX™ Program instructions.

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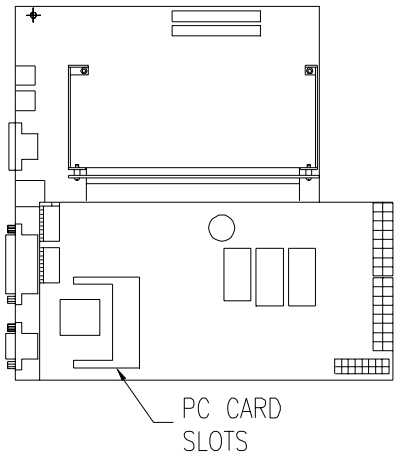

FIGURE 29 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

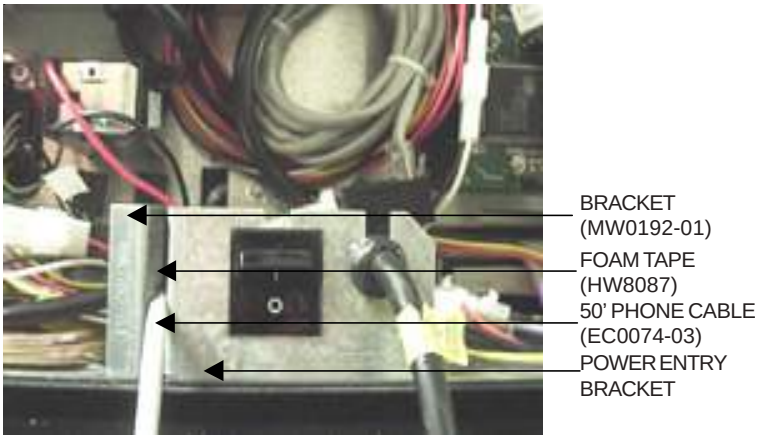

FIGURE 30 - FULL MAXX WITH COMPLETE INSTALLATION
(CLOSE-UP OF POWER ENTRY BRACKET)

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GLOBAL PLAYER RANKING SYSTEM™

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TournaMAXX™: Merit Entertainment's Tournament Server System

NOTE: If you have dual tournament capability and are switching from Local Tournament Mode to TournaMAXX, the game must be switched from OFF-LINE to ON-LINE mode. From the System Menu, choose "Options", then touch the "ON-LINE" button. If you are returning to Local Tournament, you must return to this screen and select "OFF-LINE".

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

NOTE: For all U.S. and Canadian operators, TournaMAXX will provide the Internet Service for dial-up connections in most areas at no extra charge for all your game connections. You can choose to use your own Internet Service Provider but certain large Internet providers like AOL™, CompuServe™, Prodigy™, and NetZero™ utilize a proprietary dial-up protocol that is not industry standard and may not work with TournaMAXX™. Some of the major providers that are compatible with TournaMAXX™ are ATT Worldnet™, Sprint™, Erols™, Tymenet™, and EarthLink™, and most of the smaller local Internet providers. You can also now choose between Dial-Up, Automatic, and Manual Internet access. Dial-Up uses the internal modem and standard phone line and Automatic and Manual use cable or DSL modems. You must have your own ISP to use the Automatic or Manual connection methods.

KIT DIRECT OPERATORS: Your games must make a successful connection once every 15 days to retain MegaNet® features and once every 30 days to continue functioning. You do not need to fill out the Game Start-Up, Debit Account or Operator Agreements before continuing with the On-Screen Configuration Guide.

Overview

Merit's TournaMAXX™ is a fully automated Tournament system designed to network Megatouch games over the Internet, for the purpose of playing in tournament games. All Tournament configuration and maintenance is controlled by a central server, which is managed by Merit's Tournament Manager. Placing the Tournament Management responsibilities in the hands of a Tournament Manager greatly simplifies the operator's role.

The system allows any number of Megatouch games to participate by connecting to the server over the Internet. To participate, an operator needs only to fill out the Game Start-Up Form, Debit Account Form and Operator Agreement, fax these forms to Merit Entertainment at 215-639-0345, install the kit into an existing game and connect the game to the Internet.

Players register directly on the game and only need to register once for any tournaments run by that server. Scores are based on the average of five games, with the winner having the highest average score.

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Broadband Internet Setup

NOTE: MAXX GAMES ONLY: This method of Internet Access requires that you either have installed an Ethernet card into your game or that you have a Unicorn motherboard in your game. (If your game has a Unicorn motherboard, the Ethernet cable is already installed and connected to the motherboard and the DB connectors on the motherboard face upward.) If you do not have a Unicorn motherboard and have not installed an Ethernet card, you will need to install a Mega-Link® kit (KUV-108-004-02) to prepare your game with Ethernet capability.

NOTE: A broadband router is required in order to connect Megatouch games to a broadband Internet connection. You will need either a broadband router with a built-in broadband modem or a broadband router and an external broadband modem. If you are also linking games, you may also require a router with a built-in hub or an external 10 BASE-T Ethernet hub depending on how many games you are linking and how many available ports are on the router. (Hubs are available from your distributor as a separate part, EC0030-01, or at your local computer store.)

NOTE: Your broadband Internet connection should already be connected and configured using the instructions provided by the manufacturer and by your Internet Service Provider before continuing with this installation.

1. Turn off the game and disconnect it from its power source.
2. Connect an Ethernet cable to the Ethernet coupler at the back of the game (the Ethernet coupler features a wider port than the phone coupler that appears alongside it). If you have a Vibe, the Ethernet coupler is the coupler on the right of the front of the processor. For Megatouch Combo Jukeboxes, the Ethernet connectors are labeled "**Mega-Link"**.
3. Connect the free end(s) of the Ethernet cable(s) to the broadband router.
4. Secure each cable to the U-bolt on the back of each game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
5. Continue with **On-Screen Configuration Guide**.

Wireless Internet Setup (Ion Games Only)

You will need to purchase a 802.11B wireless router for wireless Internet connection. The Linksys 802.11B router is recommended.

NOTE: Wireless Internet connection requires a broadband Internet connection. Your broadband should already be connected and configured using the instructions supplied by your Internet Service Provider before continuing with this installation.

1. Turn off and unplug the game.
2. Install your wireless router, using the instructions provided with the router.
3. When the router installation is complete, plug in the game and turn on the power.
4. Skip to **Wireless Setup** on page 39.

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On-Screen Configuration Guide

In order to continue, your Game Start-Up, Debit Account, and Operator Agreement forms must be filled out and received by TournaMAXX.

*NOTE: If your game has dual tournament mode and you are transitioning from Local Tournament Mode to TournaMAXX, the game must be switched from OFF-LINE to ON-LINE mode. From the **System Menu**, choose **Options**, then touch **ON-LINE**.*

1. Press the SETUP button to access the Main Menu.
2. ***Ion 2006 software:*** At the MAIN MENU, touch the **TournaMAXX** button (see Figure 1). At the TournaMAXX Menu, first select the Internet Connection method (see Figure 2).

   For Broadband: Touch **LAN** for your Internet Connection. Then touch **Ethernet** next to LAN to advance to the next screen. Depending on how you are connecting to the server, select either **Automatic** and continue with step 17, or **Manual** and continue with step 19.

   For Wireless: Touch **LAN** for your Internet Connection, then touch **Wireless** next to (LAN) and skip to step 24.

   For Dial-Up: Touch **Dial-Up** then touch **Modem Setup** and skip to step 6.
3. ***FORCE 2006 software:*** At the MAIN MENU, touch the **TournaMAXX** button. Select the Internet Connection method (see Figure 2).

   For Dial-Up: Touch **Dial-Up**, then touch **Modem Setup** and skip to step 6.

   For Broadband: Touch **LAN**, then touch **Ethernet Setup**. At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 17, or **Manual** and continue with step 19.

To enter this screen, touch the "SETUP" button

FIGURE 1 - MAIN MENU SCREEN

To enter this screen, touch the "TournaMAXX" button at the MAIN MENU.

FIGURE 2 - TOURNAMAXX MENU SCREEN
(ION 2006 / FORCE 2006 SOFTWARE)

Ion and FORCE server connections:
Dial-Up: This method uses a phone line and either Merit's ISP or your own ISP.
Automatic: This setting is for cable or DSL connections using dynamic IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.
Manual: This setting is for cable or DSL connections using static IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.

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4. ***Ion 2007 software or greater:*** At the MAIN MENU, touch the **Network** button (see Figure 1). ***NOTE: If you do not see a "Network" button, follow the instructions for Ion 2006 software on the previous page.*** At the Network Menu, first select the Internet Connection method (see Figure 3).

   For Broadband: Touch **LAN** for your Internet Connection. Then touch **Ethernet** to advance to the Ethernet Internet Setup Screen. At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 17, or **Manual** and continue with step 19.

   For Wireless: Touch **LAN** for your Internet Connection. Then touch **Wireless** to advance to the Wireless Internet Setup Screen. Continue with step 24.

   For Dial-Up: Touch **Dial-Up** for your Internet Connection. Then touch **Dialup Setup** and continue with step 6.

5. ***FORCE 2007 software or greater:*** At the MAIN MENU, touch the **Network** button (see Figure 1). ***NOTE: If you do not see a "Network" button, follow the instructions for Force 2006 software on the previous page.*** At the Network Menu, select the Internet Connection method.

   For Dial-Up: Touch **Dial-Up** for your Internet Connection. Then touch **Dialup Setup** and continue with step 6.

   For Broadband: Touch **LAN** for your Internet Connection, then touch **Ethernet Setup**. At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 17, or **Manual** and continue with step 19.

To enter this screen, touch the "Network" button at the MAIN MENU.

FIGURE 3 - NETWORK MENU SCREEN

Ion and FORCE server connections:
Dial-Up: This method uses a phone line and either Merit's ISP or your own ISP.
Automatic: This setting is for cable or DSL connections using dynamic IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.
Manual: This setting is for cable or DSL connections using static IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.

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Dial-Up Only

6. At this screen, touch the **Dial-In Setup** or **Modem Setup** button (depending on what version of software you have). This will take you to the Dial-In Setup Screen (see Figure 4).

7. At this screen, touch **YES** or **NO** after **Wait For Dial Tone** depending on whether or not you have to wait for a dial tone before dialing. Select a dialing method (either tone or pulse). In the **Include Area Code** section, select **YES** or **NO** depending on whether or not you have to use an area code to dial local number. If you need to use a dialing prefix (such as a number to reach an outside line) use the keypad to enter the number. Insert a comma after the number if an internal phone system needs time to connect to an outside line or to wait for a dial tone. Each comma forces a delay of one second before dialing. Select the dialing speed (it is recommended that this remain at FAST unless there is a dialing problem). Select to have the modem sound turned off, quiet or loud. After all of these settings have been entered, touch the **<** button.

8. At this screen, select **Initial Connection** or **Use TMAXX ISP** (depending on what version of software you have) if you are using TournaMAXX's Internet Service Provider (ISP). Touch **Use My Own ISP** if you are using your own Internet Service Provider (ISP). Then, touch the **YES** button to establish connection and begin the registration process. Proceed to steps 9 through 12 if using TournaMAXX's ISP, and steps 13 through 16 if using your own ISP.

FIGURE 4 - DIAL-IN SET-UP SCREEN

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Connecting to the MegaNet® server **using** *TournaMAXX's ISP*

9. After confirming that you want to continue, the game will connect with the TournaMAXX server. Once the initial connection is made, you will see a list of phone numbers. Use the arrows to scroll through the list and find the number closest to you. Select it by touching it and then touch **OK**. (If there are no local phone numbers, contact Customer Service for assistance with finding the correct number. If there is only one number available to you, the game will automatically select that number and prompt you to confirm the information.) After you have selected a primary telephone number and confirmed your selection, the game will prompt you to select a secondary telephone number. Select a secondary number and confirm the information.

10. Once you have selected the local phone number, touch the **MAIN MENU** button at the top of the screen. Then, touch the TournaMAXX button.

11. At this screen, touch the **Update From Server** button. The game will connect to the server (see Figure 5). Your first connection may take up to 40 minutes.

12. To confirm that a proper connection took place, touch the **Connection Log** icon on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch **Update From Server** again to download additional information.

Connecting to the MegaNet® server using Your Own ISP

13. After the **Use My Own ISP** button has been touched and you confirm that you want to continue, you will be prompted to enter the Access Phone Number, Log-In Name and Password given to you by your Internet service provider. Enter the information and touch the **NEXT** button to proceed to the next required field. The Server Name, Primary DNS Address and Secondary DNS Address will already be filled out, simply touch **NEXT** to accept the default information.

14. Once all the information has been entered, the game will attempt to connect to the server. After connection has been established, the information you have entered will appear on the screen. Touch the **YES** button to confirm the entered information.

15. Touch the **MAIN MENU** button at the top of the screen. Then touch the **TournaMAXX** button. At this screen, touch the **Update From Server** button to download the available tournament data onto your machine (see Figure 5). Your first connection may take up to 40 minutes.

16. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch **Update From Server** again to download additional information.

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Automatic Only

17. After selecting **Automatic**, press the **Setup** button. The game will prompt you to confirm the default Server Name, Primary DNS and Secondary DNS information. Touch the **NEXT** button to accept these defaults. Then, touch the **YES** button for the game to connect to the server and complete the registration process (see Figure 5).

18. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button to download additional information.

Manual Only

19. After selecting **Manual**, press the **Setup** button. The game will then prompt you to enter the Static IP Address. Enter the Address given to you by your service provider and touch the **NEXT** button. Then, enter the Gateway given to you by your service provider and touch the **NEXT** button. The Server Name, Primary DNS Address and Secondary DNS Address will already be filled out, simply touch **NEXT** to accept the default information. Then, touch the **YES** button for the game to connect to the server and complete the registration process (see Figure 5).

20. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button to download additional information.

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Wireless Setup (Ion Games Only)

Your wireless router and broadband Internet connection should already be connected and configured using the instructions supplied with your router and Internet Service Provider before continuing with this installation.

21. Press the SETUP button (located in the CPU section).

22. At the MAIN MENU, touch the **Network** button. NOTE: If you do not see a Network button, touch the **TournaMAXX** button.

23. Touch LAN for your Internet Connection. Then touch **Wireless** next to **(LAN) Local Area Connection** to advance to the Internet Setup screen.

24. 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 network 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 Mega-Link capability, not for connecting to the server for MegaNet.

    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.

25. Once you have chosen your network connection, you can touch the **Details** button on the Wireless Device Setup Screen to display the details of the current network. Then, the **MAIN MENU** button at the top of the screen, touch **TournaMAXX**, and then touch **Test Connection** to call into the server and test the connection (if you do not have a "Test Connection" button, touch **Wireless Setup** to locate it.

26. To confirm that a proper connection took place, touch **Connection Log** on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" in the Connection Log (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button to download additional information.

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To enter this screen, touch the "Update From Server" button at the TournaMAXX Menu Screen

FIGURE 5 - MANUAL UPDATE SCREEN

Manual Update

If the game fails to connect, a red **X** will appear over the part of the process that failed. Reference the Troubleshooting Guide in this manual to correct the problem.

An **X** on the person:

- no modem detected
- modem unavailable
- machine serial number not valid
- no machine serial number
- invalid security key

An **X** on the first line:

- no dial tone
- ISP phone line is busy
- modem lost phone connection
- ISP not answering

An **X** on the **WWW**:

- ISP not responding
- no answer
- unable to connect with ISP
- connection to ISP interrupted
- login information not accepted by ISP
- no information received. disconnecting
- unable to configure connection with ISP
- TournaMAXX™ server not responding to requests
- ISP not responding properly to requests
- unable to establish connection with ISP
- login information not accepted by ISP

An **X** on the second line:

- unable to detect TournaMAXX server

An **X** on the Merit logo:

- TournaMAXX server not responding
- server error
- invalid information received

To enter this screen, touch the "Connection Log" button at the TournaMAXX Menu Screen

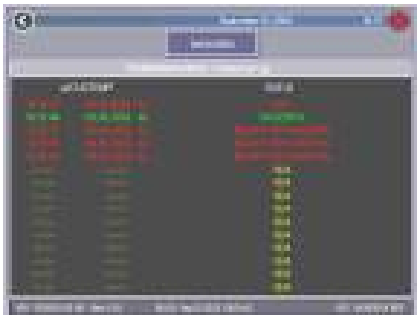

FIGURE 6- CONNECTION LOG SCREEN

Connection Log

The numbers following the time and date of the last connection attempt have the following meanings:

M - manual update

1 - 1st attempt of an automatic update

2 - 2nd attempt of an automatic update

3 - 3rd attempt of an automatic update

If the status message is displayed in green, it was a successful connection. Status messages displayed in red are unsuccessful connection attempts.

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Beginning Tournament Play

27. Touch the **MegaNet®** button on the Player Menu to begin Tournament play (see Figure 7).

28. Select the Tournament game that you want to play (see Figure 8). Select **Rankings** on this screen to view the current Tournament rankings.

29. To register a new player, touch the **NEW PLAYER** button to begin registration. At this screen enter all required information (see Figure 9). For registered players, simply enter your name and PIN.

NOTE: Register on the game by entering required information (name, address, phone number, etc.). This information is required to determine Tournament winners. A player only needs to register once, and can then participate in any Tournament available on the Tournament system.

**MegaNet®
buttons on the Player Menu.**

FIGURE 7 - PLAYER MENU SCREEN

To enter this screen, touch one of the Meganet® buttons on the Player Menu, then the "TournaMAXX™" button.

FIGURE 8 - AVAILABLE TOURNAMENT MATCHES

To enter this screen, touch one of the available TournaMAXX™ games

FIGURE 9 - NEW PLAYER REGISTRATION SCREEN

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30. Once the required fields have been entered, confirm that all the information is correct. Touch the **NEXT** button (see Figure 10) to view the Tournament disclaimer.

31. Touch the **ACCEPT** button to begin play. Touch the **DECLINE** button to delete ALL entered information (see Figure 11).

32. Once you log in, the TournaMAXX Player Screen will appear. From this screen you can view your top scores or enter the ranking screens to compare your scores to other players (see Figure 12).

Thank you, and enjoy your TournaMAXX™ experience.

After player registration is complete, confirm or make changes to your information as needed.

FIGURE 10 - PLAYER INFORMATION SCREEN

TournaMAXX™ Disclaimer Screen

FIGURE 11 - DISCLAIMER SCREEN

To enter this screen, touch the "ACCEPT" icon on the Disclaimer Screen or log in if you are already registered.

FIGURE 12 - TOURNAMAXX PLAYER SCREEN

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MegaNet® Content

(U.S. Games Only)

NOTE: The game must perform an "Update from Server" in order for all MegaNet® features to be accessible. The game must also connect to the server at least every 15 days for all MegaNet® features to remain.

The MegaNet® features can be enabled and disabled through the Options button on the MegaNet® Menu (accessed via the SETUP button).

Premium Erotic

The Premium Erotic category features games with content from Penthouse® and Chippendales®.

Setup

When enabling the Premium Erotic feature via the Options button in the MegaNet® menu, a screen describing the terms and content of the feature appears. Touch the **I ACCEPT** button to proceed or **I DON'T ACCEPT** to cancel. After the feature is enabled, a timer can be applied so that the Premium Erotic feature can only be accessible at certain intervals. Touch the TIMER button and use the arrows to set the time frame in which Premium Erotic content is available.

Games appearing as part of the Premium Erotic feature are selectable via the Premium Erotic button in the MegaNet® Menu. The Premium Erotic game setup works in the same manner as categories in the regular Game Setup Menu.

Prize Zone™

Prize Zone™ allows players to earn "Prize Bucks" by playing popular Megatouch games, then shop for prizes right on the machine. After touching the Prize Zone™ icon on the MegaNet® menu, players either log in with an existing login name or log in as a new player by entering the information requested on the game (name, address, etc.). Once the player accepts the agreement displayed on the machine, a game can be selected for play. Players then choose how much they want to spend on the game; the more credits used to play the game, the more Prize Bucks earned during gameplay.

Players can redeem Prize Bucks once gameplay is over by touching the **Prizes** icon. The player may select any prize(s) that can be attained based on the number of Prize Bucks earned. Players then fill out the shipping information to have the prize mailed to the specified shipping address.

NOTE: Prize Zone™ is not available in every state or in Freeplay mode.

Setup

When enabling Prize Zone™ via the Options button in the MegaNet® menu, a screen explaining Prize Zone™ terms appears. Touch the **I ACCEPT** button to finish enabling the feature or **I DON'T ACCEPT** to cancel.

Games appearing as part of the Prize Zone™ Menu are selectable via the Prize Zone™ button in the MegaNet® Menu, which works in the same manner as categories in the regular Game Setup Menu.

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Operator Web Site Access

(Not available for MAXX games)

Direct access to the operator's company Web site is available from the MegaNet® Player Menu for the latest league, event and other information.

Setup

From the MegaNet® Menu, touch the Operator Web Access button to enter the URL for your operator Web site, insert your company name, which will appear under the button, and set the cost per minute of viewing time. The text field for your company name is limited to 30 characters. If a name is not entered, the space under the button will read "Your Game Operator's Web Site." Operator Web site access will have standard MegaWeb™ pricing set as the default. To set operator Web site access to no charge, set the value of a block of time to zero. When the value is set to zero, the continue box will appear each time the block of time ends. If continue is not selected, it will log off.

Operators can import a personalized graphic for the Web site button if they choose. See your Remote Operator Interface (www.tournamaxx.com) for instructions on importing a graphic.

NOTE: This feature is not available if using an 800 number to dial in to the server or in Freeplay or Coinless Coin Op modes.

NOTE: Pages containing Java or Flash cannot be loaded on the game at this time.

NOTE: Text can be entered into a text field on a Web page by touching the field on the game to activate it.

Hot Topics™

Hot Topics™ games allow players to compete in games featuring regularly refreshed current events.

Setup

Games appearing as part of the Hot Topics™ Menu are selectable via the Hot Topics™ button in the MegaNet® Menu, which works in the same manner as categories in the regular Game Setup Menu.

MegaWeb™

(Not available for MAXX games)

MegaWeb™ allows the player to access the World Wide Web through the game. Players determine how much browsing time they would like to purchase and then use the touchscreen to navigate the Web.

NOTE: In order to optimize the MegaWeb® display, High Resolution should be enabled on all games except for Classic cabinets and cabinets that have been converted with the MAXX to FORCE kit (which cannot support high-resolution mode). Additionally, the first time you enter MegaWeb®, you may need to adjust the horizontal and vertical monitor settings to maximize the display. This will only have to be performed once and it will not affect the monitor settings of the game screens. To enable high resolution, press the SETUP button and select "System" from the Main Menu Screen. Select "Options" and then touch the box next to "Enable Hi-Resolution" so that a check appears next to it. Exit out of the setup screens and calibrate the touchscreen. It will now prompt you to calibrate twice, once for normal resolution and once for high resolution. To adjust the monitor settings, follow the Monitor Adjustment Procedure in your game owner's manual.

Setup

Use the MegaWeb™ Menu to set the cost per minute block of Web browsing time.

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Time/Payment

When the MegaWeb™ button is touched, a screen will appear prompting the player to select the amount of time to purchase (see Figure 13). The player can choose the minimum amount, a selectable amount, or the amount of all credits already entered into the machine. If no credits are currently on the machine, the player will be prompted to insert money when one of the buttons is selected.

FIGURE 13 - CREDIT SELECT SCREEN

The game will attempt to connect 3 times. If it cannot connect, an error message will appear asking the player to try again later. The player will not yet have purchased the time and will not lose any credits. The timer countdown begins and specified credits are allocated to the Web browser upon successful connection.

At the end of the purchased time, a screen will appear giving the player the option to use more available credits or enter more credits if none are left on the game (see Figure 14). This screen will remain for 20 seconds and the game will stay connected to the Internet during this time. If another MegaWeb™ purchase is made, the screen returns to the same page the player was viewing prior to the timer expiring. If no purchase is made within 20 seconds, the game disconnects and reverts to the Player Menu. If the player exits the browser with time remaining, the remaining credits will be applied to amusement play. Time blocks used will be rounded up to the nearest credit.

FIGURE 14 - BUY MORE TIME/QUIT SCREEN

If the connection is lost during the purchased viewing time, the timer will suspend and the game will attempt to reconnect 3 times. When the connection is reestablished, the timer will resume and the player will still see the page that was previously on the machine. If a connection cannot be reestablished within 3 attempts, the credits remaining in MegaWeb™ mode will be applied to amusement credits.

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Home Page

Once the game connects to the Internet, the player is taken to a Home Page with standard navigation buttons (Forward, Back, Stop, etc.) and a button that brings up a keyboard for entering Web addresses or search text (see Figures 15 and 16). The Home Page also contains a search engine and various channel buttons (Sports, Entertainment, News, etc.). Each button brings up a list of related links for the appropriate channel, as well as a search engine feature. The Merit button will bring up a screen with links to the Merit home page and TournaMAXX™.

NOTE: Text can be entered into a text field after the field itself is touched and activated.

NOTE: Java and Flash are not supported in MegaWeb™. Pages containing Java or Flash cannot be loaded on the game at this time.

FIGURE 15 - HOME PAGE

FIGURE 16 - HOME PAGE WITH KEYBOARD

E-mail and Attachments

E-mail can be accessed through Web-based E-mail sites using the keyboard, but only image and text attachments can be opened. Attachments cannot be saved to the machine.

NOTE: MegaWeb™ is not available in Freeplay or Coinless Coin Op mode.

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TROUBLESHOOTING GUIDE

MegaNet® Dial-Up Connection Status Messages

Message	Corrective Action
BAD SERVER ADDRESS	• The server IP address was entered incorrectly. • Verify proper entry of server IP address
CANNOT COMMUNICATE WITH MODEM, MACHINE REBOOTING	• The modem is not responding. • The machine will automatically reboot and try again.
CONNECTION TO ISP INTERRUPTED	• The connection to the ISP was broken. • Try again.
ERROR DIALING MODEM	• An error occurred while dialing. • Verify proper modem installation and try again.
EXPIRED VERSION OF COMMUNICATION SOFTWARE	• The MegaNet® server cannot communicate with the machine. • Contact an authorized MegaNet® distributor for an upgrade.
INVALID INFORMATION RECEIVED FROM TOURNAMAXX™ SERVER	• Invalid information was received from the server. • Please contact the MegaNet® server manager with connection details.
INVALID SECURITY KEY DETECTED	• The security key installed in the machine does not match with previous connections to the MegaNet® server. • Contact the MegaNet® manager for more details.
ISP NOT ANSWERING CALL	• The call was not answered. • Make sure the ISP telephone number was entered correctly and try again.
ISP NOT RESPONDING	• The call was answered, but not by a detectable modem. • Make sure the ISP telephone number was entered correctly.
ISP NOT RESPONDING PROPERLY TO REQUESTS	• Automatic configuration requests to the ISP were not answered properly or slowly. • Try again.
ISP PHONE LINE IS BUSY	• The modem detected a busy signal connecting to the ISP. • Try again later.

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TROUBLESHOOTING GUIDE Continued

Message	Corrective Action
LOGIN INFORMATION NOT ACCEPTED BY ISP	• The ISP rejected either the user name or password. • Verify that the user name and password were entered correctly and that the account is active.
MACHINE SERIAL NUMBER NOT FOUND ON TOURNAMAXX™ SERVER	• There is no serial number entered for the machine. • Verify proper serial number entry.
MACHINE SERIAL NUMBER NOT VALID FOR TOURNAMAXX PARTICIPATION	• The serial number entered on the machine is not valid to participate in a TournaMAXX™ Tournament. • Verify the serial number entered matches the serial number on the side of the machine and then contact the MegaNet® server manager for proper registration information.
MODEM LOST PHONE CONNECTION	• The connection to the ISP was interrupted. Verify telephone connection is of good quality. • Try again.
MODEM UNAVAILABLE. CHECK MODEM INSTALLATION	• The modem is not available. • Verify proper modem installation and try again.
NO ANSWER	• The call was not answered. • Make sure the ISP telephone number was entered correctly.
NO DIALTONE	• The modem did not detect a dial tone on the line. • Make sure the telephone cable is properly connected. • If your telephone system does not support dial tones, select "NO" in the "WAIT FOR TONE" section of the Dial-In Setup Screen.
NO INFORMATION RECEIVED. DISCONNECTING	• The connection was stopped due to lack of data transfer. • Try again.
NO MACHINE SERIAL NUMBER ENTERED	• There is no serial number entered for the machine. • Verify proper serial number entry.
NO MODEM DETECTED, CHECK MODEM INSTALLATION	• Could not detect proper installation of modem. • Make sure modem is installed and CMOS settings are correct.

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Message	Corrective Action
SECURITY KEY VIOLATION	• The security key installed in the machine does not match with previous connections to the MegaNet® server. • Contact the MegaNet® manager for more details.
SERVER ERROR REPORTED	• An unexpected error occurred on the server. • Please contact the MegaNet® server manager with connection details.
TOURNAMAXX™ SERVER NOT FOUND	• A MegaNet® server system was not found at the IP address specified in the Dial-Up Network Setup Screen. • Verify proper entry of server IP address.
TOURNAMAXX™ SERVER NOT RESPONDING	• The MegaNet® server was not responding to connection requests. • Verify correct MegaNet® server IP entry.
TOURNAMAXX™ SERVER NOT RESPONDING TO REQUESTS	• Automatic configuration requests to the ISP were not answered properly or slowly. • Try again.
UNABLE TO COMMUNICATE WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.
UNABLE TO CONFIGURE CONNECTION WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.
UNABLE TO DETECT TOURNAMAXX™ SERVER	• The computer at the server IP address entered in the Dial-Up Network Screen is not responding. • Verify correct MegaNet® server IP entry.
UNABLE TO ESTABLISH CONNECTION WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.

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MegaNet® Service Tips

Tip #1: Use the 6 Star PIN to cut down service calls. Set up your MegaNet® games to use the 6 Star PIN so locations can do an Update From Server. If you notice from your operator interface connection report that a machine has not connected recently, simply call the location and have them Update From Server.

How to enable 6 Stars:

1. Press the SETUP button (located in the coin box section or in the CPU section of the game).
2. Touch the **System** button on the Main Menu (see Figure 17).
3. Touch the **Options** button on the SYSTEM MENU (see Figure 18).
4. Touch the box next to **Enable 6 Stars** to make the check appear in the box. Touch the box next to **Access TournaMAXX Update from 6 Stars** to make the check appear in the box.
5. Touch the **<** button once to return to the System Menu.
6. Touch the **Set 6 Star PIN** button.
7. Enter a 1-6 digit PIN number.
8. Touch **X** and touch **YES** to return to the Main Game Menu Screen.

The operator can now access the 6 Star functions by following these steps:

9. Touch the **OPTIONS** button on the Main Game Menu Screen (see Figure 19).
10. Touch the **Six Star** button.
11. Enter the 6 Star PIN.

Tip #2: Turn the game off and on once in a while, especially if the location keeps the game on 24 hours a day. This will force the modem to do a manual reinitialization and help ensure smooth connections. This can easily be done with a phone call to the location.

To enter this screen, touch the "SETUP" button in the coinbox section or CPU section

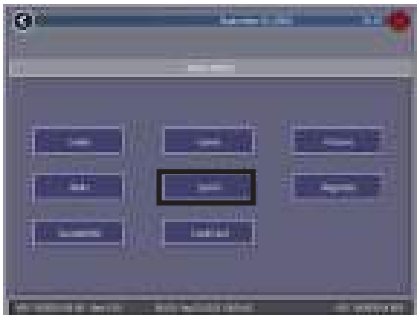

FIGURE 17- MAIN MENU SCREEN

To enter this screen, touch the "System" button at the MAIN MENU SCREEN

FIGURE 18- MAIN MENU SCREEN

FIGURE 19 - MAIN GAME MENU SCREEN

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MegaNet® Limited Warranty

Merit Entertainment warrants its MegaNet® kit hardware to be free from defects in material and workmanship for a period of one year from the date of purchase.

Failure due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including, but not limited to, improper electrical power source), fire, water damage, acts of God, acts of war and civil unrest are specifically excluded.

Merit products are carefully inspected and thoroughly tested prior to packing and shipment. Any damage discovered upon receipt of goods, whether obvious or concealed, must be reported immediately to the delivering carrier and claims made directly to them. Merit assumes no responsibility for damages once the product has left its facilities and any disputes regarding transportation damage must be resolved with the shipping company(s).

Merit will repair or replace, at its option, any component, part or assembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to Merit's repair facility and Merit is notified of the failure within the warranty period. Merit reserves the right to request the serial numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage. Merit will return or replace warranty items, as specified above, shipping charges prepaid, by ground transportation.

Merit's obligation shall be limited to repair or replacement as stated above, and shall specifically exclude any liability for consequential damages or loss of earnings.

Merit may, at its discretion, provide replacement parts under warranty prior to receiving defective items, without incurring any ongoing obligation to extend such accommodations.

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