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Site Preparation

In determining the location for your Megatouch FORCE video game, consideration must be given to a suitable, grounded electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a separate circuit is not available, care should be taken to provide a clean and constant voltage. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers or other high power consuming and electrical noise generating equipment. Place the game in a location where nothing will interfere with proper ventilation. The game should not be exposed to any dripping or splashing liquids. Objects filled with liquid should not be placed on the unit.

Setting up your Megatouch Game

- After removing the game from the carton, attach the power cord to the back of the game, near the on/off switch. Plug the game into a standard AC outlet.
- Turn the power switch at the back of the game to ON and wait for it to go through its boot-up sequence. At the completion of the boot-up sequence, the game will display the Main Menu Screen.
- The machine has been preset at the factory and therefore should not need to be adjusted, however it is recommended that the screen be calibrated (see Screen Calibration) and the coin or bill acceptor(s) be tested.
- There are many custom settings available for the game. To customize the settings, follow the instructions beginning with the Main Menu section in this manual.

1

Game Description

The Megatouch FORCE Radion® comes housed in a 15" countertop cabinet.

This model has 4 key-locked compartments: the CPU section, the service section, coin mech section and the coin box. The game comes equipped with a coin mech and optional bill acceptors are also available. This model also has couplers installed in the rear of the game. These are used for future hardware upgrades which include linking and modem capabilities. Enclosed in the plastic bag along with the keys and warranty card is an Ethernet cable and a crossover connector which can be used to link games. For linking information, see Linking Games in the next section.

CPU Section

The CPU section is accessible from the rear of the unit. This section houses the monitor controls on the rear door, the CPU, I/O boards, the power supply and the main harness. The security key is located on the I/O board.

Service Section

The service section is accesible from the left door of the unit. This section houses the monitor chassis, hard drive and touchscreen controller.

Coin Mech/Coin Box Section

The coin mech/coin box section is accessible from the right door of the unit. This section is key-locked for security purposes. A sturdy metal box located within the coin mech section holds all coins deposited into the machine. The coin box is separately key-locked for security.

The coin meter, and 2 buttons, **SETUP** and **CALIBRATE** are located within the cavity of the coin mech. These are accessible from the rear door and the coinbox door. Pressing the **SETUP** button will bring you to the Megatouch Setup Screen (see Figure 1).

General Care and Maintenance

NOTE: THIS GAME MUST ONLY BE SER-VICED BY QUALIFIED SERVICE PERSON-NEL.

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.

Side Decal Installation

Side decals are provided with your Megatouch FORCE Radion game. They should be installed on either side of the game as shown below.



Screen 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 FORCE machines, except for the Classic, can support this high resolution mode. To enable high resolution:

- Press the SETUP button inside the cabinet.
- 2. Touch the **System Menu** button on the first screen that appears.
- Touch the **Options** button on the System Menu Screen.
- 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.
- 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 the Touchscreen:

- Find the CALIBRATE button located behind the coin mech and press it to enter the screen calibration mode.
- Touch the center of the first cross that appears on the screen. 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.

Degaussing Your Monitor

If your monitor is displaying **purity prob**lems, (a display with purity problems will have parts of an all-white screen affected by blotches of color) the monitor needs to be degaussed using a **degaussing coil**. A degaussing coil is a circular electromagnet, used to cancel out any stray magnetic fields that may build up on a metal object.

All of our monitors have built-in degaussing coils that are automatically activated on power-up. If your game is experiencing minor purity problems, try powering down the game for 20 minutes and then reapplying power to activate the degaussing coil. If the

problem is not corrected, you will have to use a manual-degaussing coil. Use the following instructions for degaussing a monitor.

- 1. Plug in your degaussing coil.
- Hold the coil about three feet from the monitor, press the trigger to activate the magnetic field. For circular-shaped coils, orient the coil so you see the monitor through the hole in the middle; for wand-shaped coils, point the wand towards the screen.
- Move the coil in a circular motion around the face of the monitor and slowly approach the game.
- Continuing to move the coil in a circular motion, slowly back away from the monitor.
- 5a. CIRCULAR-SHAPED COILS: When you are about three feet away, quickly turn the coil perpendicular to the monitor and release the trigger.
- 5b. WAND-SHAPED COILS: When you are about three feet away, point the wand away from the monitor and release the trigger.

Monitor Adjustment Procedure

For adjusting the colors on any of our monitor types, we suggest following the procedures described below. The vertical/horizontal controls and brightness/contrast controls are located on the monitor control board, velcroed inside the rear door. Pressing the button labeled SEL will toggle through the digital controls. The LED's indicate which control is selected. One lit LED corresponds to the top row of options, while two lit LED's corresponds to the botton row. The controls from left to right on the top row are: Contrast, Brightness, Horizontal Position, Horizontal Size, Vertical Position, Vertical Size. The controls from left to right on the bottom row are: Pincushion, Trapezoid, Parallel. Zoom and Recall (which sets the display settings to the original factory defaults). When the minimum or maximum value has been reached, the LED's will flash. Adjust the controls until the screens look as suggested in the following steps.

Tatung Monitors

- 1. Set the game to the Checkerz game screen.
- 2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.
- Adjust the brightness and contrast controls until the top sets of checkers are a rich red and the bottom set are a dark gray. The feet on the "Checkerz" character should be white. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

General Circuit Board Handling Information

Before handling any boards, observe the following procedures:

- Prevent Electro-Static Discharge by:
 - Storing the boards in the antistatic bags in which they are shipped.
 - 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.

Cleaning the Cabinet

 The cabinet should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the cabinet and damage electronics inside.

Cleaning the Touchscreen Monitor

 The touchscreen glass should be cleaned with a damp cloth and isopropyl alcohol or a non-ammonia cleanser. Do not use any abrasive or vinegarbased cleansers, as they will damage the touchscreen glass.

NOTE: DO NOT USE ANY ABRASIVE SOLVENTS, ACID OR VINEGAR-BASED CLEANSERS ON THE MONITOR OR SIDE DECALS. OVER TIME, SUCH CLEANSERS COULD HARM THE TOUCHSCREEN AND ERASE THE DE-CALS. BE CAREFUL NOT TO USE COM-MERCIAL CLEANERS CONTAINING

ANY OF THESE SUBSTANCES.

Cleaning the Fans and Vents

- The fans and vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.
- To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Linking Games

Some games include an Ethernet cable and a crossover connector used to link games together. By linking your games, players can play compete against one another in real-time interactive play. Follow the instructions below to link your games. The software will allow up to 8 games to be linked.

NOTE: One Ethernet cable is required for each game you are linking. Additional Cat-5 UTP RJ45 Ethernet cables can be purchased at your local computer store.

- 1. Turn off and unplug the games.
- Connect one end of the supplied Ethernet cable to the Ethernet connector on the outside of the game. The Ethernet connector is the one on the left if you are facing the back of the game. (If you are linking a Vibe or EVO, the Ethernet connector is the on the right.)
- Connect the second Ethernet cable to the Ethernet connector on the outside of the second game.

NOTE: If you are linking games to a Combo Jukebox or a MegaTunes unit, the free ends of the Ethernet cables from the games will connect directly to the Ethernet ports on the jukebox or MegaTunes unit. If you are linking more than 2 games and a jukebox, or more than 3 games and a MegaTunes, you will need to connect an Ethernet cable to the hub connector on the jukebox or MegaTunes unit and plug the free ends of all of the cables into a hub.

MegaTunes: The Ethernet ports are located on the Ethernet hub mounted to the single board computer (SBC). The 4 ports on the right are all for Ethernet, the port on the left is for connecting a hub only. Loosen the 2 thumbnuts securing the front access panel. Connect the Ethernet cable to one of the Ethernet ports and replace the front access panel routing the cable through the slots at the bottom of the access panel.

Combo Jukebox: There are two available Ethernet couplers, labeled **Mega-Link**, on the upper left if you are facing the back of the jukebox.

4. *Linking two games:* Plug the free ends of both the Ethernet cables into the crossover coupler.

Linking more than two games: Pug the free ends of the Ethernet cables into a 10 BASE-T Ethernet hub (available from your distributor as a separate part number (EC0030-01), or at your local computer store).

 Plug in the games and turn on the power. If installation was successful, you will see a Mega-Link® button displayed on the screen after the menu appears.

NOTE: The Mega-Link button will appear on the game only when 2 or more games are linked.

NOTE: If a MegaTunes unit has been linked to a game, the music will be downloaded to the game. This download time will vary depending on the amount of music being downloaded.

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. If a different level is detected, you will receive a screen that says, "MEGALINK MIS-MATCH CALL ATTENDANT." 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.

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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
3 Blind Mice	150,000
3 Some	150,000
Air Shot	No Replay
Around the World Golf	No Replay
Astro Joe	120,000
Backjammin	125,000
Battle 31	125,000
Big Time Roller	60,000
Boxdrop	175,000
Boxglide	475,000
Boxxi	850,000
Breakin' Bricks	400,000
Card/Castle Bandits	200,000
Card/Crypt Raiders	175,000
Checkerz	28,000
Chip Away	125,000
Chug 21	250,000
Conga Fish (lon only)	No Replay
Conquest	30.000
Crazy Hearts	65.000
Decked Out Uno Poker	100.000
Domino5	200.000
Euchre Nights	5.000
FastTraxx (lon only)	100.000
Fast Lane	100.000
Feeding Frostv	No Replay
Flash 7	125.000
Four Play	1.500.000
F.M.V. Boxxi (lon only)	No Replay
Gender Bender	125.000
Gin Rummy	55.000
GO-O-O-AL	No Replay
Great Solitaire	45.000
H2H Gender Bender	No Replay
H2H Photohunt	No Replay
H2H Safari	No Replay
H2H Trivia	No Replay
Hoop Jones	125
Hooter	No Replay
Jumble	120 000
Jumble Crosswords	120,000
Let It Ride Poker	125,000
Let It Ride Trivia	125,000
Lone Star	45 000
	400 000
Magic Charms	500,000
Match'Em Un	200,000
Mega Bowling	125
Memoree	300.000
Meteor Shower	200,000
MGA Champ Golf	
wigh Champ. Goli	no Replay

Mini Golf/Crazy Golf	No Replay
Monkey Bash	No Replay
Monster Madness	400,000
Moon Drop	160,000
Mystery Phrase	325,000
Outer Spades	75,000
Pharaoh's Fortune	45,000
Pharaoh's 9	No Replay
Photo Hunt	400,000
Pile High	No Replay
Pix Mix	350.000
Power Solitaire	55.000
Power Trivia	No Replay
Puck Shot	3.000
QB Zone	65.000
Q-Shot	50,000
Quik Cell	100.000
Quik Chess	125,000
Quik Match	400,000
Quintzee	60,000
QuitzShow	45,000
Race Poker/Motor Match	No Replay
Pack 'Em	200.000
Rack 'Em 9 Ball	35,000
Roval Flach	300.000
Rup 21	250,000
Spanshat	200,000
Shapshot Space Crusedor (lon only)	400,000
Space Crusader (Ion only)	No Replay
Space Adventure Goli	125 000
Speed Diaw	125,000
Sticker Book	No Replay
Superior Star	
Super Lone Star	55,000
	NO Replay
Tal Play	240,000
	110,000
Tennis Ace	No Replay
Texas Hold 'Em	No Replay
	75,000
Tri-Castles	125,000
	150,000
I ri-I owers	125,000
Trivia Treasure	No Replay
Trivia Whiz	No Replay
TV Guide Mini Crossword	50,000
Video Whiz (Ion only)	No Replay
Vinci-Ball	400,000
Wild 8's/Wild Apes	400,000
Word Dojo	
	375,000
Word Fever	375,000 155,000
Word Fever Word Safari	375,000 155,000 125,000
Word Fever Word Safari Wordserve	375,000 155,000 125,000 200,000
Word Fever Word Safari Wordserve Wordster	375,000 155,000 125,000 200,000 100,000

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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 1 - 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 	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, select freeplay mode, and add or clear credits.
GAMES	Game SetupOptions	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 ScoresOptions	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) 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 books data with a USB Pen and program Operator keys to enable access to the setup screens via the key.

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Main Menu	Available Options	Information
DIAGNOSTICS	Video Test	Enters the Video Test to display the test screens. Touch the screen to cycle through test
	I/O Test	 Tests the function of the I/O board, DIP switches, coin meter, lockout (if applicable), and light (EVO only)
	Touchscreen Calibration	 Allows the operator to calibrate the touchscreen. Follow the instructions on the screen
	Touchscreen Test	 Checks touchscreen calibration. Touch the crosshairs on the screen to make sure it is accurately following
	View System Log	 Displays operations performed by the game.
	Checksum Test	Checks the hard drive for missing or corrupted files.
	System Info	Gives details about various hardware components in the game.
	Joystick Calibration (Ion only)	Allows calibration of the joystick. Follow the instructions on the screen.
	 Joystick lest (lon only) 	 Checks joystick calibration. Move the joystick and make sure the crosshairs accurately follow your movement.
TOURNAMAXX	LAN Connection	Allows you to set up your wireless
	(lon only)	network.
	Internet Connection	Also enters the TournaMAXX /
	General Info Connection Log	is registered for Tournament play. For
	Set Update Time	more information, see the MegaNet®
	Update From Server	installation manual.
	Clear Database	
CREDIT CARD	Credit Card Setup	Enters the Credit Card Set-Up Screen if a
	Dial-In Setup	credit card swipe is installed in your game.
	Credit Card Test	Kit Installation Instructions.
PRESENTATION	Operator's Presentation	Displays a slide show designed to be
	Sales Person's	presented to location owners by the
	Presentation	presented to operators and distributors by
	Operator Ad Screens	the sales person. Also allows the operator
		to create ad screens and add custom
PROMOTION	NA - NA - rit	screens created on a personal computer.
PROMOTION	• Wy Ment	 Enables a feature permitting prayers to create custom accounts. Also displays individual player data and allows the operator to back up or restore My Merit
	Merit Money	data.Sets time periods in which location owners can use the 6 Stars feature to
	Bromo Crodits	offer free credits to encourage game play.
		offers a free credit while in Idle Mode.
	Options	Enables My Merit, Merit Money, and Promo Credits features.
MEGANET	Entertainment Channel	Enters the MegaNet Set-Up Screen if the
	Premium Erotic Prize Zone	game is registered for TournaMAXX/TournaCHAMP play
	MegaWeb	Features must be enabled for the
	Operator Web Access	corresponding button to appear. For more
	Hot Topics	information, see the MegaNet/
	Options	I OUTNAMAXX INSTALLATION MANUAL

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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.

	OEDTS MDAT Quick Frice Setup	
Set Yalwor Code	Set Dubbs per Garon	Display to player as
4 Codes for \$1.00	Sandard Aniversity Generations Sing Aniversity (Generation) Hermany, Migaeld (Generation)	Gredits
4 Condito Nor \$2 CO		
3 Coutro for \$7.00		
auteres been out		

FIGURE 2-QUICK PRICE SETUP SCREEN

6 Credits for a Dollar (default setting): Sets each game to the following price settings: NOTE: The Coin-In Table cannot be adjusted with **6 Credits for a Dollar** selected.

1	COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
	1A	25¢	1		1		1
	2B	25¢	2		2		2
	3C	25¢	3		4		3
	4D	25¢	4		6		4

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

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

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	1		1		1
2B	25¢	1		1		1
3C	25¢	1		1		1
4D	25¢	1		1		1

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

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	1		1		2
2B	25¢	3		2		3
3C	25¢	4		3		4

TouchTunes Bonus Credit Option: Sets jukebox credits to the following settings on the Megatouch Combo Jukebox or MegaTunes unit. To see the TouchTunes credit settings, enter the Coin-In Menu after touching the TouchTunes Bonus Credit button. If you are linking the game to a TouchTunes unit, you should select this option for correct jukebox pricing.

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	2		1		2
2B	25¢	3		2		3
3C	25¢	4		3		4
4D	25¢	8		10		8
5E	25¢	20		26		20

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 Standard Amusement, Long Amusement, and Premium/MegaNETgames.Touch the **Use Factory Default** button to restore default values.

Coin-In Menu

()			07/12/2005	1552 🖉
		• MAD	IMENU	
		CREDITS MS	NU Con in	
Ournel	Genercy			
1.4	Zt	I I	< <u> </u>	
28	254	2	4_7.Þ	2
3 C	26	3	♦	2
4 D	254	4	4 <u></u>	4
5 E	N/A	0	4 <u>N/A</u>	N/A
6 F	N/A	0		N/A
			(Default Settings
VIA LONG	0140300	8010.2005	08-18 17:54	KEY SABOYYSU ROS

FIGURE 3 - 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. Use the left and right arrows to change the number of credits.

When programming the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. Meter pulses are independent of credits and only track the unit of currency. Players are given an incentive to deposit more money by giving them "bonus" credits for depositing larger denominations. 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 erased.

Generally, most countries have a factory default setting. This setting can be adjusted (as described above), but will return if the game memory is cleared. Some programs, depending on the key used, have a currency default display located to the left of the coin inputs. It shows the currency value for each of the coin inputs. This display is used as a guide and is not used in any calculations. Touch the currency default display to hide/ show the display.

To give customers bonus credits for inserting a five-dollar bill, the \$5 line must be enabled in the Coin-In Menu. To enable it, enter the Quick Price Setup Screen and select 6 Credits for \$1.00, 4 Credits for \$1, 3 Credits for \$1.00 or Use Factory Default Pricing. NOTE: You must touch one of the available options on the Quick Price Setup Screen to enable the \$5.00 row. Then, enter the Coin-In Menu and adjust the number of credits in the \$5.00 row.

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 before switching modes.



FIGURE 4 - PLAYER MENU IN COINLESS COIN OP (TIME AND PER GAME MODES BOTH ENABLED)

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Certain features will not be available in Coinless Coin Op Mode, such as MegaNet content, Merit Money, Promo Credits, Free Credits, TouchTunes® 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 15minute time block selected by the customer.



FIGURE 5 - 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

_		IEDIT MO	ili. Pay	Per Terre	Sitter	
	1 Gredit	- (3	2	۵	Minutes
	2 Credits	- m (3	5	۲	Minutes
	3 Credits	(3	8	۲	Minutes
	4 Gredits	(٩(12	۲	Minutes
	20 Credits	· · (3	60	۲	Minutes

FIGURE 6 - 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 7 - 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.

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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 orignal 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 8 - 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 9 - BOOKS MENU: BOOKS DISPLAY SCREEN

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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 10 - 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**

ACTE: 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.

<u>N</u>		03/07/	2003	10:00
		MAIN MENU		
	BOOKS MENU:	Cash Settlement (Setup	
Show Opera	itor's Cut?	YES	NO	
Locatio	n Split %:	S 50		
		~		
Fee calculatio	n method:	MONTH	WEEK	

FIGURE 11 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

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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 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.

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 Setup" on the Books Menu and touch "NEXT" Twice



FIGURE 12 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

To Enter This Screen, Touch "Cash Settlement Collection" on the Books Menu



FIGURE 13 - 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 14 - 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 SetupThe operator can set the PIN number and select which features (Coin-In Menu, Free Credits, Game Menu, Hi Books, All Options, and Set 6 Star PIN) will be protecte PIN. To change the PIN, you must first enter the existi (the default PIN is 0000), then enter a new 4-digit num touch SET on the keypad. The game will prompt you t your PIN to confirm. After confirming your PIN, touch t 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 b the Player Menu. Set the 6 Star PIN (between one and using this screen. You can enable this feature and ch options will be accessible by 6 Stars using the System Options Screen. Touch an option box under System N Options for on-screen help.		
Data Transfer Transfer information (Books data, My Merit data and ad s using a USB Pen.		
Setup Operator Keys (ION only)	Use this screen to program or erase Operator keys to enable or disable access to the setup screens by using the key.	
Options	For help with the Options in any menu section, touch the option box to bring up a help screen.	

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Diagnostics Menu



FIGURE 15 - 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.		
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.		
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: processor type and speed motherboard manufacturer amount of memory Ethernet card manufacturer sound chip type video chip type touchscreen manufacturer hard drive manufacturer status 		
Verifying Databases	Only use on the advice of Merit Technical Service. An Update from Server must be performed prior to verifying databases.		
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.		

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Presentation Menu

Sales Person's Presentation

The Presentation Menu features a slide show for location owners and another slide show for operators and distributors. This menu also allows operators to create ad screens and add custom screens created on a personal computer.



FIGURE 16 - PRESENTATION MENU

Operator's Presentation

This presentation is designed to be shown to location owners by the operator. It demonstrates how to maximize earning potential with the game and increase profit with additional products.



FIGURE 17 - OPERATOR'S PRESENTATION SAMPLE SCREEN

This presentation is designed to be shown to operators and distributors by the sales person. In addition to illustrating the revenue potential of the games, it gives details on available products and game content.



PRESENTATION SAMPLE SCREEN



FIGURE 19 - SALES PERSON'S PRESENTATION SAMPLE SCREEN



FIGURE 20 - SALES PERSON'S PRESENTATION SAMPLE SCREEN

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Operator Ad Screens

My Merit

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.

In addition, a program for adding up to 120 additional ad screens can be downloaded from our Web site (www.meritind.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.

Promotion Menu

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

\bigcirc	07/25/2003	10.48
	MAIN MENU	
	PROMOTION MENU	
	My Merit	
	Merit Money	
	Promo Credits	
	Options	
VER: PG3002-01V12-00	RHHD (6) 25 2003 (08 59 43	KEY 54305800.80

FIGURE 21 - PROMOTION MENU

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 22 - 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.

MEGATOUCH FORCE RADION OWNER'S MANUAL

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

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 23 - PROMO CREDITS SCREEN

DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in Megatouch games. Make sure to read the information in the **Notes** column to determine what is affected when performing these functions. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: The DIP switch functionality is also built into the software. To access the DIP switches through the software:

Turn off the game. Set DIP switch 1 to the closed position. Turn power on. When the message "Please reset DIP 1 to proceed" appears, reset DIP 1 to the open position. The Merit diagnostics page will appear. Touch ? for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch X to exit.

DIP#	Function	Usage/Notes
8	Motherboard configuration & checksum test	 Configures the CMOS settings on the motherboard to Merit specifications and checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	• Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5&7	Memory clear for TournaMAXX™ and TouchTunes®	 Clears the login name, password, access phone number, and all call-in settings for TournaMAXX users. Clears all the loaded albums for TouchTunes users. Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to TournaMAXX and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, TournaMAXX setup information must be re-entered, and an Update From Server should be performed. NOTE: TournaMAXX games must perform an Update From Server BEFORE performing a memory clear.
4 & 7	Complete memory clear	 Clears ALL memory on hard drive including the TournaMAXX player database, TournaMAXX settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a memory clear, the player database should be reloaded, TournaMAXX setup information must be reentered, and an Update From Server should be performed. NOTE: TournaMAXX games must perform an Update From Server BEFORE performing a complete memory clear.
3	Watchdog Timer (EVO, Elite Edge, EVO Wallette & Fusion games)	• When the watchdog timer is enabled, it will reboot the machine within 2 minutes of a failure, allowing the game to automatically reset itself if a problem arises.

CONNECTING A PRINTER (GERMAN GAMES ONLY)

To connect a printer to the game as needed:

- 1. Unlock and open the side door.
- 2. Locate the printer port on the side of the game, just above the counter (see Figure 27).
- 3. When the game enters idle mode, connect the printer to the printer port on the game.

NOTE: Some printers may cause the game to reboot. Once the game has rebooted and entered idle mode, the printer will begin printing. Do not disconnect the printer until it is finished printing.

Um einen Drucker an eine Maschine anzuschliessen:

- 1. Die Seitentuer oeffnen.
- 2. Lokalisieren sie den Druckeranschluss auf der Seite des Geraets, oberhalb des Zaehlers (Siehe Fig. 27).
- 3. Wenn das Geraet in den Leerlauf uebergeht, den Drucker am Druckeranschluss des Geraets anschliessen.

BEMERKUNG: Bei bestimmten Druckern rebootet das Geraet. Nachdem das Geraet dann in den Leerlauf uebergeht, beginnt der Druckvorgang. Den Drucker bitte nicht abschalten bevor der Druckvorgang beendet ist.

Merit Industries, Inc.

Troubleshooting Guide for *Megatouch FORCE*™ *Games*

	PROBLEM	CORRECTIVE ACTION			
•	no power	 Check that the power cord is connected to a "live" outlet. 			
•	bill acceptor	Check that the power switch is on.			
	motor does not	Check that the power cord is connected to the game power supply.			
	run	 Check that the power supply's voltage select switch is set to the 			
•	no flash on the	proper voltage.			
	monitor screen	 Check the harness connections to the on/off switch and circuit 			
•	no cooling fans	breaker.			
	operating	Check the circuit breaker for an "open".			
•	no output from	 Check the A/C harness connection to the power supply. 			
	power supply	Check the line cord.			
•	no video	Check the power on jumper wire located on the motherboard. It			
•	no cooling fan	should connect J2 to pin 21 of Panel 1. If this jumper wire is missing			
	operation	or not connected between the correct pins, it may prevent the power			
•	screen is blank	supply from turning on. For more information, see Tech Note 52.			
•	A/C power to the	 Check the D/C harness connection to the motherboard. 			
	monitor and bill	 Check the A/C harness connection to the power supply. 			
	acceptor				
•	no output from				
	power supply				
•	no video	Radion, Classic and Upright games:			
•	cooling fans are	 Check the video cable connections to the motherboard and the 			
	working	monitor.			
•	there is a sound	 Check the AC power harness to the monitor. 			
	when coins are	 Radion and FORCE Upright monitors will display a test pattern on 			
	deposited	the screen when the video cable is disconnected from the			
		motherboard and the monitor has power. Disconnect the video			
		cable and if there is no test pattern; replace the monitor chassis			
		board.			
		Elite games and Vibe:			
		Check the video cable connections to the motherboard and the LCD			
		display.			
		 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	 The memory card (DIMM) may not be seated properly. Reseat the 			
•	constant beeping	DIMM or replace it.			
	or a sequence of				
	beeps				
•	no video	Check all connections to the motherboard.			
•	no sound when	Reseat the DIMM.			
	coins are	Replace the motherboard or send it for repair.			
	deposited				
•	poor picture	Adjust Brightness, Contrast, Horizontal, and Vertical controls with			
	quality	monitor controis.			
•	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			
		tor repair.			
		(NUTE: The Radion cabinets have an optical coin switch.)			
.	meter not	Check connection at I/O board			
ľ	advancing	Check wiring at /2 METER connector on I/O heard			
	auvancing	Check wining at <i>J2 WETER</i> connector on <i>I/O</i> board.			

MEGATOUCH FORCE RADION OWNER'S MANUAL

Merit Industries, Inc.

Troubleshooting Guide for *Megatouch FORCE™ Games* continued

PROBLEM	CORRECTIVE ACTION		
game locks up or	Check the output voltages from the power supply:		
 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 on DIP switch 8 on the I/O board. Turn on the game. The test will take about 10 minutes 		
	 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. Check jumpers JP5 and JP6 on the I/O board. The USB cable can be connected to two connectors on the I/O board J5B). The position of the shunts on jumpers JP5 and JP6 will enable either J5A or J5B. The shunts should be positioned towards the connector where the USB cable is connected. For more information, see Tech Note 55. 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 CD-ROM drive. Check that the CD-ROM drive is set as master. Check the ribbon cable connections between the CD-ROM drive and the motherboard. Try another CD-ROM drive or another set of CDs. 		

Merit Industries, Inc. Troubleshooting Guide for Megatouch FORCE™ Games continued

	PROBLEM	CORRECTIVE ACTION				
•	the screen displays MAXX and not FORCE, and the H2H category is missing game will not download CD	 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 FORCE 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 FORCE hardware. Make sure the CD is installed correctly, with the logo facing up. Check for scratches or a defective CD. 				
		 If you're downloading a CD set, make sure each CD 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 applaced. 				
•	"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 CD's compatible with the security key. If it will not accept the download, try another CD-ROM drive. If it still does not work, replace the hard drive.				

Megatouch FORCE Radion[™] 15" Countertop



FIGURE 24 - VIEW FROM REAR OF GAME



FIGURE 25- VIEW FROM REAR/LEFT SIDE OF GAME



FIGURE 26- VIEW FROM RIGHT SIDE OF GAME



FIGURE 27- VIEW FROM REAR/RIGHT SIDE OF GAME

MEGATOUCH FORCE RADION OWNER'S MANUAL

Megatouch FORCE Radion® Countertop Parts List

REPLACEMENT COMPONENTS				
FORCE RADION (G20-107-02X-XX)				
PART NUMBER	DESCRIPTION			
SA10057-05	FORCE MOTHERBOARD			
EC9796-01	MARS B/A, \$1/2/5, 500STKR, AE2411			
HW8317-XX	ELECTRONIC COIN MECH			
EC7531-03	POWER SUPPLY, 110W ±12,+5,+3.3, AC-ON			
EC9850-03	15" TOUCHSCREEN OVERLAY			
EC9387-01	15" TATUNG VGA MONITOR			
EC9840-08	MICROTOUCH SMT4 TOUCHSCREEN CONTROLLER			
SA10055-01	USB I/O BOARD, W/O PRINTER			
SA3501-XX	FORCE 2006 KEY			
PA3024-01	FORCE 2006 PROGRAM ASSEMBLY			

NOTE: The parts in your game may vary. When calling for replacement parts, make sure to have your serial number available to ensure the accuracy of your order.

NOTE: In order for your Megatouch FORCE game to function properly, the hardware must only be replaced with FORCE hardware. Replacing the motherboard, I/O board, hard drive or touchscreen controller with hardware that is not specific for FORCE will eliminate some of the FORCE software features.

For additional assistance, after contacting your distributor, contact:

Merit Product Support and Services

USA and Canada call toll-free: 1-800-445-9353

Outside the USA and Canada call:

(215) 639-4700 FAX: (215) 639-5346

Merit Industries, Inc. P.O. Box 5004, Bensalem, PA 19020-8529.

You can also visit our Web site www.meritind.com

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Connection Diagrams



CONNECTOR SIDE VIEW OF MOTHERBOARD

FIGURE 28 - ECS MOTHERBOARD DRAWING

MEGATOUCH FORCE RADION OWNER'S MANUAL

Connection Diagrams

Motherboard - Power Connector



FIGURE 29 - REAR VIEW OF CABLE CONNECTOR

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

Connection Diagrams



FIGURE 30 - I/O BOARD DRAWING

I/O Board - Meter Connector (J2)





<u>PIN</u>	WIRE COLOR	USE
1	BLACK	COUNTER 1(-) TERMINAL COIN
2	BLACK	COUNTER 2 (-) TERMINAL TMAXX
3	BLACK	SETUP HI
4	BLACK	CALIBRATE HI
5	YELLOW	+12 VDC
6	GREEN	GROUND, SETUP/CALIBRATE COMMON

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MEGATOUCH FORCE RADION OWNER'S MANUAL





FIGURE 32 - I/O BOARD METER CONNECTOR SCHEMATIC



FIGURE 33 - AUDIO AMP BOARD DRAWING

MEGATOUCH FORCE RADION OWNER'S MANUAL

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(b) Failed PCBs are accumulated for a time period or quantity accumulation, as designated by Merit and sent in one shipment to save shipping expenses.

(c) Merit honors warranty as per dates of failure notification.

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