# TOURNAMENT MEGATOUCH video

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# TOURNAMENT MEGATOUCH

## *Overview*

The Tournament Megatouch is an automated tournament promotion system. Players compete for a prize pool built on the revenue of the premium-priced tournament games. Players competing in a tournament who attain high scores enter their names on the screen. **The top three players at the end of the tournament are displayed on a Winners' List, and may claim their prize any time after the tournament is complete**. The game can be set up to use **cash prizes** or **redemption points**, depending on local laws.

The Tournament Megatouch comes complete with all of the standard Megatouch games. Five games are available for both standard and tournament play: **Great Solitaire, Run 21, Royal Flash, 11-UP and Tri-Towers**. Operators set up tournaments on the machine and may adjust the tournament duration, price-per-play, prize pool jackpots and games.

**Tournament duration can be adjusted from as little as three hours to as long as four weeks**. A series of five consecutive tournaments can be set up at one time and may be set to repeat in sequence. Any or all of the five tournament games may be used in the sequence. **A tournament game consists of an extended version of the standard game, priced slightly higher than for standard play**. For example, the standard Solitaire game has only one round and may cost two credits, while the tournament game offers three rounds for four credits. Usually, half of the four credits would be applied to the prize pool, but that also may be adjusted.

**Prizes are claimed anytime after the end of each tournament, provided that an attendant is present**. Players who achieved high scores will have entered their name along with a **confidential PIN** (Personal Identification Number) that they create. To claim a prize, the player first selects their name from the Winner's List, prompting a "Call Attendant" message to appear. The attendant then enters a confirmation code to access the Player PIN screen. The player then enters their PIN to ensure positive identification*. Once identification is confirmed, the prize is awarded by the attendant.

> **IMPORTANT ✳ IMPORTANT ✳ IMPORTANT ✳ IMPORTANT**
>
> *Eligible Tournament Games and Factory Recommended Default Prices*
>
> | | |
> |---|---|
> | Solitaire tournament game : | 3 rounds for 8 credits ($2.00) |
> | | (standard game: 1 round for 1 credit) |
> | Run 21 tournament game: | 5 rounds for 8 credits ($2.00) |
> | | (standard game: 3 rounds for 1 credit) |
> | Royal Flash tournament game: | 4 rounds for 8 credits ($2.00) |
> | | (standard game: 2 rounds for 1 credit) |
> | Tri-Towers tournament game: | 4 rounds for 8 credits ($2.00) |
> | | (standard game: 2 rounds for 1 credit) |
> | 11-UP tournament game: | 4 rounds for 8 credits ($2.00) |
> | | (standard game: 2 rounds for 1 credit) |
>
> **IMPORTANT ✳ IMPORTANT ✳ IMPORTANT ✳ IMPORTANT**

Once a tournament game has been set, it appears as the first game listed in the Game Menu. **At the Game Menu, players are also presented with CURRENT LEADERS, CURRENT PRIZE POOL and TOURNAMENT ENDING TIME/DATE, as well as an icon to access the current Leaders' List**. This screen will also provide players with access to a rules screen (for the current tournament) and the Winner's List.

### Tournament Play

After depositing credits, players are presented with the Game Menu screen. On this screen **players can select any of the available standard games or choose the operator-selected tournament game**.

Once the tournament game is selected, the player proceeds to play the game the same way they would play the standard version (tournament Solitaire also includes a SPEED BONUS). **The player's final score is the cumulative total of all the rounds**. If the player's score is one of the three highest scores to-date, the player enters their name into the Leaders' List. They are also prompted to create a PIN to ensure accurate identification if they qualify for a prize. At the end of the tournament, the three highest scorers are eligible for prizes and their names and scores are entered into the Winners' List.

### Tournament End

**Players who reach the Winners' List can claim their prizes after the completion of the tournament. An attendant must be present to enter an access code that allows the player to identify themselves with their PIN**. Once the player has been identified, the prize may be awarded by the attendant*. If the prize is awarded, the attendant touches the "Prize Awarded" button and the machine registers that the player has received a prize. If the prize is not awarded at that time, the player's name remains on the Winners' List for future prize redemption.

### Awarding Prizes

**A player who achieves one of the three hi-scores enters his name into the Leaders' List for that tournament game**. The player must also enter a 4-digit PIN (Personal Identification Number), used to verify his identity should he qualify for a prize*. At the end of the tournament period, the three hi-scorers are eligible for prizes and are entered into the Winners' List. **Up to 36 names, divided among the three tournament games, can be stored in the Winners' List**. If more than 36 names are entered into the list (very unlikely), the oldest names are removed.

**The Prize Pool is an operator-adjustable percentage of the total coin drop for the tournament game**. The Prize Pool for a given tournament is divided among the top three scorers:
1st Place - 50%, 2nd Place - 30%, 3rd Place - 20%. The Prize Pool can be set to either "Points Mode" or "Cash Mode" to conform to local legal requirements.

Winners can collect their prizes any time after the end of the tournament. Prizes are claimed by accessing the Winners List, identifying the name, calling an attendant for verification of identity and entering the proper PINs for confirmation*. For added security, three unsuccessful attempts at entering the player's PIN causes the machine to return to the idle mode. **Awarded prizes are noted on the Winners' List to prevent claiming of a prize more than once**. Unclaimed prizes remain on the list until claimed, or until cleared by the operator.

**An attract mode screen displays the leaders of the current tournament and the winners of the last completed tournament**. **Touching any screen during idle mode will call up the "Claim Prizes" icon allowing the player to view the current Prize Winner's List and the "Last Winners" icon, allowing the player to view the winner's scores from the alst tournament.**

## Tournament Megatouch Game Setup

After plugging in your game and powering up, enter the Books screen. Touch the END TOURN'T icon and touch YES to confirm. Repeat. Then touch the CLEAR PRIZES icon and touch YES to confirm. You are now ready to set up your first tournament.

## Entering Tournament Setup

All of the tournament mode features are easily adjusted from the Tournament Setup screen. The Tournament Setup screen is accessed through the game's Setup screen by touching the TOURNM'T SETUP icon. To access the game's Setup screen press the SETUP button located behind the cashbox.

Once in the Setup screen, enter SET TIME before entering the Tournament Setup screen. **Make sure that the system time and date are set correctly**. If they are not, touch the field you want to change and use the up and down arrows to adjust.

## * Pay without (Player's) Pin

If a player should forget their PIN, payout can still be made. After the attendant has entered their PIN to access the Player PIN screen, press the SETUP button (located behind the cashbox) and the "WINNER CONGRATULATIONS WINNER" message will appear, as though the Player PIN had been entered. Then touch "Prize Awarded" to register the payout.

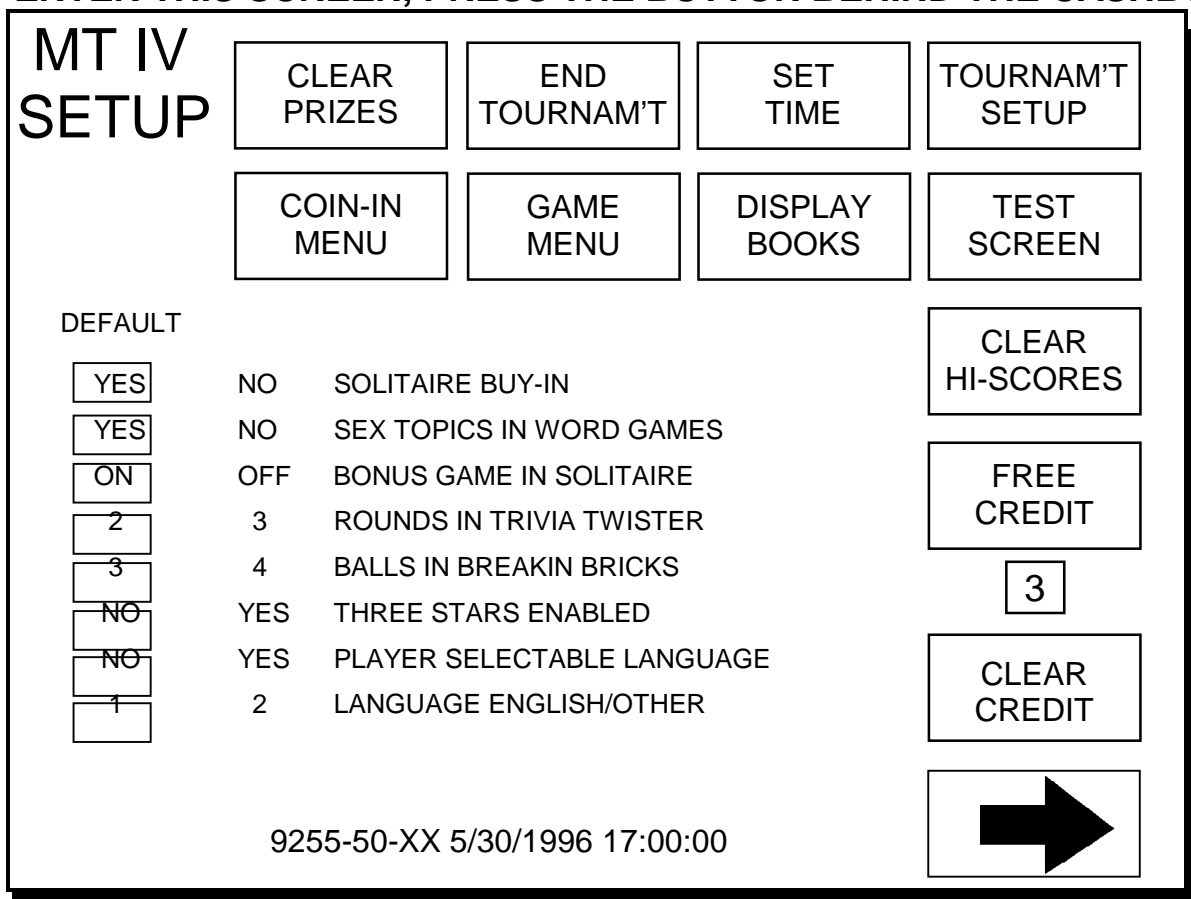**TO ENTER THIS SCREEN, PRESS THE BUTTON BEHIND THE CASHBOX**

MT IV SETUP

| CLEAR PRIZES | END TOURNAM'T | SET TIME | TOURNAM'T SETUP |
| --- | --- | --- | --- |
| COIN-IN MENU | GAME MENU | DISPLAY BOOKS | TEST SCREEN |

DEFAULT

| | | | |
| --- | --- | --- | --- |
| YES | NO | SOLITAIRE BUY-IN | |
| YES | NO | SEX TOPICS IN WORD GAMES | |
| ON | OFF | BONUS GAME IN SOLITAIRE | |
| 2 | 3 | ROUNDS IN TRIVIA TWISTER | |
| 3 | 4 | BALLS IN BREAKIN BRICKS | |
| NO | YES | THREE STARS ENABLED | |
| NO | YES | PLAYER SELECTABLE LANGUAGE | |
| 1 | 2 | LANGUAGE ENGLISH/OTHER | |

CLEAR HI-SCORES

FREE CREDIT

3

CLEAR CREDIT

9255-50-XX 5/30/1996 17:00:00

**Figure 1 - Megatouch Setup Screen**

### Setup Screen Functions

| | |
| --- | --- |
| **Coin-In Menu**: | Enters the coin/credit setup screen |
| **Game Menu:** | Enters the game menu selection screen |
| **Display Books:** | Enters the bookkeeping statistics screen |
| **Test screen:** | Enters the touchscreen calibration test |
| **Clear Hi-Scores:** | Clears all game hi-scores (not tournament hi-scores) |
| **Free Credit:** | Adds credit without using coin switch. Free credits are listed separately in the books screen, and not registered on meter |
| **Clear Credit:** | All credits on the machine are erased |
| **Exit Setup:** | Return to the attract mode or game menu |
| **Clear Prizes** | Clears all names from the winners' list |
| **End Tournament** | Immediately ends the current tournament and begins the next |
| **Set Time** | Allows the operator to set the time and date |
| **Tournament Setup** | Enters the tournament setup screen |

### Three Stars Enabled

This feature allows the high scores to be cleared without opening the game. When the game is in attract mode and the screen is touched, the message "You've Got the Touch - Deposit Coins Now" will appear on the screen. If the "three stars enabled" switch is set to "yes," a red, white and blue star will appear at the top of the screen in random order. Touch the stars in "red-white-blue" sequence to clear the high scores.  ("Three Stars" will not clear any tournament information.)

## TO ENTER THIS SCREEN, TOUCH "TOURNAM'T SETUP" IN THE SETUP SCREEN
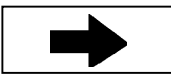
| CURRENT | NEXT | NEXT + 1 | NEXT + 2 | NEXT + 3 |
|---------|------|----------|----------|----------|
| SOL. | RUN 21 | RYL FL | TRITWRS | 11-UP |

| | | |
|---|---|---|
| SOLITAIRE | 3 RNDS | 8 cr |
| RUN 21 | 5 RNDS | 8 cr |
| ROYAL FLASH | 4 RNDS | 8 cr |
| TRI-TOWERS | 4 RNDS | 8 cr |
| 11-UP | 4 RNDS | 8 cr |

**TOURNAMENT STARTS**

| MONTH | DAY | YEAR | |
|-------|-----|------|---|
| 06 | 03 | 95 | THU |

| HOUR | MINUTE | |
|------|--------|---|
| 13 | 30 | (PM) |

**TIME** ↑ ↓

**STATUS**
DELAYED

**TOURNAMENT DURATION**
1 DAY

**SET OPERATOR**
P.I.N.

**CURRENT TOURNAMENT**

**PRIZE MODE**
CASH

**PRIZE POOL**
50%

**START AT**
-0-

→

**Figure 2 - Tournament Setup Screen**

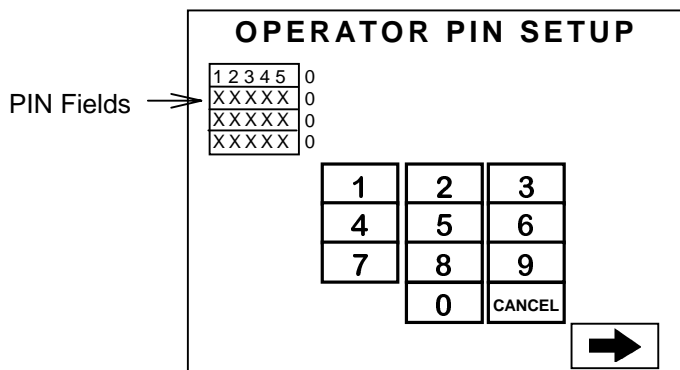| | |
|---|---|
| **Current, Next, Next +1...** | Active Tournament Sequence. These list the "Current" tournament (Tournament 1), "Next" tournament (Tournament 2), "Next + 1" tournament (Tournament 3), "Next + 2" tournament (Tournament 4) and "Next + 3" tournament (Tournament 5). The current tournament is locked in once credits have been played. |
| **Solitaire, Run 21, 11-UP Royal Flash & Tri Towers** | Eligible Tournament Games. Touch one of the games and then touch the Current, Next, Next + 1, Next + 2 or Next + 3 box to enter the game into the desired Active Tournament position. |
| **Repeat** ⟳ | When enabled, the programmed tournaments will repeat in sequence. To enable, touch REPEAT after entering all five tournament games; if entering fewer than five tournaments, touch REPEAT, then touch the desired Active Tournament box to repeat the preceding sequence. See Figures 3a and 3b for examples. |
| **End** →| | When enabled, the tournament sequence ends after the last tournament. To enable, touch END; if entering fewer than five tournaments, touch END and then touch the next vacant Active Tournament box (where the preceding tournaments will end). See Figures 4a and 4b for examples. |
| **Change Time/Date** | To set the ending date/time, touch the month, day, year or time field and touch the arrows under "TIME" to move the month, day, year or time up or down. The time can be set in one half hour increments. The tournament ending time/date can be changed at any time, but cannot be changed to a time/date previous to the current time/date. |
| **Tournament Duration** | Sets the duration time for all tournaments. Toggles from 3 hours to 1, 2, 3, 4, 5 and 6 days, and 1, 2, 3 and 4 weeks. |

| | |
|---|---|
| ***Set Operator*** | Calls up the OPERATOR PIN SETUP screen. Up to four, 5-digit attendant PINs can be programmed into the game. An attendant must enter a "PIN number" for any prizes to be awarded. See Figure 3 below. |

**OPERATOR PIN SETUP**

PIN Fields →

```
1 2 3 4 5  0
X X X X X  0
X X X X X  0
X X X X X  0
```

```
 1    2    3
 4    5    6
 7    8    9
      0  CANCEL
```

➡

The number located to the right of the PIN fields records the number of times the PIN was entered since the last time CURRENT BOOKS was cleared.

**TO ENTER AN OPERATOR PIN:**
• Touch the PIN field you want to use, to make it active.
• Enter the desired PIN using the keypad.
Pressing "CANCEL" will reset the PIN to "XXXXX" or delete the PIN in the active field.
All 5 digits must be entered.

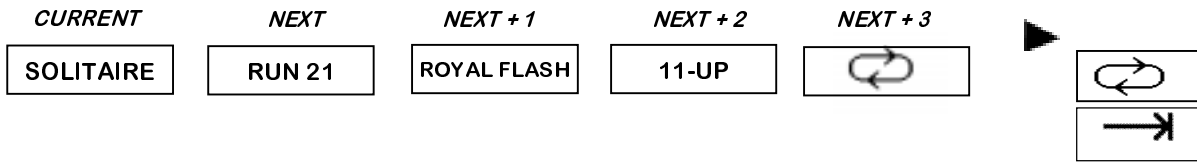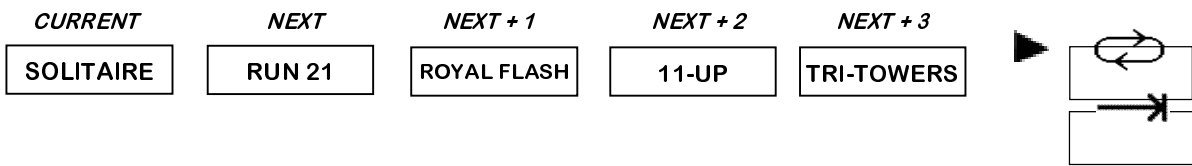| | |
|---|---|
| ***Prize Mode*** | Can be set to "POINTS" or "CASH"*, depending on the type of tournament. If set to "POINTS", the points are equal to 100 times the number of credits played. If set to "CASH"* see "Prize Pool" below. Prize mode becomes locked, for the current tournament, once credits have been played. You can, however, change the settings for the upcoming tournament. |
| ***Prize Pool*** | Prize Pool sets the percentage of the tournaments total coin drop to be used for the tournament prizes. If set to "Points" mode, the percentage will toggle from 25% to 100% in 5% increments. If it is set to "Cash" mode, the percentage will toggle from 25% to 75% in 5% increments. Default value is 50%. ***\*SOME STATES PROHIBIT THE OPERATION OF MONETARY TOURNAMENTS. IN THESE STATES "PRIZE POOL" MUST BE SET TO "POINTS" MODE.*** |
| ***Start At*** | Allows the operator to start a tournament with money/points already in the Prize Pool. The pool will increase as players deposit coins. The possible "Start At" cash values are $0, $5, $10, $15, $20, $25, $30, $35, $40, $45, $50, $60, $70, $80, $90 and $100. (Multiply by 400 for Start At point values.) |
| ***Status*** | To be set after completing the tournament setup. Status can be toggled to "RUNNING," "DELAYED" or "STOPPED" by touching any part of the status "traffic light." If set to "RUNNING" the current tournament will start upon returning to the Game Menu Screen. If set to "DELAYED" the current tournament will start at the programmed time and date. When set to "RUNNING" or "DELAYED" the tournament settings (i.e. Prize Mode, Prize Pool and Start At fields) are LOCKED for the current tournament. Also, once credits are played the word "LOCKED" appears and the "Prize Mode," "Prize Pool" and "Start At" fields are locked for the current tournament. WHEN THE STATUS IS "LOCKED," ANY CHANGES TO THESE FIELDS WILL EFFECT THE NEXT TOURNAMENT(S) ONLY. Tournament duration is adjustable at any time. |
| ***Credit Fields*** | The credit fields are located next to the eligible tournament games. Touching this field will toggle the credits (from 4 to 20 in steps of 2) needed to play a given tournament. The credit field will display "dollars" instead of credits, depending on the setting of DIP switch 2. (See owner's manual for DIP switch location and information.) |
| ***Exit*** | Returns you to the Megatouch Setup Screen. |

➡

**Figure 3a**   **Example 1: REPEAT MODE**

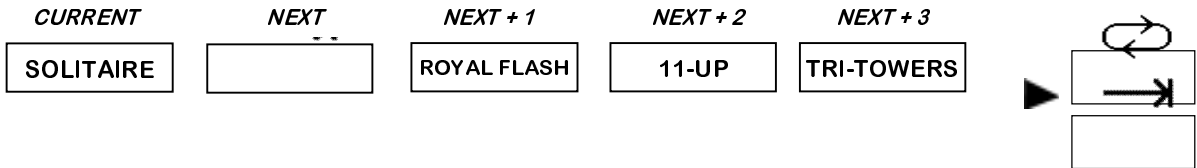| CURRENT | NEXT | NEXT + 1 | NEXT + 2 | NEXT + 3 |
|---------|------|----------|----------|----------|
| SOLITAIRE | RUN 21 | ROYAL FLASH | 11-UP | ↻ |

This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, SOLITAIRE, RUN 21, ETC.

**Figure 3b**   **Example 2: REPEAT MODE**

| CURRENT | NEXT | NEXT + 1 | NEXT + 2 | NEXT + 3 |
|---------|------|----------|----------|----------|
| SOLITAIRE | RUN 21 | ROYAL FLASH | 11-UP | TRI-TOWERS |

This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS, SOLITAIRE, ETC.

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**Figure 4a**   **Example 1: END MODE**

| CURRENT | NEXT | NEXT + 1 | NEXT + 2 | NEXT + 3 |
|---------|------|----------|----------|----------|
| SOLITAIRE |  | ROYAL FLASH | 11-UP | TRI-TOWERS |

This sequence will run SOLITAIRE and then END.

**Figure 4b**   **Example 2: END MODE**

| CURRENT | NEXT | NEXT + 1 | NEXT + 2 | NEXT + 3 |
|---------|------|----------|----------|----------|
| SOLITAIRE | RUN 21 | ROYAL FLASH | 11-UP | TRI-TOWERS |
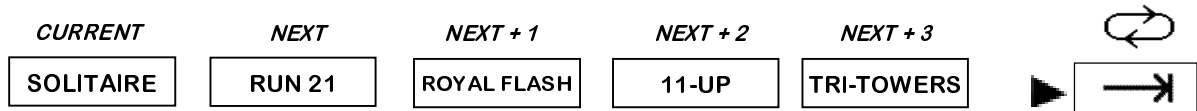
This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS and then END.

# To Enter This Screen, Press "Coin-In Menu" In The Setup Screen

**COIN/CREDIT SETUP**

| COIN INPUT | COINS | = | CREDITS | & | METER PULSES | | |
|---|---|---|---|---|---|---|---|
| 1E | 1 | | 1 | | 1 | | |
| 2E | 1 | | 1 | | 1 | | |
| 3E | 1 | | 1 | | 1 | | |
| 4E | 1 | | 1 | | 1 | | DEFAULT |
| 1M | 1 | | 1 | | 1 | | |
| 2M | 1 | | 1 | | 1 | | EXIT |

1 Credit = $ 0 0 0 . 2 5

$ D f £

**Figure - Coin-In Menu Screen**

The coin/credit ratios of the game may be adjusted to meet any application. The CPU board supports up to six coin inputs: two mechanical mech inputs (1M and 2M) and four electronic mech inputs (1E, 2E, 3E and 4E). (Electronic coin mechs are typically used when more than one type of coin needs to be accepted. If you would like to convert your game from a mechanical mech to an electronic mech, please contact your distributor or Merit Technical Support for wiring details.)

The coin/credit ratios can be adjusted by touching the screen at the location you want to change. The meter pulse can also be adjusted so that the coin meter can show the actual cash value of the coins in the cashbox, not just the total number of coins .

Example: Let's say that in the country of Atlantis the currency is called units. Atlantis, however, has a 1 unit coin, a 2 unit coin and a 5 unit coin. You decide that 1 credit on the game should cost 1 unit. However, to encourage more play you want to give 6 credits for a 5 unit coin. The coin setup screen would be programmed as follows:

| COIN INPUT | COINS | = | CREDITS | & | METER PULSES |
|---|---|---|---|---|---|
| 1E | 1 | | 1 | | 1 |
| 2E | 1 | | 2 | | 2 |
| 3E | 1 | | 6 | | 5 |

For every 1 unit coin, the game would give 1 credit and count 1 pulse on the mechanical coin counter. For every 2 unit coin, the game would give 2 credits and count 2 pulses on the mechanical meter. For every 5 unit coin, the game would give 6 credits and pulse the mechanical meter 5 times. The mechanical meter will now display the total number of "units" in the cashbox, not total coins or credits. Press "DEFAULT" to return to the factory settings. Press "EXIT" to return to the GAME SETUP menu.

The information at the bottom of the screen allows the operator to input the base value of a credit (e.g. $0.25), so that the game can display the total amount of money in the tournament prize pool. To set the value, touch the field you want to change to toggle through the numbers 0-9 (except for the second-place decimal field, which toggles between 0 and 5). The display will show the total in the local monetary unit by touching the appropriate monetary symbol and then touching the first field following the "=" (shown in dotted line above). ***DO NOT CHANGE THIS VALUE WHILE A TOURNAMENT IS RUNNING AS IT WILL CAUSE THE PRIZE POOL TOTAL TO BE INCORRECT!!***

## Tournament Instructions

Each tournament has its own instruction screen. From the Game Menu, players can select the "RULES" button at the bottom of the screen to access the rules screen for the current tournament. An example of the Solitaire rules screen is shown below.



**Figure 5 - Tournament Rules**

## Making the Leaders' List

After a game has ended, and the player's score qualifies as one of the top 3 scores for that tournament, that player will be presented with the Leaders' List screen. The player enters his name at this screen. The player is then prompted to enter a 4-digit PIN (Personal Identification Number) to be remembered in case he is a winner at the end of the tournament (the player is then prompted to re-enter the PIN to confirm). The PIN will be required to claim the prize. (A PIN entry sequence can be "CANCELED" to restart with a different PIN.
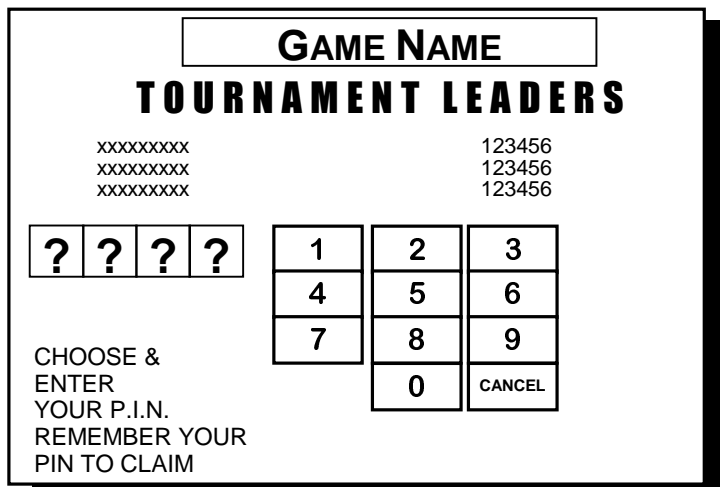


**Figure 6 - Selecting a Player PIN**

If a player has one of the three highest scores when the current tournament ends, his name enters the Winners' List.

## Awarding Prizes

Accessing the Winners' List:

| | |
|---|---|
| From Idle Mode: | Touch any screen. When the "You've Got The Touch" message appears, touch the "Claim Prizes" button. |
| After credit registered: | At the Game Menu screen, touch the "Claim Prizes" button. |

After touching the "Claim Prizes" button the prize lists are displayed. Repeatedly touching the "Up Arrow" button will display the prize list for each game that has a prize(s) to be awarded.
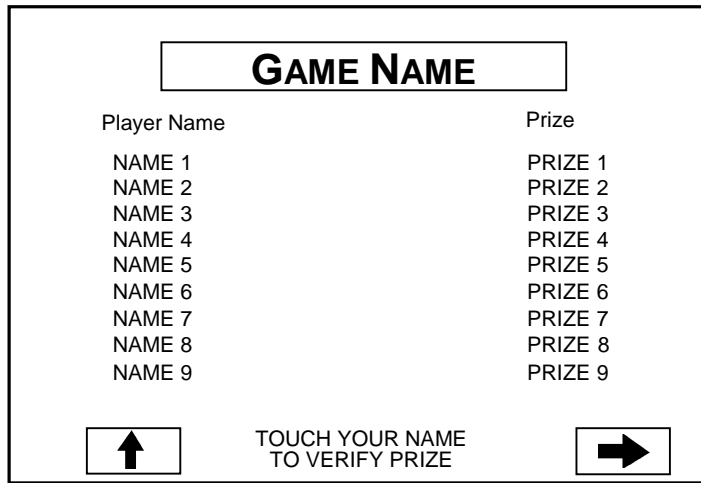


**Figure 7 - Prize Winners List**

Once at the desired Winners' List, the player touches his name to verify the prize. A "Call Attendant" button appears at the bottom of the screen - an attendant must touch "Call Attendant" and then enter one of the four, programmable attendant PINs to enable the player PIN verification.
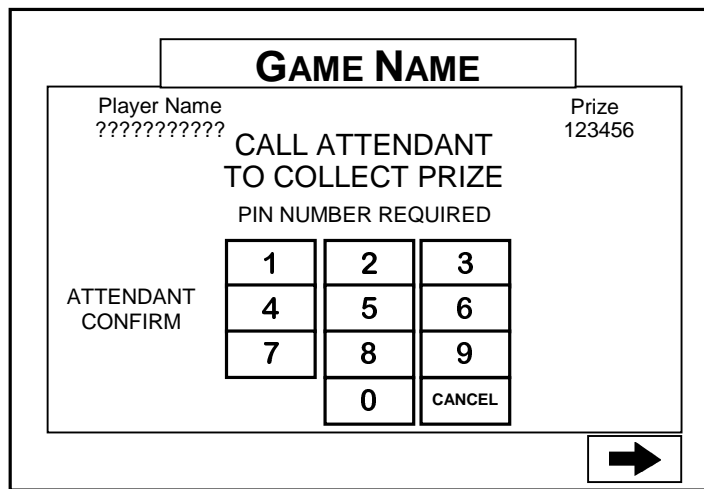


**Figure 8 -Entering the Attendant PIN**

As the PIN is entered, each key entry will change the "**?**" to an "**∗**." Players get three chances to enter the correct PIN, or the machine will void the award sequence and return to normal

operation. When the player PIN is entered correctly, the message "WINNER CONGRATULATIONS WINNER" flashes on the screen and a "Prize Awarded" button appears. Touch "Prize Awarded" to complete the award sequence, and register the prize in the bookkeeping data.  The game now returns to normal operating mode. The next time the Prize Winners screen is accessed, "AWARDED" will appear next to the player's name on the list. (NOTE Had EXIT been touched, the game would have returned to normal operating mode, *WITHOUT THE PRIZE AWARD SEQUENCE BEING COMPLETED*. The entire award sequence would have to be repeated.)
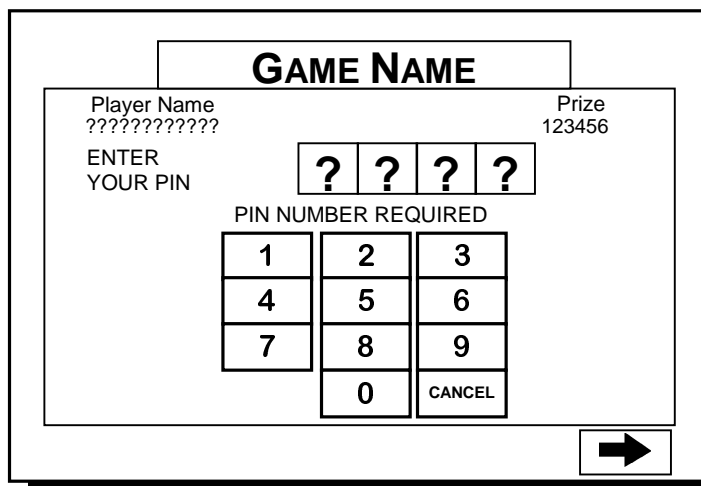


*Bookkeeping Information*

**Figure 9 - Entering the Player's PIN**

Three new information lines have been added to the CURRENT BOOKS screen to track tournament statistics:

Current Books
    Tournament Play:   Records the total number of credits played in Tournament Mode (since the last time CURRENT BOOKS was cleared.)

    Unclaimed Prizes:   Records the total amount of credits in unclaimed prizes

    Claimed Prizes:   Records the total number of credits awarded in tournament prizes. (since the last time CURRENT BOOKS was cleared.)

Lifetime Books
    Tournament Play:   Records the total number of credits played in Tournament Mode (since the last time LIFETIME BOOKS was cleared.)

    Paid Without Pin:   Records the total number of prizes awarded without a player PIN number.

**Clearing the CURRENT BOOKS screen will clear all names from the Winners' List who have been awarded prizes.**