

# MEGATOUCH<sup>™</sup> CREDIT CARD KIT



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PM0370-04

## Table of Contents

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<b>Establishing Internet &amp; Credit Authorization Accounts .....</b>	<b>p. 1-2</b>
<b>Modem and Card Swipe Installation .....</b>	<b>p. 3-16</b>
<b>Megatouch FORCE Radion Games .....</b>	<b>p. 3-7</b>
Modem Installation.....	<b>p. 3</b>
Card Swipe Installation .....	<b>p. 3-5</b>
<b>Vibe Games .....</b>	<b>p. 8-10</b>
Modem Installation.....	<b>p. 8</b>
Card Swipe Installation .....	<b>p. 8-9</b>
<b>Megatouch Combo Jukebox .....</b>	<b>p. 11-13</b>
Modem Installation.....	<b>p. 11</b>
Card Swipe Installation .....	<b>p. 11-12</b>
<b>Megatouch FORCE Fusion.....</b>	<b>p. 15-18</b>
Modem Installation.....	<b>p. 15</b>
Card Swipe Installation .....	<b>p. 15-16</b>

**NOTE:** The Internet service provider and credit card authorization service are only servicing customers in the United States. If a customer outside of the U.S. is interested in installing a credit card reader in a game, they will have to set up their own ISP and credit card authorization accounts.

**DISCLAIMER:** In order to support credit card transactions through applicable Merit products, operators will need to establish accounts directly with various service providers including an Internet service provider and a credit card authorization service. For operators' convenience, Merit has included set-up forms and other information from various service providers in this information packet. All agreements and registrations shall be directly between operators and the third party service providers. All questions pertaining to registration, forms or contracts should be asked to the applicable third party. MERIT INDUSTRIES, INC. MAKES NO REPRESENTATION, WARRANTY OR OTHER ENDORSEMENT WITH RESPECT TO THE SERVICES OF ANY THIRD PARTY SERVICE PROVIDER INVOLVED IN THE CREDIT CARD TRANSACTION PROCESS. MERIT INDUSTRIES, INC. IS NOT RESPONSIBLE FOR THE ACTS OR OMISSIONS OF ANY THIRD PARTY SERVICE PROVIDERS. Operators shall direct any technical or operational issues pertaining to the credit card transactions to the appropriate third party service provider.

## Credit Card Swipe Installation Instructions

### CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	EC0084-01	CARD SWIPE
1	GL0029-01	LABEL WITH CREDIT CARD STICKERS
1	MW0684-01	COIN BOX LEVELING BRACKET (RADION)
1	MW0898-02	CARD READER MOUNTING BRACKET (FUSION)
1	HW4201	6 - 32 x ¼ L PAN PHL SEMS SCREW (RADION)
1	MP0043-01	CARD READER SPACER (RADION)
1	HW0116-01	CARD READER SPACER GASKET (RADION)
1	HW0115-01	CREDIT CARD PCB BOARD COVER (RADION)
3	HW4052	4 - 40 x ¼ L PAN/PHL MACHINE SCREW (VIBE)
2	HW4052-03	4 - 40 x ½ L PAN/PHL MACHINE SCREW (JUKEBOX)
2	HW4052-04	4 - 40 x 1 L PAN/PHL MACHINE SCREW (RADION/FUSION)
1	SA0432-01	30" HARNESS (RADION & FUSION)
1	SA0432-02	72" HARNESS (COMBO JUKEBOX)
1	MP0021-07	BILL ACCEPTOR FACEPLATE (RADION)
1	PM6064-03	BILL ACCEPTOR LABEL (RADION)
8	HW8811	TIE WRAP
<b>MODEM ASSEMBLY (ONLY FOR KITS INCLUDING A MODEM)</b>		
1	PA0034-XX	MODEM
1	MW0466-01	MODEM BRACKET (RADION)
4	HW4206	6 - 32 x ¼ L PAN PHL MACHINE SCREW
4	HW4365	6 - 32 x ¾ L PAN/SLT MACHINE SCREW (VIBE)
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

## Establishing Internet and Credit Authorization Accounts

- Fill out the B2000.NET "Agreement for Internet Service" and fax it to B-2000 at 215-699-8797. If you have any questions about the form, call 215-699-2400.  
  
B-2000 will call back within 48 hours and give you the phone number, login name and password for Internet service. The login and password can be used on all machines, but the phone number may change based on the location.
- Go to the Authorize.Net Web site (<http://www.e-onlinedata.com/meritindustries>) and complete the online application for your credit authorization account. After completing the application, you will receive a Login ID and temporary password via E-mail. Follow the instructions in the E-mail to attain a permanent password.
- Once you have received the information from both B-2000 and Authorize.Net, press the SETUP button inside the cabinet to enter the information in the Credit Card Setup Screens.
- Touch the "Credit Card" icon on the Main Menu Screen.
- Touch the "Credit Card Setup" icon on the Credit Card Menu Screen.
- Enter the ISP Phone Number from B-2000 and touch the "NEXT" icon. Then, enter the B-2000 Login and touch "NEXT". Finally enter the B-2000 Password and touch the "NEXT" icon.
- Enter the Credit Card Login from Authorize.net and touch the "NEXT" icon. Then, enter the Password from Authorize.net and touch "NEXT". The

game will return to the Credit Card Menu Screen.

8. Touch the "Dial-In Setup" icon on the Credit Card Menu Screen.
9. At this screen, touch "YES" or "NO" after "Wait For Tone" depending on whether or not you have to wait for a dial tone before dialing. Select a dialing method (either tone or pulse) and 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 numbers. 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 the 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 problem dialing out), then select to have the modem sound turned on or off. After all of these settings have been entered, touch the "X" icon and confirm you want to exit out of the Setup Screens.

10. Continue with "Modem Installation" instructions for your game.

Radion Games: See page 3.

Vibe Games: See page 8.

Combo Jukeboxes: See page 11.

Fusion Games: See page 15.

## Megatouch FORCE Radion Games

**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.*

### Modem Installation

If your game already has a modem installed, (i.e. you already have installed TournaMAXX) skip to "Card Swipe Installation."

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 bag with the modem) to the J1 location on the modem and other end to the com 2 loca-

tion on motherboard (see Figure 2). Make sure 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.

### Card Swipe Installation

11. Unlock and open the right side door (coin box door) and remove the coin box.
12. If your game has an oversized coin box and no speaker along the edge of the game inside the door, use the supplied sems screw (6 - 32 x 1/4 ) to install the supplied coin box leveling bracket in the manner shown in Figure 3, with the corner of the bracket against the inner edge of the game. Use the existing screw hole on the outer edge of the grate to install the bracket.

13. Unscrew the 2 screws securing the bill acceptor alignment bracket and remove the screws, washers, bracket and standoffs. Then unhook the spring from the alignment bracket, leaving it attached to the game.
14. Unscrew the 2 screws securing the bottom of the bill acceptor faceplate and remove and discard the plate. Keep the screws to secure the supplied faceplate.
15. Peel the backing from the supplied spacer gasket and adhere the gasket to one side of the supplied spacer, lining up the screw holes in each. See Figure 4.
16. Place the spacer over the circuit board on the credit card swipe and against the reverse side of the swipe itself, with the gasket side of the spacer facing away from the swipe.
17. Install the credit card swipe (with the circuit board face up) and spacer in the large opening of the supplied faceplate by lining up the 2 screw holes in the card swipe, spacer, and faceplate and securing the assembly with the 2 supplied screws (4 - 40 x 1 L). The gasket on the spacer should be against the faceplate.
18. Connect the 11-pin connector on the supplied 30" harness (SA0432-01) to the J1 location on the card swipe.
19. Using Figure 5 for reference, peel the backing from the tab on the supplied circuit board cover and install the cover over the credit card swipe by placing the two flaps between the circuit board and the plastic frame of the card swipe. Then adhere the tab to the reverse side of the faceplate.
20. Peel the backing from the supplied "Insert Bill Here" sticker and adhere it above the bill acceptor slot as shown in Figure 6.
21. Adhere the credit card logos for the credit cards the game will accept directly on the game as shown in Figure 6.
22. Install the faceplate assembly into the game and secure the bottom with the 2 screws removed in step 14.
23. Replace the bill acceptor alignment bracket and standoffs between the bracket and the game and secure it to the game with the 2 screws and washers removed in step 13. Also reconnect the spring to the bracket.
24. Route the wires from the credit card swipe through the 2 cable clamps found on the bottom of the chassis. Unscrew the 2 screws securing the coin optic board and route the wires behind the coin optic board and through the large slot in the chassis below the audio board. Resecure the coin optic board with the 2 screws. See Figure 7.
25. Connect the other end of the supplied SA0432-01 harness (the 5-pin connector) to the J9 location on the I/O board. See Figure 2.
26. Carefully replace the coin box.
27. Plug in the game and turn on the power.
28. Test the credit card swipe by pressing the setup button to enter the setup menu.
29. At the Main Menu, touch the "Credit Card" icon.

30. From the Credit Card Screen, touch the "Credit Card Test" icon and follow the directions on the screen. You will be asked to swipe a credit card for test purposes only. Your card will not be charged during this test.
31. Replace the right side door and close and lock the back door.

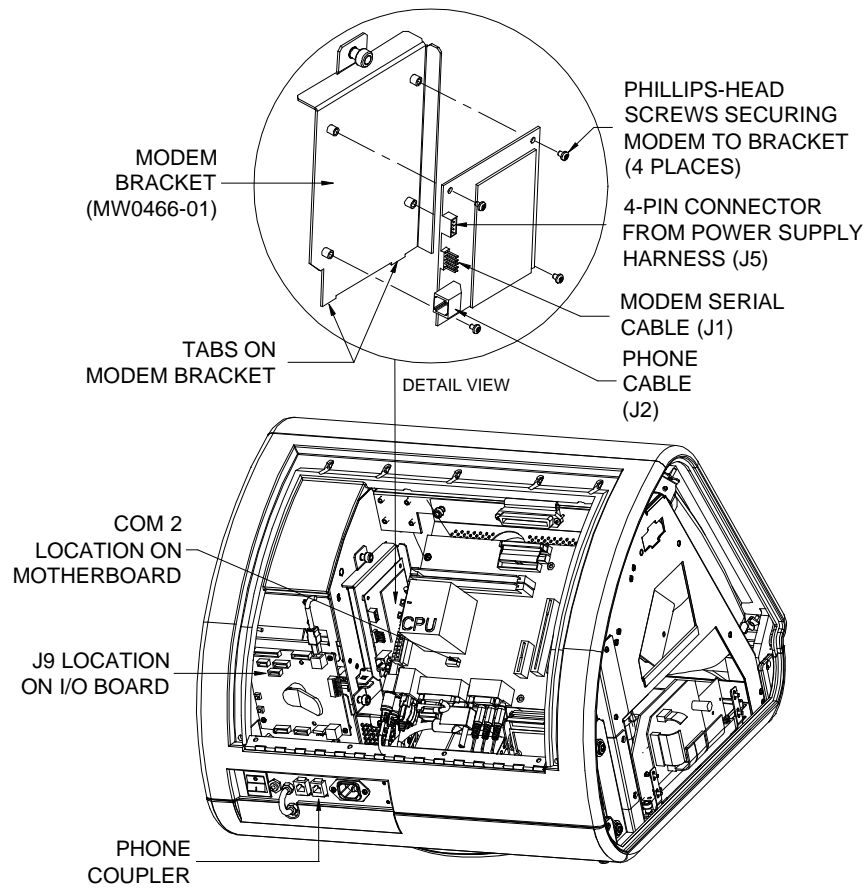


FIGURE 2 - FORCE RADION GAME  
(REAR VIEW)

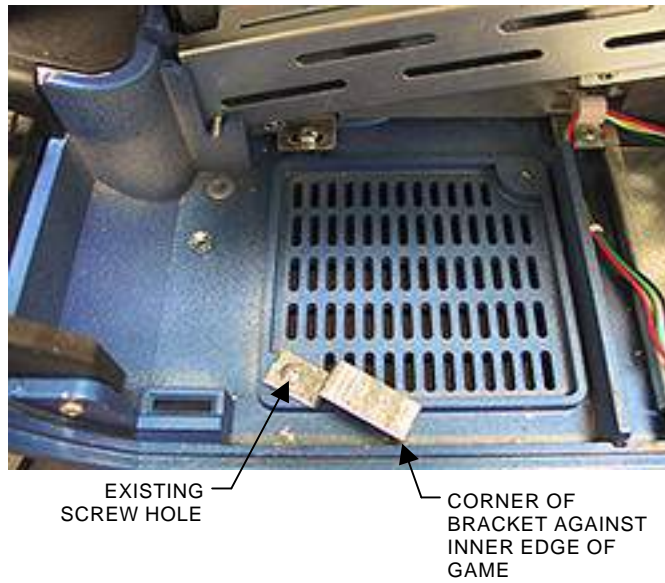


FIGURE 3 - FORCE RADION GAME  
WITH COIN BOX LEVELING BRACKET INSTALLED

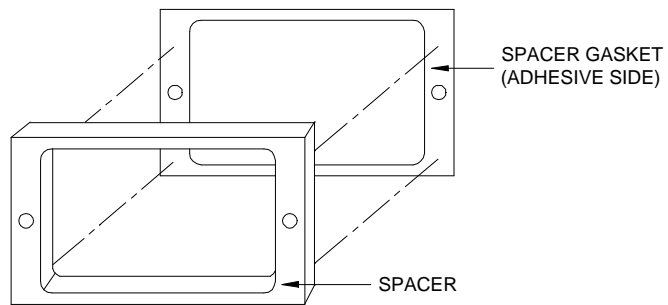


FIGURE 4 - ADHERING GASKET TO SPACER - FORCE RADION

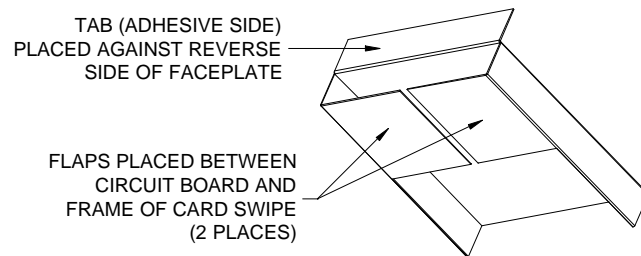


FIGURE 5 - CIRCUIT BOARD COVER - FORCE RADION



FIGURE 6 - FORCE RADION GAME  
BILLACCEPTOR AND CREDIT CARD STICKER PLACEMENT

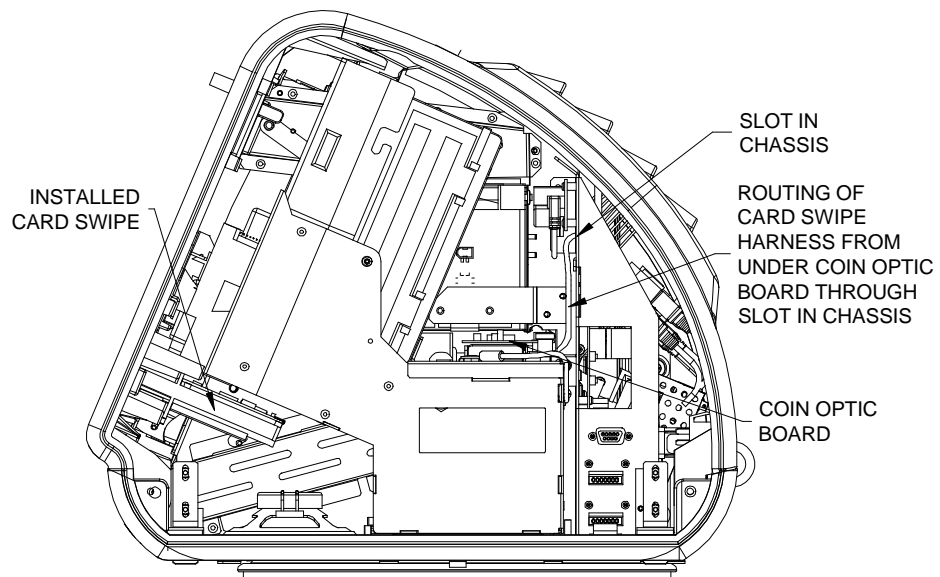


FIGURE 7 - FORCE RADION GAME  
(SIDE VIEW)

## Vibe Games

**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.

## Modem Installation

If your game already has a modem installed, (i.e. you already have installed TournaMAXX) skip to "Card Swipe Installation."

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 8.
4. Locate the 5-pin connector routed up through the metalwork near the same location as the 4-pin connector. Connect the 5-pin connector to the J1 location on the modem. See Figure 8.

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

5. Orient the supplied modem as shown in Figure 8, 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 8. 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 8.
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.

## Card Swipe Installation

11. Unlock the terminal and push down on the lock release while carefully opening the front of the terminal.
12. Unscrew the 3 screws along the edge of the metal credit card blockout plate and the center screw in the middle of the blockout plate securing the front plastic blockout. See Figure 9. Remove the metal plate and the plastic blockout.
13. The plastic guide on the card swipe must be removed for installation in the Vibe. Carefully unscrew the 4 Phillips-head screws securing the plastic guide to the unit and discard the plastic guide.
14. Insert the card swipe through the inside of the terminal as shown in Figure 9 and secure it with the 3 supplied 4 - 40 x 1/4 L screws.

15. Locate the free 11-pin connector near the card swipe and connect the 11-pin connector to the J1 location on the card swipe.
16. Plug in the game and turn on the power.
17. Test the credit card swipe by pressing the setup button (located within the terminal) to enter the setup menu.
18. Close and lock the terminal.
19. At the Main Menu, touch the "Credit Card" icon.
20. From the Credit Card Screen, touch the "Credit Card Test" icon and follow the directions on the screen. You will be asked to swipe a credit card for test purposes only. Your card will not be charged during this test.
21. Peel the backing from the supplied black rectangle foundation sticker and adhere it above and to the right of the credit swipe as shown in Figure 10.
22. Adhere the credit card logos for the credit cards the game will accept on the black foundation sticker. See Figure 10.

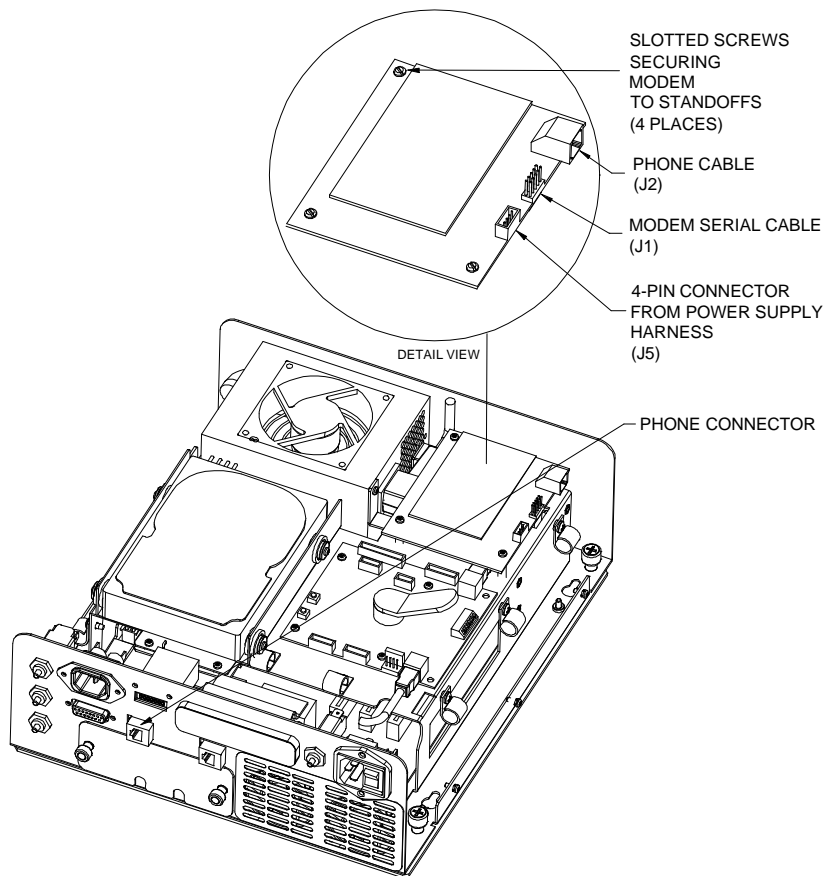


FIGURE 8 - VIBE PROCESSOR (WITH COVER REMOVED)

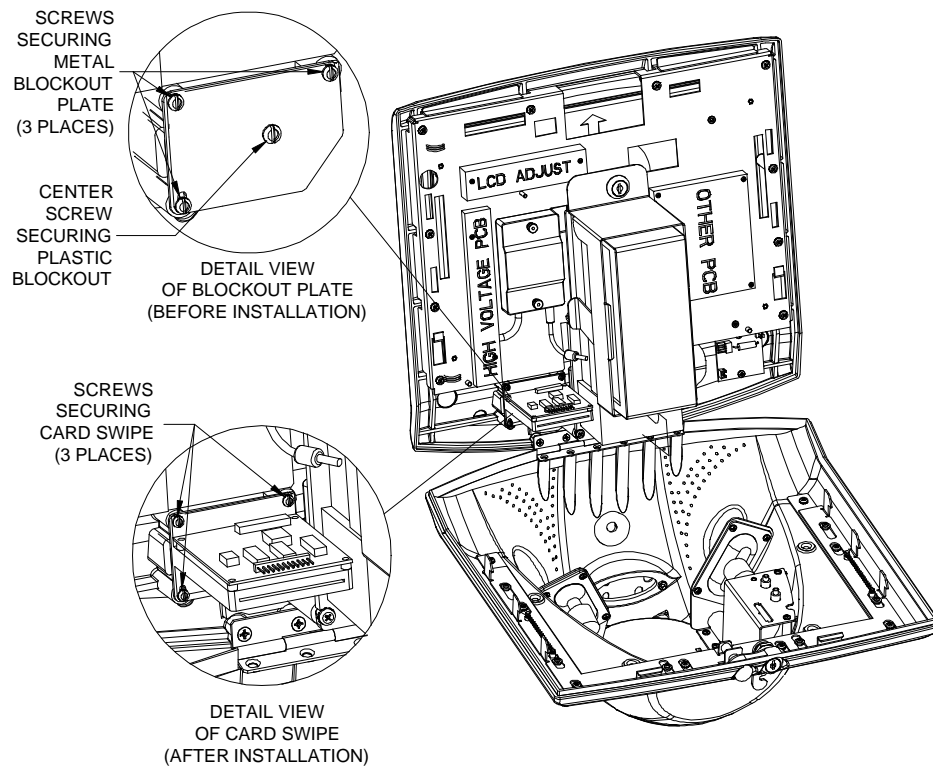


FIGURE 9- THE VIBE TERMINAL IN OPEN POSITION

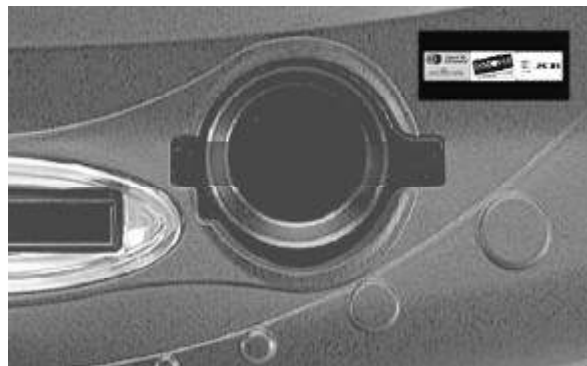


FIGURE 10- VIBE  
CREDIT CARD STICKER PLACEMENT

## Megatouch Combo Jukebox

**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.

### Modem Installation

If your game already has a modem installed, (i.e. you already have installed TournaMAXX) skip to "Card Swipe Installation."

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 11.
5. Locate the four standoffs under the hard drive, then 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. See Figure 11.
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 the other end to the com 2 location on motherboard (see Figure 11). 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 11.
8. Connect one end of the supplied 6' phone cable to the J2 location on the modem and connect the other end to the supplied phone splitter.
9. Using Figure 12, 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.

### Card Swipe Installation

11. Unlock and open the front door of the game.
12. Remove the 2 nuts securing the metal blockout plate in the front door of the game and remove the plate.
13. Insert the credit card swipe (with the circuit board facing right) into the slot in the front of the game. Secure the card swipe with the 2 supplied 4 - 40 x 1/2 L screws through the inside of the door.

14. Connect the 11-pin connector on the supplied 72" harness (SA0432-02) to the to the J1 location on the card swipe.
15. Route the card swipe harness under the coin/bill area on the front door and along the hinge side of the game between the power strip and the wall. Continue routing the harness behind the electronics tray and connect the 5-pin connector to the J9 location on the I/O board (see Figure 13). Use the supplied tie wraps to secure the harness to one of the existing harnesses in order to keep the wiring in place.
16. Plug in the game and turn on the internal and external power switches.
17. Test the credit card swipe by pressing the setup button (located on the I/O board) to enter the setup menu. See Figure 13.
18. At the Main Menu, touch the "Credit Card" icon.
19. From the Credit Card Screen, touch the "Credit Card Test" icon and follow the directions on the screen. You will be asked to swipe a credit card for test purposes only. Your card will not be charged during this test.
20. Close and lock the front and rear doors.
21. Peel the backing from the supplied black rectangle foundation sticker and adhere it to the right of the credit swipe as shown in Figure 14.
22. Adhere the credit card logos for the credit cards the game will accept on the black foundation sticker. See Figure 14.

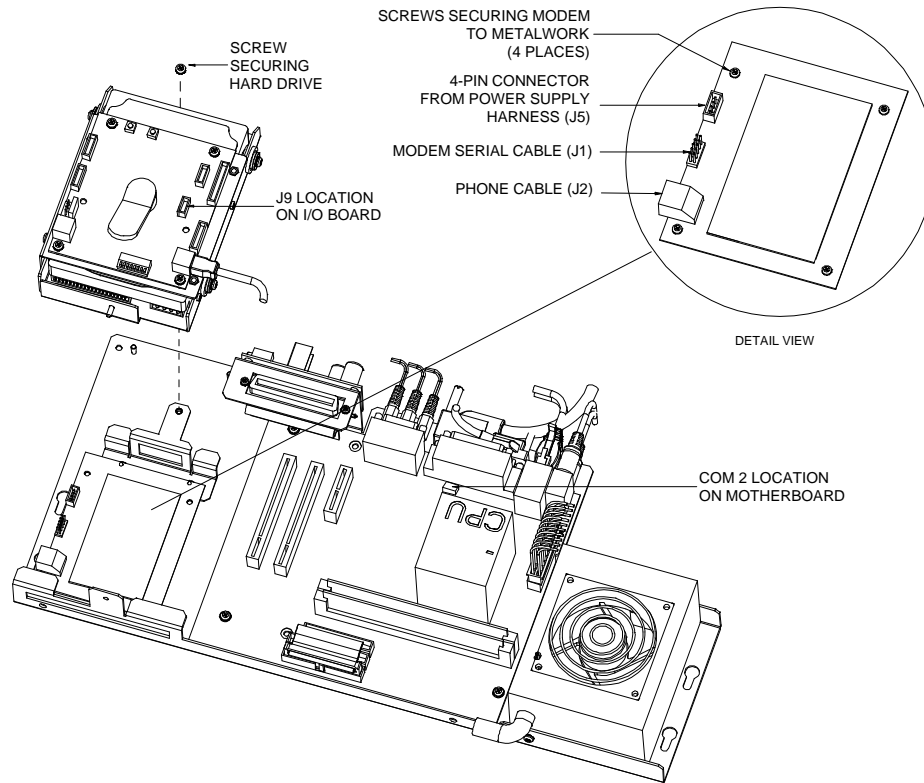


FIGURE 11 - MEGATOUGH COMBO JUKEBOX (ELECTRONICS ASSEMBLY)

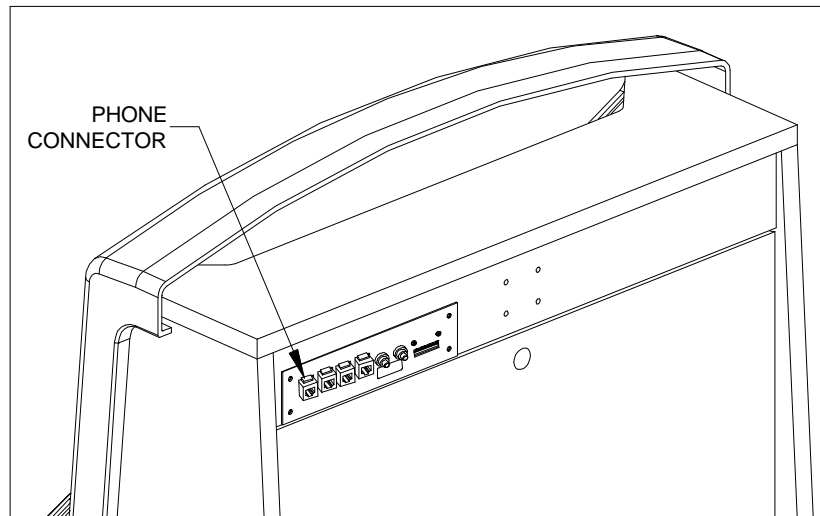


FIGURE 12 - UPPER REAR VIEW OF MEGATOUGH COMBO JUKEBOX  
PHONE CONNECTOR LOCATION

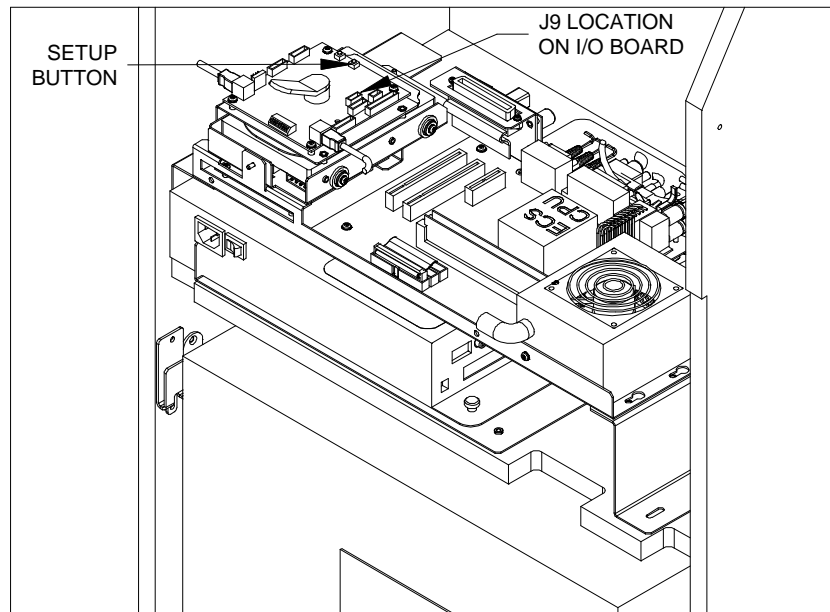


FIGURE 13 - FRONT VIEW OF MEGATOUCH COMBO JUKEBOX - I/O BOARD LOCATION

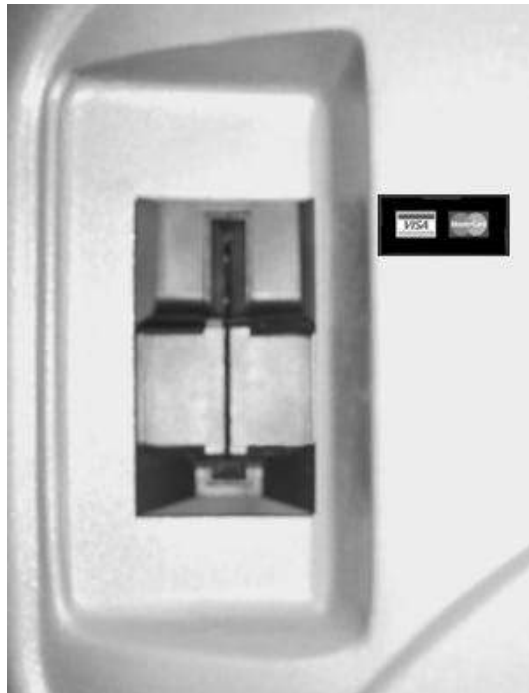


FIGURE 14 - MEGATOUCH COMBO JUKEBOX  
CREDIT CARD STICKER PLACEMENT

## FORCE Fusion Games

**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.*

### Modem Installation

If your game already has a modem installed, (i.e. you already have installed TournaMAXX) skip to "Card Swipe Installation."

1. Using a Phillips-head screwdriver, remove the two screws securing the supplied modem and transceiver board (see Figure 15). 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, 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.
4. If your game has an electronics box, remove the 2 screws securing the cover and carefully remove the cover. Also gently remove the wire guard covering the inside of the power entry (located to the left of the cash box) by pulling it straight forward and out of the guides in the game. Then, remove the second wire guard located to the right of the electronics box.

5. 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 connector 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 16.
6. 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 16.
7. Connect the supplied 50' phone cable to the phone coupler on the outside of the game.
8. Plug the other end of the phone cable into a phone jack.

### Card Swipe Installation

9. Remove the metal blockout plate located in the top left side of the front bezel.

#### *Fusion games with electronics box:*

The bezel must be removed in order to access the blockout plate. Unscrew the 6 thumbnuts (3 on each side of the bezel) and gently remove the bezel from the wood frame. Then remove the 4 nuts and bolts securing the blockout plate and remove the plate from the game. Install the supplied credit card reader mounting plate (see Figure 17) and secure the mounting plate with the 4 nuts and bolts.

#### *Fusion games without electronics box:*

Remove the 2 nuts securing the blockout plate and remove the plate.

10. Connect the 11-pin connector on the supplied 30" harness (SA0432-01) to the J1 location on the card swipe.
11. Insert the credit card swipe (with the circuit board facing right) into the card reader mounting plate (for games with electronics boxes) or access hole in the bezel (for games without electronics boxes). Then secure the card swipe to the mounting plate with the 2 supplied screws (4 - 40 x 1 L) through the inside of the bezel. If your game has an electronics box, route the harness from the card swipe through the hole in the wood frame and then reattach the bezel to the frame using the 6 thumbnuts.
12. Route the harness from the card swipe through the cable clamps located along the left side of the game. If your game has an electronics box, route the cable through the access panel on the right side.
13. Connect the other end of the supplied SA0432-01 harness (the 5-pin connector) to the J9 location on the I/O board. See Figure 16. If your game has an electronics box, resecure the cover using the two screws. Also replace the wire guard over the inside of the power entry by sliding it into the upper and lower guides. Then replace the second wire guard to the right of the electronics box.
14. Plug in the game and turn on the power.
15. Test the credit card swipe by pressing the setup button to enter the setup menu.
16. At the Main Menu, touch the "Credit Card" icon.
17. From the Credit Card Screen, touch the "Credit Card Test" icon and follow the directions on the screen. You will be asked to swipe a credit card for test purposes only. Your card will not be charged during this test.
18. Peel the backing from the supplied black rectangle foundation sticker and adhere it above and to the right of the credit swipe as shown in Figure 18.
19. Adhere the credit card logos for the credit cards the game will accept on the black foundation sticker. See Figure 18.
20. Close and lock the front bezel.

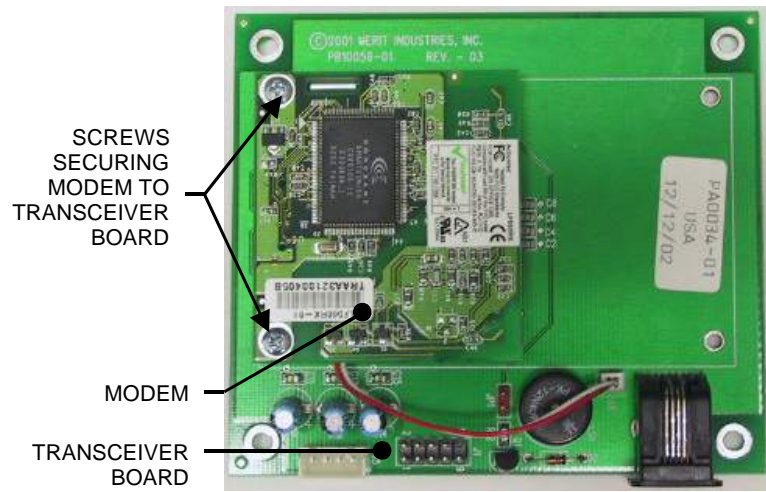


FIGURE 15 - MODEM ASSEMBLY - MODEM AND TRANSCIVER BOARD

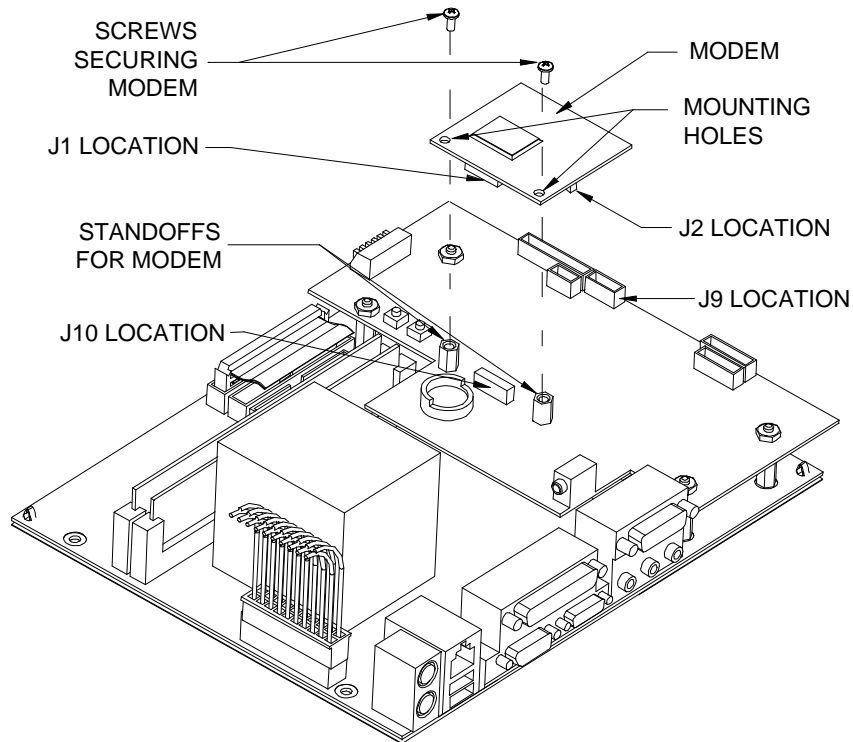


FIGURE 16 - FORCE FUSION  
ELECTRONICS ASSEMBLY

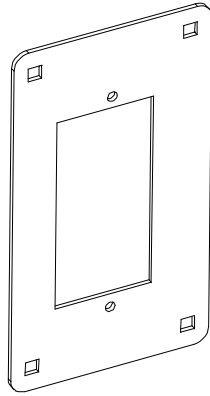


FIGURE 17 - FORCE FUSION  
CREDIT CARD READER MOUNTING PLATE



FIGURE 18 - FORCE FUSION  
CREDIT CARD STICKER PLACEMENT

## This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

CREDIT CARD SWIPE INSTALLATION INSTRUCTIONS  
PM0370-04