

**Merit**  
INDUSTRIES, INC.<sup>®</sup>  
**PRESENTS**

MEGATOUCH™ XL  
**TITANIUM**  
**2**

**CD TO HARD DRIVE  
UPGRADE**

Visit the Merit Industries, Inc. Web Site  
<http://www.meritind.com>



merit industries, inc.

PM0350-02



## Table of Contents

---

### **Countertop Section**

|  |        |
|--|--------|
| CMOS Update and CD-ROM Removal .....                   | p. 2   |
| Hard Drive Installation.....                           | p. 3   |
| Centronics Connector Board Assembly/Installation ..... | p. 3-4 |
| Installing a Button Key/Adapter Board .....            | p. 4   |

### **Cabaret/Upright (front-access) Section**

|  |        |
|--|--------|
| CMOS Update and CD-ROM Removal .....                   | p. 5   |
| Hard Drive Installation.....                           | p. 5   |
| Centronics Connector Board Assembly/Installation ..... | p. 5-6 |
| Installing a Button Key/Adapter Board .....            | p. 6   |

### **Upright (rear-access) Section**

|  |        |
|--|--------|
| CMOS Update and CD-ROM Removal .....                   | p. 7   |
| Hard Drive Installation.....                           | p. 7-8 |
| Centronics Connector Board Assembly/Installation ..... | p. 8   |
| Installing a Button Key/Adapter Board .....            | p. 8   |

### **Installing the Side Decals on a Countertop Game.....**

p. 18

### **Troubleshooting After Installation.....**

p. 19

### **Championship Edition Instructions (For Championship Kits Only)**

|                                   |          |
|-----------------------------------|----------|
| Overview .....                    | p. 20    |
| Programming a Tournament .....    | p. 21-23 |
| Awarding Prizes .....             | p. 24    |
| Pay Without PIN.....              | p. 24    |
| Software License Agreements ..... | p. 25-30 |
| English .....                     | p. 25-26 |
| French.....                       | p. 27-28 |
| German.....                       | p. 29-30 |

## Megatouch™ Titanium 2 Edition

### CONTENTS:

| QTY | PART NUMBER               | DESCRIPTION   |
|-----|---------------------------|---|
| 1   | EC2198-01                 | CENTRONICS RIBBON CABLE                             |
| 2   | HW4101                    | MACHINE SCREW, PAN/PHL, #4-40x3/8                   |
| 2   | HW4325                    | SHEET METAL SCREW, PAN/PHL, #6x1/2                  |
| 2   | HW3050                    | KEPNUT, #4-40                                       |
| 1   | MW0444-01                 | CENTRONICS MOUNTING BRACKET                         |
| 1   | SA0200-21                 | TITANIUM 2 HDD W/SLED ASSEMBLY                      |
| 1   | MW0302-01                 | ADAPTER CARRIAGE, UR, HDD ASSY                      |
| 1   | HW3201                    | KEPNUT, #8-32                                       |
| 3   | HW4249                    | SEMS SCREW, PAN/PHL, #6-32x3/8                      |
| 1   | PA0018-01                 | UPGRADE PROGRAM CD                                  |
| 1   | SA10053-01                | BUTTON KEY ADAPTER BOARD                            |
| 1   | HW3100                    | FINISHING NUT, #6-32                                |
| 1   | HW6036-03                 | STAND OFF #6-32 x 1/4                               |
| 1   | HW4206                    | MACHINE SCREW #6-32 x 1/4                           |
| 1   | HW8121-01                 | CONTACT CLEANER                                     |
| 1   | SA3052-XX or<br>SA3053-XX | TITANIUM BUTTON KEY or<br>TITANIUM CHAMPIONSHIP KEY |
| 1   | GL3100-30                 | COUNTERTOP TITANIUM DECAL, L                        |
| 1   | GL3100-31                 | COUNTERTOP TITANIUM DECAL, R                        |

### Megatouch™ XL Titanium 2 Hardware Requirements

*In order to successfully upgrade your unit, your Megatouch™ XL game must be currently running the Megatouch™ XL 6000, Gold, or Platinum software. In order to check the program running on your game, push the set-up button inside the cabinet. The program information will be displayed in the upper left corner of the first screen that appears. If you are running XL 6000 software, the program number will be PG3001-00-XX or PG3001-01-XX. If you are running Gold software, the program number will be PG3001-02-XX, PG3001-03-XX, or PG3001-04-XX. If you are running Platinum software, the program number will be PG3004-01-XX.*

*If your game is not currently at this level you will need to upgrade the RAM and video RAM. Merit Industries offers the necessary hardware for this upgrade through the Megatouch Hardware Upgrade Kit (KUV-107-027-02). Contact your distributor to purchase this hardware upgrade kit.*

**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.

## COUNTERTOP GAMES

### ***CMOS Update and CD-ROM Removal***

1. Unlock and open the CD-ROM door to access the CD-ROM drive.
2. Turn on the game and remove the existing game CD. Insert new the CD labeled **PA0018-01** into the CD-ROM drive. (If the CD is not placed into the drive before the boot-up sequence begins, turn off the game and power back up.)
3. The game will continue its normal boot-up sequence. At the same time, the CD will load the necessary drivers into the game to auto-detect the hard drive, once it is installed.
4. After the update is complete, you will get a screen that says: "System CMOS configured." See Figure 1.
5. Remove the CD, turn off the power to the game and disconnect it from its power source.
6. Remove the lid (for lid removal instructions see the decal located inside the rear door). Put the lid down before lifting it off the game.
7. Remove the touchscreen controller and disconnect the touchscreen controller cable from the back of the controller. Also, disconnect the Molex connector connecting the orange and gray wires (from the touchscreen controller cable) to the harness. Disconnect the green wire with the ring lug that is attached to the metalwork, next to the controller. See Figure 2 for touchscreen controller location.
8. Disconnect the monitor signal connector on the motherboard. See Figure 2.

9. Remove the four nuts securing the monitor chassis to the main chassis; two nuts are located on each side of the monitor board. See Figure 3 for locations.

***NOTE: BE CAREFUL TO AVOID THE FLYBACK TRANSFORMER AND HIGH VOLTAGE WIRE RUNNING TO THE MONITOR.***

10. Disconnect the monitor power connection (black and white wires running from the monitor board to the right angle connector plugged into the power supply). Remove the green wire from the ground lug if applicable.

11. Pick up the monitor assembly and remove it from the cabinet.

12. Remove the ribbon cable from the cable clamp and disconnect it from the IDE-1 location on the motherboard. See Figure 2.

***NOTE: When disconnecting the ribbon cable, carefully disconnect the cable by grasping the connector and not the cable itself.***

13. Disconnect the (4)-pin power connector from the mating connector on the power supply.

14. Remove the two screws securing the CD-ROM and remove it from its location.

15. Disconnect the speaker connector (black and white wires) from the J9 location on the I/O board. See Figure 8.

16. Remove the hexnuts securing the cable clamps on the chassis, also remove the hexnut securing the ring lug on the ground braid attached to the chassis (refer to Figure 4).

### **Hard Drive Installation**

**NOTE:** Before you begin the installation of the hard drive, you must adjust the jumper settings on the I/O board. (JP-1 EPROM ENABLED, MUST BE SET TO THE OPEN POSITION). See Figure 8.

17. Remove the hexnuts securing the cable clamps and ground wire located on the lower edge of the chassis to make room for the hard drive installation. Slide the hard drive assembly under the motherboard mounting frame and place it over the studs on the chassis, making sure the hard drive rests against the CD-ROM drive support. Also make sure the pin on the edge of the hard drive is through the slot on the support. Then replace the ground wire and the cable clamps. Secure the hard drive assembly to the chassis using the hexnuts removed in step 16. See Figure 4 for orientation.
18. Replace the ring lug on the ground braid over the stud on the chassis and secure it with existing hexnut (See Figure 4).
19. Connect the 2 x 20-pin IDE ribbon cable on the hard drive to the IDE-1 location on the motherboard. (Make sure that the red stripe on the ribbon cable matches up with pin-1 on the IDE-1 location on the motherboard. See Figure 6 for location.
20. Connect the power connector on the hard drive to the mating connector on the power supply harness.
21. Reinstall the monitor assembly, sliding it forward as far as possible, and secure it with the existing hardware.
22. Connect the monitor A/C power connector (black and white wires) and reconnect the ground wire to the ring lug, if applicable.
23. Reconnect the monitor signal cable to the J17 location on the motherboard.
24. Route the touchscreen controller connector under the picture tube and away from the flyback transformer. Then reconnect the touchscreen controller cable in the back of the controller and secure the controller with the existing hardware.
25. Reconnect the molex connector, connecting the orange and gray wires to the harness. Also place the ring lug on the touchscreen controller ground to metalwork and secure with existing hardware.
26. Reconnect the speaker connector to the I/O board. See Figure 8 for location.

### **Centronics Ribbon Cable Assembly/Installation**

27. Attach the 2 x 20-pin IDE centronics ribbon cable (EC2198-01) to the centronics mounting bracket (MW0444-01). Secure the ribbon cable to the mounting bracket, using (2) HW4101 screws and (2) HW3050 nuts. See Figure 5.
28. Remove the power supply harness from the cable clamps along the top edge of the motherboard display frame.
29. Remove the hexnuts securing the cable clamps to the motherboard display frame.

30. Mount the centronics connector bracket on the studs. Reinstall the cable clamps and secure it in place using the existing hardware. See Figure 6.
31. Connect the 2 x 20-pin IDE centronics ribbon cable (EC2198-01) to IDE-2 on the motherboard assembly. (Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE-2 interface connector on the motherboard.) See Figure 6 for location.
32. Connect the (4)-pin power connector on centronics ribbon cable to the matching connector on the power supply harness.
35. Remove the 1/4" kephat on the I/O board as shown in Figure 16. Re-secure the I/O board using the provided female/male threaded standoff. (Make sure not to overtighten standoff as it may cause damage to the board.) See Figure 17 for standoff location.
36. Apply a small amount of the contact cleaner to the adapter board contacts. See Figure 17 for contact locations.
37. Install the adapter board by aligning the contacts on the adapter board to the security key contacts. Make sure that all five contacts are mounted properly. See Figure 17.
38. Secure the adapter board in place, using the 1/4" kephat removed in step 35. (Make sure not to overtighten nut as it may cause damage to the board.)

#### ***Button Key/Adapter Board Installation***

33. If you already have the button key adapter board installed in your game (refer to Figure 18), remove the existing security key from the adapter board and replace it with the security key supplied in this kit. Skip to step 41.
34. Using Figure 8, locate the existing security key, on the I/O board of the motherboard assembly, and remove it from the board. (To remove the existing key, you may need to cut away silicone sealant holding the key in place.) ***Be extremely careful not to damage the board.***
39. Insert the round security key into the key socket on the adapter board. See Figure 18.
40. Make sure all DIP switches on DS2 and DS3 are set to the *OFF* position. See Figure 8.
41. Install the hood, connecting the fan power connector, ground straps and plastic drain tube. Pull hood towards you until the spring-loaded levers lock into place.
42. Plug in the game and turn on the power.

## FRONT-ACCESS UPRIGHT AND CABARET GAMES

### ***Cabaret CMOS Update and CD-ROM Removal***

1. Plug in the game.
2. Open the CPU section door.
3. Slide the CPU shelf into its service position.
4. Turn on the game and remove the existing game CD. Insert new the CD labeled **PA0018-01** into the CD-ROM drive. (If the CD is not placed into the drive before the boot-up sequence begins, turn off the game and power back up.)
5. The game will continue its normal boot-up sequence. At the same time, the CD will load the necessary drivers into the game to auto-detect the hard drive, once it is installed.
6. After the update is complete, you will get a screen that says: "System CMOS configured." See Figure 1.
7. Remove the CD and turn off the power to the game and disconnect it from its power source.
8. Disconnect the ribbon cable from the IDE-1 location on the motherboard. See Figure 9.
9. Locate the L-bracket on the right side of the CD-ROM and remove the screw securing the CD-ROM to the bracket. See Figure 9.
10. Remove the two screws on the left side of the CD-ROM. See Figure 9.
11. Disconnect the (4)-pin power connector on the CD-ROM and remove the CD-ROM from the game.

### ***Hard Drive Installation***

***NOTE:*** Before you begin the installation of the hard drive, you must adjust the jumper settings on the I/O board. (JP-1 EPROM ENABLED, MUST BE SET TO THE OPEN POSITION). See Figure 8.

12. Mount the hard drive on the adapter carriage plate (MW0302-01). Secure the hard drive to the carriage plate, using the supplied #8-32 kepnut (HW3201). See Figure 7.
13. Secure the hard drive assembly to the right and left CD-ROM brackets using the (3) HW4249 screws. See Figure 12.
14. Connect the 2 x 20-pin IDE ribbon cable on the hard drive to the IDE-1 location on the motherboard. (Make sure that the red stripe on the ribbon cable matches up with pin-1 on the IDE-1 location on the motherboard.) See Figure 10 for location.
15. Connect the (4)-pin power connector on the hard drive to the mating connector on the power supply harness. See Figure 10.
16. Attach the 2 x 20-pin IDE centronics ribbon cable (EC2198) to the centronics mounting bracket (MW0444-01). Secure the ribbon cable to the mounting bracket, using the (2) HW4101 screws and (2) HW3050 nuts. See Figure 5.
17. Mount the centronics cable assembly along the front edge of the hard drive adapter plate. Secure the centronics bracket to the CPU shelf using the (2) HW4325 screws. See Figure 10.

18. Connect the 2x20-pin IDE centronics ribbon cable (EC2198-01) to IDE-2 on the motherboard assembly. (Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE-2 interface connector on the motherboard.) See Figure 10.
19. Connect the (4)-pin power connector on the centronics ribbon cable to the mating connector on the power supply harness.
- Button Key/Adapter Board Installation**
20. If you already have the button key adapter board installed in your game (refer to Figure 18), remove the existing security key from the adapter board and replace it with the security key supplied in this kit. Skip to step 27.
21. Using Figure 8, locate the existing security key, on the I/O board of the motherboard assembly, and remove it from the board. (To remove the existing key, you may need to cut away silicone sealant holding the key in place.) ***Be extremely careful not to damage the board.***
22. Remove the 1/4" kepnut on the I/O board as shown in Figure 16. Re-secure the I/O board using the provided female/male threaded standoff. (Make sure not to overtighten standoff as it may cause damage to the board.) See Figure 17 for standoff location.
23. Apply a small amount of the contact cleaner to the adapter board contacts. See Figure 17 for contact locations.
24. Install the adapter board by aligning the contacts on the adapter board to the security key contacts. Make sure that all five contacts are mounted properly. See Figure 17 for orientation.
25. Secure the adapter board in place, using the 1/4" kepnut removed in step 22. (Make sure not to overtighten standoff as it may cause damage to the board.)
26. Insert the round security key into the key socket on the adapter board. See Figure 18.
27. Make sure all DIP switches on DS2 and DS3 are set to the *OFF* position. See Figure 8.
28. Slide the CPU shelf back into position, plug in the game and turn on the power.

## REAR-ACCESS UPRIGHT GAMES

### ***CMOS and CD-ROM Removal***

1. Open the rear door.
2. Slide the CPU shelf into its service position.
3. Turn on the game and remove the existing game CD. Insert new the CD labeled **PA0018-01** into the CD-ROM drive. (If the CD is not placed into the drive before the boot-up sequence begins, turn off the game and power back up.)
4. The game will continue its normal boot-up sequence. At the same time, the CD will load the necessary drivers into the game to auto-detect the hard drive, once it is installed.
5. After the update is complete, you will get a screen that says: "System CMOS configured." See Figure 1.
6. Remove the CD, turn off the power to the game and disconnect from its power source.
7. Open the coin mech door and locate the two screws securing the CD player to the metalwork (see Figure 13 for screw location). Remove both screws.
8. Access the rear of the game.
9. Remove the screw securing the front edge of the metalwork to the wood shelf.
10. Gently push the power supply to the right to access the metalwork behind it. (You may need to disconnect the line cord from the power supply and/or cable clamp to the right of the power supply, in order to slide the power supply to the right.)

11. Locate the remaining screw, located behind the power supply and beneath the motherboard assembly, securing the CD player to the metalwork, and remove it (see Figure 14 for location).
12. Slide the CD player to the left so you can access the rear of the player.
13. Disconnect the (4)-pin power connector. Also disconnect the ribbon cable on the CD-ROM, and from the IDE-1 location on the motherboard. See Figure 15.

14. Remove the CD-ROM from the game.

### ***Hard Drive Installation***

*NOTE: Before you begin the installation of the hard drive, you must adjust the jumper settings on the I/O board. (JP-1 EPROM ENABLED, MUST BE SET TO THE OPEN POSITION). See Figure 8.*

15. Mount the hard drive on the adapter carriage plate (MW0302-01). Secure the hard drive to the carriage plate, using the supplied #8-32 kepnut (HW3201). See Figure 7.
16. Install the hard drive. Slide hard drive forward underneath the motherboard assembly, matching up the holes on the adapter plate (MW0302-01), with the existing holes on the metalwork. See Figure 15.
17. Secure the adapter plate to the metalwork using the (3) HW4249 screws. See Figure 15.

18. Connect the 2 x 20-pin IDE ribbon cable on the hard drive to the IDE-1 location on the motherboard. (Make sure that the red stripe on the ribbon cable matches up with pin-1 on the IDE-1 location on the motherboard.) See Figure 15 for location.
19. Connect the (4)-pin power connector on the hard drive to the mating connector on the power supply harness.

#### ***Centronics Ribbon Cable Assembly/Installation***

20. Attach the 2 x 20-pin IDE centronics ribbon cable (EC2198) to the centronics mounting bracket (MW0444-01). Secure the ribbon cable to the mounting bracket, using the (2) HW4101 screws and (2) HW3050 nuts. See Figure 5.
21. Mount the centronics cable assembly along the front edge of the hard drive adapter plate. Secure the centronics bracket to the CPU shelf using the (2) HW4325 screws. See Figure 15.
22. Connect the 2x20-pin IDE centronics ribbon cable (EC2198-01) to IDE-2 on the motherboard assembly. (Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE-2 interface connector on the motherboard.) See Figure 15.
23. Connect the (4)-pin power connector on the centronics ribbon cable to the mating connector on the power supply harness.

#### ***Button Key/Adapter Board Installation***

24. If you already have the button key adapter board installed in your game

(refer to Figure 18), remove the existing security key from the adapter board and replace it with the security key supplied in this kit. Skip to step 31.

25. Using Figure 8, locate the existing security key, on the I/O board of the motherboard assembly, and remove it from the board. (To remove the existing key, you may need to cut away silicone sealant holding the key in place.)

***Be extremely careful not to damage the board.***

26. Remove the 1/4" kepnut on the I/O board as shown in Figure 16. Re-secure the I/O board using the provided female/male threaded standoff. (Make sure not to overtighten nut as it may cause damage to the board.) See Figure 17 for standoff location.
27. Apply a small amount of the contact cleaner to the adapter board contacts. See Figure 17 for contact locations.
28. Install the adapter board by aligning the contacts on the adapter board to the security key contacts. Make sure that all five contacts are mounted properly. See Figure 17 for orientation.
29. Secure the adapter board in place, using the 1/4" kepnut removed in step 26. (Make sure not to overtighten nut as it may cause damage to the board.)
30. Insert the round security key into the key socket on the adapter board. See Figure 18.
31. Make sure all DIP switches on DS2 and DS3 are set to the *OFF* position. See Figure 8.
32. Slide the CPU shelf back into position, plug in the game and turn on the power.



FIGURE 1 - CMOS UPDATE COMPLETE SCREEN

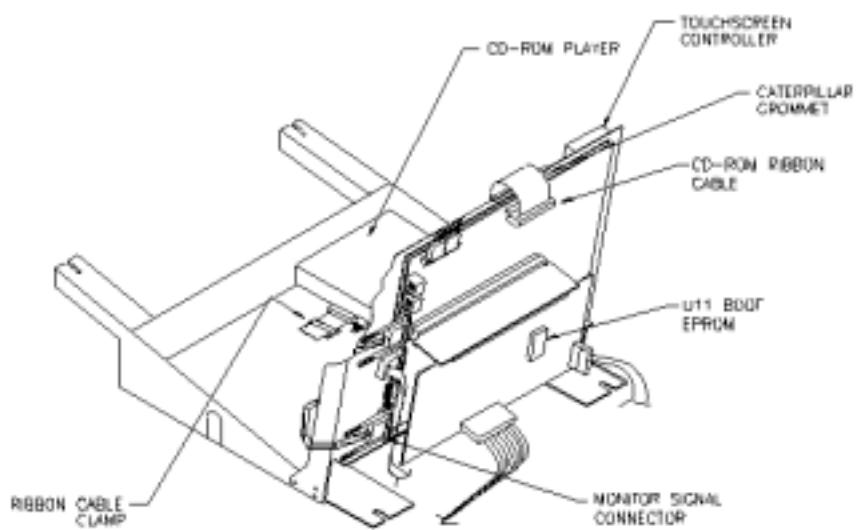


FIGURE 2 - INTERNAL VIEW WITH MONITOR ASSEMBLY REMOVED

COPYRIGHT ©2002 MERIT INDUSTRIES, INC.

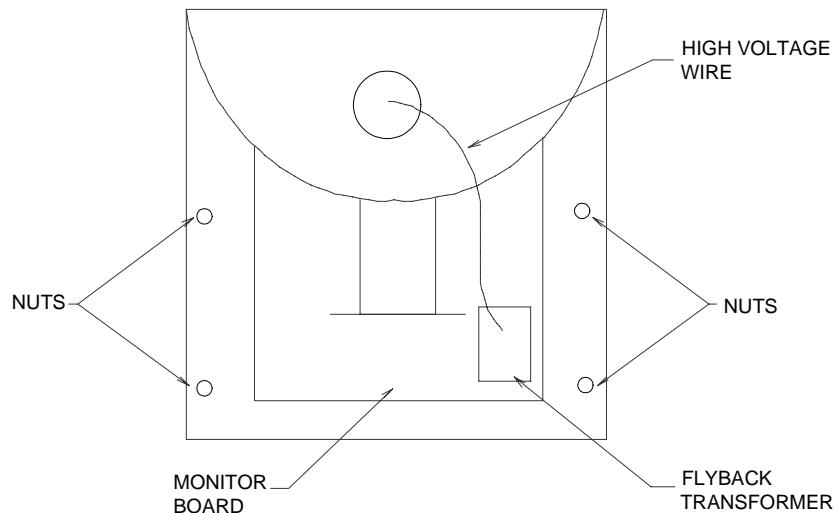


FIGURE 3 - LOCATION OF NUTS FOR REMOVING MONITOR ASSEMBLY

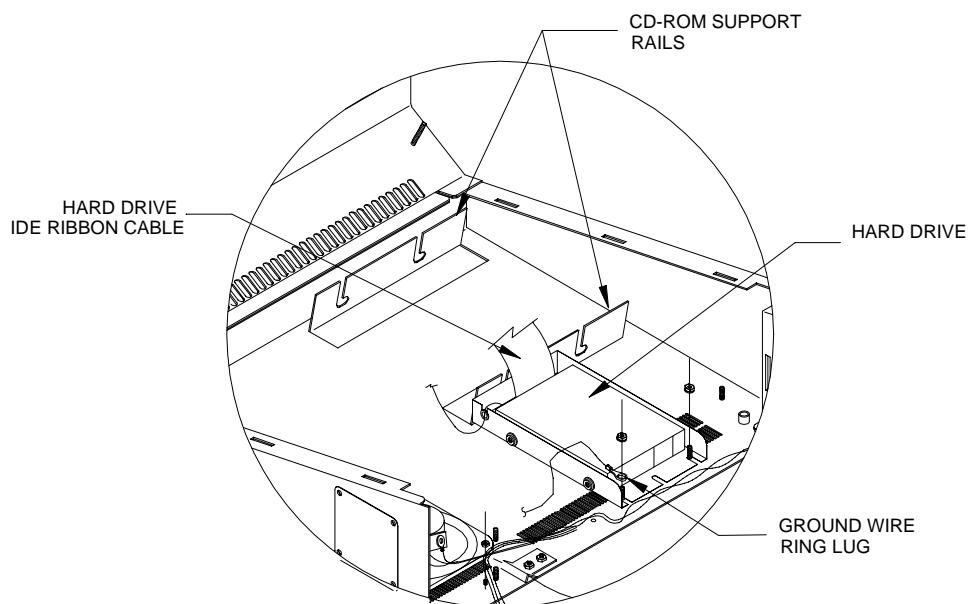


FIGURE 4 - HARD DRIVE INSTALLATION

COPYRIGHT © 2002 MERIT INDUSTRIES, INC.

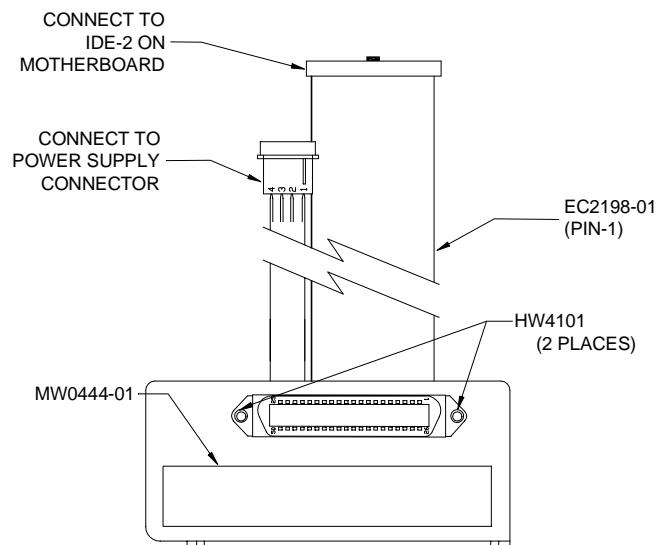


FIGURE 5 - CENTRONICS ASSEMBLY COMPONENTS

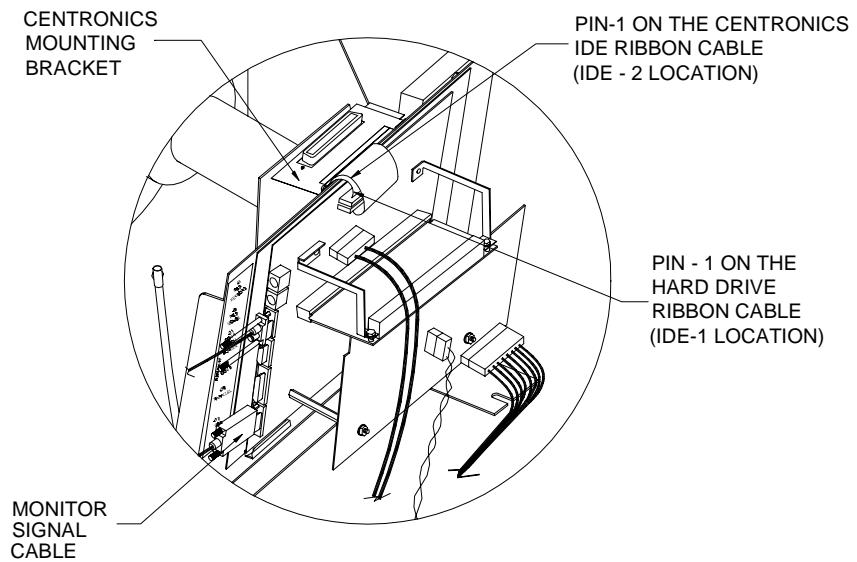


FIGURE 6 - CENTRONICS/HARD DRIVE IDE-RIBBON CABLES INSTALLED

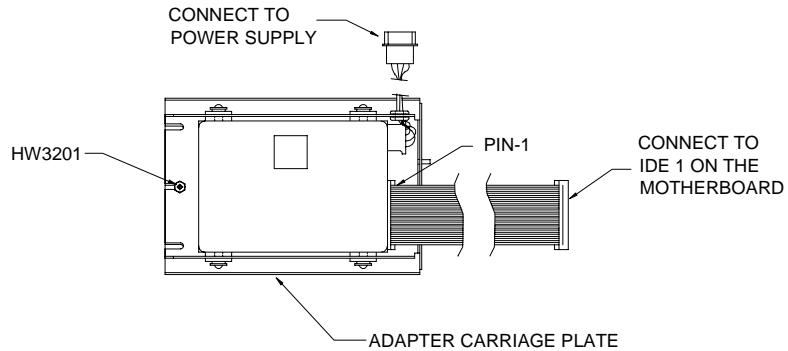


FIGURE 7-HARD DRIVE/ADAPTER PLATE INSTALLATION

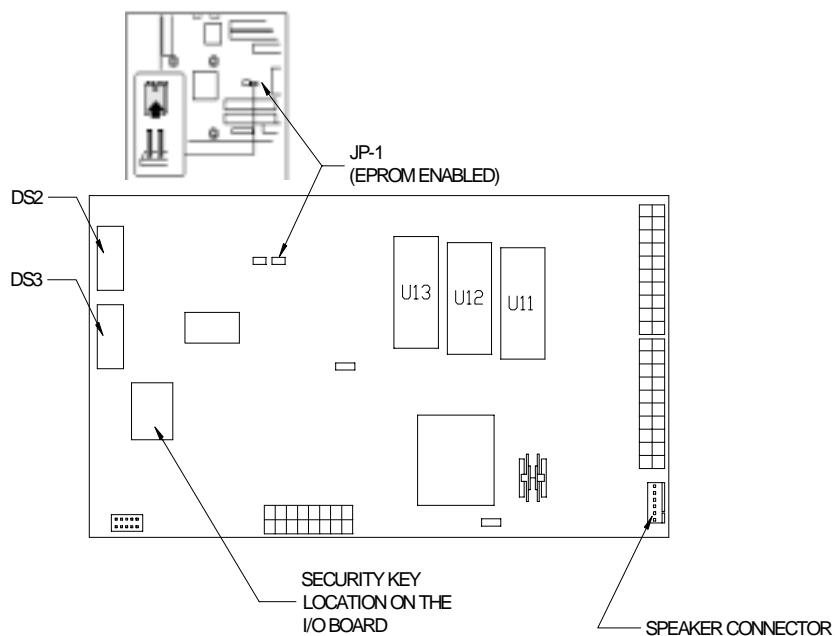


FIGURE 8 - I/O BOARD LOCATIONS

## Cabaret (Front Access)

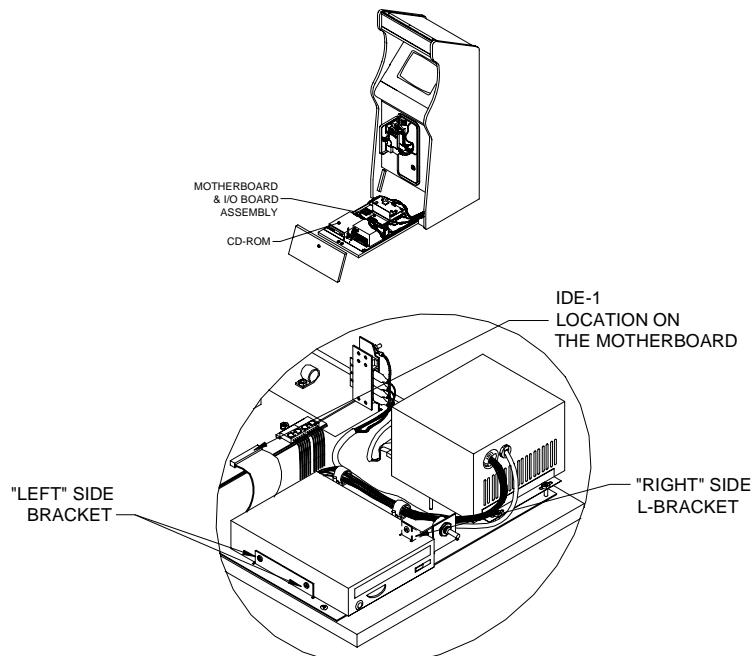


FIGURE 9 - CD-ROM ACCESS/REMOVAL

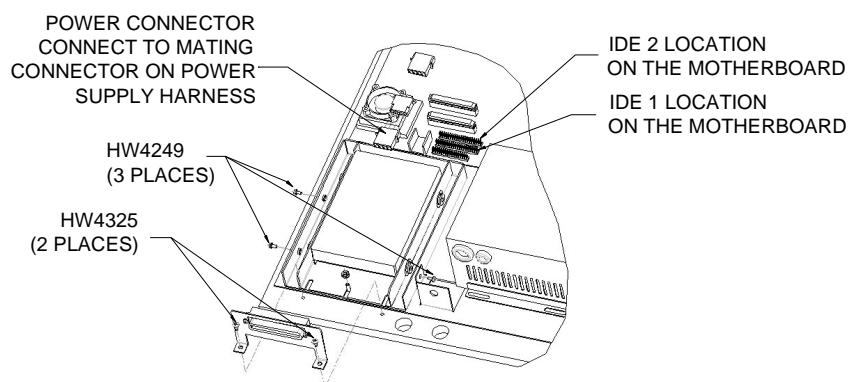


FIGURE 10 - HARD DRIVE/CENTRONICS INSTALLATION

### Upright (Front Access)

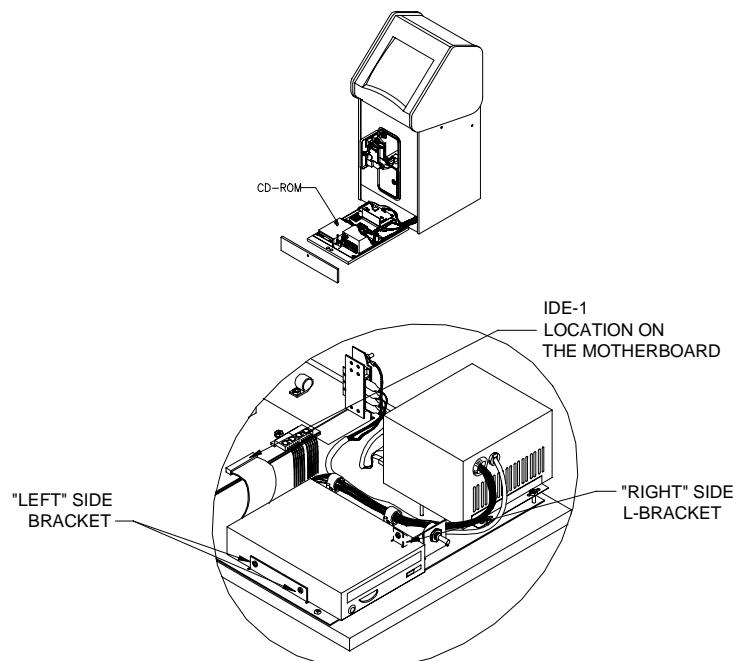


FIGURE 11 - CD-ROM ACCESS/REMOVAL

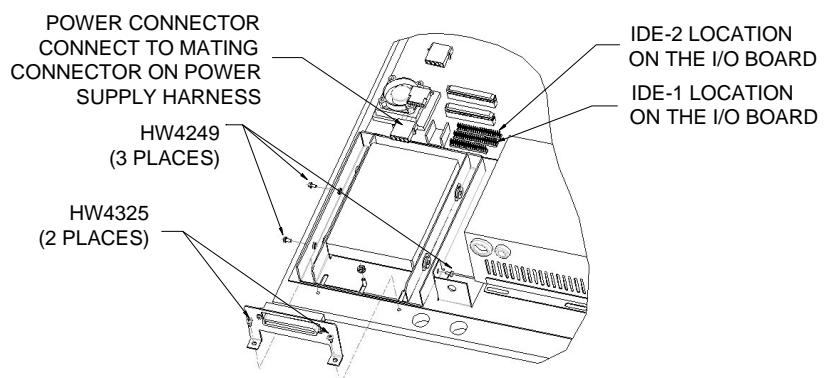


FIGURE 12 - HARD DRIVE/CENTRONICS INSTALLATION

**Upright  
(Rear Access)**

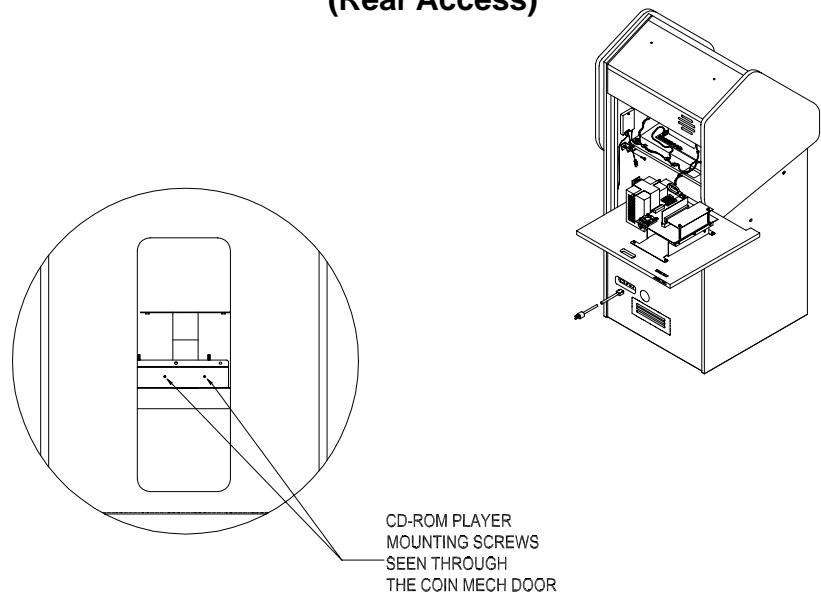


FIGURE 13 - CD-ROM HARDWARE LOCATION

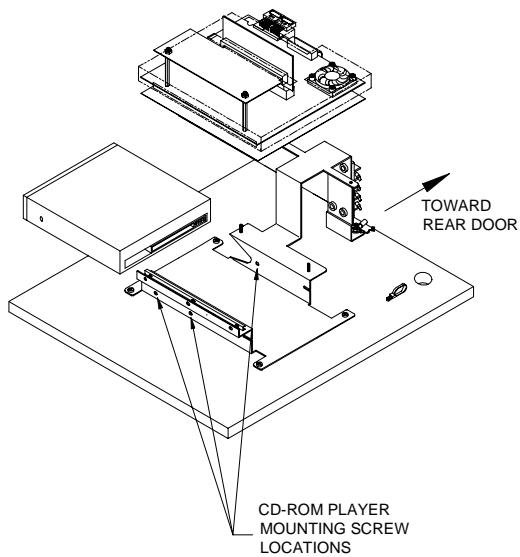


FIGURE 14 - HARD DRIVE/CENTRONICS INSTALLATION

COPYRIGHT © 2002 MERIT INDUSTRIES, INC.

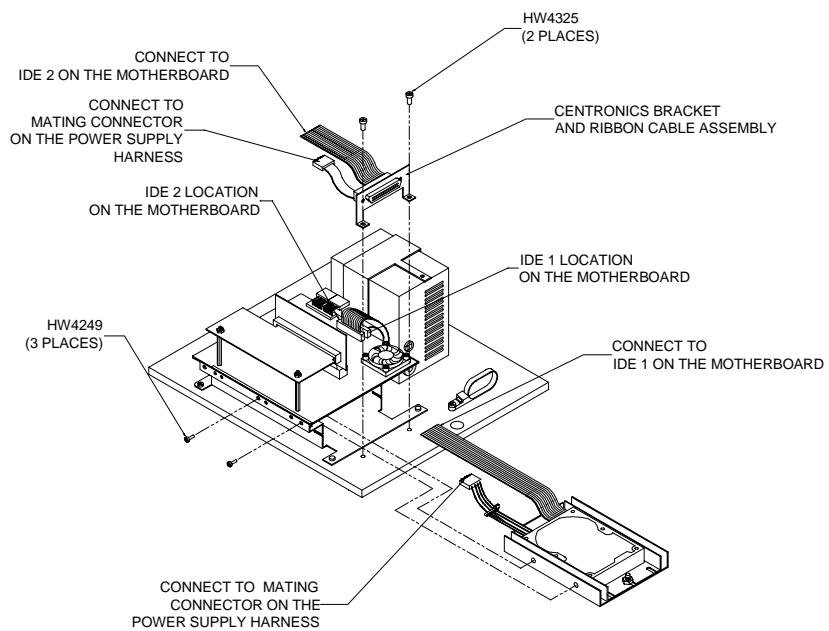


FIGURE 15- HARD DRIVE/CENTRONICS INSTALLATION

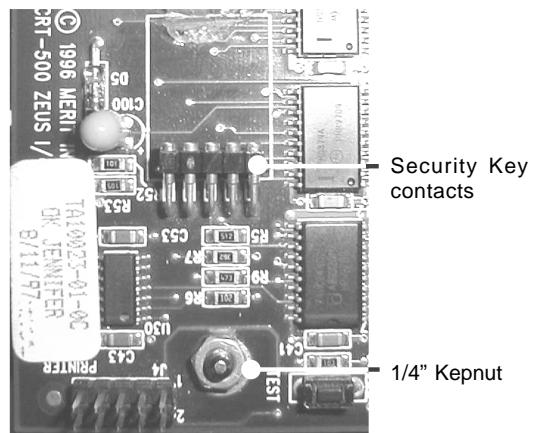


FIGURE 16 - 1/4" KEPNUT LOCATION ON THE I/O BOARD

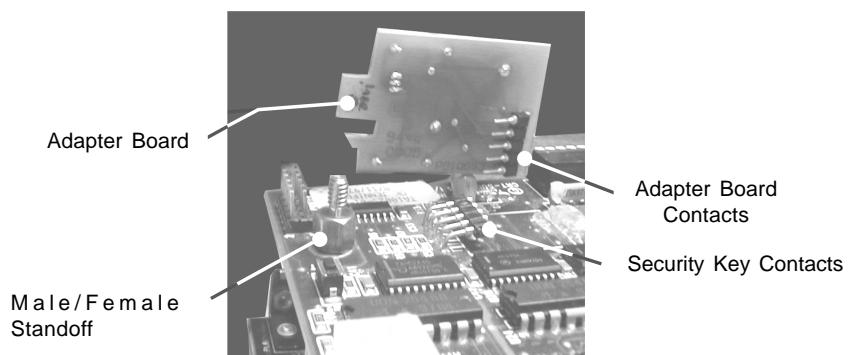


FIGURE 17 - ADAPTER BOARD MOUNTING LOCATION ON I/O BOARD



FIGURE 18 - ADAPTER BOARD AND KEY INSTALLED

## Installing the Side Decals on a Countertop game

1. Remove the existing side decals. (Remove any remaining adhesive residue with an adhesive remover.)

**NOTE:** Make sure not to get any adhesive removing solvents or solutions on the touchscreen, as they may damage the touchscreen.

2. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean and free from dirt for the new decals to adhere properly.
  3. Partially peel the backing from the top edge of the provided decal. Center the decal on the side of the game and apply the decal, leaving a half inch around the outside that will not be covered. Repeat the same step for the other side of the game.

## Troubleshooting After Installation

- 1. Problem:** The game locks up with “Operating System Not Found” or “Disk Boot Failure”.  
**Solution:** Make sure you have installed the motherboard configuration CD.  
Check the ribbon cable connection and power connection between the hard drive and the motherboard.
  
- 2. Problem:** The game locks up with “Invalid Drive Specification.”  
**Solution:** Remove the shunt from JP1.
  
- 3. Problem:** The game locks up with “Invalid Key”.  
**Solution:** Use the contact cleaner included with the kit on the pins of the adapter board.  
Raise the contact in the base of the key holder on the adapter board, to ensure a good connection to the bottom of the security key.
  
- 4. Problem:** The game locks up with “No Sound Driver Loaded”.  
**Solution:** Check the SIMMs, the Titanium program requires 32 MEG of memory.
  
- 5. Problem:** The game locks up at the XL Titanium screen, then resets.  
**Solution:** Check the SIMMs, the Titanium program requires 32 MEG of memory.

## **Megatouch™ XL Tanim 2 Championship Edition Instructions (For Championship Kits Only)**

### *Overview*

The Titanium 2 Championship Edition™ is a completely programmable tournament promotion system, allowing players to compete for a prize pool based on the income from premium-priced tournament games. The top three scorers, at the completion of a tournament, are entered into the Winners' List for retention until they claim their prizes. The game can be set to use cash prizes or redemption points depending on local laws.

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

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

## Programming a Tournament

1. Press the SETUP button (located behind the cashbox in countertop models and on the PC shelf in upright models).
  2. At the Setup Screen, touch the SYSTEM SETTINGS icon.
  3. At the System Settings Screen, touch the TOURNAMENT icon. This will take you to the Tournament Controls screen (see Figure 5). At this screen, touch the SET-UP icon to enter the Tournament Clock/Currency Screen.
  4. At the Clock/Currency Screen (see Figure 6) confirm the correct date and time (if the date and/or time is incorrect, set the correct values using the UP and DOWN arrows next to each field). Set the credit value by touching the UP and DOWN arrows until the desired value is shown. Set the appropriate currency type by touching the desired currency symbol at the bottom of the screen.
- (NOTE: THE CREDIT VALUE IS LOCKED AND CANNOT BE CHANGED WHILE A TOURNAMENT IS RUNNING!)**

5. Touch the "Next Page" icon to enter the Tournament Setup Screen (see Figure 7).

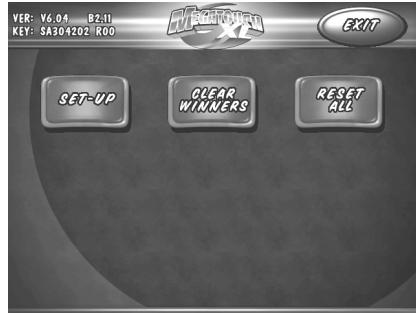


FIGURE 5 - TOURNAMENT CONTROLS SCREEN

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

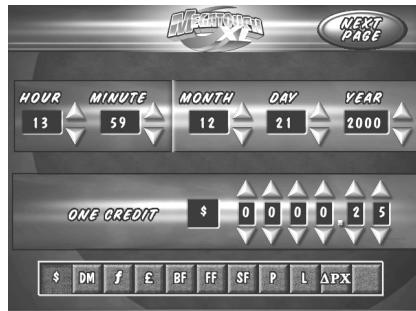


FIGURE 6 - CLOCK/CURRENCY SCREEN

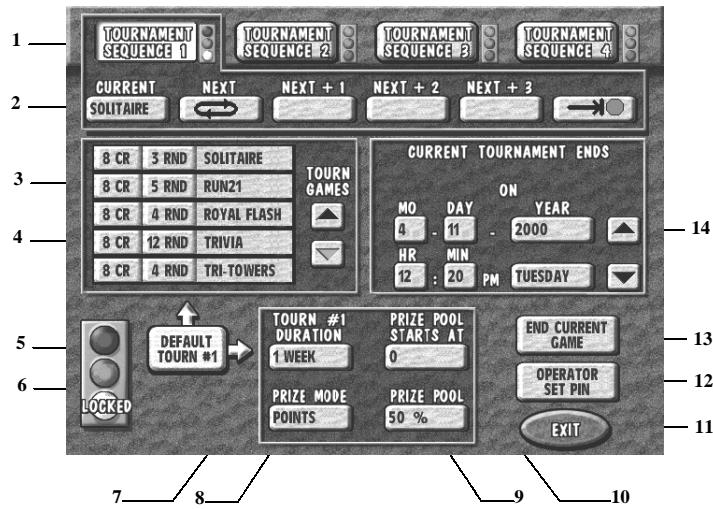


FIGURE 7 - TOURNAMENT SETUP SCREEN  
(EXPLANATION OF BUTTONS CONTINUES ON FOLLOWING PAGE)

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

|           |                      |   |
|-----------|----------------------|---|
| <b>6</b>  | Status Light         | This is the last step for programming a tournament sequence. Status can be toggled to RUNNING , DELAYED or STOPPED by touching the associated traffic light color. RUNNING (green) means the current tournament will start upon returning to the Game Menu Screen; DELAYED (yellow) means the current tournament will start at the programmed time and date. The tournament settings are LOCKED (red) for the current tournament after credits have been played for that tournament. WHEN THE STATUS IS LOCKED, ANY CHANGES TO THESE FIELDS WILL AFFECT THE NEXT TOURNAMENT (S) ONLY. |
| <b>7</b>  | Tournament Duration  | Sets duration for tournament games in the displayed Tournament Sequence.  |
| <b>8</b>  | Prize Mode           | Sets to POINTS or CASH, depending on tournament type. When set to CASH, a message is displayed reminding the user to confirm the legality of cash tournaments in their area.  |
| <b>9</b>  | Prize Pool           | Sets the percentage of the tournament's total coin drop to be used for tournament prizes.   |
| <b>10</b> | Prize Pool Starts At | Allows the operator to start the tournament with cash/points already in the Prize Pool. The pool increases as players deposit coins.  |
| <b>11</b> | EXIT                 | Exits to the Tournament Controls screen. While in the Tournament set up screen, highlighting any game in the sequence, will turn this button to a cancel button and will allow you to cancel out of the selected game and restart your selection(s) for tournament play.  |
| <b>12</b> | Operator Set PIN     | Displays the Set Attendant PIN keypad. The operator can set up to four PINs to be used by attendants for awarding prizes.   |
| <b>13</b> | End Current Game     | Ends the current tournament game <i>for the highlighted sequence only.</i>  |
| <b>14</b> | Time and Date Fields | Touch the field you want to change and adjust the value using the UP and DOWN arrows. Double-check the time before performing Step 4. You cannot set the time earlier than the current time. Tournament play can be set in ten-minute increments past the real time .   |



FIGURE 8—WINNERS' SCREEN

### Awarding Prizes

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

1. To award a prize, access the Winners' List (by touching the screen in the idle mode and then selecting the CLAIM PRIZES icon, or by entering the tournament game selection screen and selecting LAST WINNERS.) Touch the CHANGE GAME icon to locate the Winners' List for the desired tournament (use the UP and DOWN arrows to page through the list of winners).
2. On the Winners' List Screen, touch the players' name to whom the prize will be awarded.
3. When the PIN keypad is displayed, an attendant must enter one of the four, pre-programmed attendant PINs (see Figure 8).
4. The player then enters their PIN to confirm the awarding of the prize.
5. The attendant must then touch the PRIZE AWARDED icon to register the payout.  
(NOTE: TOUCHING "EXIT", WITHOUT TOUCHING "PRIZE AWARDED," WILL CAUSE THE PRIZE AWARD SEQUENCE TO BE ABORTED. THE SEQUENCE WILL HAVE TO BE REPEATED TO AWARD THE PRIZE).

### Pay Without PIN

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

## **Merit Industries, Inc. Software License Agreement**

Merit Industries, Inc. ("Licensor") is willing to license the enclosed software to you only if you accept all of the terms in this license agreement.

### **Ownership of the Software**

1. The enclosed Megatouch™ software program ("Software") and the accompanying written materials are owned by Licensor and are protected by United States copyright laws, by laws of other nations, and by international treaties.

### **Restrictions on Use and Transfer**

2. If this Software package contains multiple media types (such as CD's, flash cards, hard drives, etc), then you may use only the type of media appropriate for your Machine. You may not use the other media types on another Machine, or transfer, or assign them to another user except as part of the permanent transfer of the Software and all written materials (as provided for below in paragraph 4).
3. You may make one copy of the software for backup purpose only. You may not copy or make backup copies of any software security key or software security device under any circumstances.
4. You may permanently transfer the right to use the Software and accompanying written materials (including the most recent update and all prior versions) if you retain no copies and the transferee agrees to be bound by the terms of this Agreement. Such a transfer of this license to another party terminates your license. You may not otherwise transfer or assign the right to use the Software, except as stated in this paragraph.
5. You may not operate or allow the operation of the Software at locations where the operation of such Software does not comply with all local, state, and other governmental body laws and regulations.
6. You may not modify, adapt, translate, reverse engineer, decompile, disassemble the Software or create derivative works from the Software or any component thereof; nor may you remove, modify or hide or otherwise make unreadable or non-viewable any notice, legend, advice, watermark or other designation contained on the Software, component thereof, or output therefrom.
7. You agree that the Software and the authorship, systems, ideas, methods of operation, documentation and other information contained therein, and all versions, modifications and adaptations thereto are proprietary intellectual properties of Licensor and are protected by civil and criminal law, and by the law of copyright, trade secret, trademark and patent of the United States and other countries.

### **Limited Warranty**

8. Licensor warrants, solely for your benefit, that the Software will function in material conformity, with its accompanying documentation for a period outlined in Licensor's standard product warranty period after your receipt of the Software.

### **Licensor's Obligations Under Warranty**

9. Licensor's sole obligation under the aforesaid warranty shall be to utilize commercially reasonable efforts to correct or modify such portion of the Software as to make it materially conform with the applicable documentation.

#### Grant Of License

10. Licensor grants to you the right to use one copy of the Software on a single Megatouch™ ("Machine") accompanied by a single licensor factory authorized security key. Licensor reserves the right to update versions of the software and the content to the Machine as deemed appropriate by the Licensor.

#### Disclaimers

11. EXCEPT AS PROVIDED IN THE SECTION ENTITLED "LIMITED WARRANTY", LICENSOR MAKES NO OTHER PROMISES, REPRESENTATIONS OR WARRANTIES, WHETHER EXPRESSED OR IMPLIED, REGARDING OR RELATING TO THE SOFTWARE OR CONTENT THEREIN OR TO ANY OTHER MATERIAL FURNISHED OR PROVIDED TO YOU PURSUANT TO THIS AGREEMENT OR OTHERWISE AND LICENSOR SPECIFICALLY DISCLAIMS ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE WITH RESPECT TO SAID MATERIALS OR THE USE THEREOF. TO THE MAXIMUM EXTENT ALLOWABLE BY LAW THE UNIFORM COMMERCIAL CODE OR OTHER UNIFORM LAWS SHALL NOT APPLY TO THIS AGREEMENT.

#### Limitation on Liability

12. IN NO EVENT SHALL LICENSOR BE LIABLE UNDER ANY CLAIM, DEMAND OR ACTION ARISING OUT OF OR RELATING TO THE SOFTWARE, OR LICENSOR'S PERFORMANCE OR LACK THEREOF UNDER THIS AGREEMENT FOR ANY SPECIAL, INDIRECT, INCIDENTAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH CLAIM, DEMAND OR ACTION. IN ADDITION, WITHOUT LIMITING THE FOREGOING, IN ALL EVENTS THE REMEDIES AVAILABLE TO YOU SHALL BE LIMITED TO THE AMOUNT PAID BY YOU TO LICENSOR FOR THE SOFTWARE.
13. IN NO EVENT WILL LICENSOR BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY LOSS OF PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE SOFTWARE.

#### General

14. The validity and construction of this Agreement and of the rights and obligations herein shall be determined and governed by the laws of the Commonwealth of Pennsylvania, USA. Any controversy or claim arising out of or relating to this agreement shall be resolved in the appropriate venue in Pennsylvania, USA.
15. Merit, in its sole discretion, may assign this agreement or any of its rights and obligations hereunder.
16. If you have any questions concerning this Agreement or wish to contact Licensor for any reason, please write: Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, USA.

## Contrat de licence de logiciel de Merit Industries, Inc.

Merit Industries, Inc. (ci-après le "Concédant") est disposé à vous accorder la licence d'utilisation du logiciel ci-inclus, à condition que vous vous engagez à respecter tous les termes, clauses et conditions du présent contrat de licence.

### Droit de Propriété

1. Le logiciel Megatouch™ (ci-après le "logiciel") et toute la documentation écrite, restent la propriété du Concédant et sont protégés par les lois du copyright des Etats-Unis, ainsi que par les lois des autres pays et les traités internationaux.

### Restriction d'Utilisation et Transfert

2. Si le présent logiciel comprend plusieurs types de composants (tels que CD-ROM, cartes flash, disques durs, etc), vous ne pouvez utiliser que ceux qui conviennent à votre appareil. Il est strictement interdit de les utiliser sur un autre appareil, les transférer -ou les céder à un autre utilisateur, sauf si en cas de transfert permanent du logiciel et de toute la documentation écrite (comme indiqué ci-dessous au paragraphe 4).
3. Il est interdit de copier le logiciel, à l'exception d'une copie de sauvegarde. Il est aussi interdit de reproduire -ou faire des copies de sauvegarde des programmes de clé de sécurité ou autres fichiers de sécurité, quelles que soient les circonstances.
4. Vous pouvez céder en permanence à un tiers -le droit d'utiliser le LOGICIEL et toute la documentation écrite l'accompagnant, (ainsi que la plus récente mise-à-jour et toutes autres anciennes versions) seulement si vous n'en gardez pas de copies, et si le cessionnaire s'engage à respecter les termes, clauses et conditions du présent Contrat. Cette cession à un tiers met fin à votre licence. Autrement, vous n'avez pas la permission de transférer ou d'accorder à un tiers le droit d'utiliser le présent logiciel, excepté que tel que décrit dans le présent paragraphe.
5. Il est interdit d'utiliser le présent logiciel ou de permettre son utilisation dans des emplacements où l'utilisation du présent logiciel n'est pas conforme aux lois et réglementations locales, nationales ou réglementations d'autres organismes gouvernementaux.
6. Il est interdit de modifier, adapter, traduire, démonter, décompiler, désassembler le logiciel ou créer du matériel dérivé du logiciel ou de tout composant de celui-ci; vous ne pouvez pas enlever, modifier ou cacher ou rendre illisible ou non-visible toute instruction, légende, information ou filigrane ou autre désignation qui apparaît dans le logiciel, composant dudit logiciel ou résultant dudit logiciel.
7. Vous convenez que le logiciel et les droits d'auteur, les systèmes, les idées, les méthodes d'utilisation, la documentation et autre information incluse, ainsi que toutes les versions, modifications et adaptations qui s'y rattachent sont les propriétés intellectuelles du Concédant et sont protégées par le droit civil et pénal et par la loi sur le copyright, le secret commercial, la marque déposée et le brevet aux Etats-Unis et dans les autres pays du monde.

### Limite de Garantie

8. Le Concédant garantit seulement à votre intention, que le logiciel permettra une utilisation conforme, avec la documentation l'accompagnant, pendant la période de temps indiquée dans la période de garantie du produit standard du Concédant, à compter de la date de livraison du logiciel.

**Responsabilité du Concédant aux termes de la Garantie**

9. La seule obligation du Concédant aux termes de la garantie susmentionnée sera de faire tous les efforts commercialement raisonnables pour corriger ou modifier la partie du logiciel pour le rendre matériellement conforme aux spécifications de la documentation.

**Concession de Licence**

10. Le Concédant vous accorde le droit d'utiliser une seule copie sur un seul Megatouch™ (ci-après "Appareil") accompagné d'une seule clé de sécurité autorisée en usine et fournie par le Concédant. Le Concédant réserve le droit de mise-à-jour des versions du logiciel et du contenu de l'Appareil, quand il juge nécessaire de le faire.

**Exclusion de toute autre garantie**

11. EXCEPTE COMME PREVU DANS LA SECTION INTITULEE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET A QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ECHEANT, TOUT SUPPORT OU MATERIEL FOURNI CONFORMEMENT AU PRESENT CONTRAT. EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OU CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRESENT CONTRAT.

**Limite de Responsabilité**

12. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DE TOUTE RECLAMATION, DEMANDE OU ACTION RESULTANT DE OU EN RAPPORT AVEC LE LOGICIEL OU LA PERFORMANCE OU MANQUE DE PERFORMANCE DU CONCEDANT EN VERTU DU PRESENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRESUMEE PAR LA LOI ET QUI DOIVENT ETRE EXPRESSEMENT PROUVEES, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ETE AVISE OU NON DE LA POSSIBILITE D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRECEDE, LES DEDOMMAGEMENTS A VOTRE DISPOSITION SERONT LIMITES AU MONTANT QUE VOUS AUREZ PAYE AU CONCEDANT POUR LE LOGICIEL.
13. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ECONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DECOULANT DE L'UTILISATION OU DE L'IMPOSSIBILITE D'UTILISATION DU LOGICIEL.

**Dispositions Générales**

14. La validité et la construction du présent Contrat et les droits et obligations ci-inclus seront déterminés et régis par les lois du Commonwealth de Pennsylvanie aux États-Unis. Toutes litiges ou réclamations résultant ou relatives au présent Contrat feront l'objet d'une procédure de conciliation dans un établissement compétent en Pennsylvanie, aux Etats-Unis.
15. Merit Industries -réserve le droit de transférer le présent contrat à un tiers ainsi que ses droits et obligations ci-après.
16. Pour toutes questions concernant le présent Contrat -ou si vous désirez contacter le Concédant pour une raison quelconque, veuillez écrire à: Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, Etats-Unis.

## **Merit Industries, Inc. Softwarelizenzabkommen**

Merit Industries, Inc. („Lizenzgeber“) ist nur dann bereit Ihnen eine Lizenz für die beiliegende Software zu erteilen, wenn Sie alle Bestimmungen dieses Lizenzabkommens akzeptieren.

### **Eigentumsvorbehalt der Software**

1. Das beiliegende Megatouch™ Softwareprogramm („Software“) und die schriftlichen Unterlagen sind Eigentum des Lizenzgebers und sind durch die Gesetze der Vereinigten Staaten und anderer Länder und durch internationale Verträge urheberrechtlich geschützt.

### **Beschränkungen im Gebrauch und Transfer**

2. Sollte diese Softwarelieferung mehrere Medien enthalten (z.B. CD, Karten, Festplatten usw.), dürfen Sie nur die für Ihre Maschine angebrachte Medienart verwenden. Die anderen Medienarten dürfen nicht auf anderen Maschinen verwendet werden oder an Dritte übergeben werden, abgesehen von einem endgültigen Transfer der Software und aller schriftlichen Unterlagen (wie im untenstehenden Paragraphen 4 beschrieben).
3. Sie dürfen nur eine Sicherungskopie der Software herstellen. Unter keinen Umständen dürfen Sie einen Softwaresicherungsschlüssel oder Sicherungsmaßnahmen kopieren oder davon Sicherungskopien herstellen.
4. Sie dürfen das Nutzungsrecht für die Software und die schriftlichen Unterlagen (einschließlich der aktuellen Version und aller vorhergehenden Versionen) an Dritte übertragen, wenn Sie keine Kopie behalten und wenn der Empfänger die Bestimmungen dieses Abkommens akzeptiert. Bei einem solchen Transfer der Lizenz an Dritte erlischt Ihre Lizenz. Abgesehen von den Bestimmungen dieses Paragraphen sind alle anderen Transfers oder Übertragungen der Nutzungsrechte für diese Software unerlaubt.
5. Sie dürfen die Software nicht benutzen oder eine Nutzung gestatten, wenn eine solche Nutzung der Software irgendwelche Gesetze und Verordnungen der kommunalen oder staatlichen Behörden verletzen würde.
6. Es ist Ihnen nicht gestattet, die Software abzuändern, zu verändern, zu übersetzen, rückumzuwandeln, zu dekompilieren oder zu zerlegen, oder aus der Software oder eines Teils davon andere Werke abzuleiten. Sie dürfen auch aus der Software, einem Bestandteil der Software oder aus den Datenausgaben der Software keine Hinweise, Bemerkungen, Ratschläge, Wasserzeichen oder andere Markierungen entfernen, verändern, verbergen oder auf andere Art unlesbar machen.
7. Sie akzeptieren, dass die Software und die Urheberschaft, die Systeme, die Ideen, die Arbeitsweisen, die Dokumentation und alle anderen darin enthaltenen Informationen und alle Versionen, Veränderungen, und Bearbeitungen davon das geistige Eigentum des Lizenzgebers sind, und dass sie durch Straf- und Zivilgesetzgebung und durch die Copyright-, Geschäftsgeheimnis-, Warenzeichen- und Patentgesetze der Vereinigten Staaten und anderer Länder geschützt sind.

### **Beschränkte Garantie**

8. Der Lizenzgeber garantiert zu Ihren Gunsten, dass die Software für die angegebene normale Garantiezeit des Lizenzgebers nach Ihrer Annahme der Software in erheblicher Übereinstimmung mit der beiliegenden Dokumentation laufen wird.

### **Verpflichtung des Lizenzgebers im Rahmen der Garantie**

9. Die ausschließliche Pflicht des Lizenzgebers im Rahmen der vorstehenden Garantie besteht darin, alle geschäftlich vertretbaren Schritte zu unternehmen, um Teile der Software zu berichtigen oder abzuändern, bis sie mit der beiliegenden Dokumentation erheblich übereinstimmen.

#### Übertragung der Lizenz

10. Der Lizenzgeber gibt Ihnen das Anrecht, eine Kopie der Software auf einer einzelnen Megatouch™ („Maschine“) mit einem einzelnen werksmäßig gestatteten Sicherungsschlüssel zu benutzen. Der Lizenzgeber behält sich das Recht vor, nach eigenem Ermessen die Software und den Inhalt der Maschine zu verbessern.

#### Beschränkungen

11. ABGESEHEN VON DEN BESTIMMUNGEN DES PARAGRAPHEN „BESCHRÄNKTE GARANTIE“ GIBT DER LIZENZGEBER KEINE SONSTIGEN VERSPRECHEN, VERPFLICHTUNGEN ODER GARANTIEN, OB AUSDRÜCKLICH ODER STILLSCHWEIGEND, FÜR DIE SOFTWARE ODER IHRE BESTANDTEILE ODER FÜR ALLE ANDEREN MATERIALIEN, DIE IHNEN IM RAHMEN DIESES ABKOMMENS ZUR VERFÜGUNG GESTELLT ODER ÜBERLASSEN WERDEN, UND DER LIZENZGEBER LEHNT AUSDRÜCKLICH ALLE ANSPRÜCHE AUF MARKTFÄHIGKEIT UND EIGNUNG DER BESAGTEN MATERIALIEN FÜR DEN GEWÖHNLICHEN GEBRAUCH AB. SOWEIT GESETZESMÄSSIG ZUGELASSEN, SOLLEN DIE HANDELSRECHTLICHE GESETZGEBUNG AUS DEM UNIFORM COMMERCIAL CODE ODER ANDERE GESETZE AUF DIESES ABKOMMEN NICHT ANWENDBAR SEIN.

#### Haftungsbeschränkung

12. DER LIZENZGEBER HAT KEINERLEI HAFTUNG BEI EINEM ANSPRUCH, EINER FORDERUNG ODER EINER KLAJE, DIE AUF NUTZUNG DER SOFTWARE, DER LEISTUNG DES LIZENZGEBERS ODER DESSEN VERSAGEN IM RAHMEN DIESES ABKOMMENS FÜR JEGLICHE FOLGE-, INDIREKTE, SONDER- ODER NEBENSCHÄDEN BERUHEN, SELBST WENN DER LIZENZGEBER AUF DIE MÖGLICHKEIT EINES SOLCHEN ANSPRUCHES, EINER FORDERUNG ODER EINER KLAJE HINGEWIESEN WURDE. WEITERHIN UND OHNE BESCHRÄNKUNG DES LETZTEN SATZES, DÜRFEN IN ALLEN FÄLLEN DIE IHNEN ZUR VERFÜGUNG STEHENDEN ABHILFEN DIE VON IHNEN FÜR DIE SOFTWARE AN DEN LIZENZGEBER GEZAHLTE SUMME NICHT ÜBERSCHREITEN.
13. DER LIZENZGEBER HAT IN KEINEM FALL EINE HAFTUNG IHNEN GEGENÜBER FÜR SCHÄDEN, EINSCHLIESSLICH ETWAIGER GEWINNVERLUSTE, NICHT REALISIERTER EINSPARUNGEN ODER ANDERER NEBEN- ODER FOLGESCHÄDEN, DIE AUS IHRER VERWENDUNG ODER GEBRAUCHSUNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

#### Allgemein

14. Die Rechtsgültigkeit und Provisionen dieses Abkommens und der darin enthaltenen Rechte und Pflichten werden durch die Gesetze des Commonwealth of Pennsylvania bestimmt. Alle Ansprüche, die aus diesem Abkommen entspringen oder dieses Abkommen betreffen, werden am jeweiligen Verhandlungsort in Pennsylvania, USA, verhandelt.
15. Merit kann nach eigenem Ermessen dieses Abkommen oder jedes der darin enthaltenen Rechte und Pflichten an Dritte abtreten.
16. Bei Rückfragen über dieses Abkommen oder wenn Sie den Lizenzgeber aus einem anderen Grund kontaktieren wollen, bitte schreiben an: Merit Industries, Inc., 2525 State Road, Bensalem, PA 19020, USA.

## **NOTES:**



Please read the enclosed license agreement. Operation of this game constitutes acceptance of the Merit Software License Agreement.

Veuillez lire le contrat de licence d'utilisation ci-inclus. Si vous utilisez ce jeu, vous vous engagez à respecter les termes et conditions du contrat de licence d'utilisation du logiciel de Merit.

Bitte beiliegendes Lizenzabkommen durchlesen. Das Merit Software Lizenzabkommen tritt in Kraft, sobald dieses Spiel verwendet wird.

MEGATOUCH TITANIUM 2 EDITION KIT  
PM0350-02