MEGATOUCH. FORCE™

MEGATOUCH MAXX
TO FORCE CONVERSION
INSTRUCTIONS

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http://www.meritgames.com

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MAXX to FORCE Conversion Instructions

IMPORTANT!!!

You MUST have a Microtouch Touchscreen to complete this upgrade. If you have an ELO Touchscreen, you must purchase a new touchscreen from an authorized Merit distributor. ELO Touchscreens can be identified by the SILVER COLOR, METAL COATED CASING of the controller.

WARNING: Do not enable Hi-Resolution on games that are converted from MAXX to FORCE. The monitors in these games are not designed for Hi-Resolution and will adversely affect the display.

NOTE: THIS INSTALLATION SHOULD ONLY BE PERFORMED BY A QUALIFIED SERVICE TECHNICIAN.

CONTENTS:

QTY	PART #	DESCRIPTION
1	SA3526-XX	FORCE 2007 SECURITY KEY
1	SA0333-01	POWER SUPPLY ASSEMBLY
1	SB0448-01	DC POWER HARNESS ASSEMBLY
1	SB0447-01	DC CABLE
1	SB0449-02	DC EXTENSION HARNESS
1	SA0252-02	AC POWER HARNESS
1	SA0335-02	UPRIGHT AC HARNESS
1	SB0450-01	I/O ADAPTER HARNESS heavy
1	SB0451-01	I/O ADAPTER HARNESS mini
1	EC9840-10	TOUCHSCREEN CONTROLLER
1	SB0452-XX	FORCE 2007.5 HARD DRIVE & MOTHERBOARD MODULE
2	GL3100-6X	CLASSIC LEFT & RIGHT SIDE DECAL - FORCE 2006
2	GL3100-63	FORCE 2007 OVAL DECAL
1	PM0306-05	MAXX<FORCE UPGRADE LABEL
1	PM9998-02	SERIAL NUMBER TAG
1	PM8928-81	FORCE 2007 SIGN
1	SA7297-13	MAGNETIC SIGN HOLDER
1	EC0072-04	ETHERNET CABLE
6	HW8811	TIE WRAP, 11/16BDL,LOOSE
3	HW4201	6-32x.25L PAN/PHL SMSCR
1	CN4451-01	ETHERNET COUPLER
1	CN4452-01	PHONE COUPLER
1	MW0358-01	COUPLER RETAINING BRACKET
1	EC0098-02	MODEM CABLE, 62.00L
2	HW3151	6-32 NYLON THUMBNUT
2	EC0072-10	ETHERNET LINE/PATCH CORD
2	HW4393	8-32x.50L PAN/PHL SMSCR
2	HW3201	8-32 KEPNUT
8	HW4394-02	8x.75L SHEET METAL SCREW
2	HW3162	STOP NUT
3	HW6039	HEX STANDOFF
1	CN4453-01	CROSSOVER COUPLER, RJ45, 10BT
2	HW8859-01	ADHESIVE-BACKED WIRE TIE DOWN

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC DEVICES

Motherboard Handling Precautions

Before handling any boards, observe the following procedures:

• Remove any static charge from your body by touching a grounded piece of metal on the game. Failure to ground yourself before performing an upgrade may result in damage to your system and may prevent you from performing a successful upgrade.

• Use a ground strap when handling the boards.

• When plugging in connectors to the board, make sure the connector is inserted straight onto the header and that the connector covers all header pins.

• Do not connect any peripheral device to the board if the power is still connected to the peripheral or if power is already applied to the board.

• Prevent electro-static discharge by storing the boards in the anti-static bags in which they are shipped.

MOTHERBOARD CONNECTIONS
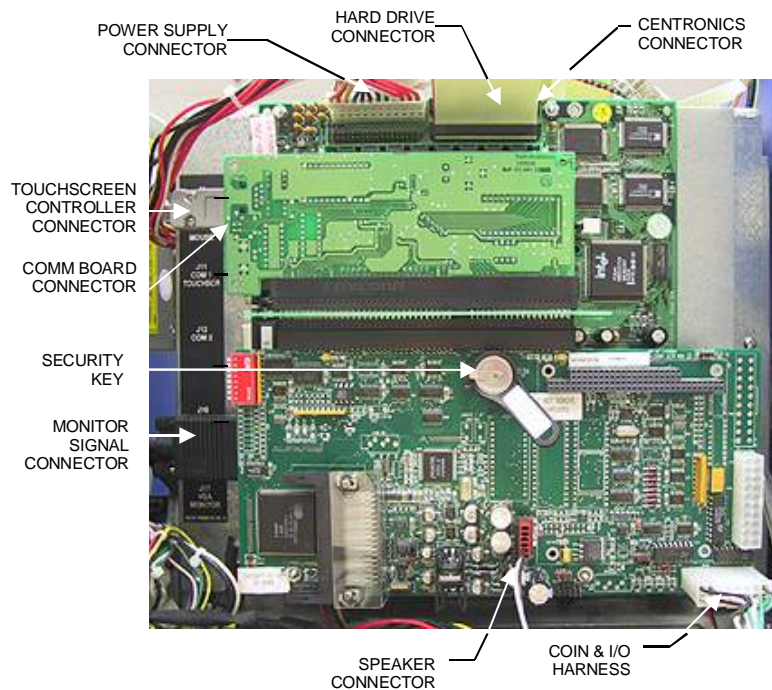
FIGURE 1 - TELCO 586 MOTHERBOARD WITH SA10047 I/O BOARD

MOTHERBOARD CONNECTIONS CONTINUED

POWER SUPPLY
CONNECTOR
(OBSCURED)

HARD DRIVE
CONNECTOR

KEYBOARD
CONNECTOR

MOUNTING
SCREW
LOCATION
(2 PLACES)

TOUCHSCREEN
CONTROLLER
CONNECTOR

CMOS
BATTERY

RISER
CARD

SECURITY KEY
CONNECTOR

MONITOR
SIGNAL
CONNECTOR

I/O BOARD

PRINTER
CONNECTOR
(OPTIONAL)

SPEAKER
CONNECTOR
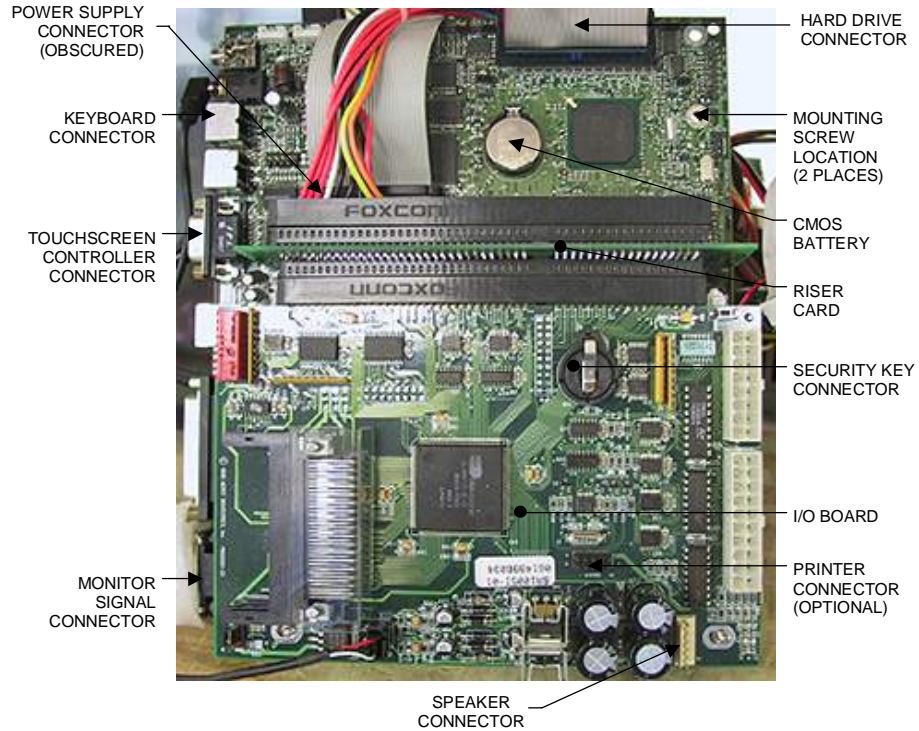
FIGURE 2 - ITOX/MITSUBISHI MOTHERBOARD WITH SA10051 I/O BOARD

STANDOFF SECURING
SUPPORT BRACKET
TO MOTHERBOARD

DC POWER
HARNESS

HARD DRIVE
CONNECTOR

STANDOFF
SECURING
SUPPORT
BRACKET TO
AUDIO BOARD

ETHERNET
CONNECTOR

TOUCHSCREEN
CONTROLLER
CONNECTOR

SUPPORT
BRACKETS

AUDIO
BOARD

RISER CARD

SECURITY KEY

I/O BOARD

MONITOR
SIGNAL
CONNECTOR

I/O CONNECTOR

SPEAKER
CONNECTOR

PRINTER
CONNECTOR
(OPTIONAL)
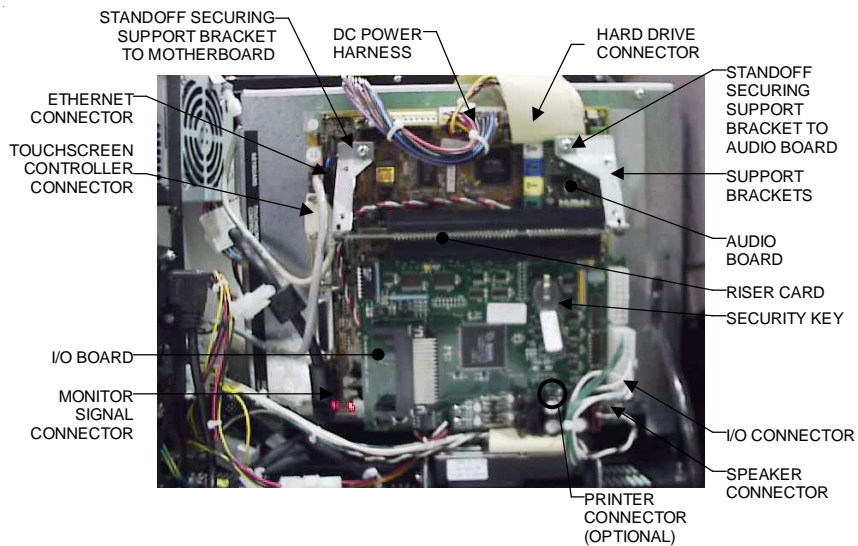
FIGURE 3 - UNICORN MOTHERBOARD WITH SA10051 I/O BOARD

POWER SUPPLIES USED IN MAXX AND XL GAMES

FIGURE 4 - PC / AT POWER SUPPLY - GlobTek ST-230WHF

Used in:
Full MAXX
MAXX Classic and Blue MAXX
MAXX Upright and Blue MAXX Upright
XL games

FIGURE 5 - EOS POWER SUPPLY - EOS VTL100-4000

Used in:
MAXX Elite and EZ MAXX
MAXX Select and Slim MAXX

POWER SUPPLIES USED IN MAXX AND XL GAMES

FIGURE 6 - ATX POWER SUPPLY - Mini-GlobTek AT145-S/GPS145

Used in:
MAXX Classic and Blue MAXX
MAXX Elite and EZ MAXX
MAXX Select and Slim MAXX
MAXX Upright
Converted XL games

FIGURE 7 - ATX POWER SUPPLY - Enhance SFX-1211J

Used in:
MAXX Classic and Blue MAXX
MAXX Elite and EZ MAXX
MAXX Select and Slim MAXX
MAXX Upright
Converted XL games

MAXX CLASSIC, BLUE MAXX, AND CONVERTED XL COUNTERTOP GAMES

Initial Steps

NOTE: Read the Motherboard Handling Precautions before proceeding (see Page 2).

1. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

2. Unlock and open the rear door.

NOTE: During this upgrade we highly recommend that you clean any dirt or dust inside the game, particularly on the cooling fans. Keeping the game cool and clean will maintain and prolong performance.

3. Remove and set aside the coin box.

Electronics Removal

NOTE: Cut tie wraps as necessary.

4. Use Figures 1-3 to determine what kind of motherboard is in your game. Using the Figure, disconnect the following from your motherboard assembly:
   - Touchscreen controller connector
   - Centronics connector
   - Hard drive ribbon cable
   - VGA video connector
   - I/O connector
   - Speaker connector
   - DC power harness

5. Carefully disconnect any remaining harness connections to the I/O board.

6. Disconnect any remaining harnesses connected to the electronics tray.

7. **MAXX games**: Remove the 2 nuts from the back of the motherboard assembly and remove the motherboard.

   Converted XL games: Remove the 2 mounting screws and spacers securing the motherboard assembly, then remove the motherboard.

   XL games: Remove the 2 hexnuts and spacers securing the motherboard assembly, then remove the motherboard.

8. Remove the plastic motherboard guide(s) that held the bottom of the motherboard on the metal lip in the game. They will be permanently removed.

9. Disconnect the liquid drain tube from the gutter at the rear door hinge. It is located opposite the power supply. This will be reconnected later. See Figure 8.

10. Remove the screw or 2 hexnuts securing the hard drive mounting plate to the game chassis. See Figure 8.

11. Disconnect the 4-pin power connector from its mating connector, keep this

cable connected to the hard drive. See Figure 8.

12. Remove the hard drive and cables from the game.

Electronics Tray Installation

13. To properly install the new FORCE electronics tray, you will need to re-move the hard drive, I/O board, and motherboard from the tray. Release the clamp on the hard drive support-ing the IDE ribbon cable and the other clamp attaching the two IDE ribbon cables.

14. Remove the IDE ribbon cable and DC power connector from the hard drive.

15. Remove the 3 screws securing the hard drive assembly, then remove the assembly.

16. Disconnect the J5, J6, J14, J15, J16, and J18 connectors from the I/O board. See Figure 31.

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect ALL of the harnesses.

17. Remove the 4 screws securing the new I/O board to the motherboard on the FORCE electronics tray, then re-move the I/O board. See Figure 31.

18. Remove the 4 hexnut standoffs (lo-cated where the I/O board was mounted) and 2 screws securing the new motherboard to the FORCE elec-tronics tray, then remove the motherboard. If necessary, remove any connections.

19. Install the FORCE electronics tray on the 2 standoffs or threaded studs where the old motherboard was mounted (see Figure 12). Secure the board to the chassis with the two

screws or nuts. If the screws do not correctly line up with the slots, care-fully loosen the screws and move them for correct alignment.

XL games ONLY: Behind the metal display frame, loosely secure a lock-nuts on each pressed stud. Slide the FORCE electronics tray onto the studs. Place another hexnut in front of the board on each stud. Tighten the nuts so that no more than 2 threads of the screws are showing beyong the outer-most hexnut. This will prevent damage to the motherboard.

20. Secure the bottom of the tray to the chassis by installing one supplied screw through each of the two slots at the bottom (see Figure 12). Make sure the bottom of the screw is facing down, then secure the screws with the 2 supplied hexnuts.

21. Using the existing 4 hexnut standoffs and 2 screws, remount the motherboard to its position on the elec-tronics tray, then reconnect any re-moved connections. See Figure 30. Make sure that the screws securing the electronics tray are not contacting the underside of the motherboard.

22. Using the 4 existing screws, remount the I/O board to its position on the elec-tronics tray, then reconnect the J5, J6, J14, J15, J16, and J18 connectors to the I/O board. See Figure 31.

23. Connect the 6-pin speaker harness in the game to the J12 location on the I/O board. See Figure 31.

24. Using the 3 existing screws, remount the hard drive assembly to its position on the electronics tray. Then, recon-nect IDE ribbon cable and DC power connector to the hard drive.

25. Secure the ribbon cable from the hard drive in the cable clamp on the hard drive. then, reattach the clamp joining the two IDE ribbon cables.

Power Supply Removal

26. Disconnect the main DC power supply harness from from all points in the game. Be sure to remember what is disconnected, as you will need to reconnect many of the points later.

27. Remove the two nuts securing the power cord retention bracket, remove the bracket and disconnect the line cord from the power supply. See Figure 8.

28. Remove the two hexnuts securing the right side of the power supply bracket to the bottom of the game (see Figure 8).

29. Using the access holes in the lower right side of the power supply bracket, loosen the remaining two hexnuts securing the power supply bracket and slide the bracket out of the game. See Figure 8.

30. Unfasten the 4 screws securing the power supply to the mounting bracket and remove the power supply. See Figure 8.

31. Disconnect the fast-on connectors to the switch and all remaining power supply harnesses.

Touchscreen Controller Removal

32. Remove the 2 screws securing the touchscreen controller.

33. Disconnect the 4-pin, orange and gray power connector coming from the touchscreen controller.

34. Detach the touchscreen controller cable from the underside of the controller and remove the touchscreen controller.

Touchscreen Controller Installation

35. Verify that the DC power cable of the touchscreen is **NOT** connected to the DC power harness.

36. Using a DVM in the resistance mode, check for continuity (resistance less than 2 ohms) between the metal game chassis and pin #8 of the Microtouch connector. See Figure 32 for location.

    If continuity is found, locate the ground ring on the touchscreen cable near the touchscreen glass. Cut the ground ring to remove it. **NOTE:** Do not cut the ground at the power connector end of the cable. Then insulate the exposed wire. **WARNING!!! Do not proceed with touchscreen controller installation until no continuity is found.** Check the continuity again. If no continuity is found, continue with the installation process.

37. Plug the wire from the touchscreen glass into the underside of the supplied controller.

38. Secure the new controller to the game with the existing two screws.

39. Reconnect the 4-pin, orange and gray power connector to the 4-pin mating connector on the provided SA0448-01 harness.

Power Supply Installation

40. *If your game had an ATX power supply:* Remove the provided supply from the adapter bracket and install the power supply in the same orientation

as the old supply using the same screws. See Figure 8.

If your game had a EOS or PC power supply: Using the existing screws, install the new power supply (with adapter bracket) in the mounting bracket. It should be installed in the same orientation as the old supply. See Figure 8.

41. Connect connector **D** on the new DC power supply harness assembly (SB0448-01) to the 20-pin connector on SB0453-01, located on the electronics tray.

42. Connect connector **A** of the DC power harness (SB0448-01) to the 20-pin mating connector on the power supply.

43. *EOS power supply only:* Plug the monitor and bill acceptor (if applicable) AC power into the SB0335-01 harness in the power supply mounting frame.

    Reconnect the switch using the harness included in the new power supply frame. The connector on the blue wire (labeled G) should connect to tab 1. The white wire (L) should be connected to tab 2. The brown wire (H) should be connected to tab 3. The black wire (K) should be connected to tab 4. See Figure 33. If required, an SB0447-01 is included in the kit and can provide additional DC connections. Also reconnect the ground wire (labeled D) to the stud next to the power supply mounting bracket.

Modem & Ethernet Coupler Installation

NOTE: IF YOUR GAME ALREADY HAS COUPLERS INSTALLED, SKIP TO STEP 50.

44. Using Figure 9 and the earlier removed power supply bracket, determine the type of game that you have:

    If your game has a horizontally oriented U-bolt on the power entry assembly see Figure 10 - **MAXX A.**

    If your game has a vertically oriented U-bolt and circuit breaker on the power entry assembly like the drawing on the right, see Figure 11 - **MAXX B.**

45. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts). Some models do not have the metal cover plate. If you have a model that was previously set up for linking games you will have an RS 485 com board instead.

46. Remove the thumbnuts securing the cover plate or the RS 485 com board.

47. **MAXX A:** Secure the supplied coupler retention bracket (MW0358-01) with the thumbnuts. Orient the supplied, snap-in Ethernet coupler and insert it into the lower access hole in the coupler retention bracket. Then orient the supplied, snap-in phone coupler and insert it into the upper access hole in the coupler retention bracket. See Figure 10.

    MAXX B: Orient the supplied, snap-in Ethernet coupler and insert it into the right access hole. Then orient the supplied, snap-in phone coupler and insert it into the left access hole. See Figure 11.

48. Connect one end of the supplied Ethernet cable (EC0072-10) to the inside of the Ethernet coupler. Connect the other end to the Ethernet port on the motherboard (see Figure 30).

49. Connect the mating connector on the supplied modem cable (EC0098-02) to the phone coupler. If you have installed a modem or if your electronics tray came with a modem, connect the other end of the harness to the mating 2-pin connector on the modem, otherwise tie wrap the cable to keep it out of the way.

50. Reinstall the power supply assembly on the two hexnuts located on the left side of the chassis. Tighten the nuts to secure the side of the bracket. Then, secure the bottom of the assembly with two additional hexnuts. Route the line cord under the power cord retention bracket and secure the bracket with the nut. See Figure 8.

Connections

51. Visually inspect and verify that the microprocessor heatsink/fan clip (located on the motherboard) is installed properly. **DO NOT REMOVE the heatsink/fan to check the installation!**

52. Visually inspect the memory DIMMs on the motherboard to make sure they are properly mounted.

53. Attach the following connections to the new motherboard. See Figure 30 for assistance:
    - VGA video connector
    - Touchscreen controller connector

54. Connect the USB cable from the I/O board (USB-B) to the motherboard (USB-A). See Figures 30 and 31.

55. *If your original I/O board was the SA10047 or SA10023 XL series board:* Connect the SB0450-01 adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the two mated connectors and tighten. See Figure 34.

    If your original I/O board was the SA10051 series board: Connect the SB0451-01 I/O adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the mated connectors and tighten. See Figure 34.

56. Reconnect the liquid drain tube (see Figure 8).

Security Key Installation

57. Locate the security key socket on the I/O board. See Figure 31.

58. Carefully secure the supplied security key under the metal arm.

Boot-Up and Testing

59. Reinstall the coin box.

60. Reconnect the liquid drain tube. See Figure 12.

61. Carefully close the back door of the game. Verify that the door closes without contacting or hitting any internal components or wiring.

62. Reopen the door, then plug in the game and turn the power switch on. **WARNING! Do not touch or reach into the area exposed by the open rear cover. This is open for visual observation ONLY. While visually observing, make sure that the cooling fans are unobstructed and operating properly.**

63. The game may take 1 to 1.5 minutes to complete the boot process. After the booting process is complete, turn off the game.

64. Locate DIP switch #6 on the I/O board (see Figure 31) and set it to the down position. After setting the DIP switch, turn the power switch of the game to ON. This will activate the hardware auto-detect and establish the correct hardware configuration of the game. Follow the directions on the screen.

65. Once the game menu appears, press the **SETUP** button located in the coin box area of the game to access the Main Menu.

66. Touch the **Diagnostics** button, then complete the video, I/O and touchscreen tests to verify proper upgrade installation. Also verify coin/bill inputs, audio output, touchscreen operation and gameplay.

NOTE: If your game is accepting bills, but not giving credit for them, your bill acceptor input may be on channel 3. To correct this, enter the Coin-In Menu and enable channel 3.

67. Once all game functions have been tested, close and lock the CPU section. Verify that the game continues to function properly. Upon verification, any extra parts from removal or installation may be discarded.

Adhering Decals and Labels

68. Remove the existing decals from the side of the game (remove any adhesive residue with an adhesive remover).

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

69. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean for the new decals to adhere properly.

70. Partially peel the backing from the top edge of one of the provided full side decals. Center the decal on the side of the game and apply. Repeat the same step for the other side of the game.

71. Adhere the supplied conversion label (PM0306-05 reading **"Notice: This game has been 'upgraded' using Merit Industries' MAXX to FORCE conversion kits..."**) to the interior side of the cabinet surface where it is visible when servicing the game.

72. It is very important to install the kit serial number label on the game. This serial number must be provided along with the game serial number for service or parts replacement. It will also be required for parts warranties. Locate the metal plate with the game serial number (on the side of the game) and place the kit serial number label next to the serial number plate.

Blue/Classic MAXX

BOLT LOCK

LOCK
COTTER PIN

DOOR ASSY
TOP COVER

LIQUID DRAIN TUBE

TOUCHSCREEN
CONTROLLER

CENTRONICS ASSY

MAIN HARNESS

I/O BOARD

SCREWS SECURING
OWER SUPPLY

IDE RIBBON CABLE

4-PIN POWER CONNECTOR

SCREWS
SECURING
POWER SUPPLY

ATX BRACKET

SPLY BRKT.
POWER SUPPLY

POWER SUPPLY

SCREWS SECURING
POWER SUPPLY
TO MOUNTING BRACKET

LIQUID DRAIN TUBE

POWER SUPPLY

SPLY BRKT.

POWER CORD
RETENTION BRACKET

HARD DRIVE

TWO HEXNUTS SECURING
POWER SUPPLY ASSEMBLY
TO BOTTOM OF GAME

SCREW
(OR 2 HEXNUTS)
SECURING
HARD DRIVE

TWO HEXNUTS SECURING
POWER SUPPLY
ASSEMBLY TO CHASSIS
(4 PLACES)

DETAIL VIEW

FIGURE 8 - BLUE/CLASSIC MAXX CPU SECTION
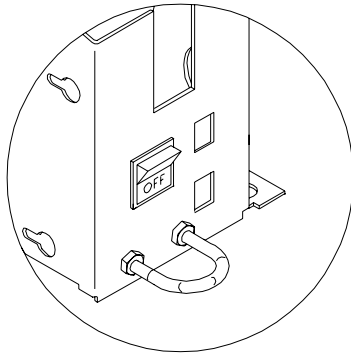
MAXX A - THE COUPLER RETENTION BRACKET IS REQUIRED FOR THIS ASSEMBLY
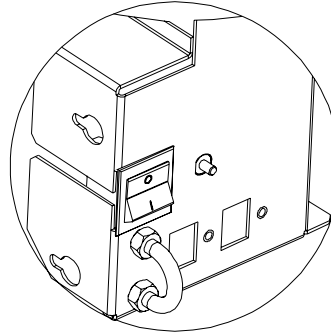
MAXX B - THIS ASSEMBLY DOES NOT REQUIRE THE COUPLER RETENTION BRACKET

FIGURE 9 - BLUE MAXX/MAXX CLASSIC - POWER ENTRY ASSEMBLIES

PHONE COUPLER

ETHERNET COUPLER
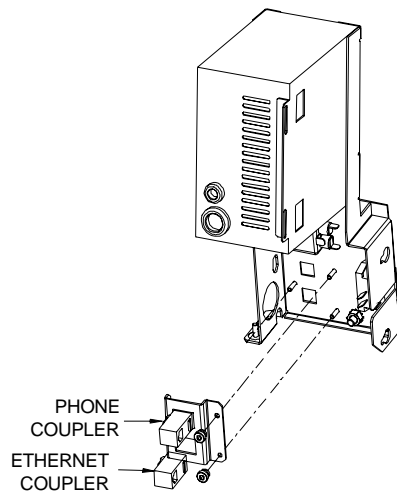
FIGURE 10 - BLUE MAXX/MAXX CLASSIC COUPLER RETENTION BRACKET INSTALLATION (MAXX A GAMES)

PHONE COUPLER

ETHERNET COUPLER
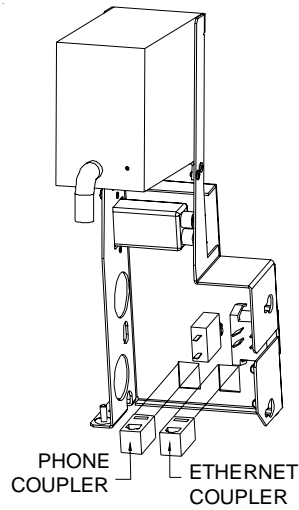
FIGURE 11 - BLUE MAXX/MAXX CLASSIC COUPLER RETENTION BRACKET IS NOT REQUIRED (MAXX B GAMES)

STANDOFFS TO
MOUNT NEW
ELECTRONICS
TRAY

SLOTS ON
BOTTOM OF NEW
ELECTRONICS
TRAY

FIGURE 12 - SUPPLIED ELECTRONICS TRAY MOUNTED IN GAME

MAXX SELECT AND SLIM MAXX GAMES

Initial Steps

NOTE: Read the Motherboard Handling Precautions before proceeding (see Page 2).

1. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

2. Unlock and remove the rear door of the game cabinet.

3. There are two lock latches or thumb screws inside the rear of the game. See Figure 13. Remove the thumbscrews or undo the latches.

4. Pull back on the lid until it is removed from the game.

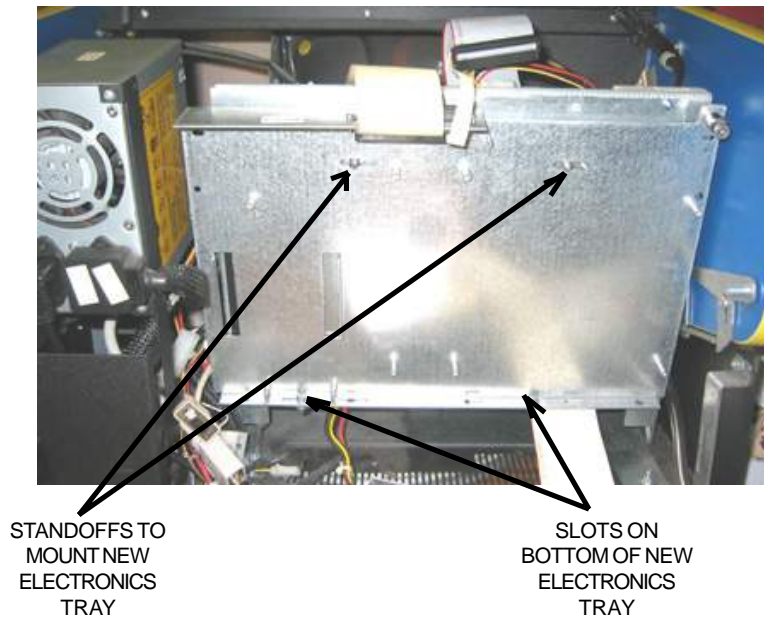*NOTE: During this upgrade, we highly recommend that you clean any dirt or dust inside the game, particularly on the cooling fans. Keeping the game cool and clean will maintain and prolong performance.*

5. Remove and set aside the coin box.

6. Lift the spring loaded pin and slide the CPU shelf (see Figure 13) into its service position.

7. Unclamp the 4-pin connector on the hard drive.

Electronics Tray Removal

CAUTION! Take care not to damage the monitor neck while completing these procedures.

NOTE: Cut tie wraps as necessary.

8. Use Figures 1-3 to determine what kind of motherboard is in your game. Using the Figure, disconnect the following from your motherboard assembly:
   - Touchscreen controller connector
   - VGA video connector
   - I/O connector
   - Speaker connector
   - DC power harness

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect many of the harnesses.

9. Carefully disconnect any remaining harness connections to the I/O board.

10. Disconnect all remaining harnesses connected to the CPU shelf.

11. Remove the CPU shelf.

NOTE: If the shelf guides in the game are missing or damaged, two replacement guides have been included in the kit.

Power Supply Removal

CAUTION: MAKE SURE THE GAME IS DISCONNECTED FROM THE POWER SOURCE.

12. Disconnect the main DC power supply connector.

13. Determine which power supply is in your game and follow the appropriate instructions. See Figures 4-7.

    EOS Power Supply (used on the original Slim MAXX countertop): Disconnect the remaining connections to the power supply. Remove the 2 screws securing the metal power supply mounting plate to the game, then remove the power supply and metal mounting plate.

    ATX Power Supply (used on the later Slim MAXX countertop and all Select MAXX countertop): Disconnect the AC plug from the bottom of the existing ATX power supply. Remove the original power supply from the game by removing the 2 screws that hold the metal power supply mounting plate in place. Remove the power supply and mounting plate.

Touchscreen Controller Removal

14. Remove the 2 screws securing the touchscreen controller. See Figure 13.

15. Disconnect the 4-pin, orange and gray power connector coming from the touchscreen controller.

16. Detach the touchscreen controller cable from the underside of the controller and remove the touchscreen controller.

Touchscreen Controller Installation

17. Verify that the DC power cable of the touchscreen is **NOT** connected to the DC power harness.

18. Using a DVM in the resistance mode, check for continuity (resistance less than 2 ohms) between the metal game chassis and pin #8 of the Microtouch connector. See Figure 32 for location.

    If continuity is found, locate the ground ring on the touchscreen cable near the touchscreen glass. Cut the ground ring to remove it. **NOTE:** Do not cut the ground at the power connector end of the cable. Then insulate the exposed wire. **WARNING!!! Do not proceed with touchscreen controller installation until no continuity is found.** Check the continuity again. If no continuity is found, continue with the installation process.

19. Plug the wire from the touchscreen glass into the underside of the controller.

20. Secure the new controller to the game with the existing hardware.

21. Reconnect the 2-pin, orange and gray power connector to the 2-pin, black and yellow connector.

Electronics Tray Installation

22. Slide the new FORCE electronics tray into the side plastic guides. Make sure the lock latch is facing the bottom left corner when you are facing the back of the game. Do not completely install the tray at this time.

Power Supply Installation

Former ATX Power Supply Harnessing ONLY:

23. Remove the provded power supply from the metal adapter bracket and install the power supply in the original mounting bracket in the same orientation as the old supply using the same screws.

24. Connect connector **D** on the new SB0448-01 DC power supply harness assembly to the 20-pin connector on SB0453-01, located on the electronics tray.

25. Connect the **A** connector of the DC power harness SB0448-01 to the 20-pin mating connector on the power supply.

26. Attach SA0209-02 to connector **C**.

Former EOS and PC Power Supply Harnessing ONLY:

27. Using the existing screws, install the new power supply assembly in the same position as the removed assembly.

28. Connect connector **D** on the new SB0448-01 DC power supply harness assembly to the 20-pin connector on SB0453-01, located on the electronics tray.

29. Connect the **A** connector of the DC power harness SB0448-01 to the 20-pin mating connector on the power supply.

30. Plug the monitor and bill acceptor (if applicable) AC power into the new harness.

31. Attach SA0209-02 to connector **C**.

32. Reconnect the switch using the harness included in the new power supply frame. The connector on the blue wire (labeled G) should connect to tab 1. The white wire (L) should be connected to tab 2. The brown wire (H) should be connected to tab 3. The black wire (K) should be connected to tab 4. See Figure 33. If required, an SB0447-01 is included in the kit and can provide additional DC connections. If required, an SB0447-01 is included in the kit and can provide additional DC connections.

33. Reconnect the ground wire (labeled D) on the harness included in the new power supply frame.

Modem & Ethernet Coupler Installation

NOTE: IF YOUR GAME ALREADY HAS COUPLERS INSTALLED, SKIP TO STEP 40.

34. Determine the type of game that you have:

    If your game has vertically oritented access holes on the power entry assembly, see MAXX A **-** *Figure 15.*

    If your game has horizontally oriented access holes on the power entry assembly, see MAXX B - *Figure 16.*

35. Locate the metal cover plate covering the two access holes on the inside of the power supply bracket, secured to the assembly by the nylon thumbnuts. Some models do not have the metal cover plate. If you have a model that was previously set up for linking games you will have an RS 485 com board instead.

36. Remove the thumbnuts securing the cover plate or the RS 485 com board.

If you have the com board, you must also remove the two cables plugged into the board and disconnect the gray ribbon cable from the com 2 serial port on the motherboard assembly.

37. **MAXX A:** Secure the coupler retention bracket with the thumbnuts. Orient the supplied, snap-in Ethernet coupler and insert it into the right access hole in the coupler retention bracket. Then orient the supplied, snap-in phone coupler and insert it into the left access hole in the coupler retention bracket. See Figure 15.

    MAXX B: Orient the supplied, snap-in Ethernet coupler and insert it into the upper access hole. Then orient the supplied, snap-in phone coupler and insert it into the lower access hole. See Figure 16.

38. Connect one end of the supplied Ethernet cable (EC0072-10) to the inside of the Ethernet coupler. Connect the other end to the Ethernet port on the motherboard (see Figure 30).

39. Connect the mating connector on the supplied modem cable (EC0098-02) to the phone coupler. If you have installed a modem or if your electronics tray came with a modem, connect the other end of the harness to the mating 2-pin connector on the modem, otherwise tie wrap the cable to keep it out of the way.

Connections

40. Visually inspect and verify that the microprocessor heatsink/fan clip (located on the motherboard) is installed properly. **DO NOT REMOVE the heatsink/fan to check the installation!**

41. Visually inspect the memory DIMMs on the motherboard to make sure they are properly mounted.

42. Attach the following connections to the new motherboard. See Figure 30 for assistance:

    - VGA connector

    - Touchscreen controller connector

43. Connect the USB cable from the I/O board (USB-B) to the motherboard (USB-A). See Figures 30 and 31.

44. *If your original I/O board was the SA10047 or SA10023 XL series board:* Connect the SB0450-01 adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the two mated connectors and tighten. See Figure 34.

    If your original I/O board was the SA10051 series board: Connect the SB0451-01 I/O adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the mated connectors and tighten. See Figure 34.

45. Connect the 6-pin speaker harness in the game to the J12 location on the I/O board. See Figure 31.

Security Key Installation

46. Locate the security key socket on the I/O board. See Figure 31.

47. Carefully secure the supplied security key under the metal arm.

Boot-Up and Testing

48. Slide the electronics tray completely into the game.

49. Replace the lid on the game securing it with the thumbscrews or lock latches (see Figure 13).

50. Carefully close the back door of the game. Verify that the door closes without contacting or hitting any internal components or wiring.

51. Reopen the door, then plug in the game and turn the power switch on. **WARNING! Do not touch or reach into the area exposed by the open rear cover. This is open for visual observation ONLY. While visually observing, make sure that the cooling fans are unobstructed and operating properly.**

52. The game may take 1 to 1.5 minutes to complete the boot process. After the boot up is complete, turn off the game.

53. Locate DIP switch #6 on the I/O board (see Figure 31) and set it to the down position. After setting the DIP switch, turn the power switch of the game to ON. This will activate the hardware auto-detect and establish the correct hardware configuration of the game. Follow the directions on the screen.

54. Once the game menu appears, press the **SETUP** button located in the coin box area of the game to access the Main Menu.

55. Touch the **Diagnostics** button, then complete the video, I/O and touchscreen tests to verify proper upgrade installation. Also verify coin/bill inputs, audio output, touchscreen operation and gameplay.

NOTE: If your game is accepting bills, but not giving credit for them, your bill acceptor input may be on channel 3. To correct this, enter the Coin-In Menu and enable channel 3.

56. Once all game functions have been tested, close and lock the CPU section. Verify that the game continues to function properly. Upon verification, any extra parts from removal or installation may be discarded.

57. Reinstall the coin box.

Adhering Decals and Labels

58. Remove the existing decals from the side of the game (remove any residue with an adhesive remover).

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

59. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean for the new decals to adhere properly.

60. Partially peel the backing from the edge of one of the provided oval side decals. Center the decal on the side of the game and apply. Repeat the same step for the other side of the game.

61. Adhere the supplied conversion label (PM0306-05 reading **"Notice: This game has been 'upgraded' using Merit Industries' MAXX to FORCE conversion kits..."**) to the interior side of the cabinet surface where it is visible when servicing the game.

62. It is very important to install the kit serial number label on the game. This serial number must be provided along with the game serial number for service or parts replacement. It will also be required for parts warranties. Locate the metal plate with the game serial number (on the side of the game) and place the kit serial number label next to the serial number plate.

THUMBSCREW OR
LOCK LATCH
SECURING LID
(2 PLACES)

SCREWS
SECURING
TOUCHSCREEN
CONTROLLER

THUMBSCREW
OR LOCK LATCH
SECURING LID
(2 PLACES)

SPRING-LOADED
PIN SECURING
CPU SHELF

MOTHERBOARD
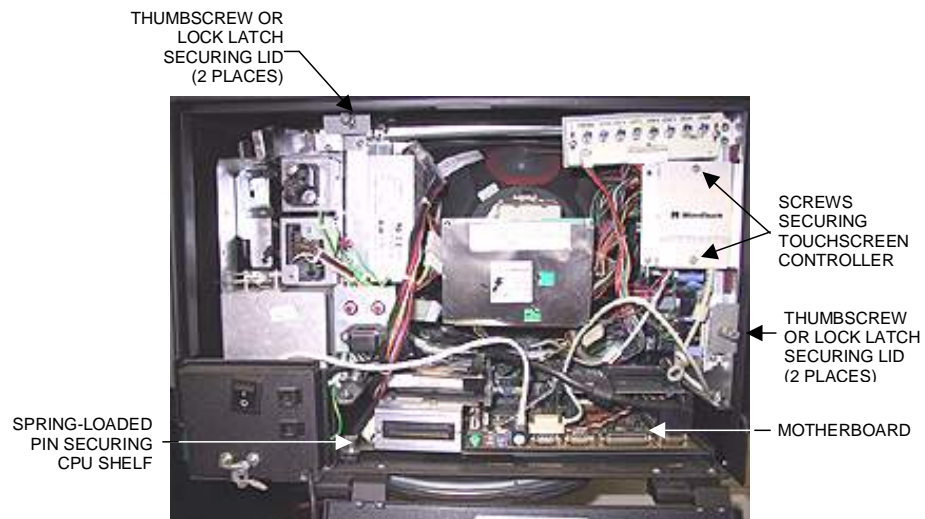
FIGURE 13 - MAXX SELECT/SLIM MAXX - CPU SECTION

LID ASSY.

T/S CONTROLLER

POWER
SUPPLY

SPEAKER
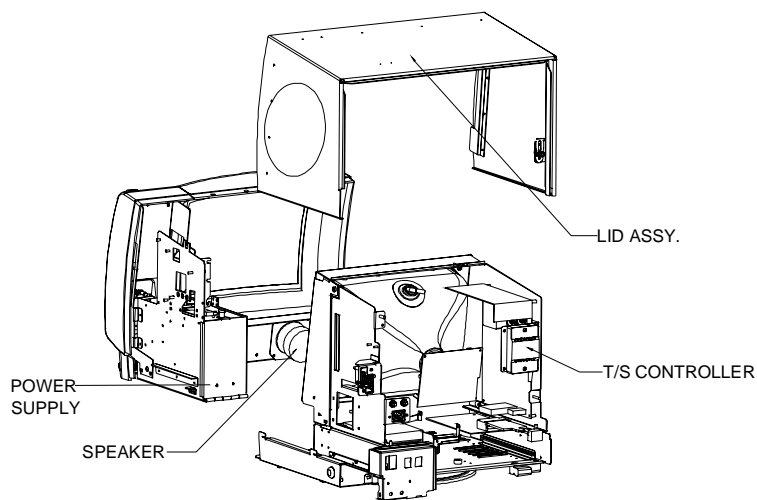
FIGURE 14 - MAXX SELECT/SLIM MAXX - CPU SECTION

PHONE
COUPLER

ETHERNET
COUPLER
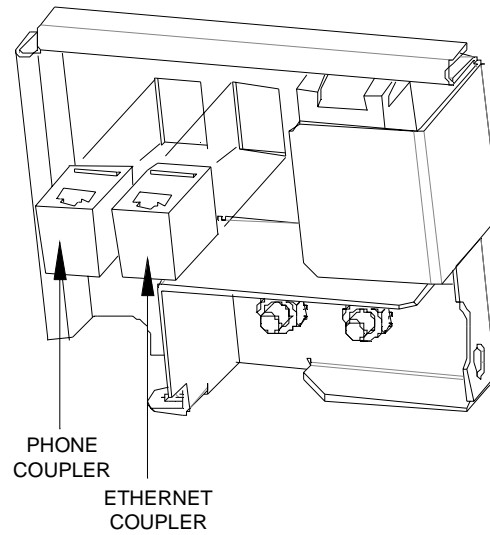
FIGURE 15 - MAXX SELECT/SLIM MAXX - COUPLER INSTALLATION
(VERTICAL ORIENTATION OF ACCESS HOLES)

ETHERNET
COUPLER

PHONE
COUPLER

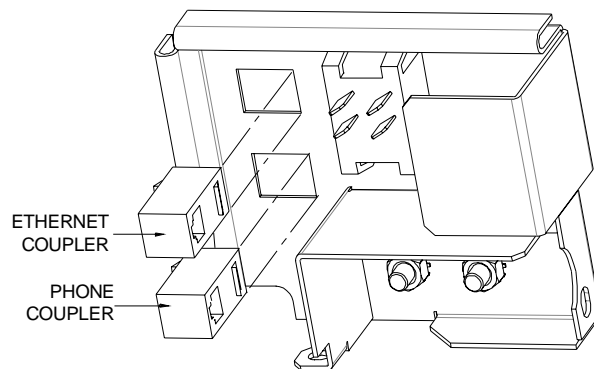FIGURE 16 - MAXX SELECT/SLIM MAXX - COUPLER INSTALLATION
(HORIZONTAL ORIENTATION OF ACCESS HOLES)

XL Countertop

Initial Steps

1. Unlock and open the CD-ROM access door, located on the right side of the game. Remove the CD from the CD-ROM drive, then close the door.

2. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

3. Unlock and remove the coin box or coin box/bill acceptor assembly.

4. Unlock and open the rear door of the game cabinet.

CD-ROM Removal

NOTE: It is not necessary to completely remove the CD-ROM drive. If you do not wish to remove the drive, skip Step 8.

5. Remove the ribbon cable on the CD-ROM player from the cable clamp and disconnect it from the IDE-1 location on the motherboard. See Figure 21.

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

6. Disconnect the 4-pin CD player extension harness from the main power harness.

7. Remove the 2 screws securing the CD-ROM to the CD-ROM mounting bracket and remove the assembly from the game.

Electronics Removal

8. Disconnect the fan power connector and ground strap. See Figure 21.

9. Remove the plastic motherboard guides located on the shelf below the motherboard assembly.

10. Using Figures 1-3, determine the type of motherboard in your game. Use the figure as a guide to disconnect the following from the motherboard:

    - RS 485 com board ribbon cable (You will only have this cable if you were linking games - this will be permanently removed.)

    - CPU fan power connector (This will not be reconnected. The connector can be identified by tracing the wire from the CPU fan.)

    - Touchscreen controller connector
    - Centronics connector
    - VGA video connector
    - I/O connector
    - Speaker connector
    - DC power harness

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect many of the harnesses.

11. Carefully disconnect any remaining harness connections to the I/O board.

12. Disconnect any remaining harnesses connected to the electronics tray.

13. Remove the 2 hexnuts securing the motherboard to the shelf mounting plate, then remove the motherboard.

Power Supply Removal

CAUTION: MAKE SURE THE GAME IS DISCONNECTED FROM ITS POWER SOURCE.

14. Remove the DC harness from the cable clamps on the top of the motherboard mounting frame.

15. Disconnect the main DC power harness from the power supply.

16. Use the holes on the opposite side of the power supply mounting bracket to loosen the 2 nuts fastening the bracket to the chassis, then remove the third nut located on the outside of the bracket. Then remove the nut connecting the ground wire. See Figure 22.

17. Slide the power supply assembly forward, lift it over the nuts, and remove it from the game.

18. Disconnect the wires from the switch attached to the power supply mounting bracket.

19. Locate the RS 485 com board on the inside of the power entry assembly (secured to the assembly with 3 nuts).

NOTE: If you do not have a model that was previously set up for linking games, you may have a metal cover plate covering the two access holes on the inside of the power entry assembly instead.

20. Disconnect the com board ribbon cable and power connector.

21. Remove the 3 nuts securing the cover plate or the RS 485 com board, then remove the plate or com board and the 3 spacers. This assembly will be permanently removed.

22. Remove the 4 screws securing the power supply to the mounting bracket and remove the power supply from the bracket.

Electronics Tray Installation

23. To properly install the new FORCE electronics tray, you will need to remove the hard drive, I/O board, and motherboard from the tray.

24. Release the clamp on the hard drive supporting the IDE ribbon cable and the other clamp attaching the two IDE ribbon cables.

25. Remove the IDE ribbon cable and DC power connector from the hard drive.

26. Remove the 3 screws securing the hard drive assembly, then carefully remove the assembly.

27. Disconnect the J5, J6, J14, J15, J16, and J18 connectors from the I/O board.

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect ALL of the harnesses.

28. Remove the 4 screws securing the new I/O board to the FORCE electronics tray, then remove the I/O board.

29. Remove the 4 hexnut standoffs and 2 screws securing the new motherboard to the FORCE electronics tray, then remove the motherboard. If necessary, remove any connections.

30. Behind the metal display frame, loosely secure a hexnut on each pressed stud.

Slide the FORCE electronics tray onto the studs. Place another hexnut in front of the board on each stud. Tighten the nuts so that no more than 2 threads of the screws are showing. This will prevent damage to the motherboard.

31. On the bottom of the installed electronics tray, there are 2 slots. Install 1 supplied screw through each of the slots, ensuring the bottom of the screw is facing down, then secure the screws with the 2 supplied hexnuts.

32. Using the existing 4 hexnut standoffs and 2 screws, remount the motherboard to its position on the electronics tray, then reconnect any removed connections.

33. Using the 4 existing screws, remount the I/O board to its position on the electronics tray, then reconnect the J5, J6, J14, J15, J16, and J18 connectors to the I/O board.

34. Using the 3 existing screws, remount the hard drive assembly to its position on the electronics tray, then reattach the clamp joining the two IDE ribbon cables.

35. Reconnect the IDE ribbon cable and DC power connector to the hard drive.

Touchscreen Controller Removal

36. Remove the 2 screws securing the touchscreen controller. See Figure 20.

37. Disconnect the 4-pin, orange and gray power connector coming from the touchscreen controller.

38. Detach the touchscreen controller cable from the underside of the controller and remove the touchscreen controller.

Touchscreen Controller Installation

39. Verify that the DC power cable of the touchscreen is **NOT** connected to the DC power harness.

40. Using a DVM in the resistance mode, check for continuity (resistance less than 2 ohms) between the metal game chassis and pin #8 of the Microtouch connector. See Figure 32 for location.

    If continuity is found, locate the ground ring on the touchscreen cable near the touchscreen glass. Cut the ground ring to remove it. **NOTE:** Do not cut the ground at the power connector end of the cable. Then insulate the exposed wire. **WARNING!!! Do not proceed with touchscreen controller installation until no continuity is found.** Check the continuity again. If no continuity is found, continue with the installation process.

41. Plug the wire from the touchscreen glass into the underside of the controller.

42. Secure the new controller to the game with the existing hardware.

43. Reconnect the 4-pin orange and gray power connector to the mating 4-pin connector.

Power Supply Installation

44. Using the existing screws, install the new power supply assembly to the same position as the removed assembly.

45. Connect connector **D** on the new DC power supply harness assembly (SB0448-01) to the 20-pin connector on SB0453-01, located on the electronics tray.

46. Connect the **A** connector of the DC power harness SB0448-01 to the 20-pin mating connector on the power supply.

47. Plug the monitor and bill acceptor (if applicable) AC power into the SA0335-01 harness in the power supply frame**.**

48. Reconnect the switch using the harness included in the new power supply frame. The connector on the blue wire (labeled G) should connect to tab 1. The white wire (L) should be connected to tab 2. The brown wire (H) should be connected to tab 3. The black wire (K) should be connected to tab 4. See Figure 33. If required, an SB0447-01 is included in the kit and can provide additional DC connections.

49. Reconnect the ground wire (labeled D) to the stud next to the power supply mounting bracket.

Modem & Ethernet Coupler Installation

NOTE: IF YOUR GAME ALREADY HAS COUPLERS INSTALLED, SKIP TO STEP 55.

50. Locate the metal cover plate secured to the assembly by the nylon thumbnuts. Some models do not have the metal cover plate. If you have a model that was previously set up for linking games you will have an RS 485 com board.

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

52. Secure the coupler retention bracket with the thumbnuts. Orient the supplied, snap-in Ethernet coupler and insert it into the lower access hole in the coupler retention bracket. Then orient the supplied, snap-in phone coupler and insert it into the upper access hole in the coupler retention bracket. See Figure 22.

53. Connect one end of the supplied Ethernet cable (EC0072-10) to the inside of the Ethernet coupler. Connect the other end to the Ethernet port on the motherboard (see Figure 30).

54. Connect the mating connector on the supplied modem cable (EC0098-02) to the phone coupler. If you have installed a modem or if your electronics tray came with a modem, connect the other end of the harness to the mating 2-pin connector on the modem, otherwise tie wrap the cable to keep it out of the way.

Connections

55. Visually inspect and verify that the microprocessor heatsink/fan clip (located on the motherboard) is installed properly. **DO NOT REMOVE the heatsink/fan to check the installation!**

56. Visually inspect the memory DIMMs on the motherboard to make sure they are properly mounted.

57. Attach the following connections to the new motherboard. See Figure 30 for assistance:

    - VGA video connector

    - Touchscreen controller connector

58. Connect the USB cable from the I/O board (USB-B) to the motherboard (USB-A). See Figures 30 and 31.

59. *If your original I/O board was the SA10047 or SA10023 XL series board:* Connect the SB0450-01 adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the two mated connectors and tighten. See Figure 34.

   If your original I/O board was the SA10051 series board: Connect the SB0451-01 I/O adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the mated connectors and tighten. See Figure 34.

60. Connect the 6-pin speaker harness in the game to the J12 location on the I/O board. See Figure 31.

Security Key Installation

61. Locate the security key socket on the I/O board.

62. Carefully secure the supplied security key under the metal arm.

Boot-Up and Testing

63. Carefully close the back door of the game. Verify that the door closes without pinching or hitting any internal components or wiring.

64. Reopen the door, then plug in the game and turn the power switch on. **WARNING! Do not touch or reach into the area exposed by the open rear cover. This is open for visual observation ONLY. While visually observing, make sure that the cooling fans are unobstructed and operating properly.**

65. The game may take 1 to 1.5 minutes to complete the boot process. After the booting process is complete, turn off the game.

66. Locate DIP switch #6 on the I/O board (see Figure 31) and set it to the down position. After setting the DIP switch, turn the power switch of the game to ON. This will activate the hardware auto-detect and establish the correct hardware configuration of the game. Follow the directions on the screen.

67. Once the game menu appears, press the **SETUP** button located in the coin box area of the game to access the Main Menu.

68. Touch the **Diagnostics** button, then complete the video, I/O and touchscreen tests to verify proper upgrade installation. Also verify coin/bill inputs, audio output, touchscreen operation and gameplay.

NOTE: If your game is accepting bills, but not giving credit for them, your bill acceptor input may be on channel 3. To correct this, enter the Coin-In Menu and enable channel 3.

69. Visually inspect all of the cooling fans in the game to verify that they are all unobstructed and operating properly.

70. Once all game functions have been tested, close and lock the CPU section. Verify that the game continues to function properly. Upon verification, any extra parts from removal or installation may be discarded.

Adhering Decals and Labels

71. Remove the existing decals from the side of the game (remove any adhesive residue with an adhesive remover).

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

72. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean for the new decals to adhere properly.

73. Partially peel the backing from the top edge of one of the provided full side decals. Center the decal on the side of the game and apply. Repeat the same step for the other side of the game.

74. Adhere the supplied conversion label (PM0306-05 reading **"Notice: This game has been 'upgraded' using Merit Industries' MAXX to FORCE conversion kits..."**) to the interior side of the cabinet surface where it is visible when servicing the game.

75. It is very important to install the kit serial number label on the game. This serial number must be provided along with the game serial number for service or parts replacement. It will also be required for parts warranties. Locate the metal plate with the game serial number (on the side of the game) and place the kit serial number label next to the serial number plate.

XL Countertop

FAN POWER
CONNECTOR

CLEAR DRAINAGE
TUBING

SPRING-LOADED
LEVER

GROUND
STRAP

TOUCHSCREEN
CONTROLLER

CD-ROM PLAYER

CD-ROM
RIBBON CABLE

RIBBON
CABLE CLAMP

MONITOR SIGNAL
CONNECTOR
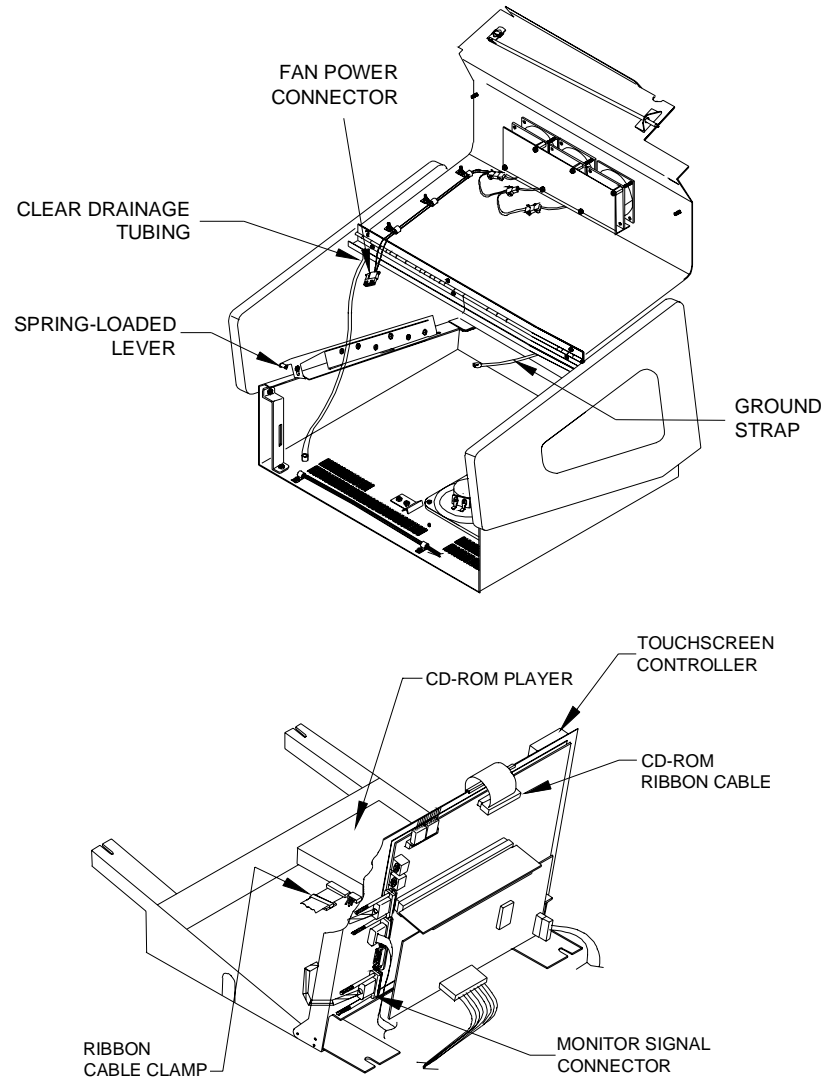
FIGURE 21 - INTERNAL VIEW WITH MONITOR ASSEMBLY REMOVED

COUPLER
RETENTION
BRACKET

PHONE
COUPLER

ETHERNET
COUPLER

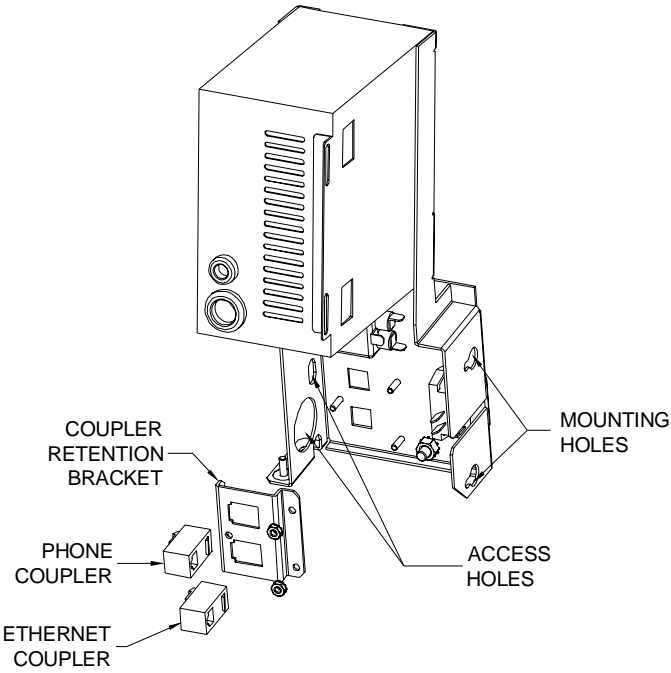MOUNTING
HOLES

ACCESS
HOLES

FIGURE 22 - POWER ENTRY ASSEMBLY

MAXX Upright with Wood Shelf

Initial Steps

NOTE: Read the Motherboard Handling Precautions before proceeding (see Page 2).

1. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

2. Open the front bezel and slide the CPU shelf into its service position.

NOTE: During this upgrade, we highly recommend that you clean any dirt or dust inside the game, particularly on the cooling fans. Keeping the game cool and clean will maintain and prolong performance.

Electronics Removal

3. Use Figures 1-3 to determine what kind of motherboard is in your game. Using the Figure, disconnect the following from the motherboard:
   - Centronics connector
   - Hard drive ribbon cable
   - Touchscreen controller connector
   - VGA video connector
   - I/O connector
   - Speaker/audio connector
   - DC power harness

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect many of the points.

4. Carefully disconnect any remaining harness connections to the I/O board.

5. Remove the 1 screws and nuts securing the hard drive to the 2 metal brackets.

6. To remove the hard drive, disconnect the 4-pin power connector from its mating connector. Keep the cable connected to the hard drive. Remove the hard drive.

7. Disconnect any remaining harnesses connected to the electronics tray.

8. Remove the motherboard and I/O board from the game.

9. Remove the 2 screws securing the centronics connector and remove the connector from the bracket.

Power Supply Removal

CAUTION: MAKE SURE THE GAME IS DISCONNECTED FROM THE POWER SOURCE.

10. Disconnect the AC and DC harnesses from the power supply. Remove the the 2 screws and 2 nuts securing the power supply and remove it from the game.

11. Remove the 8-12 screws securing the electronics tray, then remove the tray.

Electronics Tray Installation

12. To properly install the new FORCE electronics tray, you will need to remove the hard drive, I/O board, and motherboard from the tray. Release the clamp on the hard drive supporting the IDE ribbon cable and the other clamp attaching the two IDE ribbon cables.

13. Remove the IDE ribbon cable and DC power connector from the hard drive.

14. Remove the 3 screws securing the hard drive assembly, then remove the assembly.

15. Disconnect the J5, J6, J14, J15, J16, and J18 connectors from the I/O board. See Figure 31.

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect ALL of the harnesses.

16. Remove the 4 screws securing the new I/O board to the motherboard on the FORCE electronics tray, then remove the I/O board. See Figure 31.

17. Remove the 4 hexnut standoffs (located where the I/O board was mounted) and 2 screws securing the new motherboard to the FORCE electronics tray, then remove the motherboard. If necessary, remove any connections.

18. Place the electronics tray on the wooden shelf, positioning the tray to provide space for the motherboard connections.

19. Use the provided sheet metal screws to secure the new electronics tray to the wooden shelf. Two holes are located on both short sides of the tray.

20. Using the existing 4 hexnut standoffs and 2 screws, remount the motherboard to its position on the electronics tray, then reconnect any removed connections. See Figure 30. Make sure that the screws securing the electronics tray are not contacting the underside of the motherboard.

21. Using the 4 existing screws, remount the I/O board to its position on the electronics tray, then reconnect the J5, J6, J14, J15, J16, and J18 connectors to the I/O board. See Figure 31.

22. Reconnect the 6-pin speaker harness in the game to the J12 location on the I/O board.

23. Using the 3 existing screws, remount the hard drive assembly to its position on the electronics tray. Then, reconnect IDE ribbon cable and DC power connector to the hard drive.

24. Secure the ribbon cable from the hard drive in the cable clamp on the hard drive. then, reattach the clamp joining the two IDE ribbon cables.

25. Mount the grounding wire to the threaded standoff (next to the centronics connector on the tray). The other end will be connected to the AC power ground at the power supply, once it is installed.

26. Continue to the **All Uprights** section of this manual on page 46.

MAXX Upright with Sliding Metal Shelf

Initial Steps

NOTE: Read the Motherboard Handling Precautions before proceeding (see Page 2).

1. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

2. Unlock and open the rear door. Remove it from the game cabinet.

3. Unlock and open the front bezel on the cabinet.

4. Slide the CPU shelf out of the game.

NOTE: During this upgrade procedure we highly recommend that you clean any dirt or dust inside the game, particularly on the cooling fans. Keeping the game cool and clean will maintain and prolong performance.

Electronics Tray Removal

5. Disconnect harnesses from the game to the I/O board.

6. Disconnect the cables connected to the motherboard.

7. Disconnect any remaining harnesses connected to the electronics tray.

8. Remove the screw securing the electronics tray, lift the metal plunger and slide the tray out of the game.

NOTE: If the plastic guides are damaged or missing, two new guides are included in the kit.

Power Supply Removal

CAUTION: MAKE SURE THE GAME IS DISCONNECTED FROM THE POWER SOURCE.

9. Disconnect the AC and DC harnesses from the power supply harness.

10. Determine which power supply is in your game and follow the appropriate instructions. See Figures 4-7.

   EOS Power Supply: Disconnect the remaining connections to the power supply. Remove the 4 screws and nuts mounting the metal plate to the game, then remove the power supply and metal mounting tray.

   ATX Power Supply: Disconnect the remaining connections to the power supply. Remove the original power supply from the game by removing the 2 screws and nuts that hold the metal plate in place.

Electronics Tray Installation

11. Insert the new FORCE electronics tray into the side slide guides. Fasten the lock latch and then secure with the existing screws. Make sure that the lock latch engages, securing the tray in place.

12. Continue to the **All Uprights** section of this manual on page 46.

MAXX Upright with Rolling Metal Shelf

Initial Steps

NOTE: Read the Motherboard Handling Precautions before proceeding (see Page 2).

1. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

2. Unlock and lift the bezel.

NOTE: During this upgrade, we highly recommend that you clean any dirt or dust inside the game, particularly on the cooling fans. Keeping the game cool and clean will maintain and prolong performance.

3. Slide the electronics tray shelf up and out of the game.

Electronics Tray Removal

4. Disconnect harnesses from the game to the I/O board.

5. Disconnect the cables connected to the motherboard.

6. Disconnect any remaining harnesses connected to the electronics tray.

7. Remove the 2 screws securing the electronics tray.

8. Lift the lock latch and carefully slide the electronics tray out and remove from the game.

Power Supply Removal

9. Disconnect the AC and DC harness from the power supply harness.

10. **ATX Power Supply:** Disconnect the AC plug from the bottom of the existing ATX power supply. Remove the original power supply from the game by removing the 3 screws and nuts that hold it in place.

Electronics Tray Installation

11. Insert the new FORCE electronics tray in the same orientation as the removed tray.

12. Using the lock latch, secure the tray in place.

13. Secure the tray with the 2 existing screws.

14. Continue to the **All Uprights** section of this manual on page 46.

SCREWS AND
SHOULDER
WASHERS
FASTENING
HARD DRIVE
TO MOUNTING
PLATE
(4 PLACES)

SCREW AND
WASHER
FASTENING
HARD DRIVE
MOUNTING
PLATE TO
CPU TRAY

GROMMET

POWER
CONNECTOR

HARD DRIVE
RIBBON
CABLE

FIGURE 23 - MAXX UPRIGHT - CLOSEUP OF HARD DRIVE

I/O BOARD

HARD-DRIVE

MONITOR SIGNAL
CABLE

TOUCHSCREEN
CONTROLLER
CABLE CONNECTOR
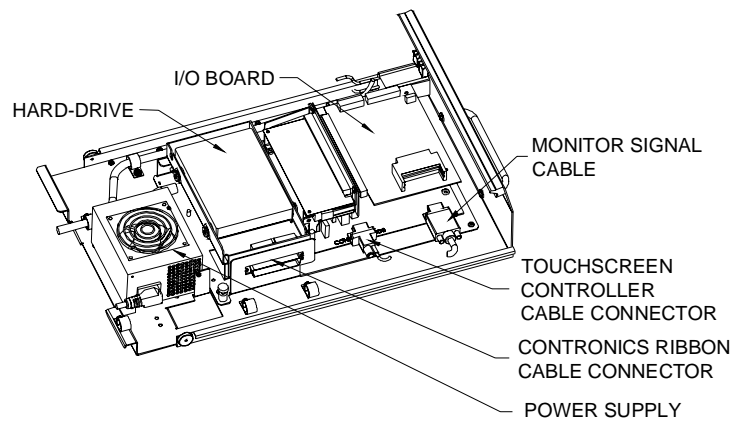
CONTRONICS RIBBON
CABLE CONNECTOR

POWER SUPPLY

FIGURE 24 - MAXX UPRIGHT - ELECTRONICS TRAY

Blue MAXX Upright
XL Elephant Ear Front-Load & Rear-Load Upright, XL Cabaret
Converted XL to MAXX Elephant Ear Front Load, Rear Load & Cabaret

CD-ROM Removal (for XL games)

1. Access the CD-ROM drive, then remove the CD from the drive.

2. Turn off and unplug the game. Wait 5 minutes for CRT to discharge before proceeding.

3. Unlock and open the CPU section door. Slide the CPU shelf into its service position.

NOTE: During this upgrade, we highly recommend that you clean any dirt or dust inside the game, particularly on the cooling fans. Keeping the game cool and clean will maintain and prolong performance.

4. If a safety screen is in your game, remove the 5 nuts securing the safety screen around the electronics assembly and loosen the ground wire. Then remove the screen.

5. **Front load games ONLY:** Disconnect the CD-ROM ribbon cable from the IDE-1 location on the motherboard.

6. Disconnect the 4-pin power connector on the CD-ROM and remove the CD-ROM from the game.

7. **Rear load games ONLY:** Open the coin mech door and locate the two screws securing the CD player to the metalwork. Loosen the power supply from its mounting by removing the screw securing the front edge of the metalwork to the wooden shelf.

Gently push the power supply aside 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.)

Remove the remaining screw (located behind the power supply) securing the CD player to the metalwork. Remove the CD-ROM from the game. See Figure 25.

8. **Both games**: Remove the CD-ROM drive from the game.

Electronics Removal

NOTE: Read the Motherboard Handling Precautions before proceeding (see Page 2).

9. Use Figures 1-3 to determine what kind of motherboard is in your game. Using the Figure, disconnect the following from the motherboard:

    - RS 485 com board ribbon cable (You will only have this cable if you were linking games - this will be permanently removed.)

    - Touchscreen controller connector

    - I/O connectors

    - Speaker/audio connector

    - DC power harness

    - Fan power connector

NOTE: Take note of the location of all disconnected harnesses. You will need to reconnect many of the points.

10. Carefully disconnect any remaining harnesses to the I/O board.

11. Disconnect any remaining harnesses connected to the electronics tray.

12. Remove the 2 hexnuts securing the motherboard to the shelf mounting plate and remove the motherboard.

13. **Blue MAXX only**: Disconnect the 4-pin power connector and the ribbon cable from their mating connecetors keeping these cables connected to the hard drive. Then, remove the 4 screws securing the hard drive and remove the hard drive.

Electronics Tray Installation

14. Place the new FORCE electronics tray on the wooden shelf, positioning the tray to provide space for the motherboard connections.

15. Use the existing screws (or provided screws) to secure the new electronics tray to the wooden shelf.

16. Connect the grounding wire from the new electronics shelf. Route and connect the wire to the AC power ground at the terminal block.

Power Supply Removal

17. Disconnect the following power supply connections:

    - Bill acceptor power connector (if applicable) and monitor power connector.

    - AC harness from the switch on the power supply mounting bracket

    - AC plug from the power supply

    - Main DC power supply harness

    - Connections running from the power supply to the terminal board (if applicable)

18. Disconnect any remaining connections to the power supply.

19. Continue to the **All Uprights** section of this manual on page 46.

Cabaret and Upright
(Front Access)

UPRIGHT

CABARET

MOTHERBOARD
& I/O BOARD
ASSEMBLY

CD-ROM

CD-ROM

Upright
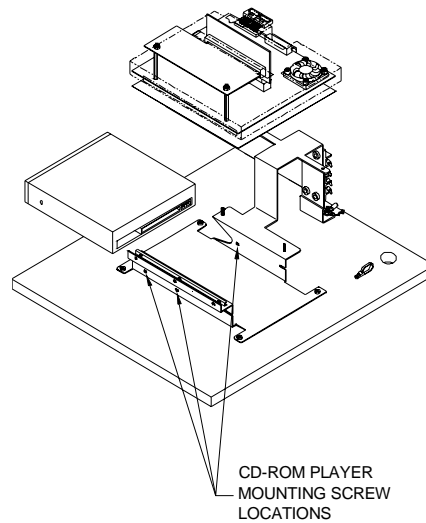## (Rear Access)
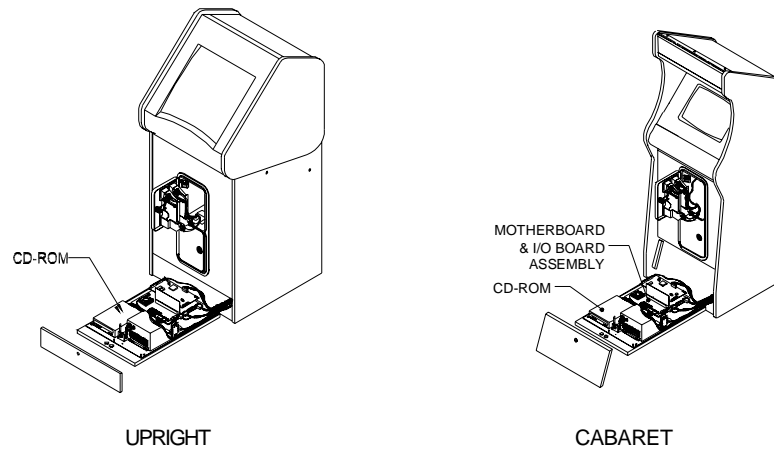
CD-ROM PLAYER
MOUNTING SCREW
LOCATIONS

FIGURE 25- CD-ROM HARDWARE LOCATION

All Uprights

Touchscreen Controller Removal

1. Unlock and open the rear door to access the touchscreen controller.

2. See Figure 26 for touchscreen controller location. Remove the 2 screws securing the touchscreen controller to the game.

3. Disconnect the 4-pin, orange and gray power connector coming from the touchscreen controller.

4. Detach the touchscreen controller cable from the underside of the controller.

5. Remove the touchscreen controller.

Touchscreen Controller Installation

6. Verify that the DC power cable of the touchscreen is **NOT** connected to the DC power harness.

7. Using a DVM in the resistance mode, check for continuity (resistance less than 2 ohms) between the metal game chassis and pin #8 of the Microtouch connector. See Figure 32 for location.

    If continuity is found, locate the ground ring on the touchscreen cable near the touchscreen glass. Cut the ground ring to remove it. **NOTE:** Do not cut the ground at the power connector end of the cable. Then insulate the exposed wire. **WARNING!!! Do not proceed with touchscreen controller installation until no continuity is found.** Check the continuity again. If no continuity is found, continue with the installation process.

8. Plug the wire from the touchscreen glass into the underside of the controller.

9. Route the new touchscreen controller cable under the picture tube and away

from the flyback transformer. See Figure 26.

10. Plug the wire from the touchscreen glass into the underside of the controller.

11. Secure the new controller to the game with the existing hardware.

12. Reconnect the 4-pin orange and gray power connector to the mating 4-pin connector.

13. See Figures 4-7 to determine which type of power supply was in your game, then follow the appropriate instructions.

Power Supply Installation - Former EOS Power Supply ONLY

14. Remove the SA0266-01 harness from the supplied power supply assembly. Also disconnect the harness from the circuit breaker and power filter. This harness will not be used.

15. Unlock and remove the rear door.

16. Disconnect the AC wires connected to the back of the power entry and replace these wires with the provided SA0252-02 harness. As you are replacing the wires, make sure to remove and replace the same color wire in the same location.

17. Following the existing game harness, replace the harness with the SA0252-02 harness making sure to connect all ground connections removed from the bolt on the metal plate.

18. Replace the 4-pin connector from the existing harness going to the switch with the 4-pin connector on the new harness.

19. Remove the old harness from the game.

20. Connect the supplied SA0252-02 harness to the 3-pin connector, SA0266-01 (right-angle AC harness).

21. Plug the AC plug from SA0226-01 into the provided power supply.

22. Connect the supplied SB0449-02 to the power supply. Connect the other end of the harness to the connector labeled **A** on the supplied DC power harness (SB0448-01). Route the harness using cable clamps in the game.

23. Connect connector **D** on the new DC power supply harness assembly (SB0448-01) to the 20-pin connector on SB0453-01, located on the electronics tray.

24. Within the rear of the game, install the new power supply assembly to the side and bottom walls of the game using the 3 provide wood screws.

NOTE: To enable the shelf to extend and retract, It is VERY important to have sufficient slack in the main DC wiring (SB0449-02). Adjust the location of the power supply (in the bottom of the cabinet) to allow free movement of the DC harness and shelf.

Power Supply Installation - Former PC and ATX Power Supply ONLY

25. **If your game had a PC power supply**: Using the existing screws, install the new power supply (with adapter bracket) in the game. It should be installed in the same orientation as the old supply.

NOTE: If there were spacers on the mounting screws, make sure they are replaced on the screws, then place the new power supply assembly over the mounting screws and secure.

26. **If your game had an ATX power supply:** Remove the provided supply from the adapter bracket and install the power supply in the same orientation as the old supply using the same screws.

27. Connect connector **D** on the new DC power supply harness assembly (SB0448-01) to the 20-pin connector on SB0453-01, located on the electronics tray.

28. Connect the **A** connector of DC power harness SB0448 to the power supply.

29. Plug the monitor and bill acceptor (if applicable) AC power into the SB0448-01 harness.

30. *If your game had a PC power supply*: Reconnect the switch using the harness included in the new power supply frame. The connector on the blue wire (labeled G) should connect to tab 1. The white wire (L) should be connected to tab 2. The brown wire (H) should be connected to tab 3. The black wire (K) should be connected to tab 4. See Figure 33. If required, an SB0447-01 is included in the kit and can provide additional DC connections. Reconnect the ground wire.

Modem & Ethernet Coupler Installation

NOTE: IF YOUR GAME ALREADY HAS COUPLERS INSTALLED, SKIP TO STEP 37.

31. Using Figure 26, determine the type of game that you have:

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

If the power entry assembly on your game looks like B, with the line filter vertically oriented and the circuit

breaker on the back, your game does not require the bracket. Follow instructions for B games.

32. Locate the metal cover plate secured to the assembly by the nylon thumbnuts. Some of these models do not have the metal cover plate. If you have a model that was previously set up for linking games you will have an RS 483 com board instead.

33. Remove the thumbnuts securing the cover plate or the RS 485 com board.

34. **A games**: Secure the provided coupler retention bracket with 2 thumbnuts. Then orient the supplied, snap-in Ethernet coupler and insert it into the left access hole in the coupler retention bracket and the phone coupler in the right. See Figure 28.

    B games: Orient the supplied, snap-in Ethernet coupler and insert it into the left access hole. Then, orient the supplied, snap-in phone coupler and insert it into the right access hole. See Figure 29.

35. Connect one end of the supplied Ethernet cable (EC0072-10) to the inside of the Ethernet coupler. Connect the other end to the Ethernet port on the motherboard (see Figure 30).

36. Connect the mating connector on the supplied modem cable (EC0098-02) to the phone coupler. If you have installed a modem or if your electronics tray came with one, connect the other end of the harness to the mating 2-pin connector on the modem, otherwise tie wrap the cable to keep it out of the way.

Connections

37. Visually inspect and verify that the microprocessor heatsink/fan clip (located on the motherboard) is installed

properly. **DO NOT REMOVE the heatsink/fan to check the installation!**

38. Visually inspect the memory DIMMs on the motherboard to make sure they are properly mounted.

39. Reconnect the VGA connector to the motherboard. See Figure 30.

40. Reconnect the touchscreen controller connector to the motherboard. See Figure 30.

41. Connect the USB cable from the I/O board (USB-B) to the motherboard (USB-A). See Figures 30 and 31.

42. Reconnect the 6-pin speaker harness in the game to the J12 location on the I/O board.

43. *If your original I/O board was the SA10047 or SA10023 XL series board:* Connect the SB0450-01 adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the two mated connectors and tighten. See Figure 34.

    If your original I/O board was the SA10051 series board: Connect the SB0451-01 I/O adapter harness to your existing I/O connector. Connect the other end of the harness to J1, J2, and J11 on the I/O board. See Figure 30. Pass a supplied tie wrap through the mated connectors and tighten. See Figure 34.

44. Connect the speaker/audio plug to J15 on the I/O board. See Figure 31.

Security Key Installation

45. Locate the security key socket on the I/O board. See Figure 31.

46. Carefully secure the supplied security key under the metal arm.

Boot-Up and Testing

47. Carefully slide the tray assembly back into the game and shut the CPU door (if applicable).

48. Carefully close the back door of the game. Verify that the door closes without contacting or hitting any internal components or wiring.

49. Reopen the door, then plug in the game and turn the power switch on. **WARNING! Do not touch or reach into the area exposed by the open rear cover. This is open for visual observation ONLY. While visually observing, make sure that the cooling fans are unobstructed and operating properly.**

50. The game may take 1 to 1.5 minutes to complete the boot process. After the booting process is complete, turn off the game.

51. Locate DIP switch #6 on the I/O board (see Figure 31) and set it to the down position. After setting the DIP switch, turn the power switch of the game to ON. This will activate the hardware auto-detect and establish the correct hardware configuration of the game. Follow the directions on the screen.

52. Once the game menu appears, press the **SETUP** button located in the coin box area of the game to access the Main Menu.

53. Touch the **Diagnostics** button, then complete the video, I/O and touchscreen tests to verify proper upgrade installation. Also verify coin/bill inputs, audio output, touchscreen operation and gameplay.

NOTE: If your game is accepting bills, but not giving credit for them, your bill acceptor input may be on channel 3. To correct this, enter the Coin-In Menu and enable channel 3.

54. Once all game functions have been tested, close and lock the CPU section and any other doors. Verify that the game continues to function properly. Upon verification, extra parts from removal or installation may be discarded.

55. Close and lock the back door.

Adhering Decals and Labels

56. Remove the existing decals from the side of the game (remove any adhesive residue with an adhesive remover).

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

57. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean for the new decals to adhere properly.

58. Partially peel the backing from the top edge of one of the provided oval decals. Center the decal on the side of the game and apply. Repeat the same step for the other side of the game.

59. Adhere the supplied conversion label (PM0306-05) reading (**"Notice: This game has been 'upgraded' using Merit Industries' MAXX to FORCE conversion kits..."**) to the interior side of the cabinet surface where it is visible when servicing the game.

60. It is very important to install the kit serial number label on the game. This serial number must be provided along with the game serial number for service or parts replacement. It will also be required for parts warranties. Locate the metal plate with the game serial number (on the back of the game) and place the kit serial number label next to the serial number plate.

HIGH VOLTAGE
WIRE

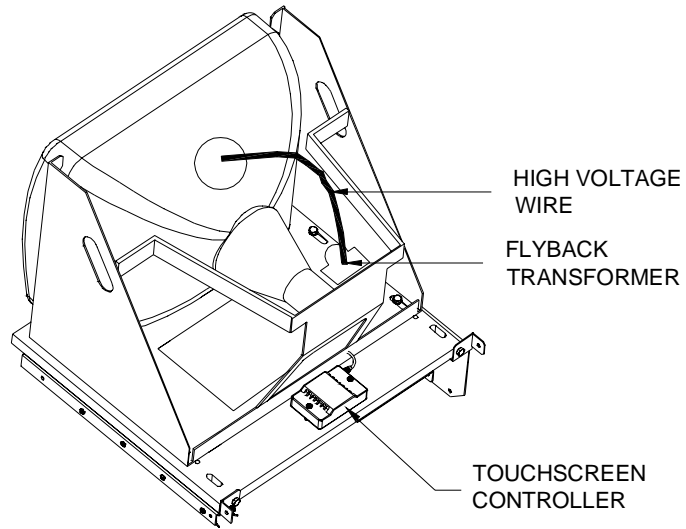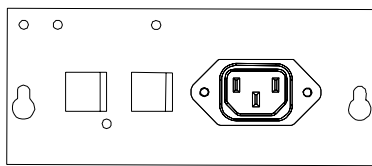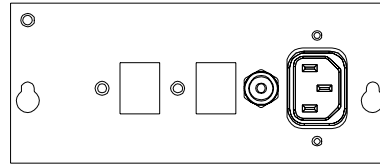FLYBACK
TRANSFORMER

TOUCHSCREEN
CONTROLLER

FIGURE 26 - UPRIGHT - TOUCHSCREEN CONTROLLER LOCATION

A GAME - THE COUPLER RETENTION
BRACKET IS REQUIRED

B GAME - THE COUPLER RETENTION
BRACKET IS NOT REQUIRED

FIGURE 27 - UPRIGHT - POWER ENTRY ASSEMBLIES
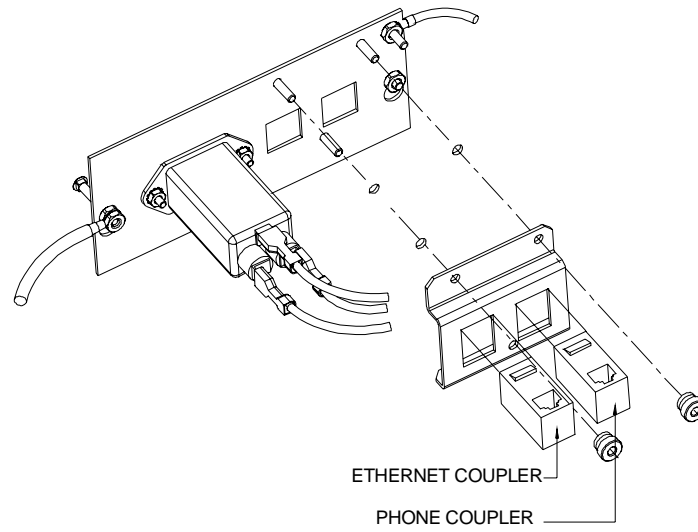COUPLER RETENTION BRACKET INSTALLATION

ETHERNET COUPLER

PHONE COUPLER

FIGURE 28 - MAXX UPRIGHT - POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET INSTALLATION
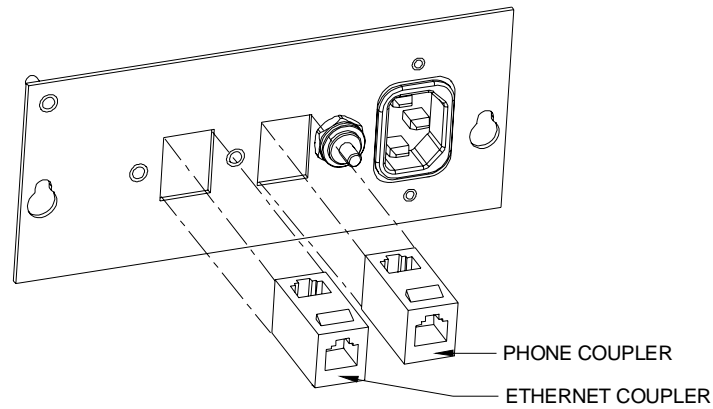(MAXX A GAMES)

PHONE COUPLER

ETHERNET COUPLER

FIGURE 29 - MAXX UPRIGHT - POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET IS NOT REQUIRED
(MAXX B GAMES)

FORCE MOTHERBOARD AND I/O CONNECTIONS
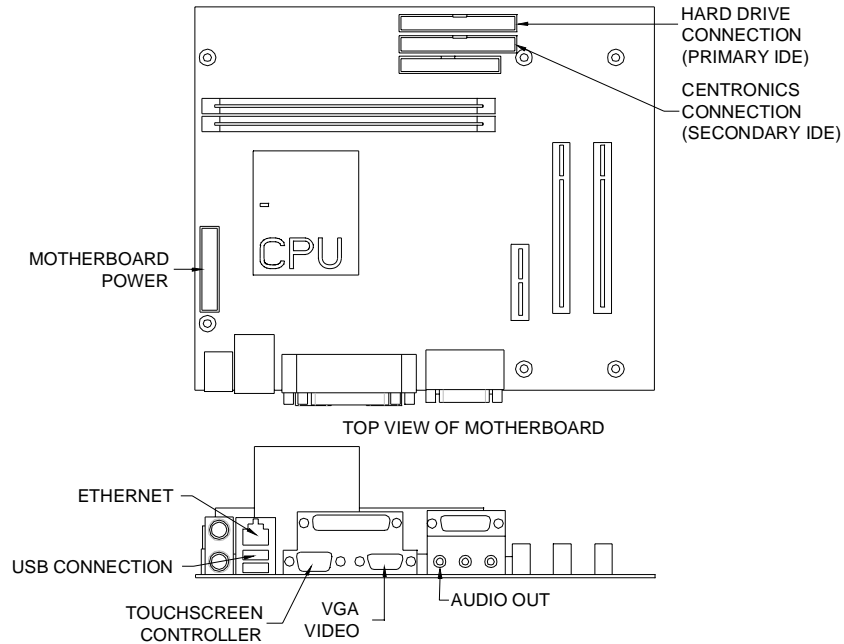
FIGURE 30 - ECS FORCE MOTHERBOARD DRAWING

I/O BOARD CONNECTIONS
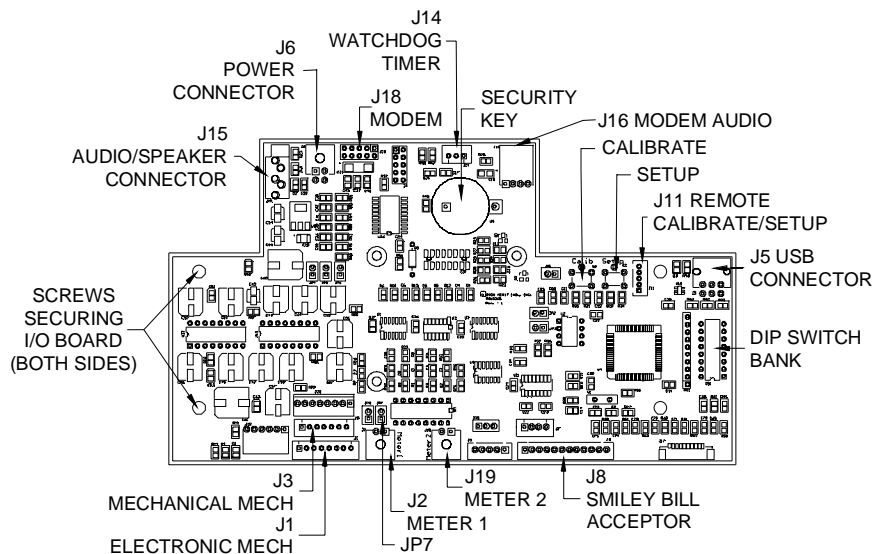
FIGURE 31 - FORCE I/O BOARD DRAWING

+5 VDC

Gray wire Ground

Green wire Ground

Orange wire +12 VDC

2	1
4	3
6	5
8	7
10	9
12	11

FIGURE 32 - TOUCHSCREEN CONNECTOR

—
ON

○
OFF

BLACK ("K")   WHITE ("L")

BROWN ("H")   BLUE ("G")

○
OFF

|
ON

BLACK
|("K")

BROWN
|("H")

|("L")

|("G")

WHITE   BLUE

FIGURE 33 - WIRING THE SWITCH

TIE WRAP

FIGURE 34 - TIE WRAP CONNECTING TWO CABLES

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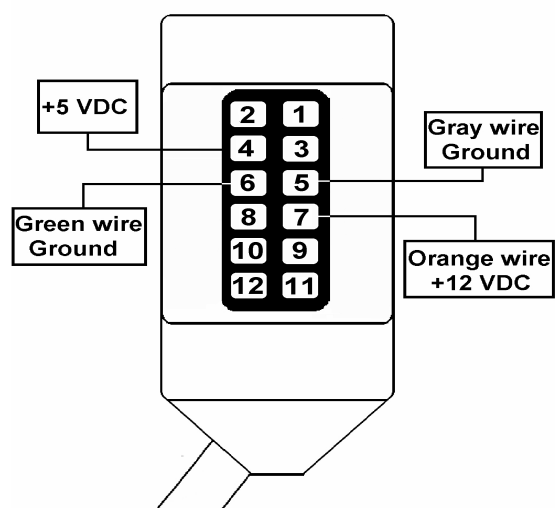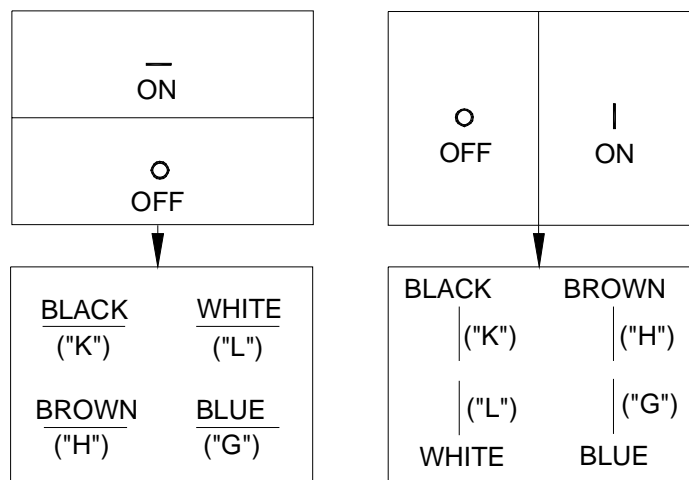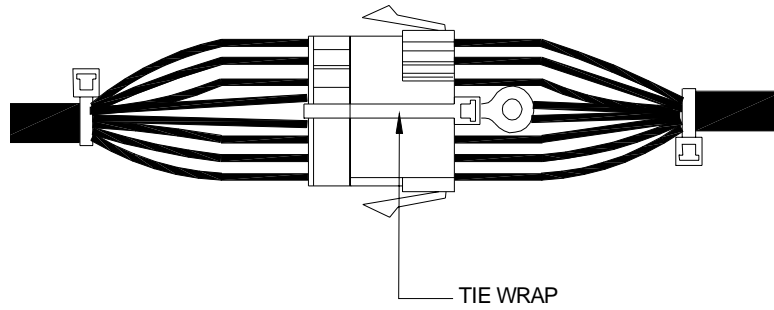Ownership of the Software

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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, SON UTILISATION OU SON INSTALLATION, 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 PROUVES, 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 RESPONSIBLE : D'UNE RUPTURE DE CONTRAT, DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ECONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DECOULANT DE LA MAUVAISE 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 de l'état de New York aux États-Unis. En acceptant les dispositions du présent contrat, vous acceptez également que tous litiges ou revendications relatives seront réglés par voie d'arbitrage par un tribunal de l'état de New York, aux Etats-Unis.

15. Merit Industries se 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.

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Beschränkungen

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Allgemein

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MAXX TO FORCE CONVERSION INSTRUCTIONS
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