


INDUSTRIES, INC.®
PRESENTS

MEGATOUCH•XL
TITANIUM
2

HARD DRIVE UPGRADE

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PM0350-01

Megatouch™ Titanium 2 Edition

*The installation of this kit requires a CD-ROM drive which is not included. It is recommended that you use a CD-ROM drive of at least 8X or better that is capable of operating on an angled surface, as you may not always have a level surface on which to place the drive.

You must configure your CD-ROM drive as the *Master Drive*.

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	PA0037-03	MEGATOUCH TITANIUM 2 CD #1
1	PA0037-04	MEGATOUCH TITANIUM 2 CD #2
1	SA3052-XX or SA3053-XX	TITANIUM KEY or TITANIUM CHAMPIONSHIP KEY
1	EC2179-01	CENTRONIC IDE-POWER RIBBON CABLE
1	GL3100-30	COUNTERTOP TITANIUM 2 SIDE DECAL, L
1	GL3100-31	COUNTERTOP TITANIUM 2 SIDE 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 Gold, Platinum, or Double Platinum software on a hard drive. 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 Gold software, the program number will be PG3001-03-XX, or PG3001-04-XX. If you are running Platinum software, the program number will be PG3004-01-XX.

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.*

Connecting a CD-ROM Drive

1. Turn off power to the game.
2. Unlock and open the CPU section door to access the PC tray.
3. Connect the 2 x 20-pin IDE connector (see Figure 1) to the IDE interface connector on the CD-ROM drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector (see Figure 2).
4. Connect the four (4) pin power connector on the ribbon cable (see Figure 1) to the DC power input on the CD-ROM drive (see Figure 2).
5. Make sure that your CD-ROM drive is set to MASTER. See Figure 2 for typical Master/Slave drive location.
6. Locate the centronics connector.
Countertop: The centronics connector is located on top of the motherboard display frame (see Figure 3).
Upright: The centronics connector is located on the PC shelf (see Figure 4).

7. Connect the centronics connector on the ribbon cable to the centronics connector on the game.

NOTE: When positioning your CD-ROM drive, it is important that you find a suitable place where the CD-ROM drive will not be in danger of coming in contact with any components or wires inside of the game.

Program Installation

NOTE: Performing this upgrade will delete previous information and files on your hard drive. If you want to retain any pertinent information (ex: Books Screen information), you will need to document that information before performing the upgrade.

The update process could take anywhere from 10 to 15 minutes, depending on the speed of your CD-ROM drive.

8. Turn on the game.
9. Make sure all DIP switches on DS2 and DS3 are set to the OFF position.
10. Insert the CD labeled Disc 1 into the CD-ROM drive.
11. Turn off the game and turn it back on.
12. If you have an ELO touchscreen, you will be asked to perform a touchscreen calibration. Follow all directions on the screen.
13. The message **"Select A Language"** will appear on the screen. After you select a language, the message: **"By continuing with this installation program, you indicate that you accept the terms of Merit's software license agreement."** The software license agreement is found on page 5 of this manual. If you accept the terms, select **"Continue Install"**. If you do not accept the terms, select **"Cancel Install"** and remove the CD.

NOTE: If you select **"Cancel Install,"** your game will abort the update and reboot in its current version.

14. When the first CD is finished installing, the message:

"Please replace the current CD with CD #2 then touch screen to continue" will appear on the screen. Insert the CD labeled **Disc 2** and touch the screen.

15. After the update is complete, you will see a screen that says:

"Upgrade Successful Please Remove CD and Reboot."

16. Remove the CD and turn off power to the game.
17. Carefully disconnect the ribbon cable from the centronics connector on the game.

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

18. After performing the upgrade you must calibrate the touchscreen by pressing the "Calibrate" button inside the game and following the instructions on the screen.

Security Key Installation

19. Locate the security key (the button-shaped disc with the spoon handle) on the button key adapter board on the I/O board of the motherboard assembly.

Countertop: See Figure 3.

Upright: See Figure 4.

20. Remove the existing security key from the adapter board and replace it with the security key supplied in this kit.
21. Close and lock the CPU section door.
22. Turn on power to the game and enjoy the Titanium 2 Edition program.

Centronics Ribbon Cable and CD-ROM Drive

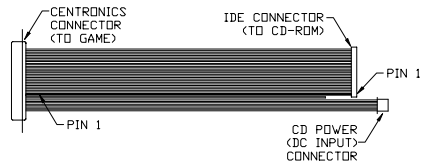


FIGURE 1 - CENTRONICS/CD-ROM INTERFACE RIBBON CABLE

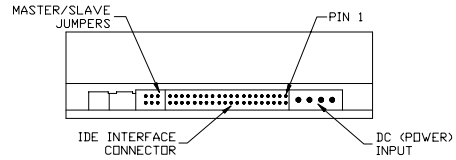


FIGURE 2 - REAR VIEW OF STANDARD CD-ROM DRIVE

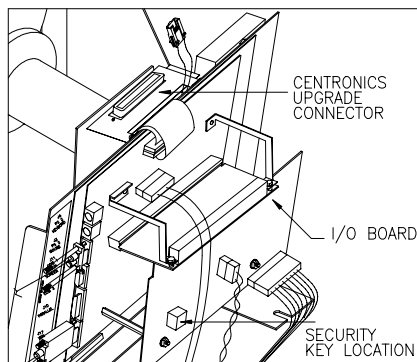


FIGURE 3 - COUNTERTOP CENTRONICS UPGRADE CONNECTOR LOCATION / SECURITY KEY LOCATION

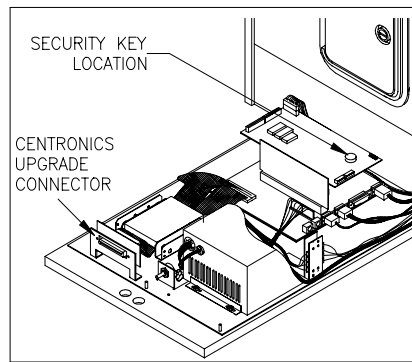


FIGURE 4 - UPRIGHT CENTRONICS UPGRADE CONNECTOR LOCATION / SECURITY KEY LOCATION

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 of the decal that will not be covered. Repeat the same step for the other side of the game.

Megatouch™ XL Titanim 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).

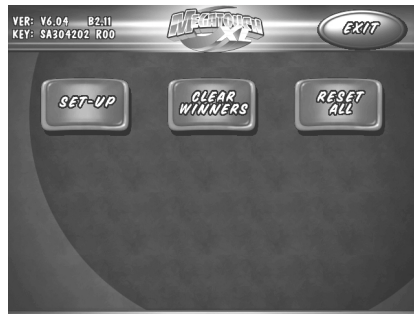


FIGURE 5- TOURNAMENT CONTROLS SCREEN

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!

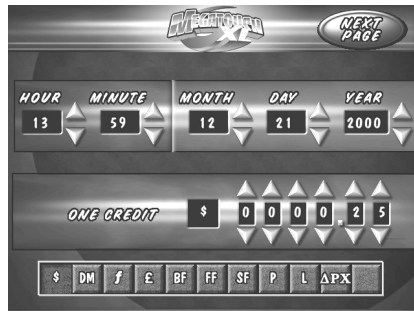


FIGURE 6- CLOCK/CURRENCY SCREEN

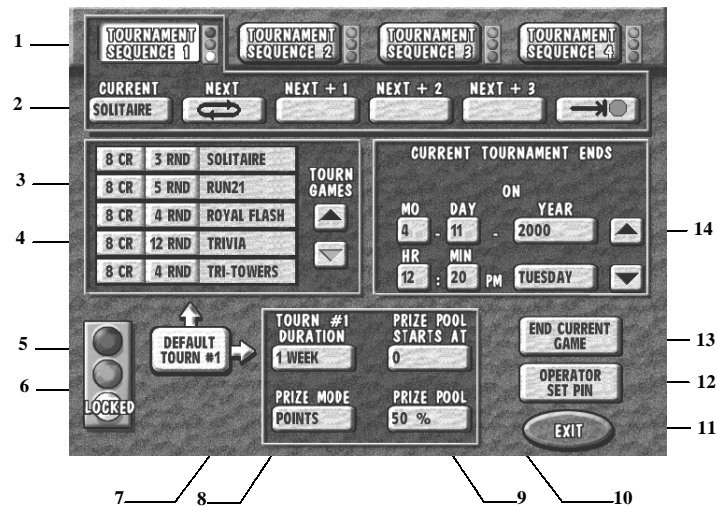


FIGURE 7 - TOURNAMENT SETUP SCREEN
(EXPLANATION OF BUTTONS CONTINUES ON FOLLOWING PAGE)

1	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).
2	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.
3	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.
4	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.
5	Reset Defaults	Touch to reset the default tournament settings.

6	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.
7	Tournament Duration	Sets duration for tournament games in the displayed Tournament Sequence.
8	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.
9	Prize Pool	Sets the percentage of the tournament's total coin drop to be used for tournament prizes.
10	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.
11	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.
12	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.
13	End Current Game	Ends the current tournament game <i>for the highlighted sequence only</i> .
14	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.

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Übertragung der Lizenz

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Haftungsbeschränkung

12. DER LIZENZGEBER HAT KEINERLEI HAFTUNG BEI EINEM ANSPRUCH, EINER FORDERUNG ODER EINER KLAGE, DIE AUF NUTZUNG DER SOFTWARE, DER LEISTUNG DES LIZENZGEBERS ODER DESSEN VERSAGEN IM RAHMEN DIESES ABKOMMENS FÜR JEDLICHE FOLGE-, INDIREKTE, SONDER- ODER NEBENSCHÄDEN BERUHEN, SELBST WENN DER LIZENZGEBER AUF DIE MÖGLICHKEIT EINES SOLCHEN ANSPRUCHES, EINER FORDERUNG ODER EINER KLAGE 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

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