



UPRIGHT OWNER'S MANUAL

FOR TECHNICAL ASSISTANCE:

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Site Preparation

In determining the location for your Megatouch MAXX™ video game, consideration must be given to a suitable, grounded electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a separate circuit is not available, care should be taken to provide a clean and constant voltage. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers or other high power consuming and electrical noise generating equipment.

The upright model should be located on a sturdy, level surface. The game will only remain stable when the four leg levellers are extended and level. Extend the leg levellers until they contact the floor and remove the weight of the game from the cabinet wheels. When the game is properly adjusted, it should remain stable.

Game Description

The Megatouch MAXX™ comes housed in a 19" upright cabinet. The upright model has 4 key-locked compartments: the PC shelf section (front door), the coin box door, bill stacker security hasp, and the rear door. It is equipped with a coin mech and bill stacker; optional bill acceptors are also available. This model also has couplers installed in the rear of the game. These are used for future hardware upgrades which include linking and modem capabilities.

Rear Door Compartment

The rear compartment of the 19" upright allows access to the rear of the monitor and the touchscreen controller.

CPU Section

The CPU section is accessible from the front of the upright. The CPU section houses the CRT, motherboard, I/O board, power supply, hard drive, centronics connector, and the main harness.

Coin Mech/Coin Box Section

The coin mech and coin box are accessible from the front of the cabinet. The coin box door is key-locked for security purposes.

Located on the PC shelf are two (2) internal switches, "SETUP" and "CALIBRATE," and the coin meter. Pressing the "SETUP" button will bring you to the Megatouch Setup screen. See the next section for calibration instructions.

General Care and Maintenance

NOTE: THIS GAME SHOULD ONLY BE SERVICED BY QUALIFIED SERVICE PERSONNEL.

CAUTION: THERE ARE HIGH VOLTAGE PARTS IN THIS GAME. BE CAREFUL WHEN SERVICING THE INSIDE OF THE GAME. GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.

Screen Calibration

NOTE: On upright models, if you open the monitor door while the machine is on, you will have to recalibrate the touchscreen.

The machine must be in the idle mode or game select mode to calibrate the touchscreen.

- Find the "CALIBRATE" button, located on the PC shelf and press it to enter the screen calibration mode.
- Touch the center of the first circle that appears on the screen. Once you release your finger, a second circle will appear on the screen.

NOTE: You must hold your finger on the circle for approximately 2 seconds for the calibration to be recognized.

- Touch the center of the second circle that appears on the screen.
 - Once the second circle is touched and released, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.
 - Touch the "EXIT" icon.
4. Continuing to move the coil in a circular motion, slowly back away from the monitor.
 - 5a. CIRCULAR-SHAPED COILS: When you are about three feet away, quickly turn the coil perpendicular to the monitor and release the trigger.
 - 5b. WAND-SHAPED COILS: When you are about three feet away, point the wand away from the monitor and release the trigger.

Degaussing Your Monitor

If your monitor is displaying "purity problems," (a display with purity problems will have parts of an all-white screen affected by blotches of color) the monitor needs to be degaussed using a "degaussing coil." A degaussing coil is a circular electromagnet, used to cancel out any stray magnetic fields that may build up on a metal object.

All of our monitors have built-in degaussing coils that are automatically activated on power-up. If your game is experiencing minor purity problems, try powering down the game for 20 minutes and then reapplying power to activate the degaussing coil. If the problem is not corrected, you will have to purchase a manual-degaussing coil. Follow the instructions below for degaussing a monitor.

1. Plug in your degaussing coil.
2. Hold the coil about three feet from the monitor, press the trigger to activate the magnetic field. For circular-shaped coils, orient the coil so you see the monitor through the hole in the middle; for wand-shaped coils, point the wand towards the screen.
3. Move the coil in a circular motion around the face of the monitor and slowly approach the game.

Monitor Colors Adjustment Procedure

For adjusting the colors on any of our monitor types, we suggest following the procedures described below. The vertical/horizontal controls and brightness/contrast controls are located on the monitor control panel, velcroed inside the game. The monitor RGB controls are located on the monitor neckboard. Adjust the RGB controls until the screens look as suggested in the following steps.

Tatung/Wells Monitors

1. Set the game to the Checkerz game screen.
2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.
3. Adjust the brightness and contrast controls until the top sets of checkers are a rich red and the bottom set are a dark gray. The feet on the "Checkerz" character should be white. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

General Circuit Board Handling Information

Before handling any boards, observe the following procedures:

- Prevent Electro-Static Discharge by:
 1. Storing the boards in the anti-static bags in which they are shipped.
 2. Removing any static charge from your body before handling the boards.
 3. Using 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.

CAUTION: Be extremely careful when replacing the lithium battery on the motherboard. There is a danger of explosion if the battery on the motherboard is incorrectly replaced. Only replace the battery with the same type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instructions.

Cleaning the Cabinet

- The cabinet should be cleaned with a damp cloth and mild detergent.

Cleaning the Touchscreen Monitor

- The touchscreen glass should be cleaned with a damp cloth and isopropyl alcohol or a *non-ammonia* cleanser. *Do not use any abrasive or vinegar-based cleansers, as they will damage the touchscreen glass.*

NOTE: DO NOT USE ANY ABRASIVE SOLVENTS, ACID OR VINEGAR-BASED CLEANSERS ON THE MONITOR OR SIDE DECALS. OVER TIME, SUCH CLEANSERS COULD HARM THE TOUCHSCREEN AND ERASE THE DECALS. BE CAREFUL NOT TO USE COMMERCIAL CLEANERS CONTAINING ANY OF THESE SUBSTANCES.

Cleaning the Fans and Vents

- The fans and vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.
- To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Megatouch MAXX

Software Instructions

DIP Switch Settings*

Physical DIP switches are reserved for future use. All current operator-adjustable functions are controlled by the soft DIP switches (accessed by touching the "OPTIONS" icon on the Megatouch™ MAXX Setup screen. See Figure 1).

TIMER ¹	YES	NO	ALLOW SEX?
	YES	NO	ALLOW NUDITY? 2/3
	YES	NO	ALLOW SEX DURING ATTRACT? 3
	YES	NO	MYSTERY PHRASE SEX CATEGORY? 3
	YES	NO	MATCH 'EM UP BABES AND HUNKS? 3
	YES	NO	MEMOREE BABES AND HUNKS? 3
	YES	NO	TRIVIA SEX CATEGORY? 3
	YES	NO	PIXMIX BABES AND HUNKS? 3
	YES	NO	PHOTOHUNT EROTIC CATEGORY? 3
SET 4	YES	NO	PLAYER SELECTABLE LANGUAGE?
	OTHER	ENG	DEFAULT LANGUAGE?
	NO	YES	LANGUAGE BUTTONS HAVE FLAGS?
	YES	NO	SOLITAIRE FREE GAME?
	YES	NO	TRIVIA/SNAP SHOT SHOW CORRECT ANSWER?
	4/300K	5/1M	TRIVIA ROUNDS/BONUS?
	YES	NO	POWER SOLITAIRE SPLIT COLUMN MOVE?
	YES	NO	POWER SOLITAIRE FREE GAME?
	\$/¢	CRED\$	PRICE DISPLAY?
	YES	NO	STRIP POKER MOAN SOUNDS? 3
	YES	NO	STRIP POKER REWINDS ON LOSS? 3
	NO	YES	AUTO CLEAR HI-SCORES? 5
	NO	YES	6 STARS ENABLED?
	YES	NO	HI-SCORE ACCESS FROM 6 STARS? 6
	YES	NO	YBB ACCESS FROM 6 STARS? 6
	YES	NO	VOLUME CONTROL ACCESS FROM 6 STARS? 6
	YES	NO	CALIBRATION ACCESS FROM 6 STARS? 6
	NO	YES	SHOW DECK CARDS?
	SHORT	LONG	FAN TIME? 7
	YES	NO	ALLOW GAME CONTINUE?
	YES	NO	ALLOW BONUS REPLAY? 8
	NO	YES	FREEPLAY ENABLED?
	NO	YES	EASY MODE ENABLED? 9
	NO	YES	POWER TRIVIA CATEGORY SAME FOR ALL?
	YES	NO	POWER TRIVIA CONSOLATION QUESTION?
	NO	YES	CONTINUOUS BONUS ROUND?
	YES	NO	GOLF HAS WOMEN?
	3/G	5/R	PHOTOHUNT HINTS?
	YES	NO	TRITOWERS FACE-UP PLAYER SELECTABLE?
	NO	YES	ENABLE THEFT DETERRENT? 10
	1	2	TOUCHSCREEN MODE? 11
	YES	NO	LINKED GAMES ENABLED

***NOTE: The soft DIP switch settings displayed on your game will depend on which games are selected as active in the Game Menu screen, as well as the program version used in your game. DIP controls for inactive games and games not included in your program will not be displayed.**

NOTE: Number corresponds to the options in the preceding table.

- Touching "TIMER" for the "ALLOW SEX?" setting allows the operator to set times during which adult-oriented categories and games are available to the players. Using the arrows, set the time at which the adult-oriented games and categories will be turned on and set the time at which they'll be turned off. The time is set using 24 hour, "military" time. The factory default settings are set to turn on at 22:00 (10:00 PM) and to turn off at 6:00 (6:00 AM).
- When "ALLOW NUDITY" is set to "YES," a small box will appear to the right. Select the nudity level that will appear on the game by touching the desired level.
- These settings are only available if "ALLOW SEX?" is set to "TIMER" or "YES."
- "SET" is only shown if "Player Selectable Language" is set to "YES." When enabled, the operator can select which of the available languages will be displayed for the user to select. To enable the languages: at the Language Select screen, touch the desired language on the left, then select an open field on the right.**
- When "AUTO CLEAR HIGH SCORES" is set to "YES," a small box will appear to the right. Touching this box allows the time period to be set from 1 to 4 weeks (from the time the player name is entered). The factory default setting is two (2) weeks.
- These settings are only available if "6 STARS ENABLED?" is set to "YES." For more information on 6 Stars, see System Settings.
- This setting is only available if "SHOW DECK CARDS" is set to "YES."
- Setting this to "YES" enables a bonus replay for all games except Trivia Whiz, Pile On, Strip Poker, Double Solitaire and Mystery Phrase. The following table shows the scores needed to achieve a bonus replay (after a replay has been earned, the next player must beat the last replay score to earn another replay).
- Easy Mode reduces the number of points needed to reach the bonus round for Hoop Jones (125/150 points), Eleven-Up (68,000/80,000 points), Tri-Towers (64,000/80,000 points), Royal Flash (180,000/200,000 points) and Quik Match (250,000/280,000 points).
- Setting this to "YES" enables the Theft Deterrent. If you choose to enable this option, the game will automatically shut down at specified intervals and you will need to reactivate the game by entering a personal identification number. If you select "YES", the game will prompt you for a four to eight digit pin number. It will then prompt you to choose the intervals that you want the game to activate the Theft Deterrent mode. Select 1 week, 2 week, 3 week, or 4 week intervals. In order to avoid the system shutdown, you must turn off the Theft Deterrent and turn it back on again before the end of the time interval that you have selected.
- Touchscreen mode offers 2 options for touchscreen settings. Mode 1 is standard (default). It is the recommended setting for most locations. This setting allows for normal play. Mode 2 is an added feature used for faster play and reaction time of the touchscreen. This mode is enhanced for intensive play. When set to mode 2, certain environmental conditions may cause slight touchscreen drift. If this occurs, return to Mode 1.

Game Name and Score Needed for Initial Replay

Great Solitaire, Power Solitaire, Route 66, and Super Route 66 will always offer a replay once the listed score is attained. The other games have to reach the score listed as well as attain the high score for the game in order to offer a replay.

Solitaire	45,000
Run 21	250,000
Royal Flash	300,000
Match'Em Up	200,000
Memoree	300,000
Tri-Towers	125,000
Four Play	1,500,000
Conquest	30,000
Strip Poker	No Replay
11-Up	125,000
Mystery Phrase	325,000
Hoop Jones	125
Zip 21	200,000
Checkerz	28,000
Quik Match	400,000
Power Solitaire	55,000
Pix Mix	350,000
Photo Hunt	400,000
Quik Cell	100,000
Tai Play	240,000
Golf	No Replay
Tennis Ace	No Replay
Puck Shot	3,000
Pile On	No Replay
Take 2	110,000
Double Solitaire	No Replay

Mega Link Trivia	No Replay
Merry Maidens	125,000
Eleven Ball	125,000
Chug 21	250,000
Funky Monkey	110,000
Hooter	No Replay
Power Trivia	No Replay
Trip Flip	150,000
3 Blind Mice	150,000
Route 66	50,000
Super Route 66	55,000
Fast Lane	100,000
Snapshot	No Replay
Lookout	400,000
Monster Madness	400,001
GO-O-O-AL	No Replay
Air Shot	No Replay
Pharaoh's 9	No Replay
Pile High	400,000
Wild 8's	400,000
QB Zone	65,000
Wild Apes	400,000
Quintzee	60,000
Astro Joe	120,000
Jumble Safari	125,000
Outer Spades	75,000
Hearts	65,000
Quiz Show	45,000
Boxxi	850,000
Moon Drop	160,000
Euchre Nights	5,000
Trivia Whiz	No Replay

**To Enter This Screen, Touch The
“Setup” Button In The Coin
Mech Section**



Figure 1 - Game Setup Screen

**To Enter This Screen, Touch
“System Settings” At The Setup
Screen**



Figure 2- System Settings Screen

Game Setup

The Game Setup controls allow the operator to access the following screens:

Coin-In Menu	Enters the coin/credit setup screen.
Game Menu	Enters the game menu selection screen.
Display Books	Enters the bookkeeping statistics screen.
Options	Displays the soft DIP switch settings screen. The DIP switches displayed on this page will vary depending on which games are active (see page 4 for a list of DIP switch settings).
Video Test	Displays video test screens. Touch the screen to cycle through.
Touchscreen Test	Enters the touchscreen test for checking touchscreen calibration.
High-Scores	Enters the clear high scores screen. Touch game to select, touch “CLEAR CURRENT” to clear the high scores for that game. Touch “CLEAR ALL” to clear all high scores. Activate Six Stars to clear high scores.
Clear Credit	Erases all credits on the machine.
Free Credit	Adds credits without using coin switch. Free credits are listed separately in the books screen.
System Settings	Enters the System Settings screen which gives the operator access to the Set Time, Set Game Serial Number, Set 6 Star PIN, Security Setup, Volume Control, Video Billboard and Mega Link Test screens. See the System Settings screen for explanations of each option.
Exit	Returns the game to the attract mode.

System Settings

The System Settings controls allow the operator to access the following screens:

Set Time	Brings up the Set System Date and Time screen. Time is shown in 24-hour, “military” time (e.g. 5:00pm = 17:00). Use the up and down arrows to set the time and/or the date.
Set Game Serial Number	Brings up the Set Game Serial Number screen. Enter the game’s serial number using the keypad.
Set 6 Star PIN*	Brings up the Set 6 Star PIN screen via the info button in the main menu screen. Touch the stars in the programmed order to give access to the Video Billboard, High Scores, Volume Control and Calibration screens (to allow access to any of these screens through 6 Stars, the DIP switch must be set to “YES” for each screen; see the DIP switch list on page 4).
Security Setup	Brings up the Set Security PIN screen. From this screen, the operator can set the PIN number and select which of the features (Coin-In Menu, Game Menu, Display Books, Options, High Scores, Free Credits and Set 6 Star PIN) will be protected by the PIN. To set the PIN, first touch “SET” on the keypad. Then, enter your 4-digit PIN using the keypad and touch “ENTER.” The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the icon for each of the features you wish to protect with the PIN.

Volume	Brings up the Volume Control screen. Touch the volume control icon to adjust the volume up or down. This screen allows you to sample the sound volume without exiting the screen. The on-screen volume control can also be accessed using "Six Stars."
Video Billboard	See page 10 for Video Billboard operation instructions.
TournaMAXX	Brings up the Tournament Set-Up Screen. This is used only after you have registered your game for TournaMAXX™ play.

***Six Stars Enabled**

This feature allows access to the Clear High Scores, Volume Control, Video Billboard and Calibration, without having to remove the coin box. If the Six Stars Enabled dip switch is set to "YES," touching the info button in the main menu will cause six numbered stars to appear on the screen. Touching these stars in the programmed order will bring up a screen with icons for the Video Billboard, High Scores and Volume Control, and Screen Calibration screens (provided the appropriate DIP switches have been set to "YES"). To set the sequence in which the stars must be touched, go to the "System Settings" screen, touch the "Set Six Star PIN" icon and set the sequence.

**To Enter This Screen, Touch
“Game Menu” At The Setup
Screen**



Figure 3 - Game Menu Screen

The game list and prices are programmed using this screen. The left side of the screen shows the various game menu names. The fields to the right show the game positions available, with the price for each game. The list at the bottom shows all games available for that category. The lower buttons will reset the selected game menu to the default setting (DEFAULT), clear all of the games from the player's game menu (CLEAR), clear the selected item from the player's game menu (CLEAR 1), and reset all of the game menus to the default settings (DEFAULT ALL).

To program the player's game lists, first select the category in which you want the game to appear, by touching that category's name on the left side of the screen. Choose the menu position you want the game to occupy, by touching that position. Then, touch the desired game name, from the game list on the bottom of the screen. That game will now appear in the menu (a game cannot appear in a game list more than once). Games currently in the displayed category will appear shaded in the game list on the right. To adjust the price, touch the price in the game menu. Each touch will rotate the price from 25¢ (1CR), to 50¢ (2CR), to 75¢ (3CR), to \$1 (4CR) and back to 25¢ (1CR). Touch "EXIT" when done.

NOTE: TOP GAMES ALLOWS THE OPERATOR TO ENTER UP TO 6 GAMES IN THAT CATEGORY. SET THE TOPGAME THRESHOLD TO TELL THE GAME HOW MANY PLAYS QUALIFIES A GAME FOR THE TOP GAMES LIST. ONCE A GAME REACHES THAT NUMBER OF PLAYS, IT WILL AUTOMATICALLY BE ADDED TO THE TOP GAMES CATEGORY. THE DEFAULT THRESHOLD IS "10."

****Games currently in the displayed category will appear shaded in the game list on the right.***

To Enter The Coin/Credit Setup Screen, Touch “Coin-In Menu” At The Setup Screen

Game cost can be controlled two ways: by changing the number of credits required to play a game or by changing the cost of a credit. The Coin-In Menu allows you to adjust the cost of a credit, as well as providing a way to give players “bonus” credits for depositing a higher amount of money.

When programming the Coin-In Menu, E1 is set for the lowest value coin, E2 for the next highest value, etc. If all four coin inputs are not used, the unused inputs must be set to “N/A.” Adjust the coin/credit/meter pulse settings by touching the “plus” and “minus” signs on the field you want to change.

COIN VALUE	COIN INPUT	COINS	=	CREDITS	&	METER PULSES
10p	1E	3		1		3
20p	2E	3		2		6
50p	3E	1		2	player premium 25p/credit	5
1£	4E	1		5	player premium 20p/credit	10



In the above example (UK currency), each game costs one (1) credit and the cost for a single credit is 30p. This method is preferred if you want game cost to always be reflected as “1 credit.”

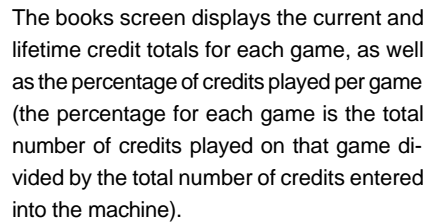
COIN VALUE	COIN INPUT	COINS	=	CREDITS	&	METER PULSES
10p	1E	1		1		1
20p	2E	1		2		2
50p	3E	1		6	1 bonus credit	5
1£	4E	1		15	5 bonus credits	10



In the above example (UK currency), the cost of a credit is set to 10p and each game costs 3 credits (for a total of 30p). This method allows game cost to be increased by the smallest unit of currency used (e.g. increasing the cost of Solitaire to four (4) credits would increase the game cost by 10p).

In both examples, note that meter pulses are independent of credits and only track the unit of currency (10p in the examples). Players are given an incentive to deposit more money by giving them “bonus” credits for depositing 50p or £1. Coins may be deposited in any combination of values and the game will automatically register the highest number of credits for the total amount of coins deposited. Once a game is played, any remaining fractional credits are erased.

Generally, most countries have a factory default setting. This setting can be adjusted (as described above), but will return if the game memory is cleared. Some programs, depending on the key used, have a CURRENCY DEFAULT DISPLAY located to the left of the coin inputs. It shows the currency value for each of the coin inputs. This display is used as a guide and is not used in any calculations. Touch the CURRENCY DEFAULT DISPLAY to hide/show the display.



Touching a game name will display the current and lifetime credit totals*, broken into 1 Player, 2 Player and Linked Games. It also shows the “shortest,” “longest” and “average” playing times for that game (only “link-only” games, like Pile-On, are included in time calculations; time calculations for games that can be played as link or amusement are only displayed for the amusement version).

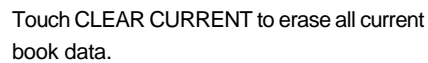


Figure 5 - Books Screen
w/ Time Inset

Megatouch MAXX™ Video Billboard Operating Instructions

The Megatouch MAXX™ Video Billboard allows for six, separate advertising screens. Two of the screens can only be accessed using "Six Stars" (and are intended for use by the location owner), the other four screens are accessed using the Video Billboard icon located on the System Settings screen.

The Video Billboard provides several font styles, sizes and colors, a choice of background colors and designs, as well as a variety of clip art. The basic Video Billboard screen is shown below, followed by the operating instructions. A maximum of 16 screen objects (a line of text or a piece of clip art) can be placed on any given screen.

The Video Billboard also allows you to add 3 advertising screens that you create on your personal computer. These screens are in addition to the 6 screens that can be created directly on the game. To create these new screens, you will need a personal computer with a PC card reader/writer, a graphics program to create graphics and two 8 MB PC cards. Complete instructions can be found on the Merit Industries website (www.meritind.com).

To Enter This Screen, Enter The System Settings Screen and Touch Video Billboard



Figure 6 - Video Billboard Screen with Keyboard

Video Billboard Icon Functions:

Callout #	Screen Icon	Description
1	Timer	Allows the user to set the amount of time the given screen is displayed during the idle mode. The timer can be set from 0 to 20 seconds, in 5 second increments. (Setting the timer to zero (0) will prevent the screen from being displayed. This is helpful when designing a screen that you do not want to display immediately, but do want to store in the game's memory for use at a later date.)
2	Full Screen	Allows the user to view a full screen preview of the designed screen. While in "full screen", graphics and text can be repositioned by selecting them and then touching the new location.
3	Clear Ad	Allows the user to erase the entire design for the displayed screen. This icon changes to "DELETE" if any screen object is selected (when an object is selected, a box appears around the object).
4	Screen X	Touching this icon toggles through each of the video billboard screens (where "X" is the number of the screen).
5	Fonts	Touching this icon displays the font formatting icons on the bottom half of the screen. These icons allow the user to select from 4 styles of font, 3 font sizes and 8 colors. The screen also has controls for alignment: right, left and centered. To format the font, select the desired text and then touch the font style, size, color and/or alignment (if you have more than one line of text on the screen, you will need to repeat this action for each line of text). Touching the KEYBOARD icon will return you to the keyboard screen.
6	Background	This icon toggles the background design through each of the 20 preset backgrounds.
7	Clip Art	This icon displays the clip art selection windows on the bottom half of the screen. From here, the user can select clip art to be used on the displayed screen. Use the scroll bar at the bottom of the screen to move through the clip art. The clip art size can be adjusted by selecting the piece of clip art and then selecting "SMALL", "MEDIUM", or "LARGE" at the bottom of the screen (if you have more than one piece of clip art on the screen, you will need to repeat this action for each piece of clip art.) Once the clip art is displayed on the screen, touching the desired clip art and sliding your finger to the location where you want it placed can move it. Touching the KEYBOARD icon will return you to the keyboard screen.
8	Exit	Exits the user to the System Settings screen.
9	Keyboard	The keyboard is used for entering all text onto the displayed screen. Once text is displayed on the screen, touching the text and sliding your finger to the location where you want the text can move it. The cursor can be moved to a new location by touching the desired location.



Figure 7 - Video Billboard Screen
with Font Controls

Callout #	Screen Icon	Description of Function
10	Select Type	Touch to change font type (choose from 4 font styles)
11	Select Size	Touch to change font size (choose from 3 size options)
12	Select Alignment	Touch to set font alignment (left, right or centered)
13	Select Color	Touch to change font color (choose from 8 colors)
14	Keyboard	Displays the keyboard



Figure 8 – Video Billboard Screen
with Clip Art Controls

Callout #	Screen Icon	Description of Function
15	Clip Art	Touch a clip art window to select (choose from 33 pieces of clip art)
16	Select Size	Touch to change clip art size (choose from 3 sizes)
17	Scroll Bar	Touch the arrows to scroll through clip art
18	Keyboard	Displays the keyboard

Merit Industries, Inc.**Troubleshooting Guide for *Megatouch MAXX™ Games***

Refer to the list below if you are experiencing a problem with your Megatouch MAXX™ Game...

PROBLEM	CORRECTIVE ACTION	COMMENT
No Power, Game reboots/monitor seems to power cycle	<ul style="list-style-type: none"> Check that the power cord is connected to a "live outlet." Check that the power switch is turned "ON." Check that the power cord is connected to the game power supply. Check that the power supply's voltage select switch is set to the proper voltage. 	<ul style="list-style-type: none"> "Live outlet" is an outlet powered with electricity. The power switch is located in the rear of the game. The power cord is plugged into the power supply inside the game.
No Video.	<ul style="list-style-type: none"> Check that the game is powered and turned "ON." Check that the monitor is connected to the game motherboard. Check that the power is connected to the monitor and the motherboard. Make sure the RAM DIMM is properly seated. 	<ul style="list-style-type: none"> See "No Power" under "PROBLEM." The monitor connection is located inside the rear compartment of the game. The monitor is powered from a connection on the game power harness, located in the CPU section on countertops.
Touchscreen does not work. (Microtouch)	<ul style="list-style-type: none"> Verify that the touchscreen controller is connected to power. Verify that the touchscreen controller is operating. Verify that the touchscreen controller is connected to the motherboard. Make sure the screen is not scratched. Make sure no metal is touching the screen. Check COM1 setting during boot-up. Check for proper ground. 	<ul style="list-style-type: none"> The touchscreen controller is a small box mounted inside the rear compartment of the game. On a game with a Microtouch controller, an LED is illuminated when power is applied. When operating, the LED will change intensity when the screen is touched. Check for proper connection of the controller power lead with the power harness. The connection is made near the controller in the CPU section of the game. If the screen is scratched, it must be replaced. The controller is connected to COM 1 input on the motherboard in the CPU section of the game. If COM 1 is bad, the motherboard needs to be replaced.
Poor picture quality.	<ul style="list-style-type: none"> Adjust <i>Brightness, Contrast, Horizontal, and Vertical</i> controls. 	<ul style="list-style-type: none"> Monitor controls are located in the CPU section of the game.
"NO SOUND DRIVER," "INVALID KEY."	<ul style="list-style-type: none"> Make sure that the riser card is correctly installed and seated. 	<ul style="list-style-type: none"> The riser card is the printed circuit board connecting the I/O board to the motherboard. The riser card must be fully inserted in the socket.

Merit Industries, Inc.

Troubleshooting Guide for **Megatouch MAXX™ Games** *continued*

Refer to the list below if you are experiencing a problem with your Megatouch MAXX™ Game...

PROBLEM	CORRECTIVE ACTION	COMMENT
"ERROR - INVALID KEY"	<ul style="list-style-type: none"> Check the Dallas Key. Verify that it is installed, not damaged and seated tight. Bad I/O riser connection. 	<ul style="list-style-type: none"> The Dallas Key is the button-shaped disc with a spoon handle located on the I/O board.
Game locks up, Game graphics incorrect.	<ul style="list-style-type: none"> Perform two-button memory clear. 	<ul style="list-style-type: none"> Two-Button Clear: <ol style="list-style-type: none"> Turn game power off. Depress and hold the <i>Calibrate</i> and <i>Set-Up</i> buttons located on the connector board in the CPU section in countertops. With <i>Calibrate</i> and <i>Set-Up</i> depressed, turn game power on. Release <i>Calibrate</i> and <i>Set-Up</i> buttons when "2-Button Clear Detected" is displayed on screen. "2-Button Clear Complete."
No sound, Game volume low.	<ul style="list-style-type: none"> Adjust volume control. Make sure speaker harness is plugged in. Sound harness is disconnected or damaged. 	<ul style="list-style-type: none"> Speaker harness is connected at J9 on I/O board. Headphone jack of sound harness is connected at PL101 on the motherboard and the other end of the sound harness connects to J11 on the I/O board.
Game volume loud, Sound distorted.	<ul style="list-style-type: none"> Turn volume down. 	<ul style="list-style-type: none"> The volume controls can be accessed through the System Settings screen in the MAXX Setup software.
Operating system not found	<ul style="list-style-type: none"> Ribbon cable from hard drive to motherboard is loose. 	<ul style="list-style-type: none"> Make sure each end of the ribbon cable is securely in place.
Meter not advancing.	<ul style="list-style-type: none"> Check connection at I/O board. 	<ul style="list-style-type: none"> Check wiring at <i>J3 METER</i> connector on I/O board in the CPU section of the game.
"COIN JAM," A continuous tone emits from the game.	<ul style="list-style-type: none"> Check for coin(s) jammed in coin mech. If the game emits the coin jam indicator sound when powered up, the NORMALLY CLOSED contacts of the coin mechanism are being used. The NORMALLY OPEN contacts must be used. 	<ul style="list-style-type: none"> Unlock the rear door of the game to gain access to the coin mech.

For additional assistance, after contacting your distributor, contact:

Merit Product Support and Services

USA and Canada call toll-free:

1-800-445-9353

Outside the USA and Canada call:

(215) 639-4700

FAX: (215) 639-5346

Merit Industries, Inc. P.O. Box 5004, Bensalem, PA 19020-8529.

You can also visit our web site

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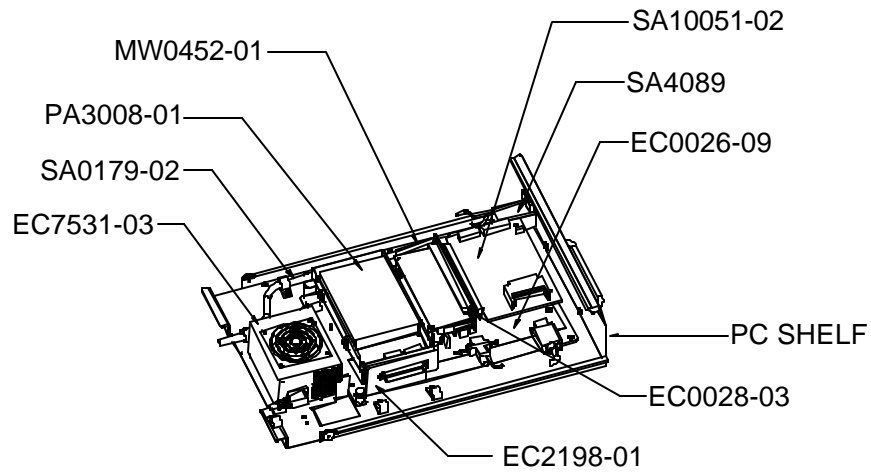


Figure 9 – Upright (PC Shelf)

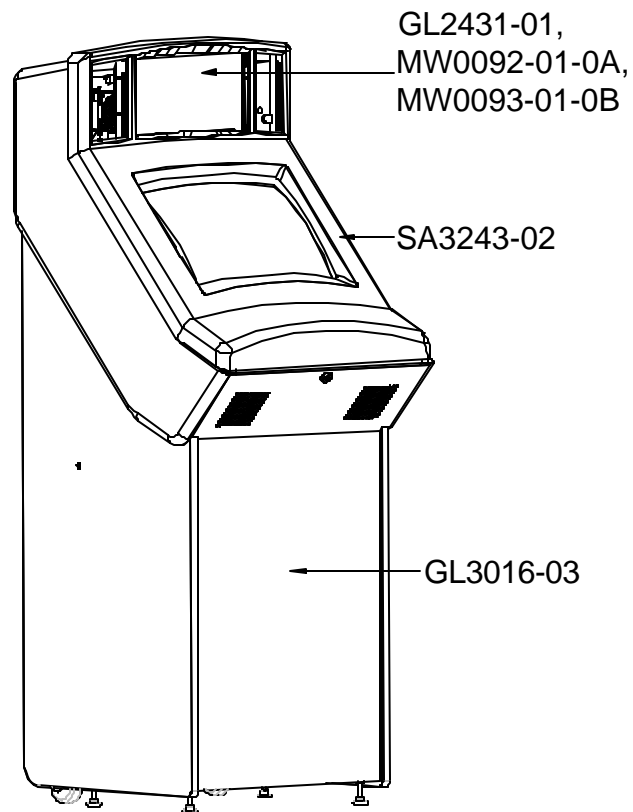


Figure 10 – Upright (Marquee/Front Decal)

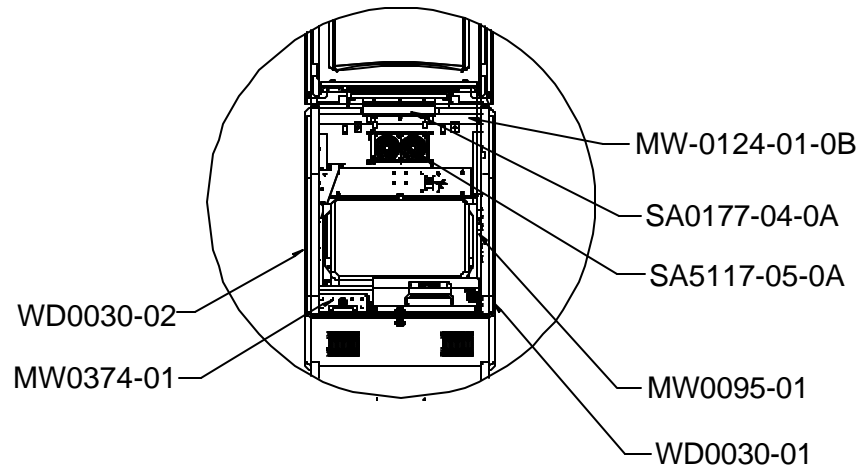


Figure 11 – Upright (Monitor Section)

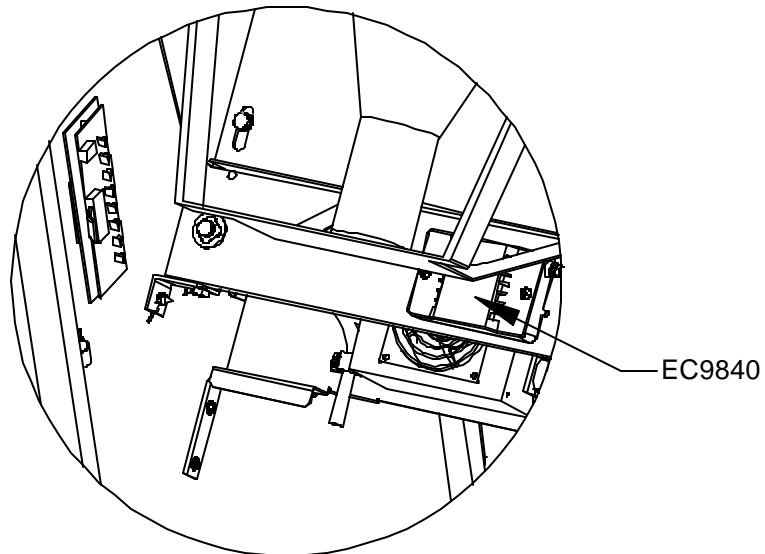


Figure 12– Upright (Rear Section)

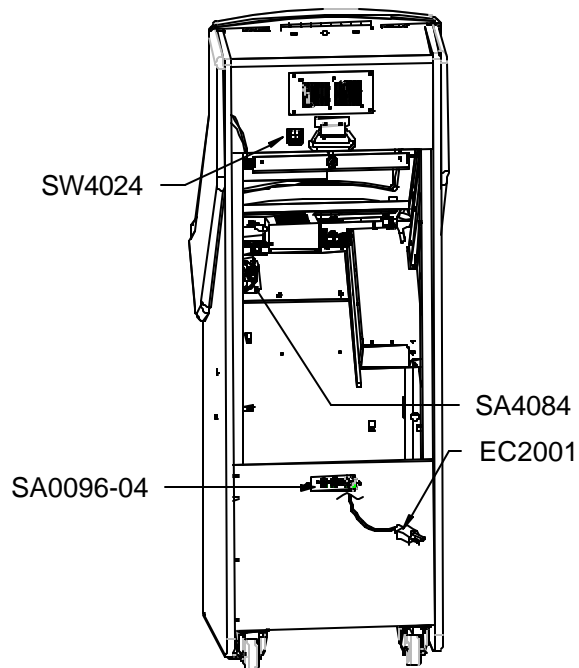


Figure 13 – Upright (Rear View)

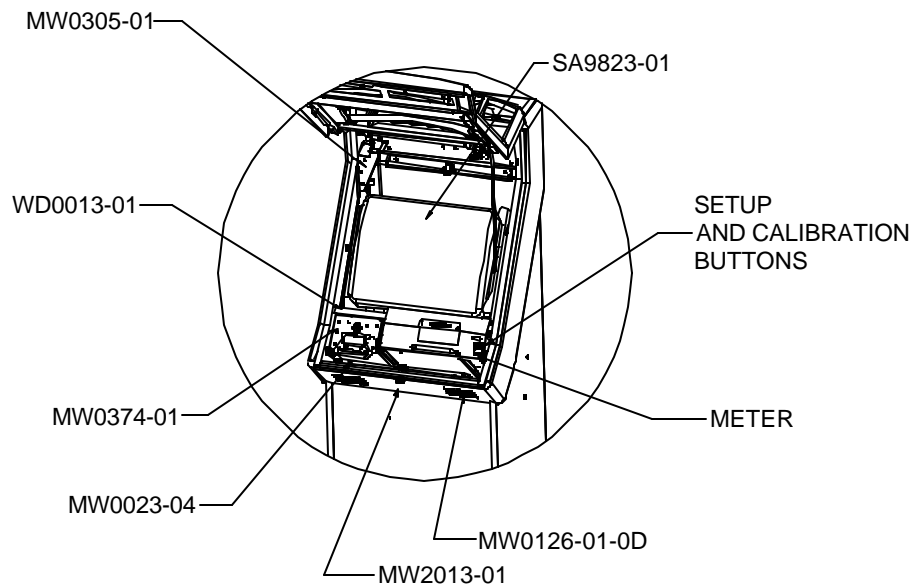


Figure 14 – Upright (Monitor Door Section)

Megatouch MAXX™ Upright Replacement Parts List

PART#	PART DESCRIPTION
EC7531-03	110W AC-ON POWER SUPPLY
EC2191-08*	2X20 PIN, IDE, 9"L RIBBON CABLE
PA3008-01	MAXX DIAMOND EDITION PROGRAM ASSEMBLY
SA4089	TEST SWITCH W/CONNECTOR ASSEMBLY
EC9154*	12-VOLT, FROG EYE MOUNTING COUNTER
SV3005*	MOMENTARY, PANEL MOUNTING, PUSH BUTTON SWITCH
EC2198-01	CENTRONIC RECEPTACLE-IDE-POWER RIBBON CABLE
SA0179-02	MAIN HARNESS
EC0026-09	UNICORN 586 MOTHERBOARD W/AUDIO, RISER CPU
EC0028-03	MITSUBISHI TWO-SLOT RISER BOARD
SA10051-02	INPUT/OUTPUT VIDEO BOARD, W/O PRINTER
MW0452-01	UNICORN RISER BRACKET (RIGHT)
GL2431-01	DOUBLE DIAMOND MARQUEE
MW0092-01-0A	MARQUEE FRAME
MW0093-01-0B	MARQUEE CLAMP
GL3016-03	SYSTEM MEGATOUCH FRONT DECAL (BLACK CABINET)
SA3243-02	BEZEL ASSEMBLY
HW9500-01-0A*	MONITOR BEZEL
HW0031-01*	BEZEL TRIM, REAR
MW0138-01-0B*	2-POINT LOCK BRACE
MW0139-01-0A*	2-POINT LOCK GUIDE
MW0095-01	STAY ARM
MW0098-01-0A*	STAY ARM BRACKET
MW0124-01-0B	HINGE
SA0177-04-0A	6-WATT FLUORESCENT LAMP FIXTURE, 117V/60HZ
LB1030-01*	BULB, 9", 6-WATT
EC7016-01*	220V/50HZ, 6W BALLAST
	* = not shown

Megatouch MAXX™ Upright Parts List continued

PART#	PART DESCRIPTION
MW0133-01-0A*	FLUORESCENT LAMP BRACKET
MW4147-01*	SMOOTH F-LAMP FIXTURE ENCLOSURE
SA5117-05-0A	3", 12VDC, 3-PIN FAN ASSEMBLY W/GUARD
SW4024	250V PANEL MOUNTING ROCKER SWITCH
SA0181-02*	POWER SWITCH HARNESS
WD0030-02	LEFT SIDE PANEL
WD0030-01	RIGHT SIDE PANEL
SA0178-01*	MAIN HARNESS
EC9840	TOUCHSCREEN CONTROLLER BOARD
SA0096-04	POWER ENTRY PLATE ASSEMBLY
EC9304-01*	250V @ 6AMP IEC LINE FILTER
MW0367-01*	POWER ENTRY PLATE
EC2001	DETACHABLE IEC CONNECTOR POWER CORD
WD0013-01	CRT SHELF
SA4084	4"SPEAKER ASSEMBLY WITH 2 PIN CONNECTOR
MW0023-04	BOLT, LOCK, 7.99"L
HW8716*	REAR DOOR LOCK, 564 LOCK, 1" 3/8L, STRAIGHT CAM
HW8741*	KEYED CASH BOX LOCK
HW8731*	KEYED BILL ACCEPTOR LOCK
MW2013-01	DUCK BILL CAM, UR, XL5
SA9823-01	TOUCHSCREEN OVERLAY ASSEMBLY
EC9823*	OVERLAY, TOUCHSCREEN, 19"
EC9378-05*	19" VGA MONITOR
MW0126-01-0D	FRONT LOCK/SPEAKER PANEL GRILL
MW0305-01	COIN CHUTE, SIDE MOUNT, UR, XL5
MW0374-01	COIN BOX
HW8733-04*	REAR DOOR LOCK AND CAM ASSEMBLY
	* = not shown

NOTE: The parts in your game may vary. When calling for replacement parts, make sure to have your serial number available to ensure the accuracy of your order.

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- (b) Failed PCBs are accumulated for a time period or quantity accumulation, as designated by Merit and sent in one shipment to save shipping expenses.
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Beschränkungen

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

Haftungsbeschränkung

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