



**Megatouch Ion 2010  
and Force 2010  
Software User Manual**

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PM0355-21



## Table of Contents

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<p><b>Game Name and Score Needed for Initial Replay</b> ..... p. 1</p> <p><b>Operator Setup Screens Flowchart</b> ..... p. 2</p> <p><b>Main Menu</b> ..... p. 3-4</p> <p><b>Credits/Pricing Menu</b> ..... p. 5-8</p> <p style="padding-left: 20px;">Quick Price Setup ..... p. 5</p> <p style="padding-left: 20px;">Coin-In Menu ..... p. 6</p> <p style="padding-left: 20px;">Coinless Coin Op ..... p. 7-8</p> <p style="padding-left: 20px;">Rental Mode ..... p. 8</p> <p><b>Games Menu</b> ..... p. 9</p> <p style="padding-left: 20px;">Game Setup ..... p. 9</p> <p><b>Hi Scores Menu</b> ..... p. 10</p> <p style="padding-left: 20px;">View/Clear Hi Scores ..... p. 10</p> <p><b>Books Menu</b> ..... p. 10-12</p> <p style="padding-left: 20px;">Books Display ..... p. 10-11</p> <p style="padding-left: 20px;">Cash Settlement ..... p. 11-12</p> <p><b>System Menu</b> ..... p. 13-14</p> <p style="padding-left: 20px;">Megatouch Player and Operator Keys ..... p. 14</p> <p><b>Diagnostics Menu</b> ..... p. 15-16</p> <p style="padding-left: 20px;">Hard Drive Self Diagnostics ..... p. 16</p>	<p><b>Network Menu</b> ..... p. 17-23</p> <p style="padding-left: 20px;">Hardware Setup ..... p. 17-18</p> <p style="padding-left: 20px;">Connection Wizard ..... p. 19-21</p> <p style="padding-left: 20px;">AMI Jukebox Mega-Link ..... p. 22-23</p> <p><b>Local Tournament Mode</b> ..... p. 24-28</p> <p style="padding-left: 20px;">Programming a Tournament ..... p. 29</p> <p style="padding-left: 20px;">Awarding Prizes ..... p. 29</p> <p><b>Credit Card Menu</b> ..... p. 29</p> <p style="padding-left: 20px;">Vault Credits ..... p. 29</p> <p style="padding-left: 20px;">Setup Operator Cards ..... p. 29</p> <p><b>Presentation Menu</b> ..... p. 30</p> <p style="padding-left: 20px;">Operator Ad Screens ..... p. 30</p> <p style="padding-left: 20px;">Sidebar Promotion ..... p. 30</p> <p style="padding-left: 20px;">Sales Enabler Videos ..... p. 30</p> <p><b>Promotion Menu</b> ..... p. 31-32</p> <p style="padding-left: 20px;">My Merit ..... p. 31</p> <p style="padding-left: 20px;">Merit Money ..... p. 32</p> <p style="padding-left: 20px;">Promo Credits ..... p. 32</p> <p><b>MegaNet Menu</b> ..... p. 33-36</p> <p><b>Software License Agreements</b> ..... p. 37-42</p>
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### Game Name and Score Needed for Initial Replay

Great Solitaire and Power Solitaire 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. **NOTE: The available games may vary.**

11 Ball/11Up	125,000	Moondrop	160,000
Air Shot	No Replay	My Ex	150,000
Avalanche Jack	150,000	Mystery Phraze	325,000
Backjammin	125,000	Office Bash	400,000
Battle 31	125,000	Outer Spades	75,000
Beer Pong (lon Only)	200,000	Outlaw Poker/Cattle Drive	400,000
Beer Pong 21 (lon Only)	No Replay	Pack Rabbit (lon only)	400,000
Big Time Roller	60,000	Pharaoh's Fortune	45,000
Boxdrop	175,000	Pharaoh's 9	No Replay
Boxxi	850,000	Photo Hunt	400,000
Brain in Gear (lon only)	No Replay	Photo Pop	No Replay
Breakin' Bricks	400,000	Power Solitaire	55,000
Card/Castle Bandits	200,000	Power Trivia	No Replay
Card/Crypt Raiders	175,000	Puck Shot	3,000
Card/Jolly Pirates	200,000	QB Zone	65,000
Chainz2: Relinked	500,000	Q-Shot	50,000
Chainz2: Puzzler	500,000	Quik Cell	100,000
Checkerz	28,000	Quik Chess	125,000
Chip Away	125,000	Quik Match	400,000
Chug 21	250,000	Race Poker/Motor Match	No Replay
Chug Monkey	400,000	Rack 'Em	200,000
Coco Loco	No Replay	Rack 'Em 9 Ball	35,000
Conga Fish (lon only)	No Replay	Royal Flash	300,00
Conquest	30,000	Run 21	250,000
Crazy Hearts	65,000	Skee-Ball	900
Deflection	500,000	Snap Shot	400,000
Dodge Bull	No Replay	Space Crusader (lon only)	No Replay
Domino 5	200,000	Speed Draw	125,000
Draggle Drop	200,000	Spider Kings/13 Spiders	160,000
Euchre Nights	6,500	Strip Club	No Replay
Fast Traxx (lon only)	100,000	Stunt Squirrel (lon only)	125,000
Feeding Frosty	No Replay	Sudoku6	100,000
Fight the Landlord	No Replay	Super Boxxi	400,000
Four Play	1,500,000	Super Cell Chaos	No Replay
F.M.V. Boxxi (lon only)	No Replay	Super Snubbel	No Replay
F.M.V. Strip (lon only)	400,000	Tai-Play	240,000
Funkier Monkey	150,000	Take 2	110,000
Funky Monkey	110,000	Tennis Ace	No Replay
Gender Bender	No Replay	Texas Hold 'Em	No Replay
Gin Rummy	55,000	Text Twist (lon only)	10,000
Gooal	No Replay	Tic Tac Trivia	75,000
Great Solitaire	45,000	Tri-Towers/Tri-Castles	125,000
Hollywood Match	400,000	Tricky Fish	No Replay
Hoop Jones	125	Triple Crown Boxing	No Replay
Ink Rally	No Replay	Trivia Treasure	No Replay
Jackpot Corner (lon only)	1,500,000	Trivia Whiz	No Replay
Little Shop of Treasures (lon only)	83,000	Trivia Whiz 2	No Replay
Look Out	400,000	Touchdown Poker	250,000
Lucky 11's	340,000	Tug of Words (lon only)	350,000
Luxor	500,000	Tuxedo Run (lon only)	400,000
Luxor 2 (lon Only)	500,000	TV Guide Mini Crossword	50,000
Luxor: Survival	No Replay	UNO®	No Replay
Magic Charms	500,000	UNO® 52 Poker	No Replay
Mega Bowling	125	Video Whiz (lon only)	No Replay
Megatouch Battle Command	No Replay	Vinci-Ball	400,000
Megatouch Memory	250,000	Wild 8's/Wild Apes	400,000
Megatouch Mini/Crazy Golf	No Replay	Word Dojo	375,000
Meteor Shower	200,000	Word Safari	125,000
MGA Champ. Golf	No Replay	Wordster	100,000
Monkey Bash	No Replay	Zen Word	350,000
Monster Madness	400,000	Zip 21	200,000





Main Menu	Available Options	Information
<b>DIAGNOSTICS (continued)</b>	<ul style="list-style-type: none"> <li>System Info</li> <li>Verify Databases</li> <li>Hard Drive Self Diagnostics</li> <li>Joystick Calibration</li> <li>Joystick Test</li> <li>View System Log</li> </ul>	<ul style="list-style-type: none"> <li>Gives details about various hardware components in the game.</li> <li>Only use on the advice of Technical Service.</li> <li>Detects hard drive errors and predicts future failures. Runs automatically during system startup and software installation.</li> <li>Allows calibration of the joystick. Follow the instructions on the screen.</li> <li>Checks joystick calibration. Move the joystick and make sure the cursor accurately follows your movement.</li> <li>Allows operators to easily read, capture and send error log data.</li> </ul>
<b>TOURNAMAXX / TOURNACHAMP (Force Only)</b>	<ul style="list-style-type: none"> <li>General Info</li> <li>Connection Log</li> <li>Set Update Time</li> <li>Test Connection</li> <li>Update From Server</li> <li>Clear Database</li> </ul>	Enters the Tournamaxx / Tournachamp Setup Screen if the game is registered for Tournament play. See the MegaNet manual for more information.
<b>NETWORK</b>	<p><u>Force Games:</u></p> <ul style="list-style-type: none"> <li>LAN Connection</li> <li>Internet Connection</li> <li>Options</li> </ul> <p><u>Ion Games:</u></p> <ul style="list-style-type: none"> <li>Wireless Ethernet</li> <li>Wired Ethernet</li> <li>Dial-Up</li> <li>Connection Log</li> <li>Location Info</li> <li>Connection Wizard</li> <li>Connection Diagnostics</li> <li>Network Options</li> <li>Connect to MegaNet</li> </ul>	<p><u>Force Games:</u> Allows you to set up your local area network and also configure your Internet connection settings. See the MegaNet manual for more information.</p> <p><u>Ion Games:</u> For Ion games, you can also check the Connection Log, view location information, enter the Connection Wizard, view connection diagnostics, connect to MegaNet (perform an Update from Server), change the MegaNet server address, change the MegaNet ID, set an update time, and clear Tournamaxx databases.</p>
<b>TOURNAMENT</b>	<ul style="list-style-type: none"> <li>Set Up Tournament</li> <li>Clear Winners</li> <li>Reset All</li> </ul>	To enable Tournament mode (if applicable), enter the System Menu and touch Options. Touch Off-Line to switch the game from Tournamaxx mode to local Tournament mode. This will allow you to set up local tournaments with prize pools for a dedicated machine. See the Local Tournament Mode section of this manual for more information.
<b>CREDIT CARD</b>	<ul style="list-style-type: none"> <li>Credit Card Functionality Test</li> <li>Credit Card Pricing</li> <li>Options</li> <li>Vault Credits</li> <li>Setup Operator Cards</li> </ul>	Widescreen Models Only: Use the Credit Card Menu to test the credit card reader, view and adjust credit card pricing, disable credit card functionality, turn on/off the meter for credit card purchases, manage the Player Vault, and setup operator cards.
<b>PRESENTATION</b>	<ul style="list-style-type: none"> <li>Operator Ad Screens</li> <li>Sidebar Promotion</li> <li>Options</li> </ul>	<ul style="list-style-type: none"> <li>Create ad screens, and also add custom screens created on a personal computer.</li> <li>Import/manage/delete sidebar images (Widescreen Models Only).</li> <li>Access Sales Enabler Videos (Ion Only).</li> </ul>
<b>PROMOTION</b>	<ul style="list-style-type: none"> <li>My Merit</li> <li>Merit Money</li> <li>Promo Credits</li> <li>Options</li> </ul>	<ul style="list-style-type: none"> <li>Enables a feature permitting players to create custom accounts. Also displays individual player data, and allows the operator to back up or restore the data.</li> <li>Sets time periods in which location owners can use the 6 Star feature to offer free credits to encourage play.</li> <li>Sets time periods in which the game offers a free credit while in Idle Mode.</li> <li>Enables My Merit, Merit Money, and Promo Credits features.</li> </ul>
<b>MEGANET</b>	<ul style="list-style-type: none"> <li>Premium Erotic</li> <li>Prize Zone</li> <li>MegaWeb</li> <li>Operator Web Access</li> <li>Hot Topics</li> <li>Options</li> </ul>	Enters the MegaNet Set-Up Screen if the game is registered for Tournamaxx/Tournachamp play. Features must be enabled for the corresponding button to appear.

## Credits/Pricing Menu

**IMPORTANT NOTE:** On machines with credit card functionality enabled, adjusting either the Quick Price Setup or Coin-In Menu will change the default credit card pricing. Please make changes to credit card pricing **AFTER** configuring the Quick Price Setup or Coin-In Menu.

**Quick Price Setup - This feature is only available in U.S. games.**

Quick Price Setup allows the operator to make general pricing changes without entering the Games Menu.

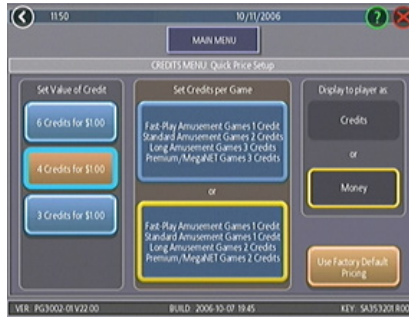


FIGURE 2 - QUICK PRICE SETUP SCREEN

**NOTE:** If the game is set to 3 or 6 Credits for a Dollar, prices will display as Credits.

**6 Credits for a Dollar (default setting):** Sets each game to the following price settings:

COIN VALUE	=	CREDITS
\$0.25		1
\$.50		2
\$.75		4
\$1.00		6
\$5.00		30

**4 Credits for a Dollar:** Sets each game to the following price settings:

COIN VALUE	=	CREDITS
\$0.25		1
\$0.50		2
\$0.75		3
\$1.00		4
\$5.00		20

**3 Credits for a Dollar:** Sets each game to the following price settings:

COIN VALUE	=	CREDITS
\$0.50		1
\$0.75		2
\$1.00		3
\$5.00		15

The operator can also use this screen to determine whether prices are displayed to players as credits or monetary amounts, and to set the cost of Fast-Play Amusement, Standard Amusement, Long Amusement, and Premium/MegaNet games. Touch the **Use Factory Default Pricing** button to restore default values.



## Coin-In Menu

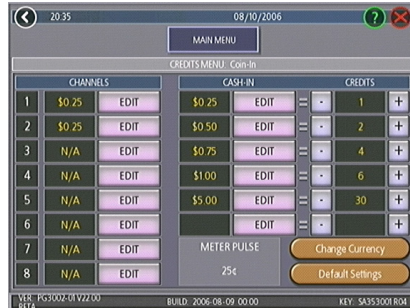


FIGURE 3 - COIN-IN MENU

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 provide a way to give players “bonus” credits for depositing a higher amount of money. On the Cash-In and Credits Table, the “-” and “+” buttons are used to change the number of credits, while the corresponding price value for the credits is entered by pressing the **Edit** button in that row.

**NOTE: The “Edit” button will bring up a numbered keypad, limited to 2 decimal places. The Cash-In and Credits Table is ordered, so values must be set in increasing increments from top to bottom of the screen. The final two values, however, can be entered as “0”, which is the equivalent of N/A. As each row on the table is filled in, the “Edit” button will appear for the subsequent row below it.**

Similar to the Cash-In and Credits Table, when programming the Channels on the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. The meter pulse, which is the highest common divisor of all the monetary values of the Channels, is independent of the credits and only tracks the smallest unit of currency. Operators can use this number to

determine the amount of money earned on a game by multiplying the meter pulse by the reading on the hard meter.

**NOTE: Changing the values of the Channels on the Coin-In Menu may change the meter pulse. Therefore, a Cash Settlement Collection should be performed prior to adjusting the Channels in order to accurately reflect coin drop based on the hard meter reading. Adjusting the Channels will not affect the Cash-In and Credits Table, which performs a separate function on the Coin-In Menu.**

To give customers bonus credits for inserting larger denominations, manually adjust the credits earned per dollar value on the Credit and Values Table. 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 saved and applied to the next purchase.

**NOTE: It is recommended that if you are enabling bonus credits, that the game be set to display in credits and not money. If the game is set to display in money, all money values will be based on the value of 1 credit, which is typically the most expensive credit.**

The type of currency registered can be adjusted by touching the **Change Currency** button at the bottom right-hand corner of the Coin-In Menu. Touching the **Default Settings** button just below it will return the Coin-In Menu to its factory settings. This setting can be adjusted (as described previously), but will return if the game memory is cleared.

### Coinless Coin Op Menu

When enabled via the Options button on the Credits/Pricing Menu, the Coinless Coin Op feature allows the operator to charge on a per-game or per-time basis without players inserting money into the game. The total amount owed after gameplay is tallied by the machine and collected by the location owner. Location owners reset the game with a PIN after collection.

**NOTE: If you have set a tax fee on the Cash Settlement Screens, Coinless Coin Op Mode play will be taxed at the set rate. If you want to set the tax percentage at a different rate for Coinless Coin Op mode and regular mode, you should perform a Cash Settlement Collection, change the tax rate and then switch modes.**



FIGURE 4 - PLAYER MENU IN COINLESS COIN-OP (TIME AND PER GAME MODES BOTH ENABLED)

Certain features will not be available in Coinless Coin Op Mode, such as MegaNet content, Merit Money, Promo Credits, Free Credits, credit card purchases, TouchTunes® music and AMI jukebox music. Pricing for these features can only be displayed in currency values, not credits.

### Settings

Touching the Settings button allows the operator to choose whether players can play Per Game, Per Time, or both when the game is in Coinless Coin Op mode. Per Time pricing can be changed on this screen with the up and down arrows. The currency amount will apply to each 15-minute time block selected by the customer.

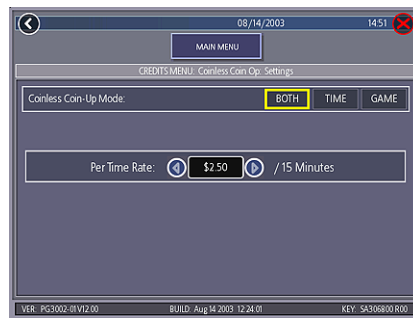


FIGURE 5 - COINLESS COIN-OP MENU - SETTINGS SCREEN

### Setting the PIN

Touch the Set PIN button on the Coinless Coin Op Menu to program the PIN. The number can be from 1 to 5 digits.

**NOTE: The Coinless Coin Op PIN can also be set from the Player Menu. Touch the Options button, enter the 6 Star PIN, and touch the CCO Set PIN button.**

### Disabling the Money Inputs

It is recommended that the money inputs be disabled when the game is in Coinless Coin Op mode. Unplug the power and signal harness connected to the bill/note acceptor and the harness connected to the coin mech (if applicable) to disable the inputs.

### Per-Game Mode

When players choose this mode, a running total of the amount owed is maintained and displayed in the CREDITS box on the screen. The total is tabulated after each game or function. The location owner then collects the total amount owed at the end of gameplay. If there is no activity for 10 minutes, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset by a location employee using the PIN.

### Time Mode

The price per 15-minute time block will be displayed before players choose this mode. During gameplay, the time remaining and amount owed by the player will be displayed on screen. When the time block runs out, players can purchase additional time. Otherwise, the machine will disable and the amount owed by the player will display on screen. No further gameplay can occur until the machine is reset using the PIN. If the player leaves the game before the purchased time block has ended, the game can be reset using the PIN.

### Resetting or Freezing the Game

The game can be reset at any time using the pre-programmed PIN. Once gameplay totals have been tallied by the machine, the attendant can also choose to freeze the game to prevent more activity until the transaction is complete. The Reset or Freeze buttons are accessible through the Options button on the Player Menu after touching the Coinless Coin Op button. An alarm will begin to sound after 3 failed attempts to enter the valid number when entering the PIN to reset the game. The alarm will terminate when the machine is rebooted, the operator SETUP button is pressed, or the correct PIN is entered.

### Rental Mode

When enabled via the Options button on the Credits/Pricing Menu, Rental Mode allows players to purchase a block of time and use it to play as many games as they want.

To set the value of a credit in Rental Mode, select **Pay Per Time** from the Credits Menu. Touch the arrows on either side of the time interval to adjust the number of minutes of play given for each credit. To disable any row, set the value to zero.

### To Enter This Screen, Touch “Pay Per Time” on the Credits Menu



FIGURE 6 - PAY PER TIME SCREEN

Certain features will not be available in Rental Mode, such as MegaNet, Merit Money, credit card purchases, Promo Credits, and Free Credits. Rental mode is also unavailable with linked games.

**NOTE: It is recommended that you clear the books when toggling Rental Mode on and off in order to ensure accurate bookkeeping.**

### Freeplay Mode

Turn this option on to enable free game play, which can be used for promotions and demonstrations. Additionally, Megatouch systems with credit card functionality will enter Credit Card Demo Mode when freeplay is enabled. This can be used to show how the credit card feature works without actually charging a credit card.

## Games Menu

### Game Setup

The game list and prices, as well as game options, are programmed using these screens. The first screen shows the various game categories and allows access to the following general settings for all games.

#### To Enter This Screen, Touch “Game Setup” on the Games Menu and Select a Category

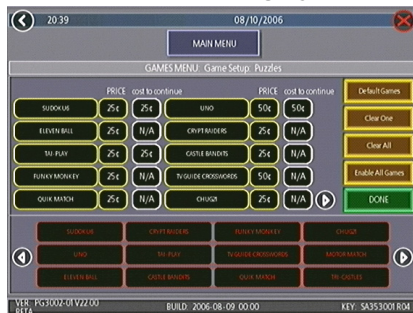


FIGURE 7 - GAMES MENU: GAME SETUP

**Enable All Games Into Menu:** Turns on all games (certain games that were previously displayed in the Game Setup have been turned off in this software) and defaults the price settings.

**Factory Default Games Into Menu:** Returns the Game Setup to its default settings. Games that were not originally enabled will be turned off and all price settings will be reset.

When you touch a category name, the next Game Setup Screen shows the game positions available for that category and the price for each game, with the list at the bottom showing all games available for the selected category. In categories with Merit-Thon games, players who choose Merit-Thon will play one round of three different games in that category for one combined score.

The Game Setup Screen also allows you to make these general changes:

**Default Games:** Resets the selected category menu to its default game and price settings.

**Clear One:** Clears a selected item from the player’s game menu.

**Clear All:** Clears all games from the player’s game menu.

**Enable All Games:** Turns on all games within the selected category and defaults the price settings.

To customize a particular game list, first select a category on the first Game Setup Screen. On the second screen, touch **Clear All** to clear the game list. Choose the menu position you want a particular game to occupy by touching that position, then touching the desired game name from the game list on the bottom of the screen. Repeat until all desired games appear in the menu (a game cannot appear in the list more than once). Games already in the menu will be red in the game list at the bottom of the screen.

To adjust the price, touch the credit or currency value next to each game.

Some games support a “continue” function. In the Cost to Continue column, games without this function will display N/A. Games that support continuation will show a credit value. The cost to continue is adjustable on a game-by-game basis. Touch the credit value button to change the amount. Hit **NEXT** to return to the Games Category page.

**NOTE: The default Cost to Continue price is the same as the default cost to play the game; however, the Cost to Continue does not need to be the same amount as the original price.**

## Hi Scores Menu

### View/Clear Hi Scores

Use this menu to manage high scores. The first screen allows you to clear all scores for all games by touching **Clear All Games**. To edit the high scores for an individual game, select that game on the first screen.

To Enter This Screen, Touch “View/Clear Hi Scores” on the Hi Scores Menu and Choose a Game

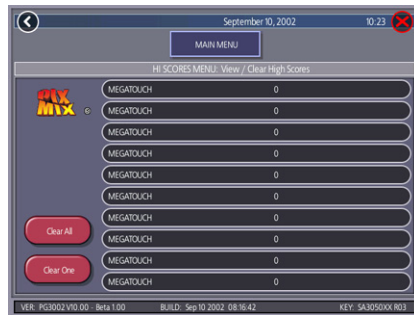


FIGURE 8 - HI SCORES MENU:  
VIEW/CLEAR HI SCORES SCREEN

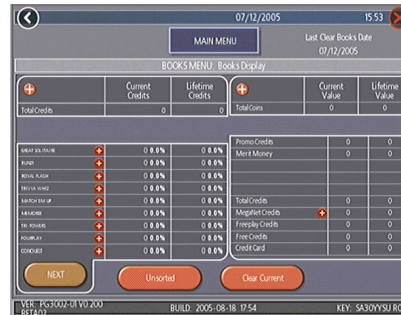
Touch **Clear All** to remove all high scores for that particular game, or select an individual score and touch **Clear One** to remove that particular score only.

## Books Menu

The Books Screens display the current and lifetime credit totals for each game, as well as the percentage of credits played per game (the percentage for each game is the total number of credits played on that game divided by the total number of credits entered into the machine).

### Books Display

To Enter This Screen, Touch “Books Display” on the Books Menu



**To Enter This Screen, Touch “Books Display” on the Books Menu and Choose a Game Name**

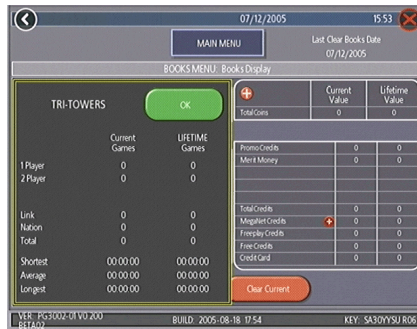


FIGURE 10 - BOOKS MENU: BOOKS DISPLAY SCREEN WITH GAME SELECTED

Touching a game name will display the current and lifetime credit totals\*, broken into 1-4 player and linked games. It also shows the shortest, average, and longest playing times for that game.

**\*Touching Trivia or Power Trivia displays totals by category.**

Books Display also shows coin input data, as well as Promotional Credits, Merit Money, and Coinless Coin Op totals (when these features are enabled). Touch the + above Total Coins to display individual coin input statistics and MegaNet Credits to display the totals for each MegaNet category. Touch the button again to minimize this screen.

**NOTE: Books data can be exported to a USB pen via the System Menu/Data Transfer/Export Books feature. The .data file can then be viewed with a word processing program after connecting the storage device to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.**

**Cash Settlement Setup**

The Cash Settlement Screens are used to calculate the percentage of earnings the operator and location will receive, as well as any fees collected by the operator. This will help to offset MegaNet operation costs.

**To Enter This Screen, Touch “Cash Settlement Setup” on the Books Menu and touch the Arrow at the Bottom Right**

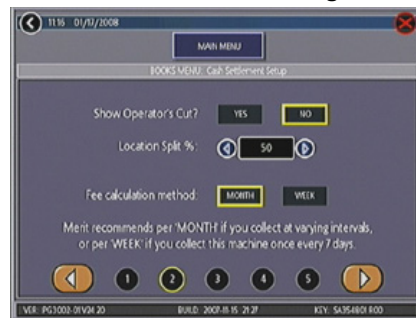


FIGURE 11 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

To do so, touch the bottom-right arrow button, then choose **YES** or **NO** to display the operator’s cut on the Cash Settlement Setup Screen. Enter the percentage of revenue the location will receive. Also, select the fee calculation method. Select per month if you do not make regular weekly collections, or per week if you collect every 7 days.

**NOTE: Monthly fee collections are based on a 4.3-week month. If you change your fee calculation method, the game will auto-adjust the fees by multiplying or dividing by 4.3 and rounding to the nearest penny.**

**NOTE: Make sure the time and date are set on the game in order to ensure correct fee calculation.**

To Enter This Screen, Touch “Cash Settlement Setup” on the Books Menu and touch the Arrow at the Bottom Right Twice

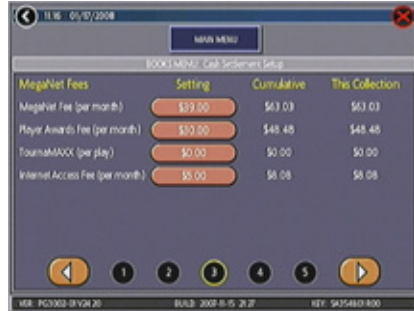


FIGURE 12 - BOOKS MENU:  
CASH SETTLEMENT SETUP SCREEN

The next screen allows you to set up the fees. The amounts can be changed on screen by touching the amount itself and using the keypad to enter a dollar figure. The other two columns display the cumulative totals for each fee, and the totals for the current collection period. Fees are calculated on a prorated, per-day basis. Touch the bottom-right arrow button to display more groups of fees.

To Enter This Screen, Touch “Cash Settlement Collection” on the Books Menu

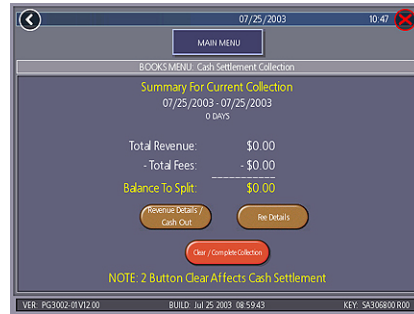


FIGURE 13 - BOOKS MENU:  
CASH SETTLEMENT COLLECTION

### Cash Settlement Collection

The Cash Settlement Collection Screens will display the balance (total revenue minus total fees) to be split between the operator and the location.

Touch **Revenue Details/Cash Out** or **Fee Details** for breakdowns and **Clear/Complete Collection** to finish. Cash Settlement totals will reset once collection is complete.

**NOTE:** On systems with *Player Vault credits* (credit card functionality must be enabled), all purchases made within a given collection period will be displayed on screen. This does not take into account when credits are **used**, as it is based solely on when player credits are **purchased**.

## System Menu

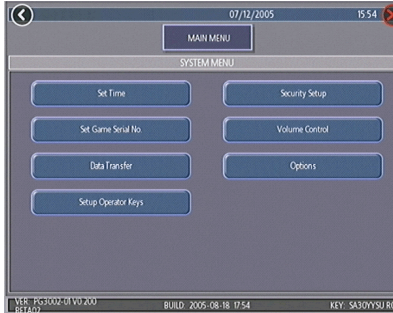


FIGURE 14 - SYSTEM MENU

<b>Set Time</b>	The Set Time Menu allows you to set both the time and date on the game. Time is shown in 24-hour, "military" time (e.g. 5:00 p.m. = 17:00). Use the up and down arrows to set the time and date.
<b>Security Setup</b>	The operator can set the PIN number and select which of the features (Coin-In Menu, Free Credits, Game Menu, Hi Scores, Books, All Options, and Set 6 Star PIN) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is <b>0000</b> ), then enter a new 4-digit number and touch <b>SET</b> on the keypad. The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the button for each of the features you wish to protect with the PIN.
<b>Volume Control</b>	Touch the volume control button 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 6 Stars.
<b>Set 6 Star PIN (only appears if PIN is enabled)</b>	Brings up the Set 6 Star PIN Screen via the Options button on the Player Menu. Set the 6 Star PIN (between one and six digits) using this screen. You can enable this feature and choose which options will be accessible by 6 Stars using the System Menu: Options Screen. Touch an option box under System Menu: Options for on-screen help.
<b>Data Transfer</b>	Transfer information (machine configuration, Books data, My Merit data, and ad screens) using a USB Pen.
<b>Setup Operator Keys (Ion only)</b>	Use this screen to program or erase operator keys that will enable or disable access to the setup screens by using the key (if applicable).
<b>AMI Setup</b>	Use this screen to link a Megatouch game with an AMI-powered jukebox. See <b>AMI Jukebox Mega-Link Setup</b> section for further details.
<b>Options</b>	For help with the Options in any menu section, touch the option box to bring up a help screen.



## Megatouch Player and Operator Keys (available on some models)

Certain models of Megatouch Ion games come with a key socket for use with player and operator keys. Player keys are used to store gameplay and login information and offer new features to players. Operator keys are used to make it easy for operators to enter setup to service machines.

### Operator Keys

Operator Keys can be programmed to make it possible to access the Main Menu Screen without opening the game. Operator Key Kits (part number KAV-111-002-01) can be purchased from an authorized distributor.

#### To program an Operator Key:

1. Press the **SETUP** button to enter the Main Menu Screen.
2. Touch **System** on the Main Menu Screen and then touch **Setup Operator Keys**.
3. Touch **Set Key**, then press the Operator Key to the player key socket on the machine to save the key serial number on the game.
4. Choose a PIN for the key.

**NOTE: The PIN for each operator key can be set to the same number, if desired. Additionally, one key can be used for any number of games.**

Repeat these steps for each Operator Key. Once the key is programmed, simply touch a programmed key to the player key socket and enter your PIN when prompted. The Main Menu Screen will then display.

Up to 4 different Operator Keys can be programmed on one game. To clear a programmed key, enter setup, touch **System** and then touch **Setup Operator Keys**. Touch the key to the player key socket, then press the **Erase Key** button.

### Player Keys

The Player Key stores My Merit, Tournament login information and Mega Level game levels and codes by touching the key to the key socket.

A player key (with colored handle) is included with your Ion game to give to players to encourage use. Additional Player Key Kits can be purchased from an authorized distributor (part number KAV-111-001-01).

## Diagnostics Menu

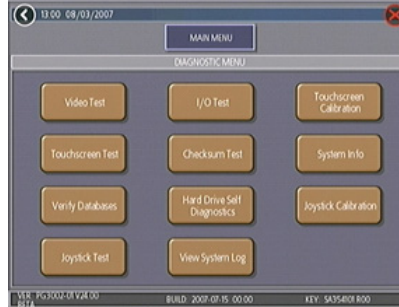


FIGURE 15 - DIAGNOSTICS MENU

<b>Video Test</b>	Touch the screen to cycle through a series of video test screens.
<b>I/O Test</b>	Tests the SETUP and CALIBRATE buttons, all coin channels, the coin meter, and the coin lockout feature (if applicable). A green light next to the appropriate button will register each time that item is tested, and the number next to the item should increment by one with each test. The screen also displays which DIP switches are on or off.
<b>Touchscreen Calibration</b>	Follow the on-screen instructions to calibrate the touchscreen.
<b>Touchscreen Test</b>	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger when you move it across the screen.
<b>Checksum Test</b>	Checks the hard drive for missing or corrupted files. With STOP ON ERROR? set to YES, a message indicating which file is corrupted will be shown whenever the game encounters an error. With STOP ON ERROR? set to NO, a list of corrupted files will be displayed when the test is complete. If errors are detected, the software on the drive may need to be reloaded. If this does not solve the problem, the drive may require replacement. The test could take up to 30 minutes.
<b>System Info</b>	<p>Gives details about the following:</p> <ul style="list-style-type: none"> <li>• platform type</li> <li>• processor type and speed</li> <li>• motherboard type</li> <li>• amount of memory</li> <li>• Ethernet card manufacturer</li> <li>• sound chip type</li> <li>• video chip type</li> <li>• touchscreen manufacturer</li> <li>• hard drive manufacturer/size</li> <li>• modem identification number</li> <li>• fan speed</li> <li>• status</li> <li>• PSOC version</li> <li>• I/O board processor</li> </ul>
<b>Verify Databases</b>	Only use on the advice of Technical Service. An <b>Update from Server</b> must be performed prior to verifying databases.
<b>Hard Drive Self Diagnostics</b>	Checks the hard drive for errors, displays results, and notifies the operator when an error is detected or a hard drive failure is imminent. Tests can be initiated automatically and/or manually.
<b>Joystick Calibration (Ion only)</b>	Follow the on-screen instructions to calibrate the joystick.
<b>Joystick Test (Ion only)</b>	Allows you to check the joystick calibration accuracy. The crosshairs should follow the movement of the joystick.
<b>View System Log</b>	Displays a log of all operations performed by the game since the log was last cleared. This information is helpful for customer service in troubleshooting your game.

## Hard Drive Self Diagnostics

Your Force or Ion hard drive is equipped with the S.M.A.R.T. (Self-Monitoring, Analysis, and Reporting Technology) monitoring system, which helps predict hard drive failure and avoid system crashes by collecting hard drive data and recording errors. The test can be initiated manually, as described below, but also runs automatically when the game is turned on or software is installed. A warning will appear during software installation if there are hard drive issues that may hinder installation or cause damage to the game.

To initiate the test and access the reports, touch **Hard Drive Self Diagnostics** on the Diagnostics Menu. The next screen displays the hard drive S.M.A.R.T. test result as having “PASSED” or “FAILED”, and allows you to show or hide diagnostics details. With the **Show Details** option selected, the screen displays the status of each hard drive attribute being monitored. **Hide Details** shows only the overall test result.

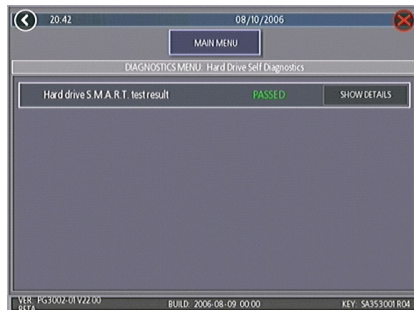


FIGURE 16 - HARD DRIVE SELF DIAGNOSTICS SCREEN

## To Enter This Screen, Touch “Show Details” on the Hard Drive Self Diagnostics Screen

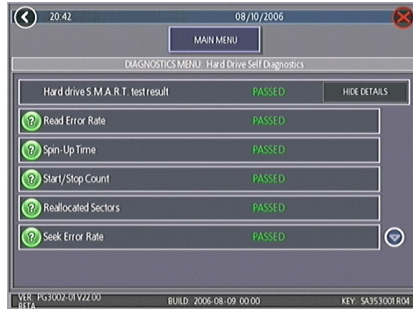


FIGURE 17 - SHOW DETAILS SCREEN

## Reports

Each attribute displayed on the S.M.A.R.T. report will show a grade of “PASSED”, “FAILING NOW” or “FAILED IN THE PAST”, determined by the attribute’s rating in relation to its given threshold. By touching the green “?” to the left of each entry, operators can view the grade and rating of that attribute in the pop-up window. If the rating is above the threshold, the attribute has “PASSED”; if the value is below the threshold, it is “FAILING NOW”; and if the attribute was previously but is no longer below the threshold, it has “FAILED IN THE PAST”. Press **OK** at the pop-up to return to the list of attributes.

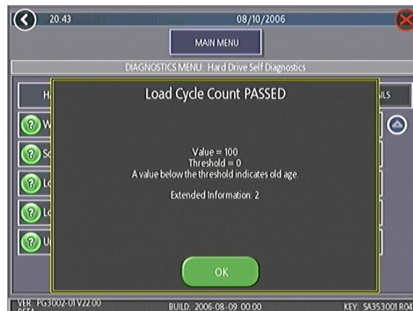


FIGURE 18 - ATTRIBUTE RATING POP-UP SCREEN

## Network Menu - Hardware Setup

This section describes the hardware side of networking your games. If you are connecting your Ion game wirelessly, skip to **Connection Wizard**.

**NOTE:** Megatouch games that are connected using the Mega-Link system must have the same level of software for proper operation. The software is designed to detect other levels of software in linked games. If a different software level is detected, the games will not link and an error message will be displayed when you enter operator setup. If you want to link these games you must upgrade all games to the same software level.

### **AMI Jukebox Linking**

To enable the link, you will need a broadband Internet connection, a router, and Ethernet cable(s) (if you are not connecting wirelessly). It is recommended that you set up and configure your router prior to initiating the link. Once the router is configured, follow the instructions below for hardware setup.

1. Turn off both the jukebox and your Megatouch game.
2. Unlock and open the jukebox door to locate the unit's interior router.
3. Insert the Ethernet (Category 5) cable through the access hole in the rear of the jukebox, then connect the cable to the interior router.

**NOTE:** *If the jukebox is mounted to the wall, it may be necessary to temporarily dismount it to properly run the Ethernet cable.*

4. Connect the other end of the Ethernet cable to your external router.
5. Connect a separate Ethernet cable to the Ethernet coupler on the outside of your game, then to the router.
6. Turn on the game and jukebox. Continue with **AMI Jukebox Mega-Link**.

### **Game-to-Game Linking**

**NOTE:** *If you are linking more than 2 games together, you will need a hub. If you are linking games AND connecting them to the Internet, you will need a router with a switch.*

1. Turn off the games.
2. Connect one end of each Ethernet cable to the Ethernet coupler at the back of the game. (The Ethernet coupler features a wider port than the phone coupler alongside it.)
3. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
4. Linking two games: Connect the free ends of the Ethernet cables into a crossover coupler.

Linking more than two games: Connect the free ends of the Ethernet cables into a hub or router.

5. Turn on the games. Continue with **Connection Wizard**.

### **Dial-Up Internet Setup**

For dial-up connections you will need to have a modem installed in your game.

1. Turn off the game.
2. Connect a phone cable to the phone coupler. (The phone coupler features a smaller port than the Ethernet coupler alongside it.)
3. Secure the cable to the U-bolt on the back of the game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
4. Plug the other end of the phone cable into a phone jack.
5. Turn on the game and continue with **Connection Wizard**.

### **Broadband Internet Setup**

***NOTE: A broadband router is required in order to connect Megatouch games to a broadband Internet connection. You will need either a broadband router with a built-in broadband modem, or a broadband router and an external broadband modem. Your broadband Internet connection should already be connected and configured using the instructions provided by the manufacturer and by your Internet Service Provider before continuing with this installation.***

1. Turn off the game.
2. Connect an Ethernet cable to the Ethernet coupler at the back of the game. (The Ethernet coupler features a wider port than the phone coupler that appears alongside it.)
3. Connect the free end of the Ethernet cable to the broadband router.
4. Secure each cable to the U-bolt on the back of each game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
5. Turn on the game and continue with **Connection Wizard**.

## Connection Wizard (Ion Games Only)

*NOTE: In order to establish any network connection (Internet, game-to-game, or jukebox), you must enter and complete the Connection Wizard. Additionally, since you can be connected to each network in a separate way, you must complete the Connection Wizard for each connection you wish to establish, be it wired, wireless or dial-up.*

1. Press the SETUP button.
2. Touch the **Network** button and then **CONNECTION WIZARD**. If prompted, select your time zone and touch **NEXT**.
3. Touch the connection method you want to use:

### Wireless Ethernet

This should be used if you are using a wireless router:

- to connect to the Internet
- to wirelessly link Megatouch games. (Note: You will have to perform these steps on both games in order for them to link.)
- to wirelessly link a Megatouch and a wireless AMI router in the same location

Touch **WIRELESS ETHERNET** and continue with step 4.

*NOTE: If you are using wireless security, only 64 or 128-bit WEP encryption is supported.*

### Wired Ethernet

Use this if you are connecting an Ethernet cable between the Megatouch and:

- the Internet
- a router
- another Megatouch game (Note: You will have to perform these steps on both games in order for them to link.) For a more reliable wireless game-to-game connection, it is recommended that you use a router to connect games.

Touch **WIRED ETHERNET** and continue with step 5.

### Dial-Up

This can only be used to connect to the Internet. A modem must be installed in your game in order to connect via dial-up. Touch **DIAL-UP** and continue with step 6.

### Wireless Ethernet

4. After touching **WIRELESS ETHERNET**, you'll be prompted to choose your connection method.
  - If you want to connect to an AMI router, touch **AUTO-CONNECT TO AMI ROUTER** and continue with step 8.
  - If you want to connect to a non-AMI router, touch **OTHER WIRELESS ROUTER OR ACCESS POINT**. If the game asks you if you are using this connection type to connect to the Internet, touch Yes or No. The game will then scan for available networks. To select a network from the list, touch it and then touch **NEXT**. If your network does not appear in the list, touch **MANUAL CONNECTION**, enter the SSID (network name) of the network you want to connect to and then touch **ENTER**. If your network has a security key (password), enter it and touch **ENTER**. If you have not set a password, simply touch **NEXT**. Continue with step 8.
  - If you want to link two games wirelessly, touch **WIRELESS GAME-TO-GAME**. You will then be prompted to choose your connection method. Select either **AUTOMATIC GAME-TO-GAME CONNECTION** (to automatically link games) and continue with step

8, or **CUSTOM GAME-TO-GAME CONNECTION** to set up multiple and separate game-to-game networks within a location. If you choose **CUSTOM GAME-TO-GAME**, the game will scan for all available networks. To select a network from the list, touch it and then touch **NEXT**. If your network does not appear in the list, touch **MANUAL CONNECTION**, enter the SSID (network name) of the network you want to connect to, and then touch **ENTER**. If your network has a security key (password), enter it and touch **ENTER**. If you have not set a password, simply touch **NEXT**. To create a network, touch **CREATE AD HOC NETWORK** and then enter an SSID (a name you create to identify your network) and touch **NEXT**. Continue with step 8.

### Wired Ethernet

5. After touching **WIRED ETHERNET**, you'll be prompted to choose your connection method.
  - If you are linking games without the use of a router, touch **WIRED GAME-TO-GAME** and continue with step 8.
  - For all other wired network connections, touch **WIRED ETHERNET NETWORK**. If the game asks you if you are using this connection type to connect to the Internet, touch Yes or No. Continue with step 8.

### Dial-Up

6. After touching **DIAL-UP**, you will be prompted to set your dial-up options. For help, touch the ? buttons on the page. After the options are set, touch **NEXT** to proceed.

7. On the next screen, you can choose to use MegaNet's ISP or your own. To use your own ISP, enter the ISP access phone number, login name, and password given to you by your Internet service provider by touching the **SET** buttons to the right of these fields. To use MegaNet's ISP, touch **OBTAIN PHONE LIST**, select your phone numbers, and then touch **NEXT** to proceed.

8. On the next screen, simply touch **ACCEPT SETTINGS AND CONNECT** to accept the default settings. If you wish to change the settings, touch **MODIFY SETTINGS** and use the **SET** or **MANUAL** buttons to enter the new settings. For help with any of the settings, touch the ? buttons on screen. After you have entered in your new settings, touch **SAVE** and then touch **ACCEPT SETTINGS AND CONNECT**.
9. If you make a successful connection and want to retain these settings, touch **SAVE SETTINGS**. If the connection fails, touch the **MORE INFO** button to determine the cause.

**NOTE:** The game performs multiple connection checks. Use the following table if you need to better understand the information that is shown while your Megatouch is attempting a connection.

Obtain IP Address	Checks for proper IP address for game-to-game and jukebox linking or for Internet connection
Internet Connection	Checks for Internet connection
Check Registration	Checks for MegaNet registration
MegaNet Connection	Checks for communication to MegaNet server

- 10 If you are connecting your game to an AMI jukebox, continue with step 7 in **AMI Jukebox Mega-Link Setup**.
11. If you are connecting your game to the MegaNet server, after an initial connection to the server has been made, a second connection must be made in order for all connection features to be fully operational. This call in can also be performed by entering Operator Setup, touching **Network**, and then touching **CONNECT TO MEGANET/UPDATE FROM SERVER**. When your machine makes the second connection, the time that it calls in will be set as your default update time. This can be changed by entering the Network Menu, touching **NETWORK OPTIONS**, then touching **SET** next to **"UPDATE TIME"**.



## AMI Jukebox Mega-Link Setup

In available markets, your Force or Ion Megatouch game(s) may be linked with an AMI-powered jukebox by utilizing the Mega-Link feature, which allows customers to view and play jukebox music selections directly from the Megatouch.

After initiating the link, the game will download the AMI catalog. Under normal circumstances, this could take about 30 minutes on Ion platform games. There is a catalog download available on the Web site which will decrease this time (<http://www.meritgames.com/amidatabase.asp>). Follow the instructions on the site to download the catalog and load it on your game prior to initiating the link.

**NOTE: Some Force games do not support Super High Resolution and thus cannot be linked to a jukebox. These games include Force Radion and Classic, as well as Force conversions from Slim, Select and EZ Maxx models.**

1. Press the SETUP button.
2. At the Main Menu, touch the **Network** button. For Force games skip to step 6.
3. ***Ion Games Only:***  
**Wireless:** Touch **Connection Wizard**. If prompted, select your time zone and touch **NEXT**. On the next screen, touch **WIRELESS ETHERNET**. Then touch **AUTO-CONNECT TO AMI ROUTER** to automatically make a wireless connection between the Megatouch and a wireless AMI router in the same location. Continue with step 4.
- Wired:** Touch **Connection Wizard**. If prompted, select your time zone and touch **NEXT**. On the next screen, touch **WIRED ETHERNET**. Then touch **WIRED ETHERNET NETWORK**. If you are

asked if you wish to use wired for your Internet connection, select **YES** or **NO**. Continue with step 4.

4. ***Ion Games Only:*** On the next screen, simply touch **ACCEPT SETTINGS AND CONNECT** to accept the default settings. If you wish to change the settings, touch **MODIFY SETTINGS** and use the **SET** or **MANUAL** buttons to enter the new connection settings. For help with any of the settings, touch the **?** buttons on screen. After you have entered in your new settings, touch **SAVE** and then touch **ACCEPT SETTINGS AND CONNECT**.
  5. ***Ion Games Only:*** If you make a successful connection and want to retain these settings, touch **SAVE SETTINGS**. If the connection fails touch the **MORE INFO** button to determine the cause. Continue with step 7.
  6. ***Force Games Only:*** Next to **Internet Connection**, select the **LAN** option. Next to **(LAN) Local Area Network Connection**, touch **Ethernet** or **Ethernet Setup** to advance to the Ethernet Internet Setup Screen. At the Ethernet Internet Setup screen, select **Automatic**.
- NOTE: If the automatic connection fails, contact Customer Service to set up a connection using the Manual option.**
7. Touch **MAIN MENU** at the top of the screen. Next touch the **System** button, followed by the **AMI Setup** option.
  8. To enable AMI Music Connectivity, ensure that the Jukebox ID is set to connect automatically. Accept the default values for the Server URL and Agent Name, then touch **Connect**.

9. Enter and confirm the AMI Entertainment username and password created with your initial jukebox account and utilized for Web site access.

**NOTE: If a jukebox is not detected, you will be prompted to manually configure the jukebox information obtained from your jukebox setup screen. On your jukebox, go into "Service", then select the "Diagnostics" and "System Information" options on screen. Enter the MAC Address, exactly as it appears on the jukebox, into the Jukebox ID field on your Megatouch game. (The defaulted Server URL and Agent Name are also listed on the jukebox setup screen.) Once the information is entered, touch "Connect" once again on the AMI Setup screen to proceed.**

10. The game will download the music. A "Connection Successful" message will appear when finished, followed by an option to enable the link. Touch **YES** to complete the process. Once the link is established, you may return to the AMI Setup screen to disable, test, or view link details.
11. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.

12. Touch **AMI Play Cost** to configure the price of music selected from the game. Use the arrows to set the two-digit credit cost (e.g., "02" = 2 credits) for each of the 3 play options: One Song Play, MOD (Music On Demand) Play, and Priority Play (My Song First) Cost.

**NOTE: The cost of one song must be set to a minimum amount of 33¢. If your game is set to one credit is equal to 17¢, each field in the AMI Play Cost Screen must be at least 2 credits in order for the units to link.**

**The same AMI music billing applies for songs selected through the game.**

13. Touch the **X** in the upper-right corner of the screen and confirm you want to exit the setup screens.

### **Viewing Jukebox Revenue**

To view jukebox revenue from your AMI-enabled Megatouch, use the following procedure:

1. Press the **SETUP** button.
2. Touch **Books**.
3. Touch **Cash Settlement Collection**.
4. Touch **Revenue Details/Cash Out**.
5. Locate the **Jukebox Selector Music Revenue** data.

## Local Tournament Mode

**NOTE:** If your game was running TournaMAXX and you are switching from On-Line Mode (TournaMAXX) to Off-Line Mode (Local Tournament), you will need to perform an "Update From Server". Perform the Update from Server prior to switching modes so that no TournaMAXX information is deleted. To do so, touch the "Update From Server" button on the Network Menu (Ion games) or TournaMAXX Menu (Force games).

To maintain accurate bookkeeping statistics, it is also advised that you perform a Cash Settlement Collection before proceeding to Local Tournament Mode.

**NOTE:** *The transition from TournaMAXX to Local Tournament requires that the game be switched from ON-LINE to OFF-LINE mode. From the System Menu, choose "Options", then touch the OFF-LINE button. If you are returning to TournaMAXX, you must return to this screen and select ON-LINE.*

### Overview

The Local Tournament is a completely programmable tournament promotion system, allowing players to compete for a prize pool based on the income from premium-priced tournament games. At the completion of the tournament, the top three scorers 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 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.
2. At the MAIN MENU, touch the **Tournament** button (see Figure 19).
3. At the TOURNAMENT MENU, touch the **Set Up Tournament** button (see Figure 20) to enter the Tournament Clock Screen.
4. At the Tournament Clock Screen (see Figure 21) confirm the correct date and time (if the date and/or time is incorrect, set the correct values using the arrows next to each field).
5. Touch the **NEXT** button to enter the Tournament Setup Screen (see Figure 22).
6. Follow the explanation of each button on the next pages to set up a Tournament.

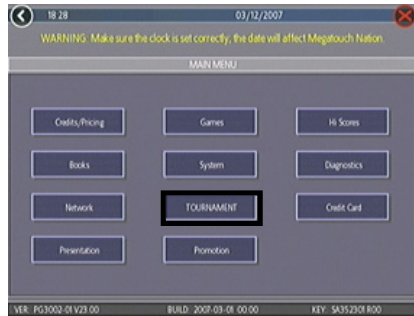


FIGURE 19 - MAIN MENU SCREEN



FIGURE 20 - TOURNAMENT MENU SCREEN

BUTTON ICON	DESCRIPTION
SET-UP TOURNAMENT	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 <b>ALL</b> tournament information from the memory of game! This includes ALL prize information!



FIGURE 21 - TOURNAMENT CLOCK

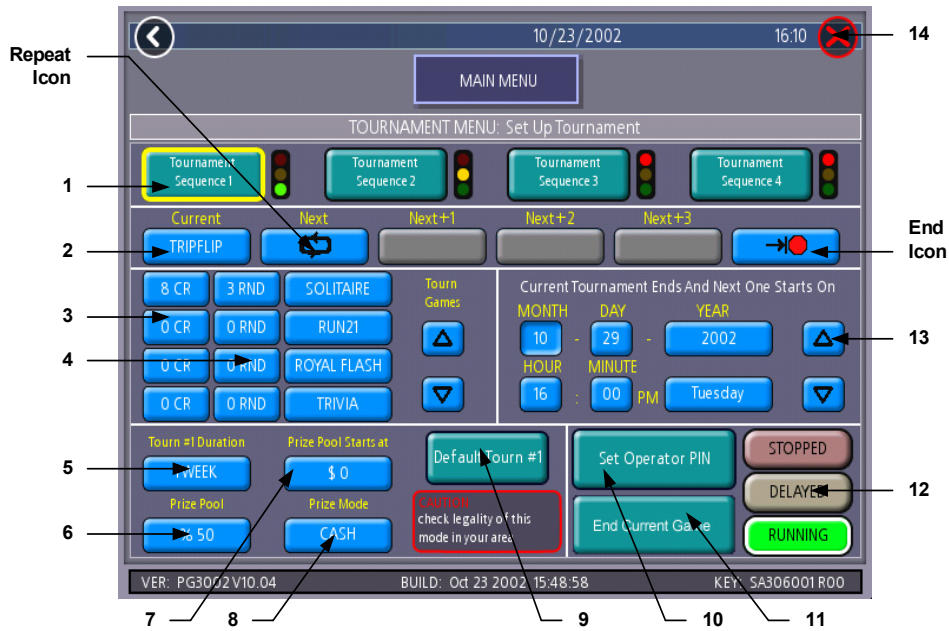


FIGURE 22 - TOURNAMENT SETUP SCREEN  
(EXPLANATION OF BUTTONS CONTINUES ON FOLLOWING PAGE)

1	Tournament Sequence	A programmed sequence of up to 5 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. Use the up and down arrows to view all available tournament games. 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 price to change the game cost for that specific tournament.
4	Tournament Rounds Field	Touch the tournament round number to toggle the number of rounds for the associated game. Most game rounds can be set from as low as 1 to as high as the default number of rounds.

5	Tournament Duration	Sets duration for tournament games in the displayed Tournament Sequence.
6	Prize Pool	Sets the percentage of the tournament's total coin drop to be used for tournament prizes.
7	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.
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	Default Tournament	Touch to reset the default tournament settings for that tournament sequence.
10	Set Operator PIN	Displays the Set Attendant PIN keypad. The operator can set up to four PINs to be used by attendants for awarding prizes. The game will also count the number of times each PIN is used.
11	End Current Game	Ends the current tournament game <i>for the highlighted sequence only</i> .
12	Stopped Delayed Running	This is the last step for programming a tournament sequence.  Status can be toggled to "RUNNING", "DELAYED" or "STOPPED" by touching the associated button. "RUNNING" means the current tournament will start upon returning to the Game Menu Screen; "DELAYED" means the current tournament will start at the programmed time and date. The tournament settings are "LOCKED" 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.
13	Time and Date Fields	Touch the field you want to change and adjust the value using the UP and DOWN arrows. You cannot set the time earlier than the current time. Tournament play can be set in 10-minute increments past the real time. The tournament will start at the nearest 10-minute interval.
14	X	Exits to the Tournament Setup Screen.



FIGURE 23 - WINNERS' LIST 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 **Tournament** icon on the Player Menu. Then touch the **CLAIM PRIZE** icon.
2. On the Winners' List Screen, touch the player's name to whom a prize will be awarded (see Figure 23).
3. When the PIN keypad is displayed, an attendant must enter one of the four, pre-programmed attendant PINs.
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 players 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.

## Credit Card Menu (available on some models)

### Vault Credits

Credits purchased by credit card can be stored inside the Player Vault for players to use at a later date. These credits will only be accessible when the same card that was used to purchase them is swiped on the same machine.

The Player Vault has an expiration date that dictates when credits will expire. This expiration date can be adjusted in the Credit Card Menu by touching **Vault Credits** and then **Vault Credit Expiration Length**. Simply changing the expiration date does not affect current Vault credits.

Expiration dates on existing Vault credits can be updated by purchasing additional credits. When newly-purchased credits are placed into the Vault, all credits will receive a new expiration date, unless the newer date is sooner than the expiration date that was originally set for these credits. Player Vault data is stored on the server as a backup. The server will automatically restore Player Vault data if it detects that all data has been unintentionally cleared by installing software or performing a memory clear. Player Vault data can also be exported to a USB pen and then imported onto a machine with the pen. This is useful if you are replacing a game in a location and want to retain the Player Vault. To do this, insert a USB pen into the USB port and touch **Export Player Vault Data**. When you are ready to import the data back on a game, insert the pen into the USB port and touch **Import Player Vault Data**.

The Player Vault Screen also shows Player Vault statistics at the bottom. This will tell you how many player vaults and credits are stored on the machine.

### Clear Player Vault Credits

This option in the Vault Credits Menu will clear ALL existing Vault credits from the

machine, and once the game calls into the server, all credits will be cleared from the server as well. *Do NOT use this option unless you wish to erase all saved Vault credits registered on your machine. This should only be performed when you are switching game locations and you have already copied Vault data to a USB pen.*

### Setup Operator Cards

Operator cards can be programmed to make it possible to access the operator setup without opening the game. Operator cards can be a simple credit card, or any other unique swipe-able card with enough information on it for the system to recognize (e.g. a driver's license). Operator cards can be set up even if the machine isn't connected to the Internet.

#### To program an operator card:

Touch **Setup Operator Cards** in the Credit Card Menu. Touch **Add Card**, then swipe the card you wish to use as an operator card.

**NOTE: The same card can be used as the operator card for any number of machines. Additionally, if your card is registered on a connected machine, you can set up that card to work as an operator card for all of your machines through your remote operator Web site.**

Once an operator card is programmed, simply swipe it on the system's card reader. If the card is also a credit card, you will then be asked if you wish to purchase credits on this card or if you wish to enter operator setup.

To remove an operator card from the system, press **Remove Card** next to the card data for the card you wish to remove. Connected operators can also use their remote operator Web site to remove their operator card from a single machine, or all machines.



## Presentation Menu

### Operator Ad Screens

A total of 24 advertising screens can be created with the software and added to the game. The ads will appear along with the other attract screens when the game is in idle mode. Custom images for ad screens can also be added to the game using an appropriate storage device for your game (USB pen or CD). Touch the green ? buttons on each screen for information on how to create ad screens and add custom screens to the machine.

Also, a program for adding up to 120 additional ad screens can be downloaded from our Web site ([www.meritgames.com](http://www.meritgames.com)) in the Support/Software Downloads section.

Force and Ion games only: A USB Pen Kit (kit number KAV-100-008-02) is available. To order, contact your local distributor.

### Sidebar Promotion (Widescreen Models Only)

Widescreen models feature an electronic sidebar that allows you to create customized marquees that will display during idle mode.

### Import Sidebar Images

Sidebar images can be created on a home computer via our Web site ([www.meritgames.com/creator.asp](http://www.meritgames.com/creator.asp)), and these images can be imported to the game via USB pen. The images must be in JPG, PNG or PCX format and they must be 116 wide x 410 tall in size. Images are displayed

for 60 seconds by default. To choose how long to display an image, name the file with an underscore and then a number at the end of the filename (e.g. "filename\_10"). The number will determine how many seconds the image will display. Choose a number between 10-120.

Sidebar images can also be created and remotely sent to the game through the TournaMAXX Operator Web Site. For more information, log in to your TournaMAXX Operator Web Site.

### Manage Sidebar Images

In this menu all created sidebar images can be displayed and controlled. This includes the options of deleting the selected image, or deleting all sidebar images.

### Sales Enabler Videos (Ion games only)

Distributors and operators can show customers sales videos directly on the game. These videos can be accessed via the Options button on the Player Menu for easy presentation. To enable this feature, enter operator setup and touch **Presentation** and then **Options**.

## Promotion Menu

The Promotion Menu is designed to encourage player interest. Use the Options button to enable each feature.

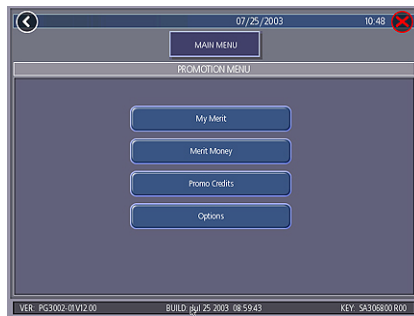


FIGURE 24 - PROMOTION MENU

## My Merit

The My Merit feature allows individual players to create custom accounts, accessible via PIN numbers. Accounts can be created by touching the **My Merit** button on the Player Menu, or by accepting the option to create an account after achieving a high score.



FIGURE 25 - MY MERIT OPTIONS

Players will then have the choice to log in to their accounts through the My Merit button on the Player Menu and have personal data stored on the machine. Players can view their high scores and the number of games they've played in the My Merit mode for the last year.

**NOTE:** *My Merit data will be cleared when a software update is performed. Be sure to back up the data before updating the game. Conversely, backing up data onto the USB pen will also overwrite any existing My Merit data on the USB pen.*

## View Player Data

Touch **View Player Data** after selecting **My Merit** from the Promotion Menu to bring up a list of all players with My Merit accounts. Touching a player's name will bring up the PIN, total number of games played, and date the account was created. The **Show Hi Scores** button will display a list of the games on which the player has the high score and the score itself. The operator can also reward the player with free credits on the View Player Data Screen.

## Show Game Play Frequency

This feature shows the number of games played by each My Merit player. The operator can choose whether to display all totals or just those that fall within a certain date range.

## Show Player Hi Scores

Selecting a game name under this feature will bring up the high scores of each My Merit player for that game, as well as the date the score was achieved. The operator can choose whether to display all high scores or just those that fall within a certain date range.

## Backup/Restore

My Merit data can be backed up or restored with a USB pen. After connecting a pen to the machine, touch this button to proceed with backing up or restoring all My Merit data. USB pen kits (kit number KAV-100-008-02) are available. To order, contact your local distributor.

**NOTE:** *Restoring My Merit data from a storage device will erase any My Merit data currently on the game.*

### Merit Money

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain time intervals via the 6 Star feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Star feature. Location owners can enable Merit Money by entering that specific PIN in the 6 Star screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

### Promo Credits

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered) and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.

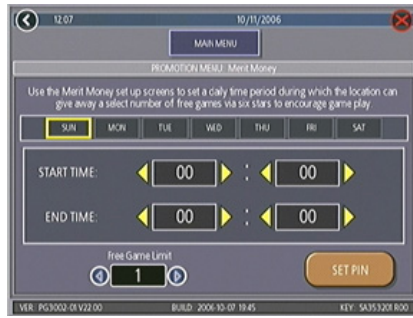


FIGURE 26 - MERIT MONEY SCREEN

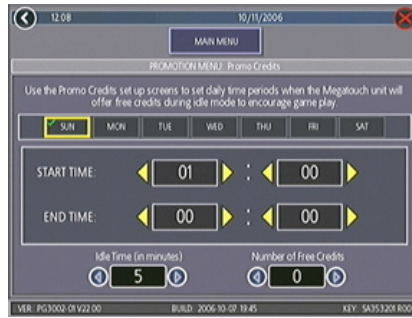


FIGURE 27 - PROMO CREDITS SCREEN

## MegaNet Menu

### (U.S. Games Only)

**NOTE: The game must perform an “Update from Server” in order for all MegaNet features to be accessible. The game must also connect to the server at least every 15 days for all MegaNet features to remain.**

### MegaNet Options

The MegaNet features can be enabled and disabled through the Options button on the MegaNet Menu (accessed via the SETUP button).

### Premium Erotic

The Premium Erotic category features games with content from Penthouse<sup>1</sup>.

#### Setup

When enabling the Premium Erotic feature via the Options button in the MegaNet menu, a screen describing the terms and content of the feature appears. Touch the **I ACCEPT** button to proceed or **I DON'T ACCEPT** to cancel. After the feature is enabled, a timer can be applied so that the Premium Erotic feature can only be accessible at certain intervals. Touch the **TIMER** button and use the arrows to set the time frame in which Premium Erotic content is available.

Games appearing as part of the Premium Erotic feature are selectable via the Premium Erotic button in the MegaNet Menu. The Premium Erotic game setup works in the same manner as categories in the regular Game Setup Menu.

## Prize Zone

Prize Zone allows players to earn “Prize Bucks” by playing popular Megatouch games, then shop for prizes right on the machine. After touching the Prize Zone icon on the MegaNet menu, players either log in with an existing login name, or log in as a new player by entering the information requested on the game (name, address, etc.). Once the player accepts the agreement displayed on the machine, a game can be selected for play. Players then choose how much they want to spend on the game; the more credits used to play the game, the more Prize Bucks earned during gameplay.

Players can redeem Prize Bucks once gameplay is over by touching the **Prizes** icon. The player may select any prize(s) that can be attained based on the number of Prize Bucks earned. Players then fill out the shipping information to have the prize mailed to the specified shipping address.

**NOTE: Prize Zone is not available in every state or in Freeplay mode.**

#### Setup

When enabling Prize Zone via the Options button in the MegaNet menu, a screen explaining Prize Zone terms appears. Touch the **I ACCEPT** button to finish enabling the feature, or **I DON'T ACCEPT** to cancel.

Games appearing as part of the Prize Zone Menu are selectable via the Prize Zone button in the MegaNet Menu, which works in the same manner as categories in the regular Game Setup Menu.

<sup>1</sup> PENTHOUSE is a trademark of General Media Communications, Inc. Used by permission. Copyright, 2009 by General Media Communications, Inc. All rights reserved.

## Operator Web Site Access

Direct access to the operator's company Web site is available from the MegaNet Player Menu for the latest league, event and other information.

### Setup

From the MegaNet Menu, touch the Operator Web Access button to enter the URL for your operator Web site, insert your company name, which will appear under the button, and set the cost per minute of viewing time. The text field for your company name is limited to 30 characters. If a name is not entered, the space under the button will read "Your Game Operator's Web Site." Operator Web site access will have standard MegaWeb pricing set as the default. To set operator Web site access to no charge, set the value of a block of time to zero. When the value is set to zero, the continue box will appear after 10 minutes of viewing time. If continue is not selected, it will log off.

Operators can import a personalized graphic for the Web site button if they choose. See your Remote Operator Interface ([www.tournamaxx.com](http://www.tournamaxx.com)) for instructions on importing a graphic.

**NOTE:** *This feature is not available if using an 800 number to dial in to the server, or in Freeplay or Coinless Coin Op modes.*

**NOTE:** Pages containing Java or Flash cannot be loaded on the game at this time.

**NOTE:** *Text can be entered into a text field on a Web page by touching the field on the game to activate it.*

## Hot Topics

Hot Topics games allow players to compete in games featuring regularly refreshed current events.

### Setup

Games appearing as part of the Hot Topics Menu are selectable via the Hot Topics button in the MegaNet Menu, which works in the same manner as categories in the regular Game Setup Menu.

## MegaWeb

MegaWeb allows the player to access the World Wide Web through the game. Players determine how much browsing time they would like to purchase and then use the touchscreen to navigate the Web.

**NOTE:** *In order to optimize the MegaWeb display, High Resolution should be enabled on all games except for Classic cabinets and cabinets that have been converted with the Maxx to Force kit (which cannot support high-resolution mode). Additionally, the first time you enter MegaWeb, you may need to adjust the horizontal and vertical monitor settings to maximize the display. This will only have to be performed once, and it will not affect the monitor settings of the game screens. To adjust the monitor settings, follow the Monitor Adjustment Procedure in your game owner's manual.*

### Setup

Use the MegaWeb Menu to set the cost per minute block of Web browsing time.

### Time/Payment

When the MegaWeb button is touched, a screen will appear prompting the player to select the amount of time to purchase (see Figure 28). The player can choose the minimum amount, a selectable amount, or the amount of all credits already entered into the machine. If no credits are currently on the machine, the player will be prompted to insert money when one of the buttons is selected.



FIGURE 28 - CREDIT SELECT SCREEN

The game will attempt to connect 3 times. If it cannot connect, an error message will appear asking the player to try again later. The player will not yet have purchased the time and will not lose any credits. The timer countdown begins and specified credits are allocated to the Web browser upon successful connection.

At the end of the purchased time, a screen will appear giving the player the option to use more available credits, or enter more credits if none are left on the game (see Figure 29). This screen will remain for 20 seconds and the game will stay connected to the Internet during this time. If another MegaWeb purchase is made, the screen returns to the same page the player was viewing prior to the timer expiring. If no purchase is made within 20 seconds, the game disconnects and reverts to the Player Menu. If the player exits the browser with time remaining, the remaining credits will be applied to amusement play. Time blocks used will be rounded up to the nearest credit.



FIGURE 29 - BUY MORE TIME/QUIT SCREEN

If the connection is lost during the purchased viewing time, the timer will suspend and the game will attempt to reconnect 3 times. When the connection is reestablished, the timer will resume and the player will still see the page that was previously on the machine. If a connection cannot be reestablished within 3 attempts, the credits remaining in MegaWeb mode will be applied to amusement credits.

## Home Page

Once the game connects to the Internet, the player is taken to a Home Page with standard navigation buttons (Forward, Back, Stop, etc.) and a button that brings up a keyboard for entering Web addresses or search text (see Figures 30 and 31). The Home Page also contains a search engine and various channel buttons (Sports, Entertainment, News, etc.). Each button brings up a list of related links for the appropriate channel, as well as a search engine feature. The Merit button will bring up a screen with links to the home page and TournaMAXX.

**NOTE:** Text can be entered into a text field after the field itself is touched and activated.

**NOTE:** Java and Flash are not supported in MegaWeb. Pages containing Java or Flash cannot be loaded on the game at this time.

## E-mail and Attachments

E-mail can be accessed through Web-based e-mail sites using the keyboard, but only image and text attachments can be opened. Attachments cannot be saved to the machine.

**NOTE:** MegaWeb is not available in Freeplay or Coinless Coin Op mode.

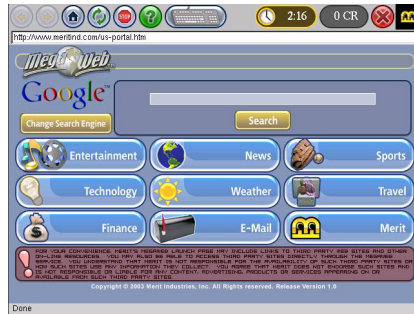


FIGURE 30 - HOME PAGE



FIGURE 31 - HOME PAGE WITH KEYBOARD

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11. EXCEPTÉ COMME PRÉVU DANS LA SECTION INTITULÉE "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 ÉCHÉANT, TOUT SUPPORT OU MATÉRIEL FOURNI CONFORMÉMENT AU PRÉSENT CONTRAT EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUTS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OÙ CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRÉSENT 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 PRÉSENT CONTRAT POUR TOUTS DOMMAGES D'UNE NATURE QUI N'EST PAS PRÉSUMÉE PAR LA LOI ET QUI DOIVENT ÊTRE EXPRESSEMENT Prouvés, DOMMAGES INDIRECTS, DOMMAGES-INTÉRÊTS POUR PRÉJUDICE MORAL, QUE LE CONCEDANT AIT ÉTÉ AVISÉ OU NON DE LA POSSIBILITÉ D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRÉCÈDE, LES DÉDOMMAGEMENTS À VOTRE DISPOSITION SERONT LIMITÉS AU MONTANT QUE VOUS AUREZ PAYÉ AU CONCEDANT POUR LE LOGICIEL.
13. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE : D'UNE RUPTURE DE CONTRAT, DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ÉCONOMIE OU TOUTS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTÉRÊTS ACCESSOIRES DÉCOULANT DE LA MAUVAISE UTILISATION OU DE L'IMPOSSIBILITÉ D'UTILISATION DU LOGICIEL.

Dispositions Générales

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