MEGANET
INSTALLATION AND USER MANUAL

FOR TECHNICAL ASSISTANCE CONTACT
CUSTOMER SERVICE AT
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ami
ENTERTAINMENT NETWORK

PM0391-26

Table of Contents

MegaNet Installation Instructions

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
		ION KITS
1	PA0086-XX	MODEM
1	CN4452-02	RJ-11 COUPLER, 4CNDCT
1	EC0074-03	50' RJ-11 PHONE CABLE
1	EC0153-02	MODEM CABLE (AURORA WIDESCREEN & RX)
1	EC0155-01	RJ-11 MODEM CABLE (AURORA WIDESCREEN & RX)
1	EC0382-01	SERIAL TO USB CABLE (AURORA WIDESCREEN & RX)
		FORCE KITS
1	PA0034-XX	MODEM
1	MW0466-01	MODEM BRACKET (RADION GAMES)
4	HW4206	6-32 x 1/4 PAN PHL MACHINE SCREW
4	HW4365	6-32 x ¾ PAN/SLT MACHINE SCREW (VIBE GAMES)
1	EC0074-06	6' RJ-11 PHONE CABLE
1	CN4452-02	RJ-11 COUPLER, 4CNDCT
1	CN4452-03	RJ-11 SPLITTER, M/F, 4CNDCT
1	EC0074-03	50' RJ-11 PHONE CABLE
1	EC0098-01	9" MODEM CABLE (EVO GAMES)
		MAXX KITS
1	PA0003-XX	PCMCIA DATA/FAX MODEM
1	CN4452-01	RJ-11 COUPLER, 6POSN, R/A, PNL MTG
1	CN4452-02	RJ-11, COUPLER, 4CNDCT
1	CN4452-03	RJ-11,SPLITTER, M/F,4CNDCT
1	EC0074-03	50' RJ-11 PHONE CABLE
1	HW8087	NEOPRENE TAPE, .18Tx.38W
1	MW0358-01	COUPLER RETENTION BRACKET
1	MW0375-01	COUPLER BLOCKOUT PLATE

CAUTION: *Before performing any upgrade, it is important to remove any static electricity from your body. To remove static electricity, ground yourself by touching a grounded piece of metal on the game before handling any boards, chips, connectors, etc. Failure to ground yourself before performing an upgrade may result in damage to your system and may prevent you from performing the upgrade.*

Modem Installation

If your game already has a modem installed, skip to TournaMAXX Program Instructions.

If you are using cable or DSL Internet access, skip to **Broadband Internet Setup**.

Follow the instructions for your game.

Ion Games Only

1. Turn off the game and disconnect it from its power source.

2. *Fusion Games:* Unlock and open the front bezel. Remove the 2 screws securing the electronics box cover and carefully remove the cover.
   Aurora, Rx, eVo, Elite Edge, and eVo Wallette Games: Unlock and open the CPU section.

3. *Aurora Widescreen and Rx Games*: Connect the 2-pin connector on the supplied EC0155 harness to J27 on the I/O board (see Figure 1). Connect the free end of this harness to the inside of the phone coupler at the rear of the game (the phone coupler is the one with the smaller opening). In Rx games it may be necessary to remove the motherboard to connect this cable. Connect the 10-pin connector on the supplied EC0153 harness to J18 on the I/O board (see Figure 1). Route the two harnesses under the power supply in Aurora games and under the tab on the power supply bracket in Rx games. Connect the free end of the EC0153 harness to the mating connector on the EC0382-01 harness. Then, connect the free end of the EC0382-01 to either the available USB port on the motherboard or the free USB update port on the

metalwork located near the couplers (in Rx games). Make sure that all harnessing is dressed properly and that it will not interfere with any of the fans.

4. Line up the modem with the mating pins at U16 (1-4) on the I/O board. See Figure 1. The corner of the modem with the 3 pins should be lined up with U16-2 on the I/O board. Carefully press down on the modem so the connectors are securely mated.

NOTE: The modem will not be completely flush with the connectors.

5. *Fusion Games:* Resecure the electronics box cover with the two screws.

6. Connect the 50' phone cable to the phone coupler on the outside of the game (the phone coupler is on the right if you are facing the back of the game).

7. 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.)

8. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

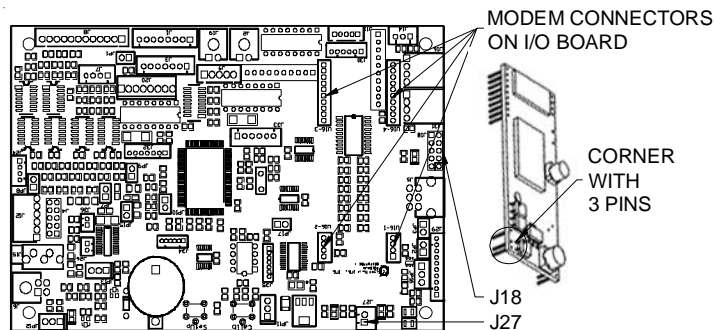9. Close and lock the bezel or CPU section and continue with TournaMAXX Program Instructions.

FIGURE 1 - ION I/O BOARD AND MODEM

Megatouch Force Radion Games Only

1. Turn off the game and disconnect it from its power source.

2. Orient the modem as shown in Figure 2 and connect it to the modem bracket (MW0466-01) using the four supplied Phillips-head machine screws.

3. Unlock and open the rear door of the game and locate the hole on the side of the chassis where the modem assembly will be secured (see Figure 2). If there is a plastic coin guard in this location, remove the screw securing the guard and remove the guard from the game.

4. Place the tabs on the bottom of the modem bracket into the two slots on the power supply bracket. Line up the thumbscrew on the modem assembly with the hole in the chassis and tighten the thumbscrew to secure the modem assembly. See Figure 2.

5. Attach one end of the supplied modem serial cable (found in the box with the modem) to the J1 location on the modem, and attach the other end to the com 2 location on motherboard (see Figure 2). Make sure that the serial cable does not interfere with the CPU fan. If necessary, tie wrap the cable.

6. Locate the free 4-pin connector on the power supply harness. Attach this connector to the J5 location on the modem. See Figure 2.

7. Connect one end of the 6' phone cable to the J2 location on the modem, and connect the other end to the phone coupler on the inside of the power entry assembly. (The phone coupler is the one on the right if you are facing the back of the game). See Figure 2. Coil any excess cable and tie wrap the coil to keep it in place.

8. Connect the 50' phone cable to the phone coupler connector on the outside of the game (the phone coupler is on the right if you are facing the back of the game).

9. 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.)

10. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

11. Continue with TournaMAXX Program Instructions.

MODEM
BRACKET
(MW0466-01)

SCREW SECURING
MODEM TO BRACKET
(4 PLACES)

4-PIN CONNECTOR
FROM POWER SUPPLY
HARNESS (J5)

MODEM SERIAL
CABLE (J1)

TABS ON
MODEM BRACKET

DETAIL VIEW

PHONE
CABLE (J2)

HOLE IN CHASSIS
TO SECURE
MODEM BRACKET
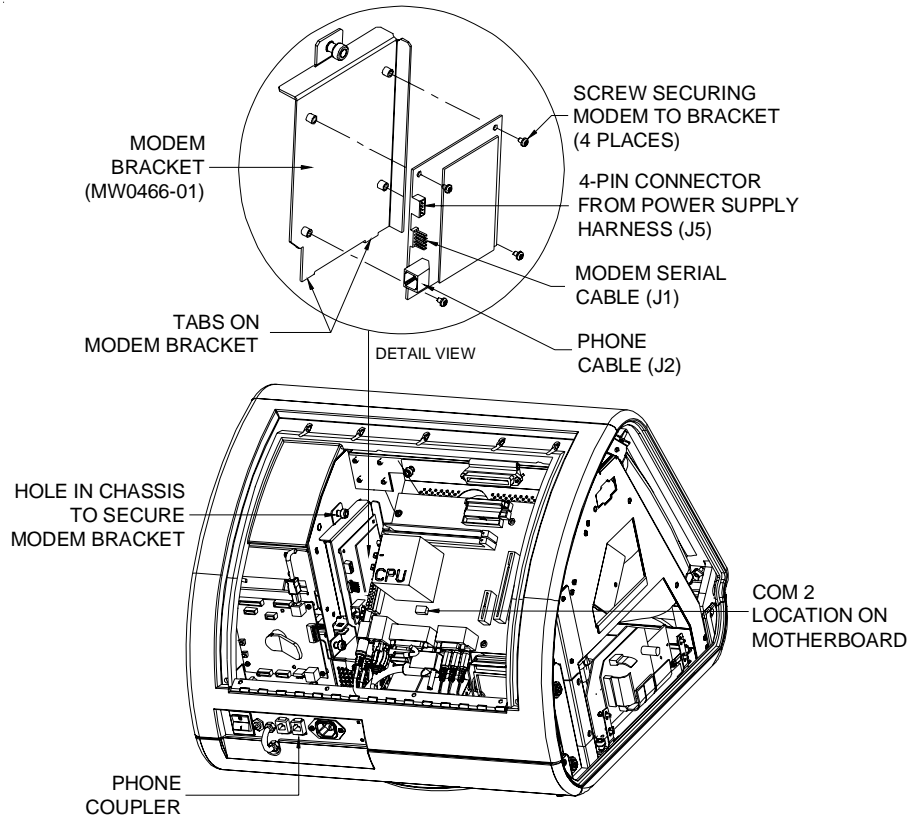
CPU

COM 2
LOCATION ON
MOTHERBOARD

PHONE
COUPLER

FIGURE 2 - FORCE RADION GAME
(REAR VIEW)

Megatouch Force Classic, Force Elite, and Force Upright Only (for Force Fusion Upright games, skip to the Force Fusion section)

1. Turn off the game and disconnect it from its power source.

2. Unlock and open the CPU section door to gain access to the PC tray.

3. *Upright games with coin door only:* Disconnect all connections to the I/O board. This will allow for I/O board and hard drive removal.

4. Remove the screw securing the hard drive assembly to the electronics tray and remove the hard drive assembly from the tray.
   Classic games: see Figure 3.
   Elite games: see Figure 4.
   Upright games: see Figure 5.
   Upright with coin door: see Figure 6.

5. Under the hard drive there are four standoffs. Orient the supplied modem, lining up the four holes on the modem with the four standoffs. Secure the modem to the tray using the four supplied Phillips-head machine screws.
   Classic games: see Figure 3.
   Elite games: see Figure 4.
   Upright games: see Figure 5.
   Upright with coin door: see Figure 6.

6. Attach one end of the supplied modem serial cable (found in the box with the modem) to the J1 location on the modem, and attach the other end to the com 2 location on motherboard (see Figures 3-6). Make sure that the serial cable does not interfere with the CPU fan. If necessary, tie wrap the cable.

7. Locate the free 4-pin connector on the power supply harness. Attach this connector to the J5 location on the modem. See Figures 3-6.

8. Connect one end of the 6' phone cable to the J2 location on the modem, and connect the other end to the phone coupler on the inside of the power entry assembly. (The phone coupler is the one on the right if you are facing the back of the game). See Figures 3-6. Coil any excess cable and tie wrap the coil to keep it in place.

9. Re-secure the hard drive over the modem. If you have an upright with coin door, you must reconnect all of the connectors you removed from the I/O board.

10. Connect the 50' phone cable to the phone coupler connector on the outside of the game (the phone coupler is on the right if you are facing the back of the game).

11. 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.)

12. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

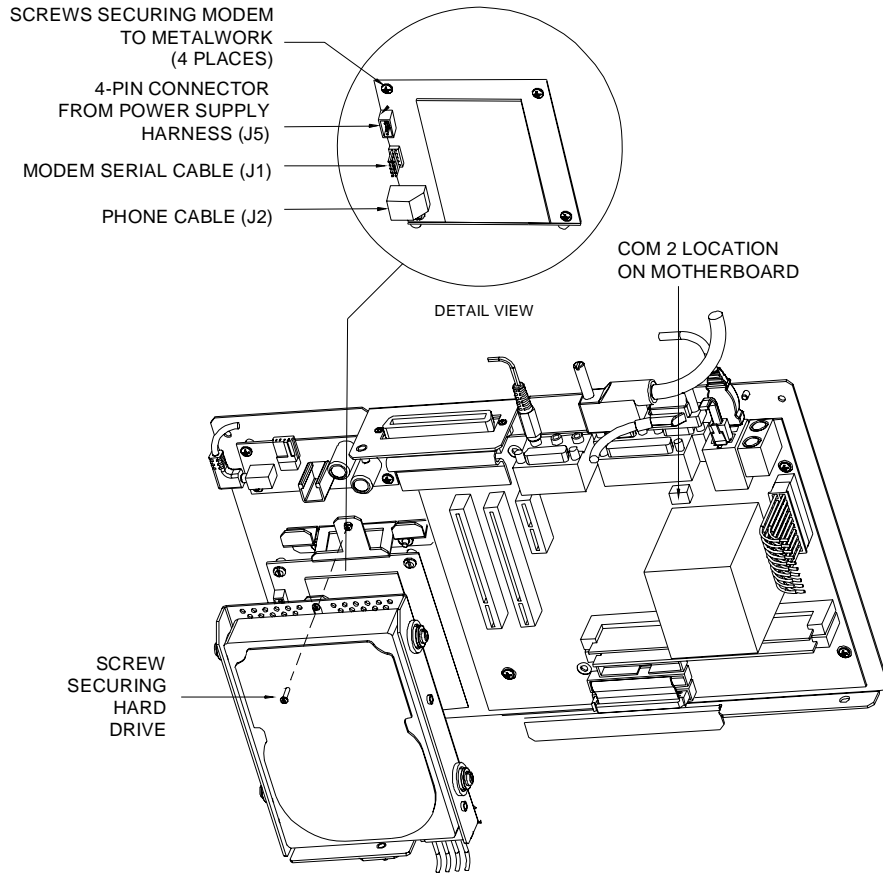13. Continue with TournaMAXX Program Instructions.

SCREWS SECURING MODEM
TO METALWORK
(4 PLACES)

4-PIN CONNECTOR
FROM POWER SUPPLY
HARNESS (J5)

MODEM SERIAL CABLE (J1)

PHONE CABLE (J2)

DETAIL VIEW

COM 2 LOCATION
ON MOTHERBOARD

SCREW
SECURING
HARD
DRIVE

FIGURE 3 - FORCE CLASSIC GAME
(ELECTRONICS ASSEMBLY)

SCREWS SECURING MODEM
TO METALWORK
(4 PLACES)

PHONE CABLE (J2)

MODEM SERIAL CABLE (J1)

4-PIN CONNECTOR
FROM POWER SUPPLY
HARNESS (J5)

DETAIL VIEW

SCREW
SECURING
HARD
DRIVE

COM 2 LOCATION
ON MOTHERBOARD
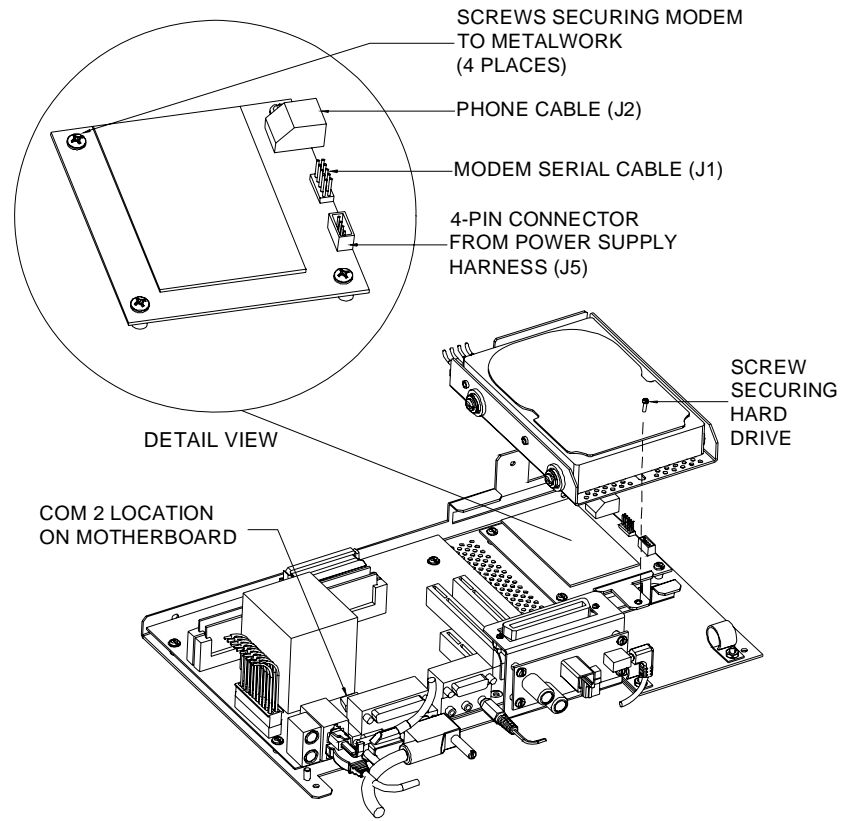
FIGURE 4 - FORCE ELITE GAME
(ELECTRONICS ASSEMBLY)

SCREWS SECURING MODEM
TO METALWORK
(4 PLACES)

PHONE CABLE (J2)

MODEM SERIAL CABLE (J1)

4-PIN CONNECTOR
FROM POWER SUPPLY
HARNESS (J5)

SCREW
SECURING
HARD
DRIVE

DETAIL VIEW

ECS
CPU

COM 2 LOCATION
ON MOTHERBOARD
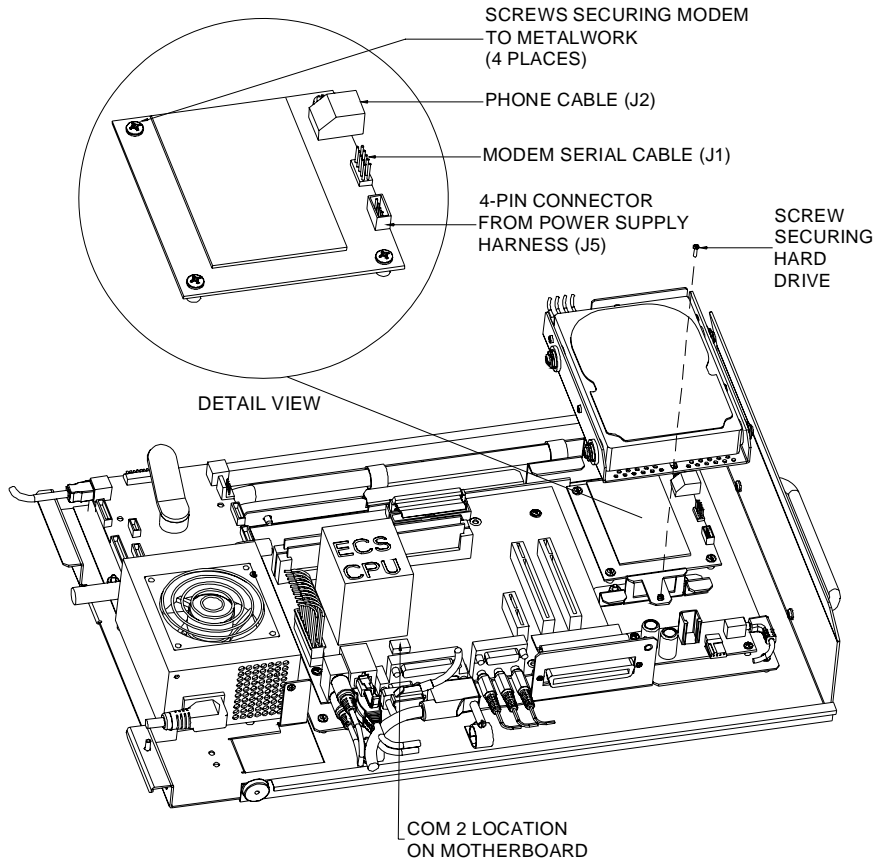
FIGURE 5- FORCE UPRIGHT GAME
(ELECTRONICS ASSEMBLY)

SCREW
SECURING
HARD DRIVE

SCREWS SECURING MODEM
TO METALWORK
(4 PLACES)

4-PIN CONNECTOR
FROM POWER SUPPLY
HARNESS (J5)

MODEM SERIAL CABLE (J1)

PHONE CABLE (J2)

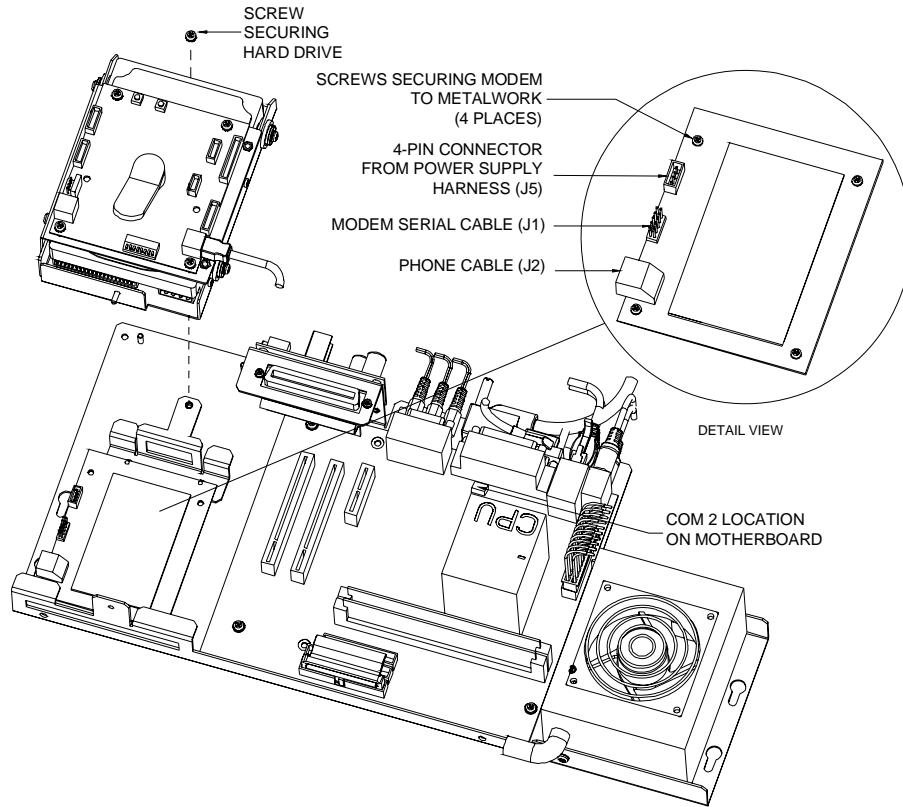DETAIL VIEW

CPU

COM 2 LOCATION
ON MOTHERBOARD

FIGURE 6 - FORCE UPRIGHT GAME WITH COIN DOOR
(ELECTRONICS ASSEMBLY)

Force Vibe Games Only

1. Turn off the game and disconnect it from its power source.

2. Unlock the lock on the processor cover and loosen the 3 screws on either side of the cover. Slide the cover away from the connector side of the processor and lift the cover off of the unit.

3. Locate the free 4-pin connector routed up through the metalwork near the power supply (the harness is labeled "modem"). Connect the 4-pin connector to the J5 location on the modem. See Figure 7.

4. Locate the 10-pin connector routed up through the metalwork near same location as the 4-pin connector. Connect the 10-pin connector to the J1 location on the modem. See Figure 7.

NOTE: The cable found in the box with the modem has already been installed in the processor units. This cable can be discarded.

5. Orient the supplied modem as shown in Figure 7, lining up the four holes on the modem with the four standoffs. Secure the modem to the tray using the four supplied slotted machine screws.

6. Connect one end of the supplied 6' phone cable to the J2 location on the modem, and connect the other end to the inside of the phone connector as shown in Figure 7. Route the cable through the cable clamps along the hard drive. Coil any excess cable and tie wrap the coil to keep it in place.

7. Connect the 50' phone cable to the phone connector on the outside of the processor. See Figure 7.

8. Secure the cable to the U-bolt on the processor. (This will prevent unnecessary strain on the connector if the game is turned or moved.)

9. Carefully replace the top cover on the processor and slide it completely in place. Secure the cover by tightening the 3 screws on each side of the unit.

10. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

11. Continue with TournaMAXX Program Instructions.

SCREWS SECURING
MODEM
TO STANDOFFS
(4 PLACES)

PHONE CABLE
(J2)

MODEM SERIAL CABLE
(J1)

4-PIN CONNECTOR
FROM POWER SUPPLY
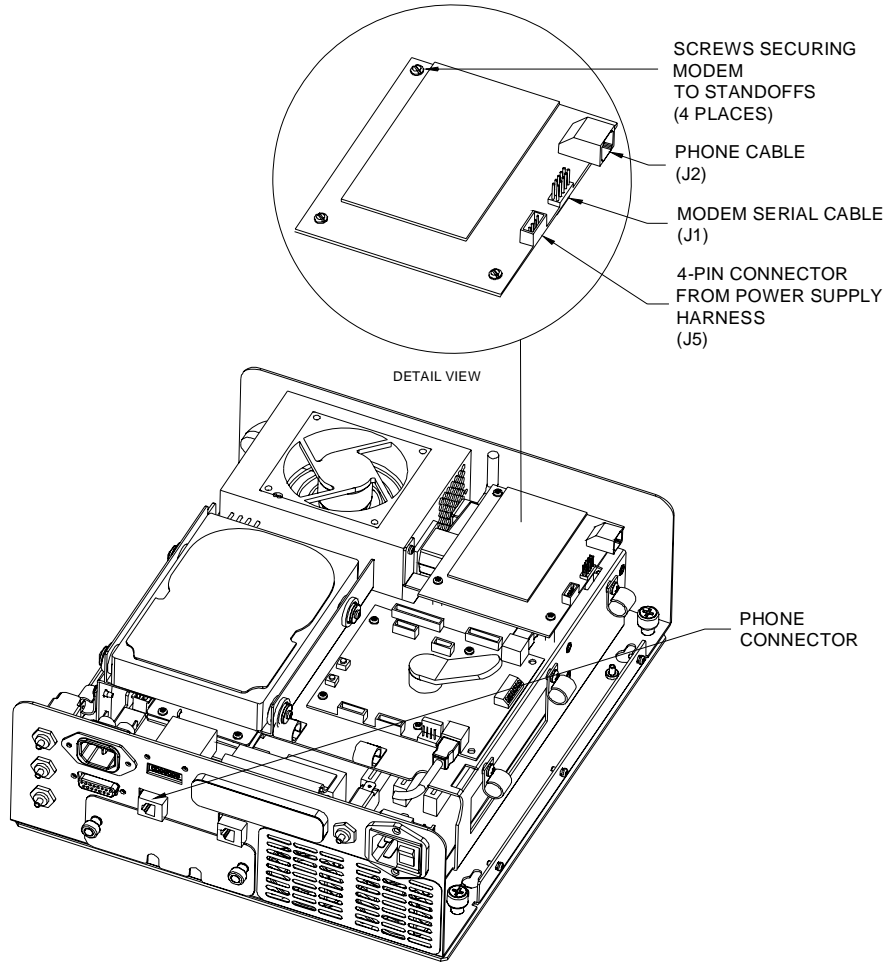HARNESS
(J5)

DETAIL VIEW

PHONE
CONNECTOR

FIGURE 7 - VIBE
(PROCESSOR WITH COVER REMOVED)

Force Fusion Games Only

1. Using a Phillips-head screwdriver, remove the two screws securing the supplied modem and transceiver board (see Figure 8). Disconnect the 2-pin connector from J2 on the modem and gently pull the modem from the transceiver board. The transceiver board will not be used for the Fusion, but keep the screws to secure the modem to the I/O board.

2. Turn off the game and disconnect it from its power source.

3. Unlock and open the front bezel of the game. If your game has an electronics box, remove the 2 screws securing the cover and carefully remove the cover.

4. Locate the free end of the cable (labeled EC0098-XX) connected to the inside of the phone connector in the game. (The phone connector is the one on the right if you are facing the back of the game. If your game has an electronics box, the phone connector is on the bottom). The free end of the cable should be routed near the I/O board. Connect the free 2-pin connector on the harness to the J2 location on the modem. See Figure 9.

5. Line up the connector at J1 on the modem with the mating pins at J10 on the I/O board and the two holes on the modem with the two standoffs on the I/O board. Carefully press down on the modem so that the connector is securely mated. Fasten the modem to the I/O board using the two screws removed in step 1. See Figure 9.

6. If your game has an electronics box, resecure the cover using the two screws.

7. Connect the 50' phone cable to the phone coupler on the outside of the game (the phone coupler is on the right if you are facing the back of the game).

8. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)
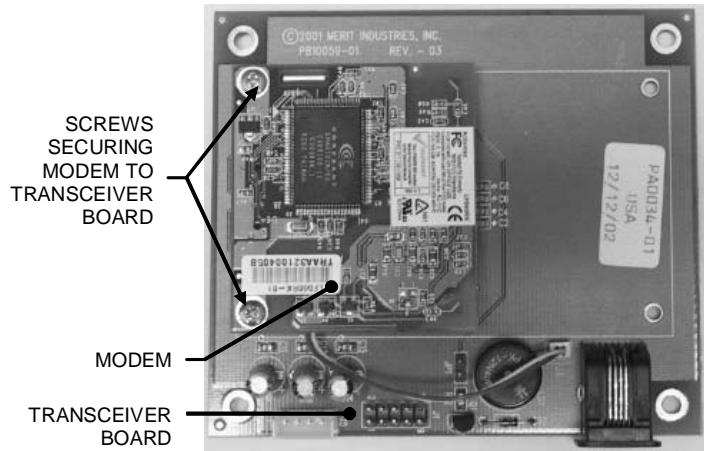
9. Continue with TournaMAXX Program Instructions.

SCREWS
SECURING
MODEM TO
TRANSCEIVER
BOARD

MODEM

TRANSCEIVER
BOARD

FIGURE 8 - MODEM ASSEMBLY - MODEM AND TRANSCEIVER BOARD

SCREWS
SECURING
MODEM

MODEM

MOUNTING
HOLES

J1 LOCATION

STANDOFFS
FOR MODEM

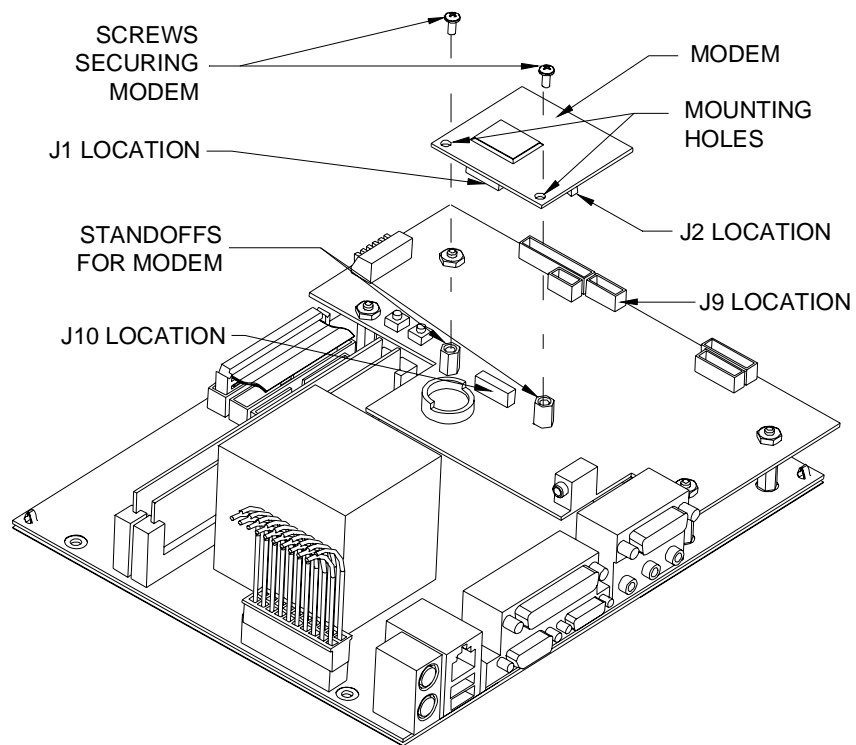J2 LOCATION

J9 LOCATION

J10 LOCATION

FIGURE 9 - FORCE FUSION
ELECTRONICS ASSEMBLY

Force eVo Games Only

1. Using a Phillips-head screwdriver, remove the two screws securing the supplied modem and transceiver board (see Figure 10). Disconnect the 2-pin connector from J2 on the modem and gently pull the modem from the transceiver board. The transceiver board will not be used in eVo games.

2. Turn off the game and disconnect it from its power source.

3. Unlock and open the CPU section.

4. Remove the two screws securing the motherboard assembly to the standoffs (see Figure 11).

5. Carefully pull the motherboard assembly away from the two brackets holding it in place on the opposite side of the screws you removed (see Figure 11).

6. Tilt the motherboard assembly to gain access to the screws on the I/O board (see Figure 12). It may be necessary to disconnect some of the connections to the board in order to access the screws. Make sure to remember what connectors you remove from the board.

7. Depending on your game, you may have 2 or 3 screws secured to the standoffs on the I/O board. See Figure 12 for location. Remove the screws.

8. If your game does not have the cable connected to the inside of the phone coupler (the phone coupler is the one on the right on the inside of the game), connect the phone connector on the supplied harness (EC0098-01) to the inside of the phone coupler in the game.

9. Connect the free end of the harness, which is connected to the inside of the phone coupler, to the 2-pin phone connector on the modem. See Figure 13 for location.

10. Line up the 16-pin connector on the modem with the mating pins at J10 on the I/O board and the holes on the modem with the standoffs on the I/O board. Carefully press down on the modem so that the connector is securely mated. Secure the modem to the I/O board using the screws removed in step 7. Refer to Figures 12 and 13.

11. Reconnect any connectors you may have removed from the motherboard assembly.

12. Carefully replace the motherboard assembly behind the 2 brackets. See Figure 11.

13. Resecure the motherboard assembly with the two screws removed in step 4.

14. Connect the supplied phone cable to the phone coupler on the outside of the game (the phone coupler is the coupler on the left if you are facing the back of the game). If the phone cable has a ferrite attached to the end of it, make sure this end is closest to the game.

15. 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.)

16. Plug the other end of the phone cable into a phone jack. (If you require the use of a telephone adapter, plug the phone cable into the provided adapter and plug the adapter into a telephone socket.)

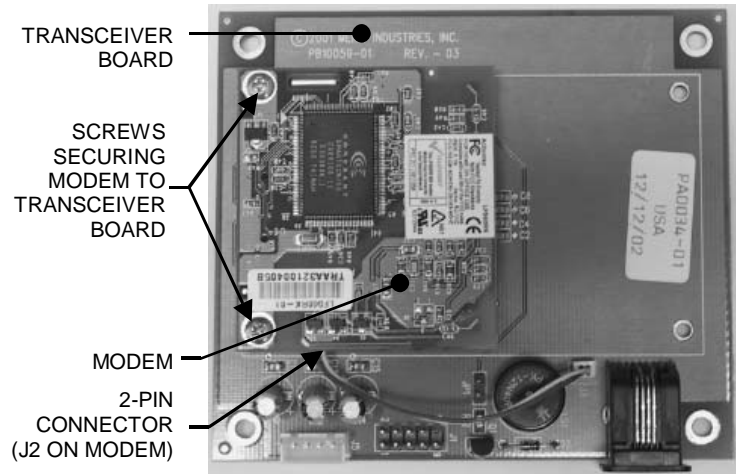17. Close and lock the CPU section and continue with TournaMAXX Program Instructions.

TRANSCEIVER
BOARD

SCREWS
SECURING
MODEM TO
TRANSCEIVER
BOARD

MODEM

2-PIN
CONNECTOR
(J2 ON MODEM)

FIGURE 10 - MODEM ASSEMBLY - MODEM AND TRANSCEIVER BOARD

SCREWS
SECURING
MOTHERBOARD
ASSEMBLY

DETAIL VIEW
OF BRACKETS
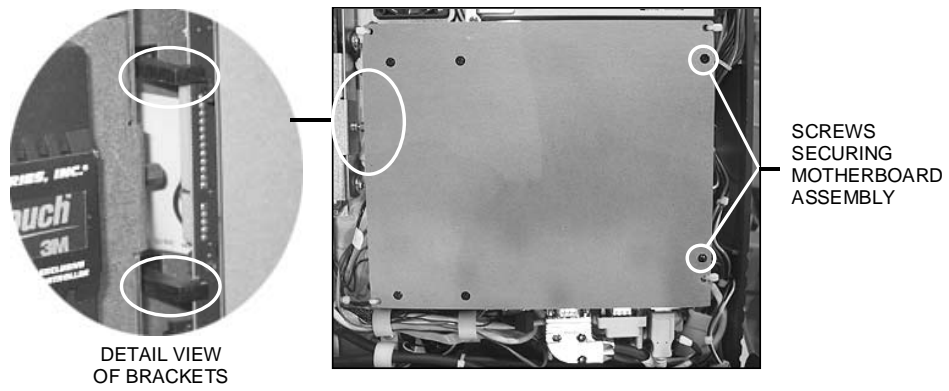
FIGURE 11 -EVO CPU SECTION

SCREWS ON
I/O BOARD
TO SECURE MODEM
(2 OR 3 LOCATIONS)

J10 LOCATION
ON I/O BOARD
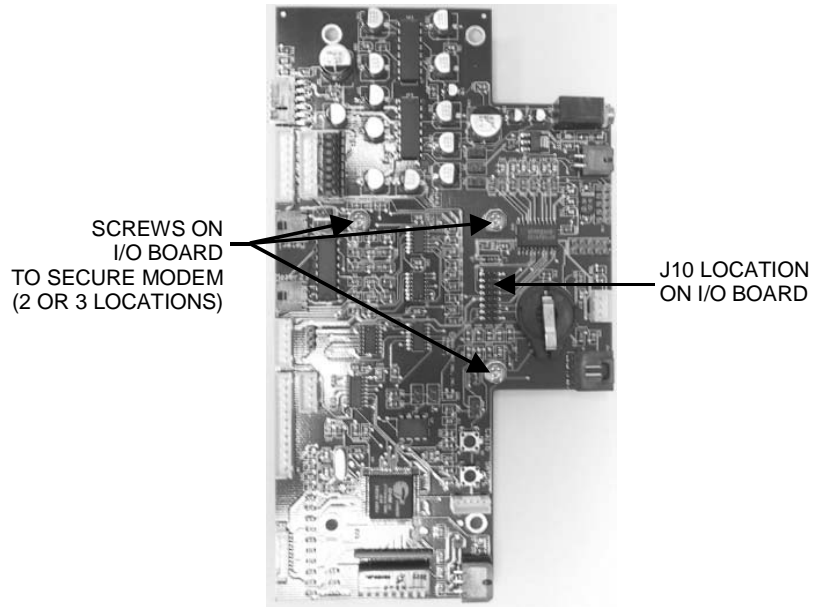
FIGURE 12 - FORCE EVO I/O BOARD

MOUNTING
HOLES
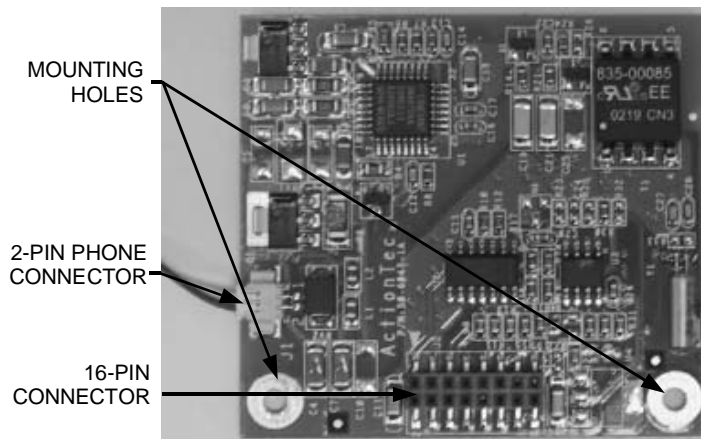
2-PIN PHONE
CONNECTOR

16-PIN
CONNECTOR

FIGURE 13 - FORCE EVO MODEM

Megatouch Combo Jukebox Only

1. Turn off the game and disconnect it from its power source.

2. Unlock and remove the rear door and turn off the internal power switch (located above the cooling fan on the left side).

3. Disconnect all connections to the I/O board. This will allow for I/O board and hard drive removal.

4. Remove the screw securing the hard drive assembly to the electronics tray and remove the hard drive assembly from the tray. See Figure 14.

5. Under the hard drive there are four standoffs. Using Figure 14, orient the supplied modem, lining up the four holes on the modem with the four standoffs. Secure the modem to the tray using the four supplied Phillips-head machine screws.

6. Attach one end of the supplied modem serial cable (found in the box with the modem) to the J1 location on the modem, and attach the other end to the com 2 location on motherboard (see Figure 14). Make sure that the serial cable does not interfere with the CPU fan. If necessary, tie wrap the cable.

7. Locate the free 4-pin connector on the power supply harness. Attach this connector to the J5 location on the modem. See Figure 14.

8. Connect one end of the supplied 6' phone cable to the J2 location on the modem (see Figure 14) and connect the other end to the supplied phone splitter.

9. Using Figure 15, locate the phone connector on the upper rear side of the game. Unplug the existing phone cable from the inside of the connector and plug it into the open hole in the supplied phone splitter. Insert the splitter into the phone connector on the game. Coil any excess cable and tie wrap the coil to keep it in place.

10. Re-secure the hard drive over the modem with the screw removed in step 4. Reconnect all of the connectors you removed from the I/O board.

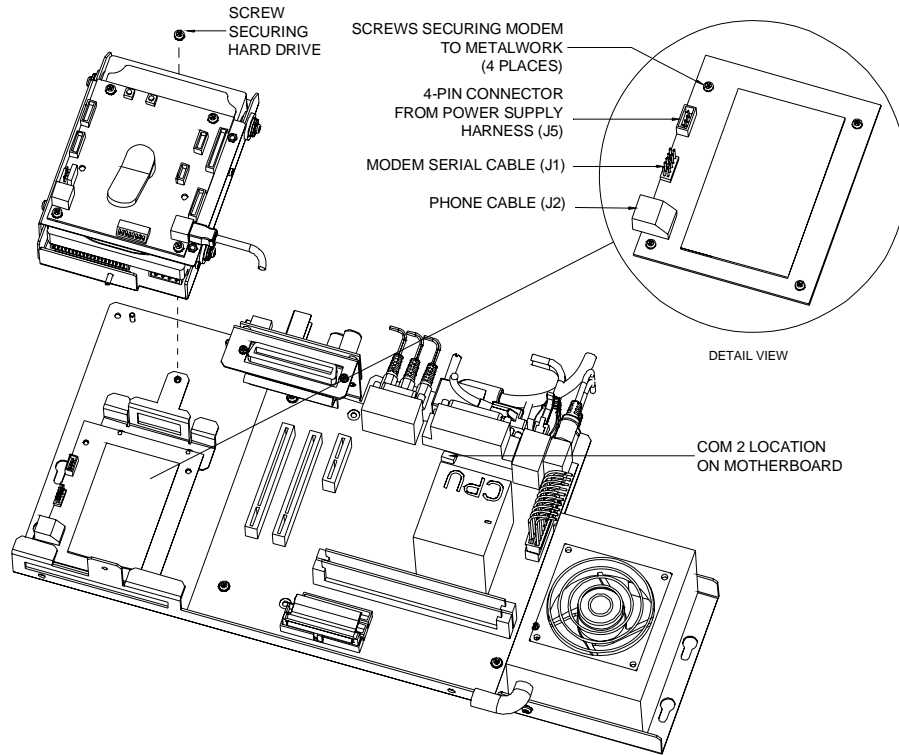11. Continue with TournaMAXX Program Instructions.

SCREW
SECURING
HARD DRIVE

SCREWS SECURING MODEM
TO METALWORK
(4 PLACES)

4-PIN CONNECTOR
FROM POWER SUPPLY
HARNESS (J5)

MODEM SERIAL CABLE (J1)

PHONE CABLE (J2)

DETAIL VIEW

COM 2 LOCATION
ON MOTHERBOARD

FIGURE 14 - MEGATOUCH COMBO JUKEBOX
(ELECTRONICS ASSEMBLY)
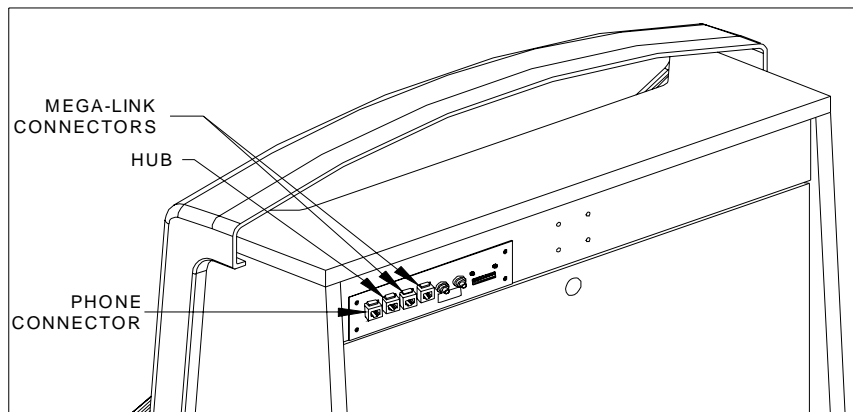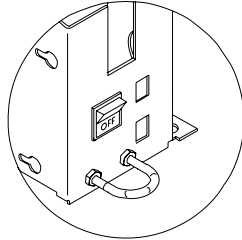
MEGA-LINK
CONNECTORS

HUB

PHONE
CONNECTOR

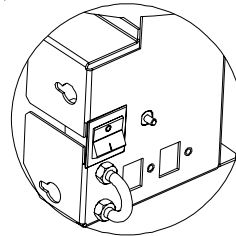FIGURE 15 - UPPER REAR VIEW OF MEGATOUCH COMBO JUKEBOX

MAXX CLASSIC AND BLUE MAXX GAMES

FIGURE 16 - MAXX CLASSIC AND BLUE MAXX POWER ENTRY ASSEMBLIES

MAXX A - THE COUPLER RETENTION BRACKET IS REQUIRED FOR THIS ASSEMBLY

MAXX B - THIS ASSEMBLY DOES NOT REQUIRE THE COUPLER RETENTION BRACKET

1. Make sure that the game is turned off and disconnected from its power source.

2. Using Figure 17, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.

3. If you already have couplers installed in your game, continue with step 9.

4. Using Figure 16, determine the type of MAXX game that you have.

   If the power entry assembly on your game looks like MAXX A with the U-bolt horizontally oriented, your game requires the use of the coupler retention bracket supplied in this kit. Follow instructions for MAXX A games.

If the power entry assembly on your game looks like MAXX B, with the U-bolt vertically oriented and the circuit breaker on the back, your game does not require the bracket. Follow instructions for MAXX B games.

5. Remove the power cord retention bracket. Loosen the hexnuts securing the power entry assembly and remove the power entry assembly.

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

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

   MAXX A:
   Replace the existing cover plate with the coupler blockout plate included in this kit (MW0375-01) in order to cover one open access hole. Secure the coupler retention bracket (MW0358-01) over the blockout plate with the thumbnuts. See Figure 18.

   MAXX B:
   Rotate the cover plate 180 degrees (to reveal one access hole), replace the plate and replace the thumbnuts to secure it. See Figure 19.

8. Orient the supplied, snap-in coupler and insert it into the open access hole.
   MAXX A: See Figure 18.
   MAXX B: See Figure 19.

9. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)

10. Coil any excess cable and tie wrap the coil to keep it in place.

11. Connect the 50' phone cable (EC0074-03) to the coupler connector on the outside of the game and 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.)

12. Plug the other end of the phone cable into a phone jack.

13. Reconnect the power entry assembly to the game with the hexnuts and reconnect the power cord retention bracket.
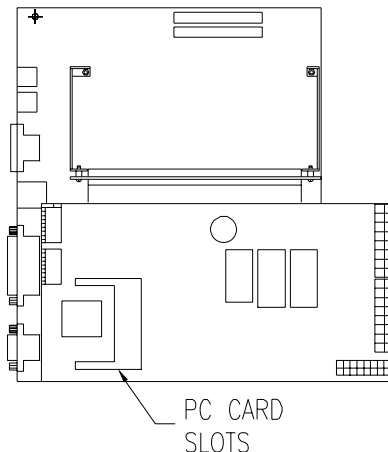
14. Continue with TournaMAXX Program Instructions.

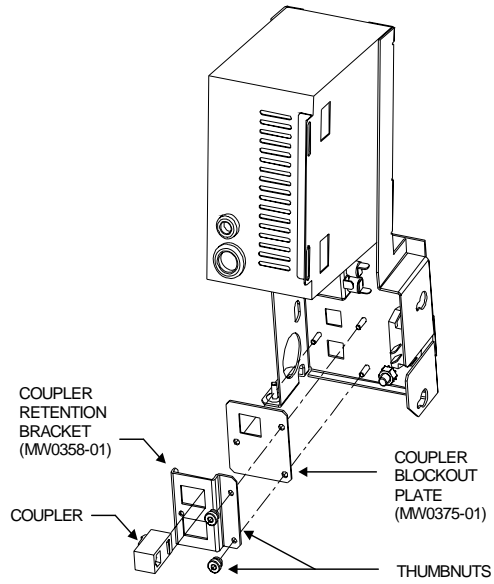FIGURE 17 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

COUPLER
RETENTION
BRACKET
(MW0358-01)

COUPLER
BLOCKOUT
PLATE
(MW0375-01)

COUPLER

THUMBNUTS

FIGURE 18 - POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET INSTALLATION
(MAXX A GAMES)

COUPLER
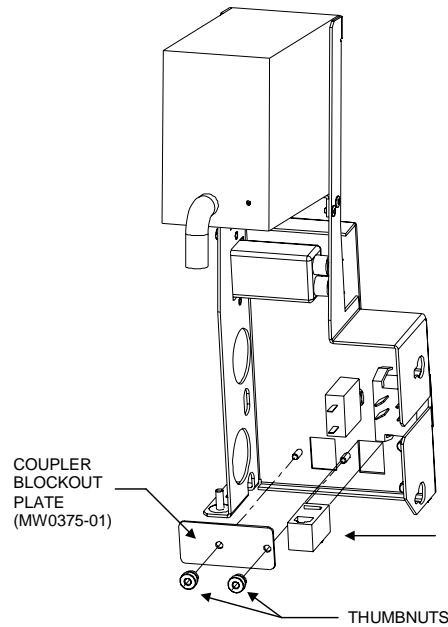BLOCKOUT
PLATE
(MW0375-01)

THUMBNUTS

FIGURE 19 - POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET IS NOT REQUIRED
(MAXX B GAMES)

MAXX SELECT AND SLIM MAXX GAMES

The entire back of the game is black and there are two access holes on the power entry assembly.

1. Make sure that the game is turned off and disconnected from its power source.

2. Using Figure 20, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.

3. If you already have couplers installed in your game, continue with step 9.

4. Remove the coin mech/coinbox assembly from the game.

5. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts).

6. Remove the thumbnuts securing the cover plate.

7. Rotate the metal cover plate 180 degrees (to reveal one access hole), replace the plate and replace the thumbnuts to secure it.

8. Orient the supplied, snap-in coupler and insert it into the open access hole. For vertical oriented access holes see Figure 21. For horizontally oriented access holes see Figure 22.

9. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)

10. Coil any excess cable and tie wrap the coil to keep it in place.

11. Connect the 50' phone cable (EC0074-03) to the coupler connector on the outside of the game and 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.)

12. Plug the other end of the phone cable into a phone jack.

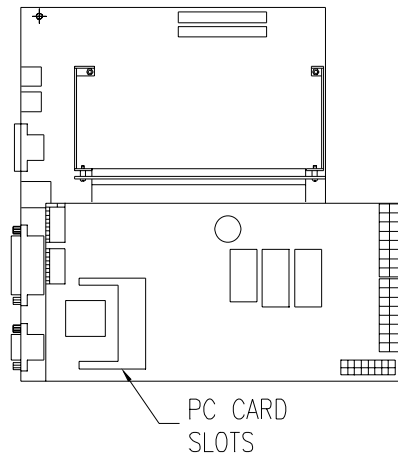13. Continue with TournaMAXX Program Instructions.

PC CARD
SLOTS

FIGURE 20 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

COUPLER
(CN4452-01)

METAL
COVER PLATE
(rotated 180°)

THUMBNUTS
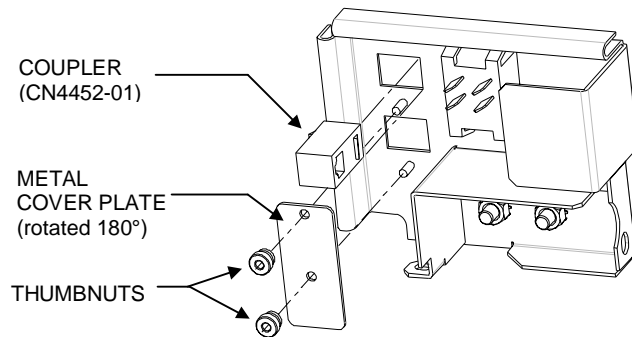
FIGURE 21 - MAXX SELECT AND SLIM MAXX COUPLER INSTALLATION
(VERTICAL ORIENTATION OF ACCESS HOLES)

COUPLER
(CN4452-01)

METAL
COVER PLATE
(rotated 180°)

THUMBNUTS
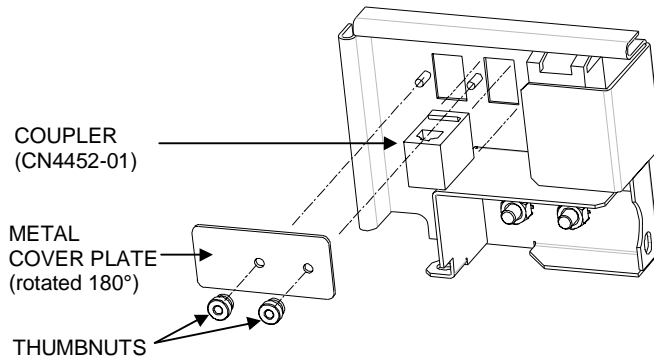
FIGURE 22 - MAXX SELECT AND SLIM MAXX COUPLER INSTALLATION
(HORIZONTAL ORIENTATION OF ACCESS HOLES)

MAXX ELITE AND EZ MAXX GAMES

1. Make sure that the game is turned off and disconnected from its power source.

2. Using Figure 23, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.

3. If you already have couplers installed in your game, continue with step 8.

4. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts).

5. Remove the thumbnuts securing the cover plate.

6. Rotate the cover plate 180 degrees (to reveal one access hole), replace the plate and replace the thumbnuts to secure it.

7. Orient the supplied, snap-in coupler and insert it into the open access hole.

Some models may require the coupler to be installed at an angle. See Figure 24.

8. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)

9. Coil any excess cable and tie wrap the coil to keep it in place.

10. Connect the 50' phone cable (EC0074-03) to the coupler connector on the outside of the game and 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.)

11. Plug the other end of the phone cable into a phone jack.

12. Continue with TournaMAXX Program Instructions.

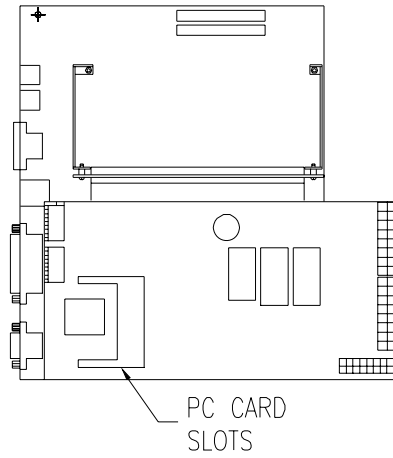FIGURE 23 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY
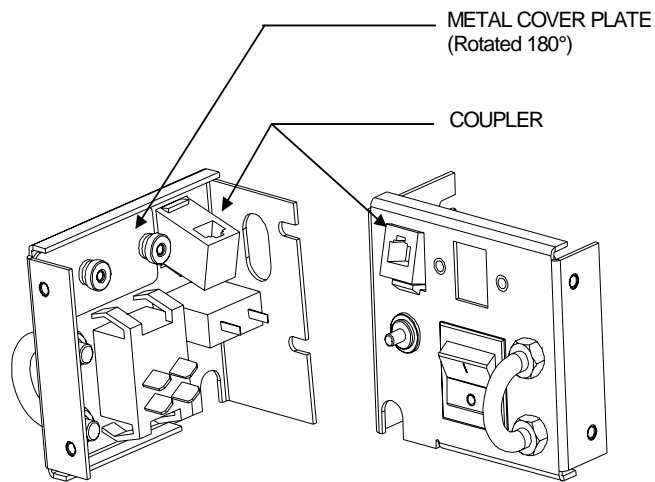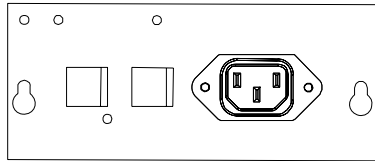

FIGURE 24 - ANGULAR COUPLER ORIENTATION
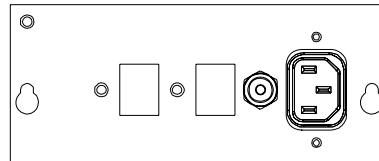(MAXX ELITE AND EZ MAXX)

FIGURE 25- POWER ENTRY ASSEMBLIES

MAXX A - THE COUPLER RETENTION BRACKET IS REQUIRED FOR THIS ASSEMBLY

1. Make sure that the game is turned off and disconnected from its power source.

2. Using Figure 26, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.

3. If you already have couplers installed in your game, continue with step 8.

4. Using Figure 25, determine the type of MAXX game that you have.

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

MAXX B - THIS ASSEMBLY DOES NOT REQUIRE THE COUPLER RETENTION BRACKET

   If the power entry assembly on your game looks like MAXX B, with the line filter vertically oriented and the circuit breaker on the back, your game does not require the bracket. Follow instructions for MAXX B games.

5. Locate the metal cover plate covering the two access holes on the inside of the power entry assembly (secured to the assembly by the nylon thumbnuts).

   Some of these models do not have the metal cover plate. If you have a model that was previously set up for linking games, you will have an RS 485 com board instead.

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

MAXX A:

Replace the existing cover plate with the coupler blockout plate included in this kit (MW0375-01) in order to cover one open access hole. Secure the coupler retention bracket (MW0358-01) over the blockout plate with the thumbnuts. See Figure 27.

MAXX B:

If you have a cover plate, rotate the cover plate 180 degrees (to reveal one access hole), replace the plate and replace the thumbnuts to secure it.

7. Orient the supplied, snap-in coupler and insert it into the open access hole.

MAXX A:
See Figure 27.

MAXX B:
See Figure 28.

8. Connect the free end of the modem cable to the coupler on the inside of the power entry. You may need to take the coupler out in order to connect the cable. (If your game already had couplers installed, the phone coupler is the one on the right if you are facing the back of the game.)

9. Coil any excess cable and tie wrap the coil to keep it in place.

10. Connect the 50' phone cable (EC0074-03) to the coupler connector on the outside of the game and 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.)

11. Plug the other end of the phone cable into a phone jack.

12. Continue with TournaMAXX Program Instructions.

FIGURE 26 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

COUPLER
BLOCKOUT
PLATE
(MW0375-01)

COUPLER
RETENTION
BRACKET
(MW0358-01)

COUPLER

THUMBNUTS
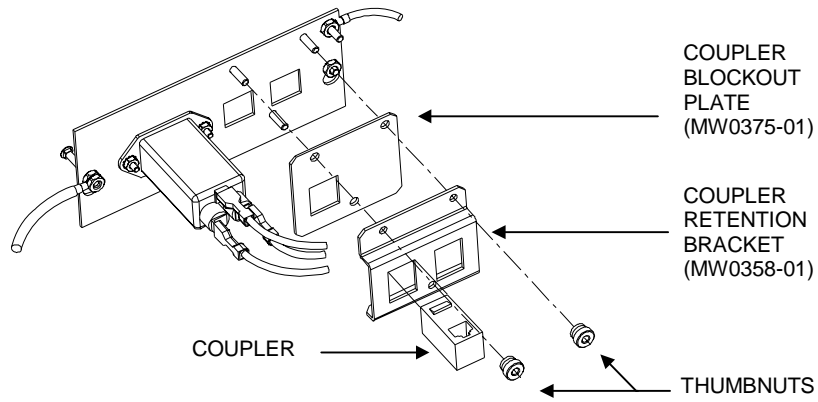
FIGURE 27- POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET INSTALLATION
(MAXX A GAMES)
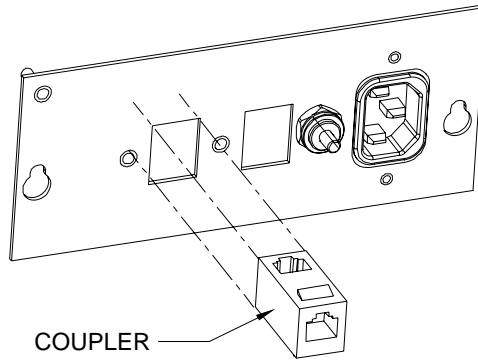
COUPLER

FIGURE 28- POWER ENTRY ASSEMBLY
COUPLER RETENTION BRACKET IS NOT REQUIRED
(MAXX B GAMES)

FULL MAXX GAMES

The entire hood of the game lifts off and there are no access holes in the back of the game.

1. Make sure that the game is turned off and disconnected from its power source.

2. Using Figure 29, locate the PCMCIA slots on the I/O board of the motherboard assembly. Install the supplied PCMCIA modem by sliding it into one of the PCMCIA slots on the I/O board. Then, connect the supplied modem cable to the PCMCIA modem.

3. Remove the bracket next to the power entry bracket (MW0192-01) and note the orientation of the bracket.

   If you have a model that was previously set up for linking games, you will have an RS 485 com board. If you have the com board, you must remove the two cables plugged into the board and disconnect the gray ribbon cable from the com 2 serial port on the motherboard assembly.

4. Adhere the foam tape (HW8087) to the notched surface that adjoins the power entry bracket (being careful not to cover the notches). See Figure 30.

5. Connect the free end of the modem cable to the supplied snap-in coupler, and place the coupler in a location near the power entry.

6. Coil any excess cable and tie wrap the coil to keep it in place.

7. Route the 50' phone cable (EC0074-03) next to the power entry assembly and connect it to the coupler inside the game. Use the thumbnuts to secure the 50' phone cable between the bracket with the foam tape and the power entry bracket. See Figure 30.

8. Using the supplied hanking tie, 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.)

9. Plug the other end of the phone cable into a phone jack.
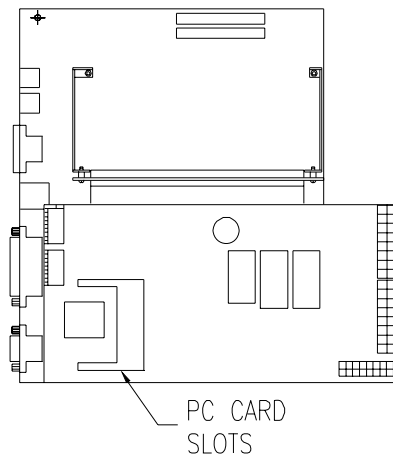
10. Continue with TournaMAXX Program Instructions.

PC CARD
SLOTS
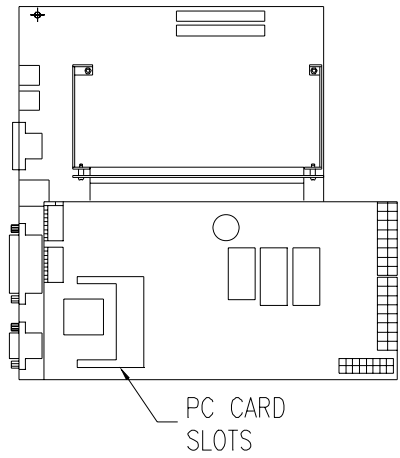
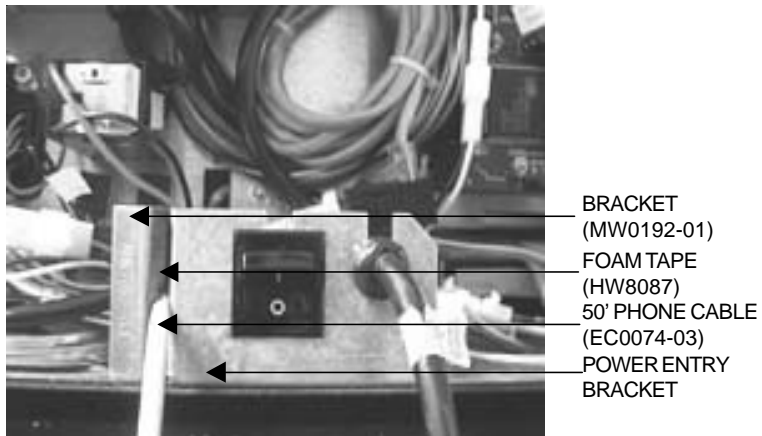FIGURE 29 - PCMCIA CARD SLOT LOCATION ON MOTHERBOARD ASSEMBLY

BRACKET
(MW0192-01)

FOAM TAPE
(HW8087)

50' PHONE CABLE
(EC0074-03)

POWER ENTRY
BRACKET

FIGURE 30 - FULL MAXX WITH COMPLETE INSTALLATION
(CLOSE-UP OF POWER ENTRY BRACKET)

GLOBAL PLAYER
RANKING SYSTEM

MegaNet Installation Instructions

NOTE: If you have Dual Tournament Mode and are switching from TournaMAXX to Local Tournament Mode, you will need to perform an "Update From Server" if you have run a TournaMAXX tournament so that no information is deleted. Do this prior to switching modes. 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 TournaMAXX Mode.

TournaMAXX: Merit Entertainment's Tournament Server System

Overview

Merit's TournaMAXX is a fully automated Tournament system designed to network Megatouch games over the Internet, for the purpose of playing in tournament games. All tournament configuration and maintenance is controlled by a central server, which is managed by Merit's Tournament Manager. Placing the Tournament Management responsibilities in the hands of a Tournament Manager greatly simplifies the operator's role.

The system allows any number of Megatouch games to participate by connecting to the server over the Internet. Players register directly on the game and only need to register once for any tournaments run by that server. Scores are based on the average of five games, with the winner having the highest average score.

KIT DIRECT OPERATORS: Your games must make a successful connection once every 15 days to retain MegaNet features, and once every 30 days to continue functioning.

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. If you are also linking games, you may also require a router with a built-in hub or an external 10 BASE-T Ethernet hub depending on how many games you are linking and how many available ports are on the router. (Hubs are available from your distributor as a separate part, EC0030-01, or at your local computer store.)

NOTE: 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 and disconnect it from its power source.

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). If you have a Vibe, the Ethernet coupler is the coupler on the right of the front of the processor. For Megatouch Combo Jukeboxes, the Ethernet connectors are labeled "**Mega-Link**".

3. Connect the free end(s) of the Ethernet cable(s) 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. *For Force Games:* Continue with **On-Screen Configuration Guide**.

   For Ion Games: Continue with **Connection Wizard**.

Wireless Internet Setup (Ion Games Only)

You will need to purchase a 802.11G wireless router for wireless Internet connection. The Linksys 802.11G router is recommended.

NOTE: Wireless Internet connection requires a broadband Internet connection. Your broadband should already be connected and configured using the instructions supplied by your Internet Service Provider before continuing with this installation.

1. Turn off and unplug the game.

2. Install your wireless router, using the instructions provided with the router.

3. When the router installation is complete, plug in the game and turn on the power.

4. Skip to **Connection Wizard** on page 39.

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On-Screen Configuration Guide (Force Games Only)

*For Ion games skip to **Connection Wizard** on page 39.*

1. Press the SETUP button.

2   At the MAIN MENU, touch the **Network** button (see Figure 1).

3. <u>For Broadband Connections</u>: Touch **LAN** for your Internet Connection. Then touch **Ethernet** to advance to the Ethernet Internet Setup Screen (see Figure 2). At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 15, or **Manual** and continue with step 17.

    <u>For Dial-Up Connections</u>: Touch **Dial-Up** for your Internet Connection. Then touch **Dialup Setup** and continue with step 4.

To enter this screen, touch the "SETUP" button in the CPU section.
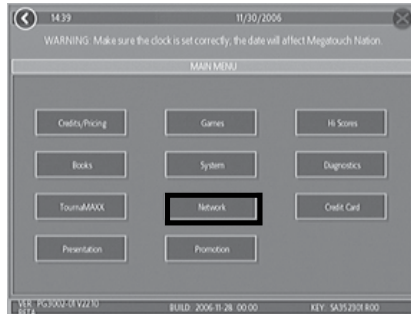
FIGURE 1 - MAIN MENU SCREEN

To enter this screen, touch the "Network" button at the MAIN MENU.
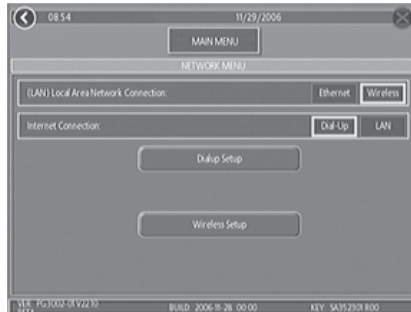
FIGURE 2 - NETWORK MENU SCREEN

Force server connections:
Dial-Up: This method uses a phone line and either Merit's ISP or your own ISP.
Automatic: This setting is for cable or DSL connections using dynamic IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.
Manual: This setting is for cable or DSL connections using static IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.

Dial-Up Only

4. At the DialUp Internet Setup Screen (see Figure 3), touch the **Modem Setup** button. This will take you to the Dial-In Setup Screen (see Figure 4).

5. At this screen, touch **YES** or **NO** after **Wait For Dial Tone** depending on whether or not you have to wait for a dial tone before dialing. Select a dialing method (either tone or pulse). In the **Include Area Code** section, select **YES** or **NO** depending on whether or not you have to use an area code to dial local number. If you need to use a dialing prefix (such as a number to reach an outside line) use the keypad to enter the number. Insert a comma after the number if an internal phone system needs time to connect to an outside line or to wait for a dial tone. Each comma forces a delay of one second before dialing. Select the dialing speed (it is recommended that this remain at FAST unless there is a dialing problem). Select to have the modem sound turned off, quiet or loud. After all of these settings have been entered, touch the **<** button to return to the DialUp Internet Setup Screen.

6. At this screen, select **Use TMaxx ISP** if you are using TournaMAXX's Internet Service Provider (ISP), or **Use My Own ISP** if you are using your own Internet Service Provider (ISP). Proceed to steps 7 through 10 if using Merit's ISP, and steps 11 through 14 if using your own ISP.
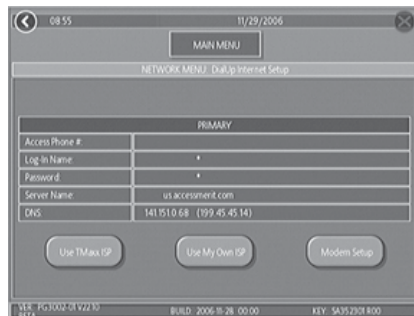

FIGURE 3 - DIALUP INTERNET SETUP SCREEN

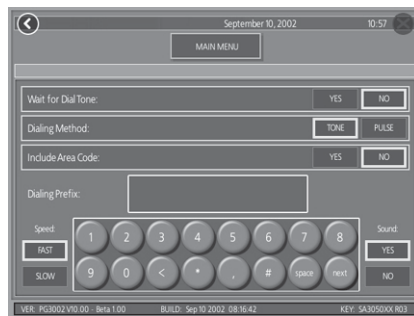**To enter this screen, touch the "Modem SetUp" button at the DialUp Internet Setup Screen.**

FIGURE 4 - DIAL-IN SETUP SCREEN

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Connecting to the MegaNet server using <u>TournaMAXX's</u> ISP

7. After selecting **Use TMaxx ISP** and confirming that you want to continue, the game will connect with the server. Once the initial connection is made, you will see a list of phone numbers. Use the arrows to scroll through the list and find the number closest to you. Select it by touching it and then touch **OK**. (If there are no local phone numbers, contact Customer Service for assistance with finding the correct number. If there is only one number available to you, the game will automatically select that number and prompt you to confirm the information.) After you have selected a primary telephone number and confirmed your selection, the game will prompt you to select a secondary telephone number. Select a secondary number and confirm the information.

8. Once you have selected the local phone number, the game will return to the DialUp Internet Setup Screen. Touch the **MAIN MENU** button at the top of the screen. Then touch the **TournaMAXX** button.

9. At this screen, touch the **Update From Server** button. The game will connect to the server (see Figure 5). Your first connection may take up to 40 minutes.

10. To confirm that a proper connection took place, touch the **Connection Log** icon on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

Connecting to the MegaNet server using <u>Your Own</u> ISP

11. After the **Use My Own ISP** button has been touched, you will be prompted to enter the Access Phone Number, Login Name, and Password given to you by your Internet service provider. Enter the information and touch the **NEXT** button to proceed to the next required field. The Server Name, Primary DNS Address, and Secondary DNS Address will already be filled out; simply touch **NEXT** to accept the default information.

12. Once all the information has been entered and you confirm that you want to continue, the game will attempt to connect to the server. After a connection has been established, the information you have entered will appear on the screen. Touch the **YES** button to confirm the entered information.

13. Touch the **<** button. At this screen, touch the **Update From Server** button to download the available tournament data onto your machine (see Figure 5). Your first connection may take up to 40 minutes.

14. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

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Automatic Only

15. After selecting **Automatic**, press the **Setup** button. The game will prompt you to confirm the default Server Name, Primary DNS, and Secondary DNS information. Touch the **NEXT** button to accept these defaults. Then, touch the **YES** button for the game to connect to the server and complete the registration process (see Figure 5).

16. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

Manual Only

17. After selecting **Manual**, press the **Setup** button. The game will then prompt you to enter the Static IP Address. Enter the Address given to you by your service provider and touch the **NEXT** button. Then, enter the Gateway given to you by your service provider and touch the **NEXT** button. The Server Name, Primary DNS Address, and Secondary DNS Address will already be filled out; simply touch **NEXT** to accept the default information. Then, touch the **YES** button for the game to connect to the server and complete the registration process (see Figure 5).

18. To confirm that a proper connection took place, touch the **Connection Log** button on the TOURNAMAXX MENU Screen. If there were no errors, you will see "**SUCCESSFUL**" at the Connection Log Screen (see Figure 6). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem. Touch the **<** button on the Connection Log Screen and then touch the **Update From Server** button again to download additional information.

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To enter this screen, touch the "Update From Server" button at the TournaMAXX Menu Screen

FIGURE 5 - MANUAL UPDATE SCREEN

To enter this screen, touch the "Connection Log" button at the TournaMAXX Menu Screen
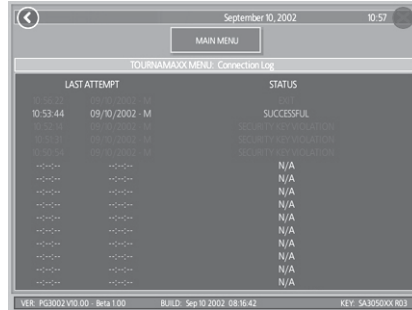
FIGURE 6- CONNECTION LOG SCREEN

Manual Update

If the game fails to connect, a red **X** will appear over the part of the process that failed. Reference the Troubleshooting Guide in this manual to correct the problem.

An **X** on the person:
- no modem detected
- modem unavailable
- machine serial number not valid
- no machine serial number
- invalid security key

An **X** on the first line:
- no dial tone
- ISP phone line is busy
- modem lost phone connection
- ISP not answering

An **X** on the **WWW**:
- ISP not responding
- no answer
- unable to connect with ISP
- connection to ISP interrupted
- login information not accepted by ISP
- no information received. disconnecting
- unable to configure connection with ISP
- TournaMAXX server not responding to requests
- ISP not responding properly to requests
- unable to establish connection with ISP
- login information not accepted by ISP

An **X** on the second line:
- unable to detect TournaMAXX server

An **X** on the Merit logo:
- TournaMAXX server not responding
- server error
- invalid information received

Connection Log

The numbers following the time and date of the last connection attempt have the following meanings:

M - manual update

1 - 1st attempt of an automatic update

2 - 2nd attempt of an automatic update

3 - 3rd attempt of an automatic update

If the status message is displayed in green, it was a successful connection. Status messages displayed in red are unsuccessful connection attempts.

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Connection Wizard (Ion Games Only)

NOTE: If your game has dual tournament mode and you are transitioning from Local Tournament Mode to TournaMAXX, the game must be switched from OFF-LINE to ON-LINE mode. From the System Menu, choose Options, then touch ON-LINE.

NOTE: In order to establish any network connection, you must enter and complete the Connection Wizard.

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

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

Dial-Up

This is 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 7.

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 9.

- 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**. 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 9.

Wired Ethernet

5. After touching **WIRED ETHERNET**, you'll be prompted to choose your connection method.

6. Touch **WIRED ETHERNET NETWORK**. If the game asks you if you are using this connection type to connect to the Internet, touch **Yes**. Continue with step 9.

Dial-Up

7. 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.

8. 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 you 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.

9. 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**.

10. 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.

11. 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**".

MegaNet Content

(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.

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[1].

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.

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[1] 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) 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 7). 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 7 - 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 8). 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 8 - 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 9 and 10). 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 Merit 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 9 - HOME PAGE

FIGURE 10 - HOME PAGE
WITH KEYBOARD

TROUBLESHOOTING GUIDE

MegaNet Dial-Up Connection Status Messages

Message	Corrective Action
BAD SERVER ADDRESS	• The server IP address was entered incorrectly. • Verify proper entry of server IP address
CANNOT COMMUNICATE WITH MODEM, MACHINE REBOOTING	• The modem is not responding. • The machine will automatically reboot and try again.
CONNECTION TO ISP INTERRUPTED	• The connection to the ISP was broken. • Try again.
ERROR DIALING MODEM	• An error occurred while dialing. • Verify proper modem installation and try again.
EXPIRED VERSION OF COMMUNICATION SOFTWARE	• The MegaNet server cannot communicate with the machine. • Contact an authorized MegaNet distributor for an upgrade.
INVALID INFORMATION RECEIVED FROM TOURNAMAXX SERVER	• Invalid information was received from the server. • Please contact the MegaNet server manager with connection details.
INVALID SECURITY KEY DETECTED	• The security key installed in the machine does not match with previous connections to the MegaNet server. • Contact the MegaNet manager for more details.
ISP NOT ANSWERING CALL	• The call was not answered. • Make sure the ISP telephone number was entered correctly and try again.
ISP NOT RESPONDING	• The call was answered, but not by a detectable modem. • Make sure the ISP telephone number was entered correctly.
ISP NOT RESPONDING PROPERLY TO REQUESTS	• Automatic configuration requests to the ISP were not answered properly or slowly. • Try again.
ISP PHONE LINE IS BUSY	• The modem detected a busy signal connecting to the ISP. • Try again later.

TROUBLESHOOTING GUIDE Continued

Message	Corrective Action
LOGIN INFORMATION NOT ACCEPTED BY ISP	• The ISP rejected either the user name or password. • Verify that the user name and password were entered correctly and that the account is active.
MACHINE SERIAL NUMBER NOT FOUND ON TOURNAMAXX SERVER	• There is no serial number entered for the machine. • Verify proper serial number entry.
MACHINE SERIAL NUMBER NOT VALID FOR TOURNAMAXX PARTICIPATION	• The serial number entered on the machine is not valid to participate in a TournaMAXX Tournament. • Verify the serial number entered matches the serial number on the side of the machine and then contact the MegaNet® server manager for proper registration information.
MODEM LOST PHONE CONNECTION	• The connection to the ISP was interrupted. Verify telephone connection is of good quality. • Try again.
MODEM UNAVAILABLE. CHECK MODEM INSTALLATION	• The modem is not available. • Verify proper modem installation and try again.
NO ANSWER	• The call was not answered. • Make sure the ISP telephone number was entered correctly.
NO DIALTONE	• The modem did not detect a dial tone on the line. • Make sure the telephone cable is properly connected. • If your telephone system does not support dial tones, select "NO" in the "WAIT FOR TONE" section of the Dial-In Setup Screen.
NO INFORMATION RECEIVED. DISCONNECTING	• The connection was stopped due to lack of data transfer. • Try again.
NO MACHINE SERIAL NUMBER ENTERED	• There is no serial number entered for the machine. • Verify proper serial number entry.
NO MODEM DETECTED, CHECK MODEM INSTALLATION	• Could not detect proper installation of modem. • Make sure modem is installed and CMOS settings are correct.

TROUBLESHOOTING GUIDE Continued

Message	Corrective Action
SECURITY KEY VIOLATION	• The security key installed in the machine does not match with previous connections to the MegaNet server. • Contact the MegaNet manager for more details.
SERVER ERROR REPORTED	• An unexpected error occurred on the server. • Please contact the MegaNet server manager with connection details.
TOURNAMAXX SERVER NOT FOUND	• A MegaNet server system was not found at the IP address specified in the Dial-Up Network Setup Screen. • Verify proper entry of server IP address.
TOURNAMAXX SERVER NOT RESPONDING	• The MegaNet server was not responding to connection requests. • Verify correct MegaNet server IP entry.
TOURNAMAXX SERVER NOT RESPONDING TO REQUESTS	• Automatic configuration requests to the ISP were not answered properly or slowly. • Try again.
UNABLE TO COMMUNICATE WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.
UNABLE TO CONFIGURE CONNECTION WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.
UNABLE TO DETECT TOURNAMAXX SERVER	• The computer at the server IP address entered in the Dial-Up Network Screen is not responding. • Verify correct MegaNet server IP entry.
UNABLE TO ESTABLISH CONNECTION WITH ISP	• The call was answered by a modem but requests for connection were not answered. • Try again. If a connection is not made after multiple attempts, the selected ISP may not conform to Internet standards.

MegaNet Service Tips

Tip #1: Use the 6 Star PIN to cut down service calls. Set up your MegaNet games to use the 6 Star PIN so locations can do an Update From Server. If you notice from your operator interface connection report that a machine has not connected recently, simply call the location and have them Update From Server.

How to enable 6 Stars:

1. Press the SETUP button (located in the coin box section or in the CPU section of the game).

2. Touch the **System** button on the Main Menu (see Figure 11).

3. Touch the **Options** button on the SYSTEM MENU (see Figure 12).

4. Touch the box next to **Enable 6 Stars** to make the check appear in the box. Touch the box next to **Access TournaMAXX Update from 6 Stars** to make the check appear in the box.

5. Touch the **<** button once to return to the System Menu.

6. Touch the **Set 6 Star PIN** button.

7. Enter a 1-6 digit PIN number.

8. Touch **X** and touch **YES** to return to the Main Game Menu Screen.

The operator can now access the 6 Star functions by following these steps:

9. Touch the **OPTIONS** button on the Main Game Menu Screen (see Figure 13).

10. Touch the **Six Star** button.

11. Enter the 6 Star PIN.

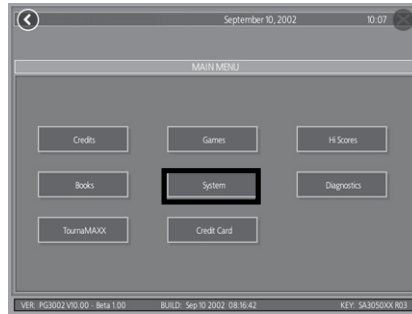**To enter this screen, touch the "SETUP" button in the coinbox section or CPU section**

FIGURE 11- MAIN MENU SCREEN

To enter this screen, touch the "System" button at the MAIN MENU SCREEN
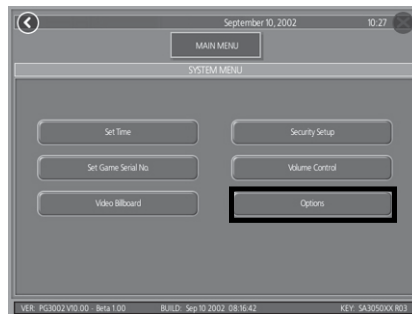

FIGURE 12- MAIN MENU SCREEN

FIGURE 13 - MAIN GAME MENU SCREEN

MegaNet Limited Warranty

Merit Entertainment warrants its MegaNet kit hardware to be free from defects in material and workmanship for a period of one year from the date of purchase.

Failure due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including, but not limited to, improper electrical power source), fire, water damage, acts of God, acts of war and civil unrest are specifically excluded.

Merit products are carefully inspected and thoroughly tested prior to packing and shipment. Any damage discovered upon receipt of goods, whether obvious or concealed, must be reported immediately to the delivering carrier and claims made directly to them. Merit assumes no responsibility for damages once the product has left its facilities and any disputes regarding transportation damage must be resolved with the shipping company(s).

Merit will repair or replace, at its option, any component, part or assembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to Merit's repair facility and Merit is notified of the failure within the warranty period. Merit reserves the right to request the serial numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage. Merit will return or replace warranty items, as specified above, shipping charges prepaid, by ground transportation.

Merit's obligation shall be limited to repair or replacement as stated above, and shall specifically exclude any liability for consequential damages or loss of earnings.

Merit may, at its discretion, provide replacement parts under warranty prior to receiving defective items, without incurring any ongoing obligation to extend such accommodations.

The above terms and conditions constitute the sole obligation, written or implied, of Merit Entertainment under its warranty coverage.

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

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

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