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The Touchmaster® Infinity to MAXX[™] Conversion Kit is solely developed by Merit Industries Inc.® and is not sold in connection with or sponsored by Midway Games Inc.

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*This installation requires basic hand tools and a CD-ROM drive which are not included. It is recommended that you use a CD-ROM drive of at least 8X or better that is capable of operating on an angled surface, as you may not always have a level surface on which to place the drive. You must configure your CD-ROM drive as the Master Drive.

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	SA0344-01	UNICORN ELECTRONICS TRAY
1	SA0353-01	ELECTRONIC COIN REJECTOR HARNESS (for electronic mechs only)
1	SA3065-XX	SAPPHIRE SECURITY KEY
1	PA0057-01	SAPPHIRE CD #1
1	PA0057-02	SAPPHIRE CD #2
1	PA0057-03	SAPPHIRE CD #3
1	EC2179-01	CENTRONICS IDE POWER RIBBON CABLE
1	PM0306-04	INTERIOR CONVERSION LABEL
1	PM9997-02	INFINITY TO MAXX ID STICKER
2	GL3100-42	SAPPHIRE DECAL

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

Electronics Tray Removal

- 1. Turn off the game and unplug it from its power source.
- 2. Unlock and remove the cash box cover.
- 3. Remove the coin box.
- 4. Unlock the rear door and remove the 2 screws securing the door to the chassis.
- 5. Remove the 3 right screws from the top cover and disconnect the fan power connector as you slide the cover towards the back and off of the game.
- Remove the screw securing the monitor cover plate (found on the top left of the cover plate if facing the back of the game).
- Loosen the 2 screws holding the monitor cover plate on the opposite side. Lift the rear of the plate until the springloaded pin snaps into the hole on the side of the chassis.

- Remove the center screw securing the electronics tray to the bottom of the chassis. See Figure 1. (Keep this screw to secure the new tray.)
- Using a screw driver, disconnect the touchscreen connector from the motherboard and remove the connector. See Figure 1. (Keep these screws to resecure the connector.)
- Disconnect the video cable using a Phillips-head screw driver and remove the connector. See Figure 1. (Keep these screws to resecure the connector.)
- 11. Disconnect the ribbon cable from the hard drive. See Figure 1.
- Slide the tray out of the game far enough to gain access to the power connector on the motherboard. See Figure 2. Disconnect the power connector.

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(BEFORE CONVERSION)

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- Determine what kind of mech is in the game. If you have an electronic mech it will have a Mars Cashflow® 330 coin validator. If your game has an electronic coin mech, disconnect the ribbon cable from the coin mech. See Figure 1.
- 14. Carefully slide the electronics tray out of the cabinet.
- 15. If your game has a mechanical coin mech, skip to step 21.

Electronic Coin Mech Cable Installation

- Disconnect the 12-pin connector found next to the speaker in the cash chamber and disconnect both speaker wires. Remove this cable from the game.
- Connect the 12-pin connector from the new harness (SA0353-01) to the mating 12-pin connector and connect the leads on the new harness to the speaker connectors. The green wire is speaker -, the gray wire is speaker +.
- 18. Route the power connector from the new harness through the hole in the side of the cash chamber and route the wires along the top of the monitor securing the wires in the cable clamps.
- 19 Locate a free 4-pin connector from the power supply and connect it to the mating connector on the new harness.
- Connect the free end of the new harness to the location on the coin mech where the ribbon cable was removed in step 13. See Figure 1 for location. Make sure that the harness is located

where it will not be damaged or interfere with game operation. Tie wrap any excess cable.

Electronics Tray Installation

- Adhere the supplied conversion label (reading 'Notice: This game has been "upgraded" using...') to the inside left wall of the chassis above the electronics tray as shown in Figure 2.
- Install the supplied security key (the button shaped disc with the spoon handle labeled SA3056-XX) on the I/O board. See Figure 3.
- 23. Carefully slide the new electronics tray into the cabinet (the metal tabs on the tray should be facing inward). See Figure 3. Make sure that you clear the bottom of the neck board on the monitor. If the touchscreen controller on the right side of the cabinet is interfering, move it up on the velcro so that the tray clears the controller.
- 24. Route the free end of the 2 x 20-pin ribbon cable from the board to the hard drive. Line up the red stripe on the cable with pin 1 on the hard drive connector. (Pin 1 is typically located in the middle of the hard drive.) Refer to Figure 1 for location.
- Connect the DC harness to the short 20-pin connector (labeled SA0343-01) on the motherboard. See Figure 3.
- Connect the touchscreen cable to com

 (next to the Ethernet connector) on
 the motherboard. If the cable does not
 reach, uncoil some of the excess cable.
 Secure the connector with the two
 screws which were previously secur ing it. See Figure 3.



FIGURE 3 - CLOSE UP VIEW OF ELECTRONICS TRAY (AFTER CONVERSION)

- 27. Connect the video cable to the connector found on the edge of the board. Secure the connector with the two screws which were previously securing it. See Figure 3. (You may have to slide the tray into the game in order for the connector to reach.)
- 28. Carefully slide the electronics tray completely in the cabinet lining up the tabs on the tray and the connector on the rear of the tray. Make sure the connector is mated securely.
- 29. Secure the electronics tray to the chassis with the screw removed in step 8. The hole is located on the front middle of the tray. See Figure 3.
- 30. Plug in the game and turn on the power to verify that it operates correctly. The unit should boot up and continue to reboot but the games will not operate.

31. Turn the power off and disconnect the game from its power source.

MARS Bill Acceptor Adjustment

- 32. Games with MARS bill acceptors will need an adjustment made to the pulse settings to ensure that each dollar is equal to 4 pulses. This is done by changing switch settings on the bill acceptor. To adjust the bill acceptor settings:
 - Take out the coin mech.
 - The dip switch on the bill acceptor can be seen through the coin mech mount-ing.
 - Set dip switch 7 to the on position.
 - Replace the coin mech.

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Software Installation

Connecting a CD-ROM Drive

In order to upgrade the software you will need to connect a CD-ROM drive to your game. Complete the following instructions to connect a CD-ROM drive.

- Connect the supplied 2 x 20-pin IDE connector (see Figure 4) to the IDE interface connector on the CD-ROM drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector (see Figure 5).
- Connect the 4-pin power connector on the ribbon cable (see Figure 4) to the DC power input on the CD-ROM drive. (See Figure 5).
- 35. Make sure that your CD-ROM drive is configured as the Master Drive. See Figure 5 for typical master/slave jumper location.
- Connect the centronics connector on the ribbon cable to the centronics connector on the electronics tray. See Figures 3 and 4.

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

Megatouch[™] Program Upgrade Instructions

NOTE: Performing the **Megatouch™ Program Upgrade** will delete ALL previous information and files on your hard drive.

- 37. Plug in the game and turn on the power.
- 38. Insert the first CD into the CD-ROM drive. (If you don't get the CD into the drive before the game starts to boot-up, turn off the game and turn it back on.)
- 39. The message, "By continuing with this installation program, you indicate that you accept the terms of Merit's software license agreement" will appear. (If the game does not display this message but instead remains in the boot-up sequence, refer to Bios Reconfiguration on page 8.)

The software license agreement is found on page 9 of this manual. If you accept the terms, select "Continue Install." If you do not accept the terms, select "Cancel Install."

NOTE: If you select "Cancel Install," your game will abort the update.



Centronics Ribbon Cable and CD-ROM Drive

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40. After selecting **"Continue Install,"** the game will start the installation.

NOTE The upgrade process could take anywhere from 10 to 25 minutes, depending on the speed of your CD-ROM drive.

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

"Please replace the current CD with CD #2 then close CD door to continue" will appear on the screen. Remove the first CD, insert the CD labeled "Disc 2" and close the CD-ROM door.

NOTE: If you have an ELO touchscreen, your game will reboot once before the second CD is finished installing.

42. When the second CD is finished installing, the message:

> "Please replace the current CD with CD #3 then close CD door to continue" will appear on the screen. Remove the second CD, insert the CD labeled "Disc 3" and close the CD-ROM door.

- 43. After the update is complete, you will get a screen that says: *"Installation Complete! Please remove CD and Reboot."*
- 44. Remove the CD and turn off power to the game.
- Carefully disconnect the ribbon cable from the centronics connector on the game.

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

Final Steps

- 46. Turn the game back on and allow the software to boot up.
- 47. Make sure that the picture is centered on the screen. Make any necessary adjustments using the monitor control board found above the power supply attached to the metal cover plate (see Figure 1).
- 48. To ensure proper operation of the coin acceptor, drop coins into the game and make sure they register correctly. Also check to make sure that the meter changes when the coins are dropped. If the coin acceptor is not operating properly, refer to "Coin-In Menu" in the software manual. This will allow you to manually set the coin values.
- 49. Recalibrate the touchscreen by pressing the "CAL." button on the inside wall of the cash chamber, above the coin box. To calibrate the touchscreen:
 - Touch the center of the first circle that appears on the screen. Once you release your finger, a second circle will appear.

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

- Touch the center of the second circle that appears on the screen.
- Once the second circle is touched and released, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.
- Touch the "EXIT" icon.

50. Turn the power off and unplug the game.

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51. Adhere the serial number tag (PM09997-02) to the lower right side of the game near the power switch. See Figure 6.

NOTE: It is very important that you install the serial number label on the game. This serial number must be provided for service or parts replacement. It will also be required for parts warranty.

- 52. Make sure that all wires are properly dressed and be careful not to crush any of the wires when replacing the doors.
- 53. Push in the spring-loaded pin holding the metal cover plate and carefully lower the plate. Tighten the 2 screws securing the plate on the chassis and replace the screw on the opposite side to secure the plate.
- 54. Reconnect the fan power connector to the harness on the main cover and replace the main cover. Secure the main cover to the chassis using the 3 screws.
- 55. Put the coin box back in the chassis. Replace and lock the side cover.
- 56. Install the rear door securing it with the 2 screws. Lock the rear door.

Adhering the Side Decals

57. Remove the existing decals (remove any remaining adhesive residue with an adhesive remover).

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

- 58. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean and free from dirt for the new decals to adhere properly.
- 59. Partially peel the backing from the top edge of the provided side decal. Center the decal in the same area as the original decal. Repeat the same step for the other side of the game.
- 60. Plug in the game and turn on the power.

NOTE: If you are linking your games using the Mega-Link® kit, the Ethernet cable and coupler will rest on the front of the electronics tray, and the cable running from the coupler to the outside of the game will be routed through the slot in the back door.



FIGURE 6 - SIDE VIEW OF GAME

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Bios Reconfiguration (for games not recognizing the CD-ROM drive)

- 1. Connect a keyboard to the keyboard port on the motherboard. The keyboard port is the purple connector on the edge of the board.
- 2. Turn on the game.
- During the boot-up sequence, press the key to access the system BIOS, and insert the CD labeled **Disc 1** into the CD-ROM drive.
- 4. At the BIOS menu, use the arrow keys to select "BIOS Features Setup" and press <ENTER>.
- 5. At the BIOS Features Setup screen, use the arrow keys to select "Boot Sequence" and press <ENTER>.
- 6. Press the Page Up or Page Down key until *"CDROM, C, A"* is displayed.
- 7. Press the <ESC> key.
- 8. Using the arrow keys, select "Save and Exit Setup" and press <ENTER>. Answer "Y" (YES) to the question "Save to CMOS and Exit?" and press <ENTER>.
- 9. The game will continue its normal boot-up procedure and begin installing the software.
- 10. Continue with step 40 in Megatouch Program Upgrade Instructions.

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 Die ausschließliche Pflicht des Lizenzgebers im Rahmen der vorstehenden Garantie besteht darin, alle geschäftlich vertretbaren Schritte zu unternehmen, um Teile der Software zu berichtigen oder abzuändern, bis sie mit der beiliegenden Dokumentation erheblich übereinstimmen.

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Übertragung der Lizenz

10. Der Lizenzgeber gibt Ihnen das Anrecht, eine Kopie der Software auf einer einzelnen Megatouch™ ("Maschine") mit einem einzelnen werksmäßig gestatteten Sicherungsschlüssel zu benutzen. Der Lizenzgeber behält sich das Recht vor, nach eigenem Ermessen die Software und den Inhalt der Maschine zu verbessern.

Beschränkungen

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

Haftungsbeschränkung

- 12. DER LIZENZGEBER HAT KEINERLEI HAFTUNG BEI EINEM ANSPRUCH, EINER FORDERUNG ODER EINER KLAGE, DIE AUF NUTZUNG DER SOFTWARE, DER LEISTUNG DES LIZENZGEBERS ODER DESSEN VERSAGEN IM RAHMEN DIESES ABKOMMENS FÜR JEGLICHE FOLGE-, INDIREKTE, SONDER- ODER NEBENSCHÄDEN BERUHEN, SELBST WENN DER LIZENZGEBER AUF DIE MÖGLICHKEIT EINES SOLCHEN ANSPRUCHES, EINER FORDERUNG ODER EINER KLAGE HINGEWIESEN WURDE. WEITERHIN UND OHNE BESCHRÄNKUNG DES LETZTEN SATZES, DÜRFEN IN ALLEN FÄLLEN DIE IHNEN ZUR VERFÜGUNG STEHENDEN ABHILFEN DIE VON IHNEN FÜR DIE SOFTWARE AN DEN LIZENZGEBER GEZAHLTE SUMME NICHT ÜBERSCHREITEN.
- 13. DER LIZENZGEBER HAT IN KEINEM FALL EINE HAFTUNG IHNEN GEGENÜBER FÜR SCHÄDEN, EINSCHLIESSLICH ETWAIGER GEWINNVERLUSTE, NICHT REALISIERTER EINSPARUNGEN ODER ANDERER NEBEN- ODER FOLGESCHÄDEN, DIE AUS IHRER VERWENDUNG ODER GEBRAUCHSUNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

Allgemein

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NOTES: ____ _ ------_ _____ _____

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