



Ion Aurora Installation & Owner's Manual

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Site Preparation

In determining the location for your Megatouch Ion video game, consideration must be given to a suitable, grounded electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a separate circuit is not available, care should be taken to provide a clean and constant voltage. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers or other high power consuming and electrical noise generating equipment. Place the game in a location where nothing will interfere with proper ventilation. The game should not be exposed to any dripping or splashing liquids. Objects filled with liquid should not be placed on the unit.

Setting up your Megatouch Game

1. After removing the game from the carton, attach the power cord to the back of the unit near the on/off switch. Plug the game into a standard AC outlet.
2. Turn the power switch at the back of the game to ON and wait for it to go through its boot-up sequence. The game will display the Main Menu Screen.
3. If you have a unit on the Broadband Subscription Model follow the steps in **Broadband Connection Instructions** to connect to the server in order to activate it.
4. The machine has been preset at the factory and therefore should not need to be adjusted, however it is recommended that the screen be calibrated (see **Screen Calibration**) and the coin or bill acceptor(s) be tested.
5. There are many custom settings available for the game. To customize the settings, follow the software instructions in this manual.

Game Description

The Aurora has 2 key-locked compartments: the rear door and the cash bracket (if applicable). It comes equipped with a coin mech and/or bill acceptor. This model also has couplers installed in the rear of the game. These are used for future hardware upgrades which include linking and modem capabilities. Each game comes equipped with a wireless USB adapter which can be used to wirelessly link two Ion games together. With the addition of a wireless router, the game(s) can also connect to the Internet. The Linksys 802.11G router is recommended. For more information, see **Connection Wizard**.

Widescreen Model

The widescreen model features a widescreen LCD with an electronic sidebar that provides space for displaying images, advertisements, and in-game information. The electronic sidebar feature allows you to create customized sidebar images to display during idle mode. These images can be imported using a USB pen at the game, or they can be remotely sent to the game through the Remote Operator Web Site. For more information, see **Sidebar Promotion** in this manual or refer to your Remote Operator Web Site.

The widescreen model also features a built-in credit card reader. To enable the credit card reader, you must connect the game to a broadband Internet connection, call into the MegaNet server, and select a rate plan on your Remote Operator Web Site.

NOTE: If a Megatouch unit that accepts credit cards is moved between the U.S. and Canada, Customer Service must be notified 2 business days before activating the credit card feature in the new country. Failure to notify Customer Service will put the operator in violation of card processing

regulations, for which the operator assumes full responsibility. Furthermore, players who pay by credit card in the new country will be surprised with currency exchange fees, which will likely lead them to call their credit card companies, dispute the charge, and obtain a charge reversal. The net result will be a credit card payment refund to the players, which will hurt revenue.

Electronics Tray

The electronics tray houses the motherboard, I/O board, OSD board, hard drive, power supply and the main harness. Unlock and open the rear door to access the tray (see Figure 34).

To completely remove the tray from the game the rear cover must be removed. To remove the cover, turn off and unplug the unit and reach under the center of the top of the cover to locate the rotary draw latch (see Figure 34). Turn the wing on the latch counterclockwise to disengage, then unscrew the thumbscrew located in the center of the bottom of the cover (see Figure 34). Slowly lift the cover and disconnect the ground wire attached to it. To remove the tray, unscrew the thumbscrew located in the middle rear of the tray (see Figure 34), disconnect the VGA connector and the touchscreen connector from the motherboard and disconnect the power cord from the power supply and slide the tray out of the chassis.

Located on the OSD board on the electronics tray are two buttons, **SETUP** and **CALIBRATE** (see Figures 34 and 39). Pressing the **SETUP** button will bring you to the Megatouch Setup Screen. See the next section for calibration instructions.

Monitor Access

To gain access to the LCD monitor, remove the screw at the top of the marquee on the front of the game (see Figure 34); also re-

move the two screws on the rear of the monitor and the center security screw (17" games) or nut (19" games) inside the chassis securing the monitor enclosure (see Figure 34).

NOTE: *To access the security screw or nut, the rear cover must be removed. For instructions on how to remove the cover, see the previous section.*

General Care and Maintenance

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

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

Touchscreen/Joystick Calibration

How To Calibrate:

- Find the CALIBRATE button on the OSD board inside the CPU section, and press it to enter screen calibration mode.
- Touch the center of the first cross that appears. Once you release your finger, a second cross will appear.

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

- Touch the center of the second cross that appears on the screen.
- Once the second cross is touched and released, another cross will appear on the screen. To test the calibration of the screen, touch the cross with your finger and slowly drag your finger around the screen. The cross should follow your movement.
- Touch the **EXIT** button.

The game will prompt you to go through the same steps two more times.

- The game will then prompt you to calibrate the joystick. First, select the joystick model on your game by touching

it. Then move the joystick as far left as it will go, release the joystick, and press one of the buttons on the joystick.

NOTE: The joystick may not appear to be functioning correctly during calibration, but it is important that you continue the calibration steps. After calibration has been completed, it will function properly.

- Move the joystick as far right as it will go, release the joystick, and then press one of the joystick buttons.
- Move the joystick as far up as it will go, release the joystick, and then press one of the joystick buttons.
- Move the joystick as far down as it will go, then release the joystick and press one of the joystick buttons.
- Then, without touching the joystick, press one of the buttons on the joystick to complete calibration.
- Touch the **EXIT** button.

Monitor Adjustment Procedure

The vertical/horizontal controls and brightness/contrast controls are located on the OSD board, inside the CPU section near the hinge of the door. Pressing the button labeled **Menu** on the OSD board will show the on-screen display on the monitor. Use the Left and Right buttons to move through the menu. Touch Menu again to select the option you want to change. Use the Left and Right buttons to change the option. Then select Menu again to deselect the option. Auto will automatically adjust the size and brightness. Touch the Exit button to exit. Adjust the monitor controls until the screens look as suggested in the following steps.

1. Set the game to the Checkerz game screen.
2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills

the monitor screen and that the game screen is centered.

3. Adjust the brightness and contrast controls until the top sets of checkers are a rich red and the bottom set are a dark gray. The feet on the “**Checkerz**” character should be white. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

NOTE: If you are experiencing an issue where your screen seems to be slightly shifted, repeat the screen calibration process, pressing “Auto” on the OSD board when each new calibration screen appears BEFORE calibrating the screen for that resolution.

General Circuit Board Handling Information

Before handling any boards, observe the following procedures:

- Prevent Electro-Static Discharge by:
 1. Storing the boards in the anti-static bags in which they are shipped.
 2. Removing any static charge from your body before handling the boards.
 3. Using a ground strap when handling the boards.
- When plugging in connectors to the board, make sure the connector is inserted straight onto the header and that the connector covers all header pins.
- Do not connect any peripheral device to the board, if the power is still connected to the peripheral or if power is already applied to the board.

CAUTION: Be extremely careful when replacing the lithium battery on the motherboard. There is a danger of explosion if the

battery on the motherboard is incorrectly replaced. Only replace the battery with the same type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instructions.

Cleaning the Cabinet

- The cabinet should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the cabinet and damage electronics inside.

Cleaning the Joystick

- The joystick should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the housing and damage electronics inside.

Cleaning the Touchscreen Monitor

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

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

Cleaning the Fans and Vents

- The fans and vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.
- To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is

placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Watchdog Timer

This game has been equipped with a feature that allows it to automatically reboot if it encounters a problem. When the watchdog timer is enabled, it will reboot the machine within 5 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.

If you want to disable the watchdog timer, set DIP switch 3 on the I/O board to the open position and reboot the game.

Connecting a Printer (German Games Only)

To connect a printer to the game as needed:

Locate the printer port in the back of the game (see Figure 30). When the game enters idle mode, connect the printer to the printer port on the game.

NOTE: Some printers may cause the game to reboot. Once the game has rebooted and entered idle mode, the printer will begin printing. Do not disconnect the printer until it is finished printing.

Um einen Drucker an eine Maschine anzuschliessen:

1. Den Druckeranschluss hinten am Gerät feststellen (Siehe Fig. 34). Wenn das Gerät in den Leerlauf übergeht, den Drucker am Druckeranschluss des Geräts anschliessen.

BEMERKUNG: Bei bestimmten Druckern rebootet das Gerät. Nachdem das Gerät dann in den Leerlauf übergeht, beginnt der Druckvorgang. Den Drucker bitte nicht abschalten bevor der Druckvorgang beendet ist.

Broadband Connection Instructions for Games on the Subscription Model

Aurora games on the Broadband Subscription Model are required to connect to a broadband Internet connection for game and credit card reader functionality. Follow the instructions below to connect your game.

To enable this feature, you will need a broadband Internet connection, a router (The Linksys 802.11G router is recommended) and Ethernet cable(s) (if you aren't using wireless). It is recommended that you set up and configure your router prior to connecting the unit. Once the router is set up, follow the instructions below.

Hardware:

1. **Wired connections:** Turn off and unplug the unit and connect an Ethernet cable to the Ethernet coupler. Connect the other end of the cable to the external router. Plug in and turn on the unit.
2. **Wireless connections:** Plug in and turn on the unit. **NOTE: If you are using security, only 64 or 128-bit WEP encryption is supported.**

NOTE: When you first turn on an game on the Broadband Subscription Model, it will display a message indicating it is out of service. Your game must call into the server in order for it to function.

Software:

1. Press the SETUP button.
2. Touch the **Network** button and then **CONNECTION WIZARD**. If prompted, select your time zone and touch **NEXT**.
3. **Wireless connections only:** Touch **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 5.
 - 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 5.

4. **Wired connections only:** Touch **WIRED ETHERNET**. Then, 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 5.
5. 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 **DONE** and then touch **ACCEPT SETTINGS AND CONNECT**.

6. 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.

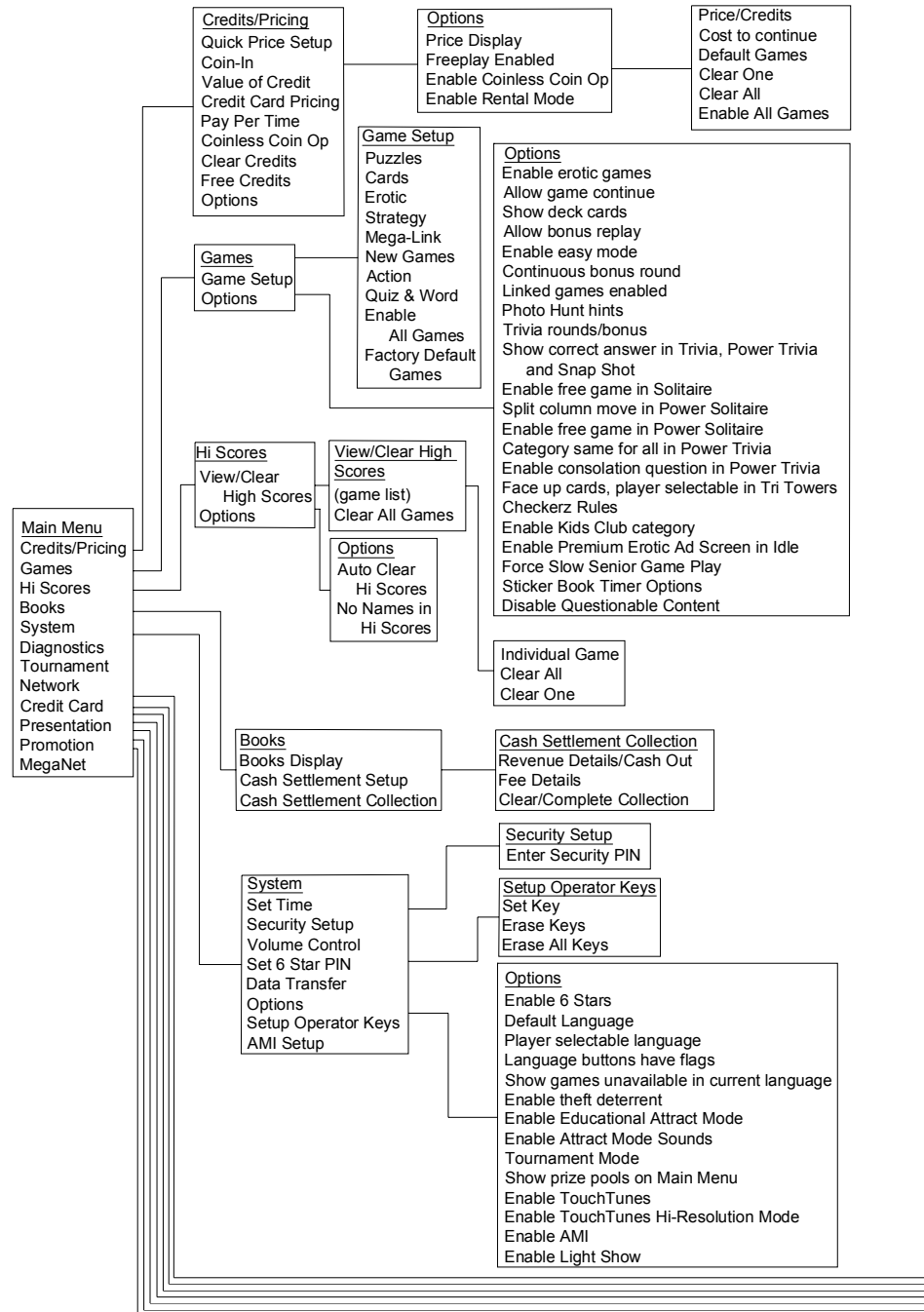
NOTE: The game performs multiple connection checks. Use the following table if you need to better understand the information that is shown while your Megatouch is attempting a connection.

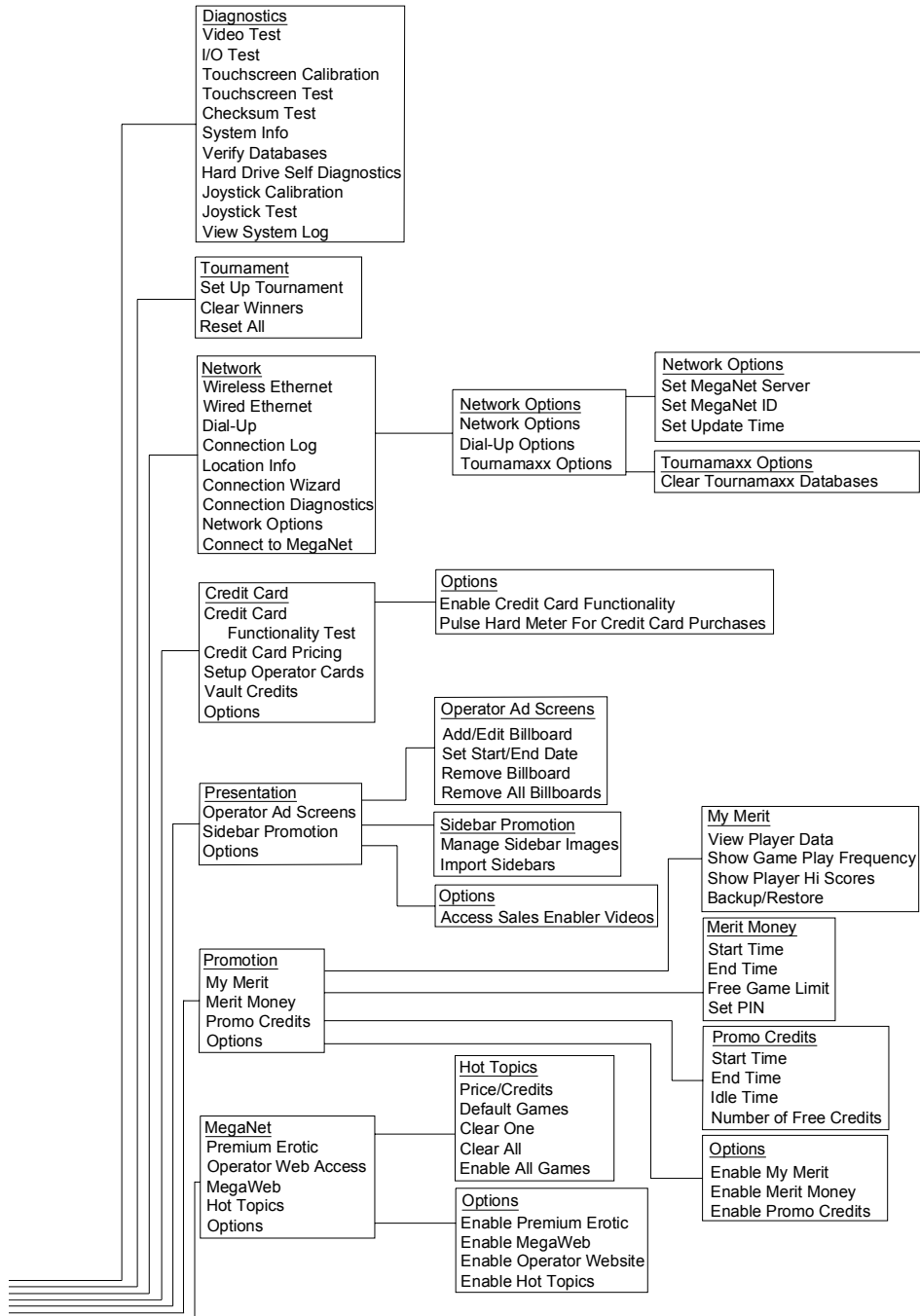
Obtain IP Address	Checks for proper IP address for game-to-game and jukebox linking or for Internet connection
Internet Connection	Checks for Internet connection
Check Registration	Checks for MegaNet registration
MegaNet Connection	Checks for communication to MegaNet server

IMPORTANT: Games on the Broadband Subscription Model must make a successful connection to the server in order to function. If you attempt to call in, but the call was not successful, the game will function for a 3-day grace period, but if a successful call is not made within those 3 days, it will shut down.

7. 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".

Operator Setup Screens Flowchart





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 Phrase	400,000
Backjammin	125,000	Office Bash	400,000
Battle 31	125,000	Outer Spades	75,000
Beer Pong (Ion Only)	200,000	Outlaw Poker/Cattle Drive	400,000
Beer Pong 21 (Ion Only)	No Replay	Pack Rabbit (Ion 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
Boxxi Blitz (Ion only)	17,000,000	Photo Pop	200,000
Brain in Gear (Ion only)	No Replay	Power Solitaire	55,000
Breakin' Bricks	400,000	Power Trivia	No Replay
Card/Castle Bandits	200,000	Puck Shot	3,000
Card/Crypt Raiders	175,000	QB Zone	65,000
Card/Jolly Pirates	200,000	Q-Shot	50,000
Casino Cats Hold 'Em (widescreen only)	No Replay	Quik Cell	100,000
Chainz2: Relinked	500,000	Quik Chess	125,000
Chainz2: Puzzler	500,000	Quik Match	400,000
Checkerz	28,000	Race Poker/Motor Match	No Replay
Chug 21	250,000	Rack 'Em	200,000
Chug Monkey	65,000	Rack 'Em 9 Ball	35,000
Coco Loco	No Replay	Royal Flash	300,00
Conga Fish (Ion only)	No Replay	Run 21	250,000
Conquest	30,000	Skee-Ball	900
Crazy Hearts	65,000	Snap Shot	400,000
Deflection	500,000	Space Crusader (Ion only)	No Replay
Dodge Bull	No Replay	Space Farmer (Ion only)	83,000
Domino 5	200,000	Spider Kings/13 Spiders	160,000
Drabble Drop	200,000	Strip Club	No Replay
Euchre Nights	6,500	Stunt Squirrel	125,000
Fast Traxx (Ion only)	100,000	Sudoku6	100,000
Feeding Frosty	No Replay	Super Boxxi	400,000
Fight the Landlord	No Replay	Super Cell Chaos	No Replay
Flick and Kick Football (Ion only)	200,000	Super Snubbel	No Replay
Four Play	1,500,000	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	10,000
Gooool	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 (Ion only)	1,500,000	Trivia Whiz	No Replay
Little Shop of Treasures	83,000	Trix (widescreen only)	No Replay
Little Shop Road Trip	83,000	Trivia Whiz 2	No Replay
Look Out	400,000	Touchdown Poker	250,000
Lucky 11's	340,000	Tug of Words (Ion only)	350,000
Luxor	500,000	Tuxedo Run (Ion only)	400,000
Luxor 2 (Ion Only)	500,000	TV Guide Mini Crossword	50,000
Luxor: Survival	No Replay	Vinci-Ball	400,000
Magic Charms	500,000	Wild 8's/Wild Apes	400,000
Mega Bowling	125	Word Dojo	375,000
Megatouch Battle Command	No Replay	Word Dojo 2 (Ion only)	No Replay
Megatouch Memory	250,000	Word Safari	125,000
Megatouch Mini/Crazy Golf	No Replay	Wordster	100,000
Meteor Shower	200,000	Zen Word	350,000
MGA Champ. Golf	No Replay	Zip 21	200,000
Monkey Bash	No Replay	Zombie Cats (Ion only)	2,500,000
Monster Madness	400,000		

Main Menu

The Main Menu can be accessed by pressing the SETUP button inside the game. Use the Main Menu to set up all game software options. **NOTE: For help with the Options in any menu section, touch the green “?” buttons to bring up a help screen.**

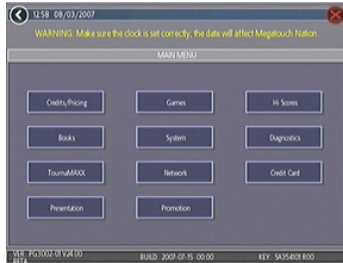


FIGURE 1 - MAIN MENU

A summary of the Main Menu functions appears in the following table. For more detail, see the corresponding sections of the manual.

Main Menu	Available Options	Information
CREDITS/ PRICING	- Quick Price Setup - Coin-In - Value of a Credit - Credit Card Pricing - Coinless Coin Op - Pay Per Time - Options - Clear Credits - Free Credits - AMI Play Cost	The Credits Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, view the value of a credit, view and adjust credit card pricing, enable the Coinless Coin Op feature, enable the Rental Mode feature, select freeplay mode, and add or clear credits. Operators with a Mega-Link connection to an AMI jukebox can also set up AMI jukebox play cost.
GAMES	- Game Setup - Options	In the Games Screens you can edit the game list (choose which games are available and in what category they appear on the Category Menu), and select options for individual games.
HI SCORES	- View/Clear Hi Scores - Options	Touch CLEAR ALL GAMES to clear all high scores, or select a particular game to edit high scores for that game.
BOOKS	- Books Display - Cash Settlement Setup - Cash Settlement Collection	The Books Screens display current and lifetime credits information, as well as calculate and collect the location and operator fees.
SYSTEM	- Set Time - Security Setup - Volume Control - Set 6 Star PIN - Data Transfer - Setup Operator Keys (Ion Only) - AMI Setup - Options	Set the game clock, security PIN, game volume, 6 star PIN and features, and system options such as language control, 6 Star Enable, and theft deterrent. Also use this menu to transfer machine configuration, books data, and ad screens with a USB pen, and to program operator keys to enable access to the setup screens via the key (if applicable). The AMI Setup option allows operators to establish a Mega-Link between their Megatouch game and an AMI-powered jukebox.
DIAGNOSTICS	- Video Test - I/O Test - Touchscreen Calibration - Touchscreen Test - Checksum Test	- Enters the Video Test screens. Touch the screen to cycle through test. - Tests the function of the I/O board, DIP switches, coin meter, and lockout. - Allows the operator to calibrate the touchscreen. Follow the instructions on the screen. - Checks touchscreen calibration. Touch the cursor on the screen to make sure it is accurately following your movement. - Checks the hard drive for missing or corrupted files.

Main Menu	Available Options	Information
DIAGNOSTICS (continued)	• System Info • Verify Databases • Hard Drive Self Diagnostics • Joystick Calibration • Joystick Test • View System Log	• Gives details about various hardware components in the game. • Only use on the advice of Technical Service. • Detects hard drive errors and predicts future failures. Runs automatically during system startup and software installation. • Allows calibration of the joystick. Follow the instructions on the screen. • Checks joystick calibration. Move the joystick and make sure the cursor accurately follows your movement. • Allows operators to easily read, capture and send error log data.
NETWORK	• Wireless Ethernet • Wired Ethernet • Dial-Up • Connection Log • Location Info • Connection Wizard • Connection Diagnostics • Network Options • Connect to MegaNet	You can 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 Tournamxxx databases.
TOURNAMENT	• Set Up Tournament • Clear Winners • Reset All	To enable Tournament mode (if applicable), enter the System Menu and touch Options. Touch Off-Line to switch the game from Tournamxxx 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.
CREDIT CARD	• Credit Card Functionality Test • Credit Card Pricing • Options • Vault Credits • Setup Operator Cards	Widescreen Models Only: Use the Credit Card Menu to test the credit card reader, view and adjust credit card, disable credit card functionality, turn on/off the meter for credit card purchases, manage the Player Vault, and setup operator cards.
PRESENTATION	• Operator Ad Screens • Sidebar Promotion • Options	• Create ad screens, and also add custom screens created on a personal computer. • Import/manage/delete sidebar images (Widescreen Models Only). • Access Sales Enabler Videos (Ion Only).
PROMOTION	• My Merit • Merit Money • Promo Credits • Options	• 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. • Sets time periods in which location owners can use the 6 Star feature to offer free credits to encourage play. • Sets time periods in which the game offers a free credit while in Idle Mode. • Enables My Merit, Merit Money, and Promo Credits features.
MEGANET	• Premium Erotic • MegaWeb • Operator Web Access • Hot Topics • Options	Enters the MegaNet Set-Up Screen if the game is registered for Tournamxxx/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.

IMPORTANT: The Quick Price Setup will revert to the default values when you exit Rental Mode.

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.

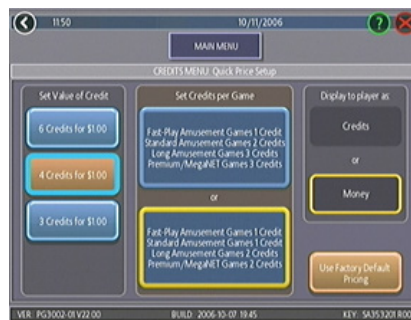


FIGURE 2 - QUICK PRICE SETUP SCREEN

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
\$0.50		2
\$0.75		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

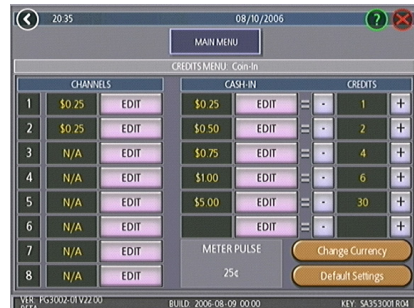


FIGURE 3 - COIN-IN MENU

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

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

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.

IMPORTANT: *If the machine is switched out of Rental Mode, Merit Money, Promo Credits, and Mega-Link games will have to re-enabled in Operator Setup in order for them to function, and Quick Price will change to 4 credits for a dollar.*

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.

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

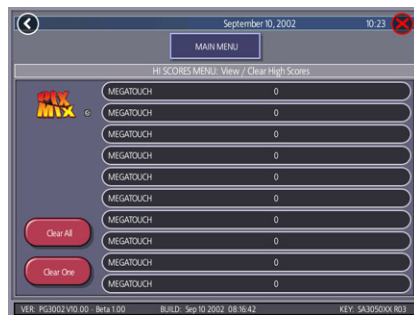


FIGURE 8 - HI SCORES MENU:
VIEW/CLEAR HI SCORES SCREEN

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

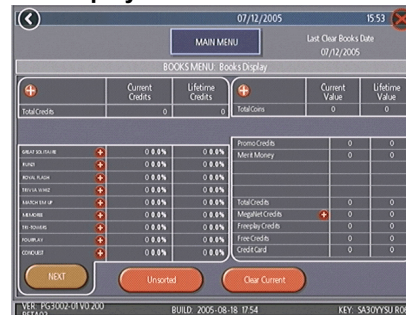


FIGURE 9 - BOOKS MENU:
BOOKS DISPLAY SCREEN

The books information can be sorted in three ways with the button that toggles through the sorting categories. **Unsorted** displays the books information in the standard order. **Sorted by Current** displays the current credits for each game from most to least played. **Sorted by Lifetime** displays the lifetime credits for each game beginning with the most played game.

Touch **TournaMAXX Statistics** or **Tournament Statistics** to get the books information for that play only. Touch **Clear Current** to erase all current books data. The date the data was last cleared will appear at the top right of the Books Screen.

Touch the **+** above Total Credits to view Current and Lifetime credits for each game mode. Touch the button again to minimize this screen.

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

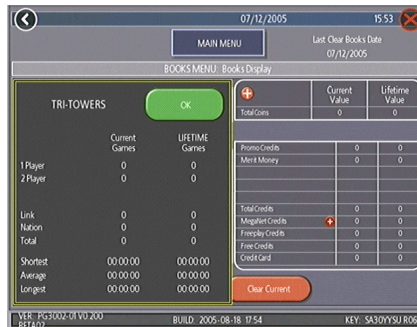


FIGURE 10 - BOOKS MENU: BOOKS DISPLAY SCREEN WITH GAME SELECTED

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

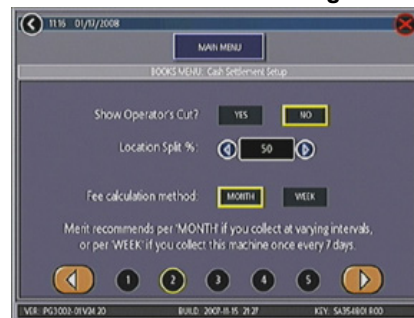


FIGURE 11 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

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

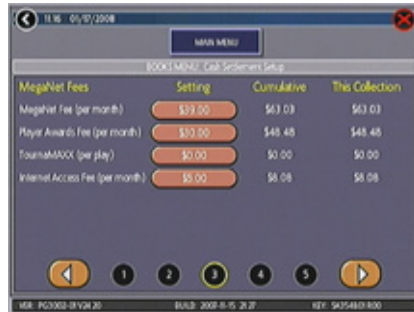


FIGURE 12 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

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

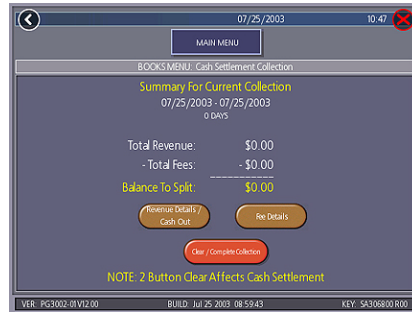


FIGURE 13 - BOOKS MENU:
CASH SETTLEMENT COLLECTION

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

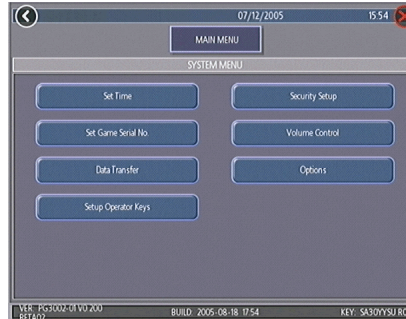


FIGURE 14 - SYSTEM MENU

Set Time	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. 5:00pm = 17:00). Use the up and down arrows to set the time and date.
Security Setup	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 0000), then enter a new 4-digit number and touch SET 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.
Volume Control	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.
Set 6 Star PIN (only appears if PIN is enabled)	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.
Data Transfer	Transfer information (machine configuration, Books data, My Merit data, and ad screens) using a USB Pen.
Setup Operator Keys	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).
AMI Setup	Use this screen to link a Megatouch game with an AMI-powered jukebox. See AMI Jukebox Mega-Link Setup section for further details.
Options	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

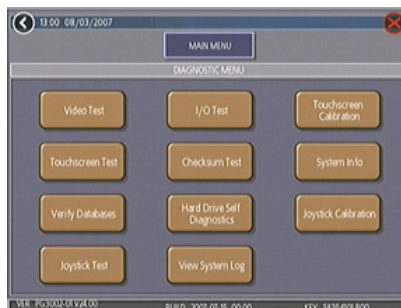


FIGURE 15 - DIAGNOSTICS MENU

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	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.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen.
Touchscreen Test	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger when you move it across the screen.
Checksum Test	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.
System Info	Gives details about the following: - platform type - processor type and speed - motherboard type - amount of memory - Ethernet card manufacturer - sound chip type - video chip type - touchscreen manufacturer - hard drive manufacturer/size - modem identification number - fan speed - status - PSOC version - I/O board processor - monitor - wireless network
Verify Databases	Only use on the advice of Technical Service. An Update from Server must be performed prior to verifying databases.
Hard Drive Self Diagnostics	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.
Joystick Calibration	Follow the on-screen instructions to calibrate the joystick.
Joystick Test	Allows you to check the joystick calibration accuracy. The crosshairs should follow the movement of the joystick.
View System Log	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.

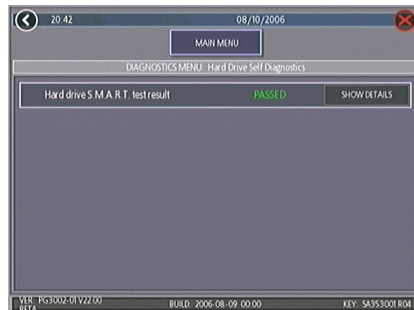


FIGURE 16 - HARD DRIVE SELF
DIAGNOSTICS SCREEN

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

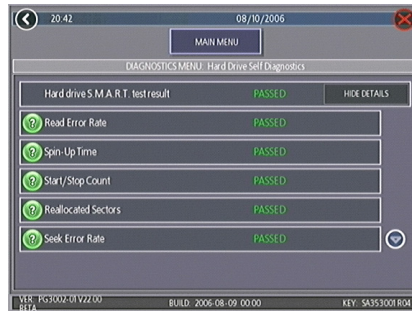


FIGURE 17 - SHOW DETAILS SCREEN

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.

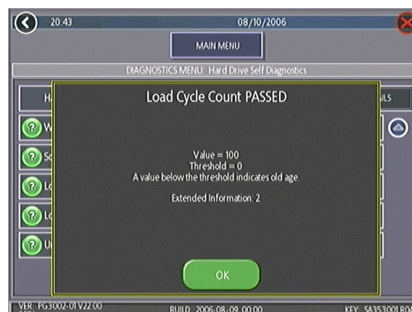


FIGURE 18 - ATTRIBUTE RATING POP-UP
SCREEN

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

(or game-to-jukebox linking for non-AMI jukeboxes)

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 (or a game and a non-AMI jukebox): Connect the free ends of the Ethernet cables into a crossover coupler.

Linking more than two games (or a game and a non-AMI jukebox): 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.

IMPORTANT!! If using two different connection methods (e.g. Wireless, Wired, Dial-Up) to both connect game-to-game and to the Internet, you **MUST** configure game-to-game first.

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.) For a more reliable wireless game-to-game connection, it is recommended that you use a router to connect games.
- 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 or non-AMI jukebox (Note: If you are connecting two games you will have to perform these steps on both games in order for them to link.)

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 **AUTO-MATIC 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 including connecting to non-AMI jukeboxes, 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 **DONE** 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 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. 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.

1. Press the **SETUP** button.
2. At the Main Menu, touch the **Network** button.
3. **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. 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 **DONE** and then touch **ACCEPT SETTINGS AND CONNECT**.

5. 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.
6. Touch **MAIN MENU** at the top of the screen. Next touch the **System** button, followed by the **AMI Setup** option.
7. 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**.
8. Enter and confirm the AMI Entertainment username and password created with your initial jukebox account and that is 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.

9. 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.
10. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.
11. 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.

12. 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.

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.

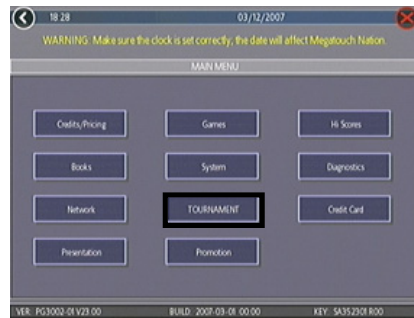


FIGURE 19 - MAIN MENU SCREEN

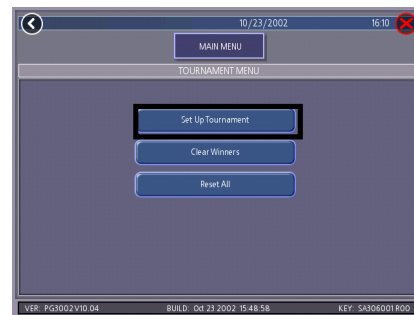


FIGURE 20 - TOURNAMENT MENU SCREEN

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 ALL tournament information from the memory of game! This includes ALL prize information!



FIGURE 21 - TOURNAMENT CLOCK

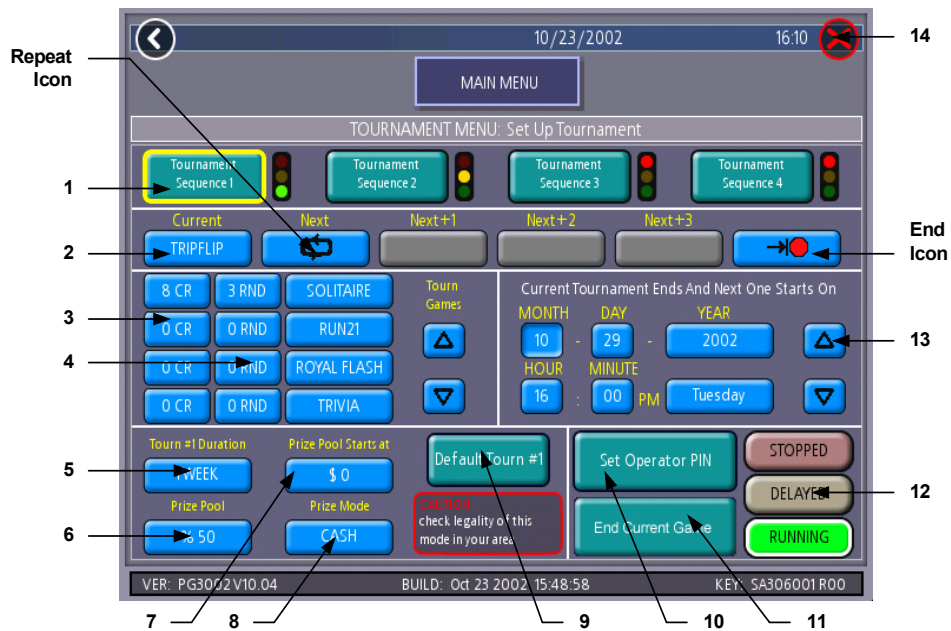


FIGURE 22 - TOURNAMENT SETUP SCREEN
(EXPLANATION OF BUTTONS CONTINUES ON FOLLOWING PAGE)

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 players' name to whom the 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 swipeable 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, touch **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) 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.

Sales Enabler Videos

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**.

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), 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 file name (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.

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.*

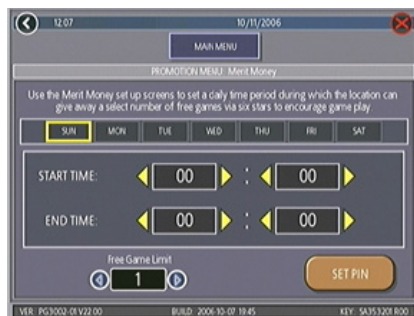


FIGURE 26 - MERIT MONEY SCREEN

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.

NOTE: This feature is not available in Rental Mode. Additionally, if you switch the machine out of Rental Mode, you'll have to re-enable this feature in order for it to function.

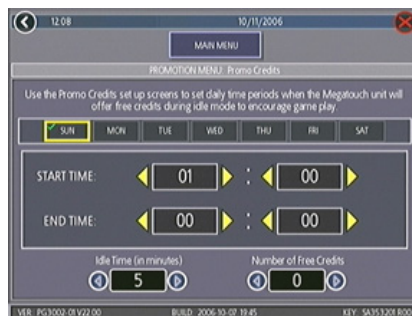


FIGURE 27 - PROMO CREDITS SCREEN

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.

NOTE: This feature is not available in Rental Mode. Additionally, if you switch the machine out of Rental Mode, you'll have to re-enable this feature in order for it to function.

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 Penthouse¹ that are updated monthly.

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.

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.*

¹ PENTHOUSE is a trademark of General Media Communications, Inc. Used by permission. Copyright, 2010 by General Media Communications, Inc. All rights reserved.

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: 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.

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 count-down 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.

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.



FIGURE 28 - CREDIT SELECT SCREEN



FIGURE 29 - BUY MORE TIME/QUIT SCREEN

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.

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.



FIGURE 30 - HOME PAGE



FIGURE 31 - HOME PAGE
WITH KEYBOARD

DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in Mega-touch games. Make sure to read the information in the **Notes** column to determine what is affected when performing these functions. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: The DIP switch functionality is built into the software. To access the DIP switches through the software: Turn off the game. Set DIP switch 1 to the closed position. Turn power on. When the message **Please reset DIP 1 to proceed** appears, reset DIP 1 to the open position. The diagnostics page will appear. Touch ? for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch X to exit.

DIP#	Function	Usage/Notes
8	Motherboard configuration & checksum test	Configures the CMOS settings on the motherboard to the default specifications and checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for ToumaMAXX and TouchTunes	- Clears the login name, password, access phone number, and all call-in settings for ToumaMAXX users. - Clears all the loaded albums for TouchTunes users. - Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to ToumaMAXX and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, ToumaMAXX setup information must be re-entered, and an Update From Server should be performed. NOTE: ToumaMAXX games must perform an Update From Server BEFORE performing a memory clear.
4 & 7	Complete memory clear	Clears ALL memory on hard drive including the ToumaMAXX player database, ToumaMAXX settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a memory clear, the player database should be reloaded, ToumaMAXX setup information must be re-entered, and an Update From Server should be performed. NOTE: ToumaMAXX games must perform an Update From Server BEFORE performing a complete memory clear.
3	Watchdog Timer	When the watchdog timer is enabled, it will reboot the machine within 5 minutes of a failure, allowing the game to automatically reset itself if a problem arises.

Troubleshooting Guide for *Megatouch Ion Games*

PROBLEM	CORRECTIVE ACTION
• no power • bill acceptor motor does not run • no flash on the monitor screen • no cooling fans operating • no output from power supply	• Check that the power cord is connected to a "live" outlet. • Check that the power switch is on. • Check that the power cord is connected to the game power supply. • Check that the power supply's voltage select switch is set to the proper voltage. • Check the harness connections to the on/off switch and circuit breaker. • Check the circuit breaker for an "open". • Check the AC harness connection to the power supply. • Check the line cord.
• no video • no cooling fan operation • screen is blank • AC power to the monitor and bill acceptor • no output from power supply	• Check the DC harness connection to the motherboard. • Check the AC harness connection to the power supply.
• no video • cooling fans are working • there is a sound when coins are deposited	• Check the video cable connections to the motherboard and the LCD display and the monitor control board. • Check the +12 volt supply voltage to the LCD display (yellow wire = +12, black wire = ground) • Check the harness connections between the PC boards on the back of the LCD display. • Replace the LCD display.
• no video • constant beeping or a sequence of beeps	• The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it.
• no video • no sound when coins are deposited	• Check all connections to the motherboard. • Reseat the DIMM. • Replace the motherboard or send it for repair.
• coin jam	• Check the coin mech and coin chute for coins blocking the pathway. • Make sure the coin harness is connected between the normally open and common terminals on the coin switch. • Disconnect the bill acceptor and the coin switch one at a time to narrow down the problem. • Check the coin harness for pinched or damaged wires. • Disconnect the coin harness from J1, J3, J7, and J8 of the I/O board. If the coin jam still appears, the I/O board will have to be sent for repair.

Troubleshooting Guide for *Megatouch Ion Games continued*

PROBLEM	CORRECTIVE ACTION
• poor picture quality	• Adjust Brightness, Contrast, Horizontal, and Vertical controls with the monitor control board.
• meter not advancing	• Check connection at I/O board. • Check wiring at J2 <i>METER</i> connector on I/O board.
• game locks up or resets while being played or in the attract mode • no movement on the screen • power has to be cycled off and on to get the game to function again	• Clean the vents and the fans of any dust and dirt that may interfere with airflow. • Clean the CPU cooling fan on the motherboard. • Replace the CPU cooling fan if it is not operating properly. • Reseat the DIMM on the motherboard. • Clear memory with the following procedure: • Turn off the game. • Press and hold the Setup and Calibrate buttons. • Turn the game on and keep holding the buttons until the screen displays "TWO BUTTON CLEAR DETECTED RELEASE BUTTONS". This should take about 30 seconds. • Release the buttons. This will clear high scores, clear the books and reset options, and reset the game menu and coin menu to their factory settings. • Perform a checksum test on the hard drive: • Turn off the game. • Turn on DIP switch 8 on the I/O board. • Turn on the game. The test will take about 10 minutes. • A failure will cause the test to stop. • A passed test will display "DRIVE CHECKSUM COMPLETE RESET ALL DIP SWITCHES TO REBOOT MACHINE". • With power on, turn off DIP switch 8.
• game locks up with "invalid key for version PG3002 – V XXXX"	• Check the program number on the security key. It should be compatible with the program on the hard drive. • Check the contacts on the security key socket. Lift up on the contact on the bottom of the socket and make sure there is a good connection to the base of the security key. • Check the USB cable that connects the I/O board to the motherboard. • Try another security key with the same program number or test the security key in another game with the same program version.
• "INVALID KEY" message while downloading software to the hard drive	• If the security key was replaced before the download, the motherboard did not boot from the DVD drive. • Check that the DVD drive is set as master. • Check the ribbon cable connections between the DVD drive and the motherboard. • Try another DVD drive or another set of discs.

Troubleshooting Guide for ***Megatouch Ion Games*** continued

PROBLEM	CORRECTIVE ACTION
game will not download disc	- Make sure the disc is installed correctly, with the logo facing up. - Check for scratches or a defective disc. - Try a different DVD drive or another disc. - If you're downloading a disc set, make sure each disc is of the same revision.
"ERROR READING DRIVE C"	- This message can be caused by the hard drive or in some program versions, a coin jam while the game is turned on. - Turn the game off. - Locate DS 1, position 8 and turn it on. - Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete. - When the hard drive passes the test it will display a "CHECKSUM GOOD" message and continue to boot up into the game attract screens. This indicates a coin jam. - When the hard drive fails the test, the game will lock up with a "CHECKSUM ERROR" message, which will stay on the screen until the power is turned off. In this case, the hard drive will have to be replaced.
"DISK BOOT FAILURE"	This message indicates the motherboard is not receiving data from the hard drive and has locked up. - Check the IDE ribbon cable connections to the motherboard and hard drive. - Check the power to the hard drive. It should have +5 volts, +12 volts, and ground.
"QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"	The self-diagnostics on the hard drive has detected an error. The hard drive will have to be replaced.
"CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error	Try reloading the program onto the hard drive with a different set of update discs compatible with the security key. If it will not accept the download, try another DVD drive. If it still does not work, replace the hard drive.

Ion Aurora Diagrams

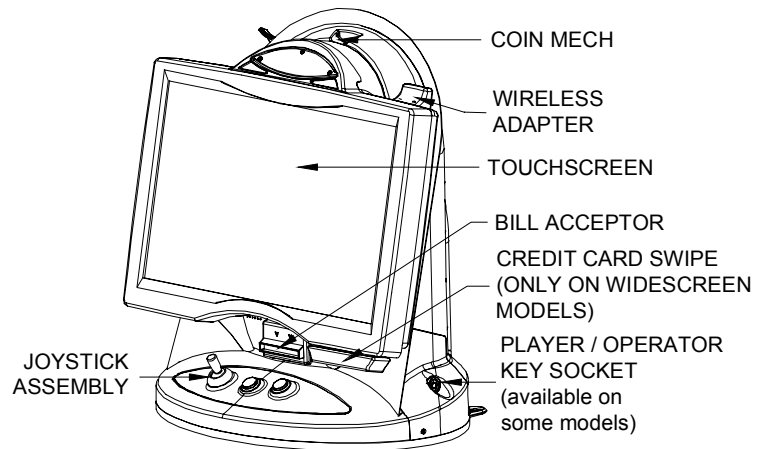


FIGURE 32 - FRONT VIEW OF THE ION AURORA

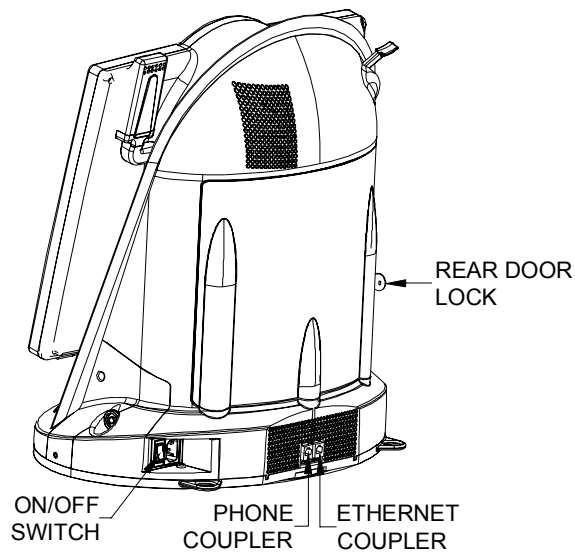


FIGURE 33 - REAR VIEW OF THE ION AURORA

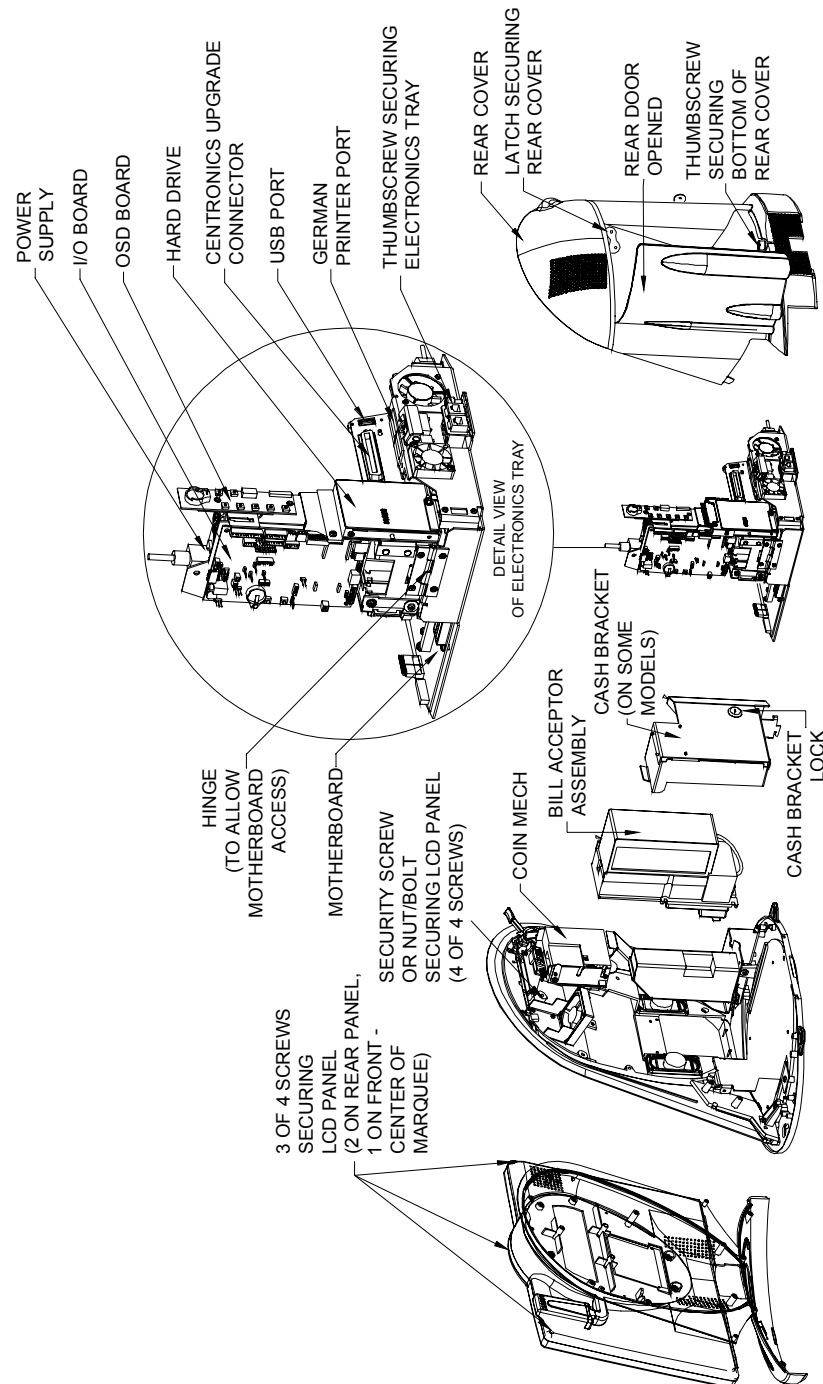


FIGURE 34 - EXPLODED VIEW OF THE ION AURORA

Megatouch Ion Aurora Replacement Parts List

REPLACEMENT COMPONENTS 19" AURORA WIDESCREEN AND 19" STANDARD AURORA	
PART NUMBER	DESCRIPTION
ZSA10070-09	ASUS MOTHERBOARD (STANDARD GAMES)
SA10078-02	LITTLE FALLS MOTHERBOARD (WIDESCREEN GAMES)
EC9796-06	MARS BILL ACCEPTOR. \$1/2/5, 700 STACKER
HW8337-01	MECHANICAL COIN MECH
SB0539-01	POWER SUPPLY, 300W ±12,+5,+3.3
SB0616-01	19" WIDESCREEN TOUCHSCREEN (WIDESCREEN GAMES)
SB0533-01	19" TOUCHSCREEN (STANDARD GAMES)
SA0623-01	19" WIDESCREEN LCD (WIDESCREEN GAMES)
SA0609-01	19" LCD (STANDARD GAMES)
SB0477-01	TOUCHSCREEN CONTROLLER
SB0527-03	I/O BOARD
SA10066-02	CONTROL BOARD

**For a complete list of replacement parts go to
www.amientertainment.com
 Support > Megatouch Support Center> Parts Information.**

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

NOTE: In order for your Megatouch Ion game to function properly, the hardware must only be replaced with Ion hardware. Replacing the motherboard, I/O board, hard drive or touchscreen controller with hardware that is not specific for Ion will eliminate some of the Ion software features.

For additional assistance, after contacting your distributor, contact:

Product Support and Services

USA and Canada call toll-free:

1-800-445-9353

Outside the USA and Canada call:

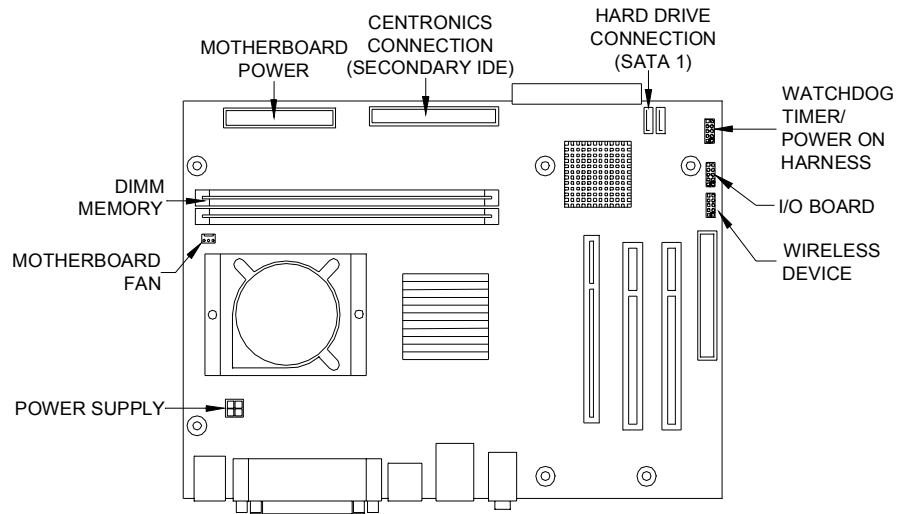
(215) 826-1400

FAX: (215) 826-1401

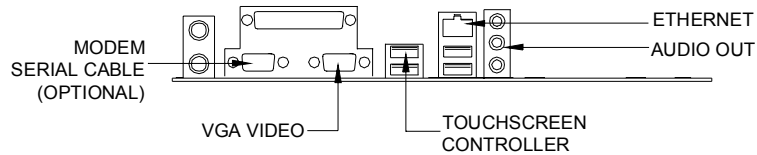
You can also visit our Web site

www.meritgames.com

Connection Diagrams



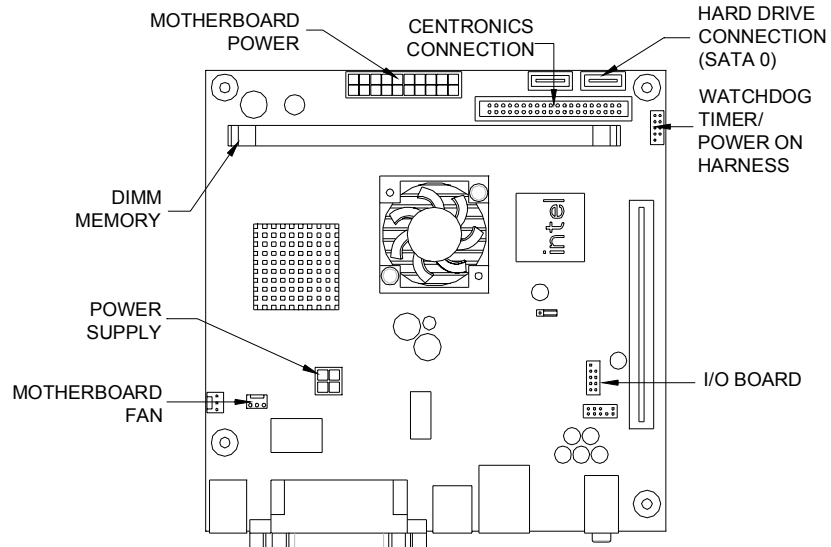
TOP VIEW OF MOTHERBOARD



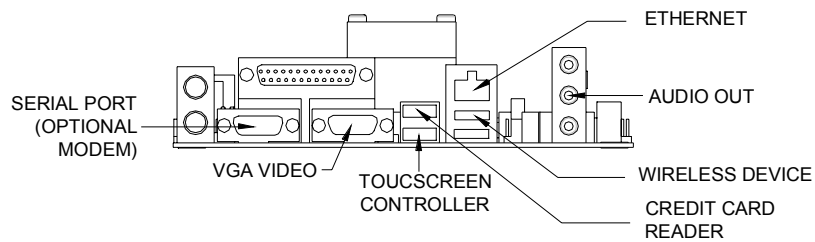
CONNECTOR SIDE VIEW OF MOTHERBOARD

FIGURE 35 - STANDARD AURORA
ASUS MOTHERBOARD DRAWING

Connection Diagrams



TOP VIEW OF MOTHERBOARD



CONNECTOR SIDE VIEW OF MOTHERBOARD

FIGURE 36 - AURORA WIDESCREEN
INTEL LITTLE FALLS MOTHERBOARD DRAWING

Connection Diagrams

Motherboard - Power Connector

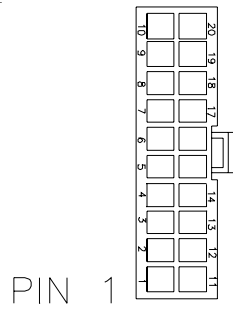


FIGURE 37 - REAR VIEW OF CABLE CONNECTOR

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	ORANGE	+3.3 VDC
2	ORANGE	+3.3 VDC
3	BLACK	GND
4	RED	+5 VDC
5	BLACK	GND
6	RED	+5 VDC
7	BLACK	GND
8	GRAY	PWR GOOD
9	VIOLET	+5V VSB
10	YELLOW	+12 VDC
11	ORANGE	+3.3 VDC
12	BLUE	-12 VDC
13	BLACK	GND
14	GREEN	PWR ON
15	BLACK	GND
16	BLACK	GND
17	BLACK	GND
18	----	----
19	RED	+5 VDC
20	RED	+5 VDC

Connection Diagrams

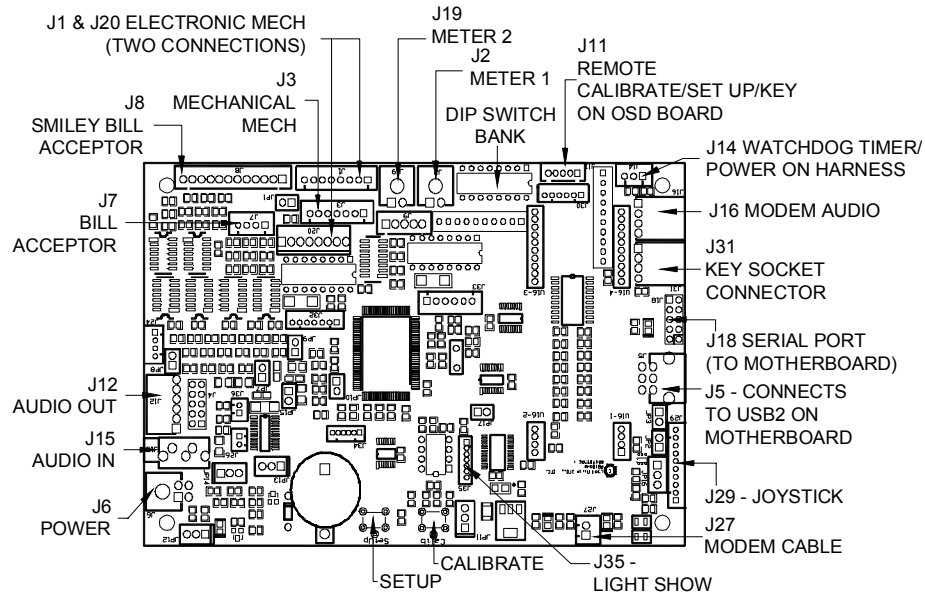


FIGURE 38 - I/O BOARD DRAWING

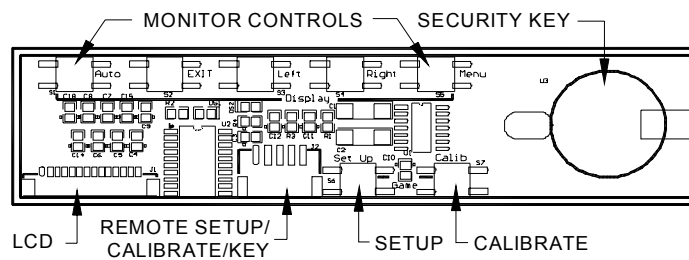


FIGURE 39 - ON-SCREEN DISPLAY BOARD DRAWING

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AMI 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 AMI's repair facility and AMI is notified of the failure within the warranty period. AMI reserves the right to request the serial numbers

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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 PRESENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRESUMEE PAR LA LOI ET QUI DOIVENT ETRE EXPRESSEMENT PROUVES, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ETE AVISE OU NON DE LA POSSIBILITE D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRECEDE, LES DE DOMMAGEMENTS A VOTRE DISPOSITION SERONT LIMITES AU MONTANT QUE VOUS AUREZ PAYE 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'ECONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DECOULANT DE LA MAUVAISE UTILISATION OU DE L'IMPOSSIBILITE D'UTILISATION DU LOGICIEL.

Dispositions Générales

14. La validité et la construction du présent Contrat et les droits et obligations ci-inclus seront déterminés et régis par les lois de l'état de New York aux États-Unis. En acceptant les dispositions du présent contrat, vous acceptez également que tous litiges ou revendications relatives seront réglés par voie d'arbitrage par un tribunal de l'état de New York, aux États-Unis.
15. AMI Entertainment Network, Inc. se réserve le droit de transférer le présent Contrat à un tiers ainsi que ses droits et obligations ci-après.
16. Pour toutes questions concernant le présent Contrat -ou si vous désirez contacter le Concedant pour une raison quelconque, veuillez écrire à : AMI Entertainment Network, Inc., 155 Rittenhouse Circle, Bristol, PA 19007, États-Unis.

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Beschränkungen

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Allgemein

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