BLUE MAXX™

OWNER'S MANUAL

merit industries, inc.

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Site Preparation

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

Game Description

The Megatouch™ BLUE MAXX comes housed in a 13"
countertop cabinet and a 19" upright cabinet.

The countertop model has 3 key-locked compartments:
the CPU section, the coin mech section and the coin
box. The upright model has 4 key-locked compartments:
the CPU section, the coin mech section, the coin box
and the rear door. The countertop is equipped with one
coin mech and the upright model has two; optional bill
acceptors are avaiable for both models.

Rear Door Compartment (upright model)

The rear compartment of the 19" upright allows access
to the rear of the monitor, the communications board
and the touchscreen controller

CPU Section

The CPU section is accessible from the rear of the unit
in the countertop and from the front of the upright
version. In the countertop, The CPU section houses the
CRT, the monitor controls, the CPU and I/O boards, the
power supply and the main harness; in the upright
version, the CPU section houses the CPU and I/O boards,
the power supply, the main harness and volume control.
The security key and boot PROM are located on the I/O
board.

Coin Mech/Coin Box Section

13" Countertop

The coin mech/coin box section is accessible from the
front of the unit. This section is key-locked for security
purposes. A sturdy metal box located within the coin
mech section, holds all coins deposited into the
machine. The coin box is separately key-locked for
security.

Also located within the cavity of the coin mech are 2
internal switches, "SETUP" and "CALIBRATE," and the
coin meter. Pressing the "SETUP" button will bring you
to the Megatouch Setup screen (see Figure 1). See the
next section for calibration instructions.

19" Upright

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

Also located within the cavity of the coin mech are 2
internal switches, "SETUP" and "CALIBRATE," and the
coin meter. Pressing the "SETUP" button will bring you
to the Megatouch Setup screen (see Figure 1). See the
next section for calibration instructions. The remote
monitor controls are also located inside the coin mech
section, velcroed to the top of the coin box.

Screen Calibration

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

- Find the "CALIBRATE" button, located behind the coin mech and press it to enter the screen calibration mode.

- Touch the center of the first circle that appears on the screen. Once you release your finger, a second circle will appear on the screen.

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

- Touch the center of the second circle that appears on the screen.

- Once the second circle is touched, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.

- Touch the "EXIT TEST" icon.

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

Degaussing Your Monitor

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

All of our monitors have built-in degaussing coils that are automatically activated on power-up. If your game is experiencing minor purity problems, try powering down the game for 5 minutes and then reapplying power to activate the degaussing coil. If the problem is not corrected, you will have to use a manual-degaussing coil.

Follow the instructions below for degaussing a monitor.

1. Plug in your degaussing coil.

2. Hold the coil about three feet from the monitor, press the trigger to activate the magnetic field. For circular-shaped coils, orient the coil so you see the monitor through the hole in the middle; for wand-shaped coils, point the wand towards the screen.

3. Move the coil in a circular motion around the face of the monitor and slowly approach the game.

4. Continuing to move the coil in a circular motion, slowly back away from the monitor.

5a. CIRCULAR-SHAPED COILS: When you are about three feet away, quickly turn the coil perpendicular to the monitor and release the trigger.

5b. WAND-SHAPED COILS: When you are about three feet away, point the wand away from the monitor and release the trigger.

Monitor Colors Adjustment Procedure

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

Tatung/Wells Monitors

1. Set the game to the Checkerz game screen.

2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.

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

Maintenance

Cleaning the Cabinet

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

Cleaning the Touchscreen Monitor

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

To gain access to the entire surface of the monitor screen on the countertop model, you will have to remove the top of the machine. To remove the top of the machine, unlock and open the rear door. Disconnect the fan power connector and disconnect the plastic tubing and ground strap attached to the lid. Press up on the spring-loaded levers located on each side of the lid. Push the lid forward and pick it up to remove. See the decal inside the lid for a diagram of locations.

To gain access to the entire surface of the monitor screen on the upright model, you will have to release the monitor door latches. To do so, open the coin mech door. Located inside, above and to the right and left of the coin mech, are two monitor door latches. Loosen the thumbscrews securing the latches and rotate the latches to release the monitor door.

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 SUB-STANCES.*

Fan Operation

- 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.

Troubleshooting

Coin Jam

The Megatouch™ BLUE MAXX also has coin jam and stringing detection software. Should a coin become jammed in the mech or someone tries to string the mech, a continuous tone will be emitted by the game and the words "COIN JAM" will be displayed on the screen.

If the game emits the coin jam indicator sound when powered up, this may indicate that the NORMALLY CLOSED contacts of the coin mechanism are being used. The NORMALLY OPEN contacts must be used.

Megatouch™ BLUE MAXX Software Instructions

DIP Switch Settings*

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

TIMER1	YES	NO	ALLOW SEX?
	YES	NO	ALLOW NUDITY? 2/3
	YES	NO	ALLOW SEX DURING ATTRACT? 3
	YES	NO	MYSTERY PHRASE SEX CATERGORY? 3
	YES	NO	MATCH'EM UP BABES AND HUNKS? 3
	YES	NO	MEMOREE BABES AND HUNKS? 3
	YES	NO	TRIVIA/POWER QUIZ SEX CATERGORY? 3
	YES	NO	PIX MIX BABES AND HUNKS? 3
	YES	NO	PHOTO HUNT EROTIC CATERGORY? 3
SET 4	*YES*	*NO*	*PLAYER SELECTABLE LANGUAGE*
	OTHER	ENG	DEFAULT LANGUAGE?
	YES	NO	LANGUAGE BUTTONS HAVE FLAGS
	YES	NO	SOLITAIRE FREE GAME?
	YES	NO	TRIVIA/PWR QUIZ SHOW CORRECT ANSWER?
	4/300K	5/1M	TRIVIA ROUNDS/BONUS?
	YES	NO	POWER SOLITAIRE SPLIT COLUMN MOVE?
	YES	NO	POWER SOLITAIRE FREE GAME?
	$/¢	CREDS	PRICE DISPLAY?
	YES	NO	STRIP POKER MOAN SOUNDS? 3
	YES	NO	STRIP POKER REWINDS FOR LOSS 3
	ENG	GER	CHECKERZ RULES?
	NO	YES	AUTO CLEAR HIGH SCORES 5
	NO	YES	6 STARS ENABLED?
	YES	NO	HI-SCORE ACCESS FROM 6 STARS? 6
	YES	NO	VBB ACCESS FROM 6 STARS? 6
	YES	NO	VOLUME CONTROL ACCESS FROM 6 STARS 6
	YES	NO	CALIBRATION ACCESS FROM 6 STARS 6
	NO	YES	SHOW DECK CARDS
	SHORT	LONG	FAN TIME? 7
	YES	NO	ALLOW GAME CONTINUATION?
	YES	NO	ALLOW BONUS REPLAY? 8
	NO	YES	FREE PLAY ENABLED
	NO	YES	EASY MODE ENABLED 9
	NO	YES	POWER QUIZ CATERGORY SAME FOR ALL
	YES	NO	POWER QUIZ CONSOLATION QUESTION
	NO	YES	CONTINUOUS BONUS ROUND?
	YES	NO	GOLF HAS WOMEN?
	3/G	5/G	PHOTOHUNT HINTS?
	YES	NO	TRI TOWERS FACE-UP PLAYER SELECTABLE?

1 Touching "TIMER" for the "ALLOW SEX?" setting allows the operator to set times during which adult-oriented categories and games are available to the players. Using the arrows, set the time at which the adult-oriented games and categories will be turned on and set the time at which they'll be turned off. The time is set using 24 hour, "military" time. The factory default settings are set to turn on at 22:00 (10:00 PM) and to turn off at 6:00 (6:00 AM).

2 When "ALLOW NUDITY" is set to "YES," a small box will appear to the right. Select from "R" or "X" rated nudity ("X-rated" = full frontal nudity).

3 These settings are only available if "ALLOW SEX?" is set to "TIMER" or "YES."

4 "SET" is only shown if "Player Selectable Language" is set to "YES." When enabled, the operator can select which of the available languages will be displayed for the user to select. To enable the languages: at the Language Select screen, touch the desired language on the left, then select an open field on the right.

5 When "AUTO CLEAR HIGH SCORES" is set to "YES," a small box will appear to the right. Touching this box allows the time period to be set from 1 to 4 weeks (from the time the player name is entered). The factory default setting is two (2) weeks.

6 These settings are only available if "6 STARS ENABLED?" is set to "YES."

7 This setting is only available if "SHOW DECK CARDS" is set to "YES."

8 Setting this to "YES" enables a bonus replay for all games, except Trivia Whiz, Pile On, Strip Poker, Double Solitaire and Mystery Phraze. The table below shows the scores needed to achieve a bonus replay (after a replay has been earned, the next player must beat the last replay score to earn another replay).

Game Name	Score Needed for Initial Replay
Great Solitaire	45,000
Run 21	250,000
Royal Flash	300,000
Match'Em Up	200,000
Memoree	300,000
Tri-Towers*	125,000
4-Play	1,500,000
Conquest	30,000
11-Up*	125,000
Hoop Jones	125
Zip 21	200,000
Checkerz	28,000
Quik Match	400,000
Power Solitaire	55,000
Pix Mix	350,000
Photo Hunt	400,000
Quikcell	100,000
Tai Play	240,000
Puck Shot	3000
Take 2*	110,000
Mystery Phraze	325,000
Power Quiz	NO REPLAY
Pile On	NO REPLAY

Strip Poker	NO REPLAY
Double Solitaire	NO REPLAY
Trivia Whiz	NO REPLAY
Mega Link Trivia	NO REPLAY
Tennis Ace	NO REPLAY
Chug 21	250,000
Symbol Tri-Towers	125,000
Symbol 11-UP	125,000
Symbol Take - 2	110,000
Hooter	NO REPLAY
Trip Flip*	NO REPLAY
3 Blind Mice	NO REPLAY
Route 66	45,000
Super Route 66	55,000
Fast Lane	100,000
Championship Golf	NO REPLAY
Monster Madness	NO REPLAY
Lookout	400,000
Snapshot	NO REPLAY

[9] Easy Mode reduces the number of points needed to reach the bonus round for Hoop Jones (125/150 points), Eleven-Up (68,000/80,000 points), Tri-Towers (64,000/80,000 points), Royal Flash (180,000/200,000 points) and Quik Match (250,000/280,000 points).

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

To Enter This Screen, Touch The "Setup" Button In The Coin Mech Section

To Enter This Screen, Touch "System Settings" At The Setup Screen

Figure 1 - Megatouch Game Setup Screen

Figure 2 – System Settings Screen

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

System Settings

The System Settings controls allow the operator to access the Set Time, Set Serial Game Number, PC Dump, Set 6 Star PIN, Security Setup, Volume Control, Video Billboard and Mega-Link screens.

Set Time	Brings up the Set System Date and Time screen. Time is shown in 24-hour, "military" time (e.g. 5:00pm = 17:00). Use the up and down arrows to set the time and/or the date.
Set Game Serial Number	Brings up the Set Game Serial Number screen. Enter the game's serial number using the keypad.
PC Dump	PC Dump allows the books information to be downloaded to a PC. Software for the PC is required for it to operate. Contact Merit Customer Service for information.
Set 6 Star PIN*	Brings up the Set 6 Star PIN screen via the info button in the main menu screen. Touch the stars in the programmed order to give access to the Video Billboard, High Scores, Volume Control and Calibration screens (to allow access to any of these screens through 6 Stars, the DIP switch must be set to "YES" for each screen; see the DIP switch list on page 4).

Security Setup	Brings up the Set Security PIN screen. From this screen, the operator can set the PIN number and select which of the features (Coin-In Menu, Game Menu, Display Books, Options, High Scores, Free Credits and Set 6 Star PIN) will be protected by the PIN. To set the PIN, first touch "SET" on the keypad. Then, enter your 4-digit PIN using the keypad and touch "ENTER." The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the icon for each of the features you wish to protect with the PIN.
Volume Control	Brings up the Volume Control screen. Touch the volume control icon to adjust the volume up or down. This screen allows you to sample the sound volume without exiting the screen. The on-screen volume control can also be accessed using "Six Stars."
Video Billboard	See page 10 for Video Billboard operation instructions.
Mega Link Test	Allows the operator to test the connection between linked games.

Six Stars Enabled

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

To Enter This Screen, Touch "Game Menu" At The Setup Screen

Figure 3 - Game Menu Screen

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

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

TOP GAMES allows the operator to enter up to 6 games in that category. Set the Top Game Threshold to tell the game how many plays qualifies a game for the top games list. Once a game reaches that number of plays, it will automatically be added to the Top Games category. The Default threshold is "10."

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

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

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

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

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

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

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

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

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

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

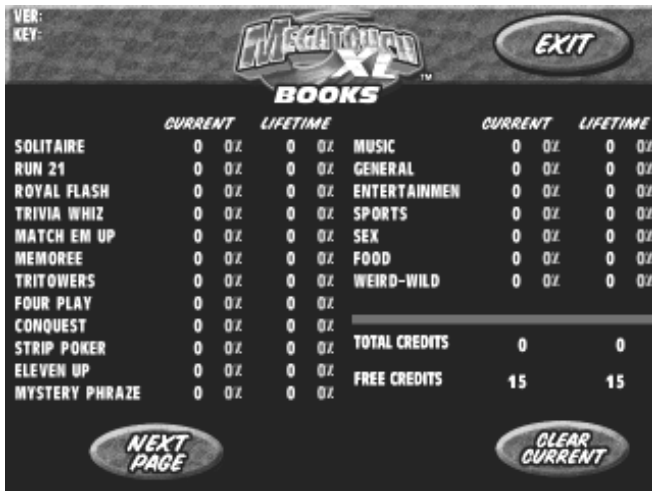## To Enter This Screen Touch "Display Books" At The Setup Screen

Figure 4 - Books Screen

The books screen displays 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).

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

Touch CLEAR CURRENT to erase all current book data.

Touching Trivia Whiz or Power Quiz displays totals by category.
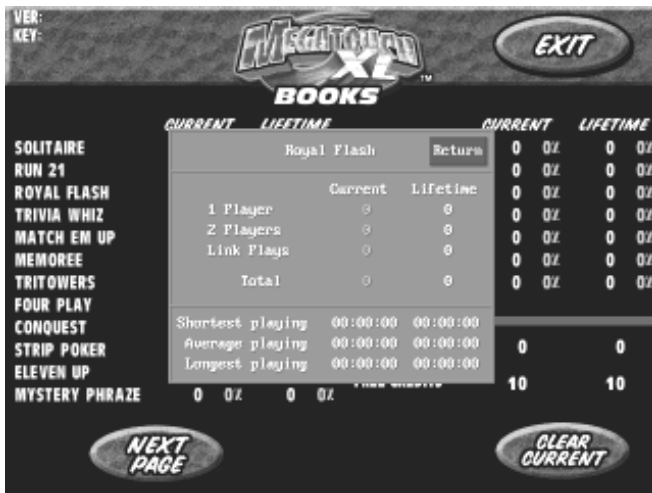

Figure 5 - Books Screen
w/ Time Inset

Megatouch™ BLUE MAXX Video Billboard Operating Instructions

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

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

Figure 6 – Video Billboard Screen with Keyboard

To access the Video Billboard, enter the System Settings screen and touch the VIDEO BILLBOARD icon to display the video billboard keyboard screen.

Video Billboard Icon Functions:

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

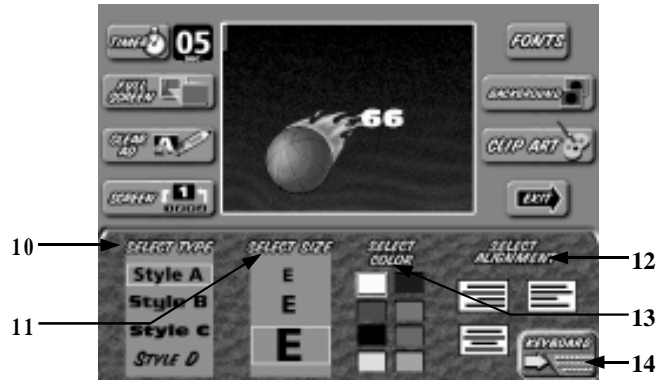| Callout #	Screen Icon	Description
7	Clip Art	This icon displays the clip art selection windows on the bottom half of the screen. From here, the user can select clip art to be used on the displayed screen. Use the scroll bar at the bottom of the screen to move through the clip art. The clip art size can be adjusted by selecting the piece of clip art and then selcting "SMALL", "MEDIUM", or "LARGE" at the bottom of the screen (if you have more than one piece of clip art on the screen, you will need to repeat this action for each piece of clip art.) Once the clip art is displayed on the screen, touching the desired clip art and sliding your finger to the location where you want it placed can move it. Touching the KEYBOARD icon will return you to the keyboard screen
8	Exit	Exits the user to the System Settings screen.
9	Keyboard	The keyboard is used for entering all text onto the displayed screen. Once text is displayed on the screen, touching the text and sliding your finger to the loaction whereyou want the text can move it. The cursor can be moved to a new location by touching the desired location.

Figure 7 - Video Billboard Screen with Font Controls

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

Figure 8 – Video Billboard Screen with Clip Art Controls

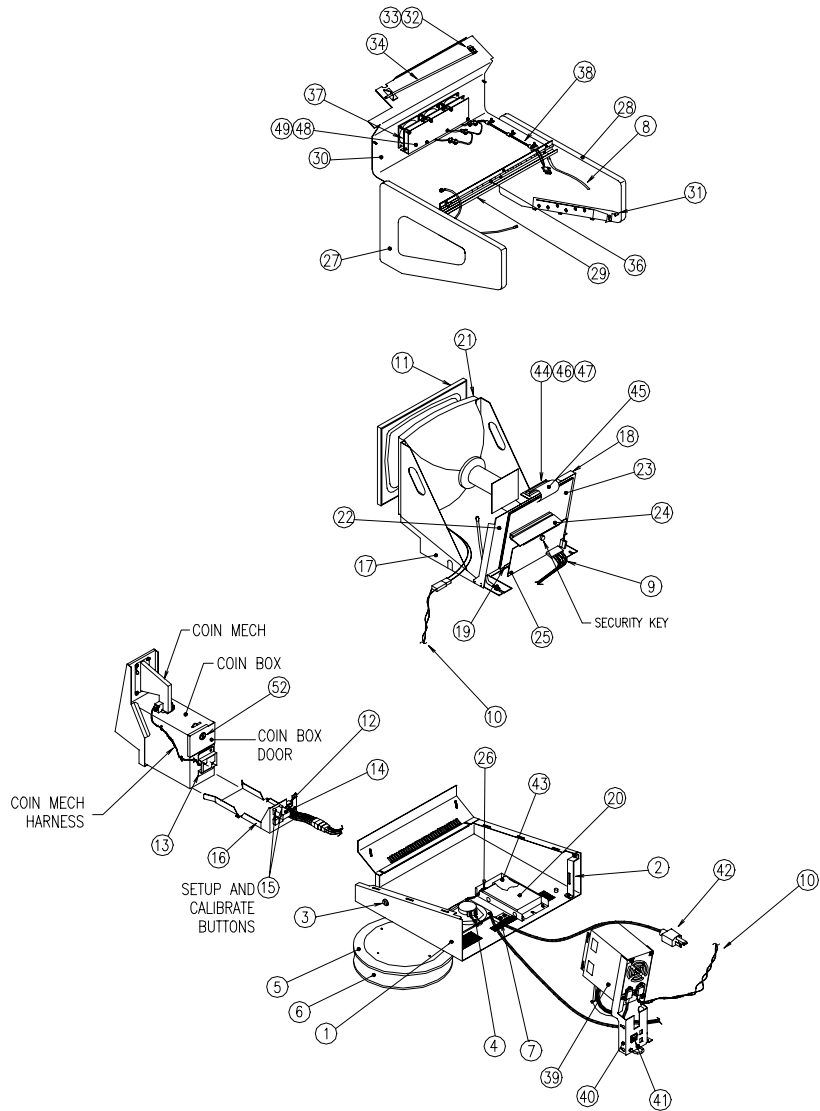| Callout #	Screen Icon	Description of Function
15	Clip Art	Touch a clip art window to select (choose from 33 pieces of clip art)
16	Select Size	Touch to change clip art size (choose from 3 sizes)
17	Scroll Bar	Touch the arrows to scroll through clip art
18	Keyboard	Displays the keyboard

Megatouch™ BLUE MAXX Countertop Parts List

Callout #	PART #	DESCRIPTION
	SA0100-04	**DOMESTIC MEGATOUCH BLUE MAXX COUNTERTOP**
1	MW0009-02	CHASSIS, MAXX
2	MW0015-01	BRACKET, LOCK, CTOP
3	HW8741	LOCK, CIRC, BNT, DIFF, 1/2"
4	SA4084-03	SPEAKER ASSY, 4". W/6-PIN (1 & 2) CONN
5	HW8993-02	LAZY SUSAN, 12" DIA, 15 DEG. STOPS
6	HW8018-01	ANTI-SKID PAD, 11.5" DIA, RA65 RBR
7	MW0038-01	CORD CLAMP
8	HW9001	PLASTIC TUBING
9	SA0108-02	HARNESS, MAIN, MAXX
10	SA0111-01	HARNESS, DISPLAY, AC, CTOP
11	SA5129-01	GASKET/BEZEL ASSY
*	HW8087	TAPE, NEOP, .18W X .38 THK, PSA
*	HW8953	BEZEL, 13" T/S
	SA0102-03	INTFC, CASH SYSTEM
12	CN7508	METRIMATE PLUG
	SA0047-02	COIN BOX HARNESS ASSY
13	CN7507	METRIMATE RCPT, 12 PIN
14	EC9154	COUNTER, 12V FROG EYE MOUNTING
15	SW3005	PB SWITCH, MOMENTARY (SETUP/CALIBRATE)
16	MW0012-01	BRACKET, CONN/COUNTER, CTOP
	SA0104-04	DISPLAY/MOTHERBOARD ASSY
17	MW0010-01	FRAME, DISPLAY, CTOP
18	EC9840	TOUCHSCREEN CONTROLLER, SMT3
19	HW8171-01	PCB GUIDE, 8", SNAP-ON, DEEP CHANNEL
20	SA0200-01	HARD DRIVE ASSEMBLY
*	MW0149-01	HARD DRIVE MOUNTING BRACKET
*	EC0023-01	HARD DRIVE, 3.5 IDE (UNPROGRAMMED)
21	SA0103-01	TOUCHSCREEN/VGA DISPLAY ASSY, 13"
*	EC9377	MONITOR, VGA, 13" (W/CHASSIS BOARD AND FRAME)
*	EC9824	TOUCHSCREEN OVERLAY, 13"
*	HW8078	TAPE, POLYESTER, 1", W/ADH
*	HW8067	TAPE, FOAM, .5W X .03 THK, DBL
22	SA0163-07	MITSUBISHI 586 & I/O, BLUE MAXX
23	EC0026-01	MITSUBISHI 586 BOARD
24	EC0028-01	MITSUBISHI RISER

Callout #	PART #	DESCRIPTION
*	MW0103-01	RIGHT BRACKET, RISER BOARD
*	MW0103-02	LEFT BRACKET, RISER BOARD
25	SA10047-01	PCA, I/O BOARD, CTOP
26	SA0118-02	CABLE, POWER EXTENSION, MAXX
	SA0105-02	BLUE CVR ASSY, CTOP
27	WD0001-03	SIDE PANEL, RIGHT, CTOP
28	WD0001-04	SIDE PANEL, LEFT, CTOP
29	MW0013-01	TOP, CTOP
30	MW0016-01	DOOR, CTOP
31	MW0014-01	PLATE, LATCH, CTOP
32	HW8734-01	LOCK, W/O CAM, 564, 5/8"L (REAR DOOR)
33	MW0024-01	CAM, LOCK (REAR DOOR)
34	MW0023-01	BOLT, LOCK, CTOP
36	MW5164-01	HINGE, REAR DOOR CTTS
37	EC9402-01	FAN 3", 12V, 42.5 CFM
38	SA0117-01	CABLE, POWER EXTENSION, FAN
	SA0106-06	POWER ENTRY ASSY, CTOP, 120V W/O COMM PORTS
39	EC7528-02	POWER SUPPLY, SW, PS/2-PC
40	MW0011-01	BRACKET, POWER SUPPLY, CTOP
41	SW4024	ROCKER SWITCH, DPST, 250V, PANEL MOUNTING
42	EC2008-01	POWER CORD
43	EC2191-05	RIBBON CABLE, 2 X 20PIN, IDE, 24"
44	SA10043-02	PCA, CENN. CONN. BOARD
45	EC2191-06	RIBBON CABLE, 2 X 20PIN, IDE, 7"
46	SA0201-01	CENTRONICS MOUNTING BRACKET ASSEMBLY
47	MW0150-01	CENTRONICS MOUNTING BRACKET
	SA10043-02	PCA, CENTRONICS CONN BOARD, SOCKET
48	SA5117-04	FAN ASSEMBLY, 3", 12V, 2 PIN CONN
49	MW0068-01	COVER, FAN PROTECTOR
52	HW8727	COIN BOX LOCK
		DECALS AND SIGNS
	GL3100-04	DECAL, SIDE PANEL, CTOP
	PM8928-15	BLUE MAXX, SIGN

Callout #	PART #	DESCRIPTION
		COIN MECHS/BILL ACCEPTORS
	SA0040-04	B/A CNBX, CTOP
	EC9796-01	MARS B/A AE2000
	MW0052-01	DOOR, B/A & CNBX, CTOP
	HW8159-01	COIN REJECTOR, IMMONEX 950
		* = not shown

Megatouch™ BLUE MAXX 13" Countertop

COIN MECH

COIN BOX

COIN BOX
DOOR

COIN MECH
HARNESS

SETUP AND
CALIBRATE
BUTTONS

SECURITY KEY

Megatouch™ BLUE MAXX Upright Parts List

Callout #	PART #	DESCRIPTION
	SA3233-04	DOMESTIC MEGATOUCH BLUE MAXX UPRIGHT
1	EC2001	POWER CORD
2	HW8960	LEG LEVELER, 2", 3/8-16 THD
3	MW5001-01	STAY LID, URTS, 19"
4	MW5003-01	BRACKET, CRT ADJUST, LEFT
5	MW5003-02	BRACKET, CRT ADJUST, RIGHT
6	MW5006-01	COVER, PERFORATED, SPEAKER, 4"
7	EC9840	TOUCHSCREEN CONTROLLER BOARD
8	MW0044-01	DOOR LOCK PLATE, UR
9	HW6366	KNURLED MOUNTING POST
*	SA0094-01	CORD, IEC POWER X 42"
	SA0122-01	CABINET, UPRIGHT, FRONT ACCESS
20	HW8711	ANCHOR PLATE FOR CAM LOCK
21	HW8716	564 LOCK, STR CAM, 1 3/8"L
22	HW8756	CAM, BENT, 1/8" OFFSET
23	SA4084	SPEAKER ASSEMBLY, 4"
24	SA5117-05	FAN ASSEMBLY, 3", 12V DC, 2 PIN, W/GUARD
25	HW8989	FAN GUARD, 2.8"
26	SA0058-02	HARNESS, POWER SWITCH, UPRIGHT
27	SW4024	ROCKER SWITCH, DPST, 250V, PNL MTG
28	EC9304-01	FILTER, LINE, 250VAC@6 AMP, IEC
40	SA3209-01	BRACKET ASSEMBLY, METER/TEST SWITCH
41	EC9154-02	COUNTER, 12V, FROG EYE MOUNTING
42	SA3230-01	BEZEL ASSEMBLY, UPRIGHT
43	MW5014-01	BEZEL/HINGE ASSEMBLY, UPRIGHT
44	HW8951-02	BEZEL, MONITOR, UPRIGHT
45	SA3234-04	SHELF, PC/POWER, DOMESTIC BLUE MAXX
46	MW0063-01	PLATE, MTG, PC/POWER
47	EC0007-01	TERMINAL BLOCK, 4 POSITION
48	EC7528-02	POWER SUPPLY, SWT, PS-2/PC
49	EC2191-06	RIBBON CABLE, 2 X 20 PIN, IDE, 7"L
60	SA0163-05	MITSUBISHI 586 BOARD AND I/O
*	EC0026-01	586 MITSUBISHI MOTHERBOARD ASSEMBLY

Callout #	PART #	DESCRIPTION
*	EC0028-01	MITSUBISHI RISER BOARD
*	MW0103-01	RIGHT BRACKET, RISER BOARD
*	MW0103-02	LEFT BRACKET, RISER BOARD
*	MW0177-02	BRACKET, UPPER SUPPORT, MITSUBISHI 586
*	MW0177-03	BRACKET, LOWER SUPPORT, MITSUBISHI 586
*	SA10047-01	PCA, I/O BOARD
61	SA0202-02	DOM HARD DRIVE ASSEMBLY, UPRIGHT
62	EC2191-05	RIBBON CABLE, 2 X 20 PIN, IDE, 24"L
*	MW0201-01	LEFT BRACKET, HARD DRIVE SHOCK MOUNTING
*	MW0201-02	RIGHT BRACKET, HARD DRIVE SHOCK MOUNTING
63	SA0077-01	HARNESS, MAIN, UPRIGHT
64	SA0067-01	HARNESS, VOLUME POT, UPRIGHT
65	SA0063-04	HARNESS, POWER, DLFAN, COMBD
66	SA0079-01	HARNESS, POWER, TOUCHSCREEN CONTROLLER
67	SA0201-01	CENTRONICS MOUNTING BRACKET ASSEMBLY
*	MW0150-01	CENTRONICS MOUNTING BRACKET
68	SA10043-02	PCA, CENTRONICS BOARD
80	SA3202-05	SHELF ASSEMBLY, TS/CRT (VGA)
81	WD2013-01	SHELF, MONITOR MOUNTING, UPRIGHT
82	SA3210-03	TS/CRT (VGA) ASSEMBLY, COLOR, 19"
83	EC9378	CRT, 19" VGA
84	EC9823	OVRLY, T/S, 19"
*	HW8078	TAPE, POLYESTER, 1", W/ADH, BLK
*	HW8067	TAPE, FOAM, .50W, .03THK, DBL, BLK
*	HW8087	TAPE, NPRN, W/PSA, .18THK X .38 W
		SIGNS AND DECALS
*	GL3013-01	RIGHT SIDE DECAL, BLUE MAXX, UPRIGHT
*	GL3013-02	LEFT SIDE DECAL, BLUE MAXX, UPRIGHT
*	GL3015-01	FRONT DECAL, BLUE MAXX, UPRIGHT
		* = not shown

Megatouch™ BLUE MAXX 19" Upright

MEGATOUCH™ BLUE MAXX
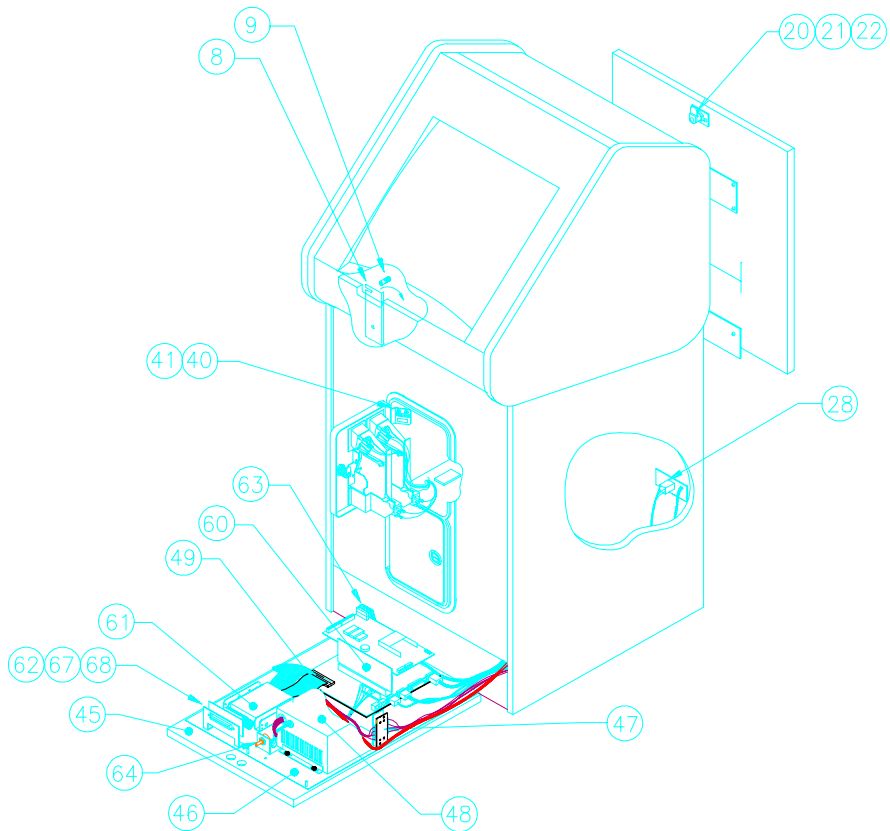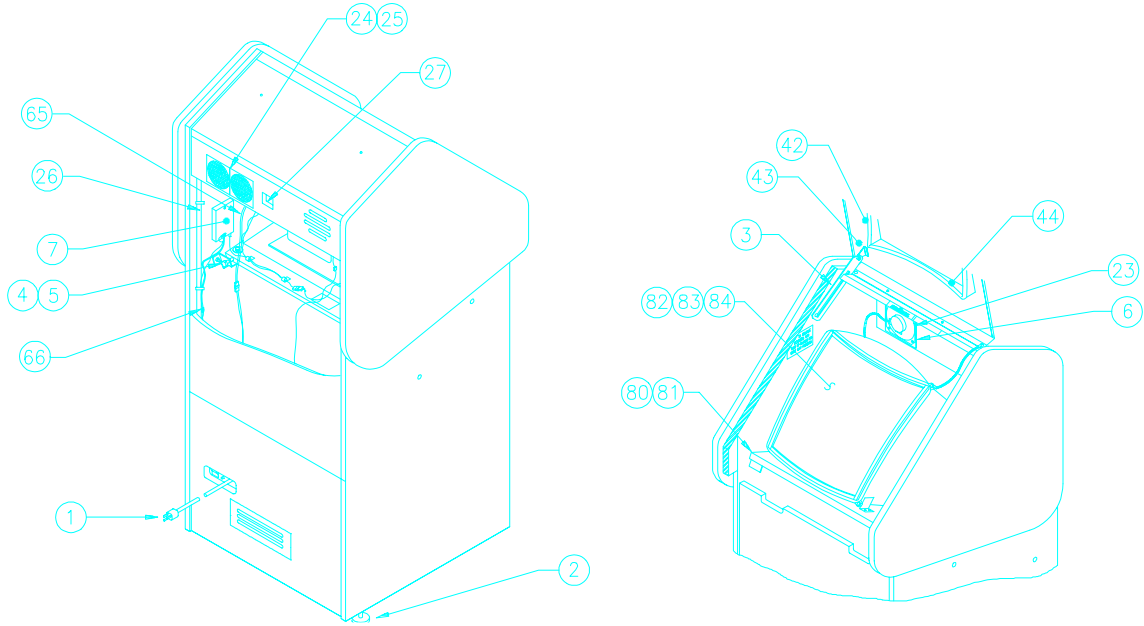
Merit Video Machine Limited Warranty

Merit Industries, Inc. warrants it's video machines to be free from defects in material and workmanship for a period of one year from the date of purchase. The warranty covers all electrical components (except fuses and light bulbs) and printed circuit boards. Other items are covered by warranty periods offered by the original equipment manufacturers.

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

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

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

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

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

In certain instances, due to geographical or other considerations, Merit may offer PCB warranty service on an extended time basis as follows:

(a) User notifies Merit in writing (or FAX) of PCB failure, providing dates of failure, serial numbers and a brief description of failure symptoms.

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

(c) Merit honors warranty as per dates of failure notification.

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