



MAXX™

ELITE

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PM0235-06

Table of Contents

Quick Setup	p. 1
Site Preparation	p. 1
Game Description	p. 2
CPU Section	p. 2
Coin Drawer Section	p. 2
Sidecar Installation	p. 2
Removing an Endcap	p. 2
Attaching a Sidecar	p. 2
Replacing an Endcap	p. 2
General Care and Maintenance	p. 3
Screen Calibration	p. 3
General Circuit Board Handling Information	p. 3
Cleaning the Cabinet	p. 3
Cleaning the Touchscreen Monitor	p. 3
Cleaning the Fans and Vents	p. 3
Megatouch MAXX Elite™ Software	
Options Settings	p. 4
Game Name and Score Needed for Initial Replay	p. 5
Megatouch MAXX Elite™ Game Operation	
Game Setup	p. 6
System Settings	p. 6-7
Game Menu	p. 7
Coin-In Menu	p. 8
Books Screen	p. 9
Megatouch MAXX Elite™ Video Billboard	
Video Billboard Icon Functions	p. 10
Video Billboard Font Controls Screen	p. 11
Video Billboard Clip Art Controls Screen	p. 11
Megatouch MAXX Elite™ Hardware	
Troubleshooting	p. 12-13
Parts List and Illustrations	
Game Illustrations	p. 14-16
Replacement Parts List	p. 17
Warranty and Software License Agreements	
Warranty	p. 19
Software License Agreements	
English	p. 20-21
French	p. 22-23
German	p. 24-25

MEGATOUCH MAXX ELITE™ QUICK SETUP

UNPACKING & SETTING UP YOUR MEGATOUCH MAXX ELITE™ VIDEO GAME

1. Upon opening the carton and removing the packing materials, lift the game out of the box and remove it from the plastic bag. Place the game on a sturdy, level surface.
2. Locate and remove the vinyl pouch containing the manual, warranty card and keys (located on top of, or on the back of, the cabinet). Put the manual, warranty card and keys aside for future use. Clean any adhesive residue that may be left on the cabinet after removing the vinyl pouch.
3. Plug the power cord into a grounded AC outlet.

NOTE: INSIDE THE POUCH ARE TWO SETS OF KEYS: ONE SET UNLOCKS THE REAR DOOR AND THE OTHER SET UNLOCKS THE COIN DRAWER.

4. Locate the power switch on the back of the game and push the rocker switch to the "ON" position.
5. Turn on the game and wait for the game to go through its boot-up sequence. At the completion of the boot-up sequence, the game will display the main menu screen.

ADJUSTING THE VOLUME AND MONITOR CONTROLS

NOTE: THE VOLUME AND MONITOR CONTROLS ARE PRESET AT THE FACTORY AND, THEREFORE, MAY NOT NEED TO BE ADJUSTED.

1. The volume control is accessed through the software; to access the volume control, press the SETUP button located on the connector board in the CPU section of the game, then touch the SYSTEM SETTINGS icon at the Setup Screen, then touch the VOLUME CONTROL icon.
2. Adjust the Monitor Controls, mounted to the back of the LCD screen in the CPU section of the game, as necessary to achieve the desired picture.

Site Preparation

- Plug the game into a grounded electrical outlet.
- Plug the game into 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.
- Place the game on a flat, level and stable surface.
- Place the game in a location that does not interfere with its proper ventilation.
- Make sure that all fans are operating correctly and that airflow is unobstructed. If any fans are not operating, it is important that they be replaced.
- Make sure nothing is placed on top of the cabinet or next to the fan vents that would inhibit the flow of air.

Game Description

The base countertop model has 2 key-locked compartments: the rear door section and the coin drawer section. Each individual sidecar has its own key-locked compartment. Additional sidecars with bill acceptors are also available. 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.

CPU Section

The CPU section is accessible from the rear of the unit in the countertop. The CPU section houses the monitor controls, the CPU and I/O board, the power supply, the main harness, coin meter and the connector board. The security key is located on the I/O board.

Coin Drawer Section

The coin drawer section is accessible from the rear of the unit. This section is key-locked for security purposes. A sturdy metal box located within this section holds all coins deposited into the machine.

Sidecar Installation

You can install a number of sidecar options onto your Megatouch MAXX Elite™ video game. To install a sidecar, you will need to remove an endcap, attach the desired sidecar and then reattach the endcap.

Removing an Endcap

To remove an endcap from the game:

1. Unlock and open the rear door of the game (or the rear door of sidecar, if already attached) to gain access to the endcap latches.
2. Press firmly against the endcap, pull the bottom endcap latch out of its notch and push upward into the upper notch to unlock (see Figure 10 on page 14).
3. Repeat the above procedure for the top latch of the endcap (see Figure 10 on page 14).
4. Remove the endcap from the game.

Attaching a Sidecar

After you have removed the endcap, you can now attach a sidecar.

To attach a sidecar:

1. Attach the sidecar spacer to the side of the game by lining up the holes on the spacer with the studs on the game chassis (see Figure 9 on page 14).
2. Next, attach the sidecar to the side of the game by lining up the holes on the sidecar with the studs on the game chassis (see Figure 9 on page 14).

NOTE: BOTH THE SIDECAR SPACER AND THE SIDECAR ITSELF SHOULD BE FLUSH AGAINST THE FRONT OF THE GAME.

3. Using Figure 11 as a reference, connect the sidecar connector harness to the connector board in the CPU section of the game.

Replacing an Endcap

Once you have installed the sidecar, you will need to reattach the endcap to the game.

To replace the endcap:

1. Unlock and open the rear door of game (or the rear door of sidecar, if already attached).
2. Line up the studs on the endcap with the holes on the sidecar (See Figure 9 on page 14).

NOTE: MAKE SURE THAT THE ENDCAP IS FLUSH AGAINST THE FRONT OF THE GAME BEFORE LOCKING INTO PLACE.

3. Press firmly against the endcap, pull the bottom endcap latch out of the top notch and push downward into the lower notch to lock the sidecar into place (see Figure 10 on page 14).
4. Repeat the above procedure for the top latch of the endcap.
5. Close and lock the rear door of the game or sidecar.

General Care and Maintenance

NOTE: *THIS GAME SHOULD 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. GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.*

Screen Calibration

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

- Locate the black calibrate button on the connector board 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 and released, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.
- Touch the "EXIT" icon.

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.

Cleaning the Touchscreen Monitor

- The touchscreen glass should be cleaned with a damp cloth and isopropyl alcohol or a non-ammonia cleanser.

NOTE: *DO NOT USE ANY ABRASIVE OR VINEGAR-BASED CLEANSERS, AS THEY WILL DAMAGE THE TOUCHSCREEN.*

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.

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

Megatouch 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™ 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 CATEGORY? 3
	YES	NO	MATCH 'EM UP BABES AND HUNKS? 3
	YES	NO	MEMOREE BABES AND HUNKS? 3
	YES	NO	TRIVIA SEX CATEGORY? 3
	YES	NO	PIXXIX BABES AND HUNKS? 3
	YES	NO	PHOTOHUNT EROTIC CATEGORY? 3
SET 4	YES	NO	PLAYER SELECTABLE LANGUAGE?
	OTHER	ENG	DEFAULT LANGUAGE?
	NO	YES	LANGUAGE BUTTONS HAVE FLAGS?
	YES	NO	SOLITAIRE FREE GAME?
	YES	NO	TRIVIA/SNAP SHOT SHOW CORRECT ANSWER?
	4/300K	5/1M	TRIVIA ROUNDS/BONUS?
	YES	NO	POWER SOLITAIRE SPLIT COLUMN MOVE?
	YES	NO	POWER SOLITAIRE FREE GAME?
	\$/¢	¢/REDS	PRICE DISPLAY?
	YES	NO	STRIP POKER MOAN SOUNDS? 3
	YES	NO	STRIP POKER REWINDS ON LOSS? 3
	NO	YES	AUTO CLEAR HI-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
	NO	YES	SHOW DECK CARDS?
	SHORT	LONG	FAN TIME? 7
	YES	NO	ALLOW GAME CONTINUE?
	YES	NO	ALLOW BONUS REPLAY? 8
	NO	YES	FREEPLAY ENABLED?
	NO	YES	EASY MODE ENABLED? 9
	NO	YES	POWER TRIVIA CATEGORY SAME FOR ALL?
	YES	NO	POWER TRIVIA CONSOLATION QUESTION?
	NO	YES	CONTINUOUS BONUS ROUND?
	YES	NO	GOLF HAS WOMEN?
	3/G	5/R	PHOTOHUNT HINTS?
	YES	NO	TRITOWERS FACE-UP PLAYER SELECTABLE?
	NO	YES	ENABLE THEFT DETERRENT? 10
	1	2	TOUCHSCREEN MODE? 11

***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.**

- 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." For more information on 6 stars, see System Settings.
- 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 Phrase. The following table 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).
- 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).
- 10 Setting this to "YES" enables the Theft Deterrent. If you choose to enable this option, the game will automatically shut down at specified intervals and you will need to reactivate the game by entering a personal identification number. If you select "YES", the game will prompt you for a four to eight digit pin number. It will then prompt you to choose the intervals that you want the game to activate the Theft Deterrent mode. Select 1 week, 2 week, 3 week, or 4 week intervals. In order to avoid the system shutdown, you must turn off the Theft Deterrent and turn it back on again before the end of the time interval that you have selected.
- 11 Touchscreen mode offers 2 options for touchscreen settings. Mode 1 is standard (default). It is the recommended setting for most locations. This setting allows for normal play. Mode 2 is an added feature used for faster play and reaction time of the touchscreen. This mode is enhanced for intensive play. When set to mode 2, certain environmental conditions may cause slight touchscreen drift. If this occurs, return to Mode 1.

**Game Name and Score Needed
for Initial Replay**

Great Solitaire, Power Solitaire, Route 66, and Super Route 66 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.

Solitaire	45,000
Run 21	250,000
Royal Flash	300,000
Match'Em Up	200,000
Memoree	300,000
Tri-Towers	125,000
Four Play	1,500,000
Conquest	30,000
Strip Poker	No Replay
11-Up	125,000
Mystery Phrase	325,000
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
Quik Cell	100,000
Tai Play	240,000
Golf	No Replay
Tennis Ace	No Replay
Puck Shot	3,000
Pile On	No Replay
Take 2	110,000
Double Solitaire	No Replay

Mega Link Trivia	No Replay
Merry Maidens	125,000
Eleven Ball	125,000
Chug 21	250,000
Funky Monkey	110,000
Hooter	No Replay
Power Trivia	No Replay
Trip Flip	150,000
3 Blind Mice	150,000
Route 66	50,000
Super Route 66	55,000
Fast Lane	100,000
Snapshot	No Replay
Lookout	400,000
Monster Madness	400,001
GO-O-O-AL	No Replay
Air Shot	No Replay
Pharaoh's 9	No Replay
Pile High	400,000
Wild 8's	400,000
QB Zone	65,000
Wild Apes	400,000
Quintzee	60,000
Astro Joe	120,000
Jumble Safari	125,000
Outer Spades	75,000
Hearts	65,000
Quiz Show	45,000
Boxxi	850,000
Moon Drop	160,000
Euchre Nights	5,000
Trivia Whiz	No Replay

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

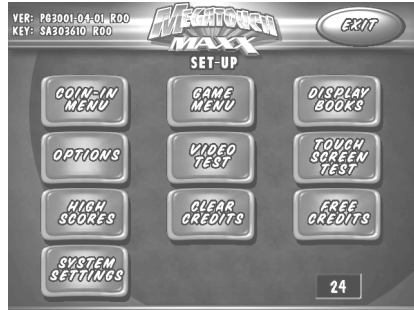


Figure 1 - Game Setup Screen

To Enter This Screen, Touch “System Settings” At The Setup Screen



Figure 2- System Settings Screen

Game Setup

The Game Setup controls allow the operator to access the following screens:

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, 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 following 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.
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	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.
TournaMAXX	Brings up the Tournament Set-Up Screen. This is used only after you have registered your game for TournaMAXX™ play.

***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, and Screen Calibration 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 left side of the screen shows the various game menu names. The fields to the right show the game positions available, with the price for each game. The list at the bottom shows all games available for that category. The lower buttons will reset the selected game menu to the default setting (DEFAULT), clear all of the games from the player's game menu (CLEAR), clear the selected item from the player's game menu (CLEAR 1), 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 on the left side 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 bottom of the screen. That game will now appear in the menu (a game cannot appear in a game list more than once). Games currently in the displayed category will appear shaded in the game list on the right. 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.

NOTE: 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	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	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 currency), 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

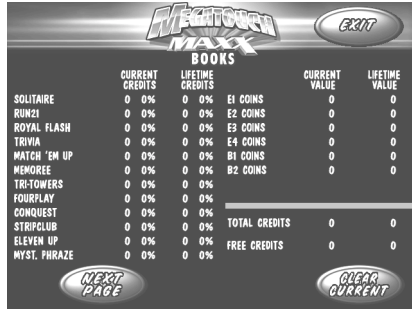


Figure 4 - Books Screen

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).

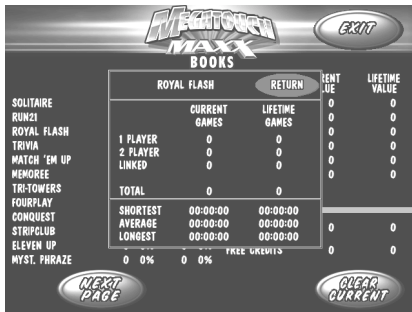


Figure 5 - Books Screen w/ Time Inset

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.

NOTE: TOUCHING TRIVIA WHIZ OR POWER TRIVIA DISPLAYS TOTALS BY CATEGORY.

Megatouch MAXX™ Video Billboard Operating Instructions

The Megatouch 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.

The Video Billboard also allows you to add 3 advertising screens that you create on your personal computer. These screens are in addition to the 6 screens that can be created directly on the game. To create these new screens, you will need a personal computer with a PC card reader/writer, a graphics program to create graphics and two 8 MB PC cards. Complete instructions can be found on the Merit Industries website (www.meritind.com).

To Enter This Screen, Enter The System Settings Screen and Touch Video Billboard



Figure 6 – Video Billboard Screen with Keyboard

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.
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 selecting "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 location where you want the text can move it. The cursor can be moved to a new location by touching the desired location.

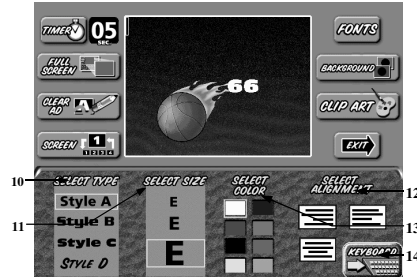


Figure 7 - Video Billboard Screen with Font Controls

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

Merit Industries, Inc.
Troubleshooting Guide for *Megatouch MAXX™ Games*

Refer to the list below if you are experiencing a problem with your Megatouch MAXX Game

PROBLEM	CORRECTIVE ACTION	COMMENT
No Power, Game reboots/monitor seems to power cycle	<ul style="list-style-type: none"> • Check that the power cord is connected to a live outlet. • Check that the power switch is turned 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. 	<ul style="list-style-type: none"> • Live outlet is an outlet powered with electricity. • The power switch is located in the rear of the game. • The power cord is plugged into the power supply inside the game.
No Video.	<ul style="list-style-type: none"> • Check that the game is powered and turned ON. • Check that the monitor is connected to the game motherboard. • Check that the power is connected to the monitor and the motherboard. • Make sure the RAM DIMM is properly seated. 	<ul style="list-style-type: none"> • See No Power under PROBLEM. • The monitor connection is located inside the rear compartment of the game. • The monitor is powered from a connection on the game power harness, located in the CPU section on countertops.
Touchscreen does not work. (Microtouch)	<ul style="list-style-type: none"> • Verify that the touchscreen controller is connected to power. • Verify that the touchscreen controller is operating. • Verify that the touchscreen controller is connected to the motherboard. • Make sure the screen is not scratched. • Make sure no metal is touching the screen. • Check COM1 setting during boot-up. • Check for proper ground. 	<ul style="list-style-type: none"> • The touchscreen controller is a small box mounted inside the rear compartment of the game. On a game with a Microtouch controller, an LED is illuminated when power is applied. When operating, the LED will change intensity when the screen is touched. • Check for proper connection of the controller power lead with the power harness. The connection is made near the controller in the CPU section of the game. • If the screen is scratched, it must be replaced. • The controller is connected to COM 1 input on the motherboard in the CPU section of the game. • If COM 1 is bad, the motherboard needs to be replaced.
Poor picture quality.	<ul style="list-style-type: none"> • Adjust <i>Brightness, Contrast, Horizontal, and Vertical</i> controls. 	<ul style="list-style-type: none"> • Monitor controls are located in the CPU section of the game.
NO SOUND DRIVER, INVALID KEY.	<ul style="list-style-type: none"> • Make sure that the riser card is correctly installed and seated. 	<ul style="list-style-type: none"> • Riser card is the printed circuit board connecting the I/O board to the motherboard. Riser card must be fully inserted in the socket.

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Troubleshooting Guide for **Megatouch MAXX™ Games** continued

Refer to the list below if you are experiencing a problem with your Megatouch MAXX Game

PROBLEM	CORRECTIVE ACTION	COMMENT
ERROR - INVALID KEY	<ul style="list-style-type: none"> Check the Dallas Key. Verify that it is installed, not damaged and seated tight. Bad I/O riser connection. 	<ul style="list-style-type: none"> The Dallas Key is the button-shaped disc with a spoon handle located on the I/O board.
Game locks up, Game graphics incorrect.	<ul style="list-style-type: none"> Perform two-button memory clear. 	<ul style="list-style-type: none"> Two-Button Clear: <ol style="list-style-type: none"> Turn game power off. Depress and hold the <i>Calibrate</i> and <i>Set-Up</i> buttons located on the connector board in the CPU section in countertops. With <i>Calibrate</i> and <i>Set-Up</i> depressed, turn game power on. Release <i>Calibrate</i> and <i>Set-Up</i> buttons when 2-Button Clear Detected is displayed on screen. 2-Button Clear Complete.
No sound, Game volume low.	<ul style="list-style-type: none"> Adjust volume control. Make sure speaker harness is plugged in. Sound harness is disconnected or damaged. 	<ul style="list-style-type: none"> Speaker harness is connected at J9 on I/O board. Headphone jack of sound harness is connected at PL101 on the motherboard and the other end of the sound harness connects to J11 on the I/O board.
Game volume loud, Sound distorted.	<ul style="list-style-type: none"> Turn volume down. 	<ul style="list-style-type: none"> The volume controls can be accessed through the System Settings screen in the MAXX Setup software.
Operating system not found	<ul style="list-style-type: none"> Ribbon cable from hard drive to motherboard is loose. 	<ul style="list-style-type: none"> Make sure each end of the ribbon cable is securely in place.
Meter not advancing.	<ul style="list-style-type: none"> Check connection at I/O board. 	<ul style="list-style-type: none"> Check wiring at <i>J3 METER</i> connector on I/O board in the CPU section of the game.
COIN JAM, A continuous tone emits from the game.	<ul style="list-style-type: none"> Check for coin(s) jammed in coin mech. If the game emits the coin jam indicator sound when powered up, the NORMALLY CLOSED contacts of the coin mechanism are being used. The NORMALLY OPEN contacts must be used. 	<ul style="list-style-type: none"> Unlock the rear door of the game to gain access to the coin mech.

Megatouch MAXX Elite™ Countertop Parts and Images

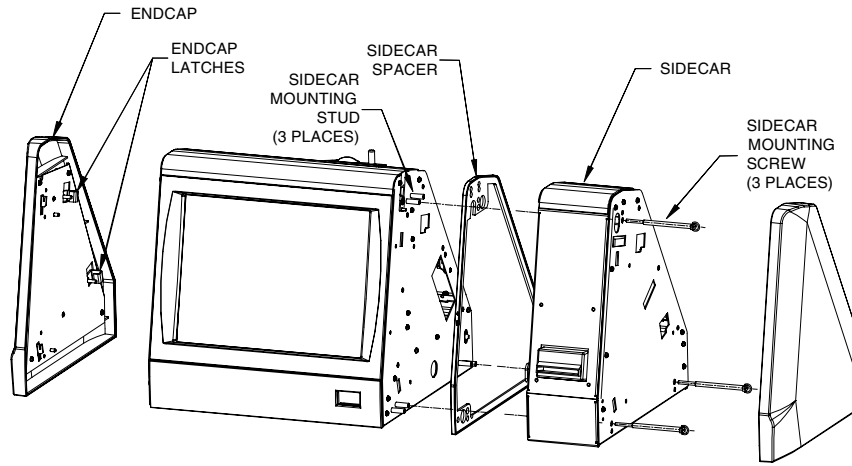


FIGURE 9 - SIDECAR INSTALLATION

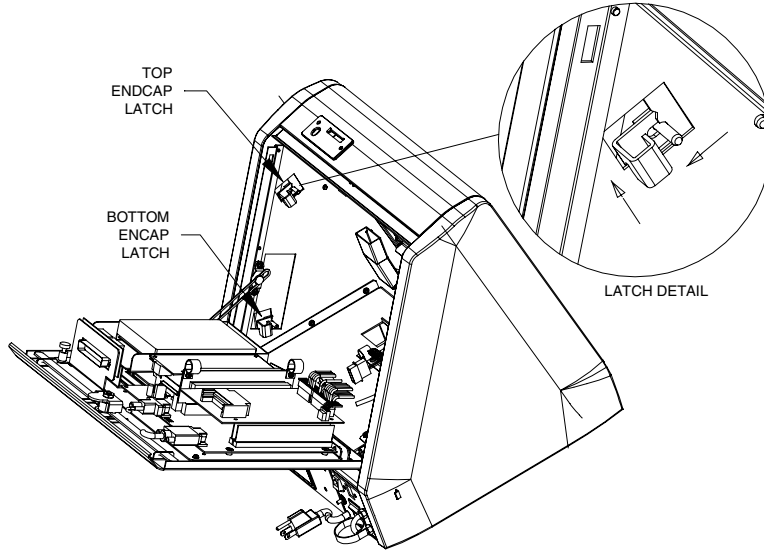


FIGURE 10 - ENDCAP LATCHES

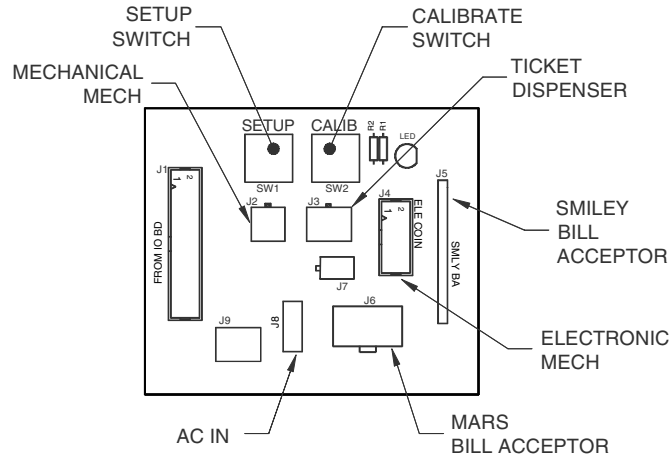


FIGURE 11 - CONNECTOR BOARD

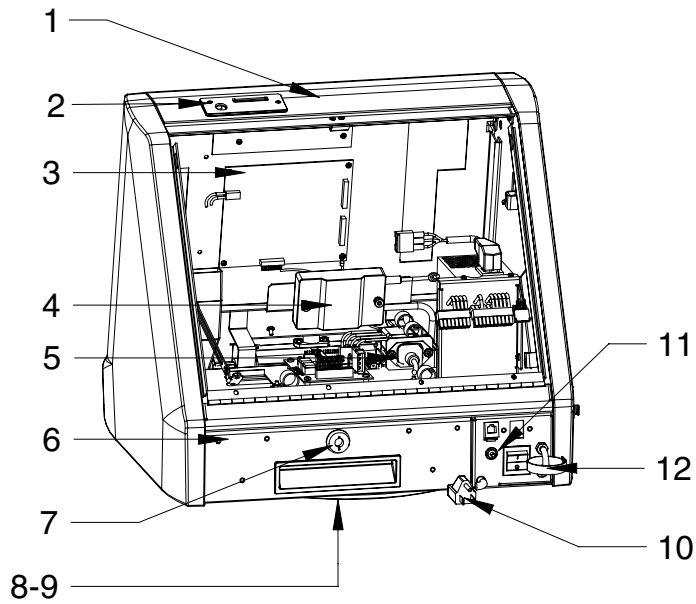


FIGURE 12 - CPU SECTION (REAR VIEW)

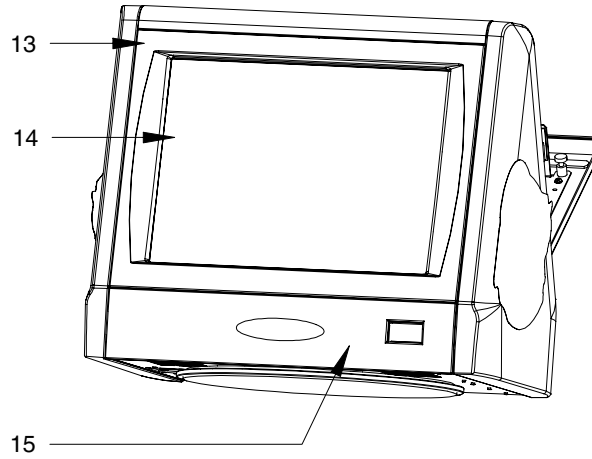


FIGURE 13 - FRONT ISO VIEW

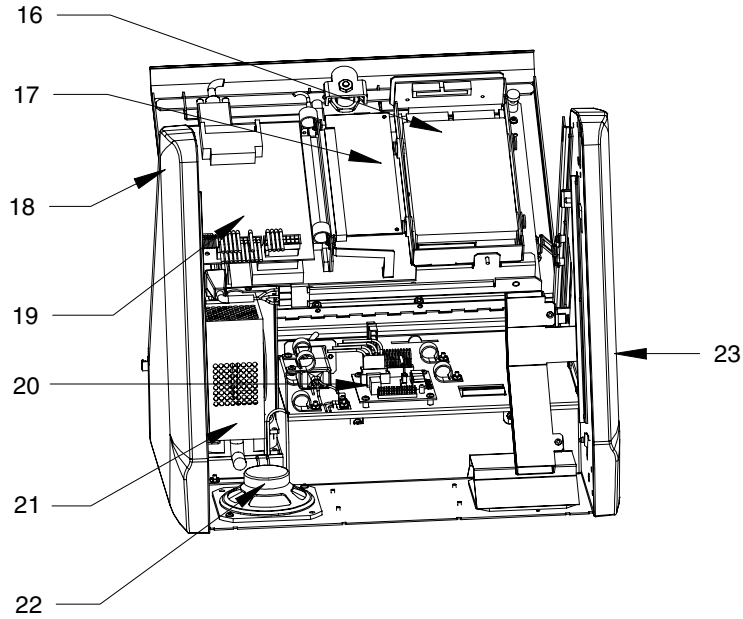


FIGURE 14 - FRONT VIEW (CPU SECTION)

ELITE Maxx Parts list

Call Out#	Part Number	Description
1	MP0002-06	ELITE MAXX TOP COVER
2	HW8031-01	COIN ENTRY PLATE
3	EC9381-01	LCD DISPLAY
4	EC9840-01	TOUCHSCREEN CONTROLLER
5	EC9304-01	LINE FILTER
6	SA0240-03	ELITE MAXX COIN BOX DRAWER
7	HW8733-05	CASH BOX LOCK
8	HW8993-02	LAZY SUSAN
9	HW8018-01	ANTI-SKID PAD
10	EC2001	LINE CORD
11	EC3040	CIRCUIT BREAKER
12	HW1310	U BOLT
13	MP0009-04	ELITE MAXX BEZEL ASSEMBLY
14	EC9381-01	15 LCD DISPLY
14a	EC9850-01	TOUCHSCREEN
15	SA0238-02	ELITE MAXX FRONT, LOWER COVER ASSEMBLY
15a	MP0005-06	ELITE MAXX FRONT COVER
16	PA3002-XX	PROGRAMMED HARD-DRIVE ASSEMBLY
17	EC0028-02	MITSUBISHI 2 SLOT RISER BOARD
18	MP0001-07	ELITE MAXX LEFT END CAP
19	SA0163-08	586 MITSUBISHI MOTHERBOARD ASSEMBLY
20	SA10052-01	COIN DISTRIBUTION BOARD
21	EC7531-01	ELITE MAXX POWER SUPPLY
22	SA4084	4 SPEAKER ASSEMBLY
23	MP0001-08	ELITE MAXX RIGHT SIDE END CAP

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- (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.
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Beschränkungen

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

Haftungsbeschränkung

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

Allgemein

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