



I/O Card & Applicable Game Model Motherboard	SA10023-01 CRT-500 Zeus I/O Megatouch XL CD based games	SA10047-01-0A MAXX I/O “Heavy” Megatouch MAXX HDD based games (CD based games applicable with optional EPROM, FLASH, & NOVRAM installed and enabled)	SA10047-01-0B MAXX I/O “Lite” Megatouch MAXX HDD based games	SA10047-01-0C MAXX I/O “Heavy” (with U2 modification) Megatouch MAXX HDD based games	SA10047-01-0D MAXX I/O “Lite” (with U2 modification) Megatouch MAXX HDD based games	SA10051-01 MAXX I/O “Mini” Megatouch MAXX HDD based games	SA10051-02 MAXX I/O Megatouch MAXX HDD based games
	DeAmertek 486 SA0101-01	• Requires Merit Riser SA10025-01-0A NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE
	Telco 486 SA0101-03	• Requires Telco Riser card EC0013-01 NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE
	Telco 586 EC0026-02	• Requires Telco Riser card EC0013-01	• Requires Telco Riser card EC0013-01	• Requires Telco Riser card EC0013-01	• Requires Telco Riser card EC0013-01	• Requires Telco Riser card EC0013-01	NOT COMPATIBLE
	Mitsubishi 586 EC0026-01	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02 • Rev “G” I/O Card and higher only compatible (SA10023-01-0G)	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02	NOT COMPATIBLE
	Mitsubishi 586 w/Audio EC0026-03	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02 • Rev “G” I/O card and higher only compatible (SA10023-01-0G) • Audio Jumper <u>PL19-AUD</u> on M/B <i>must</i> be disabled	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02 • Audio Jumper <u>PL19-AUD</u> on M/B <i>must</i> be disabled	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02 • Audio Jumper <u>PL19-AUD</u> on M/B <i>must</i> be disabled	• Requires Mitsubishi Riser card EC0028-01 or EC0028-02 • Audio Jumper <u>PL19-AUD</u> on M/B <i>must</i> be disabled	• Requires Mitsubishi Riser card EC0028-01 • Audio jumper <u>PL19-AUD</u> on M/B <i>must</i> be enabled	• Requires Mitsubishi Riser card EC0028-01 • Audio jumper <u>PL19-AUD</u> on M/B <i>must</i> be enabled

REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



I/O Card & Applicable Game Model	SA10023-01	SA10047-01-0A	SA10047-01-0B	SA10047-01-0C	SA10047-01-0D	SA10051-01	SA10051-02
	CRT-500 Zeus I/O Megatouch XL CD based games	MAXX I/O “Heavy” Megatouch MAXX HDD based games (CD based games applicable with optional EPROM, FLASH, & NOVRAM installed and enabled)	MAXX I/O “Lite” Megatouch MAXX HDD based games	MAXX I/O “Heavy” (with U2 modification) Megatouch MAXX HDD based games	MAXX I/O “Lite” (with U2 modification) Megatouch MAXX HDD based games	MAXX I/O “Mini” Megatouch MAXX HDD based games	MAXX I/O Megatouch MAXX HDD based games
	Motherboard						
Itox 586 w/Audio, INTEL EC0026-04	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Rev “G” I/O card and higher only compatible (SA10023-01-0G) - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 - Audio jumper <u>PL19-AUD</u> on M/B <i>must be enabled</i>	- Requires Mitsubishi Riser card EC0028-01 - Audio jumper <u>PL19-AUD</u> on M/B <i>must be enabled</i>
Itox 586 w/Audio no cache RISE EC0026-08	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Rev “G” I/O card and higher only compatible (SA10023-01-0G) - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 or EC0028-02 - Audio Jumper <u>PL19-AUD</u> on M/B <i>must be disabled</i>	- Requires Mitsubishi Riser card EC0028-01 - Audio jumper <u>PL19-AUD</u> on M/B <i>must be enabled</i>	- Requires Mitsubishi Riser card EC0028-01 - Audio jumper <u>PL19-AUD</u> on M/B <i>must be enabled</i>
Unicorn 586 w/Audio, RISE EC0026-09	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	Requires Unicorn Riser EC0028-03	Requires Unicorn Riser EC0028-03

REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



Visual identification of the various Motherboards, I/O boards, and Riser boards used in the Merit Megatouch XL and MAXX series games.

DeAmertek 486 Motherboard

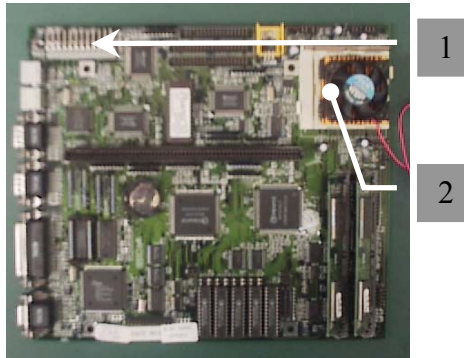
Merit # SA0101-01

Use:

- ❑ Megatouch XL games 1996 - 1997

Identifying Features:

1. Power connector location.
2. Processor location.



Telco 486 Motherboard:

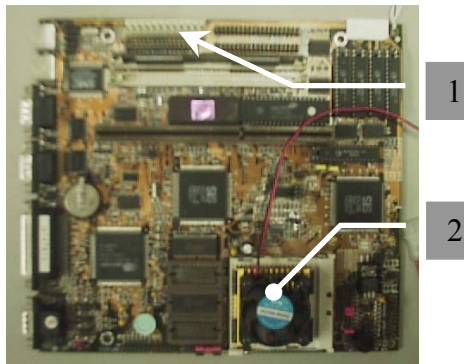
Merit # SA0101-03

Use:

- ❑ Megatouch XL games 1996 - 1998

Identifying features:

1. Power connector location
2. Processor location



Telco 586 Motherboard:

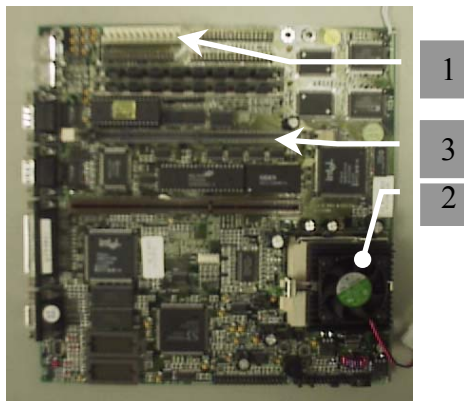
Merit # EC0026-02

Use:

- ❑ Megatouch MAXX games 1998

Identifying features:

1. Power connector location
2. Processor location
3. Unused DIMM socket



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



Mitsubishi 586 Motherboard:

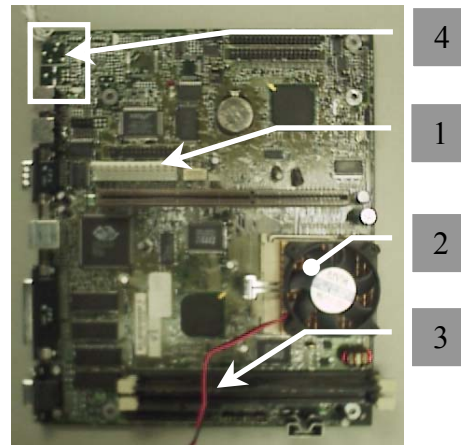
Merit # EC0026-01

Use:

- ❑ Megatouch MAXX games 1998 - 1999

Identifying features:

1. Power connector location
2. Processor location
3. DIMM socket: 1 used
4. No audio (1/8" round) connectors next to mouse (PS2) connector



Mitsubishi 586 Motherboard with Audio:

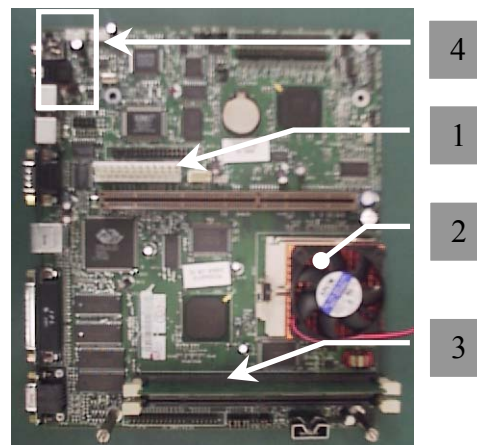
Merit # EC0026-03

Use:

- ❑ Megatouch MAXX games 1999 - 2000

Identifying features:

1. Power connector location
2. Processor location
3. DIMM socket: 1 used
4. Two audio (1/8" round) connectors next to mouse (PS2) connector.



Itox 586 Motherboard with Audio:

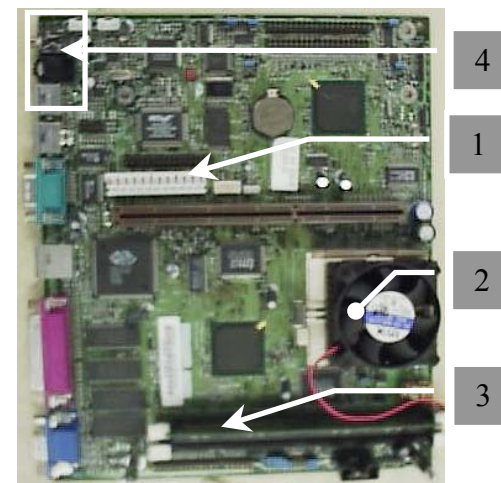
Merit # EC0026-04 (INTEL),

Use:

- ❑ Megatouch MAXX games 2000 - 2002

Identifying features:

1. Power connector location
2. Processor location
3. DIMM socket: 1 used
4. Two audio (1/8" round) connectors next to mouse (PS2) connector.



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



Itox 586 Motherboard with Audio:

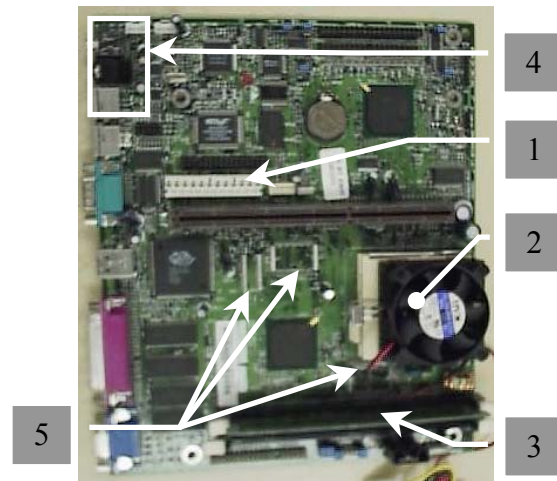
Merit # EC0026-08 (RISE)

Use:

- ❑ Megatouch MAXX games 2000 - 2002

Identifying features:

1. Power connector location
2. Processor location
3. DIMM socket: 1 used
4. Two audio (1/8" round) connectors next to mouse (PS2) connector.
5. No cache (IC31, IC21, IC24)



Unicorn 586 Motherboard with Audio:

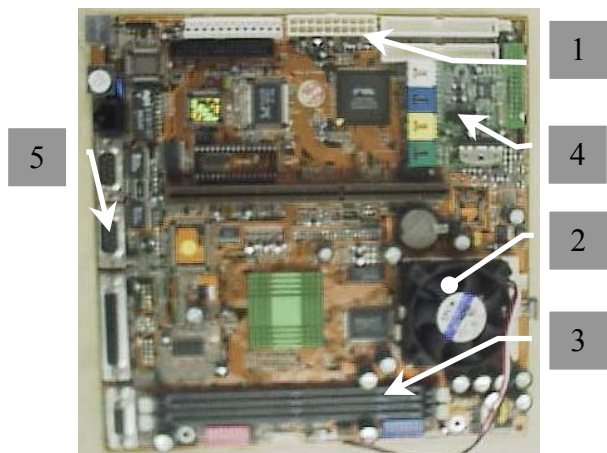
Merit # EC0026-09

Use:

- ❑ Megatouch MAXX games 2001
- ❑ XL to MAXX kits 2001 - present

Identifying features:

1. Power connector location
2. Processor location
3. DIMM socket: 1 used
4. Audio daughterboard
5. DB connectors face up



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



merit industries, inc

CRT-500 Zeus Megatouch XL I/O Card:

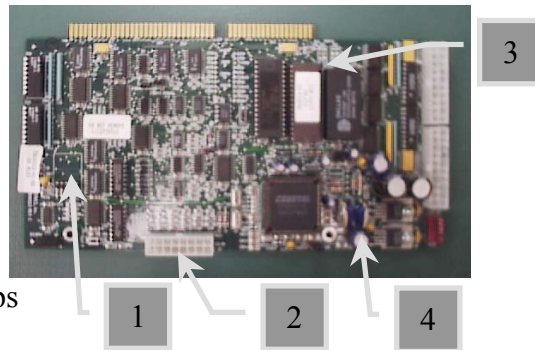
Merit # SA10023

Use:

- Megatouch XL games

Identifying features:

1. *Square* security key
2. Location of “coin input” connector
3. Flash, NOVRAM, & EPROM, chips
4. Volume potentiometer



Millennium “Heavy” Megatouch MAXX I/O Card:

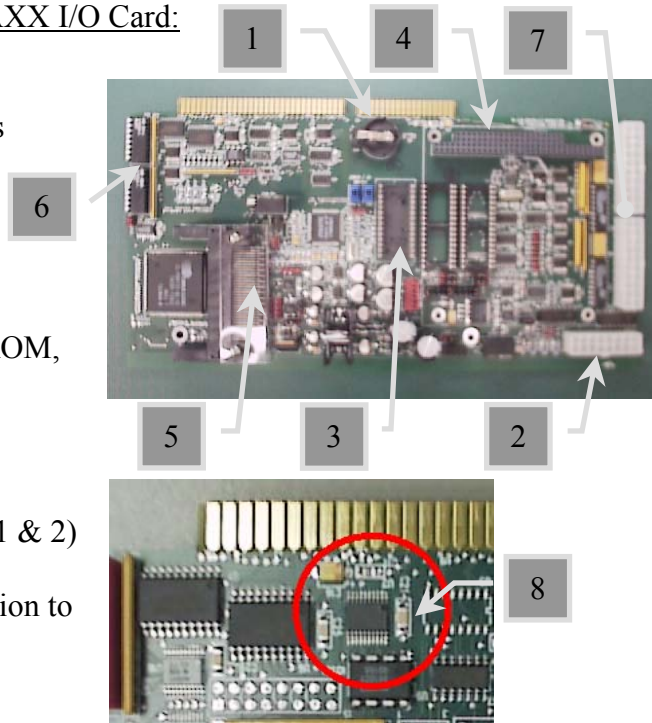
Merit # SA10047-01-0A

Use:

- Megatouch MAXX games

Identifying features:

1. *Round* security key
2. Location of “coin input” connector
3. Flash, NOVRAM, & EPROM, sockets (components not installed)
4. PC104 connector
5. PCMCIA connector.
6. 16 “option” switches (DS1 & 2)
7. 2 “lamp” connectors
8. No wire jumper modification to the U2 circuit area



Merit # SA10047 Series I/O Card:

Audio Jumper settings

GAME TYPE	JUMPER JP21	JUMPER JP22	# OF SPEAKERS
<i>Blue Maxx</i> Countertop	1 - 2	1 - 2	1
<i>Blue Maxx</i> Upright	1 - 2	1 - 2	1
<i>MAXX</i> Countertop	1 - 2	1 - 2	3
<i>MAXX</i> Upright	2 - 3	2 - 3	2

REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



merit industries, inc

Millennium “Lite” Megatouch MAXX I/O Card:

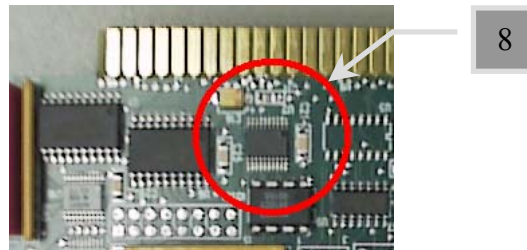
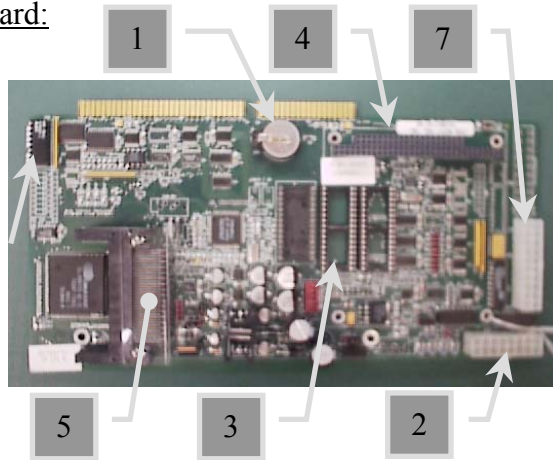
Merit # SA10047-01-0B

Use:

- ❑ Megatouch MAXX games

Identifying features:

1. *Round* security key
2. Location of “coin input” connector
3. Flash, NOVRAM, & EPROM, sockets *not* installed (*photo shows sockets installed*)
4. PC104 connector
5. PCMCIA connector.
6. 8 “option” switches (DS1) [space for second set of switches]
7. 1 “lamp” connector [space for second connector]
8. No wire jumper modification to the U2 circuit area



Millennium “Heavy” Megatouch MAXX I/O Card: (*with U2 Modification*)

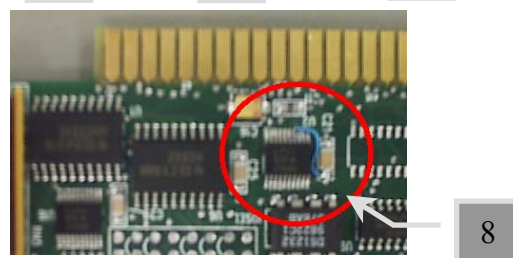
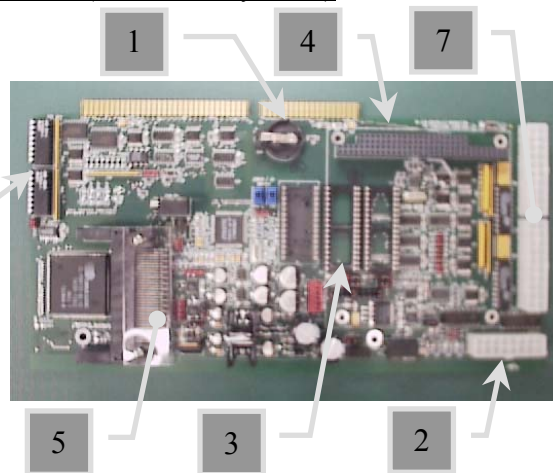
Merit # SA10047-01-0C

Use:

- ❑ Megatouch MAXX games

Identifying features:

1. *Round* security key
2. Location of “coin input” connector
3. Flash, NOVRAM, & EPROM, sockets (components not installed)
4. PC104 connector
5. PCMCIA connector.
6. 16 “option” switches (DS1 & 2)
7. 2 “lamp” connectors
8. Wire jumper modification to the U2 circuit area.



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



Millennium “Lite” Megatouch MAXX I/O Card: (with U2 Modification)

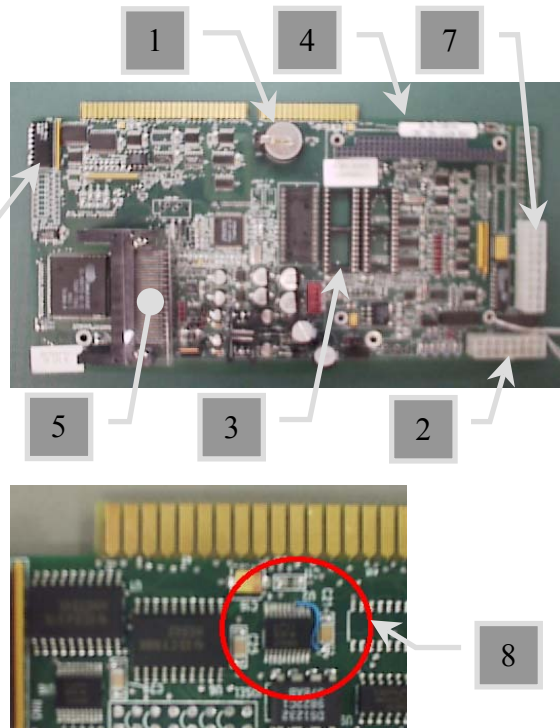
Merit # SA10047-01-0D

Use:

- ❑ Megatouch MAXX games

Identifying features:

1. *Round* security key
2. Location of “coin input” connector
3. Flash, NOVRAM, & EPROM, sockets *not* installed (*photo shows sockets installed*)
4. PC104 connector
5. PCMCIA connector.
6. 8 “option” switches (DS1) [space for second set of switches]
7. 1 “lamp” connector [space for second connector]
8. Wire jumper modification to the U2 circuit area.



Millennium “Mini” Megatouch MAXX I/O Card:

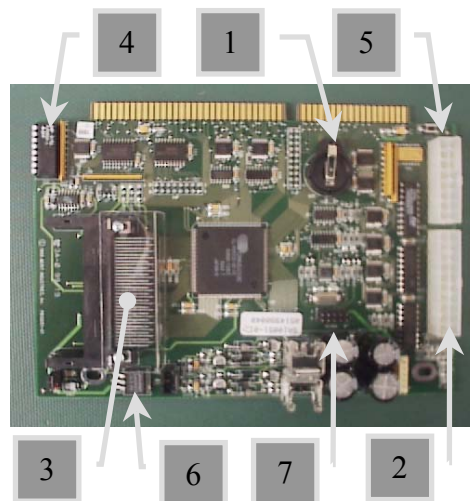
Merit # SA10051-01

Use:

- ❑ Megatouch Slim MAXX games

Identifying features:

1. *Round* security key
2. Location of “coin input” connector (larger than previous)
3. PCMCIA connector.
4. 8 “option” switches (DS2)
5. 1 “lamp” connector (smaller than previous)
6. Audio input connector
7. Nova Printer Port



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



merit industries, inc

Millennium “Mini” Megatouch MAXX I/O Card:

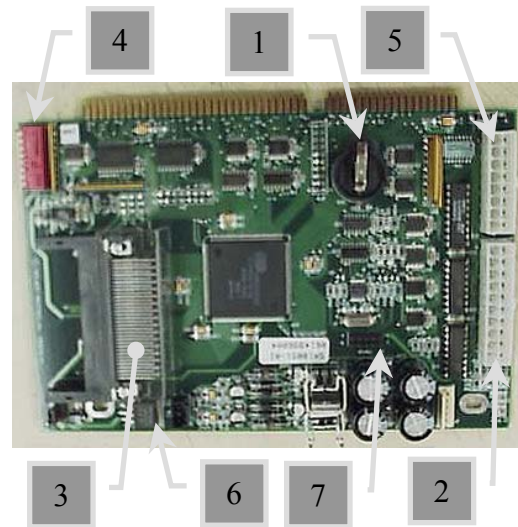
Merit # SA10051-02

Use:

- Megatouch MAXX games

Identifying features:

1. *Round* security key
2. Location of “coin input” connector (larger than previous)
3. PCMCIA connector.
4. 8 “option” switches (DS2)
5. 1 “lamp” connector (smaller than previous)
6. Audio input connector
7. Without Nova Printer Port



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



Merit Riser Card

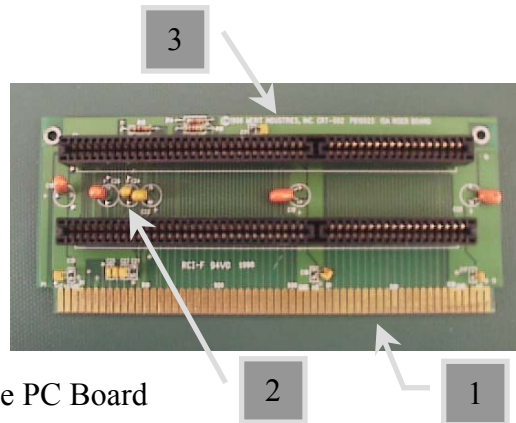
Merit # SA010025-01-0A

Use:

- With DeAmertek Motherboards (SA0101-01) and Zeus I/O board (SA10023-01) in Megatouch XL games

Identifying features:

1. Continuous edge card connector
2. Numerous components mounted on the PC Board
3. "Merit" name on PC Board



Telco Riser Card

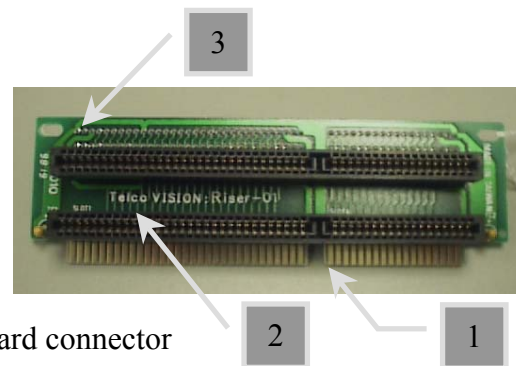
Merit # EC0013-01

Use:

- With Telco 486 Motherboards (SA0101-01), Telco 586 Motherboards (EC0026-02) and various I/O board combinations.

Identifying features:

1. Non-continuous (two sections) edge card connector
2. "Telco" name on PC Board
3. Individual connectors identified as "SLOT 1," "SLOT 2," etc.



Mitsubishi Riser Card

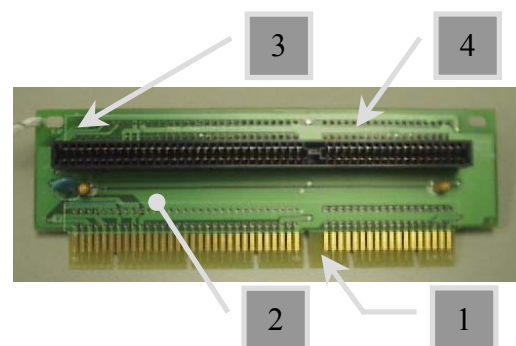
Merit # EC0028-01 & EC0028-02

Use:

- With Mitsubishi 586 Motherboards (EC0026-01 & EC0026-03) and various I/O board combinations.

Identifying features:

1. Non-continuous (two sections) edge card connector
2. No manufacturer name on PC Board
3. Individual connectors are identified by "SL1," "SL2," etc.
4. Number of connectors (total, both sides):
 - EC0028-01 has three connectors
 - EC0028-02 has two connectors



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	



merit industries, inc

Unicorn Riser Card

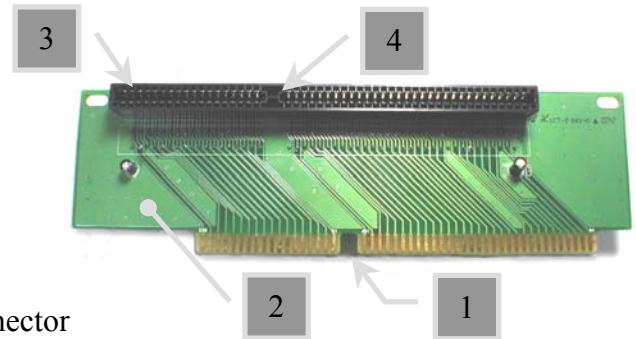
Merit # EC0028-03

Use:

- With Unicorn 586 Motherboards (EC0026-09) and SA10051-01 and SA10051-02 I/O boards.

Identifying features:

1. Non-continuous (two sections) edge card connector
2. No manufacturer name on PC Board
3. ISA edge card connector and ISA socket offset
4. Number of connectors (total, both sides):
 - EC0028-03 has two connectors



REVISION	DATE	BY	COMMENT
Issue 1	7/26/99	JDH	
Issue 2	2/14/01	LEK	
Issue 3	7/16/02	CGW	

Megatouch FORCE Circuit Board Cross Reference Chart

I/O Card & Applicable Game Model Motherboard	SA10055-01 USB FORCE I/O	SA10065-01 USB FORCE I/O					
	ECS EC0049-01	Requires USB cable (EC0051-01)	Requires USB cable (EC0094-01)				

REVISION	DATE	BY	COMMENT
Issue 1	4/10/02	CGW	
Issue 2	9/15/03	LEK	
Issue 3	10/29/03	CGW	

Visual Identification of Merit Megatouch FORCE Printed Circuit Boards

Visual identification of the various Motherboards and I/O boards used in the Merit Megatouch FORCE series games.

ECS Celeron Motherboard:

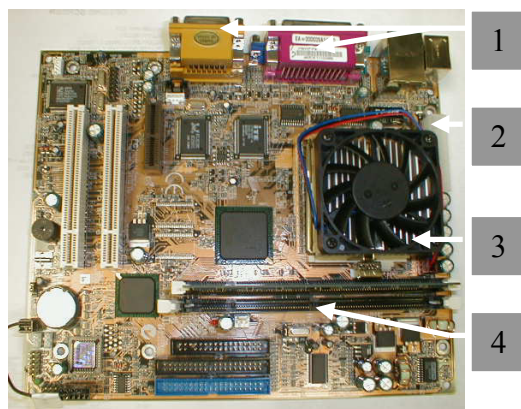
Merit # SA10057-01

Use:

- ❑ Megatouch FORCE Games
2001-present

Identifying Features:

1. Stacked connectors
2. Power connector
3. Processor
4. DIMM sockets (1 used)



Megatouch FORCE I/O Card:

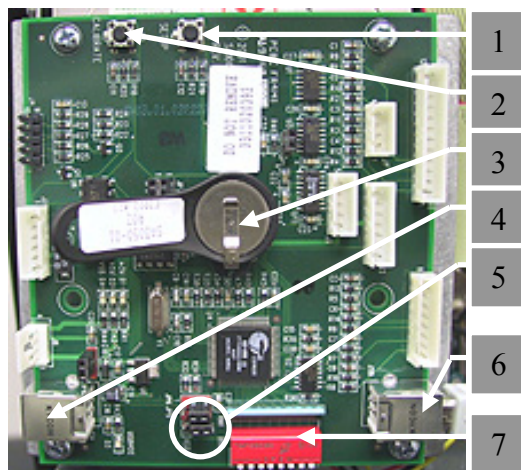
Merit # SA10055-01

Use:

- ❑ Megatouch FORCE Games
2001-September 2003

Identifying features:

1. Setup button
2. Calibrate button
3. Round security key
4. USB connector (J5A)
5. USB jumper settings*
6. USB connector (J5B)
7. (8) "Option" switches



*USB jumper settings

JP6

○	○
○	○

 (jumper connectors closest to J5A) = J5A ACTIVE

JP6

○	○	○
○	○	○

 (jumper connectors closest to J5B) = J5A ACTIVE

REVISION	DATE	BY	COMMENT
Issue 1	4/10/02	CGW	
Issue 2	9/15/03	LEK	
Issue 3	10/29/03	CGW	

Visual Identification of Merit Megatouch FORCE Printed Circuit Boards

Megatouch FORCE I/O Card:

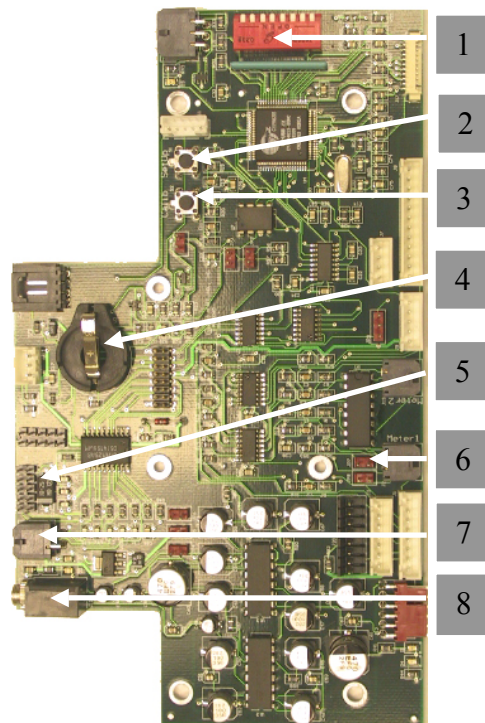
Merit # SA10065-01

Use:

- Megatouch FORCE EVO, EVO Wallette, Elite Edge, and Fusion Games
September 2003-present

Identifying features:

1. (8) "Option" switches
2. Setup button
3. Calibrate button
4. Round security key
5. RS232 Modem connector
6. JP7 (remove shunt for Imonex coin mech)
7. Power Connector
8. Game Audio In



Megatouch OSD Board:

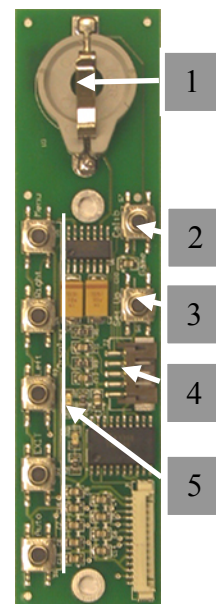
Merit # SA10066-01

Use:

- Megatouch FORCE EVO, EVO Wallette, Elite Edge, and Fusion Games
September 2003-present

Identifying features:

1. Secondary security key location
(not operable in Fusion games)
2. Secondary Calibrate button
3. Secondary Setup button
4. Remote Setup/Calibrate/Key to J11 on I/O Board
5. Monitor Controls



REVISION	DATE	BY	COMMENT
Issue 1	4/10/02	CGW	
Issue 2	9/15/03	LEK	
Issue 3	10/29/03	CGW	

Merit Control Board:

Merit # SA10064-01

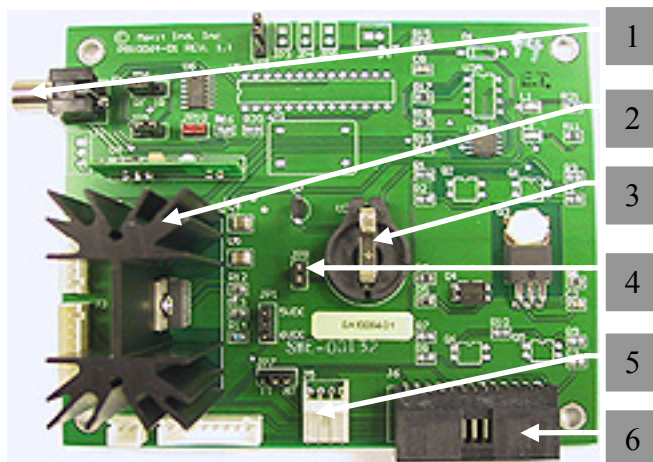
Use:

- ❑ Megatouch Combo Jukebox
2002 - present
- ❑ MegaTunes
2002 - present

Identifying Features:

1. Antenna connector
2. Heat sink
3. TouchTunes security key
4. Jumper at JP8*
5. DC power (in)
6. Single Board Computer connector

*disabled in Megatouch Combo Jukebox; enabled in MegaTunes



REVISION	DATE	BY	COMMENT
Issue 1	4/10/02	CGW	
Issue 2	9/15/03	LEK	
Issue 3	10/29/03	CGW	

Megatouch Ion Circuit Board Cross Reference Chart

I/O Card & Applicable Game Model Motherboard	SA10068-01- -05 USB ION I/O	SA10068-06 USB ION I/O RoHS Compliant					
ECS EC0139-01	Requires USB cable (EC0094-01)	NOT COMPATIBLE					
ASUS EC0139-02 RoHS Compliant	NOT COMPATIBLE	Requires USB cable (EC0150-01)					

REVISION	DATE	BY	COMMENT
Initial release	9.15.05	LEK	
Rev 1	8.30.06	LEK	

Megatouch Ion Circuit Board Cross Reference Chart

Visual identification of the various Motherboards, I/O boards, and OSD boards used in the Merit Megatouch ION series games.

Motherboard:

Merit # SA10070-01 (128 mg.)

Use:

- Megatouch ION Games
September 2005 – present

Merit # SA10070-02 (256 mg.)

Use:

- MoD BoX jukeboxes
January 2006 – present

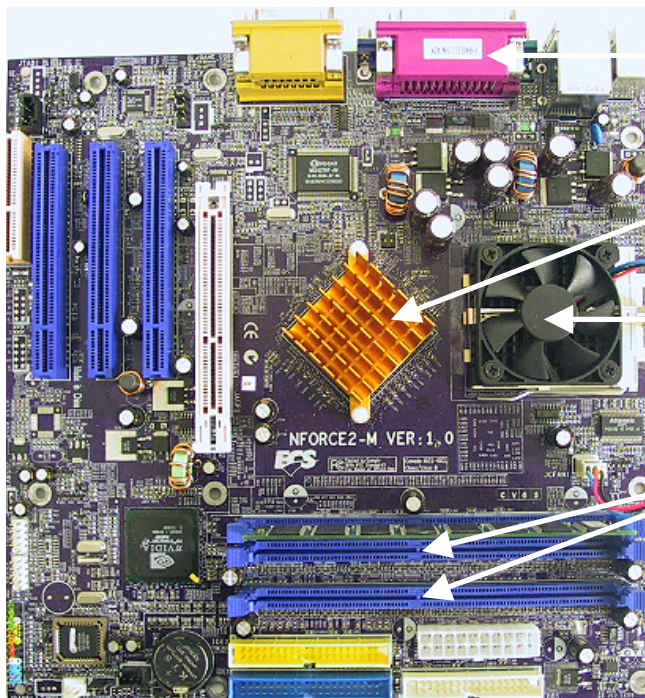
Merit # SA10070-03 (256 mg.)

Use:

- Merit Boardwalk Games
April 2006 – present

Identifying Features:

1. Touchscreen Controller and
VGA Video Ports
2. North Bridge
3. CPU Fan
4. DIMM Sockets



Motherboard:

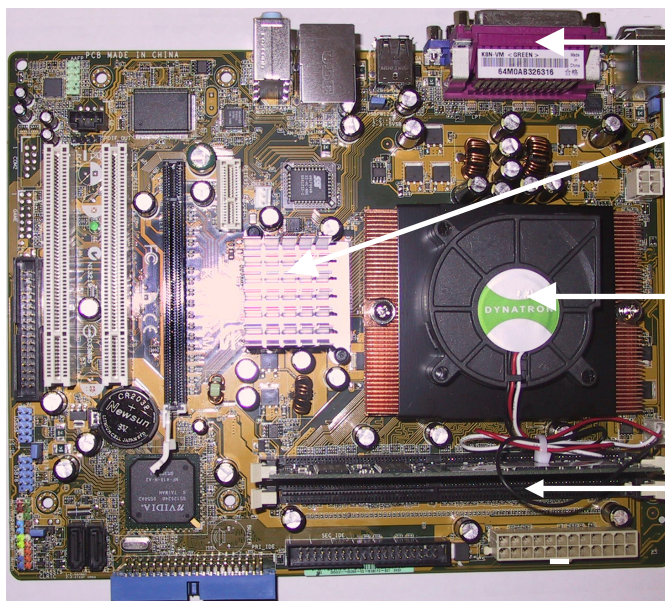
Merit # SA10070-04 (128 mg.)

Use:

- Megatouch ION Games
RoHS Compliant motherboard
June 2006 - present

Identifying Features:

1. Touchscreen Controller and
VGA Video Ports
2. North Bridge
3. CPU Fan
4. DIMM Sockets



Games with this motherboard must be running V21.50 software or greater.

REVISION	DATE	BY	COMMENT
Initial release	9.15.05	LEK	
Rev 1	8.30.06	LEK	

Megatouch Ion Circuit Board Cross Reference Chart

Megatouch Ion I/O Card:

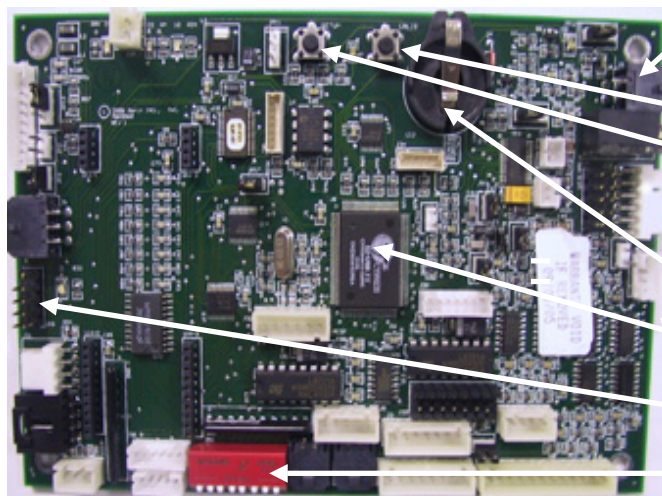
Merit # SA10068-01

Use:

- Megatouch Ion Games,
Megatouch Money Shoot Games
and Megatouch Champ Games

Identifying features:

1. J6 Power Connector
2. Calibrate button
3. Setup button
4. Round security key
5. USB Chip
6. RS232 Modem connector
7. Dip Switch Bank



Megatouch Ion I/O Card:

Merit # SA10068-05

Use:

- Megatouch Ion Games,
Megatouch Money Shoot Games
and Megatouch Champ Games

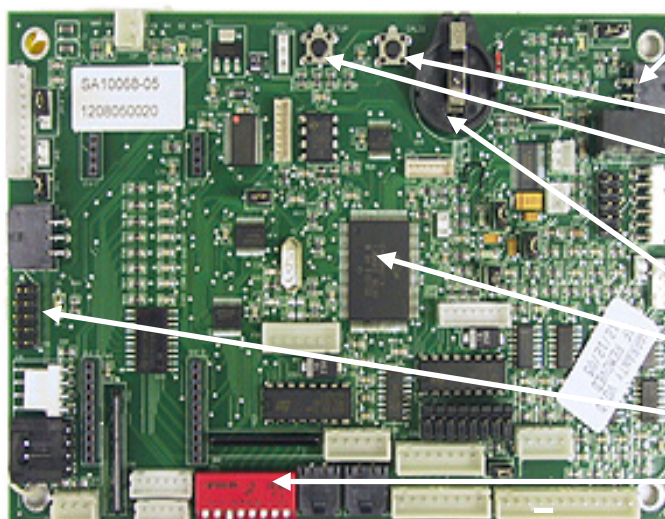
Merit # SA10068-06

Use:

- Megatouch ION Games
RoHS compliant I/O

Identifying features:

1. J6 Power Connector
2. Calibrate button
3. Setup button
4. Round security key
5. USB Chip
6. RS232 Modem connector
7. Dip Switch Bank



REVISION	DATE	BY	COMMENT
Initial release	9.15.05	LEK	
Rev 1	8.30.06	LEK	

Megatouch Ion Circuit Board Cross Reference Chart

Megatouch OSD Board:

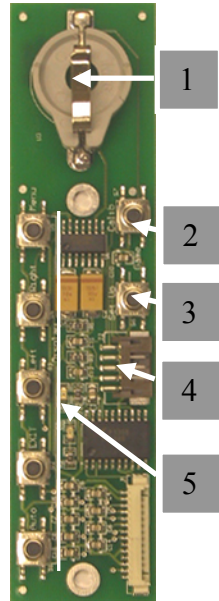
Merit # SA10066-01

Use:

- ❑ Megatouch FORCE EVO and FORCE Fusion Games
September 2003-present
- ❑ Megatouch Money Shoot Games
July 2005-present
- ❑ Megatouch EVO Ion, Elite Edge Ion, EVO Wallette Ion,
Fusion Ion Games
September 2005-present

Identifying features:

1. Security key location in Ion Games and FORCE EVO games
Recharge key location in Money Shoot Games
(Security key port not operable in FORCE Fusion games)
2. Secondary Calibrate button
3. Secondary Setup button
4. Remote Setup/Calibrate/Key to J11 on I/O Board
5. Monitor Controls



REVISION	DATE	BY	COMMENT
Initial release	9.15.05	LEK	
Rev 1	8.30.06	LEK	