



Megatouch MAXX Crown™ Edition Upgrade

IMPORTANT: If you are upgrading from software prior to Ruby, you will need to upgrade the memory in your game before installing this upgrade. There are two memory upgrade kits available from your distributor. One kit is for games with Telco motherboards (KUV-108-046-01) and the other is for games with any other type of motherboard (KUV-108-045-01). If you are currently running Ruby/Ruby 2 or Sapphire/Sapphire 2 software, then no further memory upgrade is required.

WARNING: If your game is connected to TournaMAXX™ or TournaCHAMP™, you should check the capacity of the hard drive before installing this upgrade. If your game has a 3.2 GB hard drive, and you wish to connect to TournaMAXX or TournaCHAMP, we strongly recommend that you upgrade the hard drive in your game. Contact your distributor to obtain a larger capacity hard drive (minimum capacity of 6.5 GB).

Visit the Merit Industries, Inc. Web site
<http://www.meritind.com>



merit industries, inc.

PM0501-04

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Megatouch MAXX Crown Edition

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*The installation of this kit requires a CD-ROM (or DVD) drive and centronics ribbon cable, which are not included. If you do not have a centronics ribbon cable, please call Merit Customer Service at 1-800-445-9353 or 215-639-4700 and one will be provided to you. It is recommended that you use a CD-ROM or DVD drive of at least 8X or better that is capable of operating on an angled surface, as you may not always have a level surface on which to place the drive. **You must configure your CD-ROM/DVD drive as the Master Drive.**

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	PA0089-01	CROWN EDITION CD #1
1	PA0089-02	CROWN EDITION CD #2
1	PA0089-03	CROWN EDITION CD #3
1	SA3511-XX or SA3512-XX	CROWN SECURITY KEY or CHAMPIONSHIP SECURITY KEY

Software Installation

Connecting a CD-ROM or DVD Drive

- Turn off power to the game.
- Unlock and open the CPU section door to gain access to the PC tray.
MAXX Countertop: Unlock the lid, tilt back and remove from the game.
Upright: Unlock the monitor bezel.
In MAXX Classic, MAXX Select, MAXX Elite, Blue MAXX, Slim MAXX and EZ MAXX games: Unlock and open the rear door of the game.
- Connect the 2 x 20-pin IDE connector (see Figure 1) to the IDE interface connector on the CD-ROM or DVD drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector (see Figure 2).
- Connect the four (4) pin power connector on the ribbon cable (see Figure 1) to the DC power input on the CD-ROM or DVD drive (see Figure 2).
- Make sure that your CD-ROM or DVD drive is set to MASTER. See Figure 6 for typical Master/Slave drive location.
- Locate the centronics connector.
Countertop: The connector is located on top of the electronics box (see Figure 3).
Upright: The connector is located on the PC shelf (see Figure 4).
In MAXX Classic & Blue MAXX games: The connector is located above the motherboard assembly (see Figure 5).
In MAXX Select, MAXX Elite, Slim MAXX and EZ MAXX games: The connector is located on the PC shelf (see Figure 6).
- Connect the centronics connector on the ribbon cable to the centronics connector on the game.

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

Centronics Ribbon Cable and CD-ROM Drive

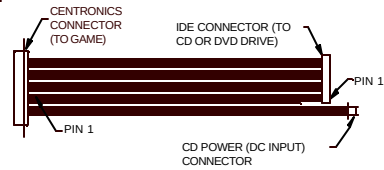


FIGURE 1 – CENTRONICS/CD-ROM-DVD INTERFACE RIBBON CABLE

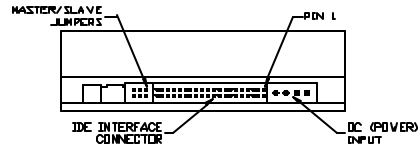


FIGURE 2 – REAR VIEW OF STANDARD CD-ROM/DVD DRIVE

Megatouch™ MAXX Countertop and Upright Games

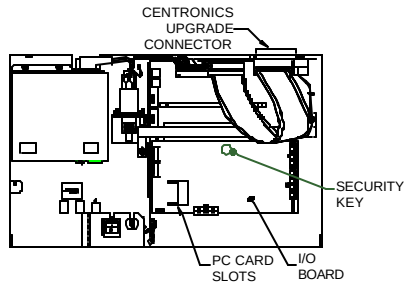


FIGURE 3 - MAXX COUNTERTOP CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

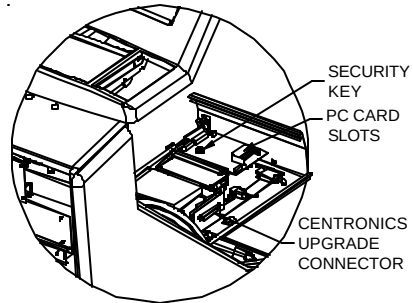


FIGURE 4 - MAXX UPRIGHT CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

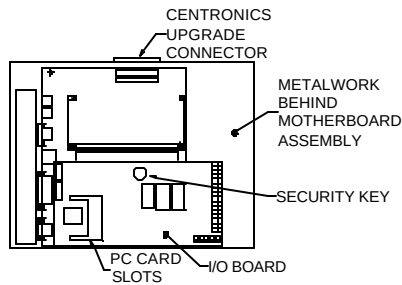


FIGURE 5 - MAXX CLASSIC AND BLUE MAXX MOTHERBOARD ASSEMBLY - CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

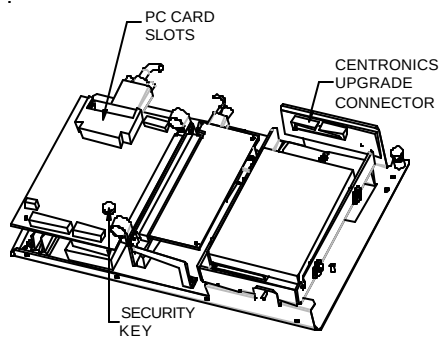


FIGURE 6 – MAXX SELECT, MAXX ELITE, SLIM MAXX, AND EZ MAXX CENTRONICS UPGRADE CONNECTOR AND SECURITY KEY LOCATIONS

Program Installation

Performing this upgrade will delete previous information and files on your hard drive. If you want to retain any pertinent information (ex: Books Screen information), you will need to document that information before performing the upgrade.

The update process could take anywhere from 15 to 20 minutes, depending on the speed of your CD-ROM drive.

8. If you are connected to TournaMAXX, you must perform an **Update From Server** before beginning this installation so that the information is not deleted.
9. Turn on the game and insert the CD labeled **Disc 1** into the CD-ROM/DVD drive. If you don't get the disc into the drive before the game starts to boot-up, turn off the game and turn it back on.
10. *Microtouch touchscreens:*
The message: **'By continuing with this installation program, you indicate that you accept the terms of Merit's software license agreement'** will appear on the screen. The software license agreement is in the back of this manual. If you accept the terms, select **Yes, I agree**.
ELO touchscreens:
The message: **"By touching the screen to continue, you indicate that you accept the terms of Merit's software agreement. If you do not agree to these terms,**

please power down" will appear on the screen. The software license agreement is in the back of this manual. If you accept the terms, select **Yes, I agree**.

NOTE *If you do not agree to the terms of the agreement, reboot the game to remove the CD, then turn the game off and disconnect the CD-ROM drive. The game will continue running the current software version.*

11. When the first CD is finished installing, the message: **"Please replace the current disc with disc #2 then close the door to continue"** will appear on the screen. Remove the first CD, insert the CD labeled **Disc 2** and close the CD-ROM door.
12. When the second CD is finished installing, the message: **"Please replace the current disc with disc #3 then close the door to continue"** will appear on the screen. Remove the second CD, insert the CD labeled **Disc 3** and close the CD-ROM door.
13. When the installation is complete, the screen will display the message **"Installation Complete! Please remove the disc and Reboot."**
14. Remove the CD and turn off power to the game.
15. Carefully disconnect the ribbon cable from the centronics connector on the game. Be sure to grasp the connector and not the cable itself.

Security Key Installation

16. Locate the security key (the button-shaped disc with the spoon handle) on the I/O board of the motherboard assembly.

Countertop: See Figure 3.

Upright: See Figure 4.

In MAXX Classic and Blue MAXX games: See Figure 5.

MAXX Select, MAXX Elite, Slim MAXX and EZ MAXX games: See Figure 6.

17. Remove the existing security key from the I/O board and replace it with the supplied security key.
18. Close and lock the CPU section door of the game and restore power to the game. When prompted, perform a touchscreen calibration.
19. If you are connected to Tournamaxx or Tournachamp, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet® manual for information on how to perform these functions.

Adhering the Side Decals

20. Turn off and unplug the game.
21. Remove the existing decals (remove any remaining adhesive residue with an adhesive remover).

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

22. When you are finished removing any excess adhesive from the game, wipe the surfaces with alcohol solvent. The surfaces must be clean and free from dirt for the new decals to adhere properly.
23. Partially peel the backing from the top edge of one of the provided oval decals. Center the decal on the side of the game and apply the decal. Repeat the same step for the other side of the game.
24. Plug in the game and turn on the power.
25. Close and lock the CPU section door of the game.

Installing a Marquee (Upright Games Only)

26. If an upright marquee was included in your kit, follow the instructions in your owner's manual to replace the marquee. If you have an upright with coin door, the marquee must be cut to fit. Cut the marquee in a straight line from one yellow arrow to the matching yellow arrow at the other end of the marquee. Make sure you alternate between cutting the long side and short side of the marquee so that none of the triangles you need to use for guides are removed.

Software Installation Troubleshooting Guide

PROBLEM	CORRECTIVE ACTION
The game boots from the hard drive, not the CD or DVD drive	- The jumper setting on the back of the CD or DVD drive must be set to MASTER (MA). - The CD or DVD drive may be defective. Try a different drive. - Make sure that the Centronics cable is connected correctly and that it is completely pushed down in place. - Try another Centronics cable. - Try using an IDE ribbon cable connected between the CD or DVD drive and the motherboard. Unplug the power to the fans to power the drive. The IDE ribbon cable going to the motherboard will go to the secondary IDE connector.
Game will not download CD	- Make sure CD is installed correctly. The logo should be facing up and the CD should be seated properly in the CD/DVD tray. - Make sure the CDs are of the same version of software. - Check the CD for scratches or defects. Try a different set of CDs or a different CD-ROM or DVD drive. - To verify that the CD/DVD drive is being detected by the motherboard, install CD 2 and turn on the game. If the game acknowledges CD 2 with an error message to re-install CD 1 and start the process over, then CD 1 is the problem. If the CD-ROM or DVD drive is not being detected, see CD/ DVD drive not recognized below.
CD/DVD DRIVE NOT RECOGNIZED	- An error in the CMOS configuration can create a problem where the motherboard does not see the drive. - To reconfigure the CMOS, turn off the game, set DIP switch 8 to the closed position and reboot the game. The message, "Merit Boot Diagnostics Resetting motherboard CMOS settings to defaults." will appear. Follow the directions on the screen.
Game reboots after inserting the CDs and turning on power.	If you insert the CDs and power up and then the game reboots, there may be a problem with the CD/DVD drive. Make sure a newer drive is being used. Older drives may have a problem reading the CDs correctly. (MAXX games will only reboot after the Ruby software is loaded.)
The game prompts you to install the CD which is already in the CD drive.	If CD 2 partially loads and asks for CD 2 to be installed, this would indicate that CD 2 is defective. Try a different set of CDs.
Hard drive error when installing software	If the first CD partially loads and detects a hard drive error, the hard drive is defective. To ensure that the hard drive is defective, first try a different set of CDs and a different CD/DVD drive. If the reloading attempts failed again the hard drive is defective.
"INVALID KEY" message while attempting software download to the hard drive	- If the security key was replaced before the download, the motherboard did not boot from the CD/DVD drive. - Check that the drive is set as master. - Check the ribbon cable connections between the drive and the motherboard. - Try another CD/DVD drive or another set of CDs.

Game Name and Score Needed for Initial Replay

Solitaire, Power Solitaire, Lone Star, and Super Lone Star will always offer a replay once the listed score is attained. The other games have to reach the score listed as well as attain the high score for the game in order to offer a replay. **NOTE** The available games may vary.

11 Ball/11-Up	125,000
3 Blind Mice	150,000
3 Some	150,000
Air Shot	No Replay
Astro Joe	120,000
Backjammin	125,000
Battle 31	125,000
Big Time Roller	60,000
Boxdrop	175,000
Boxslide	475,000
Boxxi	850,000
Card/Castle Bandits	200,000
Card/Crypt Raiders	175,000
Checkerz	28,000
Chip Away	125,000
Chug 21	250,000
Conquest	30,000
Crazy Hearts	65,000
Decked Out Uno Poker	100,000
Domino5	200,000
Euchre Nights	5,000
Fast Lane	100,000
Flash 7	125,000
Four Play	1,500,000
Gender Bender	125,000
Gin Rummy	55,000
GO-O-O-AL	No Replay
Great Solitaire	45,000
Hoop Jones	125
Hooter	No Replay
Jumble	120,000
Jumble Crosswords	120,000
Let It Ride Poker	125,000
Let It Ride Trivia	125,000
Lone Star	45,000
Lookout	400,000
Magic Charms	500,000
Match'Em Up	200,000
Memoree	300,000
Meteor Shower	200,000
MGA Champ. Golf	No Replay
Monster Madness	400,000

Mystery Phrase	325,000
Outer Spades	75,000
Pharaoh's Fortune	45,000
Pharaoh's 9	No Replay
Photo Hunt	400,000
Pile High	No Replay
Pix Mix	350,000
Power Solitaire	55,000
Power Trivia	No Replay
Puck Shot	3,000
QB Zone	65,000
Q-Shot	50,000
Quik Cell	100,000
Quik Chess	125,000
Quik Match	400,000
Quiz Show	45,000
Race Poker/Motor Match	No Replay
Royal Flash	300,000
Run 21	250,000
Snapshot	400,000
Speed Draw	125,000
Strip Club	No Replay
Super Lone Star	55,000
Super Snubbel	No Replay
Tai Play	240,000
Take 2	110,000
Tennis Ace	No Replay
Tic Tac Trivia	75,000
Tri-Castles	125,000
Trip Flip	150,000
Tri-Towers	125,000
Trivia Treasure	No Replay
Trivia Whiz	No Replay
TV Guide Mini Crossword	50,000
Vinci-Ball	400,000
Wild 8's/Wild Apes	400,000
Word Dojo	375,000
Word Fever	155,000
Word Safari	125,000
Wordster	100,000
Zip 21	200,000
Moon Drop	160,000

Main Menu

The Main Menu can be accessed by pressing the SETUP button inside the game. Use the Main Menu to set up all game software options.

NOTE: For help with the Options in any menu section, touch the green “?” buttons to bring up a help screen.



FIGURE 1 - MAIN MENU

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

Main Menu	Available Options	Information
CREDITS/ PRICING	- Quick Price Setup - Coin-In - Set Value of Credit - Pay Per Time - Options - Clear Credits - Free Credits	The Credits Screens allow the operator to set credit rules for all games, set up the Coin-In Menu, enable the Rental Mode feature, select freeplay mode, and add or clear credits.
GAMES	- Game Setup - Options	In the Games Screens, you can edit the game list (choose which games are available and in what category they appear on the Category Menu) and select options for individual games.
HI SCORES	- View/Clear Hi Scores - Options	Touch CLEAR ALL GAMES to clear all high scores or select a particular game to edit high scores for that game.
BOOKS	- Books Display - Cash Settlement Setup - Cash Settlement Collection	The Books Screens display current and lifetime credits information as well as calculate and collect the location and operator fees.
SYSTEM	- Set Time - Security Setup - Set Game Serial Number - Volume Control - Set 6 Star PIN - Data Transfer - Options	Set the game clock, security PIN, serial number, game volume, 6 star PIN and features, and system options such as language control, 6 Star Enable, and theft deterrent. Also use this menu to transfer books data with a PCMCIA flash card.

Main Menu	Available Options	Information
DIAGNOSTICS	• Video Test • I/O Test • Touchscreen Calibration • Touchscreen Test • View System Log • Checksum Test • System Info	• Enters the Video Test to display the test screens. Touch the screen to cycle through test • Tests the function of the I/O board, DIP switches, coin meter, lockout (if applicable), and light (EVO only). • Allows the operator to calibrate the touchscreen. Follow the instructions on the screen. • Checks touchscreen calibration. Touch the crosshairs on the screen to make sure it is accurately following your movement. • Displays operations performed by the game. • Checks the hard drive for missing or corrupted files. • Gives details about various hardware components in the game.
CREDIT CARD	• Credit Card Setup • Dial-In Setup • Credit Card Test	Enters the Credit Card Set-Up Screen if a credit card swipe is installed in your game. For more information, see the Credit Card Kit Installation Instructions.
PRESENTATION	• Operator Ad Screens	Allows the operator to create ad screens and add custom screens created on a personal computer.
PROMOTION	• Merit Money • Promo Credits • Options	• Sets time periods in which location owners can use the 6 Stars feature to offer free credits to encourage game play. • Sets time periods in which the game offers a free credit while in Idle Mode. • Enables Merit Money, and Promo Credits features.

Credits/Pricing Menu

Quick Price Setup

Quick Price Setup allows the operator to make general pricing changes without entering the Games Menu.



FIGURE 2 - QUICK PRICE SETUP SCREEN

3 Credits for a Dollar: Sets each game to the following price settings:

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	2		1		2
2B	25¢	3		2		3
3C	25¢	4		3		4

NOTE: If the game is set to 3 Credits for a Dollar, prices will be displayed in credits unless otherwise specified.

4 Credits for a Dollar: Sets each game to the following price settings:

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	1		1		1
2B	25¢	1		1		1
3C	25¢	1		1		1
6F	\$1	1		4		4

TouchTunes Bonus Credit Option: Sets jukebox credits to the following settings on the Megatouch Combo Jukebox or MegaTunes unit:

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	25¢	1		1		1
2B	25¢	2		2		2
3C	25¢	4		4		4
4D	25¢	8		10		8
5E	25¢	20		26		20

To see the TouchTunes credit settings, enter the Coin-In Menu after touching the TouchTunes Bonus Credit button.

Most Games 1 Credit: Sets the cost of all games to 1 credit except games with a default setting of 2 credits, which will remain at 2 credits.

Most Games 2 Credits: Sets the cost of all games to 2 credits except games with a default setting of 2 credits, which are then set to 3 credits.

The operator can also use this screen to determine whether prices are displayed on-screen as credits or monetary amounts. Default values are restored with the **Use Factory Default Pricing** button. Touch the ? button for more information.

Coin-In

To Enter The “Coin-In” Screen, Touch “Coin-In” on the Credits Menu

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

When programming the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next highest value, etc. If all six coin inputs are not used, the unused inputs must be set to “N/A”. Adjust the coin/credit/meter pulse settings by touching the up and down arrows on the field you want to change.

COIN INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	10p	3		1		3
2B	20p	3		2		6
3C	50p	1		2	player premium 25p/credit	5
4D	1£	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 INPUT	COIN VALUE	COINS	=	CREDITS	&	METER PULSES
1A	10p	1		1		1
2B	20p	1		2		2
3C	50p	1		6	1 bonus credit	5
4D	1£	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. Touch the **Default Settings** button to return the settings to their default values.

Rental Mode

When enabled via the Options button on the Credits/Pricing Menu, Rental Mode allows players to purchase a block of time and use it to play as many games as they want.

To set the value of a credit in Rental Mode, select Pay Per Time from the Credits Menu. Touch the arrows on either side of the time interval to adjust the number of minutes of play given for each credit. To disable any row, set the minute value to zero.

Certain features will not be available in Rental Mode, such as Merit Money, Promo Credits and Free Credits. Rental mode is also unavailable with linked games.

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

To Enter This Screen, Touch “Pay Per Time” on the Credits Menu



FIGURE 3 - PAY PER TIME SCREEN

Games Menu

Game Setup

The game list and prices, as well as game options, are programmed using these screens. The first screen shows the various game categories and allows access to the following general settings for all games.

Enable All Games Into Menu: Turns on all games (certain games which were previously displayed in the Game Setup have been turned off in this software) and defaults the price settings.

Factory Default Games Into Menu: Returns the Game Setup to its default settings. Games that were not originally enabled will be turned off and all price settings will be reset.

To Enter This Screen, Touch “Game Setup” on the Games Menu and Select a Category



FIGURE 4 - GAMES MENU: GAME SETUP

When you touch a category name, the next Game Setup Screen shows the game positions available for that category and the price for each game, with the list at the bottom showing all games available for the selected category. In categories with Merit-thon games, players who choose Merit-thon play one round of three different games in that category for one combined score.

The Game Setup Screen also allows you to make these general changes:

Default Games: Resets the selected category menu to its default game and price settings.

Clear One: Clears a selected item from the player's game menu.

Clear All: Clears all games from the player's game menu.

Enable All Games: Turns on all games within the selected category and defaults the price settings.

To customize a particular game list, first select a category on the first Game Setup Screen. On the second screen, touch **Clear All** to clear the game list. Choose the menu position you want a particular game to occupy by touching that position, then touch the desired game name from the game list on the bottom of the screen. Repeat until all desired games appear in the menu (a game cannot appear in the list more than once). Games already in the menu will be red in the game list at the bottom of the screen.

To adjust the price, touch the credit value next to each game. Each touch will rotate the price from 25¢ (1CR), to 50¢ (2CR), to 75¢ (3CR), to \$1 (4CR), to \$1.25 (5CR), to \$1.50 (6CR), to \$1.75 (7CR), to \$2 (8CR), and back to 25¢ (1CR).

Some games support a continue function. In the cost to continue column, games without this function will display N/A. Games that support continuation will show a credit value. The cost to continue is adjustable

on a game by game basis. Touch the credit value button to change the amount. Each touch will rotate the price from 25¢ (1CR), to 50¢ (2CR), to 75¢ (3CR), to \$1 (4CR), to \$1.25 (5CR), to \$1.50 (6CR), to \$1.75 (7CR), to \$2 (8CR), and back to 25¢ (1CR). Hit NEXT to return to the Games Category page.

NOTE: The cost to continue does not need to be the same amount as the original price.

Hi Scores Menu

View/Clear Hi Scores

Use this menu to manage hi scores. The first screen allows you to clear all scores for all games by touching **Clear All Games**. To edit the hi scores for an individual game, select that game on the first screen.

To Enter This Screen, Touch “View/Clear Hi Scores” on the Hi Scores Menu and Choose a Game



FIGURE 5 - HI SCORES MENU:
VIEW/CLEAR HI SCORES SCREEN

Touch **Clear All** to remove all hi scores for that particular game or select an individual score and touch **Clear One** to remove that particular score only.

Books Menu

The Books Screens display the current and lifetime credit totals for each game, as well as the percentage of credits played per game (the percentage for each game is the total number of credits played on that game divided by the total number of credits entered into the machine).

Books Display

To Enter This Screen, Touch “Books Display” on the Books Menu



FIGURE 6 - BOOKS MENU:
BOOKS DISPLAY SCREEN

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

Touch **Clear Current** to erase all current books data. The date the data was last cleared will appear at the top of the Books Screen.

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



FIGURE 7 - BOOKS MENU: BOOKS
DISPLAY SCREEN WITH GAME SELECTED

Touching a game name will display the current and lifetime credit totals*, broken into 1-4 player totals and linked game totals. It also shows the shortest, average, and longest playing times for that game.

***Touching Trivia or Power Trivia displays totals by category.**

Books Display also shows coin input data, as well as Promotional Credits and Merit Money (when these features are enabled). Touch Total Coins to display individual coin input statistics.

NOTE: Books data can be exported to a file using a PCMCIA card via the System Menu/Data Transfer/Export Books feature. The .data file can then be viewed with a word processing program after connecting the storage device to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.

Cash Settlement Setup

The Cash Settlement Screens are used to calculate the percentage of earnings the operator and location will receive, as well as any fees collected by the operator.

To Enter This Screen, Touch “Cash Settlement Setup” on the Books Menu and touch “NEXT”



FIGURE 8 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

The first screens allow you to set up the Cash Settlement Screen. Choose YES or NO to display the operator's cut on the Cash Settlement Collection Screen and enter the percentage of revenue the location will receive. Also, select the fee calculation method. Select per month if you do not make regular weekly collections or per week if you collect every 7 days. Then touch NEXT.

NOTE: Monthly fee collections are based on 4.3 week month. If you change your fee calculation method, the game will auto adjust the fees by multiplying or dividing by 4.3 and rounding to the nearest penny.

NOTE: Make sure the time and date are set on the game in order to ensure correct fee calculation.

The next screen allows you to set up the fees. The amounts can be changed on screen by touching the amount itself and using the keypad to enter a dollar figure. The other two columns display the cumula-



FIGURE 9 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

tive totals for each fee and the totals for the current collection period. Fees are calculated on a prorated, per-day basis. Touch the NEXT button to display more groups of fees. After setting up the fees, touch FINISH to save your changes.

To Enter This Screen, Touch “Cash Settlement Collection” on the Books Menu



FIGURE 10 - BOOKS MENU:
CASH SETTLEMENT COLLECTION

Cash Settlement Collection

The Cash Settlement Collection Screens will display the balance (total revenue minus total fees) to be split between the operator and the location.

Touch **Revenue Details/Cash Out** or **Fee Details** for breakdowns and **Clear/Complete Collection** to finish. Cash Settlement totals will reset once collection is complete.

System Menu



FIGURE 11 - SYSTEM MENU

Set Time	The Set Time Menu allows you to set both the time and date on the game. Time is shown in 24-hour, "military" time (e.g. 5:00pm = 17:00). Use the up and down arrows to set the time and date.
Security Setup	The operator can set the PIN number and select which of the features (Coin-In Menu, Free Credits, Game Menu, Hi Scores, Books, All Options, and Set 6 Star PIN) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is 0000), then enter a new 4-digit number and touch SET on the keypad. The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the button for each of the features you wish to protect with the PIN.
Set Game Serial Number	Use this screen to enter the game's serial number using the keypad.
Volume Control	Touch the volume control button to adjust the volume up or down. This screen allows you to sample the sound volume without exiting the screen. The on-screen volume control can also be accessed using 6 Stars.
Set 6 Star PIN (only appears if PIN is enabled)	Brings up the Set 6 Star PIN Screen via the Options button on the Player Menu. Set the 6 Star PIN (between one and six digits) using this screen. You can enable this feature and choose which options will be accessible by 6 Stars using the System Menu: Options Screen. Touch an option box under System Menu: Options for on-screen help.
Data Transfer	Transfer information (Books data, ad screens) using a PCMCIA card (in MAXX games with PCMCIA card slots). Insert PCMCIA cards before powering up the game.
Options	For help with the Options in any menu section, touch the option box to bring up a help screen.

Diagnostics Menu



FIGURE 12 - DIAGNOSTICS MENU

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	Tests the SETUP and CALIBRATE buttons, all coin channels, the coin meter, and the coin lockout feature (if applicable). A green light next to the appropriate button will register each time that item is tested, and the number next to the item should increment by one with each test. The I/O Test Screen also displays which DIP switches are on or off.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen.
Touchscreen Test	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger exactly when you move it across the screen.
View System Log	Displays a log of all operations performed by the game since the log was last cleared. This information is helpful for customer service in troubleshooting your game.
Checksum Test	Checks the hard drive for missing or corrupted files. With STOP ON ERROR? set to YES, a message indicating which file is corrupted will be shown whenever the game encounters an error. With STOP ON ERROR? set to NO, a list of corrupted files will be displayed when the test is complete. If errors are detected, the software on the drive may need to be reloaded. If this does not solve the problem, the drive may require replacement. The test could take up to 30 minutes.
System Info	Gives details about the following: • processor type and speed • motherboard manufacturer • amount of memory • Ethernet card manufacturer • sound chip type • video chip type • touchscreen manufacturer • hard drive manufacturer and capacity • modem part identification number • fan speed (FORCE games only)

Presentation Menu

The Presentation Menu allows operators to create ad screens and add custom screens created on a personal computer.

Operator Ad Screens

A total of 24 advertising screens can be created with the software and added to the game. The ads will appear along with the other attract screens when the game is in idle mode. Custom images for ad screens can also be added to the game using an appropriate storage device for your game (USB pen, CD, or PCMCIA card). Touch the green ? buttons on each screen for information on how to create ad screens and add custom screens to the machine.

In addition, a program for adding up to 120 additional ad screens can be downloaded from our Web site (www.meritind.com) in the Support/Software Downloads section.

Promotion Menu

The Promotion Menu is designed to encourage player interest. Use the **Options** button to enable each feature.



FIGURE 13 - PROMOTION MENU

Merit Money

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain time intervals via the 6 Star feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Stars feature. Location owners can enable Merit Money by entering that specific PIN in the 6 Stars screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

Promo Credits

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered) and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.



FIGURE 14 - PROMO CREDITS SCREEN

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Haftungsbeschränkung

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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, MISSBRAUCH, VERLETZUNG DIESES ABKOMMENS ODER GEBRAUCHSUNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

Allgemein

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