



OWNER'S MANUAL

**FOR TECHNICAL ASSISTANCE
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merit industries, inc.

PM0070-0C

Game Description

The Megatouch video game comes housed in a 13" countertop cabinet, a 19" upright cabinet or a 19" cabaret cabinet.

The countertop and upright models have 3 key-locked compartments: the CPU section, the coin mech section and the coin box. The cabaret model has 4 key-locked sections: the CPU, coin mech & coin box sections, as well as a locked rear monitor door. The countertop is equipped with one coin mech and the cabaret model has two; optional bill acceptors are available for the cabaret.

CPU Section

The CPU section is accessible from the rear of the unit in the countertop and upright versions. It houses the CRT, the monitor controls, the CPU (CRT-260), the power supply and the main harness. In the cabaret model, the CPU section is located at the bottom of the front side of the unit and contains only the CPU and power supply (monitor controls for the cabaret version are located in the coin mech section).

- The CRT-260 is the "brains" of the machine. Located on the board are the program option EPROMs, the DIP switch, the volume control dial and the Dallas security key.
- The main harness is used to connect the CPU board to the power supply, the CRT controls and the CRT monitor.

Coin Mech/Coin Box Section

13" Countertop

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

Also located within the cavity of the coin mech are 2 internal switches, "SETUP" and "CALIBRATE," and the coin meter. Location of these switches can be seen in Figure 4. Pressing the "SETUP" button will bring you to the Megatouch Setup screen (see Figure 1). See the next section for calibration instructions.

19" Cabaret/19" Upright

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

Also located within the cavity of the coin mech are 2 internal switches, "SETUP" and "CALIBRATE," and the coin meter. Location of these switches can be seen in Figures 6 and 9. Pressing the "SETUP" button will bring you to the Megatouch Setup screen (see Figure 1). See the next section for calibration instructions.

The monitor controls for the cabaret cabinet can be found "Velcroed" to the bottom of the cabinet in the coin mech section.

Screen Calibration

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

- Find the "CALIBRATE" button located behind the coin mech and press it to enter the screen calibration mode.
- Touch the center of the first circle that appears on the screen. Once touched, a second circle will appear on the screen.

NOTE: YOU MUST HOLD YOUR FINGER ON THE CIRCLE FOR APPROXIMATELY 2 SECONDS FOR THE CALIBRATION TO BE RECOGNIZED.

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

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

Degaussing your Monitor

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

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

Follow the instructions below for degaussing a monitor.

1. Plug in your degaussing coil.
2. Hold the coil about three feet from the monitor, press the trigger to activate the magnetic field (for circular-shaped coils, orient the coil so you see the monitor through the hole in the middle; for wand-shaped coils, point the wand towards the screen).
3. Move the coil in a circular motion around the face of the monitor and slowly approach the game.
4. Continuing to move the coil in a circular motion, slowly back away from the monitor.
- 5a. CIRCULAR-SHAPED COILS: When you are about three feet away, quickly turn the coil perpendicular to the monitor and release the trigger.
- 5b. WAND-SHAPED COILS: When you are about three feet away, point the wand away from the monitor and release the trigger.

Monitor Colors Adjustment Procedure

For adjusting the colors on any of our monitor types, we suggest following the procedures described below.

For all monitor types, the visual cues used to adjust the monitors are white cards and gray boxes (e.g. the speed bonus box); you will adjust the monitor controls until the cards are white and the boxes are gray.

Ducksan Monitors

1. Set the game to the Run 21 hi-score screen.
2. Reduce the brightness from the monitor control panel and adjust the RGB CUTOFF controls (as needed) until the background is black.
3. Enter the Run 21 game screen. Reduce the brightness and adjust the RB DRIVE controls until the speed bonus box is light gray and the cards are white (there is no Green DRIVE control, so adjust the Green CUTOFF control if there is too much, or too little, green).

Wells-Gardner and Telco Monitors

1. Set the game to the Run 21 hi-score screen.
2. Reduce the brightness from the monitor control panel and adjust the RGB CUTOFF controls (as needed) until the background is black.
3. Enter the Run 21 game screen and adjust the RGB DRIVE controls until the playing cards are white and the speed bonus box is gray.

To adjust vertical and horizontal control:

- Press "TEST SCREEN" on the "Megatouch Setup" screen.
- A crosshair will appear on the screen. Change the DIP switch settings until the horizontal and vertical lines of the crosshair meet in the middle.

Maintenance

Cleaning the Cabinet

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

Cleaning the Touchscreen Monitor

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

To gain access to the entire surface of the monitor screen on the upright model, you will have to release the monitor door latches. To do so, open the coin mech door. Located inside, above and to the right and left of the coin mech, are two monitor door latches. Unsnap the monitor door latches and lift the door upwards. See Figure 9.

To gain access to the entire surface of the monitor screen on the cabaret model, you will have to release the monitor door latches. To do so, open the coin mech door. Located inside, above and to the right and left of the coin mech, are two monitor door slide-latches. Loosen the thumb nuts securing the latch and slide the latch open. Pull up on the bottom of the bezel to remove it (NOTE: TO FULLY REMOVE THE BEZEL, YOU MUST DISCONNECT THE GROUND BRAID). See Figure 6.

To gain access to the entire surface of the monitor screen on the countertop model, you will have to remove the top of the machine. To remove the top of the machine, unlock and open the rear door. Locate the thumb nuts holding the lock brackets on each side of the monitor shelf. Unscrew and remove the thumb nuts and push the top forward. Pull upwards on the top to remove it from the machine. See Figure 5 for lock bracket locations.

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

Troubleshooting

Security Key Error Messages

“**KEY NOT VALID**” message means the security key is missing

“**KEY QUESTION SET ERROR**” message means the security key does not match the chip set.

Coin Jam

The game also has coin jam and stringing detection software. Should a coin become jammed in the mech or someone tries to string the mech, a continuous tone will be emitted by the game.

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

DIP Switch Settings

Standard Program Settings

The game contains one DIP switch. The DIP switch comes factory set. It determines which size monitor is being used, whether the machine displays “quarters” or “credits” and controls video sync adjustment. These settings should not need to be changed.

DIP SWITCH		
	OFF	ON
Position 1	13" Touchscreen	19" Touchscreen
Position 2	Quarters	Credits
Positions 5 & 6	Horizontal Adjustment‡	Horizontal Adjustment‡
Positions 7 & 8	Vertical Adjustment‡	Vertical Adjustment‡

‡This adjusts the vertical and horizontal alignment of the picture. It is not an adjustment for touchscreen calibration.

Custom Program Versions

Some of the options or features in the standard game may not be offered in certain jurisdictions. Depending upon the program version being used, the settings may differ slightly.

PROGRAM #	PROGRAM VERSION	PROGRAM DIFFERENCES
9255-41-01	STANDARD VERSION	INCLUDES ALL OPTIONS NO RESTRICTIONS
9255-41-02	MINNESOTA VERSION	EXCLUDES CASINO GAMES
9255-41-06	CALIFORNIA VERSION	EXCLUDES POKER DOUBLE-UP FEATURE & NO FREE GAME IN SOLITAIRE
9255-41-07	NEW JERSEY VERSION	INCLUDES 2-COIN LIMIT WITH LOCKOUT COIL
9255-41-50	BI-LINGUAL ENG/GER	SAME AS STANDARD VERSION, WITHOUT WORD/CASINO GAMES
9255-41-57	INTER- NATIONAL	SAME AS STANDARD VERSION, WITHOUT WORD GAMES
9255-41-60	BI-LINGUAL ENG/FRE	SAME AS STANDARD VERSION, WITHOUT WORD/CASINO GAMES
9255-41-62	NO FREE CREDIT	SAME AS STANDARD VERSION, WITH NO FREE CREDIT
9255-41-70	AUSTRALIA	SAME AS STANDARD VERSION W/SPECIAL QUESTION SET
9255-41-72	S. AFRICA	SAME AS STANDARD VERSION W/SPECIAL QUESTION SET

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

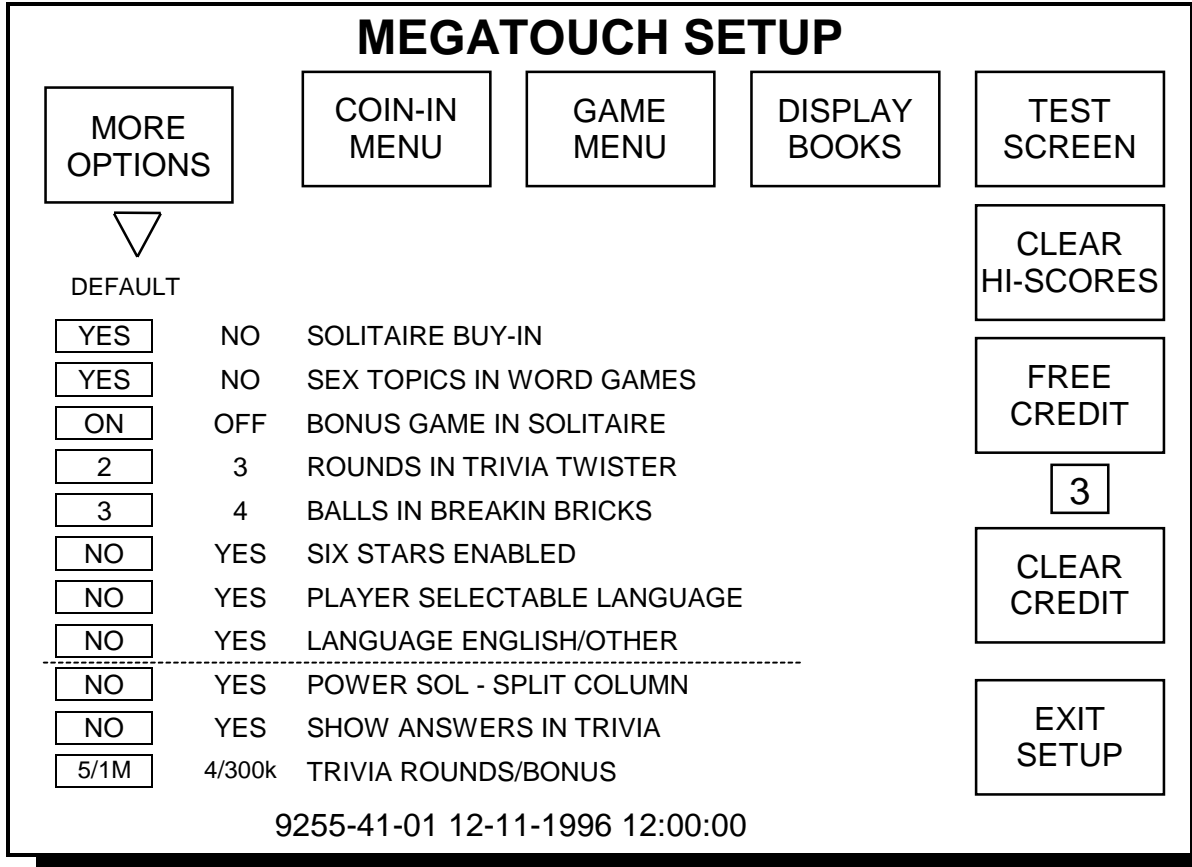


Figure 1 - Megatouch Setup Screen

Setup Screen Functions*

- More Options: Displays second “page” of soft DIP switch settings (DIPs shown below dotted line are found on page 2 by touching “More Options”).
- Coin-In Menu: Enters the coin/credit setup screen.
- Game Menu: Enters the game menu selection screen.
- Display Books: Enters the bookkeeping statistics screen. (“PC Dump” located on the Books screen. PC Dump allows the books information to be downloaded to a PC. Software for the PC is required for it to operate. Contact Merit Customer Service for information.
- Test Screen: Enters the touchscreen calibration test.
- Clear Hi- Scores: Clears all game high scores.
- Free Credit: Adds credit without using coin switch. Free credits are listed separately in the books screen.
- Clear Credit: All credits on the machine are erased.
- Exit Setup: Return to the attract mode.

Six Stars Enabled

This feature allows the high scores (for all active games) to be cleared, without opening the game. When the game is in attract mode and the screen is touched, the message “You’ve Got the Touch - Deposit Coins Now” will appear on the screen; if the “six stars enabled” switch is set to “yes,” six stars will appear at the top of this screen. Touch the stars in sequence to access the clear the high scores. To set the sequence in which the stars must be touched, go to the “Clear Hi-Scores” screen and follow the instructions. (“Six Stars” will not clear any tournament information.)

***To save any changes, you must exit the Setup Screen before turning off the power. If the power is turned off before exiting this screen, the settings may be lost.**

To Enter This Screen, Press "Game Menu" In The Setup Screen

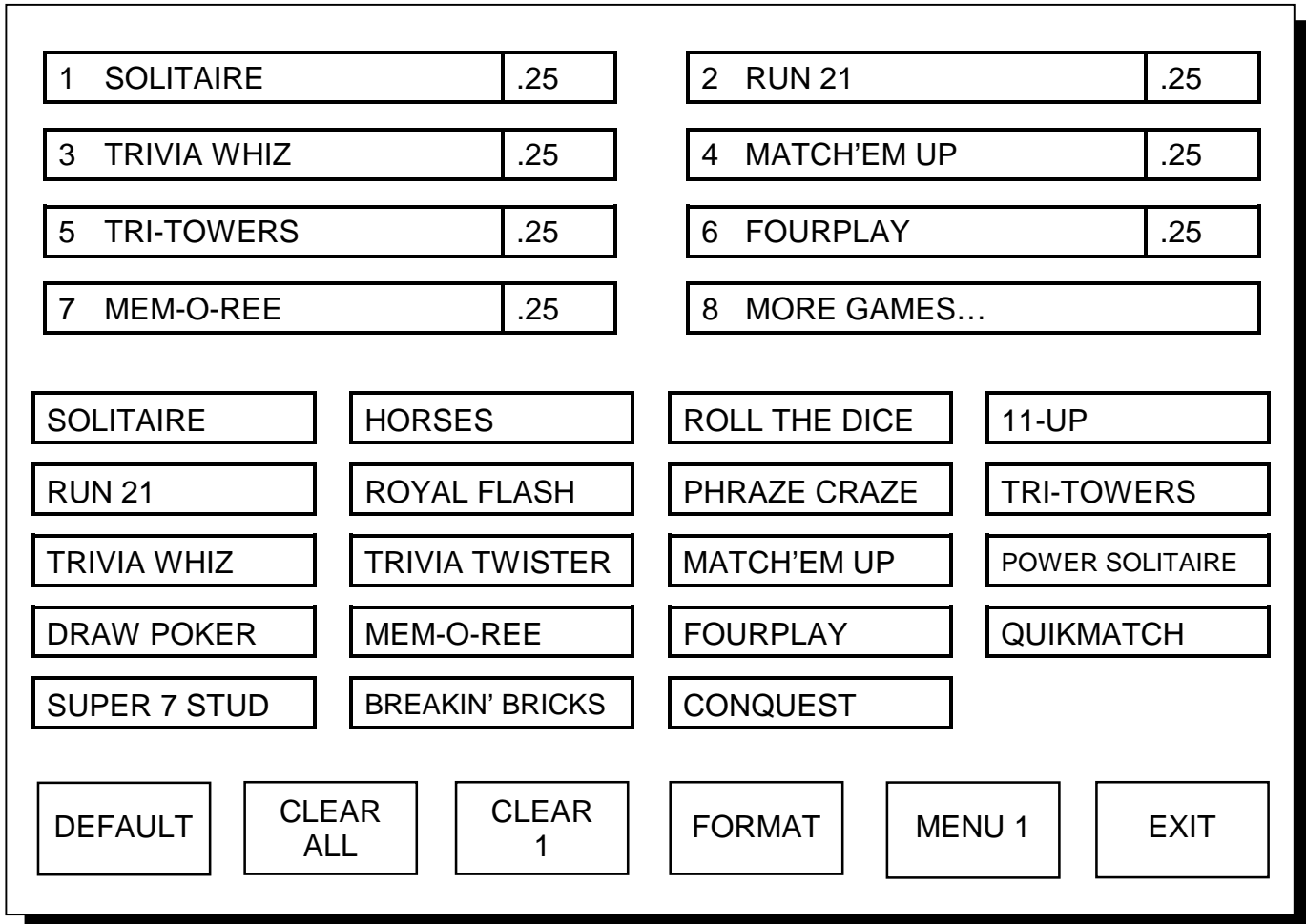


Figure 2 - Game Menu Screen

The game list and prices are programmed using this screen. Up to 21 games may be made available for the players to choose. The top of the screen shows the game positions available, with the price for each game. The lower section shows all games included in the program. Touching the icons on the bottom of the screen will clear the entire menu, clear a selected menu item, format the Game Menu to eliminate blanks, display Game Menus 2 and 3, reset the default game menu and pricing and exit the Game Menu screen.

To program the Game Menu, select the menu position you want the game to occupy, by touching that position. Then touch the game name from the game list on the lower portion of the screen. That game will now appear in the menu. 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.

To Enter This Screen, Press “Coin-In Menu” In The Setup Screen

COIN/CREDIT SETUP

COIN INPUT	COINS	=	CREDITS	&	METER PULSES
1E	1		1		1
2E	1		1		1
3E	1		1		1
4E	1		1		1
1M	1		1		1
2M	1		1		1

Figure 3 - Coin-In Menu Screen

The coin/credit ratios of the game may be adjusted to meet any application. The CPU board supports up to six coin inputs: two mechanical mech inputs (1M and 2M) and four electronic mech inputs (1E, 2E, 3E and 4E). (Electronic coin mechs are typically used when more than one type of coin needs to be accepted. If you would like to convert your game from a mechanical mech to an electronic mech, please contact your distributor or Merit Technical Support for wiring details.)

The coin/credit ratios can be adjusted by touching the screen at the location you want to change. The meter pulse can also be adjusted so that the coin meter can show the actual cash value of the coins in the cashbox, not just the total number of coins .

Example: Let’s say that in the country of Atlantis the currency is called units. Atlantis, however, has a 1 unit coin, a 2 unit coin and a 5 unit coin. You decide that 1 credit on the game should cost 1 unit. However, to encourage more play you want to give 6 credits for a 5 unit coin. The coin setup screen would be programmed as follows:

COIN INPUT	COINS	=	CREDITS	&	METER PULSES
1E	1		1		1
2E	1		2		2
3E	1		6		5

For every 1 unit coin, the game would give 1 credit and count 1 pulse on the mechanical coin counter. For every 2 unit coin, the game would give 2 credits and count 2 pulses on the mechanical meter. For every 5 unit coin, the game would give 6 credits and pulse the mechanical meter 5 times. The mechanical meter will now display the total number of “units” in the cashbox, not total coins or credits. Press “DEFAULT” to return to the factory settings. Press “EXIT” to return to the GAME SETUP menu.

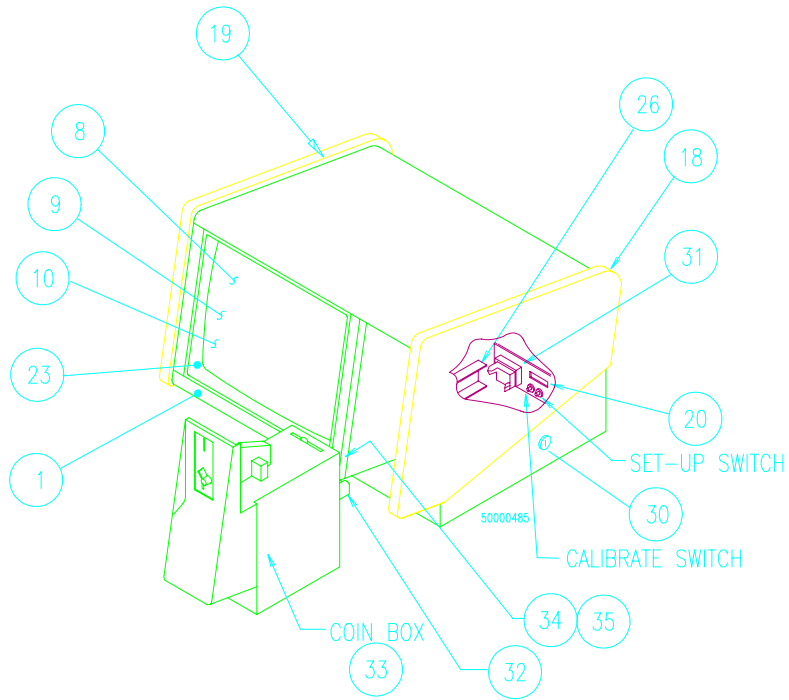


FIGURE 4 - 13" COUNTERTOP (FRONT VIEW)

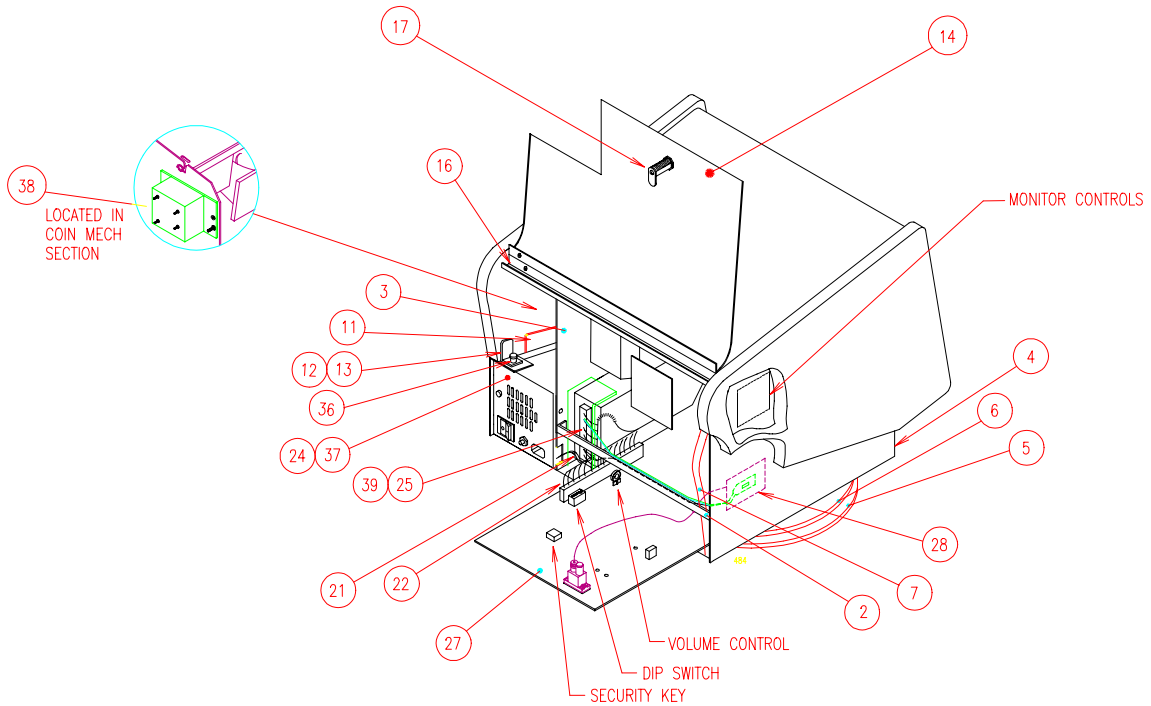


FIGURE 5 - 13" COUNTERTOP (REAR VIEW)

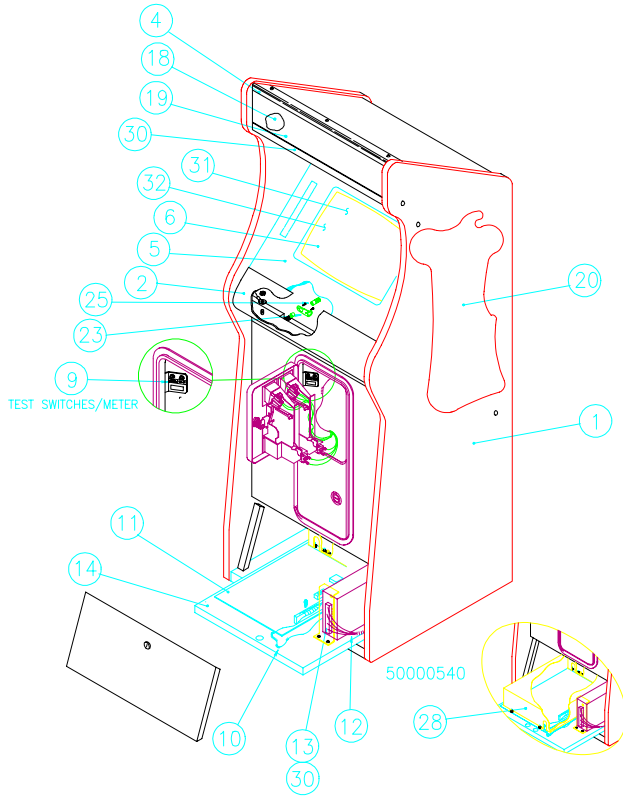


FIGURE 6 - 19" CABARET (FRONT VIEW)

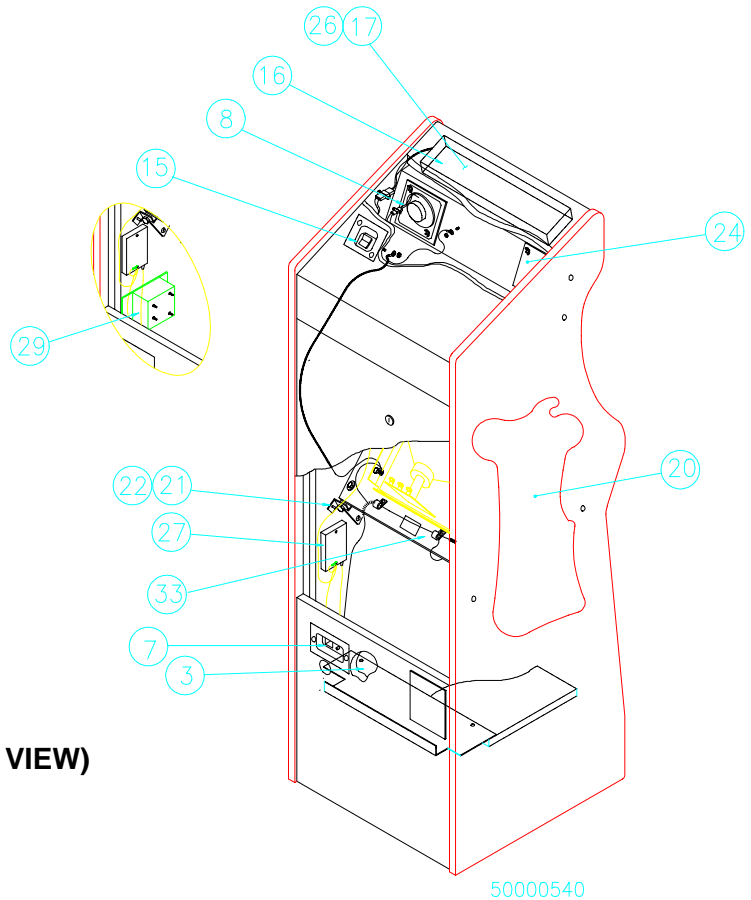


FIGURE 7 - 19" CABARET (REAR VIEW)

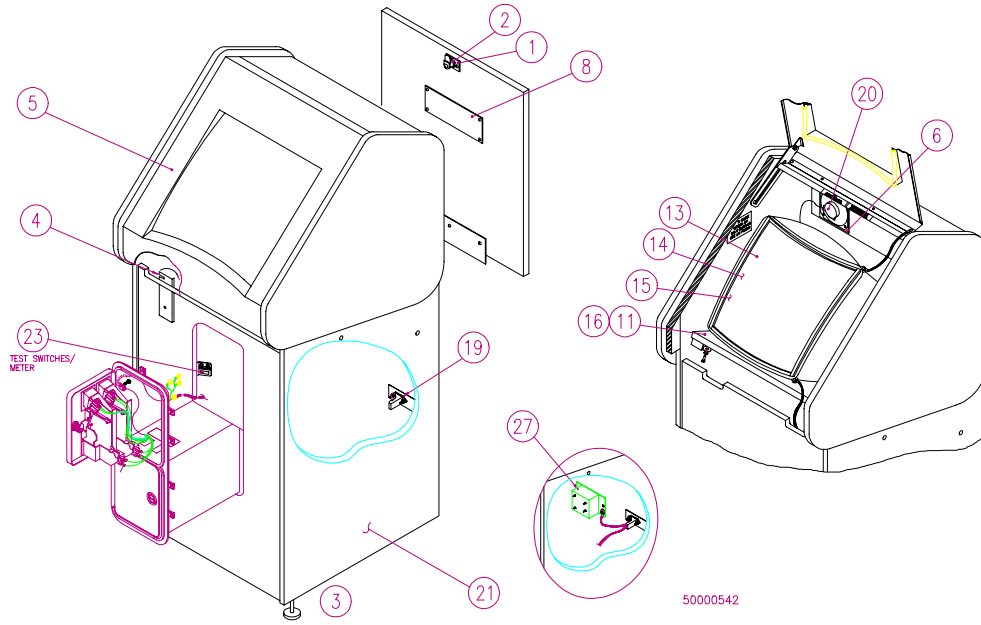


FIGURE 8 - 19" UPRIGHT (FRONT VIEW)

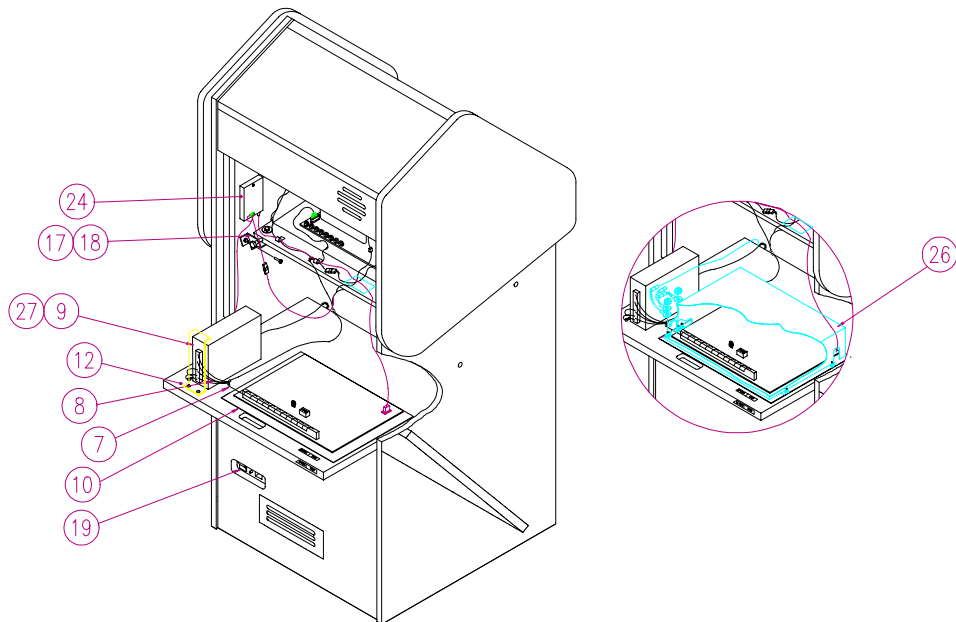


FIGURE 9 - 19" UPRIGHT (REAR VIEW)

MEGATOUCH IV PARTS LISTS**COUNTERTOP**

REF #	QUANTITY	PART NO.	DESCRIPTION
X	1	EC2001	POWER CORD, 120V
X	1	EC2002	POWER CORD, 240V
X	2	GL3000-XX	DECAL, MEGATOUCH, (-01=RT;-02=LT)
1	1	MW5165-01	MONITOR FILLER PLATE
2	1	MW5167-01	LOCK BRACKET, REAR DOOR
3	2	MW5151-01	MONITOR SUPPORT
4	1	MW5150-01	MAIN CHASSIS
5	1	HW8018-01	RUBBER ANTI-SKID PAD
6	1	HW8993-02	LAZY SUSAN, 12" DIAMETER, 15 DEG STOPS
7	1	HW9001	PLASTIC TUBING
8	1	SA5151-01	TOUCHSCREEN/CRT ASSEMBLY
9	1	EC9359	CRT, COLOR, 14" CGA, WITH FRAME
10	1	EC9824	TOUCHSCREEN OVERLAY
11	2	MW5155-01	LID, RETAINING BRACKET
12	1	MW5159-01	LID, LOCK BRACKET, RIGHT
13	1	MW5159-02	LID, LOCK BRACKET, LEFT
14	1	MW5161-01	REAR DOOR
16	1	MW5164-01	HINGE, REAR DOOR
17	1	HW8713	FLAT LOCK #564 (REAR DOOR)
18	1	WD5171-01	CABINET SIDE, RIGHT
19	1	WD5171-02	CABINET SIDE, LEFT
20	1	EC9154	COUNTER, 12V, FROG EYE MOUNTING
21	1	SA5123-01	AC POWER HARNESS
22	1	SA5131-01	MAIN HARNESS
23	1	HW8953	BEZEL, 13" T/S
24	1	SA4084	4" SPEAKER ASSEMBLY
25	1	EC7526-02	POWER SUPPLY, SW, 11 AMP
26	1	MW5156-01	RETAINING BRACKET, COIN BOX
27	1	TA10004-02	PCA, CPU, VID, 260 TESTED
28	1	EC9840	SMT-3 TOUCHSCREEN CONTROLLER
30	1	HW8741	CIRCULAR LOCK (COIN MECH)
31, 32	1	SA5156-01	CONNECTOR COIN BOX ASSEMBLY
33	1	SA5153-01	COIN BOX ASSEMBLY
34	1	HW8727	LOCK, COIN BOX
35	1	MW5153-01	LID, COIN BOX
36	2	HW4498	THUMB SCREWS, BRASS
37	1	SA5152-XX	POWER ENTRY (POWER ENTRY TYPE DETERMINED BY LINE CORD REQUIREMENTS)
38	1	SB0004-02*	ASSY, MOV/ARRESTOR (*240V GAMES ONLY)
39	1	HW0001-01	SAFETY COVER, POWER SUPPLY

19" CABARET

REF#	QUANTITY	PART NO.	DESCRIPTION
X	1	EC2001	POWER CORD, 120V
X	1	EC2002	POWER CORD, 240V
1	1	WD5060-01	WOOD CABINET, URTS, 19" CABARET
2	1	MW1672-01	CONTROL PANEL, 19" CABARET
3	1	MW1673-01	COVER SCREEN, 19" CABARET
4	1	MW1671-01	BRKT, GLASS, UPPER, 19" CABARET
5	1	HW8951-01	BEZEL, MONITOR, 19" CABARET
6	1	SA3266-02	CRT ASSY, 19" CABARET
7	1	SA3263-01	POWER ENTRY, URTS, 120V
7	1	SA3270-01	POWER ENTRY, URTS, 240V
8	1	SA4084	SPEAKER ASSY, 4"
9	1	SA3209-01	BRKT ASSY, METER/TEST SW
10	1	SA3281-01	MAIN HARNESS, 19" CABARET
11	1	TA10004-02	PCA, CPU, VID, 260
12	1	SA3282-01	POWER HARNESS, 19" CABARET
13	1	EC7526-02	POWER SUPPLY
14	1	WD5052-01	PC SHELF, CABARET
15	1	SA3264-01	SWITCH ASSY, URTS
16	1	SB1523-02	FLUORESCENT LAMP ASSY, 120V, 22"
17	1	EC6052-04	FLUOR, 15", 120V-60Hz, W/10" CABLE
18	1	GL2401-03	VINYL, MARQ, MEGATOUGH 19" CABARET
19	1	GL2411-03	PLEXI, CLR, 19" CABARET SIGN
20	2	GL2999-01	DECAL, MEGATOUGH, URTS, CABARET
21	1	MW1674-01	MONITOR SUPPORT, LEFT, 19" CAB
22	1	MW1674-02	MONITOR SUPPORT, RIGHT, 19" CAB
23	1	HW8979	SLIDE LATCH, DART MATRIX SW
24	1	HW1677-01	COVER, SPEAKER HOLE, 19" CABARET
25	1	HW6366	MOUNTING POST, KNURLED
26	1	LB2100	LAMP, FLUOR, 15: F15T8CW
27	1	EC9840	SMT-3 TOUCHSCREEN CONTROL MODULE
30	1	MW1670-01	SPEAKER, MTG BRKT, 19" CAB
31	1	EC9374	CRT, COLR, 20", CGA, DC COUPLED
32	1	EC9839	OVRLY, T/S 19" W/58" CABLE
33	1	WD5061-01	SHELF, MONITOR 19" CAB
28	1	MW0006-01*	COVER, PCA (*240V GAMES ONLY)
29	1	SB0004-02*	ASSY, MOV/ARRESTOR (*240V GAMES ONLY)
30	1	HW0001-01	SAFETY COVER, POWER SUPPLY

19" UPRIGHT

REF#	QUANTITY	PART NO.	DESCRIPTION
X	1	EC2001	POWER CORD, 120V
X	1	EC2002	POWER CORD, 240V
1	1	HW8711	ANCHOR PLATE FOR CAM LOCK
2	1	HW8716	FLAT LOCK, #564
3	4	HW8960	LEG LEVELER
4	2	MW0044-01	DOOR LOCK PLATE, URTB
5	1	SA3230-01	BEZEL ASSEMBLY
6	1	MW5006-01	SPEAKER COVER
7	1	SA0015-01	HARNESS, MAIN, UNIVERSAL, 19"CAB/URTS
8	1	SA3216-01	AC POWER HARNESS
9	1	EC7526-02	POWER SUPPLY
10	1	TA10004-02	PCA, CPU, VID, 260
11	1	SA3202-04	SHELF ASSEMBLY, TOUCHSCREEN/CRT, 120V
12	1	WD2014-01	PCB MOUNTING SHELF
13	1	SA3210-02	TOUCHSCREEN/CRT ASSEMBLY
14	1	EC9374	CRT, COLOR, 19" CGA
15	1	EC9823	TOUCHSCREEN OVERLAY, 19"
16	1	WD2013-01	CRT MOUNTING SHELF
17	1	MW5003-01	CRT ADJUST, BRACKET, LEFT
18	1	MW5003-02	CRT ADJUST, BRACKET, RIGHT
19	1	SA3206-01	POWER ENTRY, UR 19", T/S, 120V
19	1	SA3170-01	POWER ENTRY, UR 19", T/S, 240V
20	1	SA4084	SPEAKER ASSEMBLY
21	1	WD2012-01	CABINET, 19" UPRIGHT TOUCHSCREEN
23	1	SA3209-01	METER/TEST SWITCH BRACKET ASSEMBLY
24	1	EC9840	SMT-3 TOUCHSCREEN CONTROL MODULE
25	1	MW0006-01*	COVER, PCA, 19" URTS/CAB (*240V GAMES ONLY)
26	1	SB0004-02*	ASSY, MOV/ARRESTOR (*240V GAMES ONLY)
27	1	HW0001-01	SAFETY COVER, POWER SUPPLY

Merit Video Limited Warranty

Merit Industries, Inc. warrants its video countertop and upright machines to be free from defects in material and workmanship for a period of six months from the date of delivery or seven months from the date of shipment from its facilities, whichever occurs first. The warranty covers all electrical components (except fuses and light bulbs) and printed circuit boards. Other items are covered by warranty periods offered by the original equipment manufacturers (power supplies - 90 days; video monitors - 90 days).

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

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

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

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

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

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

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

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

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

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

PROPRIETARY

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THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS "A" COMPUTING DEVICE. OPERATION IN A RESIDENTIAL AREA MAY CAUSE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.