



TECHNICAL SERVICE REFERENCE MANUAL



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90003025

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Ion Fusion:

ECS Motherboard

ASUS Motherboard

Hard Drive

Monitor

Touchscreen

Power Supply

Bill Acceptor

Ion Aurora:

Motherboard

Hard Drive

Monitor & Touchscreen

Power Supply

Bill Acceptor

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Hard Drive

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Parts Illustrations

Ion Parts List

Cabinet Information Section

General Information

Megatouch Ion Elite Edge

Dimensions: L = 15"; W = 17.75"; H = 17.625"

Shipping dimensions: D = 18.5"; W = 21"; H = 20"

Shipping weight: 75 lbs.

Megatouch Ion eVo

Dimensions: L = 15"; W = 16.5"; H = 18.625"

Shipping weight: 75 lbs.

Megatouch Ion eVo Walette/Megatouch Entertainer

Dimensions: L = 9"; W = 16.5"; H = 19"

Shipping weight: 65 lbs.

Megatouch Ion Fusion

Dimensions: L = 21"; W = 20"; H = 61"

Shipping weight: 200 lbs.

Megatouch Ion Aurora

Dimensions: L = 12.75"; W = 17.25"; H = 20.75"

Shipping weight: 65 lbs.

Megatouch Ion Aurora Widescreen

Dimensions: L = 12.75"; W = 18.5"; H = 20.75"

Weight: 58 lbs.

Megatouch Ion Rx

Dimensions: D = 17"; W = 20"; H = 10"

Weight: 35 lbs.

Megatouch Champ

Dimensions: L = 18"; W = 20"; H = 15.25"

Shipping weight: 90 lbs.

Megatouch Ion Elite Edge

Dimensions: L = 15"; W = 17.75"; H = 17.625"

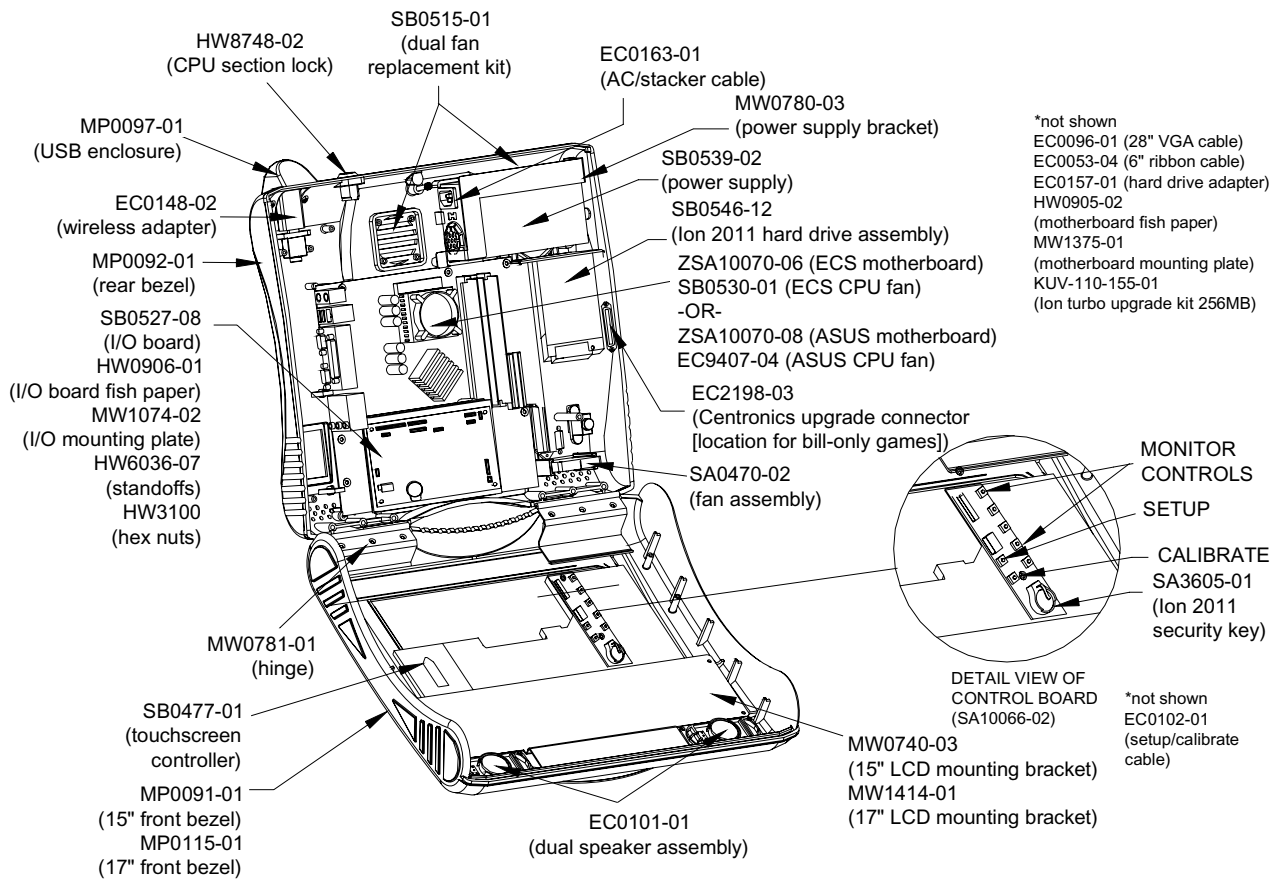
Shipping weight: 70 lbs.

Motherboard Information

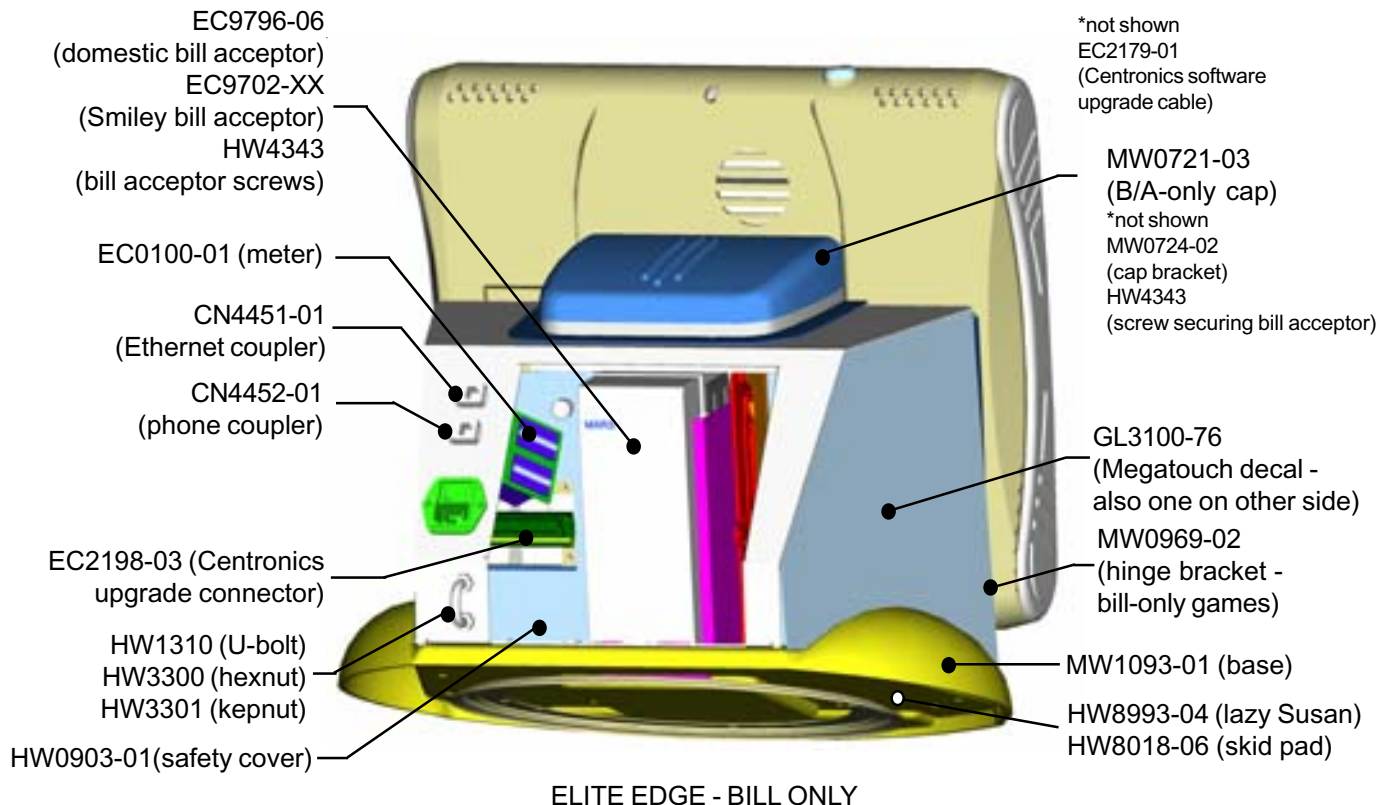
ASUS, ECS

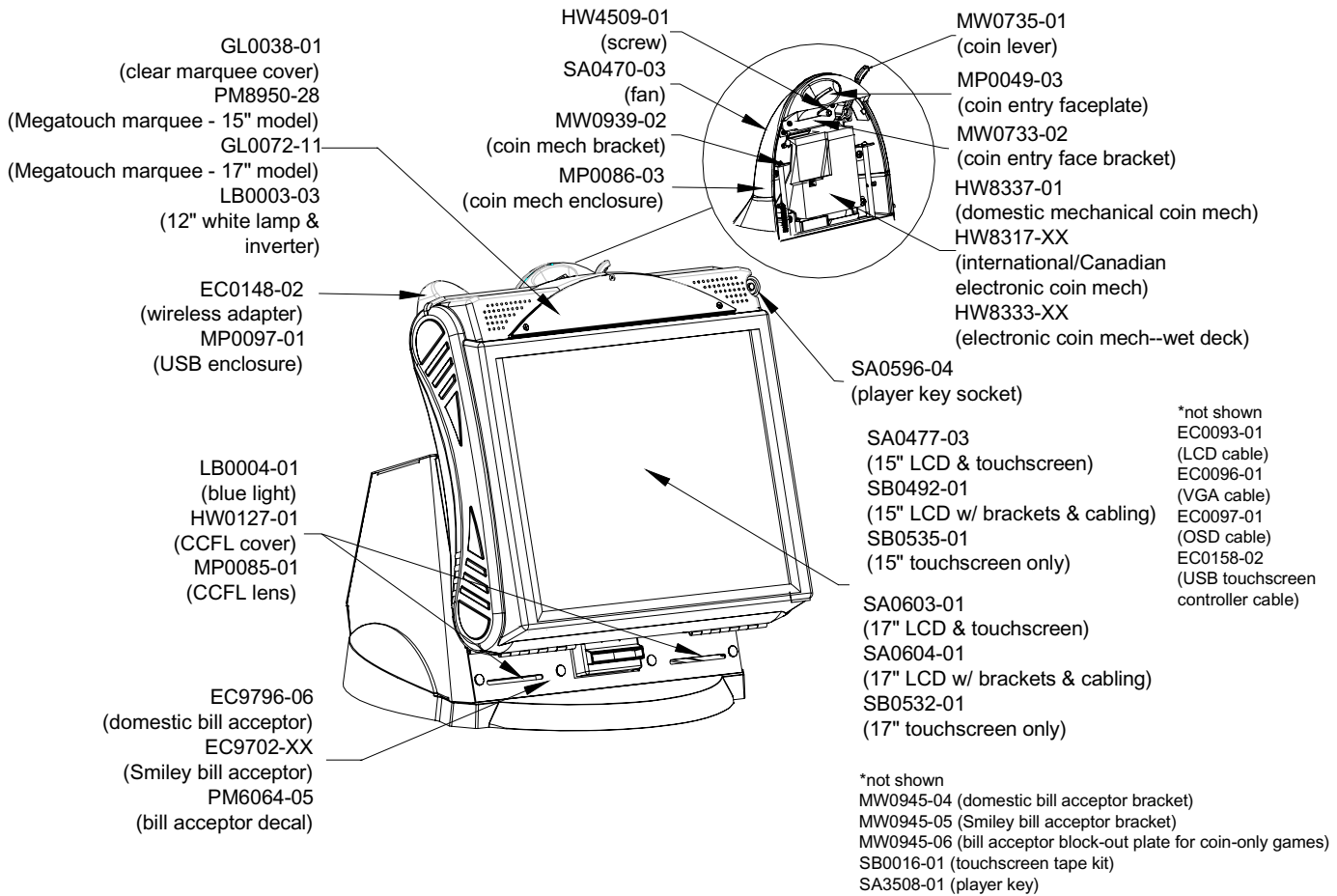
Touchscreen Type

Microtouch

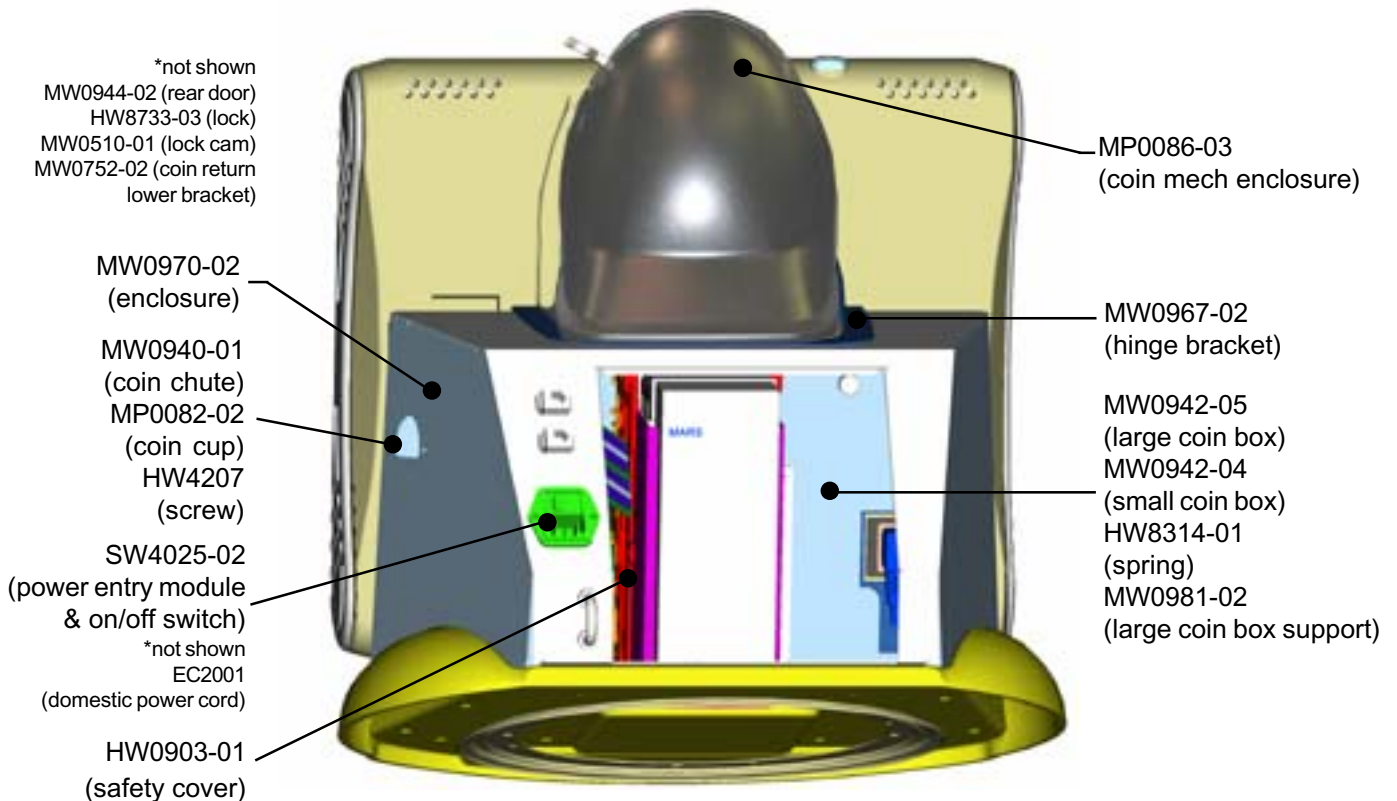


ELITE EDGE WITH CPU SECTION OPEN

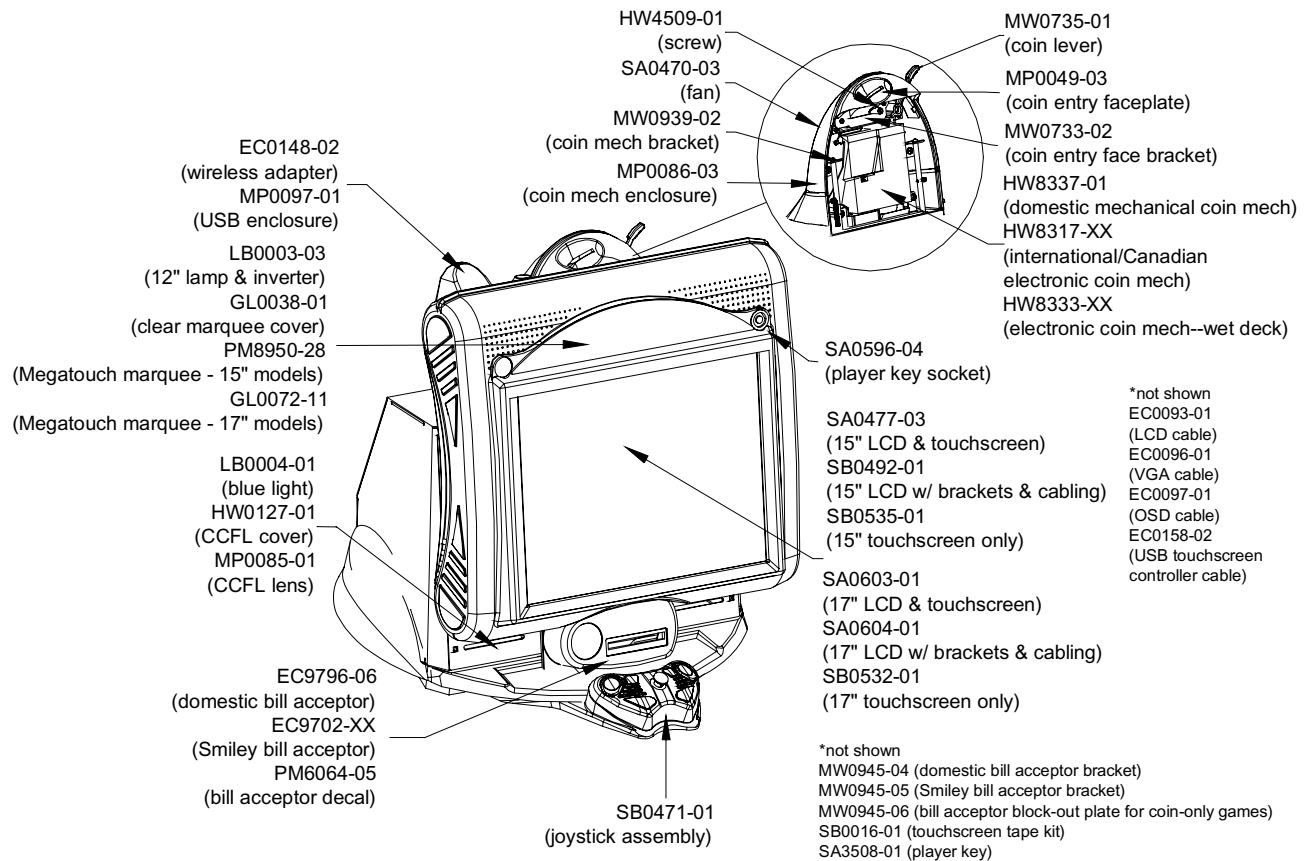




ION ELITE EDGE WITHOUT JOYSTICK



ELITE EDGE - COIN ONLY OR COIN AND BILL



ION ELITE EDGE WITH JOYSTICK

Megatouch Ion eVo

Dimensions: D = 15"; W = 16.5"; H = 18.625"

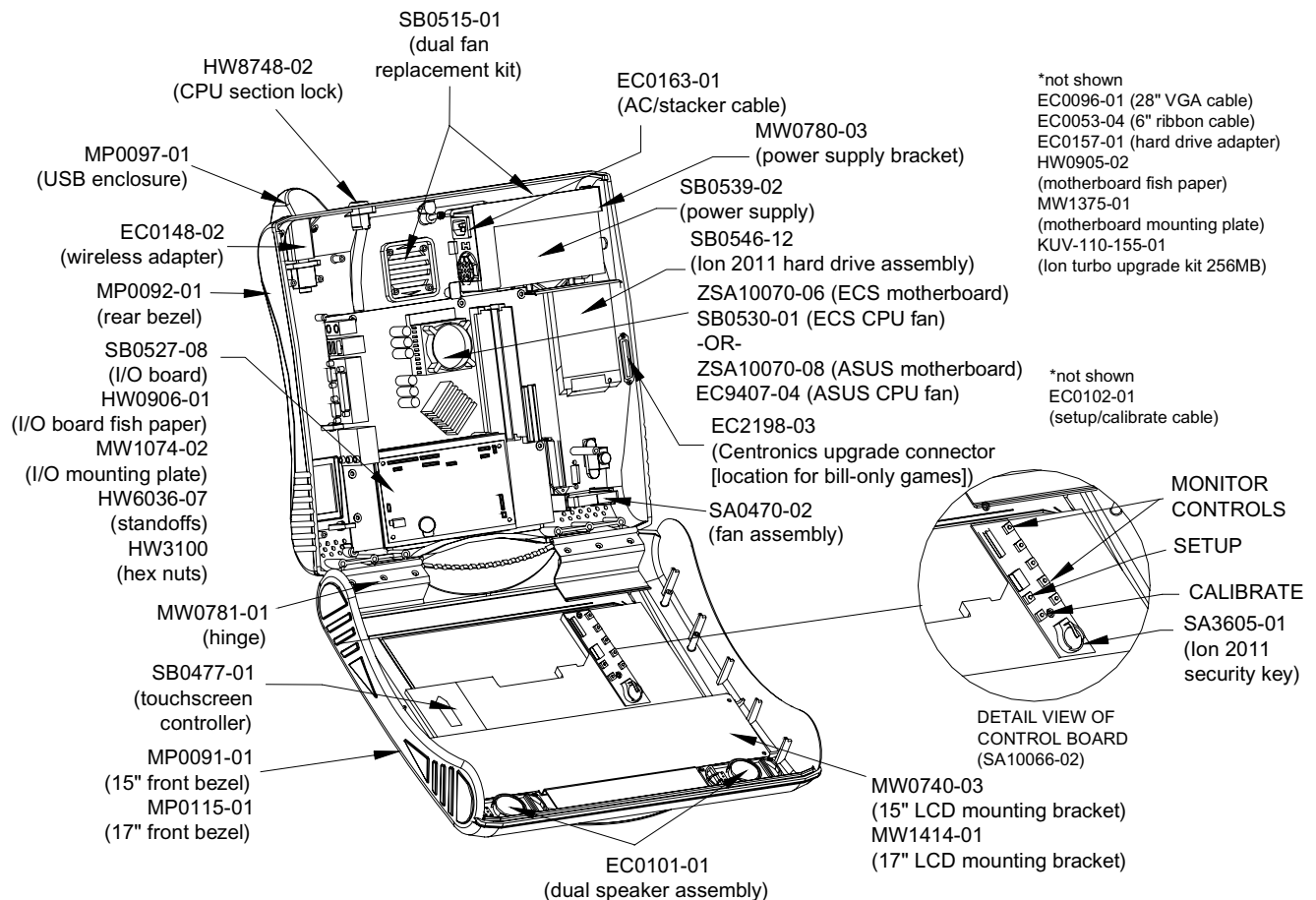
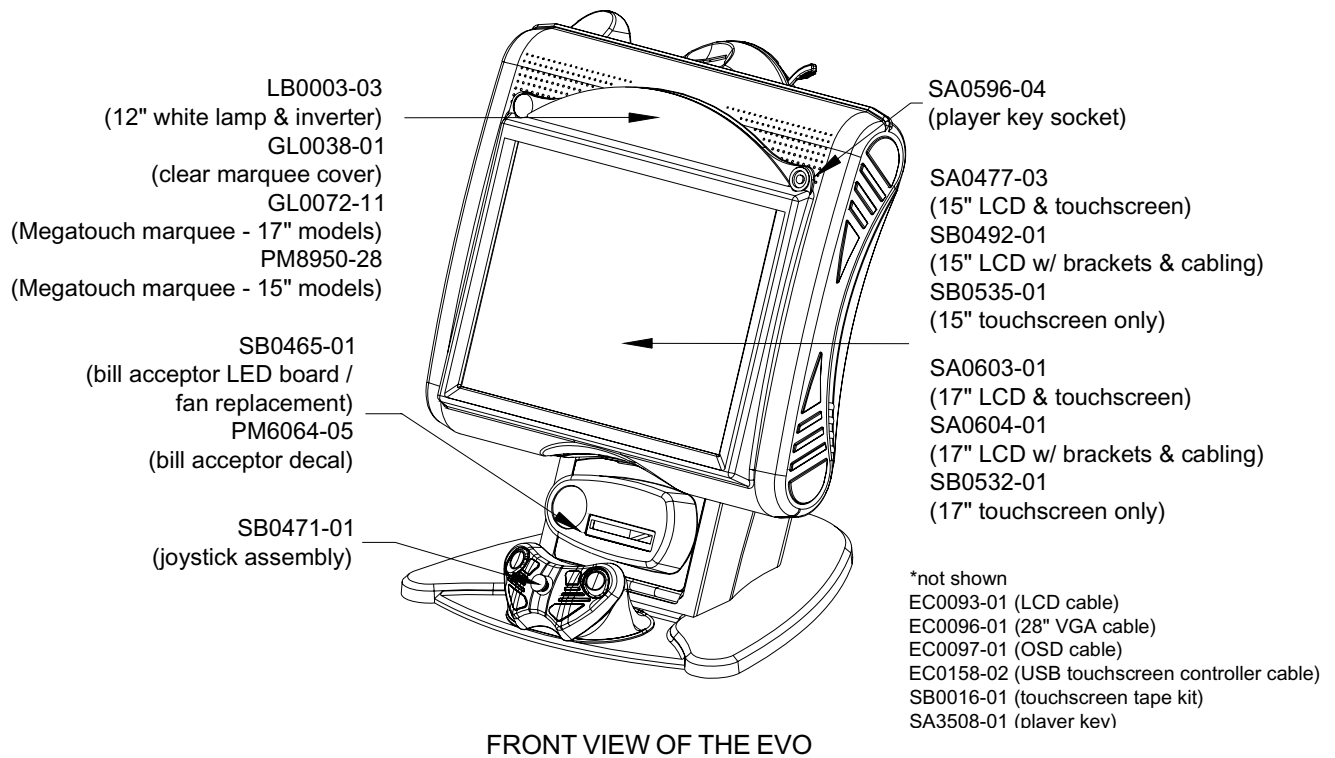
Shipping weight: 75 lbs.

Motherboard Information

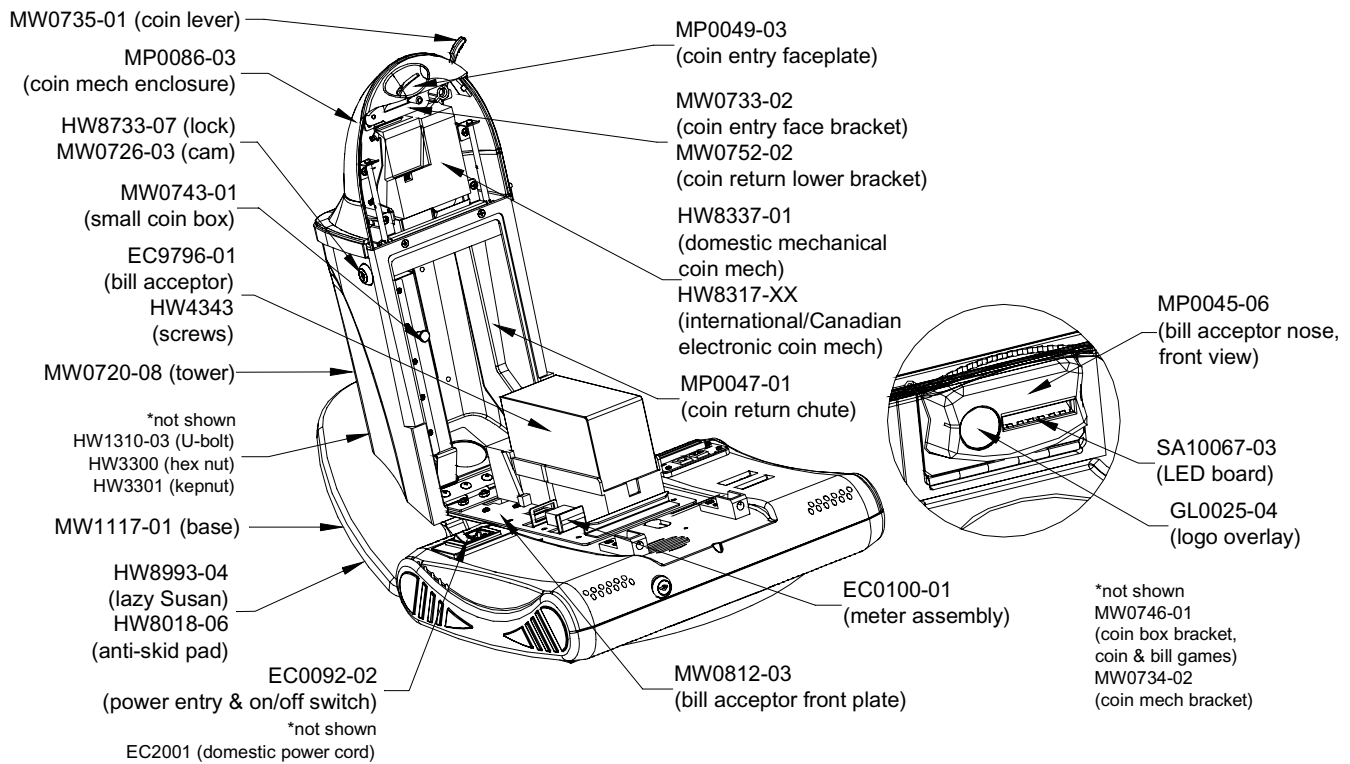
ASUS, ECS

Touchscreen Type

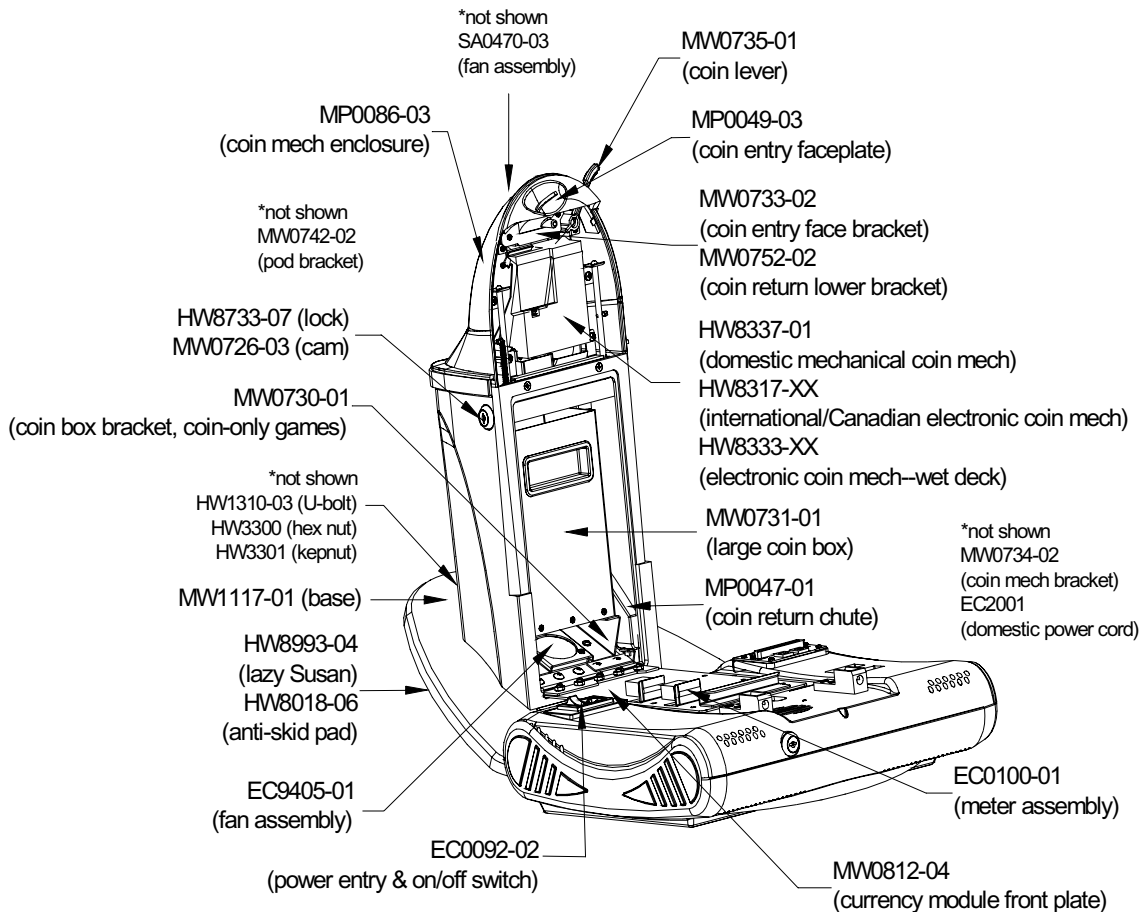
Microtouch



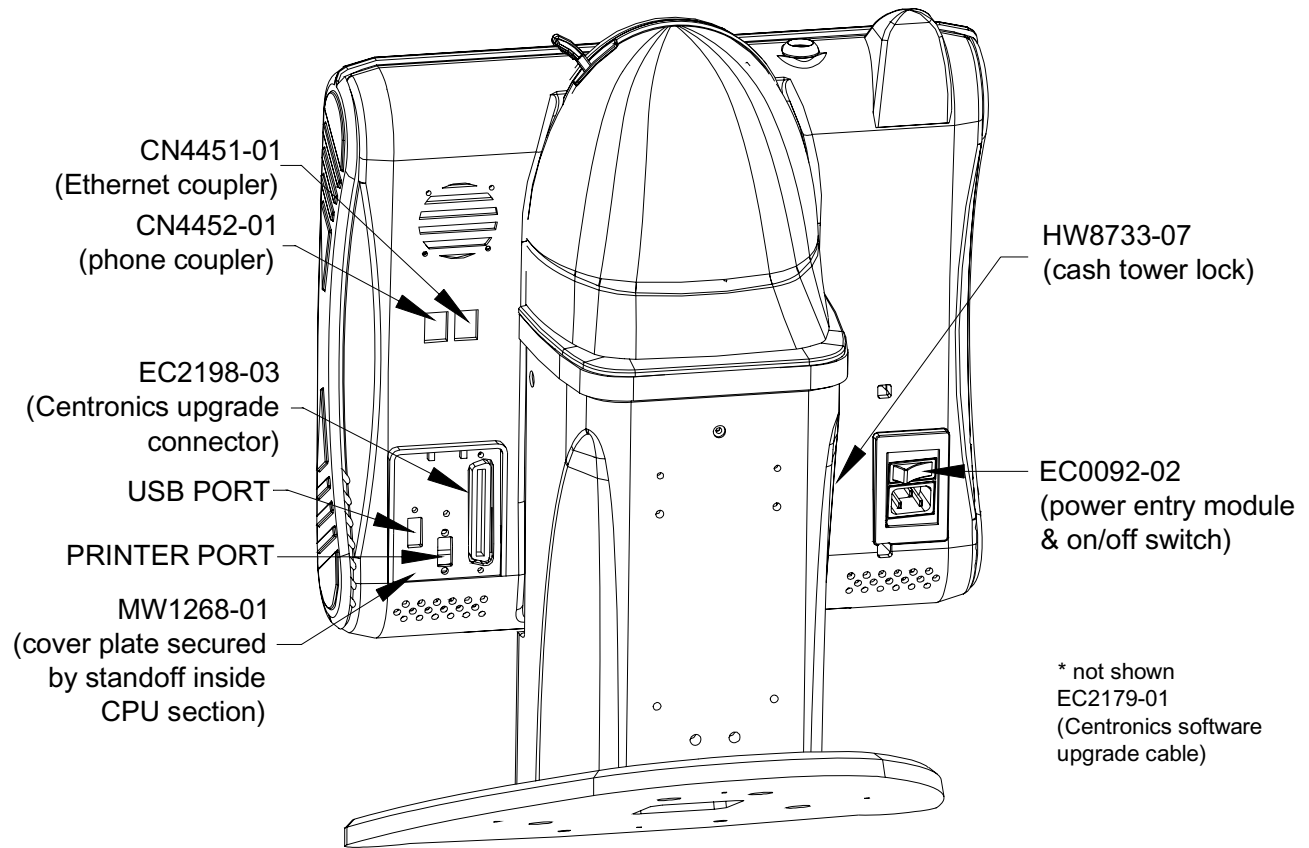
EVO WITH CPU SECTION OPEN



EVO WITH BILL & COIN - CASH TOWER SECTION OPEN



EVO WITH COIN ONLY - CASH TOWER SECTION OPEN



REAR VIEW OF THE EVO

Ion eVo Walleto/Megatouch Entertainer

Dimensions: L = 9"; W = 16.5"; H = 19"

Shipping weight: 60 lbs.

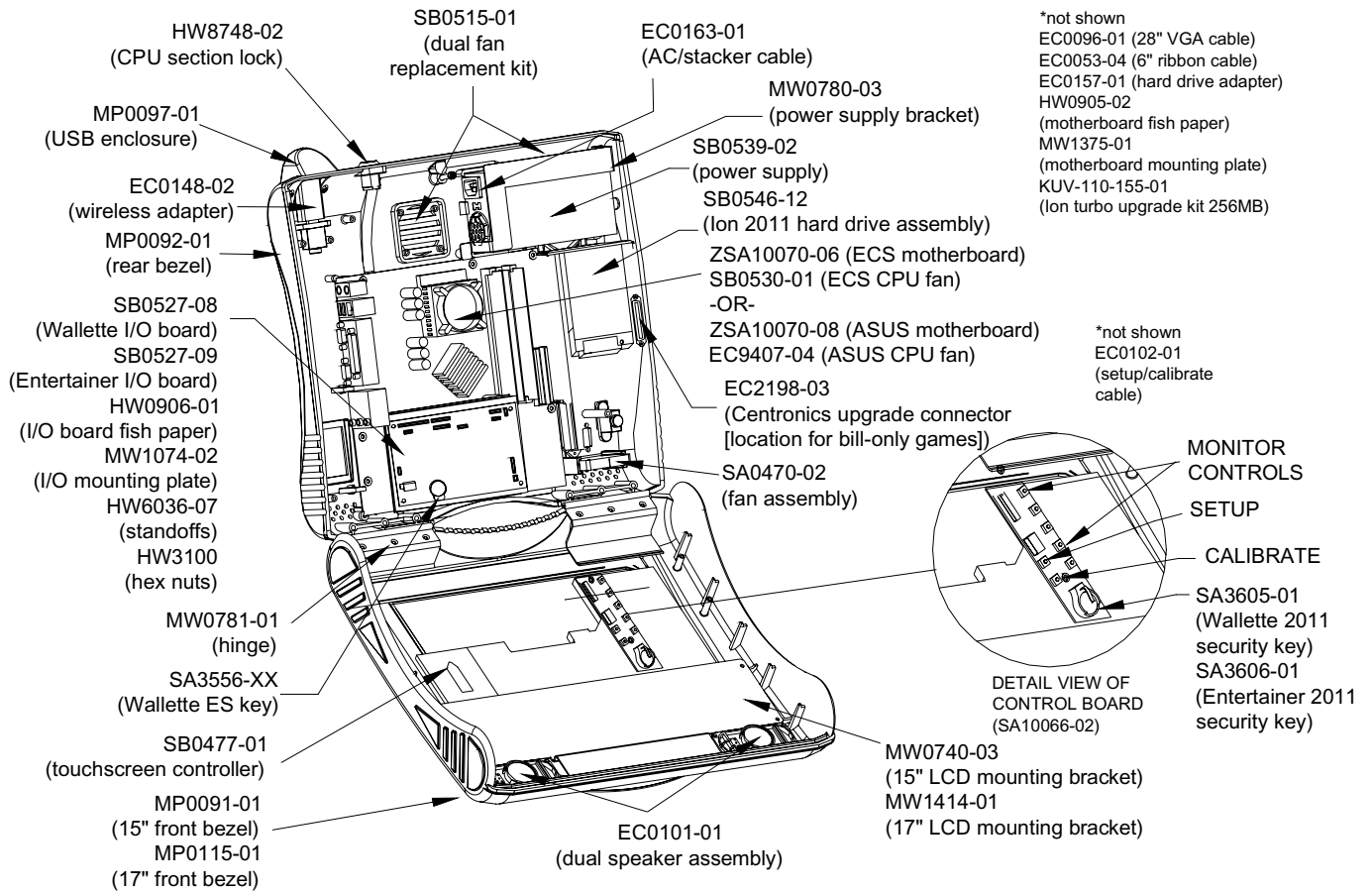
Motherboard Information

ASUS, ECS (Walleto)

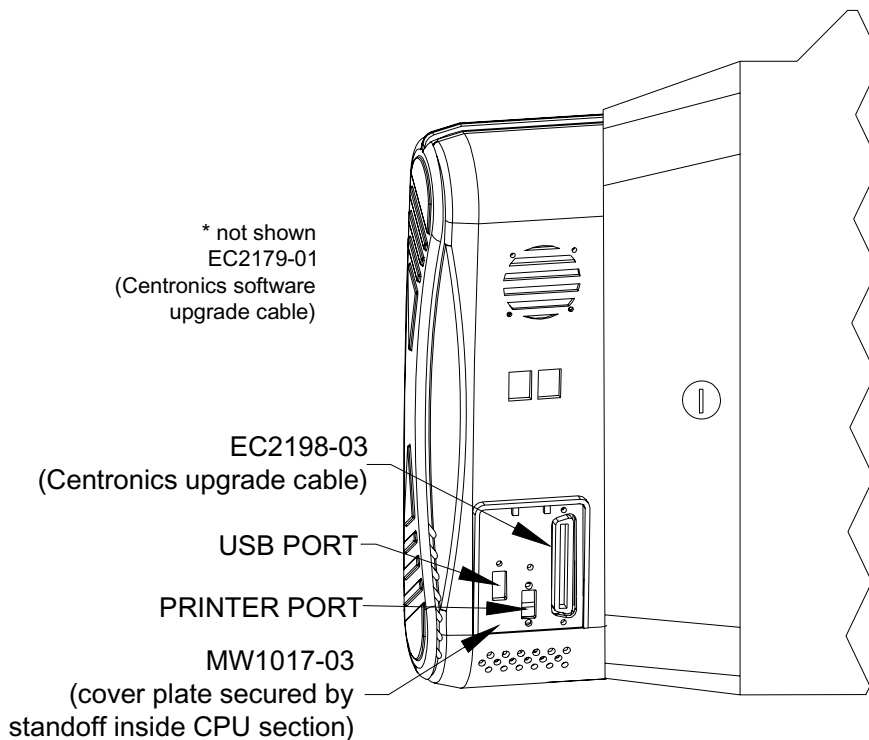
ASUS (Entertainer)

Touchscreen Type

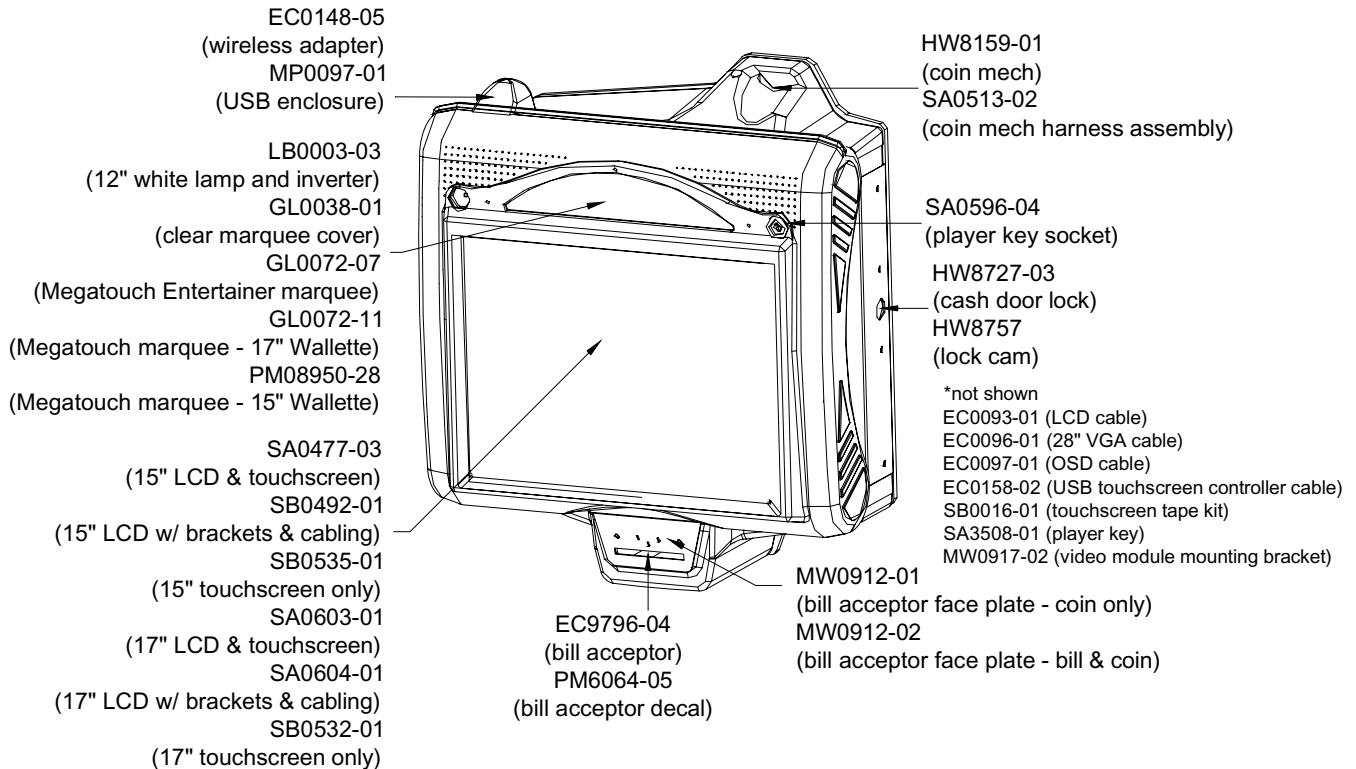
Microtouch



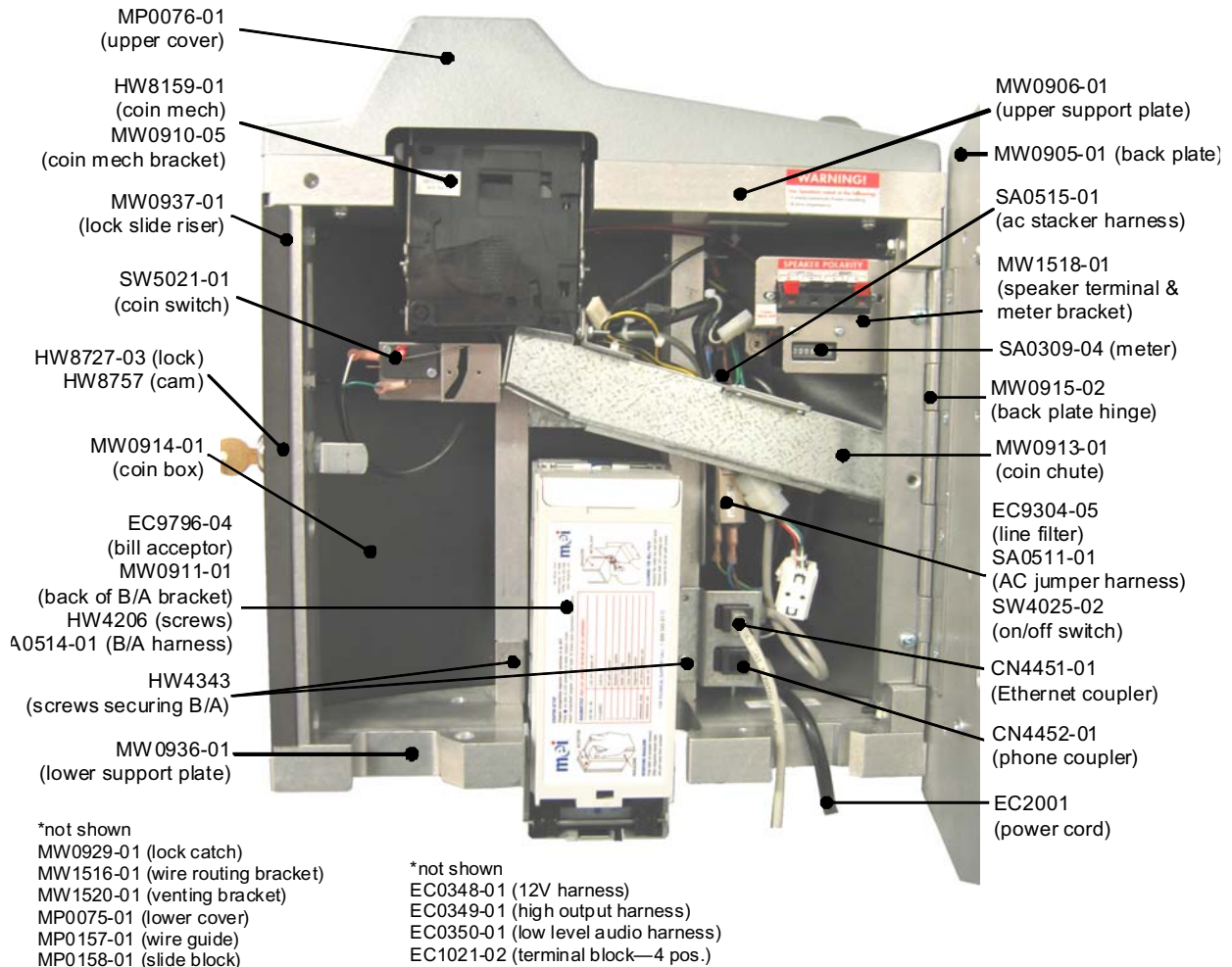
ION EVO WALLETOE/MEGATOUCH ENTERTAINER WITH CPU SECTION OPEN



LEFT REAR SECTION VIEW OF THE WALLETOE/ENTERTAINER



FRONT VIEW OF THE WALLETTE/ENTERTAINER



WALLETTE/ENTERTAINER WITH CASH DOOR OPEN

Megatouch Ion Fusion

Dimensions: L = 21"; W = 20"; H = 67"

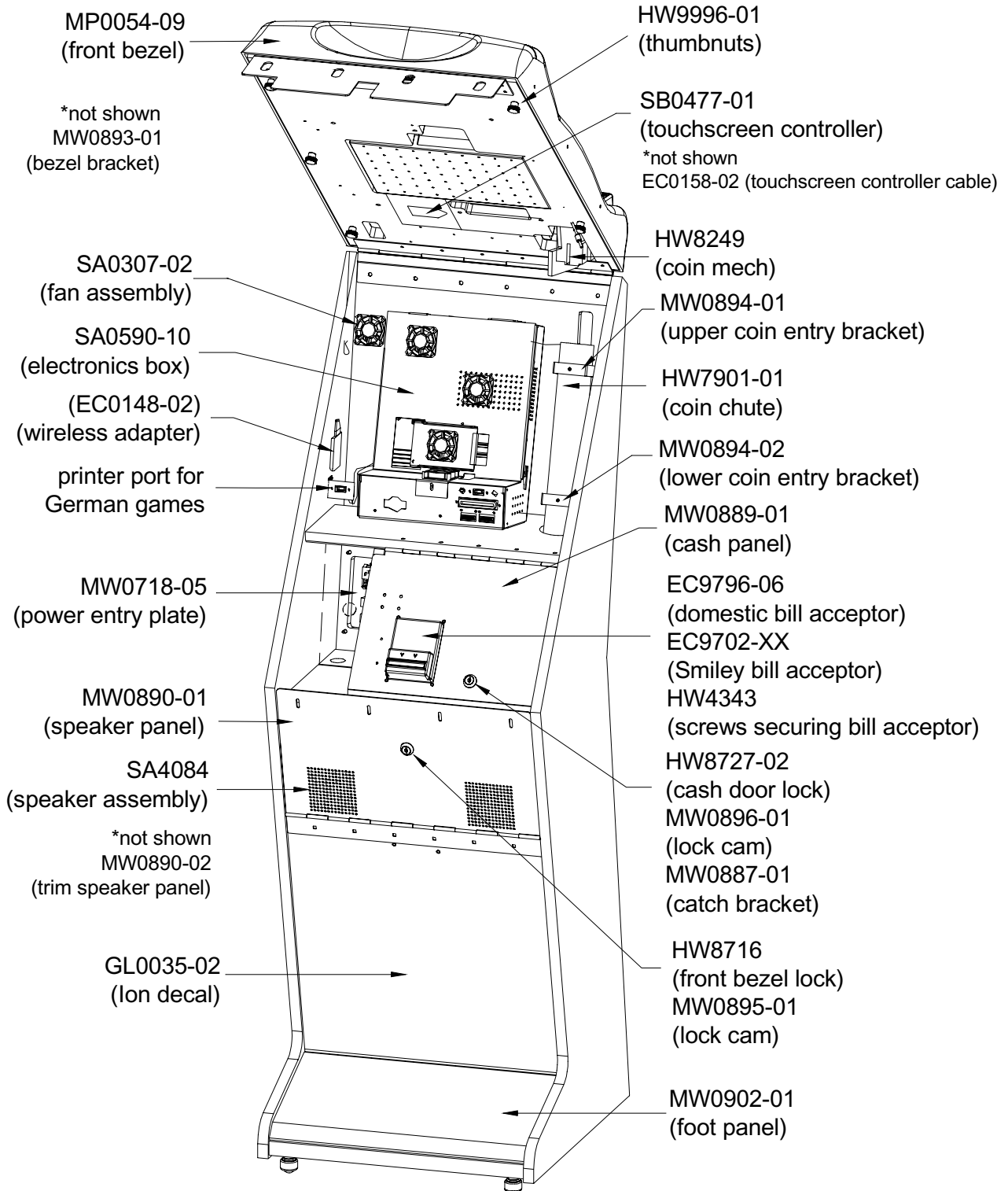
Shipping weight: 200 lbs.

Motherboard Information

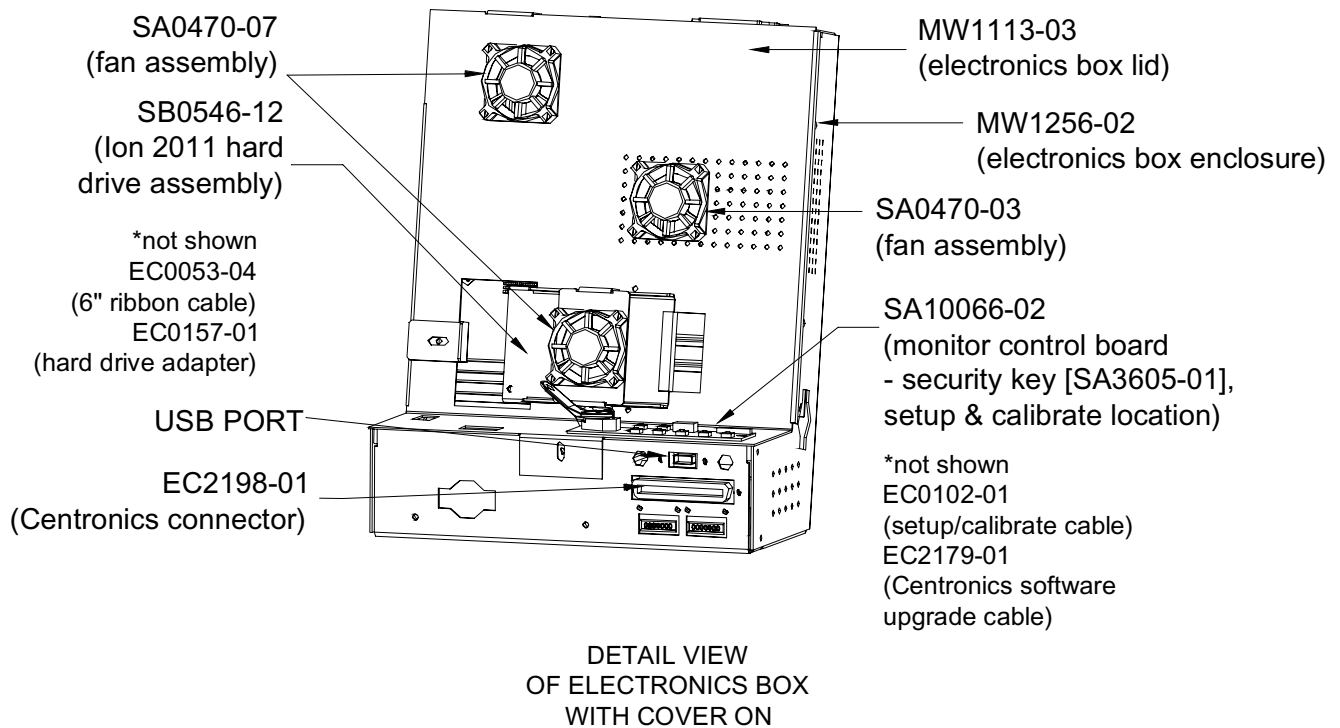
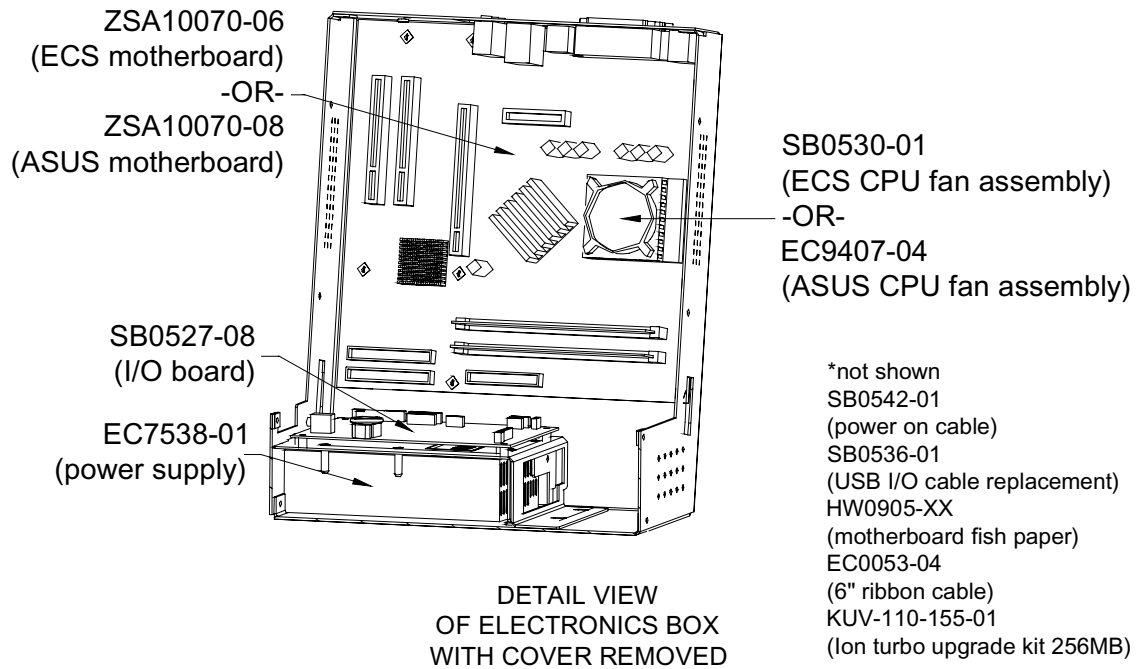
ASUS, ECS

Touchscreen Type

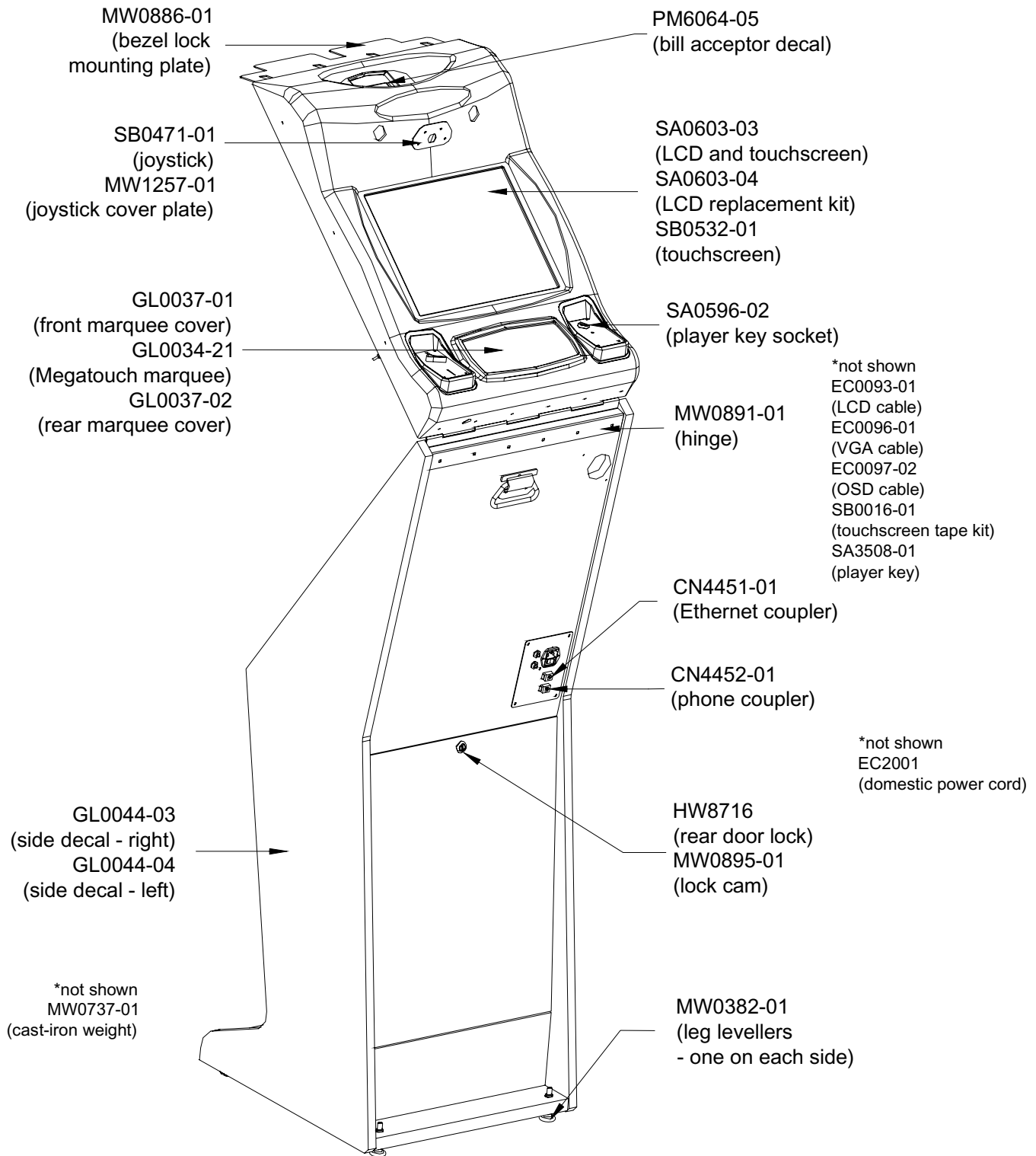
Microtouch



FRONT VIEW OF THE FUSION WITH THE BEZEL OPEN



FUSION ELECTRONICS BOX



REAR VIEW OF THE FUSION WITH THE BEZEL OPEN

Megatouch Ion Aurora

Dimensions: L = 13"; W = 18"; H = 20"

Weight: 56 lbs.

Widescreen Dimensions: W = 18.4"; H = 20.4"; D = 12.6"

Weight: 58 lbs.

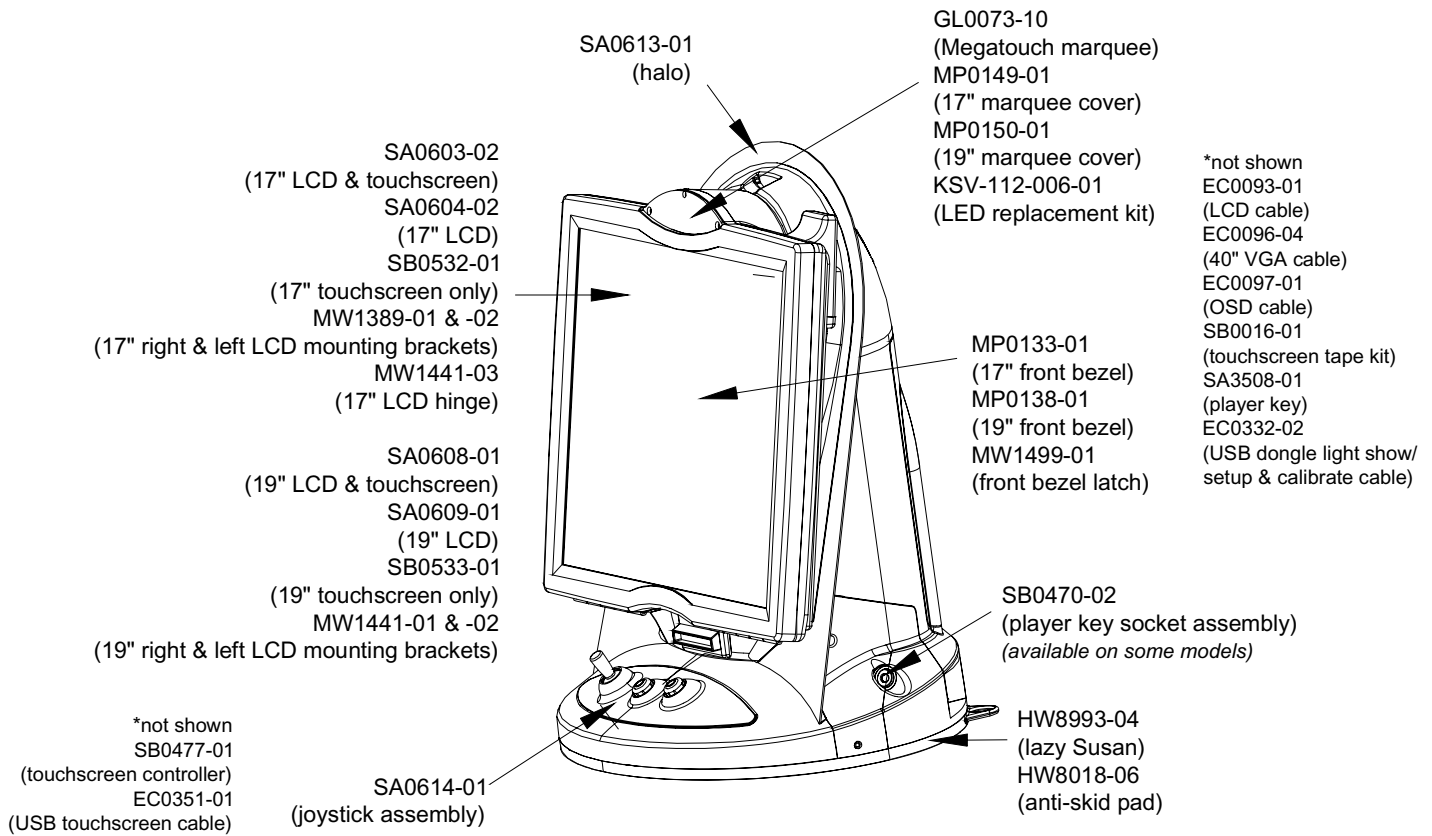
Motherboard Information

ASUS - standard Auroras (17" & 19")

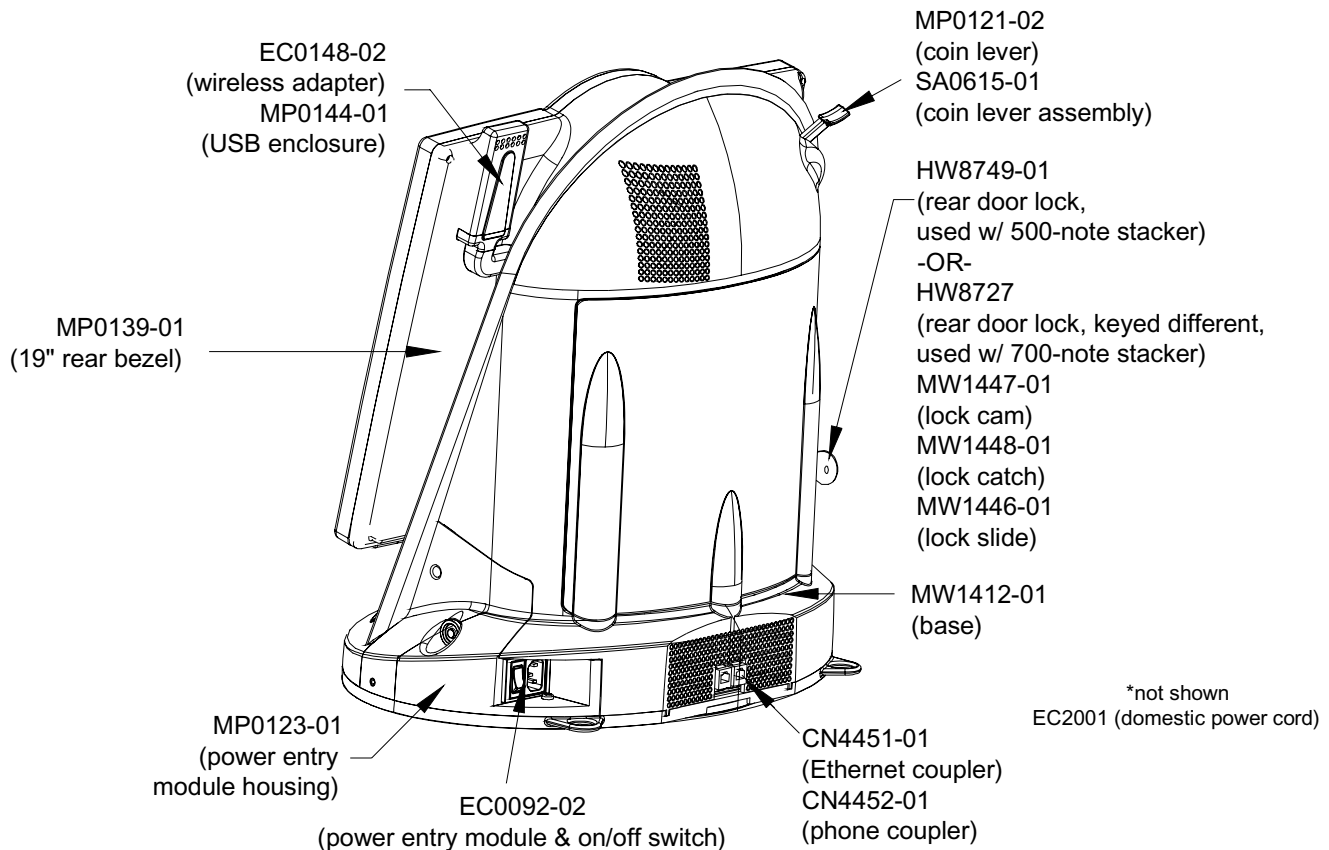
Little Falls - Aurora Widescreen

Touchscreen Type

Microtouch

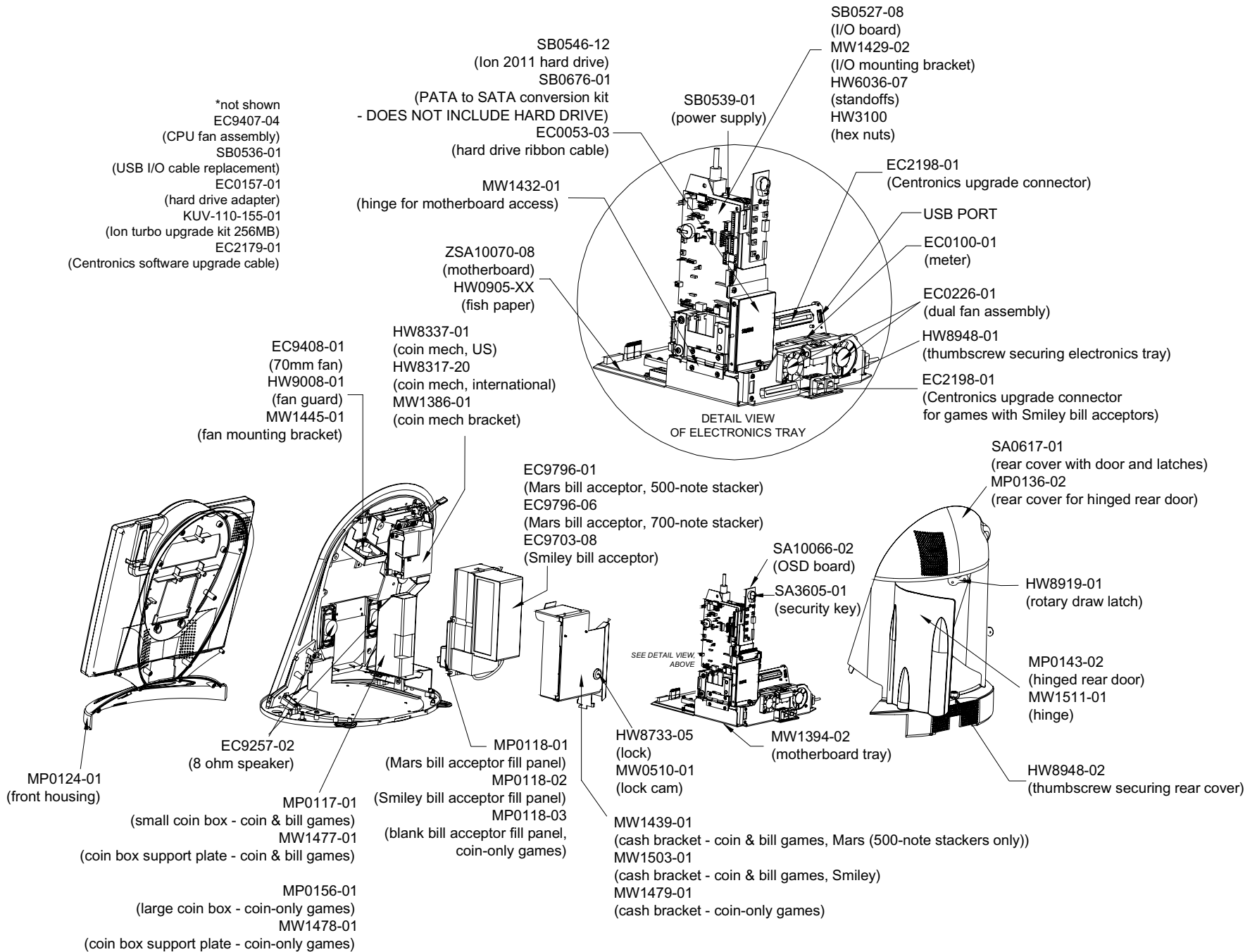


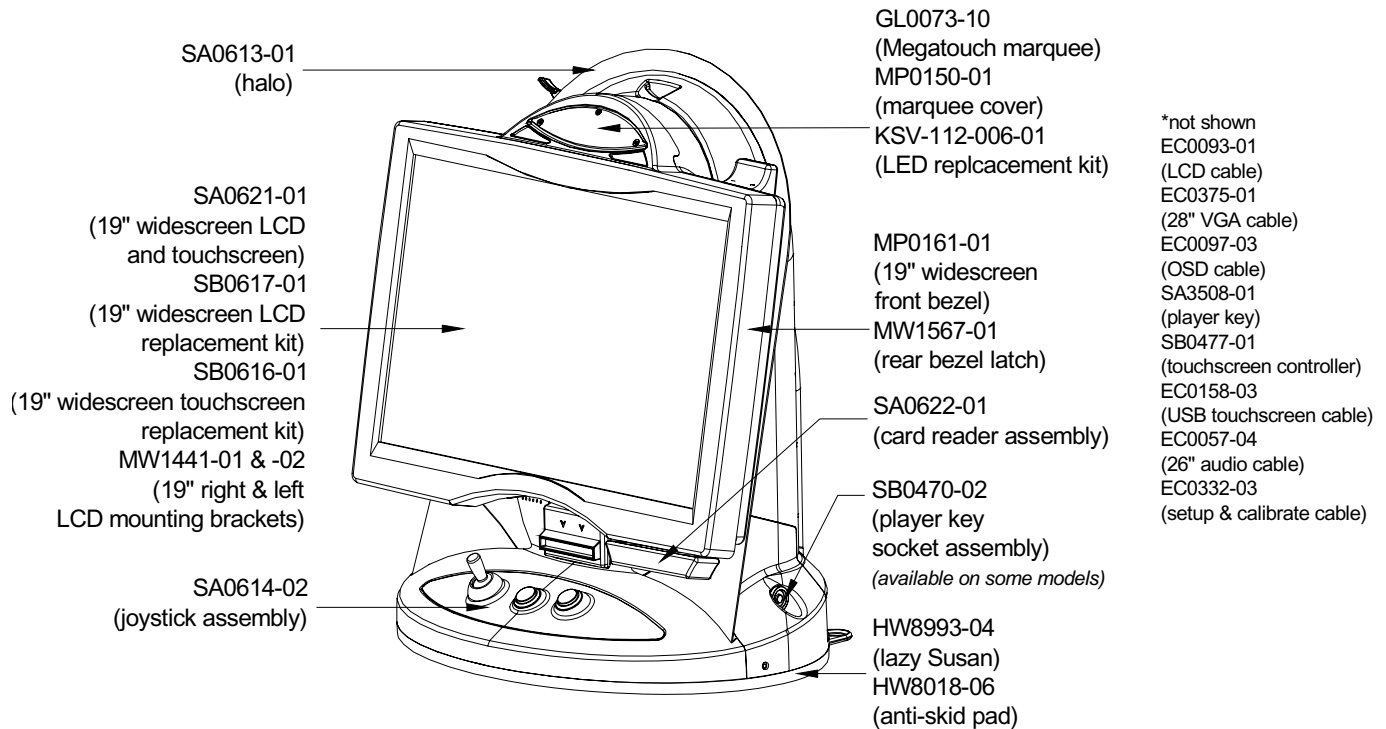
FRONT VIEW OF STANDARD ION AURORA



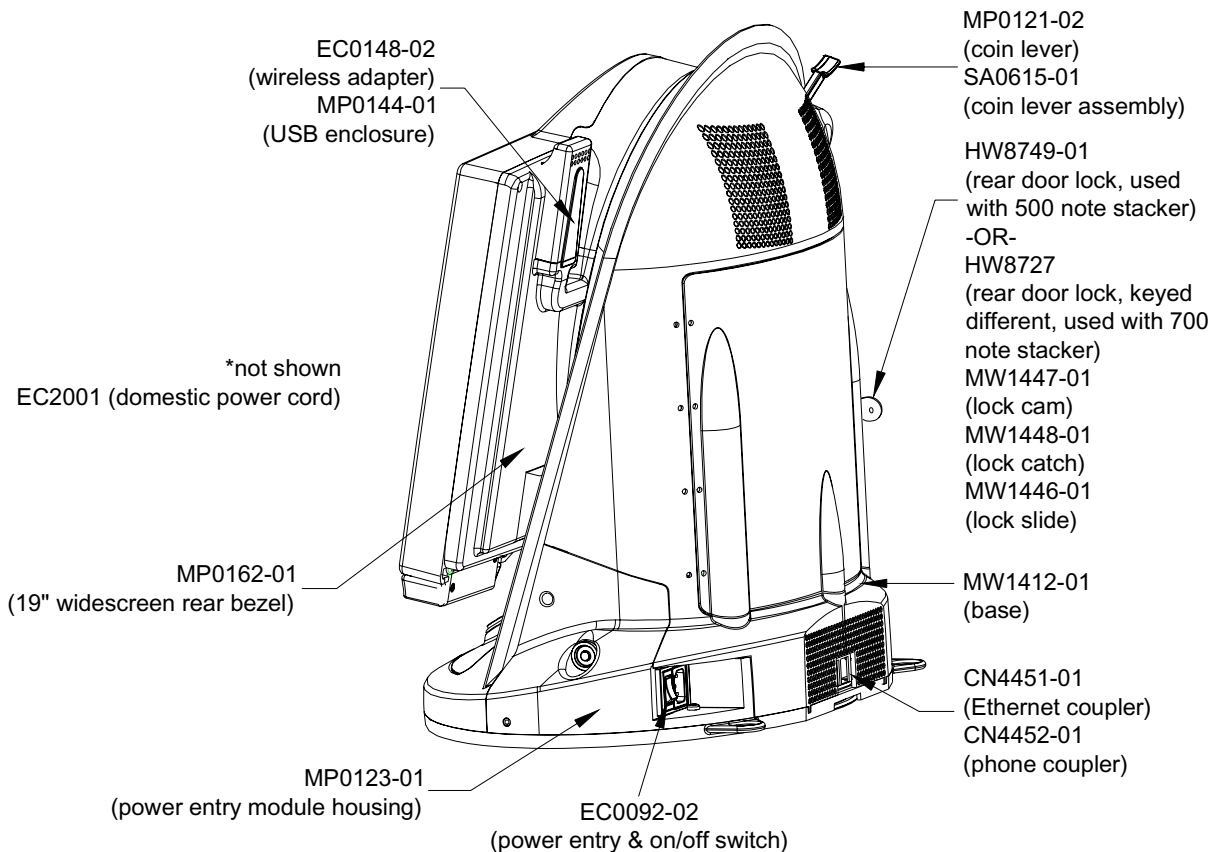
REAR VIEW OF STANDARD ION AURORA

Cabinet Information - General Information - Megatouch Ion Aurora
Megatouch Ion Technical Reference Manual



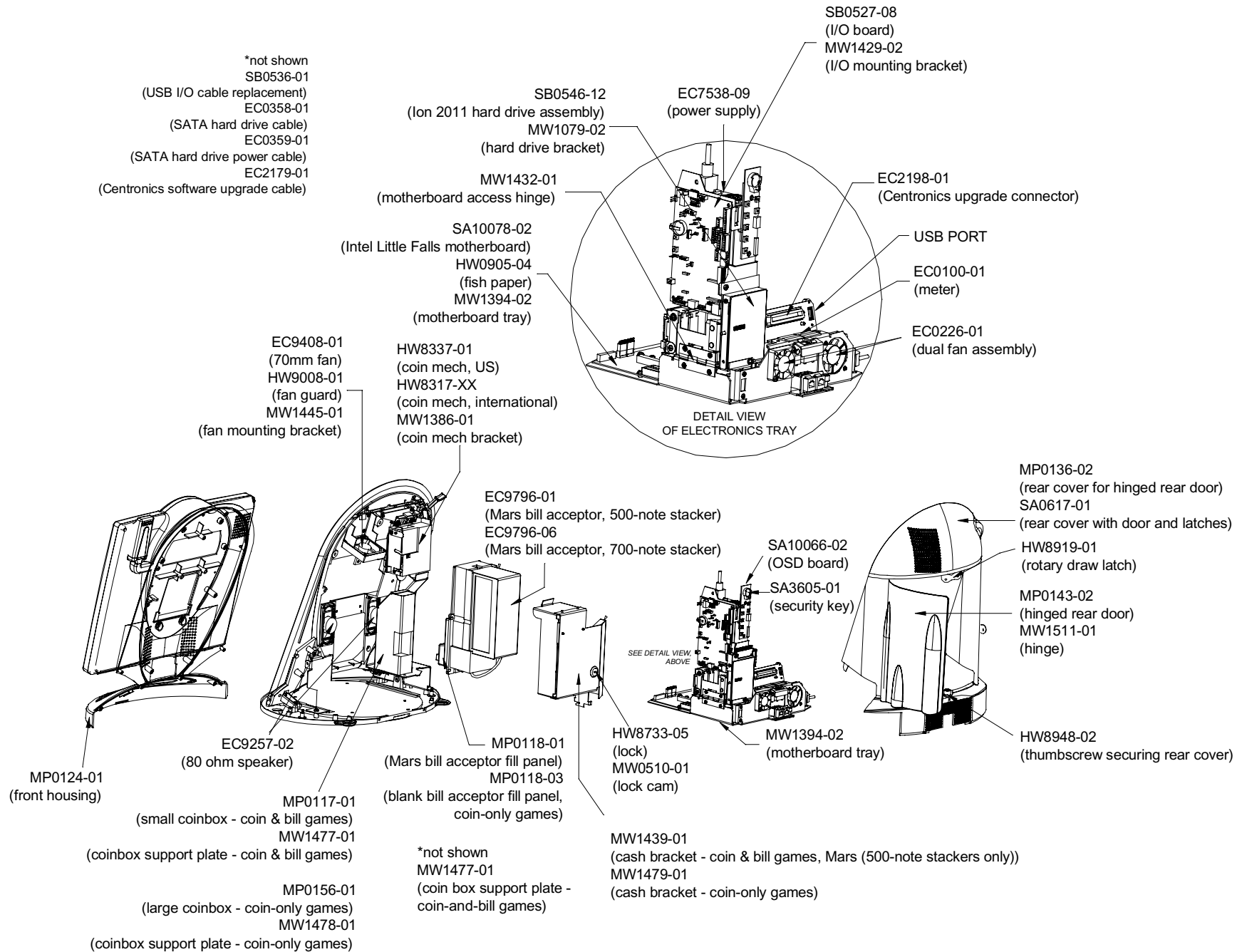


FRONT VIEW OF THE ION AURORA WIDESCREEN



REAR VIEW OF THE ION AURORA WIDESCREEN

EXPLODED VIEW OF THE ION AURORA WIDESCREEN
Cabinet Information - General Information - Megatouch Ion Aurora Widescreen
 Megatouch Ion Technical Reference Manual



Megatouch Ion Rx

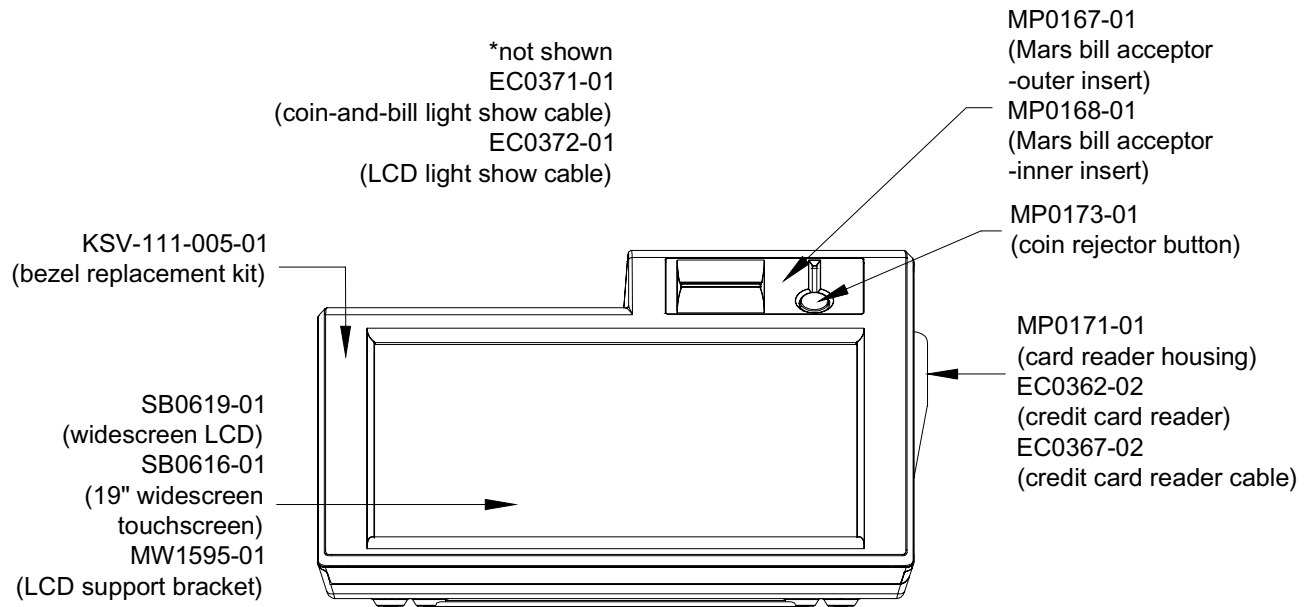
Dimensions: D = 17"; W = 20"; H = 10"
Weight: 35 lbs.

Motherboard Information

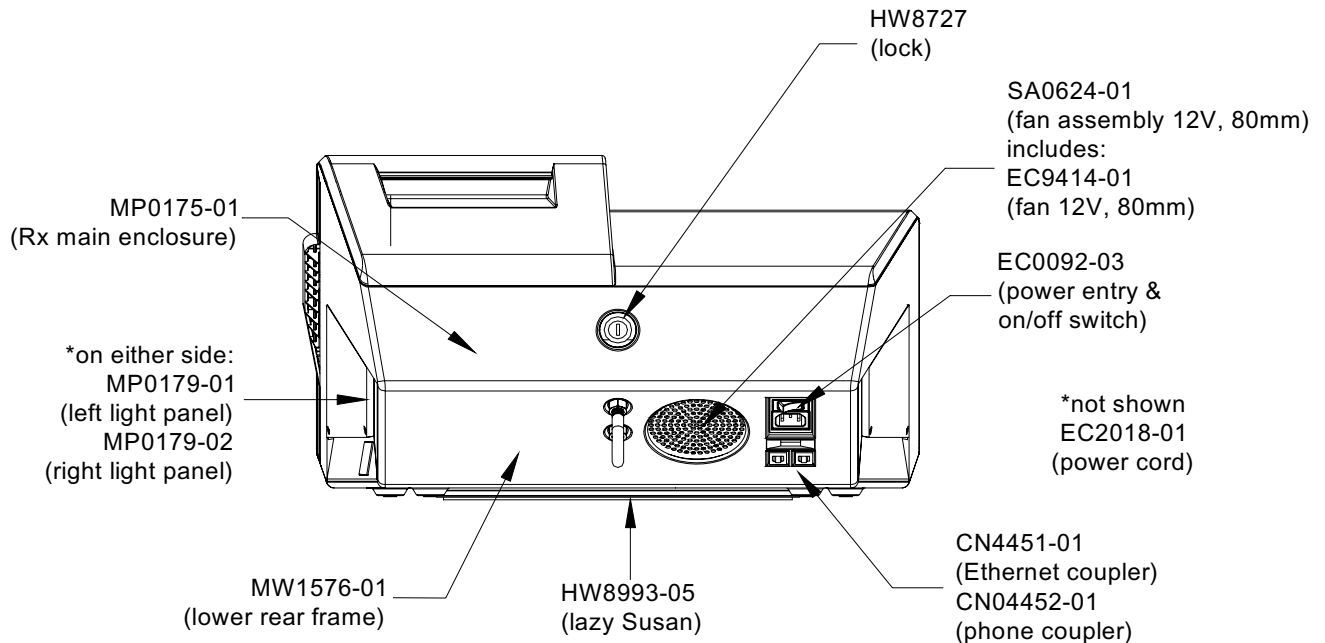
Intel Little Falls

Touchscreen Type

Microtouch

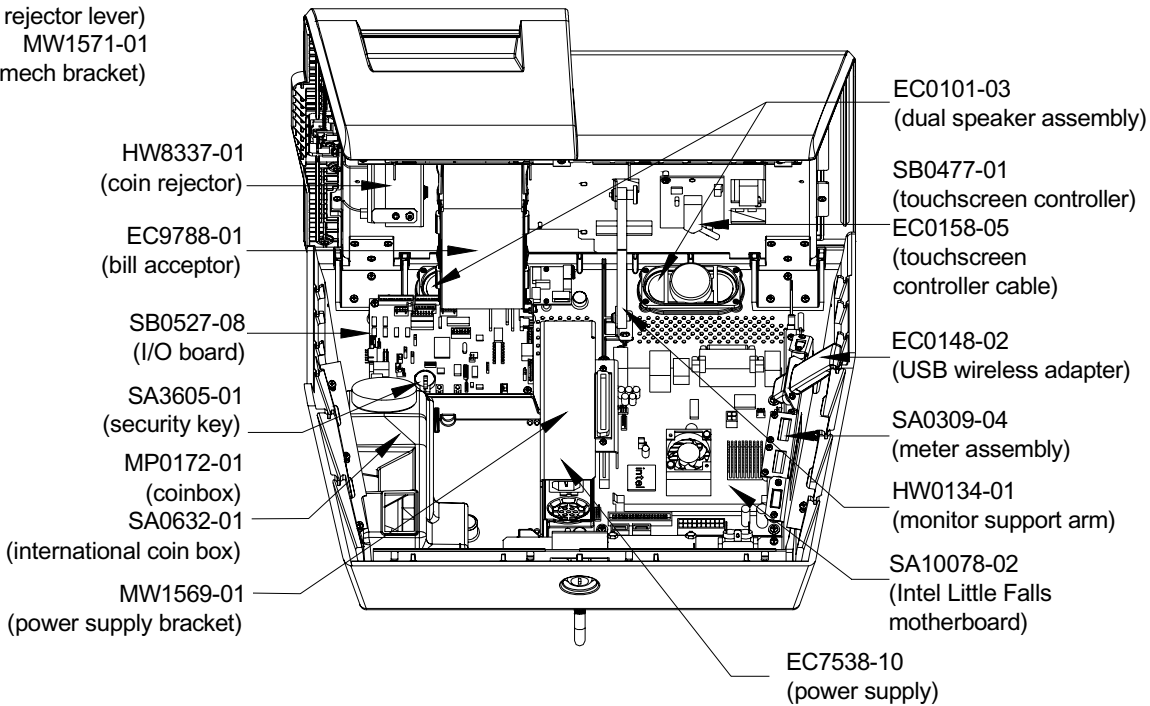


FRONT VIEW OF THE MEGATOUCH ION RX

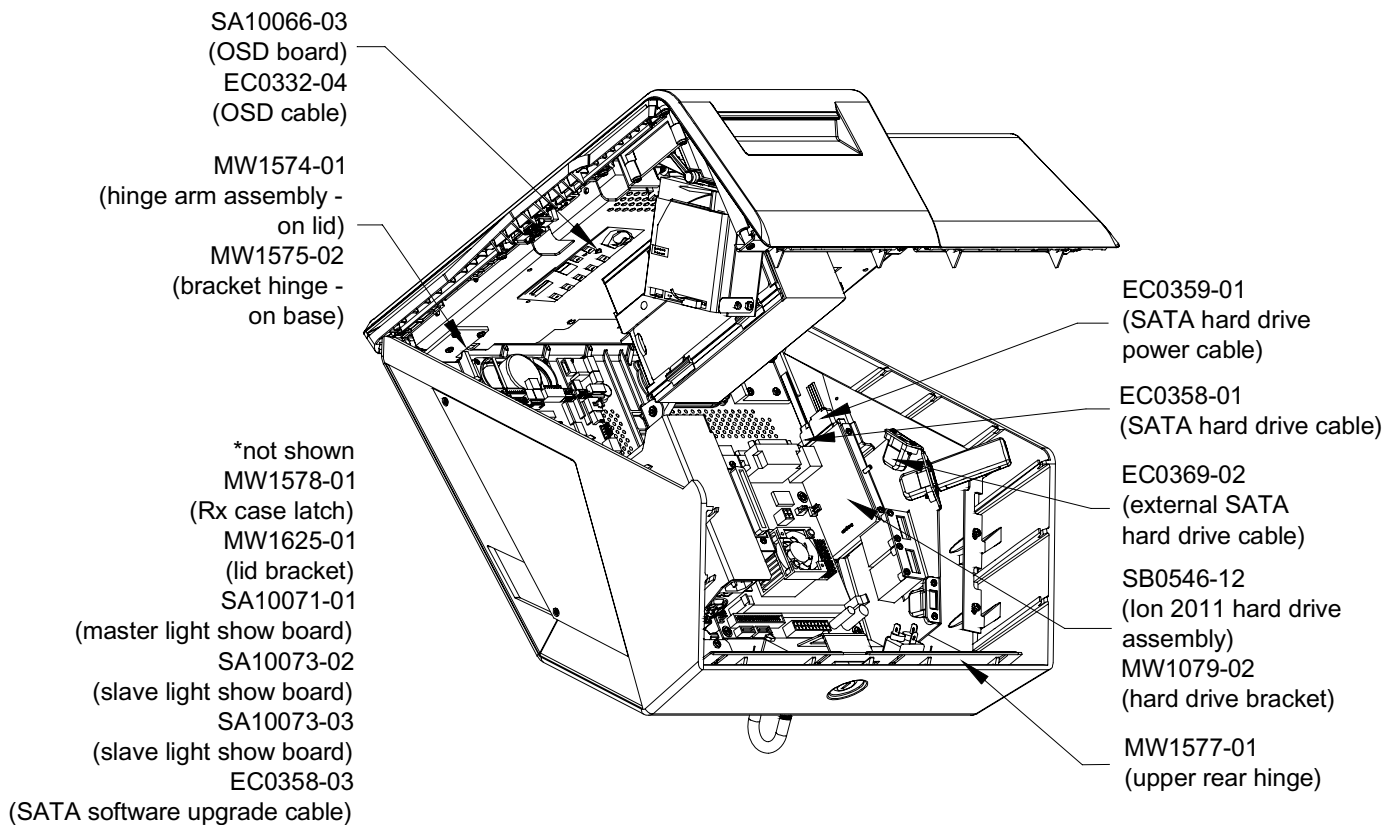


REAR VIEW OF THE MEGATOUCH ION RX

*not shown
EC0094-03
(USB I/O cable)
MP0174-01
(coin rejector lever)
MW1571-01
(coin mech bracket)



REAR VIEW OF AN OPEN MEGATOUCH ION RX



ANGLED REAR VIEW OF AN OPEN MEGATOUCH ION RX

Megatouch Champ

Dimensions: D = 18"; W = 20"; H = 15.25"

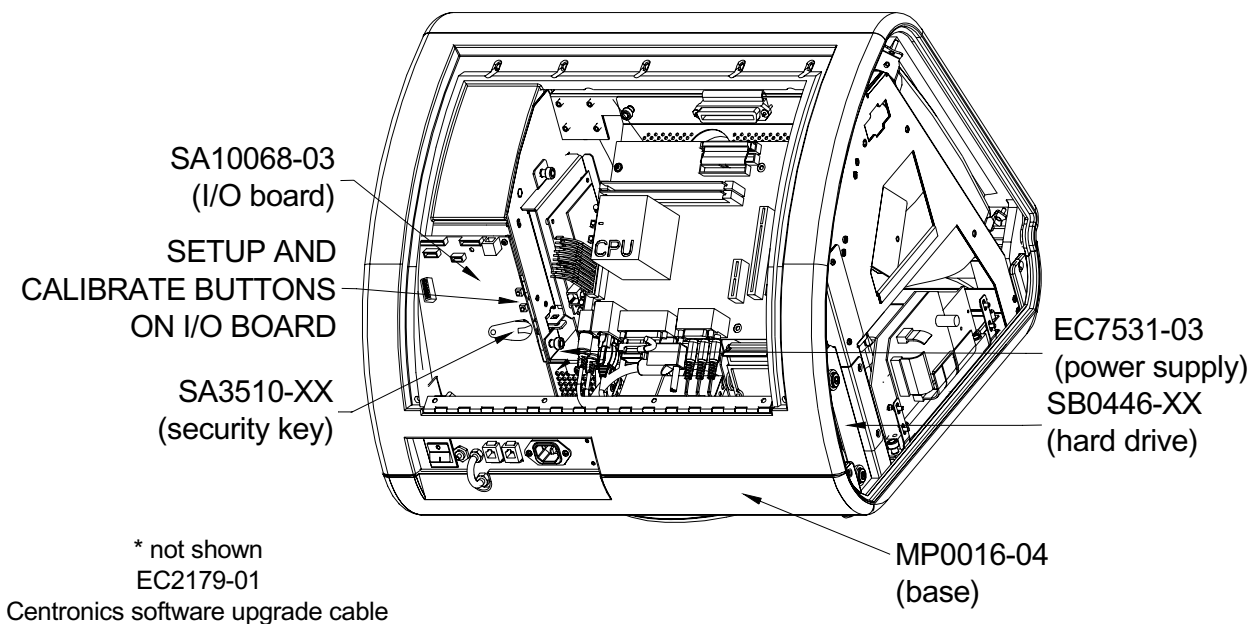
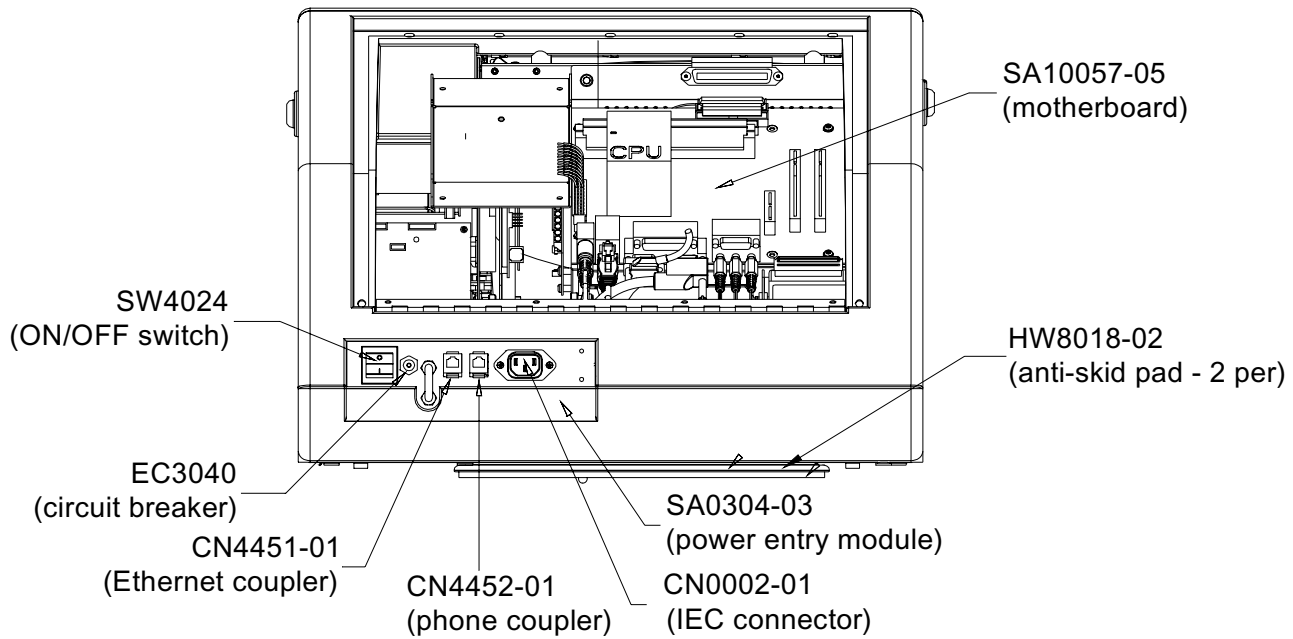
Shipping weight: 90 lbs.

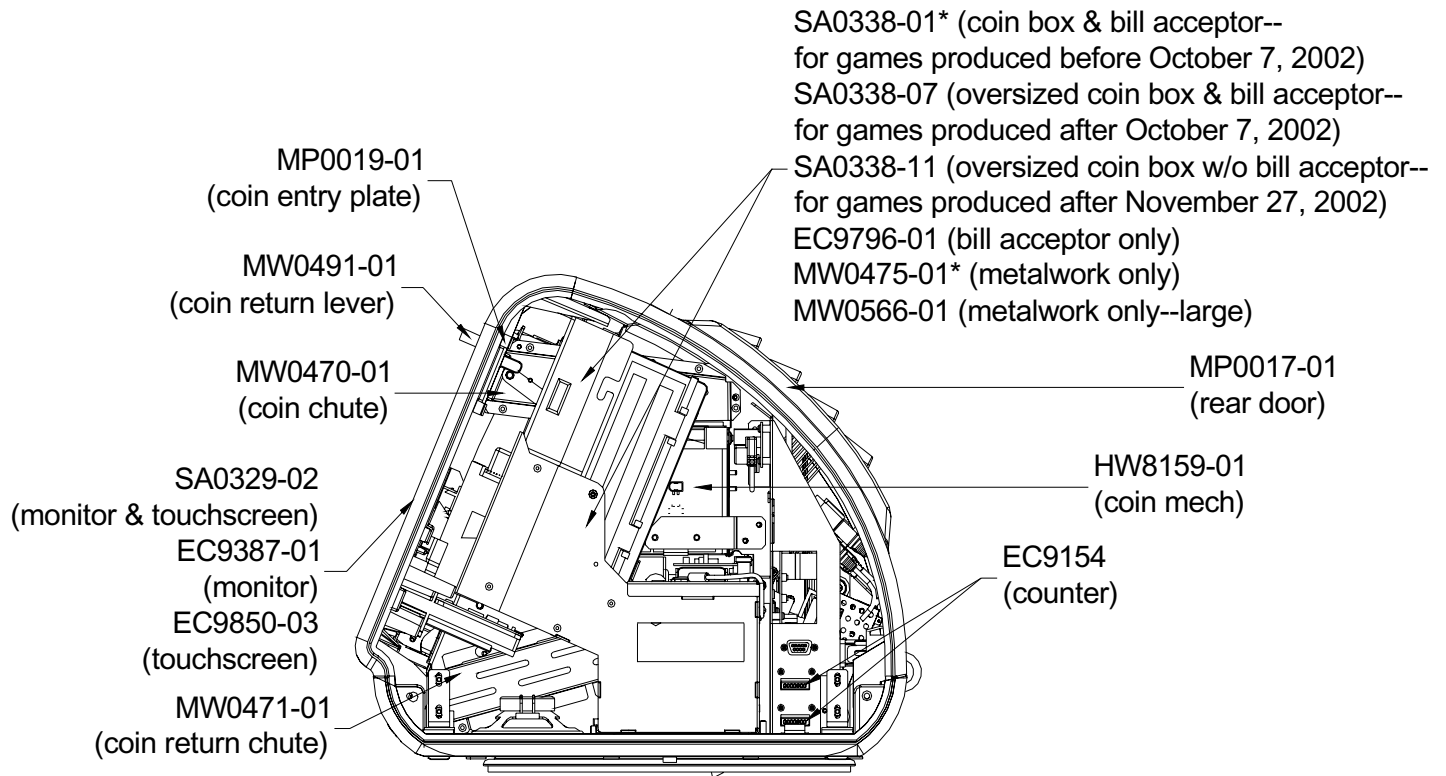
Motherboard Information

ECS

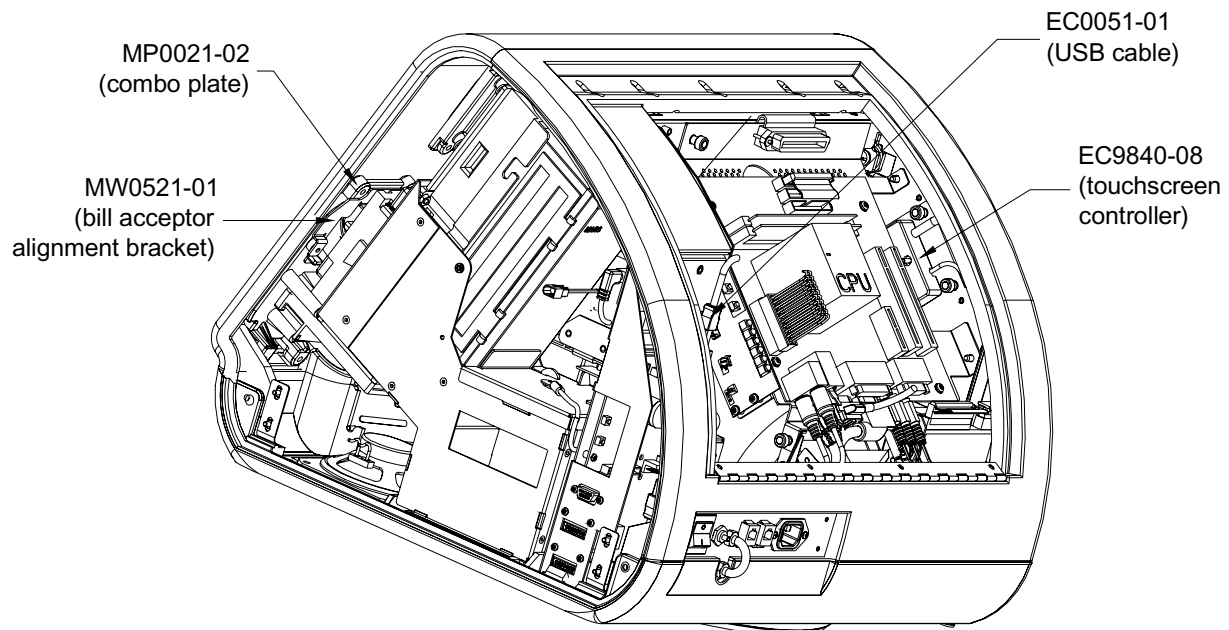
Touchscreen Type

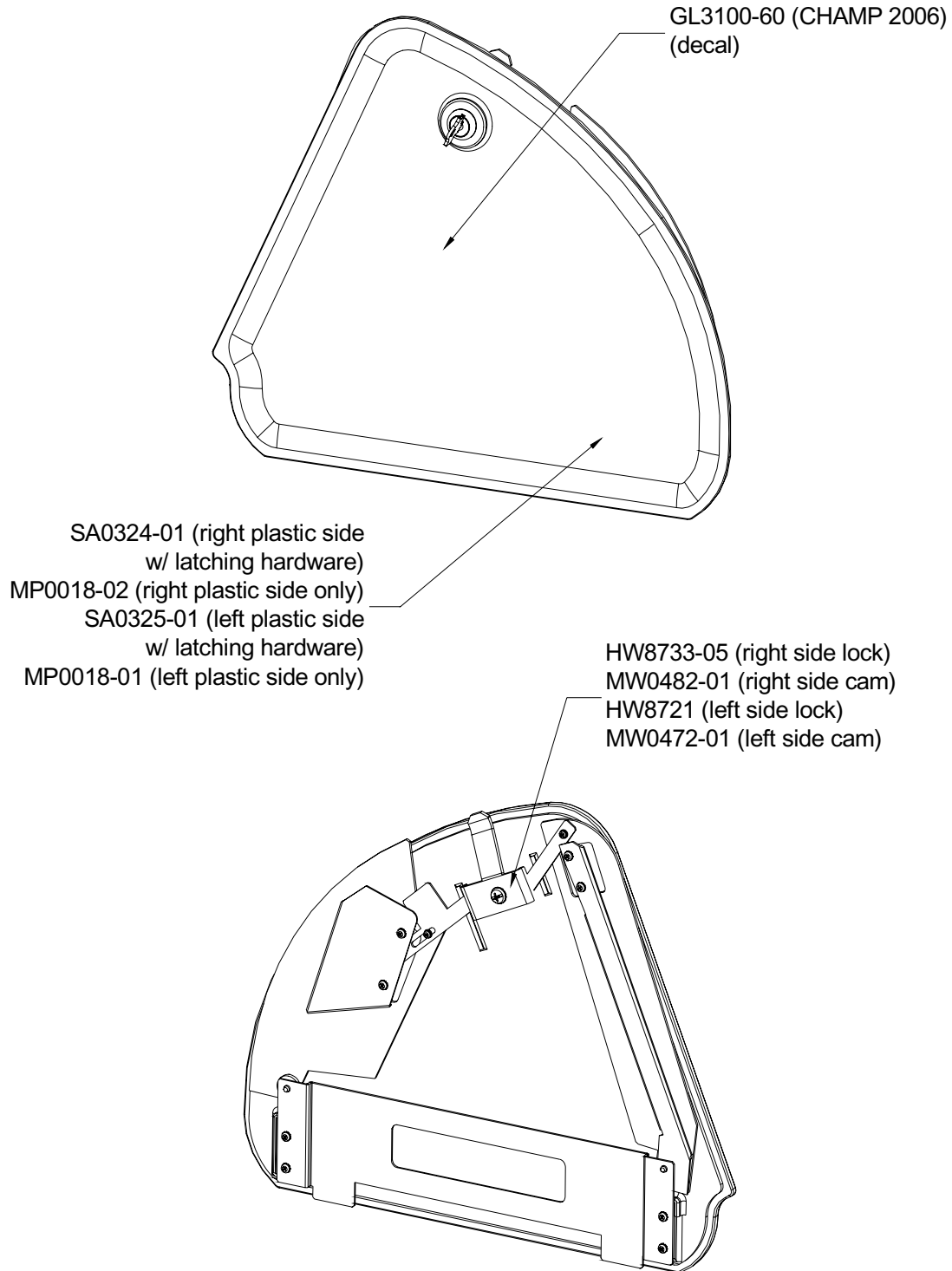
Microtouch





*If desired, an oversized coinbox upgrade kit can be ordered:
KUV-112-000-01 includes coinbox only--
hardware (lock, etc.) would be reused.
KUV-112-001-01 includes bill acceptor, coinbox,
and hardware.





Megatouch Ion Parts List

Item	Description
CN4451-01	ETHERNET COUPLER
CN4452-01	PHONE COUPLER
EC0053-03	18", 40-PIN, 80-CONNECTOR, ATA100 RIBBON CABLE FOR AURORA
EC0053-04	6", 40-PIN, 80-CONNECTOR, ATA100 RIBBON CABLE FOR EDGE, EVO, WALL./ENT., FUSION
EC0057-04	26" AUDIO CABLE FOR AURORA WIDESCREEN
EC0092-02	POWER ENTRY MODULE & ON/OFF SWITCH FOR EVO, ELITE EDGE, AURORA, AURORA WS
EC0092-03	ON/OFF SWITCH FOR RX
EC0093-01	3" DC LCD POWER CABLE
EC0094-03	USB I/O CABLE FOR RX
EC0096-01	28" VGA CABLE
EC0096-04	40" VGA CABLE
EC0097-01	21" ON-SCREEN DISPLAY CABLE FOR EVO, WALL./ENT., ELITE EDGE, AURORA
EC0097-02	36" ON-SCREEN DISPLAY CABLE FOR FUSION
EC0097-03	28" VGA CABLE
EC0097-04	16.5" ON-SCREEN DISPLAY CABLE FOR RX
EC0100-01	12-VOLT SNAP-IN MOUNTING METER FOR EVO, ELITE EDGE, AURORA
EC0101-01	DUAL SPEAKER ASSEMBLY FOR EVO, ELITE EDGE, WALL./ENT.
EC0101-03	DUAL FLAT PANEL SPEAKER ASSEMBLY FOR RX
EC0102-01	SETUP & CALIBRATE CABLE
EC0148-02	USB WIRELESS ADAPTER FOR EDGE, FUSION, & AURORA
EC0148-05	USB WIRELESS ADAPTER FOR WALL/ENT., AURORA WS, & RX
EC0157-01	2.5" HARD DRIVE IDE ADAPTER
EC0158-02	26" USB TOUCHSCREEN CONTROLLER CABLE FOR WALL./ENT., ELITE EDGE, EVO, FUSION
EC0158-03	45" USB TOUCHSCREEN CONTROLLER CABLE FOR AURORA WIDESCREEN
EC0158-05	9" TOUCHSCREEN CONTROLLER CABLE FOR RX
EC0163-01	AC/STACKER CABLE FOR ELITE EDGE, EVO, WALL/ENT.
EC0200-01	RX LIGHT SHOW CABLE
EC0226-01	DUAL FAN ASSEMBLY FOR AURORA AND AURORA WIDESCREEN
EC0332-02	USB, DONGLE, LIGHT SHOW, SET UP & CALIBRATE CABLE FOR STANDARD AURORA
EC0332-03	SETUP & CALIBRATE CABLE FOR AURORA WIDESCREEN
EC0332-04	SETUP & CALIBRATE CABLE FOR RX
EC0348-01	12V HARNESS FOR WALL./ENT.
EC0349-01	HIGH OUTPUT HARNESS FOR WALL./ENT.
EC0350-01	LOW LEVEL AUDIO HARNESS FOR WALL./ENT.
EC0351-01	32" USB TOUCHSCREEN CONTROLLER CABLE FOR AURORA
EC0358-01	SATA HARD DRIVE CABLE
EC0358-03	SATA SOFTWARE UPGRADE CABLE
EC0359-01	SATA HARD DRIVE POWER CABLE
EC0362-02	CREDIT CARD READER FOR RX
EC0362-04	CREDIT CARD READER FOR AURORA WIDESCREEN
EC0365-02	9" VGA CABLE FOR RX
EC0367-02	CREDIT CARD READER CABLE FOR RX
EC0369-02	EXTERNAL SATA HARD DRIVE CABLE
EC0371-01	COIN-AND-BILL ACCEPTOR LIGHT SHOW CABLE FOR RX
EC0372-01	LCD LIGHT SHOW CABLE FOR RX
EC0375-01	28" VGA CABLE FOR AURORA WIDESCREEN
EC0375-02	9" VGA CABLE FOR RX
EC1021-02	TERMINAL BLOCK—4 POS. FOR WALL./ENT.
EC2001	POWER CORD - USA
EC2018-01	POWER CORD - USA FOR RX

Megatouch Ion Parts List, continued

EC2179-01	CENTRONICS SOFTWARE UPGRADE CABLE
EC2198-01	CENTRONICS UPGRADE CONNECTOR FOR FUSION, AURORA & AURORA WIDESCREEN
EC2198-03	CENTRONICS UPGRADE CONNECTOR FOR WALL./ENT., ELITE EDGE, EVO
EC7538-01	200-WATT POWER SUPPLY FUSION ONLY
EC7538-09	POWER SUPPLY-V3,300W,+5,+3.3
EC7538-10	POWER SUPPLY, V4, 300W, +5, +3.3 FOR RX
EC9154-03	12V FROG EYE METER
EC9257-02	FLAT 8 OHM SPEAKER FOR AURORA
EC9304-05	3-AMP IEC 320 LINE FILTER WITH .250 FAST-ON CONNECTORS FOR WALL./ENT.
EC9405-01	50MM FAN (AT BASE OF EVO CASH TOWER)
EC9407-04	60MM, 7.4CFM CPU FAN FOR ASUS MOTHERBOARD
EC9408-01	70MM, 12V, 23 CFM FAN FOR AURORA
EC9414-01	FAN, 12V, 80MM FOR RX
EC9702-XX	SMILEY BILL ACCEPTOR FOR ELITE EDGE, FUSION
EC9703-08	SMILEY BILL ACCEPTOR FOR AURORA
EC9788-01	BILL ACCEPTOR \$1, \$2, \$5 FOR RX
EC9796-01	\$1, \$2 & \$5 BILL ACCEPTOR WITH 500-NOTE STACKER FOR EVO, AURORA
EC9796-04	\$1, \$2 & \$5 BILL ACCEPTOR WITH 300-NOTE STACKER FOR WALL./ENT.
EC9796-06	\$1, \$2 & \$5 BILL ACCEPTOR WITH 700-NOTE STACKER FOR ELITE EDGE, FUSION, AURORA
GL0025-04	LOGO OVERLAY FOR EVO
GL0034-21	MEGATOUCH MARQUEE FOR FUSION
GL0035-02	ION BOTTOM DECAL FOR FUSION
GL0037-01	FRONT MARQUEE PLASTIC FOR FUSION
GL0037-02	BACK MARQUEE PLASTIC FOR FUSION
GL0038-01	MARQUEE PLASTIC FOR EVO, WALL./ENT., ELITE EDGE
GL0044-03	RIGHT SIDE DECAL FOR FUSION
GL0044-04	LEFT SIDE DECAL FOR FUSION
GL0072-07	MEGATOUCH MARQUEE FOR ENTERTAINER
GL0072-11	MEGATOUCH MARQUEE FOR 17" EVO, ELITE EDGE, WALLETTE
GL0073-10	MEGATOUCH MARQUEE FOR AURORA
GL3100-76	MEGATOUCH DECAL FOR ELITE EDGE
HW0127-01	CCFL COVER FOR ELITE EDGE
HW0134-01	MONITOR SUPPORT ARM FOR RX
HW0903-01	SAFETY COVER FOR ELITE EDGE
HW0905-02	MOTHERBOARD FISH PAPER
HW0906-01	I/O BOARD FISH PAPER FOR EVO, ELITE EDGE, WALL./ENT., AURORA, & AURORA WIDESCREEN
HW1310	U-BOLT FOR ELITE EDGE
HW1310-03	U-BOLT FOR EVO
HW3100	#6-32 HEXNUT FOR I/O MOUNTING PLATE STANDOFF - EVO, ELITE EDGE, WALL/ENT, AURORA
HW3300	1/4-20 HEXNUT (FOR U-BOLT) FOR EVO, ELITE EDGE
HW3301	1/4-20 KEPNUT (FOR U-BOLT) FOR EVO, ELITE EDGE
HW4206	6-32 x 1/4"L PAN HEAD PHILLIPS MACHINE SCREW FOR B/A BRACKET
HW4207	6-32 x 1/4"L PAN HEAD PHILLIPS SHEET METAL SCREW, BLACK, FOR ELITE EDGE
HW4343	SEMS 6-32 x 5/8"L PAN HEAD PHILLIPS MACHINE SCREW (SECURING B/A) FOR EDGE, EVO, WALL./ENT., FUSION
HW4509-01	SCREW FOR COIN MECH FOR ELITE EDGE
HW6036-07	#6-32 x 1.25L x .25 HEX STANDOFF M<F FOR I/O MOUNTING PLATE FOR EVO, ELITE EDGE, WALL./ENT., AURORA
HW7901-01	COIN CHUTE/PIPE FOR FUSION
HW8018-06	11-1/2"OD ANTI-SKID PAD FOR EVO, ELITE EDGE, AURORA
HW8159-01	COIN MECH FOR WALL./ENT.

Megatouch Ion Parts List, continued

HW8249	COIN MECH FOR FUSION
HW8314-01	EXTENSION SPRING, STAINLESS STEEL, 1/4"OUTSIDE DIAM. x 3-1/2"L FOR ELITE EDGE
HW8317-XX	INTERNATIONAL/CANADIAN ELECTRONIC COIN MECH FOR EVO, ELITE EDGE, AURORA
HW8333-XX	ELECTRONIC COIN MECH - WET DECK FOR EVO, ELITE EDGE
HW8337-01	DOMESTIC MECHANICAL COIN MECH FOR EVO, ELITE EDGE, AURORA, RX
HW8716	FRONT BEZEL & REAR DOOR LOCKS FOR FUSION
HW8727	KEYED DIFFERENT CAM LOCK, 1-1/8" BARREL, CAPTIVE KEY FOR AURORA, USED W/700-NOTE STACKER, AND RX
HW8727-02	KEYED DIFFERENT CAM LOCK, 1-3/8"L BARREL WITHOUT CAM, CAPTIVE KEY (FOR CASH DOOR) FOR FUSION
HW8727-03	KEYED DIFFERENT CAM LOCK, 1-1/8"L BARREL WITHOUT CAM, CAPTIVE KEY (FOR CASH DOOR) FOR WALL./ENT.
HW8733-03	5/8" LONG LOCK, KEYED DIFFERENT, CAPTIVE KEY, HIGH-SECURITY, W/OUT CAM FOR CASH SECTION
HW8733-05	KEYED DIFFERENT CAM LOCK, 7/8"L BARREL WITHOUT CAM, CAPTIVE KEY (FOR CASH DOOR) FOR AURORA
HW8733-07	KEYED DIFFERENT, 7/8" LONG BARREL LOCK WITHOUT CAM FOR EVO
HW8748-02	HI-SECURITY KEYED LOCK (FOR CPU SECTION) FOR EVO, WALL./ENT., ELITE EDGE
HW8749-01	564 REAR DOOR LOCK, 1-1/8"L BARREL WITHOUT CAM FOR AURORA, USED W/500-NOTE STACKER
HW8757	BENT 90° LOCK CAM (FOR CASH DOOR) FOR WALL./ENT.
HW8919-01	ROTARY DRAW LATCH INSIDE REAR COVER FOR AURORA
HW8948-02	0.73L SLOTTED CAPTIVE THUMBSCREW (FOR ELECTRONICS TRAY) FOR AURORA
HW8993-04	12" DIAM. 15" STOPS LAZY SUSAN FOR EVO, ELITE EDGE, AURORA
HW8993-05	12" DIAM. 15" STOPS LAZY SUSAN FOR RX
HW9008-01	70mm FAN GUARD FOR AURORA
HW9996-01	THUMBNUTS FOR FUSION
KSV-111-005-01	RX BEZEL REPLACEMENT KIT
KSV-112-006-01	AURORA LED REPLACEMENT KIT
KUV-110-155-01	KIT - ION TURBO UPGRADE 256MB
LB0003-03	12" WHITE LAMP
LB0004-01	BLUE LIGHT FOR ELITE EDGE
MP0045-06	BILL ACCEPTOR NOSE FOR EVO
MP0047-01	COIN RETURN CHUTE FOR EVO
MP0049-03	SILVER CURRENCY MODULE COIN ENTRY FOR EVO, ELITE EDGE
MP0054-09	FRONT BEZEL FOR FUSION
MP0075-01	LOWER COVER FOR WALL./ENT.
MP0076-01	UPPER COVER FOR WALL./ENT.
MP0082-02	COIN CUP FOR ELITE EDGE
MP0085-01	CCFL LENS FOR ELITE EDGE
MP0086-03	SILVER CURRENCY MODULE & CURRENCY MODULE POD FOR EVO, ELITE EDGE
MP0091-01	15" FRONT BEZEL (EVO, ELITE EDGE, WALLETTE, ENTERTAINER)
MP0092-01	SILVER VIDEO MODULE REAR BEZEL FOR EVO, WALL./ENT., ELITE EDGE
MP0097-01	SILVER VIDEO MODULE USB WIRELESS ENCLOSURE FOR ELITE EDGE, EVO, WALL./ENT.
MP0115-01	17" SILVER VIDEO MODULE FRONT BEZEL FOR EVO, WALL./ENT., ELITE EDGE
MP0117-01	SMALL PLASTIC COIN BOX (COIN & BILL GAMES) FOR AURORA
MP0118-01	MARS BILL ACCEPTOR FILL PANEL FOR AURORA AND AURORA WIDESCREEN
MP0118-02	SMILEY BILL ACCEPTOR FILL PANEL FOR AURORA AND AURORA WIDESCREEN
MP0118-03	BLANK FILL PANEL (COIN-ONLY GAMES) FOR AURORA AND AURORA WIDESCREEN
MP0121-02	COIN RETURN LEVER FOR AURORA
MP0123-01	CREDIT CARD HOUSING COVER FOR AURORA WIDESCREEN
MP0124-01	FRONT HOUSING FOR AURORA

Megatouch Ion Parts List, continued

MP0133-01	17" FRONT BEZEL FOR AURORA
MP0135-01	17" REAR BEZEL FOR AURORA
MP0136-02	REAR COVER FOR HINGED REAR DOOR FOR AURORA
MP0138-01	19" FRONT BEZEL FOR AURORA
MP0139-01	19" REAR BEZEL FOR AURORA
MP0143-02	HINGED REAR DOOR FOR AURORA
MP0144-01	USB ENCLOSURE FOR AURORA
MP0149-01	17" MARQUEE COVER FOR AURORA
MP0150-01	19" MARQUEE COVER FOR AURORA
MP0156-01	LARGE PLASTIC COIN BOX FOR AURORA (COIN-ONLY GAMES)
MP0157-01	WIRE GUIDE FOR WALL./ENT.
MP0158-01	SLIDE BLOCK FOR WALL./ENT.
MP0161-01	19" AURORA WIDESCREEN FRONT BEZEL
MP0162-01	19" AURORA WIDESCREEN REAR BEZEL
MP0163-01	CREDIT CARD READER ENCLOSURE FOR AURORA WIDESCREEN
MP0167-01	MARS BILL ACCEPTOR OUTER INSERT FOR RX
MP0168-01	MARS BILL ACCEPTOR INNER INSERT FOR RX
MP0171-01	CARD READER FOR RX
MP0172-01	SMALL COINBOX FOR RX GAMES WITH BILL ACCEPTORS
MP0173-01	COIN REJECTOR BUTTON FOR RX
MP0174-01	COIN REJECTOR LEVER FOR RX
MP0175-01	RX MAIN ENCLOSURE
MP0179-01	LEFT LIGHT PANEL FOR RX
MP0179-02	RIGHT LIGHT PANEL FOR RX
MW0382-01	LEG LEVELLERS FOR FUSION
MW0510-01	COINBOX LOCK CAM FOR ELITE EDGE AND AURORA
MW0718-05	POWER ENTRY PLATE FOR FUSION
MW0720-08	TOWER FOR EVO
MW0721-03	B/A-ONLY CAP FOR ELITE EDGE
MW0724-02	B/A REAR CAP BRACKET FOR ELITE EDGE
MW0726-03	LOCK CAM FOR EVO
MW0730-01	COIN BOX BRACKET FOR EVO (COIN-ONLY)
MW0731-01	LARGE COIN BOX FOR EVO (COIN-ONLY)
MW0733-02	COIN ENTRY FACE BRACKET FOR EVO, ELITE EDGE
MW0734-02	COIN MECH BRACKET FOR EVO
MW0735-01	COIN LEVER FOR EVO, ELITE EDGE
MW0737-01	CAST-IRON WEIGHT FOR FUSION
MW0740-03	15" LCD MOUNTING BRACKET (EVO, ELITE EDGE, WALLETT, ENTERTAINER)
MW0742-02	POD BRACKET FOR EVO
MW0743-01	SMALL COIN BOX FOR EVO (COIN & BILL)
MW0746-01	COIN BOX BRACKET (COIN/BILL GAMES) FOR EVO
MW0752-02	COIN RETURN LOWER BRACKET FOR EVO, ELITE EDGE
MW0780-03	POWER SUPPLY BRACKET FOR EVO, WALL./ENT., ELITE EDGE
MW0781-01	HINGE FOR EVO, WALL./ENT., ELITE EDGE
MW0812-03	CURRENCY MODULE FRONT PLATE, BILL-ONLY OR COIN & BILL, FOR EVO
MW0812-04	CURRENCY MODULE FRONT PLATE, COIN-ONLY, FOR EVO
MW0886-01	BEZEL LOCK MOUNTING PLATE FOR FUSION
MW0887-01	CATCH BRACKET FOR FUSION
MW0889-01	CASH PANEL FOR FUSION
MW0890-01	SPEAKER PANEL FOR FUSION

Megatouch Ion Parts List, continued

MW0890-02	TRIM SPEAKER PANEL FOR FUSION
MW0891-01	HINGE FOR FUSION
MW0893-01	BEZEL BRACKET FOR FUSION
MW0894-01	UPPER COIN ENTRY BRACKET FOR FUSION
MW0894-02	LOWER COIN ENTRY BRACKET FOR FUSION
MW0895-01	BEZEL & REAR DOOR LOCK CAM FOR FUSION
MW0896-01	CASH PANEL LOCK CAM FOR FUSION
MW0902-01	FOOT PANEL FOR FUSION
MW0905-01	BACK PLATE FOR WALL./ENT.
MW0906-01	UPPER SUPPORT PLATE FOR WALL./ENT.
MW0910-05	COIN MECH BRACKET FOR WALL./ENT.
MW0911-01	BACK OF B/A BRACKET FOR WALL./ENT.
MW0912-01	BILL ACCEPTOR FACEPLATE (COIN ONLY) FOR WALL./ENT.
MW0912-02	BILL ACCEPTOR FACEPLATE (B/A & COIN) FOR WALL./ENT.
MW0913-01	COIN CHUTE FOR WALL./ENT.
MW0914-01	COIN BOX FOR WALL./ENT.
MW0915-02	BACK PLATE HINGE FOR WALL./ENT.
MW0929-01	LOCK CATCH FOR WALL./ENT.
MW0936-01	LOWER SUPPORT PLATE FOR WALL/ENT.
MW0937-01	LOCK SLIDE RISER FOR WALL./ENT.
MW0939-02	COIN MECH BRACKET FOR ELITE EDGE
MW0940-01	COIN CHUTE FOR ELITE EDGE
MW0942-04	SMALL COIN BOX (COIN & BILL GAMES) FOR ELITE EDGE
MW0942-05	LARGE COIN BOX (COIN-ONLY GAMES) FOR ELITE EDGE
MW0944-02	REAR DOOR FOR ELITE EDGE
MW0945-04	DOMESTIC BILL ACCEPTOR BRACKET FOR ELITE EDGE
MW0945-05	SMILEY BILL ACCEPTOR BRACKET FOR ELITE EDGE
MW0945-06	BILL ACCEPTOR BLOCK-OUT PLATE (COIN-ONLY GAMES) FOR ELITE EDGE
MW0967-02	HINGE BRACKET FOR ELITE EDGE
MW0969-02	HINGE BRACKET (B/A ONLY) FOR ELITE EDGE
MW0970-02	CURRENCY MODULE ENCLOSURE FOR ELITE EDGE
MW0981-02	COIN BOX SUPPORT (COIN-ONLY GAMES) FOR ELITE EDGE
MW1017-03	EXTERNAL COVER PLATE FOR WALL./ENT.
MW1074-02	I/O MOUNTING PLATE FOR EVO, ELITE EDGE, WALL./ENT.
MW1079-02	HARD DRIVE BRACKET FOR SATA HARD DRIVE
MW1093-01	BASE FOR ELITE EDGE WITH JOYSTICK
MW1113-03	ELECTRONICS BOX LID FOR FUSION
MW1117-01	TOWER MODULE BASE FOR EVO
MW1256-02	ELECTRONICS BOX ENCLOSURE FOR FUSION
MW1257-01	JOYSTICK COVER PLATE FOR FUSION
MW1268-01	CENTRONICS COVER PLATE FOR EVO
MW1375-01	MOTHERBOARD MOUNTING PLATE FOR EVO, ELITE EDGE, WALL./ENT.
MW1386-01	COIN MECH BRACKET FOR AURORA WIDESCREEN
MW1389-01	17" RIGHT LCD MOUNTING BRACKET FOR AURORA
MW1389-02	17" LEFT LCD MOUNTING BRACKET FOR AURORA
MW1394-02	MOTHERBOARD TRAY FOR AURORA AND AURORA WIDESCREEN
MW1412-01	AURORA BASE
MW1414-01	17" LCD MOUNTING BRACKET FOR EVO, ELITE EDGE, WALL./ENT.
MW1429-02	I/O MOUNTING BRACKET FOR AURORA
MW1432-01	MOTHERBOARD ACCESS HINGE FOR AURORA

Megatouch Ion Parts List, continued

MW1439-01	DOMESTIC COIN-AND-BILL CASH BRACKET (FOR COIN-AND-BILL GAMES) FOR AURORA
MW1441-01	19" RIGHT LCD MOUNTING BRACKET FOR AURORA
MW1441-02	19" LEFT LCD MOUNTING BRACKET FOR AURORA
MW1441-03	17" LCD HINGE FOR AURORA
MW1445-01	70mm FAN MOUNTING BRACKET FOR AURORA
MW1446-01	LOCK SLIDER (DOOR) FOR AURORA
MW1447-01	LOCK CAM (DOOR) FOR AURORA
MW1448-01	LOCK CATCH (DOOR) FOR AURORA
MW1477-01	COIN BOX SUPPORT PLATE (COIN & BILL GAMES) FOR AURORA
MW1478-01	COIN BOX SUPPORT PLATE (COIN-ONLY GAMES) FOR AURORA
MW1479-01	COIN BOX CASH BRACKET (COIN-ONLY GAMES) FOR AURORA
MW1499-01	FRONT BEZEL LATCH FOR AURORA
MW1503-01	INTERNATIONAL COIN & BILL CASH BRACKET (FOR COIN & BILL GAMES) FOR AURORA & AWS
MW1511-01	9"L x 0.75"W BLACK HINGE (FOR REAR DOOR) FOR AURORA
MW1516-01	WIRE ROUTING BRACKET FOR WALL./ENT.
MW1518-01	SPEAKER TERMINAL BLOCK & METER MOUNTING BRACKET FOR WALL./ENT.
MW1520-01	VENTING BRACKET FOR WALL./ENT.
MW1528-01	CURRENCY MODULE BASE FOR ELITE EDGE
MW1567-01	REAR BEZEL LATCH FOR AURORA WIDESCREEN
MW1569-01	POWER SUPPLY BRACKET FOR RX
MW1571-01	COIN MECH BRACKET FOR RX
MW1574-01	HINGE PID (ON LID) FOR RX
MW1575-02	BRACKET-HINGE FOR RX
MW1576-01	LOWER REAR FRAME FOR RX
MW1577-01	UPPER REAR HINGE FOR RX
MW1578-01	RX CASE LATCH
MW1595-01	LCD SUPPORT BRACKET FOR RX
MW1625-01	LID BRACKET FOR RX
PA0086-XX	CONFIGURED ION MODEM
PM6064-05	\$1, \$2 & \$5 BILL ACCEPTOR DECAL FOR THE USA FOR EDGE, EVO, WALL./ENT., FUSION
PM8950-28	MEGATOUCH MARQUEE FOR 15" EVO, WALLETTTE, ELITE EDGE
SA0307-02	60mm FAN ASSEMBLY FOR FUSION
SA0309-04	METER ASSEMBLY
SA0470-02	50mm FAN ASSEMBLY (BELOW HARD DRIVE ON WALLETTTE/ENT., EVO AND ELITE EDGE)
SA0470-03	50mm FAN ASSEMBLY; IN COIN MECH ENCLOSURE IN EVO & ELITE EDGE; FACE OF ELECTRONICS BOX ON TOP OF HARD DRIVE ON FUSION
SA0470-07	50mm FAN ASSEMBLY; FACE OF ELEC. BOX FOR FUSION
SA0477-03	15" LCD & TOUCHSCREEN (EVO, ELITE EDGE, WALLETTTE, ENTERTAINER)
SA0511-01	AC JUMPER CABLE FOR WALL./ENT.
SA0513-02	COIN MECH HARNESS ASSEMBLY FOR WALL./ENT.
SA0514-01	B/A HARNESS FOR WALL./ENT.
SA0515-01	A/C STACKER HARNESS FOR WALL./ENT.
SA0590-10	ELECTRONICS BOX FOR FUSION
SA0596-02	KEY READER (PLAYER KEY SOCKET) ASSEMBLY FOR FUSION
SA0596-04	KEY READER (PLAYER KEY SOCKET) ASSEMBLY FOR EVO, WALL./ENT., ELITE EDGE
SA0603-01	17" LCD & TOUCHSCREEN FOR EVO, WALL./ENT., ELITE EDGE
SA0603-02	17" LCD & TOUCHSCREEN FOR AURORA
SA0603-03	17" LCD & TOUCHSCREEN FOR FUSION
SA0603-04	17" LCD REPLACEMENT KIT FOR FUSION
SA0604-01	17" LCD W/BRACKETS & CABLING FOR EVO, WALL./ENT., ELITE EDGE
SA0604-02	17" LCD W/BRACKETS & CABLING FOR AURORA

Megatouch Ion Parts List, continued

SA0608-01	19" LCD & TOUCHSCREEN FOR AURORA
SA0609-01	19" LCD W/BRACKETS & CABLING FOR AURORA
SA0613-01	HALO
SA0614-01	JOYSTICK ASSEMBLY FOR AURORA
SA0614-02	JOYSTICK ASSEMBLY FOR WIDESCREEN AURORA
SA0615-01	COIN RETURN LEVER ASSEMBLY FOR AURORA
SA0617-01	AURORA REAR ENCLOSURE WITH DOOR AND LATCHES
SA0621-01	19" AURORA LCD & TOUCHSCREEN
SA0622-01	CARD READER ASSEMBLY
SA0624-01	FAN ASSY., 12V, 80MM, 40CFM
SA0626-01	RX TOP PANEL ASSEMBLY
SA0632-01	LARGE COIN BOX FOR RX COIN-ONLY GAMES
SA10066-02	OSD SMART PANEL (MONITOR CONTROL BOARD)
SA10066-03	OSD BOARD FOR RX
SA10067-03	LED BOARD FOR EVO
SA10071-01	MASTER LIGHT SHOW BOARD FOR RX
SA10073-02	RIGHT SLAVE LIGHT SHOW BOARD FOR RX
SA10073-03	LEFT SLAVE LIGHT SHOW BOARD FOR RX
SA10076-01	MODULAR ID BOARD FOR RX
SA10078-02	INTEL LITTLE FALLS MOTHERBOARD
SA3508-01	PLAYER KEY
SA3556-XX	WALLETTE ES KEY
SA3605-01	ION 2011 SECURITY KEY
SA3606-01	ENTERTAINER 2011 SECURITY KEY
SA4084	2-PIN CONNECTION, 4" SPEAKER ASSEMBLY FOR FUSION
SB0016-01	KIT TOUCHSCREEN TAPE
SB0465-01	BILL ACCEPTOR LED BOARD/FAN REPLACEMENT FOR EVO
SB0470-02	KEY READER (PLAYER KEY SOCKET) ASSEMBLY FOR AURORA
SB0471-01	JOYSTICK ASSEMBLY FOR EVO, FUSION, ELITE EDGE
SB0477-01	TOUCHSCREEN CONTROLLER
SB0492-01	15" LCD WITH BRACKETS AND CABLING
SB0515-01	DUAL FAN REPLACEMENT KIT FOR EVO, ELITE EDGE, & ENTERTAINER/WALLETTE
SB0527-08	I/O BOARD FOR EVO, EDGE, FUSION, AURORA, AURORA WIDESCREEN, RX
SB0527-09	I/O BOARD FOR ENTERTAINER
SB0530-01	KIT ECS CPU FAN ASSEMBLY
SB0532-01	17" TOUCHSCREEN
SB0533-01	19" TOUCHSCREEN FOR AURORA
SB0535-01	KIT 15" TOUCHSCREEN W/ TAPE
SB0536-01	USB I/O CABLE REPLACEMENT
SB0539-01	KIT 300W AURORA POWER SUPPLY
SB0539-02	KIT ION 300W POWER SUPPLY
SB0542-01	ION POWER ON CABLE
SB0546-12	2.5" ION 2011 HARD DRIVE PROGRAM ASSEMBLY
SB0616-01	WIDESCREEN TOUCHSCREEN REPLACEMENT KIT
SB0617-01	LCD REPLACEMENT KIT FOR AURORA WIDESCREEN
SB0619-01	LCD REPLACEMENT KIT FOR RX
SB0676-01	PATA TO SATA CONVERSION KIT (DOES NOT CONTAIN HARD DRIVE)
SW4025-02	POWER SWITCH FOR WALL./ENT., ELITE EDGE
SW5021-01	COIN SWITCH FOR WALL./ENT.
ZSA10070-06	ION ECS MOTHERBOARD
ZSA10070-08	ION ASUS MOTHERBOARD

Cabinet Information - General Information - Megatouch Ion Parts List

Megatouch Ion Technical Reference Manual

Section 2

Hard Drive

Information

Hard Drive Numbers

Program Numbers

Part Numbers

Security Key Numbers

Ion Hard Drive Program Numbers, Part Numbers, and Compatible Security Keys

ION 2006		
Program #PG3002 (V20.00, V20.10, V20.11, V20.20 V20.21, V20.25, V20.26, V20.27)	Part#: PA3025-01	Security Key #SA3505-01
ION 2006.5		
Program #PG3002 (V21.00, V21.05, V21.06, V21.07, V21.50)	Part#: PA3025-02	Security Key #SA3505-01
ION 2007		
Program #PG3002 (V22.02, V22.03, V22.10)	Part#: SB0486-01	Security Key #SA3523-XX
ION 2007.5		
Program #PG3002 (V23.00, V23.01, V23.02, V23.03)	Part#: SB0486-03	Security Key #SA3523-XX
ION 2008		
Program #PG3002 (V24.04, V24.10)	Part#: SB0486-04	Security Key #SA3548-XX
ION 2008.5		
Program #PG3002 (V25.00, V25.01, V25.10)	Part#: SB0486-07	Security Key #SA3548-XX
ION 2009		
Program #PG3002 PATA hard drives: (V29.00, V29.11, V29.12, V30.22, V30.23) SATA hard drives: (V30.05, V30.22, V30.23)	PATA Part#: SB0486-11 SATA Part#: SB0546-01	Security Key #SA3559-XX
ION 2009.5		
Program #PG3002 PATA hard drives: (V31.02, V31.03) SATA hard drives: (V31.02, V31.03)	PATA Part#: SB0486-12 SATA Part#: SB0546-02	Security Key #SA3559-XX
ION 2010		
Program #PG3002 (V32.03)	Part#: SB0546-05	Security Key #SA3590-XX
ION 2010.5		
Program #PG3002 (V33.00)	Part#: SB0546-08	Security Key #SA3590-XX
ION 2011		
Program #PG3002 (V34.00)	Part#: SB0546-12	Security Key #SA3605-01

Hard drive program versions are in parentheses.

Security key program number is USA standard.

Hard Drive Information - Hard Drive Numbers

Megatouch Ion Technical Reference Manual

Section 3

Troubleshooting

Information

Touchscreens

Troubleshooting
Touchscreen Calibration

Motherboard Handling Precautions

Removal /Installation of Major Assemblies

Motherboard
Hard Drive
Monitor
Touchscreen
Power Supply
Bill Acceptor

DIP Switch Settings in Ion Games

Troubleshooting Guide

CMOS Setup

Mars 2000 Bill Acceptor

DIP Switch Settings
Setting the Coin-In Menu

Troubleshooting Your Touchscreen

MICROTOUCH:

Features:

- SMT-3 controller in white box
- SMT-4 controller in black box
- USB controller (open-face)
- Green LED on controller lit at half brightness, full brightness when screen is touched
- Overlay functions on capacitance.
- Touchscreen cable is on right side of CRT.

Troubleshooting:

- LED flashing from 1 to 5 times - detected error or possible defective controller
- LED not lit - Check +12Vdc. The touchscreen and/or controller may also be defective.

See Figure 1 for the touchscreen overlay connector schematic.

CALIBRATION:

1. Find the **CALIBRATE** button on the I/O board or the OSD board inside the CPU section, and press it to enter the screen calibration mode.
2. Touch the center of the first cross that appears. Once you release your finger, a second cross will appear.

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

3. Touch the center of the second cross that appears on the screen.
4. Once the second cross is touched and released, another cross will appear on the screen. To test the calibration of the screen, touch the cross with your finger and slowly drag your finger around the screen. The cross should follow your movement.
5. Touch the **EXIT** button.

If you have enabled high resolution, the game will prompt you to go through the calibration procedure twice.

6. The game will then prompt you to calibrate the joystick (if applicable). Move the joystick as far left as it will go, release the joystick, and then press one of the buttons on the joystick.

NOTE: Your joystick may not appear to be functioning correctly during calibration, but it is important that you continue the calibration steps. After calibration has been completed, it will function properly.

7. Move the joystick as far right as it will go, release the joystick, and then press one of the joystick buttons.
8. Move the joystick as far up as it will go, release the joystick, and then press one of the joystick buttons.
9. Move the joystick as far down as it will go, then release the joystick and press one of the joystick buttons.
10. Then, without touching the joystick, press one of the buttons on the joystick to complete calibration.
11. Touch the **EXIT** button.

Troubleshooting Your Touchscreen (cont'd)

CALIBRATION or LOCKUP PROBLEMS:

- If the calibration is off over the whole area of the screen, calibrate the screen again. If this does not correct the problem, replace the touchscreen.
- If the calibration is off in one area, check for scratches or nicks on the screen. If you detect scratches or nicks, replace the touchscreen.
- If the screen loses calibration entirely, check the ground pin on the line cord.
- Microwave ovens and neon lights can and will interfere with the calibration of the touchscreen and should not be within 6 feet (or 2 meters) of the game.
- Improper grounding will affect the operation of the touchscreen.
- If you are experiencing problems with double-touching (e.g., two cards are taken away after only one touch to the screen), make sure the AC plug and wall outlets are properly grounded.

NOTE: If the cable was incorrectly installed, the touchscreen response will be out of sync by 180 degrees.

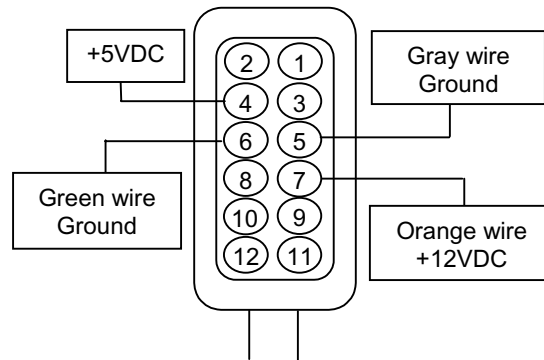


FIGURE 1 - MICROTOUCH TOUCHSCREEN OVERLAY CONNECTOR SCHEMATIC

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Motherboard Handling Precautions

NOTE: Before handling any boards, observe the following procedures:

- Remove any static charge from your body before handling the boards.
- Use 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.
- Prevent electrostatic discharge by storing the boards in the anti-static bags in which they are shipped.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge

ECS Motherboard Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. Remove the 3 screws securing the I/O board to the I/O mounting plate. Remove all connections from the I/O board, taking note of their positions, then remove the board. See Figure 1.

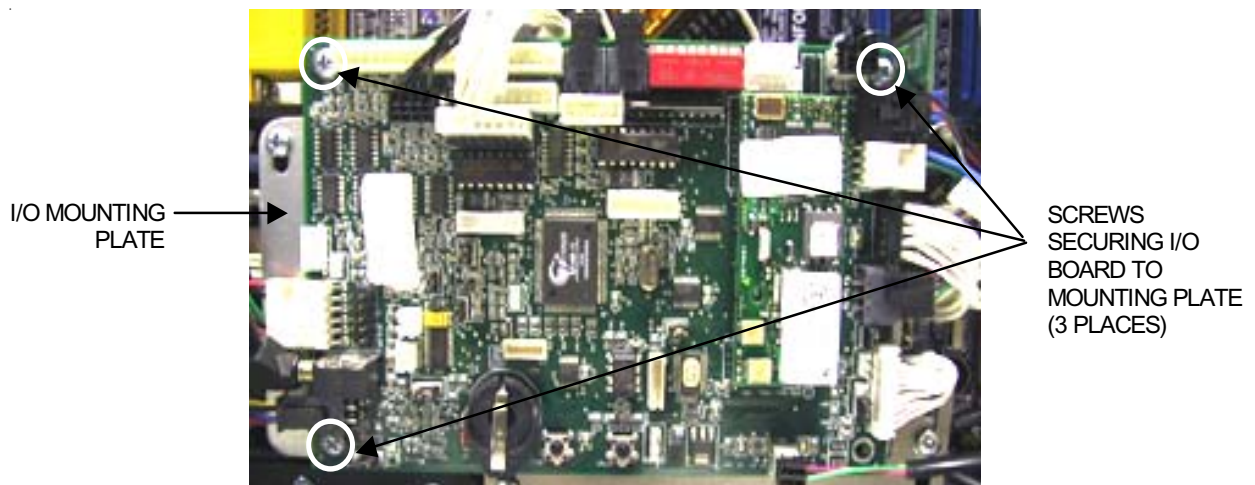


FIGURE 1 - I/O BOARD AND MOUNTING PLATE

4. Remove the 2 screws securing the VGA monitor cable's bracket, then remove the bracket (Elite Edge games only). Remove the 4 screws securing the I/O mounting plate, then remove the plate. See Figure 2.

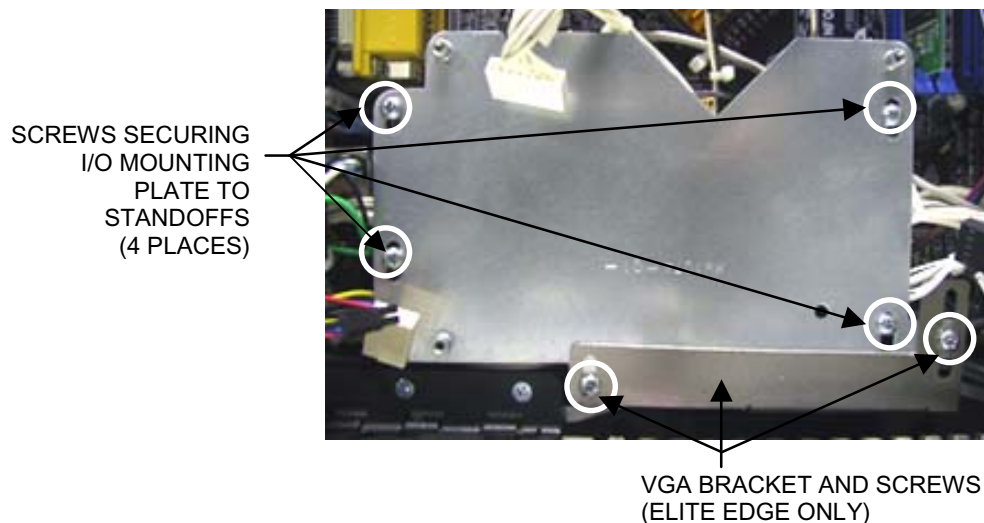


FIGURE 2 - I/O MOUNTING PLATE

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge (cont'd)

5. Remove the 2 screws securing the motherboard assembly to the game, located on the right side of the motherboard. See Figure 3.

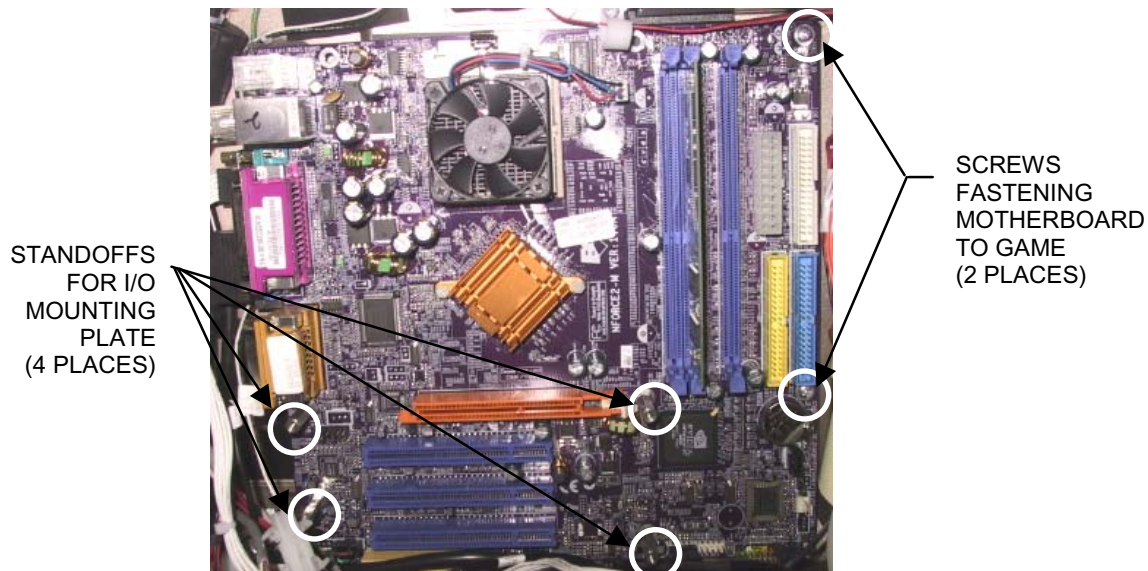


FIGURE 3 - ECS MOTHERBOARD ASSEMBLY

6. Disconnect all connections to the motherboard, then carefully remove the board. Remove the 4 standoff and hex nuts that were supporting the I/O mounting plate (see Figure 3). Place the motherboard into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

ECS Motherboard Installation

1. Secure the 4 standoffs for the I/O mounting plate to the new motherboard with the hex nuts. Situate the motherboard on top of the fish paper, and secure with 2 mounting screws inserted on the right side of the board. See Figure 3.
2. Reconnect all connections to the motherboard.
3. Secure the I/O mounting plate to the standoffs with 4 mounting screws. Secure the VGA bracket to the I/O mounting plate with 2 screws (Elite Edge games only). See Figure 2.
4. Line up the I/O board on the mounting plate, and secure with 3 screws. See Figure 1.
5. Replace all connections on the I/O board.
6. Close and lock the CPU section.
7. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer

ASUS Motherboard Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. Remove the 3 screws securing the I/O board to the I/O mounting plate. Remove all connections from the I/O board, taking note of their positions so you can reconnect them later. See Figure 4.

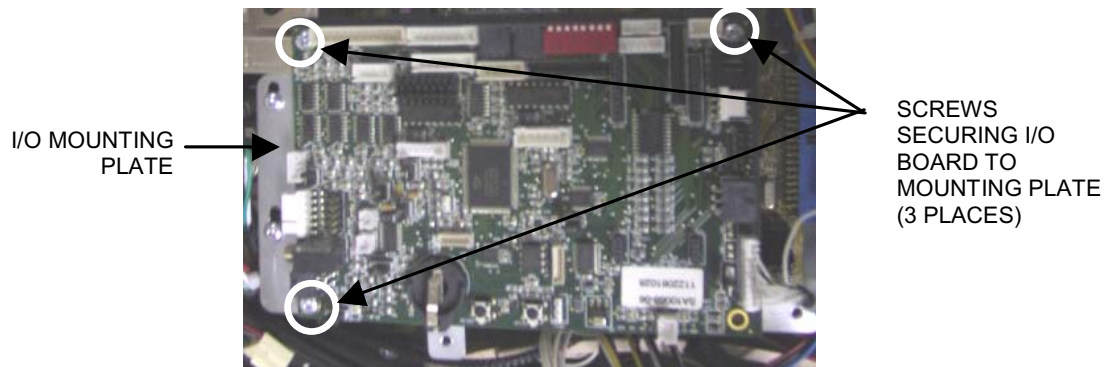


FIGURE 4 - I/O BOARD AND MOUNTING PLATE

4. Remove the fish paper from underneath the I/O board. See Figure 5.

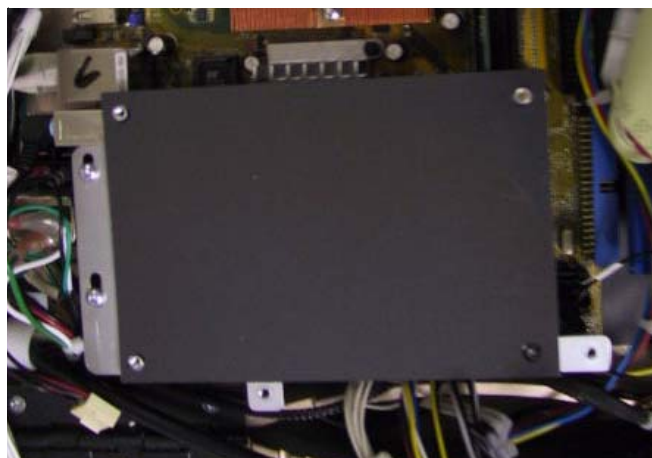


FIGURE 5 - FISH PAPER BETWEEN I/O BOARD AND MOUNTING PLATE

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

5. Remove the 2 screws securing the VGA cable mounting bracket, then remove the bracket (Elite Edge games only). Remove the 3 or 4 screws securing the I/O mounting plate, then remove the plate. See Figure 6.



VGA BRACKET AND SCREWS
(ELITE EDGE ONLY)

(a) 3 mounting screws



VGA BRACKET AND SCREWS
(ELITE EDGE ONLY)

(b) 4 mounting screws

FIGURE 6 - ASUS I/O MOUNTING PLATE

6. If your I/O mounting plate was secured by 3 screws: Remove the screw securing the cable clamp to the power supply bracket. Remove the 2 screws securing the motherboard assembly to the game, located on the right side of the motherboard (Figure 7).

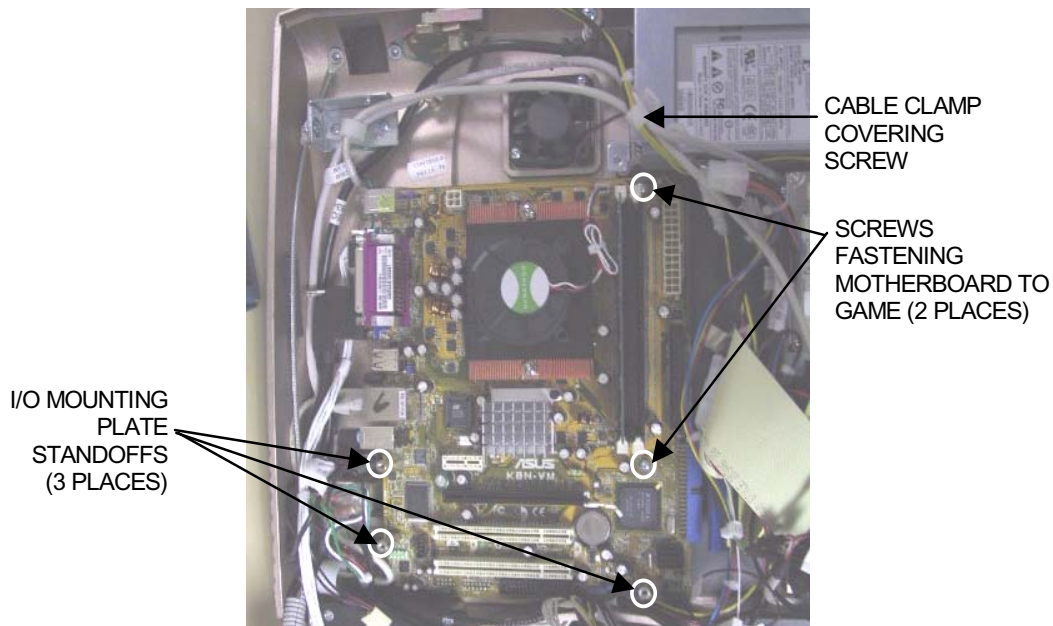


FIGURE 7 - ASUS MOTHERBOARD ASSEMBLY (3 STANDOFFS & 2 SCREWS)

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

7. *If your I/O mounting plate was secured by 4 screws:* Remove the screw securing the cable clamp to the power supply bracket. Remove the screw securing the motherboard assembly to the game, located on the right side of the motherboard (Figure 8).

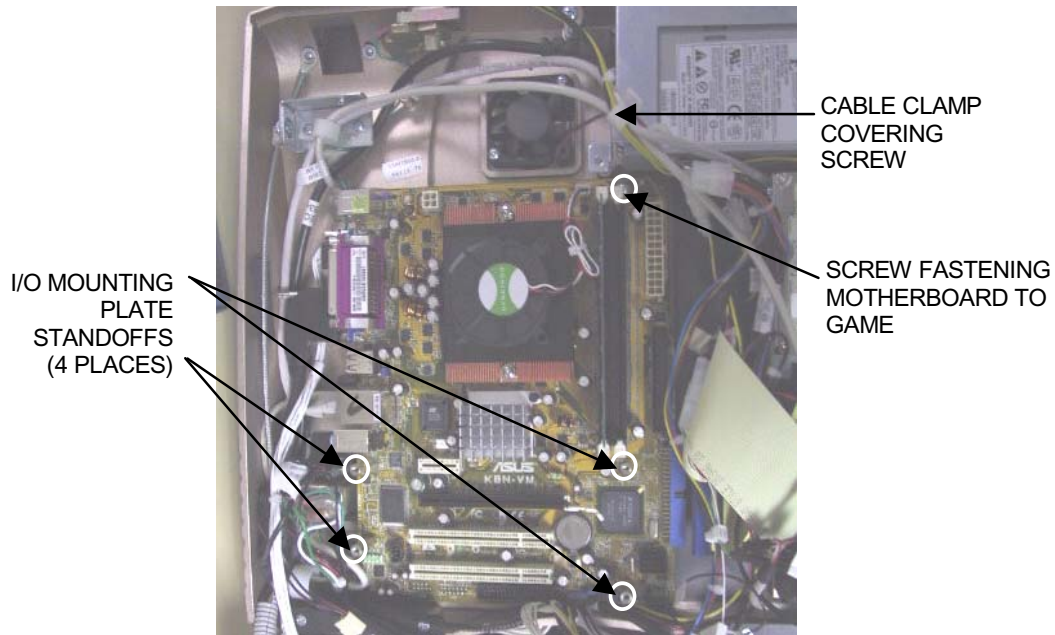


FIGURE 8 - ASUS MOTHERBOARD ASSEMBLY (4 STANDOFFS & 1 SCREW)

8. Disconnect all connections to the motherboard, taking note of their positions so you can reconnect them to the new board. Carefully remove the motherboard, as well as the 3 or 4 standoffs and hex nuts that were supporting the I/O mounting plate. See Figures 7 and 8. Place the motherboard into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

ASUS Motherboard Installation

1. Replace the I/O mounting plate's 4 metal standoffs on the motherboard, and secure with hex nuts. (If your game originally had 3 standoffs supporting the I/O plate, then use the extra standoff that was shipped with your replacement motherboard.) See Figure 8. Situate the motherboard on top of the fish paper, then shift the board to the left until it touches the plastic stops. Lock the board underneath the 2 stops that are shaped like hooks. See Figure 9.

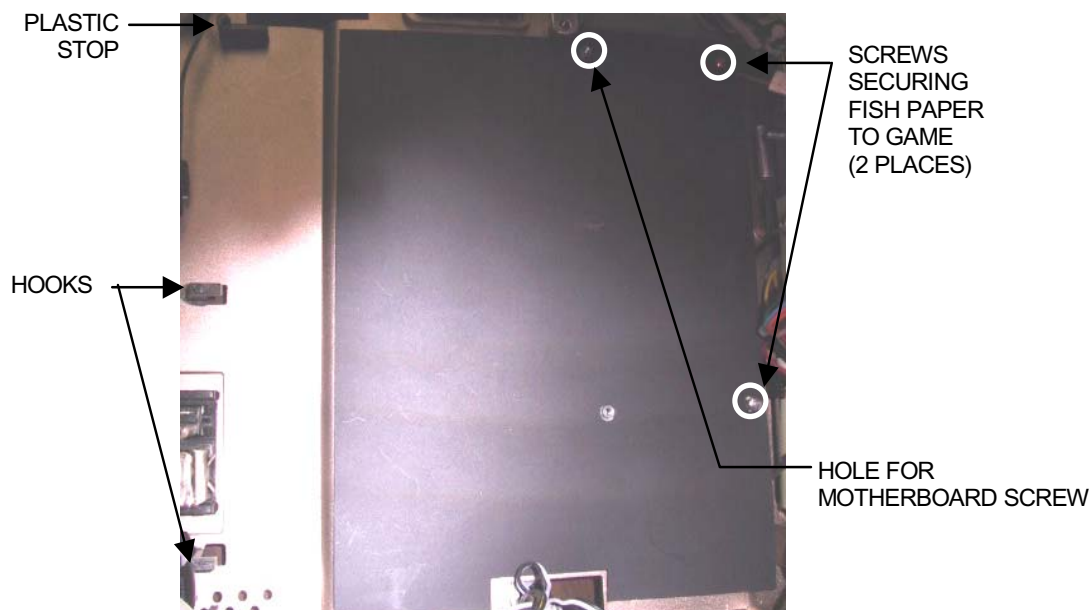


FIGURE 9 - FISH PAPER AND PLASTIC STOPS

2. Secure the motherboard to the game with one screw, and reconnect all connections. See Figure 8.
3. Secure the I/O board mounting plate with the 4 mounting screws. Secure the VGA bracket to the I/O plate with 2 screws (Elite Edge games only). See Figure 6.
4. Replace the fish paper on the mounting plate. See Figure 5.
5. Line up the I/O board on the fish paper and secure to the mounting plate with 3 screws (Figure 4).
6. Replace all connections on the I/O board.
7. Close and lock the CPU section.
8. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer

Hard Drive Removal

IMPORTANT NOTE: If you are replacing a PATA hard drive with a SATA hard drive, please see “PATA to SATA Hard Drive Conversion”.

Hard Drive Identification:

To determine whether your hard drive is quick-click or non-quick-click, look for a light gray adapter between the hard drive adapter and the hard drive mounting bracket. See Figure 1. If there is such an adapter, then you have a quick-click hard drive; if not, then your hard drive is non-quick-click. The PATA hard drive with a clamp will simply have a clamp as shown in Figure 1. The SATA hard drive is also shown in Figure 1. The SATA is easily identifiable by the lack of a hard drive ribbon cable and adapter.

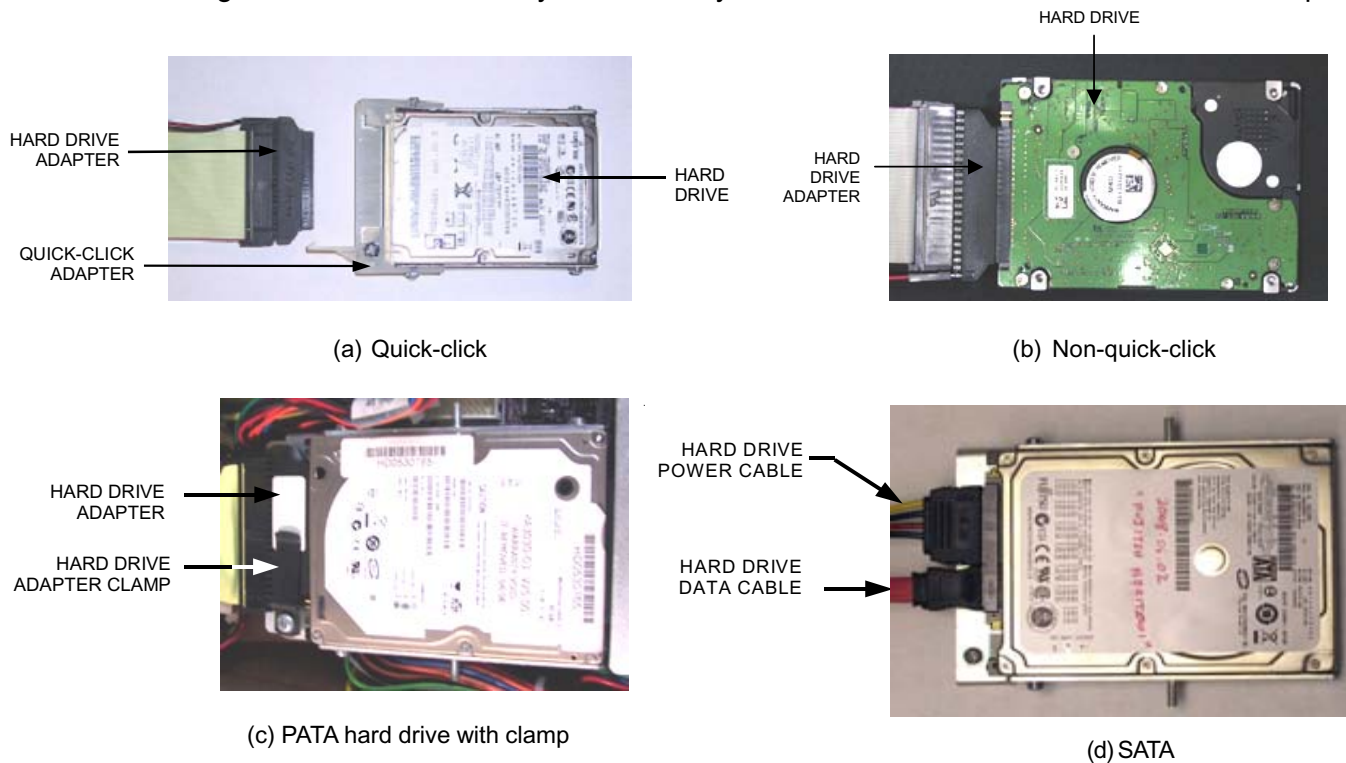


FIGURE 1 - HARD DRIVES

Quick-Click Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Disconnect the hard drive adapter with the attached ribbon cable from the hard drive (Figure 2).

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

5. Remove the single screw securing the hard drive mounting bracket to the underlying mounting plate (see Figure 2). This screw will not be reused.
6. Remove the hard drive and the attached bracket from the mounting plate by sliding the assembly down and off its mounting plate.

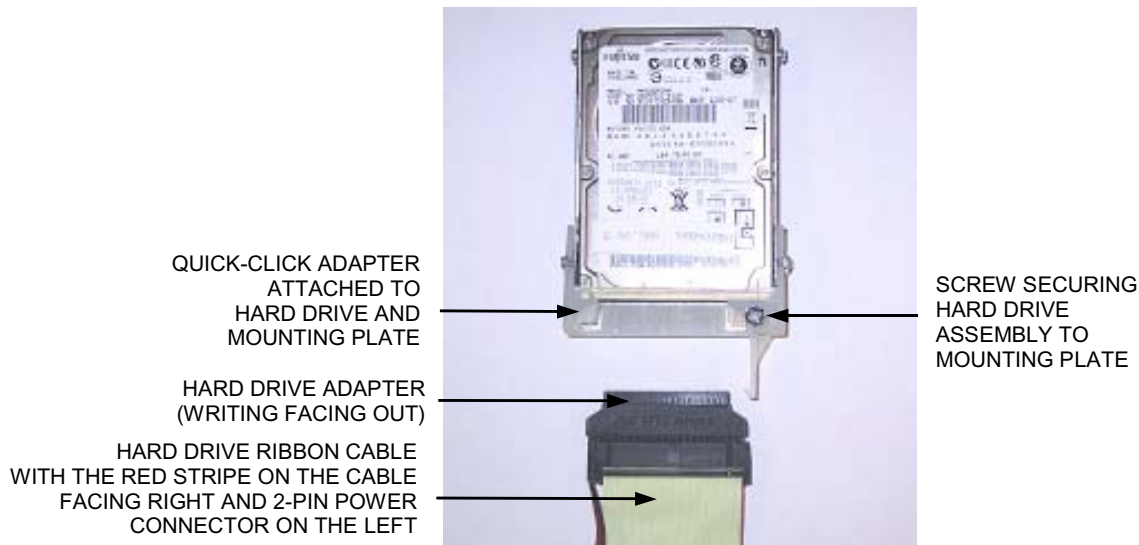


FIGURE 2 - QUICK-CLICK HARD DRIVE ASSEMBLY CONNECTION

Quick-Click Hard Drive Installation

1. Attach the hard drive ribbon cable in the game to the new hard drive by lining up the left side of the hard drive adapter with the pins on the hard drive, and then carefully inserting it all the way into the quick-click adapter (see Figure 2 for proper orientation).
2. Slide the new hard drive assembly onto the game's mounting plate. Align the mounting bracket with the screw hole on the mounting plate, then secure the supplied screw in place (see Figure 2).
3. Close and lock the CPU section.
4. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
5. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

Non-Quick-Click Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Remove the single screw securing the hard drive mounting bracket to the underlying mounting plate. See Figure 3.
5. Remove the hard drive assembly by sliding it down and off its mounting plate. Disconnect the hard drive adapter, along with the hard drive ribbon cable, from the hard drive.

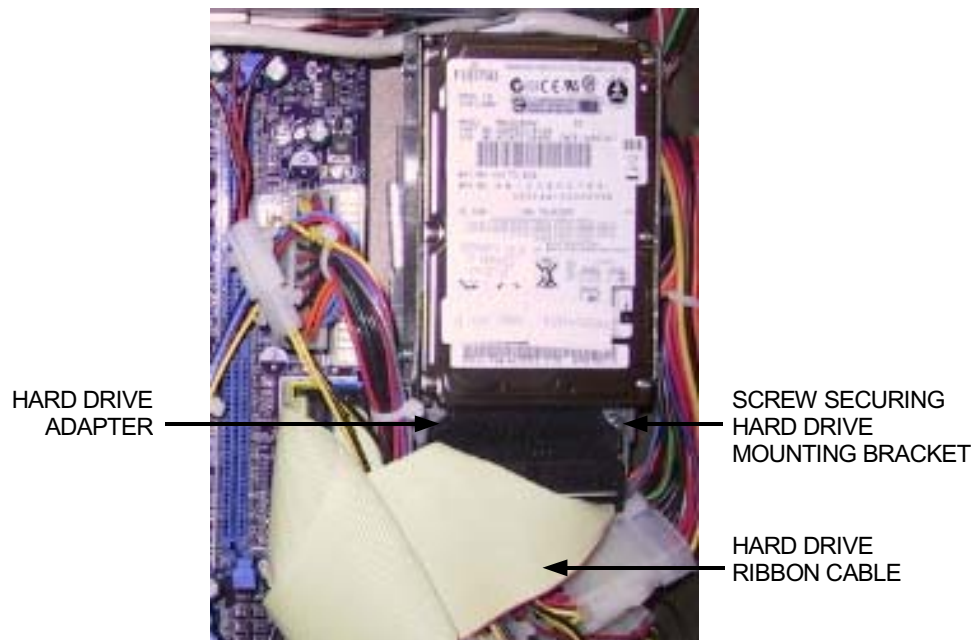


FIGURE 3 - NON-QUICK-CLICK HARD DRIVE REMOVAL

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

Non-Quick-Click Hard Drive Installation

1. Connect the hard drive adapter and attached ribbon cable to the supplied hard drive according to Figure 4. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable (indicating pin-1 position) is inserted facing the unconnected pins. The writing on the plastic of the hard drive adapter and the black wire on the 2-pin power cable should be facing out when installed into the game.
2. Slide the new hard drive assembly onto the hard drive mounting plate and secure it in place with a single screw (Figure 3).

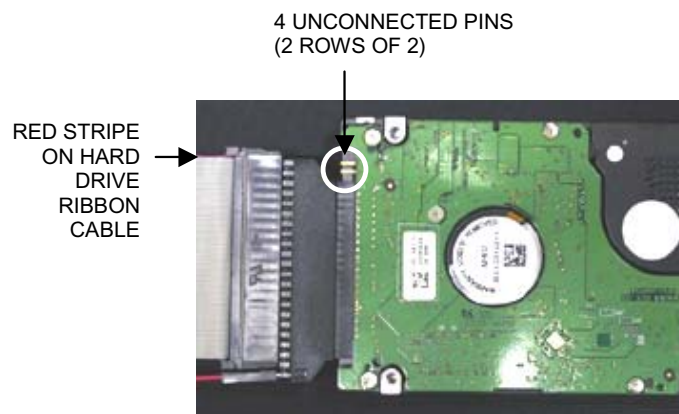


FIGURE 4 - CIRCUIT-BOARD SIDE OF HARD DRIVE

3. Close and lock the CPU section.
4. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
5. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

PATA Hard Drive (with clamp) Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
3. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 5). This screw will not be reused.
4. Remove the hard drive from its mounting plate by sliding the assembly down and off the mounting plate. Disconnect the hard drive adapter and attached ribbon cable from the hard drive (see Figure 5). Then, separate the hard drive adapter from the ribbon cable and 2-pin power cable. This hard drive adapter will not be reused.

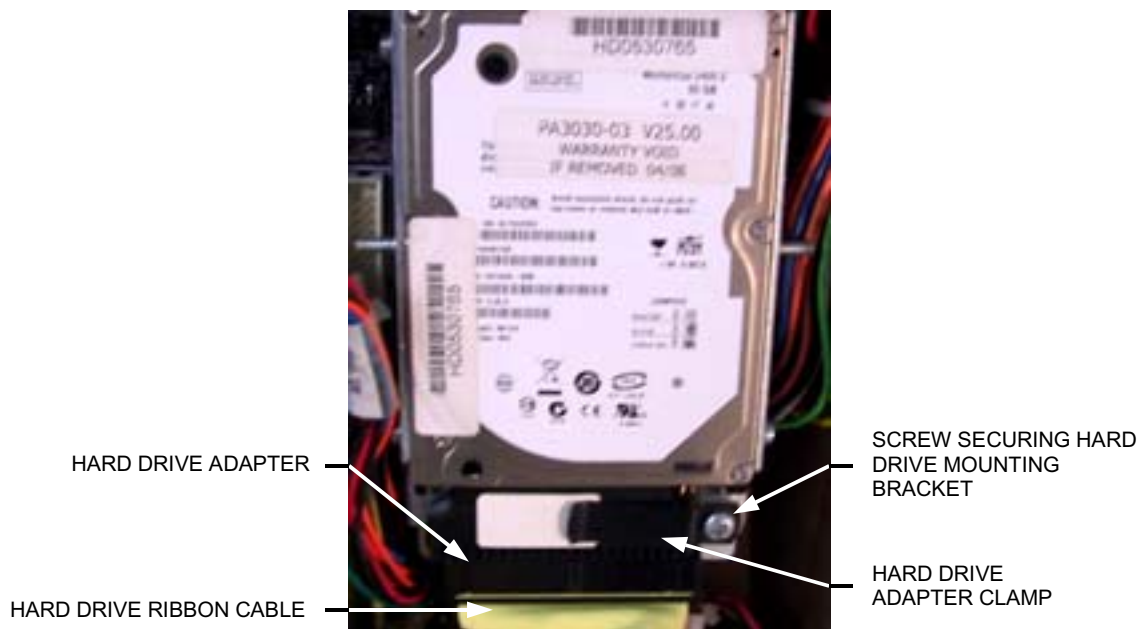


FIGURE 5 - CLOSEUP OF PATA HARD DRIVE WITH CLAMP

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

PATA Hard Drive (with clamp) Installation

1. Attach the 2-pin power cable in the game to the new hard drive adapter, which comes attached to the new hard drive. Do so by locating the two stand-alone pins on the hard drive adapter, and then sliding the 2-pin adapter onto these pins (for help, see the label on the hard drive adapter - see Figure 5). Note: The black wire on the power cord **MUST** be facing toward the label side of the hard drive adapter. Failure to do so could result in a damaged hard drive.
2. Attach the hard drive ribbon cable in the game to the new hard drive. Do so by lining up the pins on the hard drive adapter with the mating holes on the ribbon cable (the red stripe on the ribbon cable should be on the side opposite the power cable). Carefully insert the ribbon cable all the way into the adapter so that it is fully seated.
3. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Both the label on the plastic of the hard drive adapter and the label on the hard drive itself should be facing out. Align the hole in the mounting bracket with the hole on the mounting plate, then secure the supplied screw, washer, and clamp to the mounting plate (see Figure 5). The clamp should rest on the hard drive adapter, holding it in place when screwed in tightly.
4. Close and lock the CPU section.
5. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
6. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer (cont'd)

SATA Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Disconnect the hard drive data and power cables from the hard drive (see Figure 6).
5. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 6). Remove the hard drive from its mounting plate by sliding the assembly down and off the mounting plate.

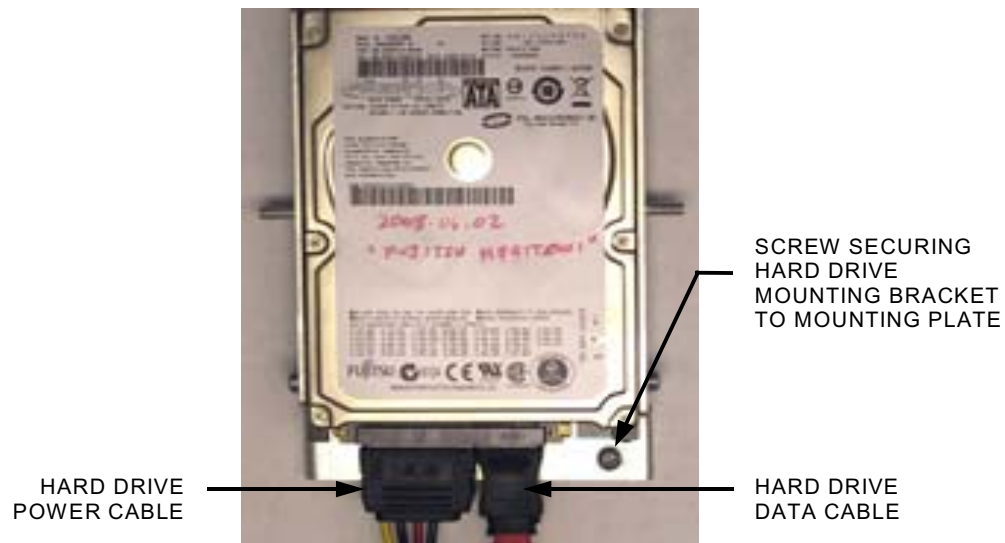


FIGURE 6 - CLOSEUP OF SATA HARD DRIVE

SATA Hard Drive Installation

1. Slide the hard drive assembly onto the game's mounting plate and screw it into place to secure it (see Figure 6).
2. Attach the hard drive data and power cables (see Figure 6).
3. Close and lock the CPU section.
4. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
5. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge

15" Monitor Removal

1. Turn off and unplug the game.
2. Place something in front of the game to brace the bezel once the strain relief cord is undone, then unlock and open the CPU section.
3. Remove the screw and washer fastening the strain relief cord, then remove the remaining 5 screws fastening the LCD mounting bracket to the game. The key socket ground wire will also be removed in the process. See Figure 1.

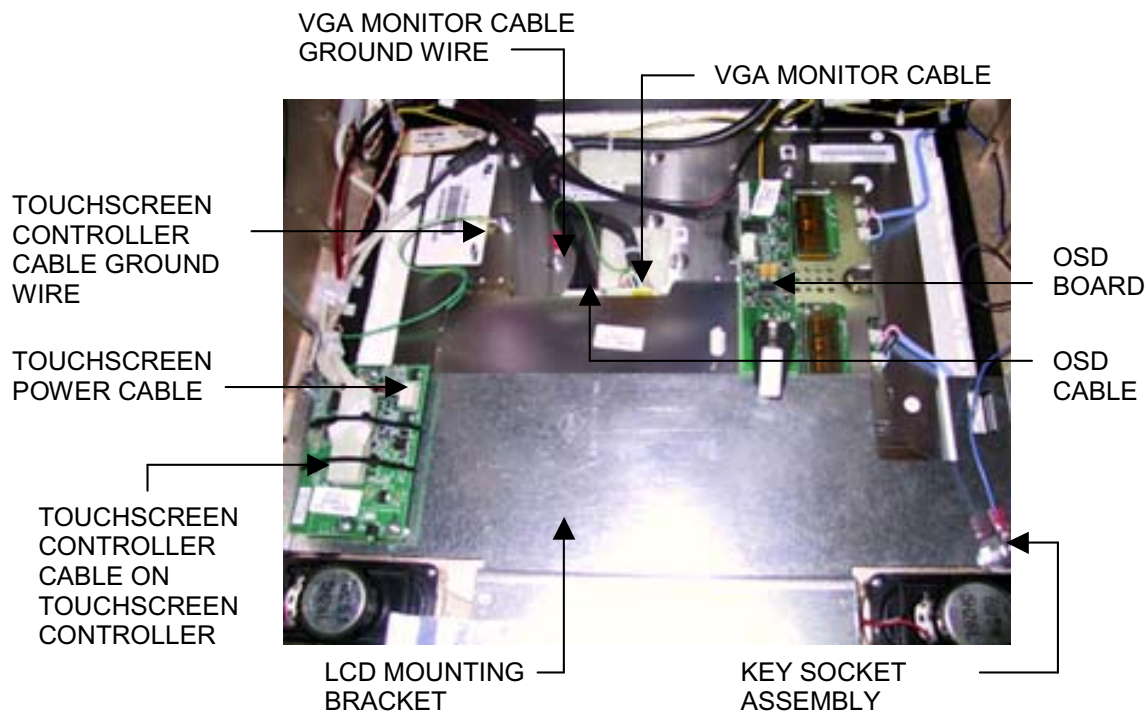


FIGURE 1 - CLOSE-UP OF CPU SECTION

4. Remove the nut, wire and bolt from the key socket assembly located on LCD mounting bracket, then remove the bracket. See Figure 1.
5. Carefully cut the tie wraps around the VGA monitor cable and remove the ground wire. Disconnect the cable from the monitor and the motherboard. See Figure 1. Unscrew the bracket on the underside of the I/O board to release the cable.
6. Remove the OSD cable from the twist clamp and disconnect it from the OSD board and the monitor. Then remove the OSD board from the Velcro attached to the back of the monitor and set it aside. See Figure 1.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge (cont'd)

7. Disconnect the LCD power connector (black and yellow wires). See Figure 2.

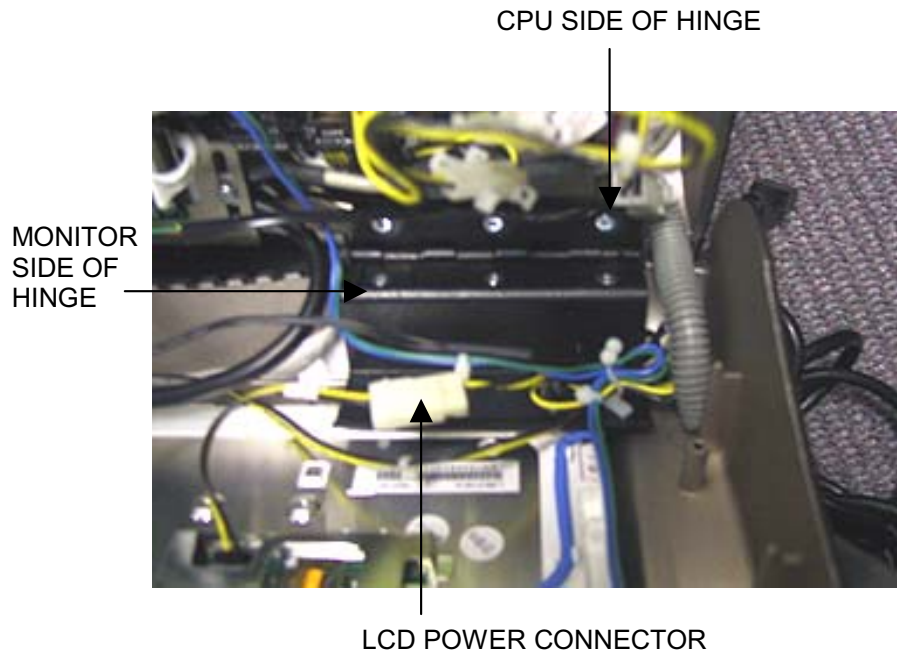


FIGURE 2 - CLOSE-UP OF MONITOR HINGE

8. Carefully cut the tie wrap around the touchscreen controller cable and disconnect the cable from the touchscreen controller. Also remove the ground wire. See Figure 1.
9. Disconnect the touchscreen power cable from the touchscreen controller (see Figure 1), then disconnect the Molex connector identified by the orange and gray wires.
10. Loosen the 6 screws (3 per hinge) on the monitor side of the hinges in order to raise the hinges and allow room to remove the monitor. See Figure 2.

NOTE: Elite Edge games may require you to remove the joystick in order to allow the necessary room for loosening of the hinge screws. To remove the joystick, carefully place the game on its side. Remove the 2 screws securing the protective bracket on the bottom of the game and remove the bracket. Disconnect the joystick connector and remove the joystick. Return the game to its upright position.

11. Slide the monitor out of the bezel.
12. If you will not be reusing the existing touchscreen, continue with installing the new monitor. If you will be reusing the touchscreen, note the orientation of the screen (i.e. the positioning of the ribbon cable and which side is the front) before removing it from the monitor. Then use dental floss to carefully cut the foam tape holding the screen to the monitor. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the screen with denatured alcohol and clean the glass with the supplied alcohol wipe.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge (cont'd)

15" Monitor Installation

1. If you will not be using the touchscreen from your original monitor, skip to step 3. If you will be using the original touchscreen, clean the glass on the new LCD monitor with the supplied alcohol wipe, then cut pieces of the supplied 1/2" foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing.
2. Carefully place the touchscreen over the monitor in the same manner it was attached to the old monitor, making sure the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.
3. Carefully slide the new monitor into the bezel, making certain that the white edge of the monitor and the monitor wire connections are facing the bottom of the bezel. Ensure that the monitor is properly centered, then tighten the hinge screws. See Figure 2.

NOTE: If you removed the joystick on your Elite Edge, carefully return the game to its side and reconnect the joystick to the connector in the game. Place the protective bracket in its previous position, sliding it under the lazy Susan and making sure the cutouts are placed around the installed screws. Make sure all wires are secured inside the bracket, then reinstall the 2 screws securing the bracket. Return the game to its upright position.

4. Install the supplied LCD mounting bracket and fasten it to the game with the 6 screws. One screw (and washer) will fasten the strain relief cord, while another will secure the blue ground wire for the key socket. See Figure 1.
5. Replace the key socket assembly by securing the bolt, green wire and nut over the LCD mounting bracket. See Figure 1.
6. Connect the touchscreen controller cable to the touchscreen controller and secure it with a tie wrap. Also restore the touchscreen controller cable ground wire. See Figure 1.
7. Connect the touchscreen power cable to the touchscreen controller (see Figure 1) and reconnect the Molex connector (orange and gray wires).
8. Connect the LCD power connector (black and yellow wires). See Figure 2.
9. Reattach the OSD board to the Velcro on the back of the monitor, then connect the new OSD cable to both the OSD board and the monitor. See Figure 1. Secure the cable in the twist clamp.
10. Connect the new VGA cable to both the monitor and the motherboard. Run the cable beneath the I/O board mounting plate and secure it in place with the bracket and 2 screws. See Figure 3. Also replace the ground wire.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion eVo/eVo Walleto/Elite Edge (cont'd)**

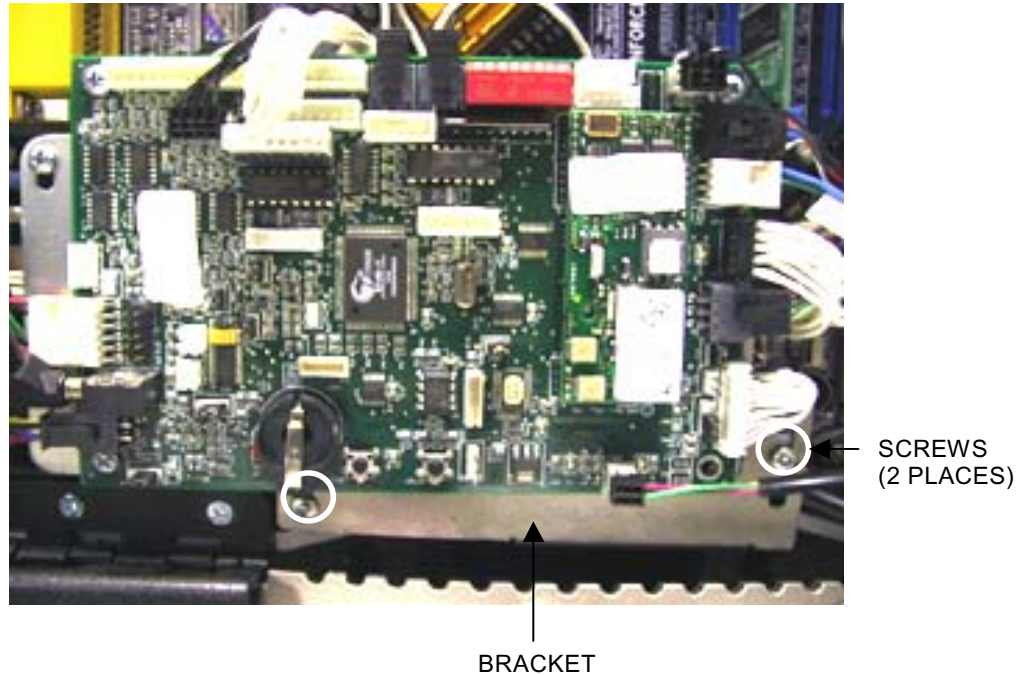


FIGURE 3 - BRACKET AND SCREWS SECURING VGA MONITOR IN PLACE

11. Tie wrap the VGA monitor cable and the OSD cable.
12. Close and lock the CPU section.
13. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

17" Monitor Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. *Very carefully* cut the tie wraps securing the touchscreen controller cable to the touchscreen controller. Then, disconnect the cable from the touchscreen controller. See Figure 4.
4. Release the touchscreen controller ribbon cable from the cable clamp.
5. Cut the tie wrap securing the touchscreen controller cables and speaker wires on the back of the monitor (see Figure 4).
6. Cut the tie wrap securing the orange and gray wires and ground wire from the touchscreen controller and the OSD cable. See Figure 4.
7. Remove the touchscreen controller cable, the orange and gray wires (from the touchscreen controller) and the OSD board cable from the cable twist lock. See Figure 4.

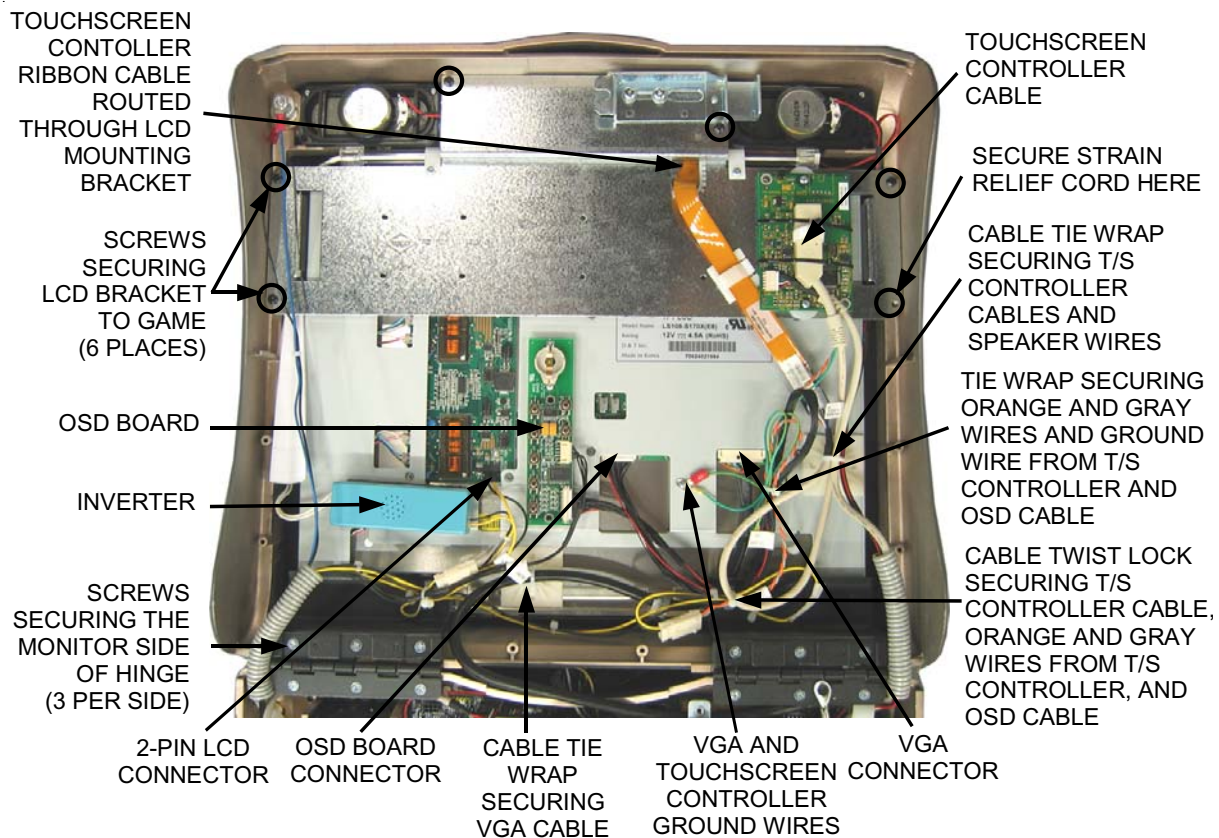


FIGURE 4 – FORESEASON MONITOR IN 17" ION COUNTERTOP GAME

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer (cont'd)

8. Carefully remove the 2 screws securing the touchscreen controller to the LCD mounting bracket. Carefully remove the controller and the nylon spacers underneath (if applicable). Set the controller aside.
9. Disconnect the 2-pin LCD connector, the OSD connector and the VGA connector from the back of the monitor. See Figure 4.
10. Remove the screw and washer securing the VGA and touchscreen controller ground wires to the back of the monitor. See Figure 4.
11. Remove the OSD board and inverter from the Velcro attached to the back side of the monitor and set them aside. See Figure 4.
12. Place something in front of the game to brace the bezel once the strain relief cord is undone, then remove the screw and washer securing the strain relief cord. See Figure 4.
13. Remove the remaining 5 screws fastening the LCD mounting bracket to the game. See Figure 4.
14. Route the touchscreen controller cable through the hole in the LCD mounting bracket and set the LCD mounting bracket aside.
15. Loosen the 6 screws on the monitor side of the hinges (3 screws per hinge) in order to raise the hinges and allow enough room to remove the monitor. Be careful to keep the hinge spacers in place beneath the hinges.
16. Carefully remove the monitor from the bezel.
17. If you will be reusing the existing touchscreen, note the orientation of the screen (i.e. the positioning of the ribbon cable and which side is the front) before removing it from the LCD monitor. Then, use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen. You will need to place the touchscreen on a stable surface until it is installed on the new monitor. Then remove any residual foam tape from the reverse side of the screen with denatured alcohol.

17" Monitor Installation

18. Clean the glass on the new monitor with the supplied alcohol wipe, then cut pieces of the supplied 1/2" foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing.
19. Carefully place the supplied or existing touchscreen over the monitor in the same manner it was attached to the old monitor, making sure the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.
20. Carefully place the new monitor into the bezel so that the monitor connections are nearest to the hinges. Make sure the monitor is properly centered.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

21. Route the touchscreen controller cable through the hole in the LCD mounting bracket (Figure 4).
22. Fasten the strain relief cord under the LCD mounting bracket screw designated in Figure 4. Replace the remaining 5 screws securing the mounting bracket to the bezel. See Figure 4.
23. Tighten the 3 screws per hinge that were loosened during removal of your old monitor. See Figure 4. Make sure the spacers beneath the hinges are aligned correctly as you tighten the screws.
24. Carefully attach the cable to the touchscreen controller, making sure that the cable's pins are correctly aligned. Secure the cable in place using the 2 provided black tie wraps.
25. Install the 2 existing nylon spacers on the standoffs where the touchscreen controller will be mounted (see Figure 4). If your touchscreen controller did not have nylon spacers, install the 2 provided spacers. Then, secure the touchscreen controller to the standoffs on the LCD mounting bracket using the existing screws.
26. Secure the ribbon cable from the touchscreen controller in the cable clamp on the LCD mounting bracket. See Figure 4.
27. Add the "loop" side of the provided Velcro (the mating side of the Velcro attached to the OSD board and inverter) to the back of the monitor in the same locations as the old monitor. Replace the OSD board and inverter on the Velcro.
28. Connect the 2-pin LCD connector to the back of the monitor. See Figure 4.
29. Connect the OSD connector to the monitor. See Figure 4.
30. Connect the VGA monitor connector to the monitor. See Figure 4.
31. Replace the screw and washer securing the VGA and touchscreen controller ground wires to the back of the monitor. See Figure 4.
32. Replace the touchscreen controller cable, the orange and gray wires (from the touchscreen controller) and the OSD board cable in the cable twist lock as shown in Figure 4.
33. Adhere the provided cable tie wraps to the back of the monitor in the same locations as the old monitor.
34. Thread the provided tie wrap through the adhesive cable tie wraps just installed and secure the touchscreen controller wires and OSD cable wires in the cable tie wrap shown in Figure 4. Secure VGA cable in the other cable tie wrap in the same fashion.
35. Dress the remaining wires using the supplied tie wrap.
36. Close and lock the CPU section.
37. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer

Touchscreen Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section and place something under the front bezel to brace it when the strain relief cord is disconnected.
3. Remove the screw and washer fastening the strain relief cord, then remove the remaining 5 screws fastening the LCD mounting bracket to the game. The key socket ground wire will also be removed in the process. See Figure 1.

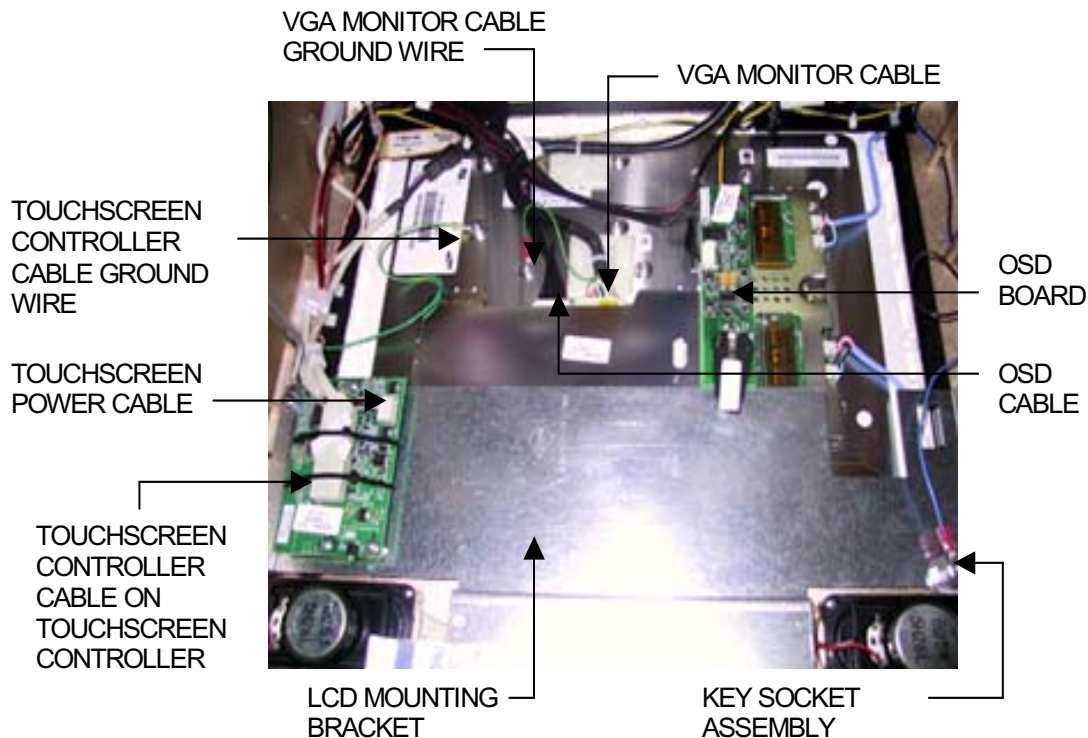


FIGURE 1 - CLOSEUP OF CPU SECTION

4. Remove the nut, wire and bolt from the key socket assembly located on LCD mounting bracket, then remove the bracket. See Figure 1.
5. Carefully cut the tie wraps around the VGA monitor cable, remove the ground wire and disconnect the cable from the monitor. See Figure 1.
6. Remove the OSD cable from the twist clamp and disconnect it from the OSD board and the monitor. Then remove the OSD board from the Velcro attached to the hinge and set it aside. See Figure 1.
7. Disconnect the LCD power connector (black and yellow wires). See Figure 2.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer (cont'd)

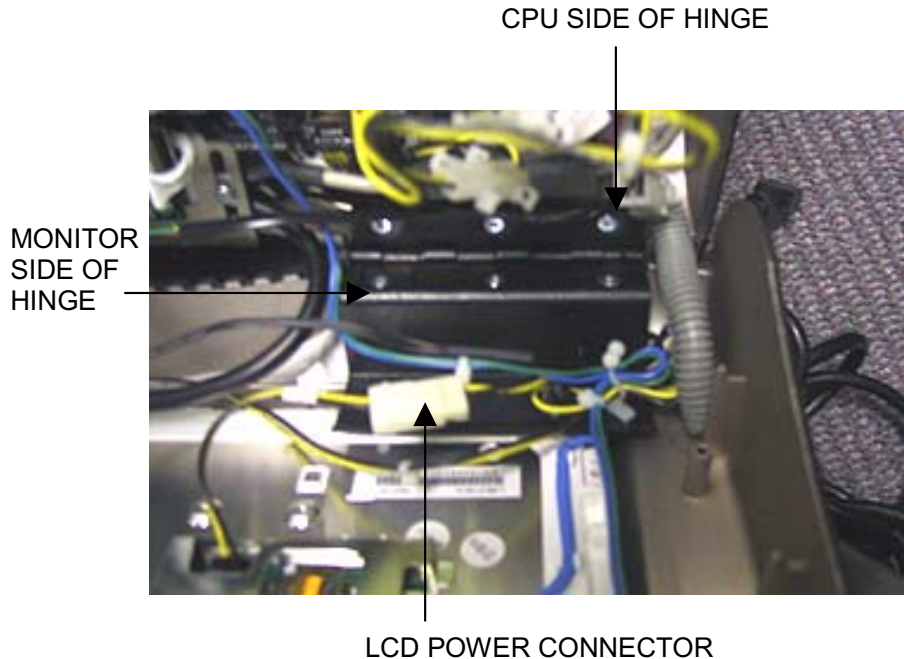


FIGURE 2 - CLOSE-UP OF MONITOR HINGE

8. Carefully cut the tie wrap around the touchscreen controller cable and disconnect the cable from the touchscreen controller. Also remove the ground wire. See Figure 1.
9. Disconnect the touchscreen power cable from the touchscreen controller (see Figure 1), then disconnect the Molex connector identified by the orange and gray wires.
10. Loosen the 3 screws on the monitor side of the hinges in order to raise the hinges and allow room to remove the monitor. See Figure 2.

NOTE: Elite Edge games may require you to remove the joystick in order to allow the necessary room for loosening of the hinge screws. To remove the joystick, carefully place the game on its side. Remove the 2 screws securing the protective bracket on the bottom of the game and remove the bracket. Disconnect the joystick connector and remove the joystick. Return the game to its upright position.

11. Slide the monitor out of the bezel.
12. Note the orientation of the touchscreen cable before removing the screen. Then use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen.
13. Remove any remaining adhesive residue with denatured alcohol, then clean the monitor glass with the supplied alcohol wipe.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer (cont'd)

Touchscreen Installation

1. Clean the reverse side of the replacement touchscreen with the supplied alcohol wipe.
2. Cut pieces of the supplied 1/2" double-sided foam tape long enough to cover each edge of the screen without overlapping. After the tape is in place on the screen, peel off the backing.
3. Replace the new touchscreen over the monitor in the same manner as the old screen, making sure the screen is properly and evenly aligned over the monitor glass. Then clean the front of the screen with the supplied alcohol wipe.
4. Carefully slide the new monitor into the bezel, making certain that the white edge of the monitor and the monitor wire connections are facing the bottom of the bezel. Ensure that the monitor is properly centered, then tighten the hinge screws. See Figure 2.

NOTE: If you removed the joystick on your Elite Edge, carefully return the game to its side and reconnect the joystick to the connector in the game. Place the protective bracket in its previous position, sliding it under the lazy Susan and making sure the cutouts are placed around the installed screws. Make sure all wires are secured inside the bracket, then reinstall the 2 screws securing the bracket. Return the game to its upright position.

5. Replace the LCD mounting bracket in the game and fasten it with the 6 screws removed earlier. Also refasten the strain relief cord and the key socket ground wire. See Figure 1.
6. Replace the key socket assembly by securing the bolt, green wire and nut over the LCD mounting plate. See Figure 1.
7. Connect the touchscreen controller cable to the touchscreen controller and secure it with a tie wrap. Also restore the touchscreen controller cable ground wire. See Figure 1.
8. Connect the touchscreen power cable to the touchscreen controller (see Figure 1) and reconnect the Molex connector (orange and gray wires).
9. Connect the LCD power connector (black and yellow wires). See Figure 2.
10. Reattach the OSD board to the Velcro on the hinge, then connect the OSD cable to both the OSD board and the monitor. See Figure 1. Secure the cable in the twist clamp.
11. Connect the VGA cable to the monitor and secure it with tie wraps. Also replace the ground wire. See Figure 1.
12. Close and lock the CPU section.
13. Plug in and turn on the game.
14. When the game is finished booting, calibrate the touchscreen.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo/eVo Walleto/Elite Edge/Megatouch Entertainer

Power Supply Removal

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. Unplug the IEC connector from the power supply. See Figure 1.

IEC CONNECTOR

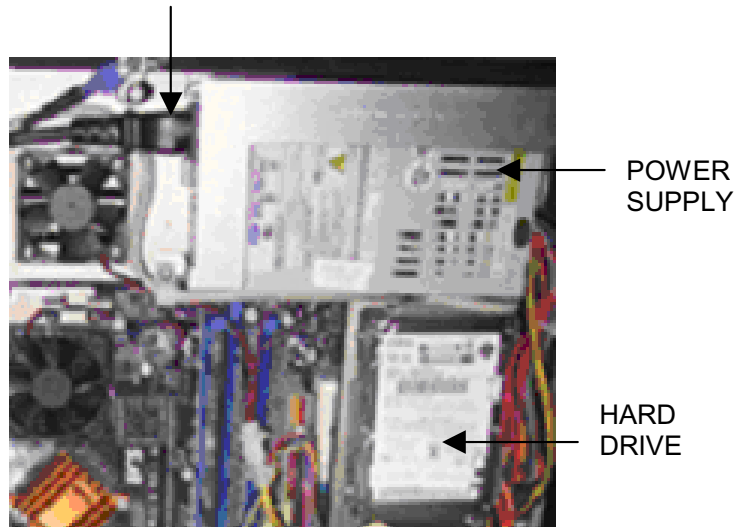


FIGURE 1 - OVERVIEW OF HARD DRIVE

4. Disconnect the wire connector nearest to the power supply.
5. Remove the 2 screws fastening the power supply and mounting bracket to the game (Figure 2).



FIGURE 2 - POWER SUPPLY MOUNTING SCREWS (2 PLACES)

6. Remove the power supply.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion eVo/eVo Wallette/Elite Edge/Megatouch Entertainer (cont'd)**

Power Supply Installation

1. Install the new power supply and bracket in the game and fasten them with the 2 screws that were used to fasten the old power supply and bracket. See Figure 2.
2. Connect the power supply wire connection.
3. Reconnect the IEC connector to the power supply. See Figure 1.
4. Close and lock the CPU section.
5. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo

Bill Acceptor Removal

NOTE: Your eVo game will have either a small bill acceptor nose or a large bill acceptor nose. Refer to Figure 1 to determine your style of game, then follow the appropriate instructions.



FIGURE 1 - STYLES OF EVO GAMES

1. Turn off and unplug the game.
2. Unlock and open the cash tower section.
3. Pull out the bill acceptor magazine.
4. Remove the 6 screws fastening the bill acceptor mounting plate to the CPU section. One screw also fastens the strain relief cord. Once the screws are removed, separate the CPU section from the mounting plate and disconnect the 4 harnesses. Place the CPU section down with the touchscreen side facing up. **NOTE: Make sure that you hold onto the screws removed from the CPU section. Use of other screws for reinstallation could damage the motherboard. See Figure 2.**

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo (cont'd)



FIGURE 2 - REAR VIEW OF BILL ACCEPTOR MOUNTING PLATE

5. Remove the screws securing the bill acceptor nose to the front of the game (4 screws for small-nosed games; 2 for large-nosed ones). See Figure 3 for small-nosed games, Figure 4 for large-nosed games. **NOTE: To provide more room to access the screw locations, it may be helpful to remove the joystick assembly from the front of the game. To do so, carefully lay the game down in order to access the circular anti-skid pad at its base. Remove the screws securing the joystick assembly beneath the anti-skid circle (2 screws for small-nosed games; 3 for large-nosed ones) and return the game to its upright position. Save the screws for reinstallation.**



FIGURE 3 - SCREWS FASTENING SMALL BILL ACCEPTOR NOSE TO MOUNTING PLATE

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion eVo

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo (cont'd)



FIGURE 4 - SCREWS FASTENING LARGE BILL ACCEPTOR NOSE TO MOUNTING PLATE

6. Remove the 4 screws on the reverse side of the mounting plate fastening the bill acceptor. (For small-nosed games, two screws will be found in the area of the absent bill acceptor nose.) See Figure 5.

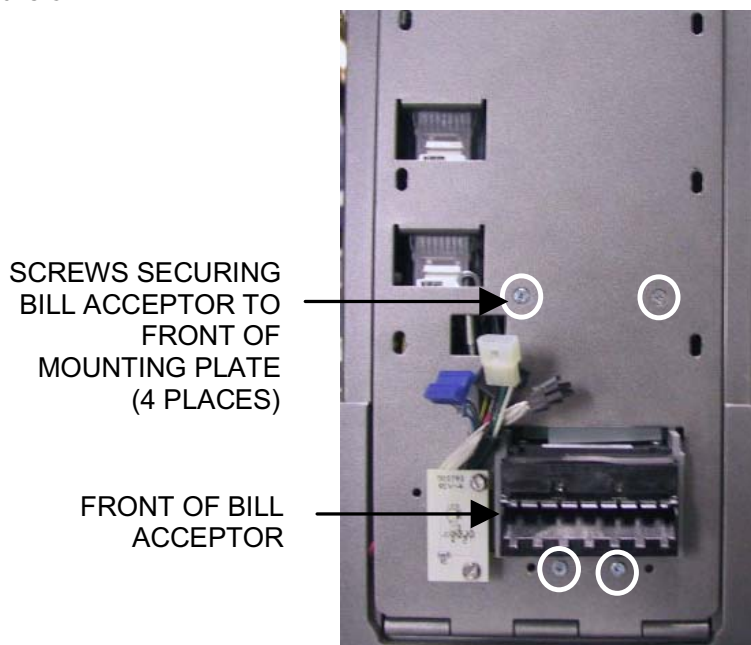


FIGURE 5 - FRONT VIEW OF EVO WITH CPU SECTION REMOVED

7. Remove the 2 wire connectors from the bill acceptor. See Figure 2.
8. Remove the bill acceptor from the mounting plate.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion eVo

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo (cont'd)

Bill Acceptor Installation

1. Remove the magazine from the new bill acceptor.
2. Reconnect the 2 wire connectors at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector. See Figure 1.
NOTE: The connectors MUST be installed in the proper slots. Failure to do so will result in game malfunction.
3. Insert the bill acceptor onto the mounting plate, then fasten the bill acceptor on the reverse side of the plate with the 4 existing screws. See Figure 5.
4. Return the bill acceptor nose to its proper location and secure it in place with the existing screws (4 for small-nosed games - see Figure 3; 2 for large-nosed games - see Figure 4).
5. Reconnect the 4 wire harnesses of the CPU section and hold the CPU section in place on the mounting plate. Use the 6 screws to reattach the plate to the CPU section and fasten the strain relief cord. See Figure 2. **NOTE: Be sure to use the same 6 screws that were originally removed from the CPU section. Use of alternate screws may damage the motherboard.**
6. Replace the bill acceptor magazine.
7. Close and lock the cash tower section.
8. If the joystick assembly was removed, once again lay the game down carefully to access the anti-skid pad at its base. Secure the joystick in place with the same screws that were previously removed from beneath the anti-skid circle (2 for small-nosed games, 3 for large-nosed ones).
NOTE: Be sure to use the original screws. Use of alternate screws may damage the joystick. Return the game to its upright position.
9. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo Walletoe/Megatouch Entertainer

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash door.
3. Remove the coin box and remove the bill acceptor magazine from the game.
4. Remove the screw securing the coupler bracket but keep the cable(s) connected. This bracket only needs to be moved aside in order to access the screw underneath. See Figure 1.

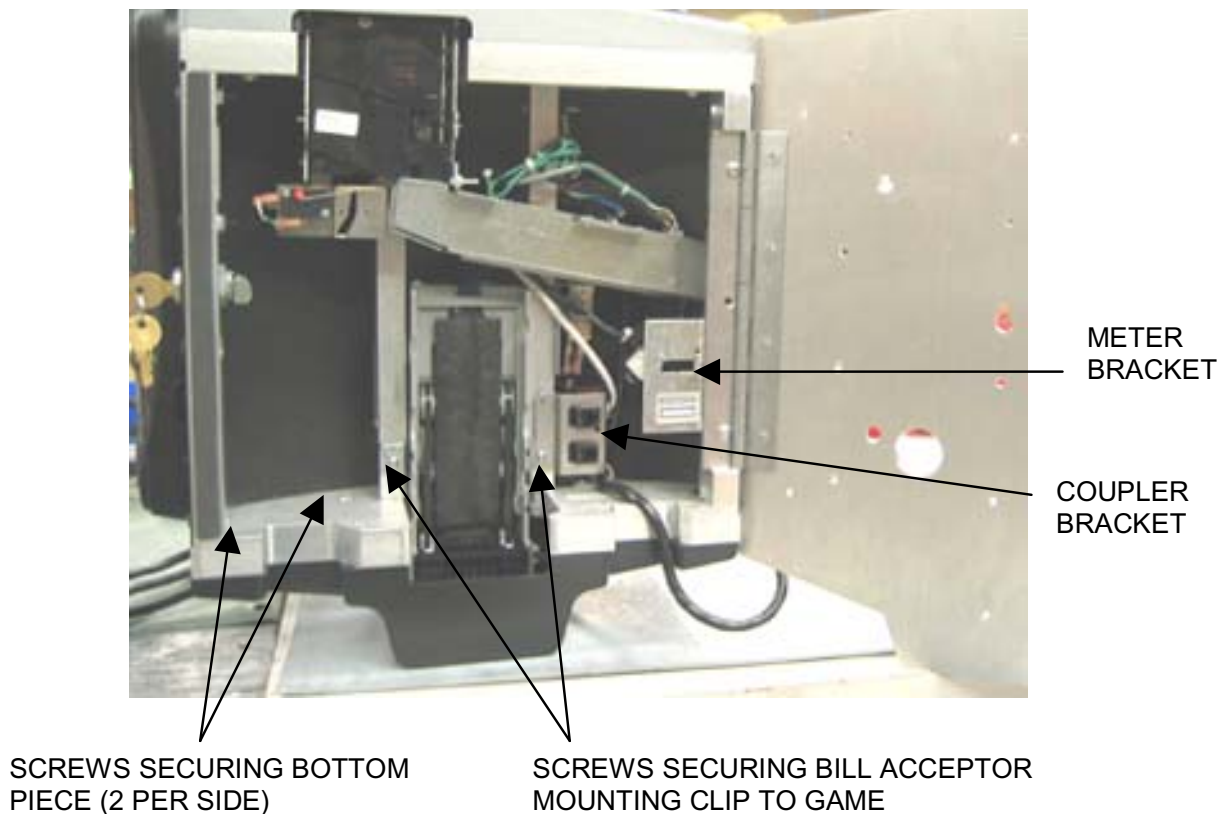


FIGURE 1 - EVO WALLETTE/MEGATOUCH ENTERTAINER FROM THE REAR

5. Remove the 4 screws securing the bottom support piece to the game and remove the bottom piece. If necessary, remove the nut and screw securing the meter bracket and remove the bracket in order to access the screws. See Figure 1.
6. Remove the remaining screw securing the bill acceptor mounting clip to the game. See Figure 1.
7. Gently pull up on the bill acceptor so that you can access the two connectors on the right side. You may need to use a flathead screwdriver to pry underneath the metal mounting clips to free the bill acceptor. Disconnect the 2 wire connectors from the bill acceptor, making sure to note the loca-

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion eVo Walletoe/Megatouch Entertainer (cont'd)

tion and orientation of each connector. Then, remove the bill acceptor from the game.

8. Remove the 2 screws securing the front of the bill acceptor to the mounting clip.

Bill Acceptor Installation

1. Reattach the bill acceptor mounting clip to the front of the bill acceptor with the 2 screws.
2. Reconnect the 2 wire connectors at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector. **NOTE: The connectors MUST be installed in the proper slots. Failure to do so will result in game malfunction.**
3. Replace the bill acceptor assembly in the game and secure the left side of the mounting clip with the screw. See Figure 1. Do not reinstall the screw on the right side yet.
4. Replace the bottom support piece and secure it using the 4 screws. **NOTE: If you are having difficulty reinstalling the bottom piece, loosen the remaining screw securing the bill acceptor mounting clip to the game (see Figure 1). After installing the bottom piece, make sure to retighten the screw.**
5. Replace the bill acceptor magazine and the coin box.
6. Replace the coupler bracket, and secure it (and the right side of the bill acceptor mounting clip) with the screw.
7. If you removed the meter bracket, replace it and secure it to the game with the screw and nut.
8. Close and lock the cash door.
9. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Elite Edge

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash door.
3. Disconnect the ground wire and remove the cash door.
4. Remove any money from the coin box, then remove the coin box and magazine stacker from the game. See Figure 1.



FIGURE 1 - ELITE EDGE - BILL ACCEPTOR ACCESS/REMOVAL

5. Rest the game facedown to access the base. Protect and stabilize the front casing and monitor by prepping the area with cardboard, foam, etc.
6. Remove the circular anti-skid pad on the bottom of the game. Keep the anti-skid pad for use in installation.
7. Remove the 2 mounting screws located beneath the anti-skid circle. Rotate the circle for access to the screws. See Figure 2.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Elite Edge

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Elite Edge (cont'd)**



FIGURE 2 - ELITE EDGE - BASE AND ANTI-SKID CIRCLE REMOVAL

8. Remove the additional 12 screws outside the circle that are securing the bottom cover. See Figure 2. **NOTE: When removing the last few screws, be sure to hold the cover in place. If the cover is not properly secured, it may cause injury to the operator and/or damage the cover.**
9. Separate the inverter from the Velcro strip on the game base, then completely remove the base.
10. Remove the 2 wire connectors from the bill acceptor. See Figure 3.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Elite Edge (cont'd)**

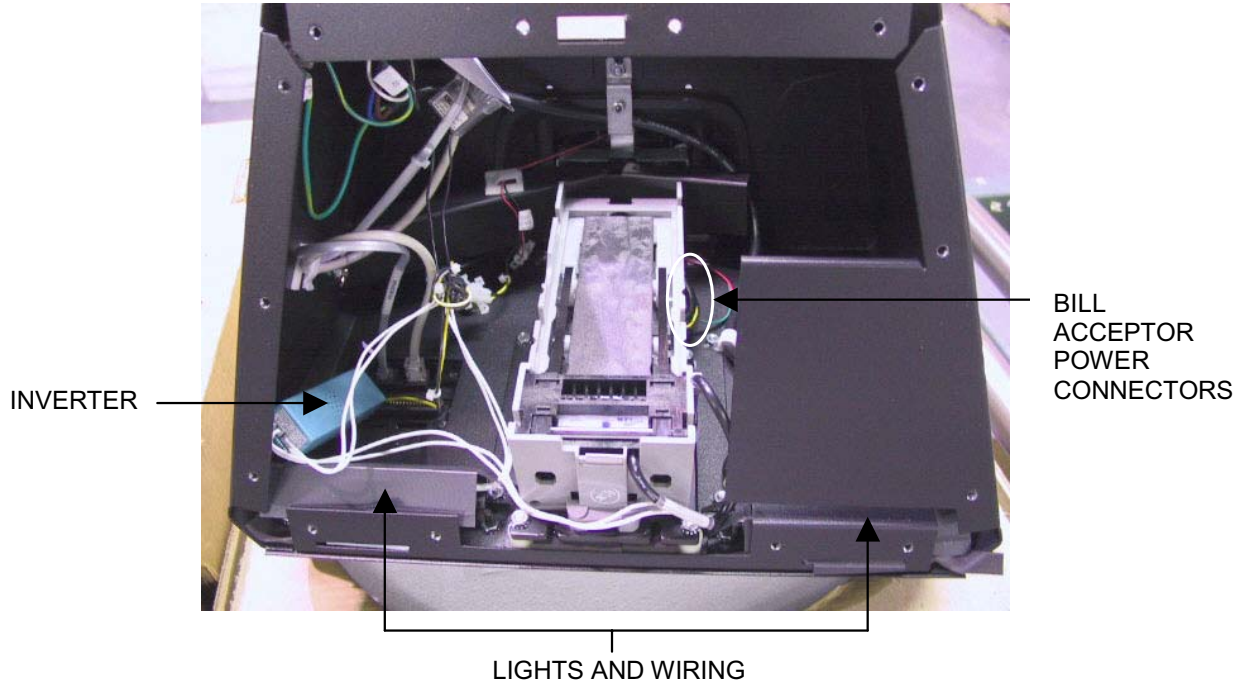


FIGURE 3 - ELITE EDGE WITH BASE REMOVED

11. Remove the 4 nuts and spacers securing the bill acceptor to the mounting plate. See Figure 4.



FIGURE 4 - SCREWS SECURING BILLACCEPTOR TO MOUNTING PLATE

12. Remove the bill acceptor from the game.

**Troubleshooting Information - Removal/Installation of Major Assemblies -
Ion Elite Edge**

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Elite Edge (cont'd)

Bill Acceptor Installation

1. Remove the magazine stacker from the new bill acceptor.
2. Insert the bill acceptor onto the mounting plate, then fasten it to the plate with the 4 existing nuts and spacers.
3. Reconnect the 2 wire connectors at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector. **NOTE: The connectors MUST be installed in the proper slots. Failure to do so will result in game malfunction.**
4. Slide the base cover into place for reinstallation. When doing so, make sure the lights on the left and right side of the game are securely in place. Also tuck in the wires on the bottom of the bill acceptor. See Figure 3.
5. Reattach the inverter to the Velcro strip on the base of the game.
6. Reattach the base using the 12 screws surrounding the anti-skid circle. See Figure 2. **NOTE: Keep the back cover securely in place as you work. If the cover is not properly secured, it may cause injury to the operator and/or damage the cover.**
7. Insert and secure screws in the two remaining locations beneath the anti-skid circle. Rotate the circle for access to the screws. See Figure 2.
8. Reaffix the anti-skid pad to the circle. If it will not adhere properly, apply glue to the back of the pad or contact AMI to order a replacement.
9. Return the game to its proper upright position.
10. In the cash tower section, reinstall the coin box and the new bill acceptor magazine.
11. Reattach the cash door and ground wire, then close and lock the door.
12. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion

ECS Motherboard Removal

1. Turn off and unplug the game.
2. Unlock and open the front bezel.
3. Loosen the screw on the hard drive support bracket (on some models) and disconnect the hard cables from the hard drive. See Figure 1.

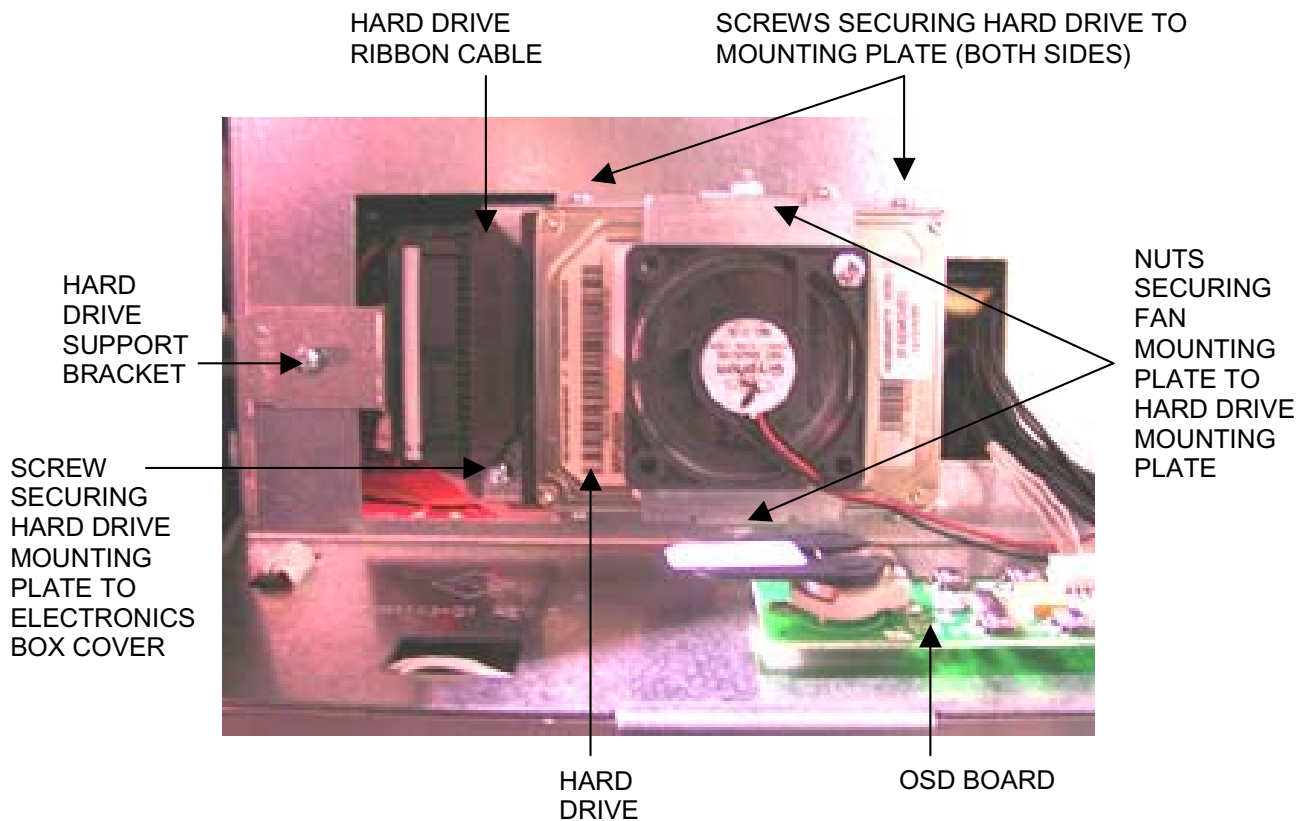


FIGURE 1 - HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

4. Disconnect the 2 fan connections on the face of the electronics box.
5. Disconnect the 2 OSD board connections. See Figure 2.
6. Remove the 2 screws securing the electronics box cover.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)



OSD BOARD CONNECTIONS

FIGURE 2 - OSD BOARD

7. Carefully remove the electronics box cover and set it aside.
8. Remove all wire connections to the motherboard, taking note of their orientation so that they can be reconnected properly.
9. Remove the 8 screws securing the motherboard to the electronics box. See Figure 3.

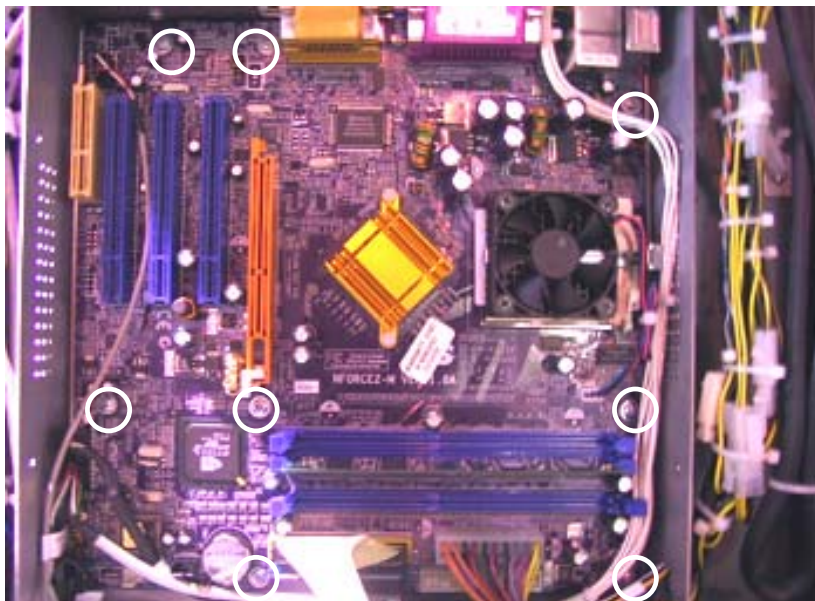


FIGURE 3 - SCREWS SECURING ECS MOTHERBOARD

10. Carefully extract the motherboard from the electronics box and insert it into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

ECS Motherboard Installation

1. Set the motherboard in place within the electronics box, then secure the board with the 8 existing screws. See Figure 3.
2. Restore all motherboard wire connections with the exception of the hard drive ribbon cable and the 2 OSD board connections.
3. Feed the hard drive cables and OSD board connections through the electronics box cover, then put the cover in place over the electronics box and secure it with the 2 screws you removed earlier. See Figure 1.
4. Connect the hard drive cables to the hard drive. *If your Fusion has a hard drive ribbon cable:* note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable, indicating pin-1 position, is inserted facing the unconnected pins, and on the opposite side of the 2-pin hard drive power cable. See Figure 4.

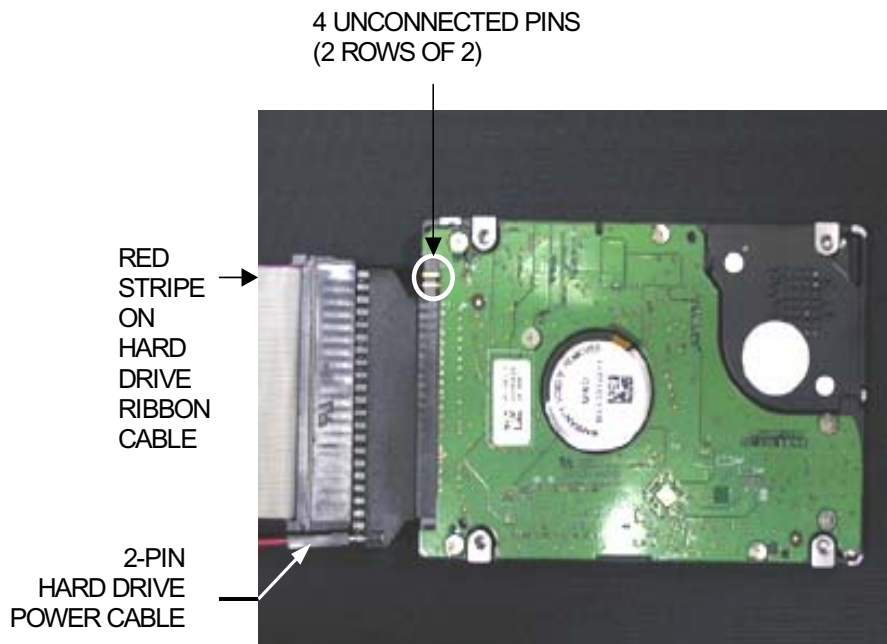


FIGURE 4- CIRCUIT-BOARD SIDE OF HARD DRIVE

5. Restore the hard drive support bracket (if applicable) and tighten the screw. See Figure 1.
6. Reconnect the 2 OSD board connections as well as the 2 fan connections. See Figure 2.
7. Close and lock the front bezel.
8. Plug in and turn on the game.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

ASUS Motherboard Removal

1. Turn off and unplug the game.
2. Unlock and open the front bezel.
3. Loosen the screw on the hard drive support bracket (if applicable) and disconnect the cables from the hard drive. See Figure 5.

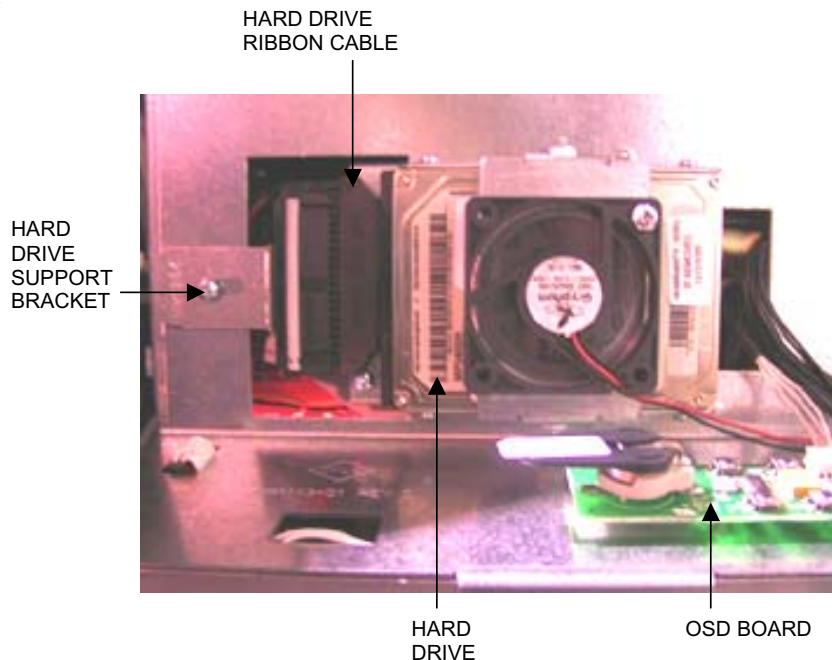


FIGURE 5 - HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

4. Disconnect the 2 fan connections on the face of the electronics box.
5. Disconnect the 2 OSD board connections. See Figure 6.

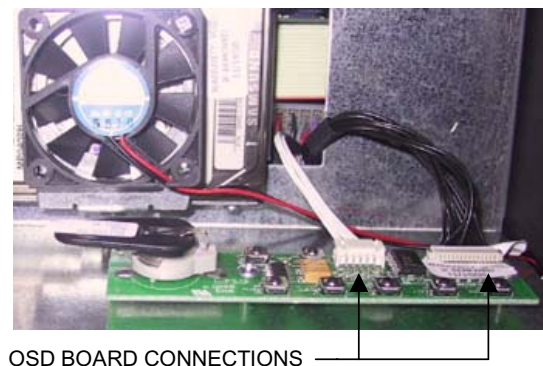


FIGURE 6 - OSD BOARD

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

6. Remove the 2 screws securing the electronics box cover.
7. Carefully remove the electronics box cover and set it aside.
8. Remove all wire connections to the motherboard, taking note of their orientation so that they can be reconnected properly.
9. Remove the 6 screws securing the motherboard to the electronics box. See Figure 7.

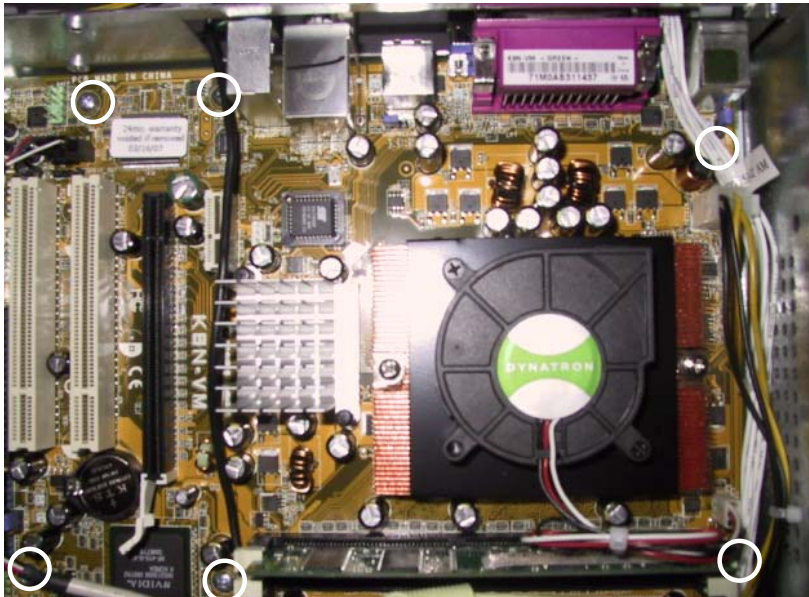


FIGURE 7 - SCREWS SECURING ASUS MOTHERBOARD

10. Carefully extract the motherboard from the electronics box and insert it into an anti-static bag for storage. **NOTE: Be sure to read the Motherboard Handling Precautions before handling the board.**

ASUS Motherboard Installation

1. Set the motherboard in place within the electronics box (with the connector side facing up), then secure the board with 6 screws. See Figure 7.
2. Restore all motherboard wire connections.
3. Feed the hard drive cables and OSD board connections through the electronics box cover, then put the cover in place over the electronics box and secure it with the 2 screws you removed earlier. See Figure 5.
4. Connect the hard drive cables to the hard drive. *If your Fusion has a hard drive ribbon cable:* note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable, indicating pin-1 position, is inserted facing the unconnected pins, and on the opposite side of the 2-pin hard drive power cable. (Figure 8).

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Fusion (cont'd)**

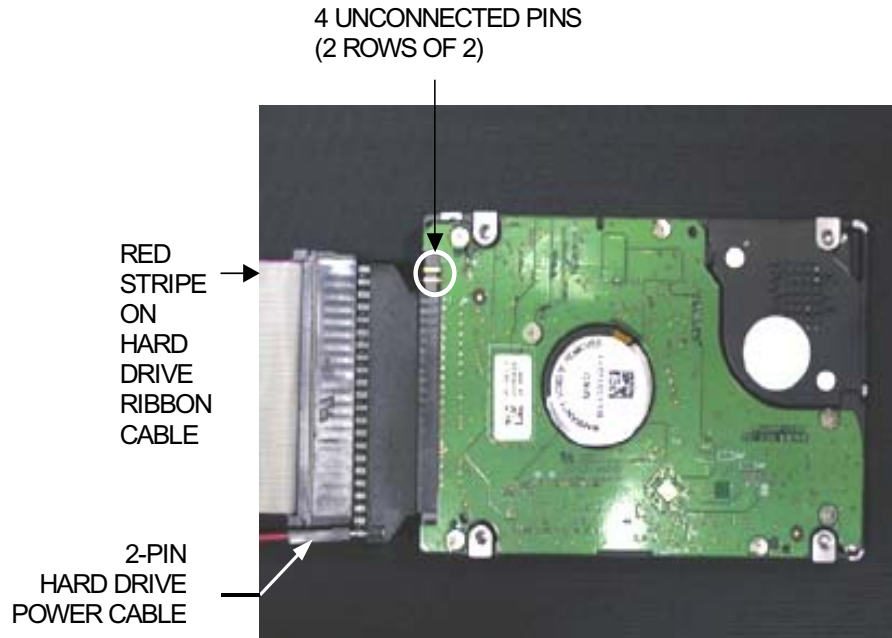


FIGURE 8- CIRCUIT-BOARD SIDE OF HARD DRIVE

5. Restore the hard drive support bracket (if applicable) and tighten the screw. See Figure 5.
6. Reconnect the 2 OSD board connections as well as the 2 fan connections. See Figure 6.
7. Close and lock the front bezel.
8. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion

Hard Drive Removal

IMPORTANT NOTE: If you are replacing a PATA hard drive with a SATA hard drive, please see “PATA to SATA Hard Drive Conversion”.

Hard Drive Identification:

To determine whether your hard drive is quick-click or non-quick-click, look for a light gray adapter between the hard drive adapter and the hard drive mounting bracket. See Figure 1. If there is such an adapter, then you have a quick-click hard drive; if not, then your hard drive is non-quick-click. The PATA hard drive with a clamp will simply have a clamp as shown in Figure 1. The SATA hard drive is also shown in Figure 1. The SATA is easily identifiable by the lack of a hard drive ribbon cable and adapter.

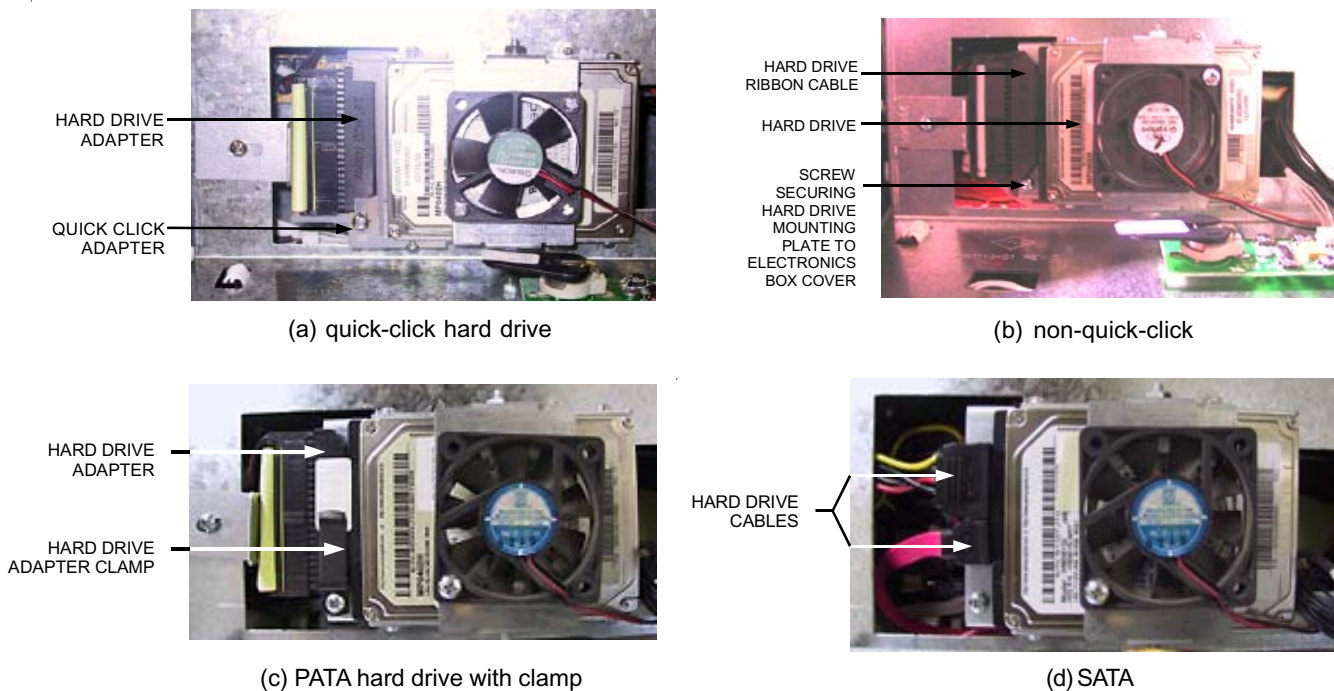


FIGURE 1 - HARD DRIVES

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

Quick-Click Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Loosen the screw on the hard drive support bracket and disconnect the hard drive adapter, with the attached ribbon cable, from the hard drive (see Figure 2).

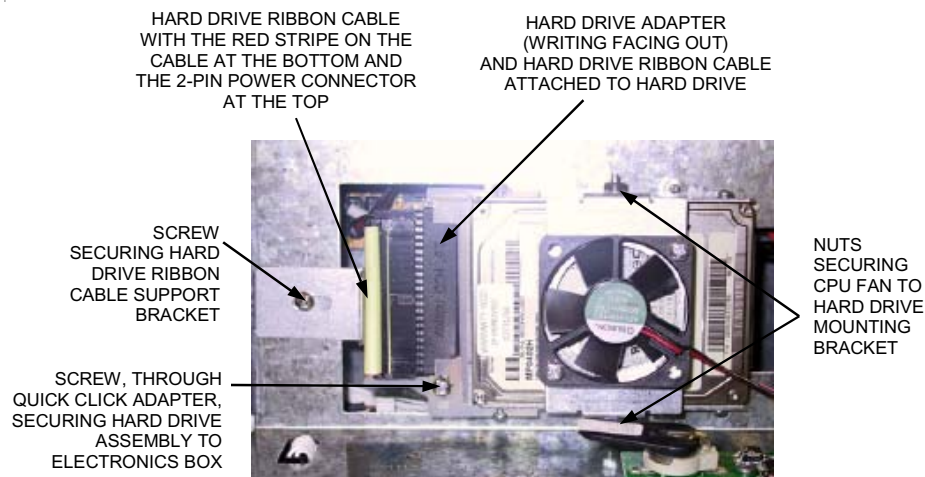


FIGURE 2 - QUICK-CLICK HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

5. Remove the screw securing the hard drive mounting bracket to the electronics box, then slide the hard drive assembly off the electronics box cover. This mounting screw will not be reused.
6. Separate the CPU fan mounting plate from the hard drive mounting bracket by removing the 2 nuts (see Figure 2).

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

Quick-Click Hard Drive Installation

1. Reattach the CPU fan mounting plate to the supplied hard drive assembly with the 2 existing nuts (see Figure 2).
2. Attach the hard drive ribbon cable on the electronics box to the supplied hard drive by lining up the left side of the hard drive adapter with the pins on the hard drive and then carefully inserting it all the way into the quick-click adapter (see Figure 3 for proper orientation).

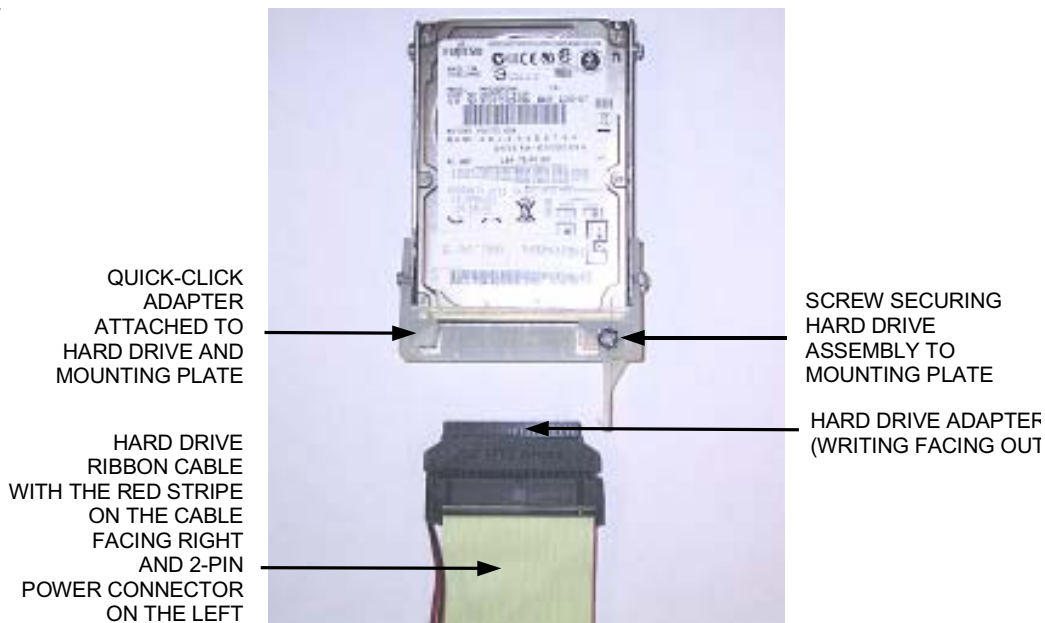


FIGURE 3 - QUICK-CLICK HARD DRIVE ASSEMBLY CONNECTION

3. Slide the hard drive assembly into place on the electronics box cover and secure it with the supplied screw (see Figure 2).
4. Secure the ribbon cable in place with the hard drive support bracket and tighten the screw (see Figure 2).
5. Close and lock the bezel.
6. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
7. 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.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

Non-Quick-Click Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Loosen the screw on the hard drive support bracket and disconnect the hard drive ribbon cable from the hard drive (see Figure 4).
5. Remove the screw supporting the hard drive mounting plate and slide the hard drive and mounting plate off of the electronics box cover. See Figure 4.
6. Separate the CPU fan mounting plate from the hard drive mounting plate by removing the 2 nuts (see Figure 4).
7. Remove the 4 screws and washers from the hard drive mounting plate, then carefully extract the hard drive. See Figure 4.

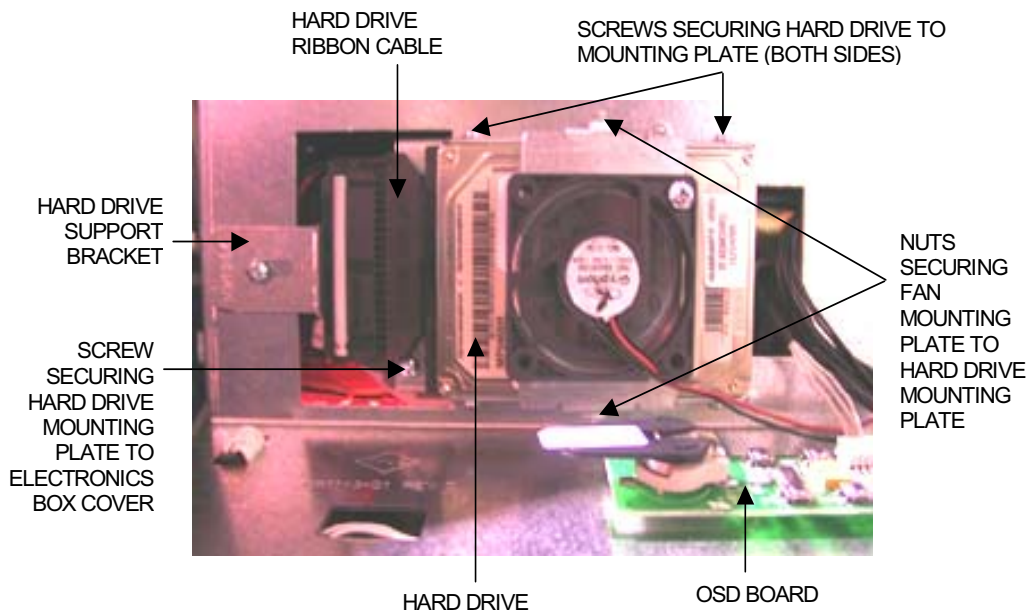


FIGURE 4 - NON-QUICK-CLICK HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

Non-Quick-Click Hard Drive Installation

1. Insert the new hard drive, circuit board-side down with the connection facing left, into the hard drive mounting plate. Secure the hard drive in place with 4 screws and washers. See Figure 4.
2. Reattach the CPU fan mounting plate to the hard drive mounting plate with the 2 existing nuts. See Figure 4.
3. Slide the hard drive mounting plate into place on the electronics box cover and secure it with the existing screw. See Figure 4.
4. Connect the hard drive ribbon cable to the hard drive. Note that 4 pins on the hard drive are set off and will remain unconnected. Make certain that the red stripe on the ribbon cable (indicating pin-1 position) is inserted facing the unconnected pins.
5. Secure the ribbon cable in place with the hard drive support bracket and tighten the screw. See Figure 3.
6. Close and lock the bezel.
7. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
8. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

PATA Hard Drive (with clamp) Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Loosen the screw on the hard drive support bracket and disconnect the hard drive adapter, with the attached ribbon cable, from the hard drive (see Figure 5). Then, separate the hard drive adapter from the ribbon cable and 2-pin power cable. This hard drive adapter will not be reused.

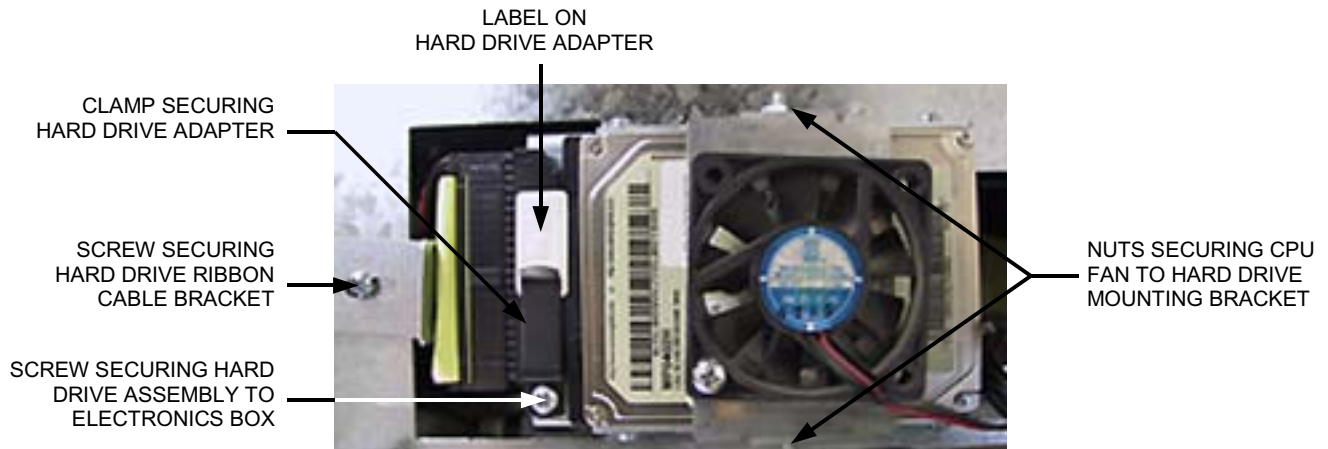


FIGURE 5 - QUICK-CLICK HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

5. Remove the screw securing the hard drive mounting bracket to the electronics box, then slide the hard drive assembly off the electronics box cover. This mounting screw will not be reused.
6. Separate the CPU fan mounting plate from the hard drive mounting bracket by removing the 2 nuts (see Figure 5).

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

PATA Hard Drive (with clamp) Installation

1. Reattach the CPU fan mounting plate to the supplied hard drive assembly with the 2 existing nuts (see Figure 5).
2. Attach the 2-pin power cable in the game to the new hard drive adapter, which comes attached to the new hard drive. Do so by locating the two stand-alone pins on the hard drive adapter, and then sliding the 2-pin adapter onto these pins (for help, see the label on the hard drive adapter - see Figure 5). Note: The black wire on the power cord **MUST** be facing toward the label side of the hard drive adapter. Failure to do so could result in a damaged hard drive.
3. Attach the hard drive ribbon cable on the electronics box to the new hard drive. Do so by lining up the pins on the hard drive adapter with the mating holes on the ribbon cable (the red stripe on the ribbon cable should be on the side opposite the power cable). Carefully insert the ribbon cable all the way into the adapter so that it is fully seated.
4. Slide the hard drive assembly into place on the electronics box cover. Align the hole in the mounting bracket with the hole on the mounting plate, then secure the supplied screw, washer, and clamp to the mounting plate (see Figure 5). The clamp should rest on the hard drive adapter, holding it in place when screwed in tightly.
5. Secure the ribbon cable in place with the hard drive support bracket and tighten the screw (see Figure 5).
6. Close and lock the bezel.
7. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
8. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

SATA Hard Drive Removal

1. If you are connected to TournaMAXX or TournaCHAMP you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Disconnect the hard drive data and power cables from the hard drive (see Figure 6).
5. Remove the screw securing the hard drive mounting bracket to the electronics box (see Figure 6). Slide the hard drive assembly off the electronics box cover.
6. Separate the CPU fan mounting plate from the hard drive mounting bracket by removing the 2 nuts (see Figure 6).

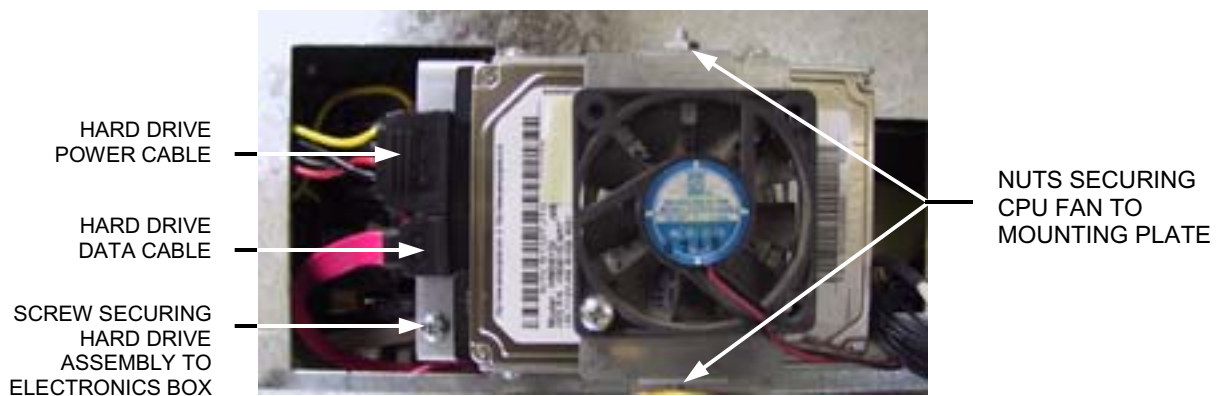


FIGURE 6 - SATA HARD DRIVE ASSEMBLY ON ELECTRONICS BOX

SATA Hard Drive Installation

1. Reattach the CPU fan mounting plate to the supplied hard drive assembly with the 2 existing nuts (see Figure 6).
2. Slide the hard drive assembly onto the electronics box cover and screw it into place to secure it (see Figure 6).
3. Attach the hard drive data and power cables (see Figure 6).
4. Close and lock the front bezel.
5. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
6. 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.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion

Monitor Removal

1. Turn off and unplug the game.
2. Unlock and open the bezel.
3. Remove the 6 thumbnuts fastening the bezel to the game. See Figure 1.

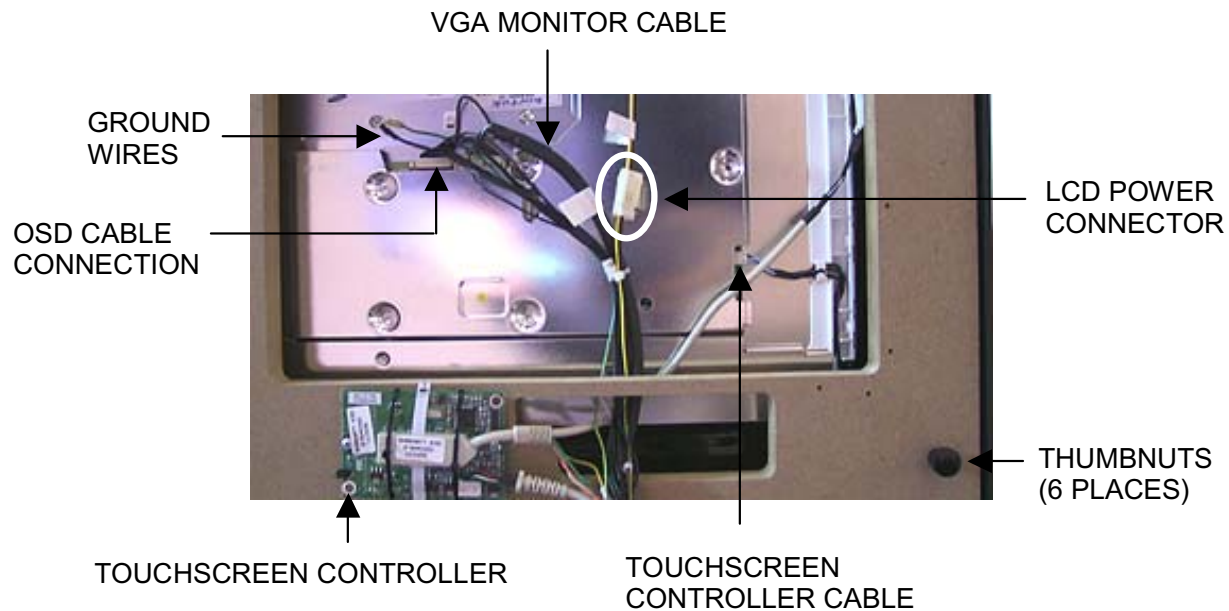


FIGURE 1 - REAR VIEW OF MONITOR / UNDERSIDE OF BEZEL

4. Loosen the bezel only enough to gain access to the wire connections underneath, then disconnect the button controller wire connection at the foot of the bezel.
5. Proceed to the top of the bezel and remove the key socket wire and ground wire. See Figure 2. Also remove the wire connection to the coin mechanism on the opposite side of the bezel.

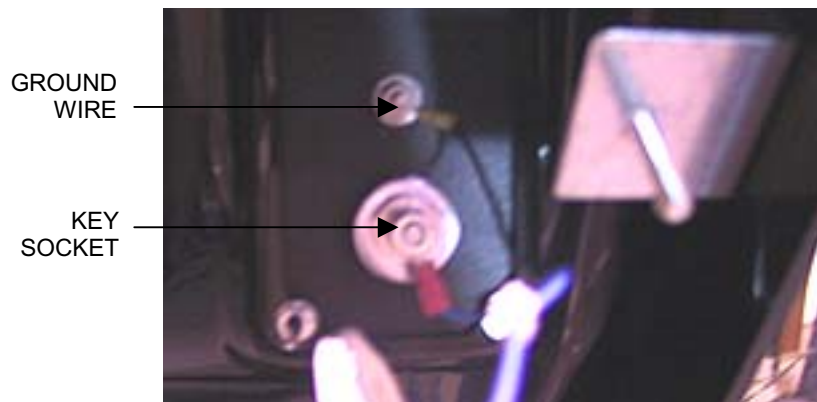


FIGURE 2 - KEY SOCKET AND GROUND WIRE CONNECTIONS

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

6. Remove the bezel.
7. Remove the tie wraps securing the wire harnesses to the back of the monitor. Disconnect the VGA monitor cable connection and ground wire. See Figure 1.
8. Disconnect the LCD connector and remove the OSD cable connection from the monitor. See Figure 1.
9. Remove the tie wrap around the touchscreen controller and disconnect the touchscreen controller cable; disconnect the Molex connector (orange and gray wires), as well. See Figure 1.
10. Use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the monitor with denatured alcohol.
11. Remove the 4 screws securing the monitor to the bezel, then gently remove the monitor. See Figure 3.

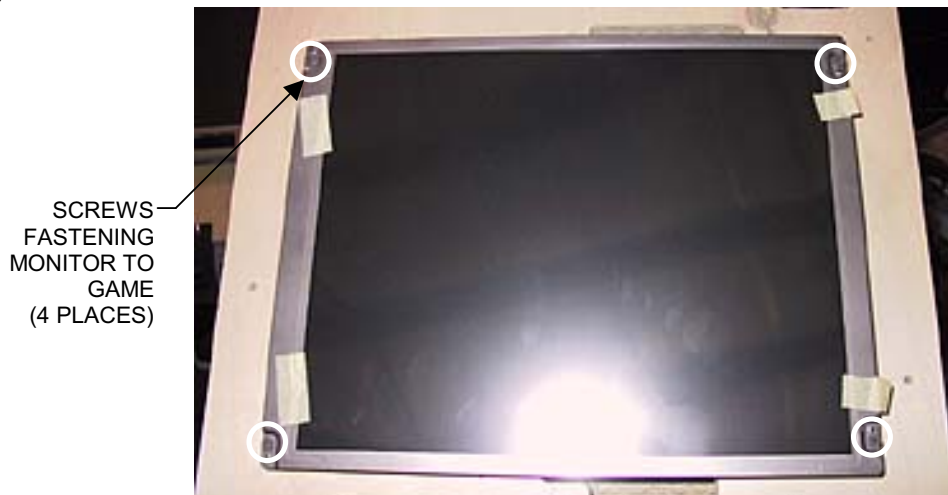


FIGURE 3 - MONITOR (WITH BEZEL REMOVED)

Samsung Monitor Installation

1. Line up the new monitor with the screw holes on the wooden frame and secure the monitor in place with the 4 existing screws. See Figure 3. The white edge of the monitor and the monitor wire connections should face the bottom of the game.
2. Clean the glass on the reverse side of the new or existing touchscreen with the supplied alcohol wipe, then cut pieces of the supplied 1/2" foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing. Carefully place the touchscreen over the monitor in the same manner it was attached to the old monitor, making sure that the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

3. Lift the bezel to access the reverse side of the monitor. Connect the touchscreen controller cable to the touchscreen controller, then connect the Molex connector (orange and gray wires). See Figure 1.
4. Restore the OSD cable and the VGA monitor cable to the back of the monitor. Also reconnect the VGA monitor cable ground wire. See Figure 1.
5. Reconnect the LCD power connector (black and yellow wires). See Figure 1.
6. Return the bezel in place on top of the game, but do not secure it. Reconnect all wire connections attached to the bezel, including the key socket wire, ground wire (see Figure 2), coin mechanism and button controller connections.
7. Secure the bezel completely by fastening the 6 existing thumbnuts. See Figure 1.
8. Plug in and turn on the game.
9. When the game is finished booting, press the CALIBRATE button.
10. Close and lock the bezel, then calibrate the touchscreen.

Foreseeson Monitor Installation

1. Line up the monitor's mounting brackets over the corresponding holes on the wooden frame and fasten with the 4 screws. If necessary, rotate the cable clips that are alongside the monitor (they may be in the way of the brackets). See Figure 4.

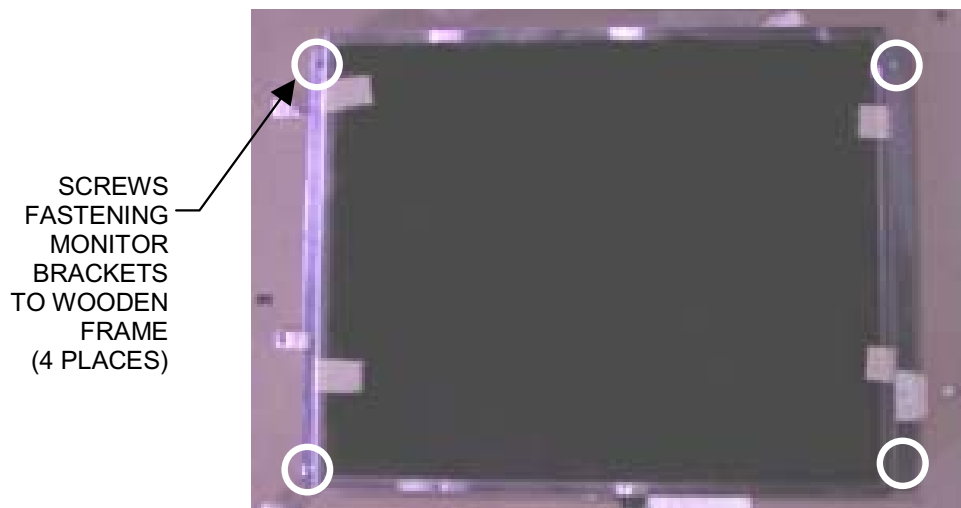


FIGURE 4 - FORESEESON MONITOR (WITH BEZEL REMOVED)

2. Connect the VGA monitor connector and ground screw, the monitor control board connector and the monitor power connector to the new monitor. (See Figure 5.)

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

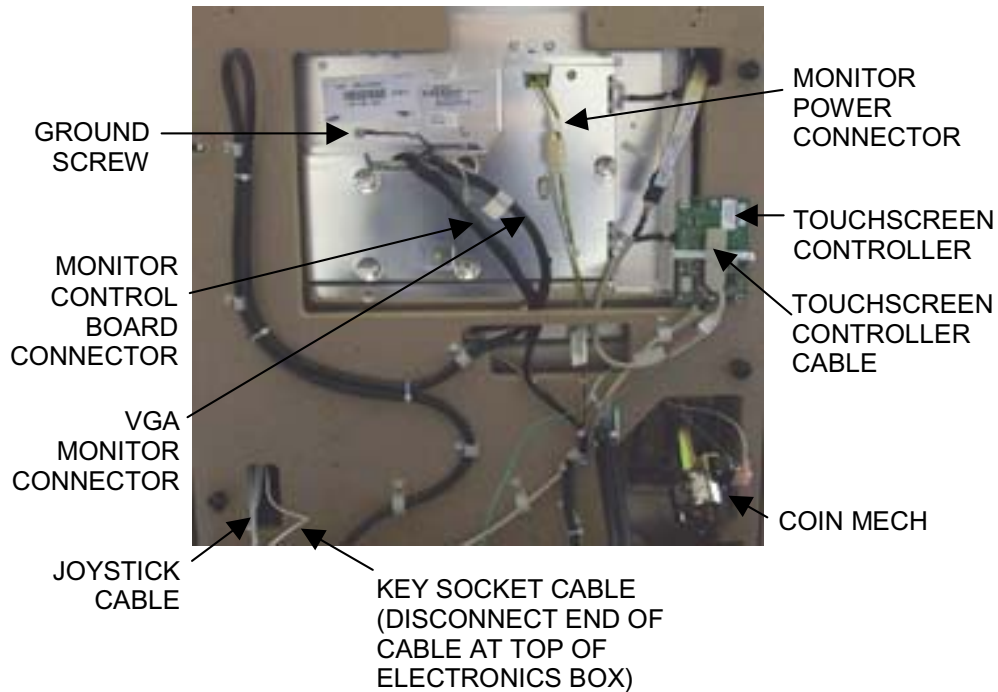


FIGURE 5 - UNDERSIDE OF BEZEL

3. Clean the glass on the new LCD monitor with the supplied alcohol wipe, then cut pieces of the supplied 1/2" foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing. Carefully place the touchscreen over the monitor in the same manner that it was attached to the old monitor, making sure the screen is properly and evenly aligned over the glass.

Connect the touchscreen cable to the touchscreen controller (Figure 5), making sure that the cable's pins are correctly aligned.

Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.

4. Place the bezel on the game and reconnect the 10-pin joystick harness between the bezel and wooden frame, then fasten the bezel to the frame with the 6 thumbnuts. Reconnect the key socket wire and the coin mech wires (green = COM, white = OPEN). See Figure 5.
5. If there is a gap between the bezel and the frame, place foam tape around the edges of the bezel only.
6. Plug in and turn on the game.
7. When the game is finished booting, press the CALIBRATE button.
8. Close and lock the bezel, then calibrate the touchscreen.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion

Touchscreen Removal

1. Turn off and unplug the game.
2. Unlock and open the bezel.
3. Remove the 6 thumbnuts fastening the bezel to the game. See Figure 6.

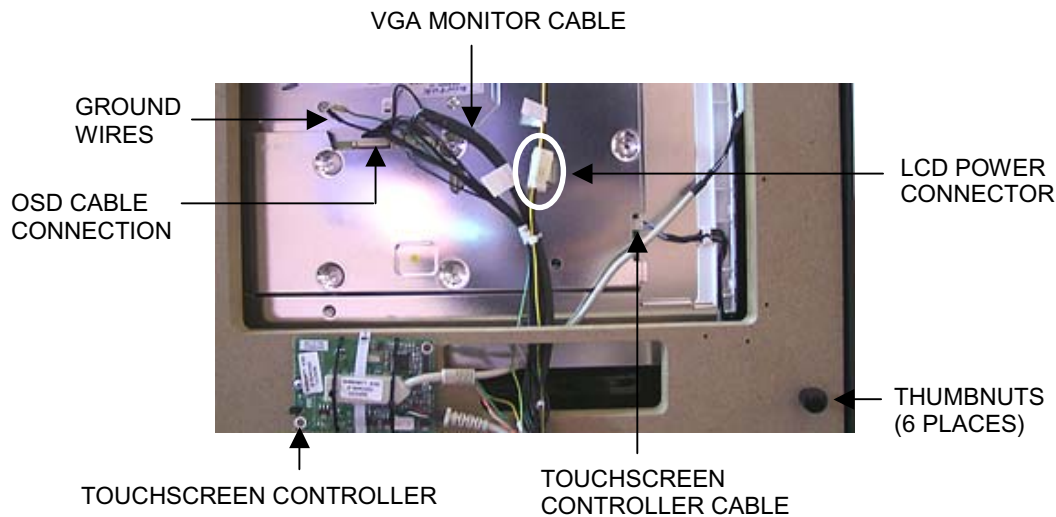


FIGURE 6 - REAR VIEW OF MONITOR / UNDERSIDE OF BEZEL

4. Loosen the bezel only enough to gain access to the wire connections underneath, then disconnect the button controller wire connection at the foot of the bezel.
5. Proceed to the top of the bezel and remove the key socket wire and ground wire. See Figure 7. Also remove the wire connection to the coin mechanism on the opposite side of the bezel.

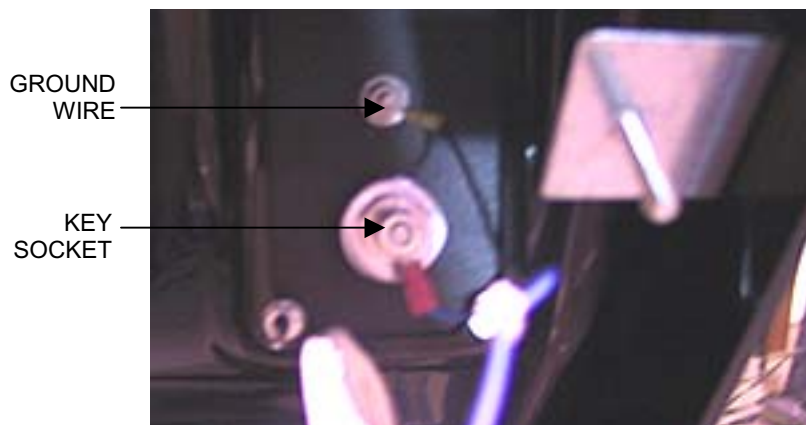


FIGURE 7 - KEY SOCKET AND GROUND WIRE CONNECTIONS

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

6. Remove the bezel.
7. Remove the tie wraps securing the wire harnesses to the back of the monitor. Disconnect the VGA monitor cable connection and ground wire. See Figure 6.
8. Disconnect the LCD connector and remove the OSD cable connection from the monitor. See Figure 6.
9. Remove the tie wrap around the touchscreen controller and disconnect the touchscreen controller cable. Disconnect the Molex connector (orange and gray wires), as well. See Figure 6.
10. Use dental floss to carefully cut the foam tape holding the touchscreen to the monitor until you are able to completely remove the screen. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the monitor with denatured alcohol.

Touchscreen Installation

1. Clean the glass on the reverse side of the new or existing touchscreen with the supplied alcohol wipe, then cut pieces of the supplied 1/2" foam tape long enough to cover each edge of the monitor without overlapping. After the tape is in place on the monitor, peel off the backing. Carefully place the touchscreen over the monitor in the same manner it was attached to the old monitor, making sure the screen is properly and evenly aligned over the glass. Clean the front of the touchscreen with the supplied alcohol wipe once it is in place.
2. Lift the bezel to access the reverse side of the monitor. Connect the touchscreen controller cable to the touchscreen controller, then connect the Molex connector (orange and gray wires). See Figure 6.
3. Restore the OSD cable and the VGA monitor cable to the back of the monitor, and reconnect the VGA monitor cable ground wire. See Figure 6.
4. Reconnect the LCD power connector (black and yellow wires). See Figure 6.
5. Return the bezel in place on top of the game, but do not secure it. Reconnect all wire connections attached to the bezel, including the key socket wire, ground wire (see Figure 7), coin mechanism and button controller connections.
6. Secure the bezel completely by fastening the 6 existing thumbnuts. See Figure 6.
7. Plug in and turn on the game.
8. When the game is finished booting, press the CALIBRATE button.
9. Close and lock the bezel, then calibrate the touchscreen.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion

Power Supply Removal

1. Turn off and unplug the game.
2. Unlock and open the bezel.
3. Disconnect the 3 fan connections on the face of the electronics box. See Figure 1.

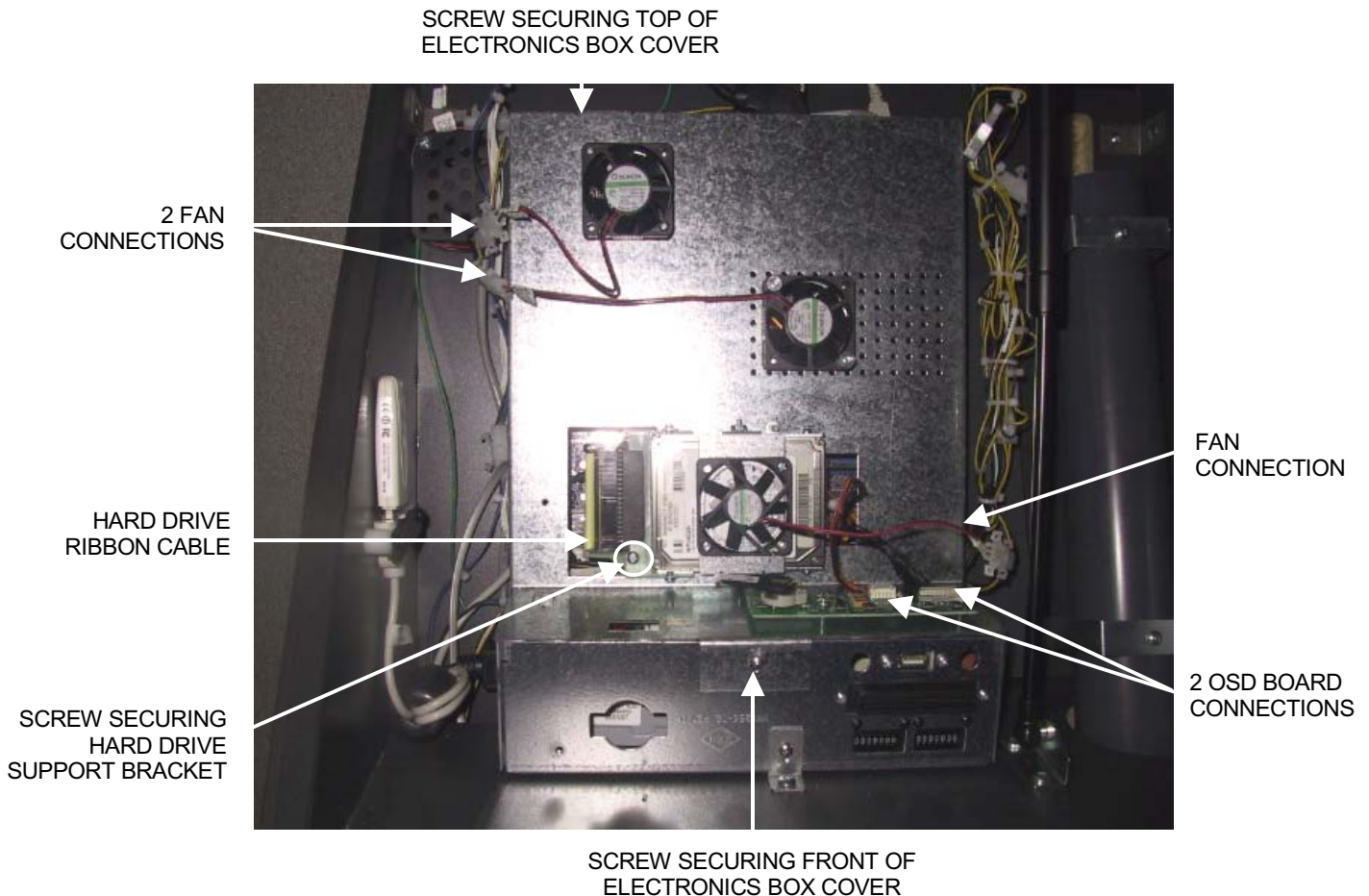


FIGURE 1 - ELECTRONICS BOX WITH COVER

4. Disconnect the 2 OSD board connections. See Figure 1.
5. Loosen the screw securing the hard drive support bracket. See Figure 1.
6. Disconnect the hard drive ribbon cables from the hard drive. See Figure 1.
7. Remove the 2 screws securing the electronics box cover. See Figure 1. Remove the cover.
8. Disconnect all connections from the I/O board, noting their locations. See Figure 2.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

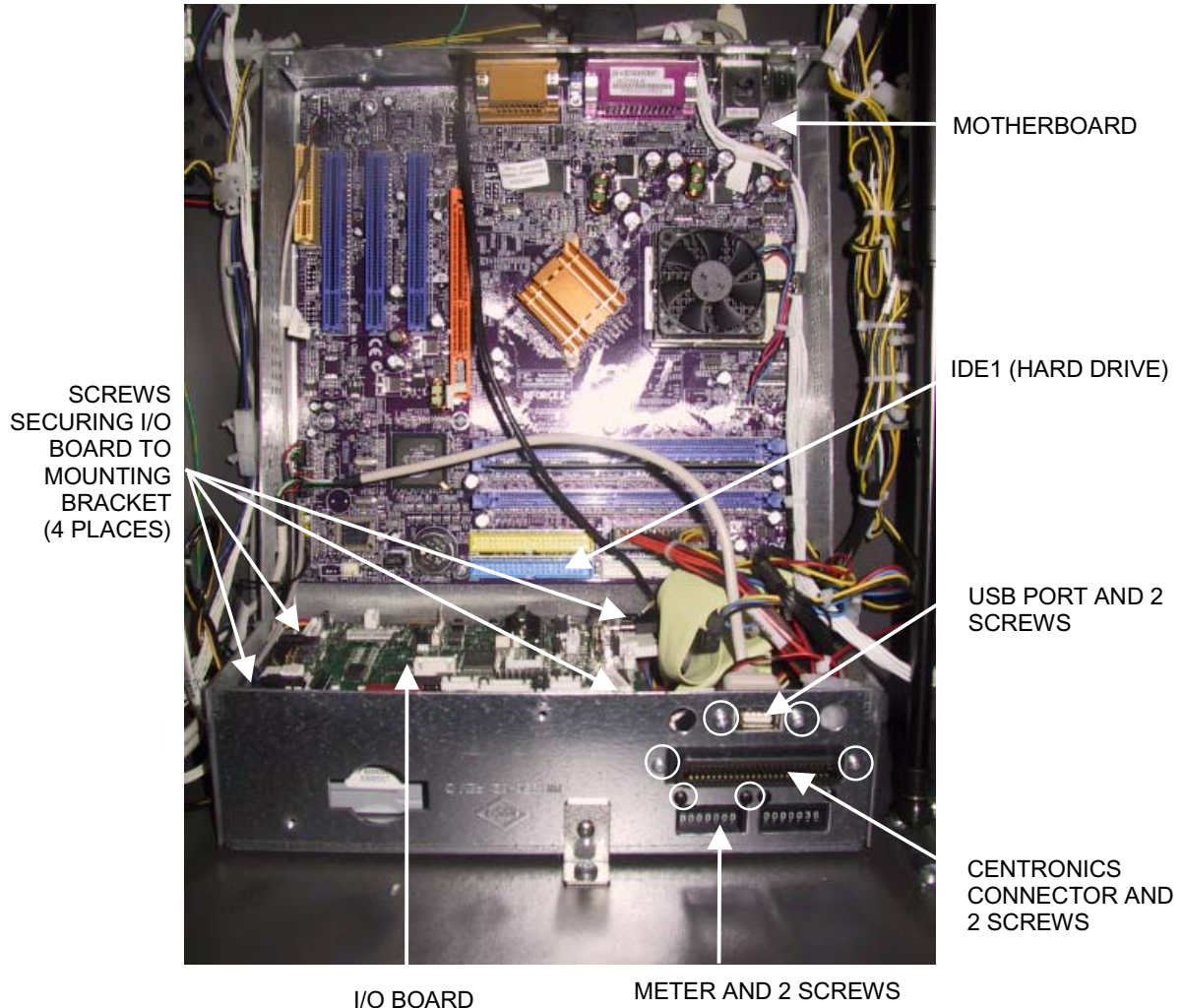


FIGURE 2 - ELECTRONICS BOX WITH COVER REMOVED

9. Remove the 4 screws securing the I/O board to the power supply mounting bracket. See Figure 2. Remove the I/O board from the electronics box.
10. Disconnect the hard drive ribbon cable from IDE1 on the motherboard. See Figure 2.
11. Remove the 2 screws securing the USB port to the electronics box. See Figure 2. Move the USB connector out of the way of the power supply mounting bracket.
12. Remove the 2 screws securing the Centronics connector to the electronics box. See Figure 2. Remove the Centronics connector from the electronics box.
13. Remove the 2 screws securing the left-hand meter to the electronics box. See Figure 2. Remove the meter from the electronics box.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

14. Disconnect the power cord from the power supply; also disconnect the 4-pin and 20-pin connector harnesses connecting the power supply to the game. See Figure 3.

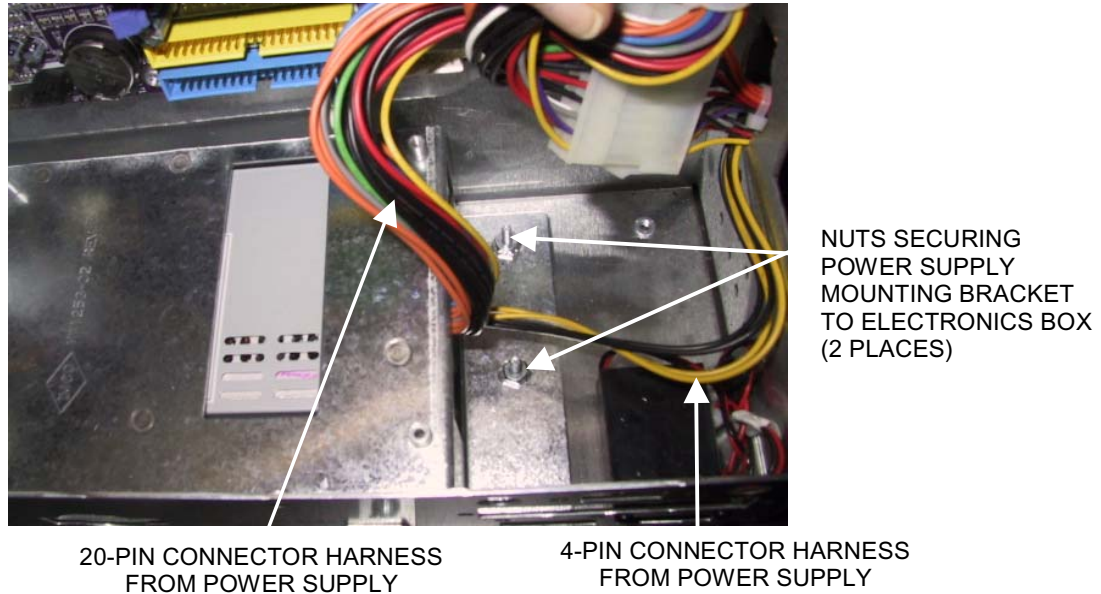


FIGURE 3 - POWER SUPPLY MOUNTING BRACKET INSIDE ELECTRONICS BOX

15. Remove the 2 hex nuts securing the power supply/mounting bracket assembly to the electronics box. See Figure 3. Shift the assembly to the right; lift it up and out of the electronics box.
16. Detach the power supply mounting bracket from the power supply (see Figure 4), and set the power supply aside.

POWER SUPPLY MOUNTING BRACKET



FIGURE 4 - POWER SUPPLY AND MOUNTING BRACKET

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Fusion

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion (cont'd)

Power Supply Installation

1. Feed the 4-pin and 20-pin connector harnesses running from the new power supply through the window on the power supply mounting bracket. Snap the power supply mounting bracket onto the new power supply. See Figure 4.
2. Place the power supply/mounting bracket assembly in the electronics box. See Figure 3. Slide the bracket assembly to the left so that the tab on the bracket fits into the slot on the electronics box. Secure the bracket to the electronics box with the 2 hex nuts. See Figure 3.
3. Reconnect the power cord to the power supply. Connect the 4-pin and 20-pin connector harnesses from the power supply to their mating connectors.
4. Secure the meter to the electronics box with 2 screws. See Figure 2.
5. Secure the Centronics connector to the electronics box with 2 screws. See Figure 2.
6. Secure the USB port to the electronics box with 2 screws. See Figure 2.
7. Reconnect the hard drive cable to the motherboard at IDE1. See Figure 2.
8. Reconnect all connections to the I/O board. Replace the I/O board inside the electronics box and secure with 4 screws. See Figure 2.
9. Replace the electronics box cover, making sure that the hard drive cable (with the writing facing out on applicable systems) and 2 OSD connectors feed through the window on the cover. Secure the cover with 2 screws. See Figure 1.
10. Reconnect the hard drive cable to the hard drive. Tighten the screw securing the hard drive support bracket (where used). Restore the 2 OSD connections, and reconnect the 3 fans on the face of the electronics box. See Figure 1.
11. Close and lock the bezel.
12. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Fusion

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock and open the cash door.
3. Pull out the bill acceptor magazine.
4. Remove the 4 nuts securing the bill acceptor to the cash door, then remove the ground wire. See Figure 1.

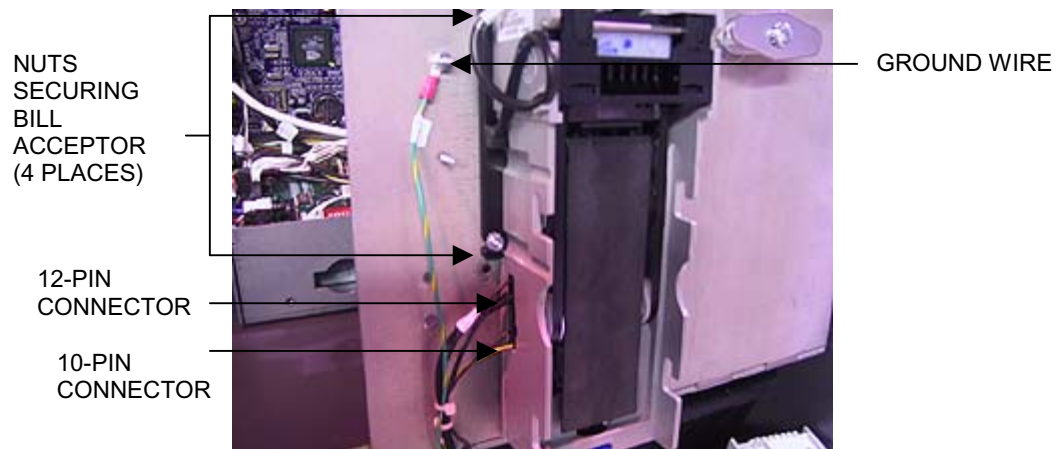


FIGURE 1 - OPEN CASH DOOR AND BILL ACCEPTOR

5. Remove the bill acceptor from its housing.
6. Remove the 2 wire connections from the bill acceptor. See Figure 1.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Fusion (cont'd)**

Bill Acceptor Installation

1. Reconnect the 2 wire harnesses at the top and the bottom of the bill acceptor, with a gap left in between. The 10-pin connector should be plugged in above the 12-pin connector when the bill acceptor is upright and the cash door is closed. **NOTE: When the cash door is open, the 12-pin connector will appear above the 10-pin connector. See Figure 2. Failure to install the connectors properly will result in game malfunction.**
2. Fit the bill acceptor into place on the cash door and secure it with the 4 existing nuts (see Figure 1).
3. Reattach the ground wire. See Figure 1.
4. Reinstall the bill acceptor magazine.
5. Close and lock the cash door.
6. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Motherboard Removal

1. Turn off and unplug the game.
2. Unlock the rear door and open if it is hinged, or remove if it is detachable.
3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.

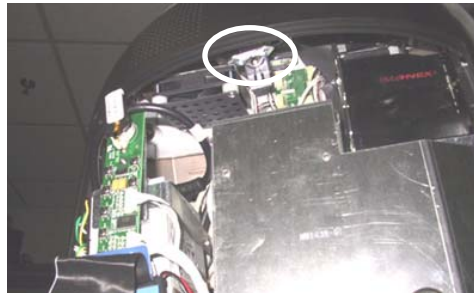


FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER

4. Unscrew the screw located in the center of the bottom of the cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.



FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

5. Disconnect the power cord from the power supply. Remove the wing nut securing the OSD board and detach the board from the Velcro on the power supply bracket. Carefully set the OSD board aside. See Figure 3.

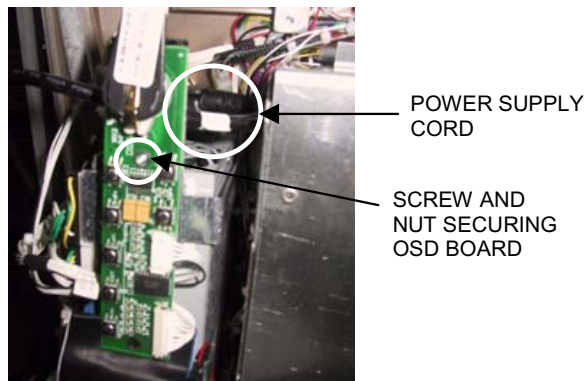


FIGURE 3 - OSD BOARD

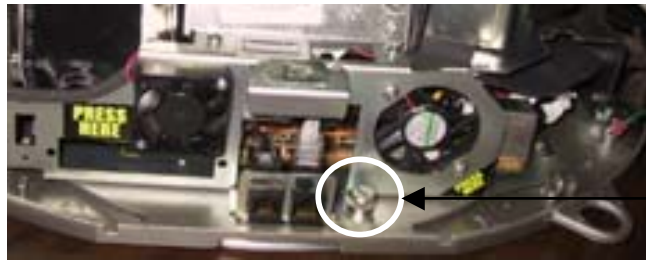
Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

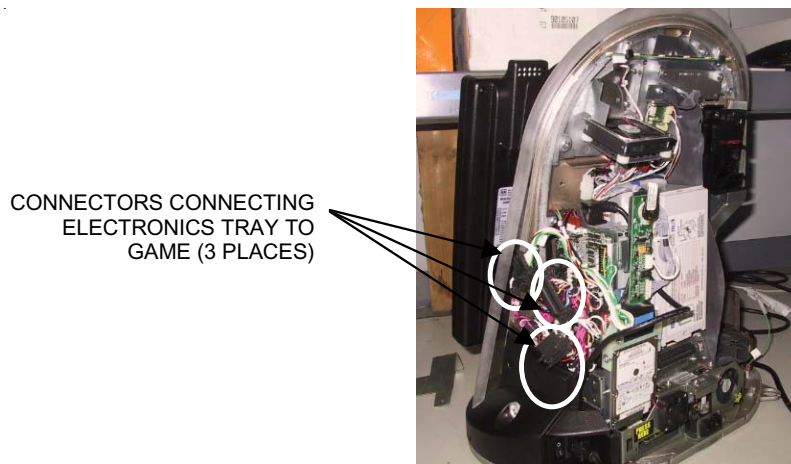
6. Remove the electronics tray by unscrewing the thumbscrew located in the middle of the rear of the tray and sliding the tray out. See Figure 4.



THUMBSCREW
SECURING
ELECTRONICS TRAY

FIGURE 4 - REAR VIEW OF ELECTRONICS TRAY

7. If applicable, disconnect the three black connectors (10-, 11- and 12-pin) connecting the electronics tray to the game in order to slide the tray out further (see Figure 5). If your game does not have these connectors, the harness is long enough to remove the tray.



CONNECTORS CONNECTING
ELECTRONICS TRAY TO
GAME (3 PLACES)

FIGURE 5 - REAR VIEW OF GAME

8. Move the hard drive/power supply tower out of the way of the motherboard by tilting it on its hinge 90 degrees to the left and supporting (if necessary). Remove all motherboard connections, noting their positions, and unscrew the motherboard in 6 places on a standard Aurora (see Figure 6), or in 2 places on an Aurora Widescreen (see Figure 7). Remove the motherboard from the tray.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

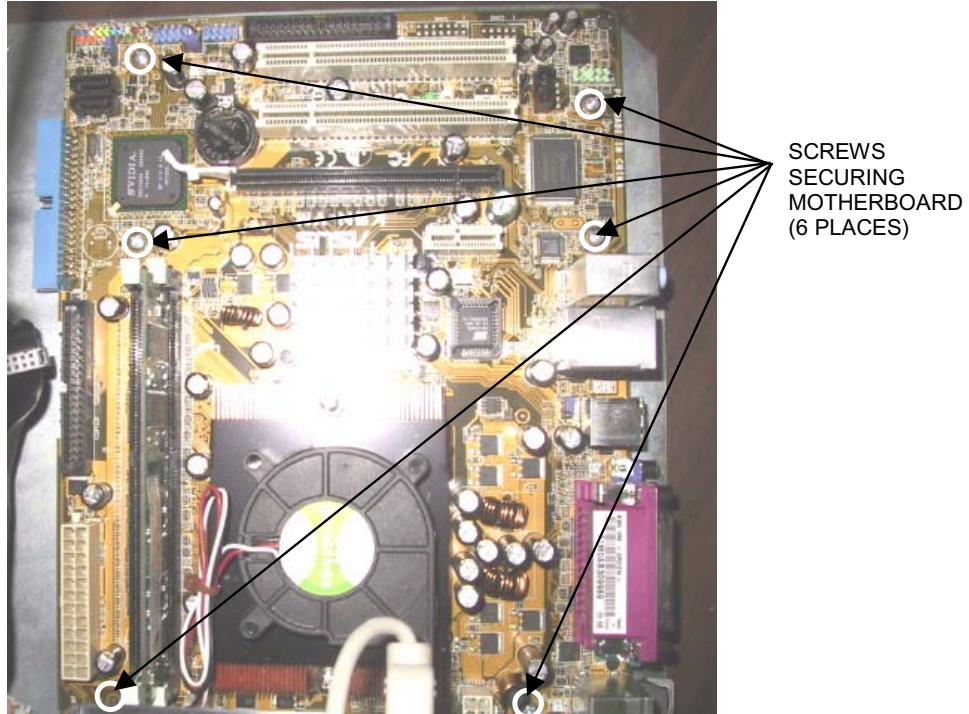


FIGURE 6 - SCREWS SECURING MOTHERBOARD TO GAME
IN STANDARD AURORA

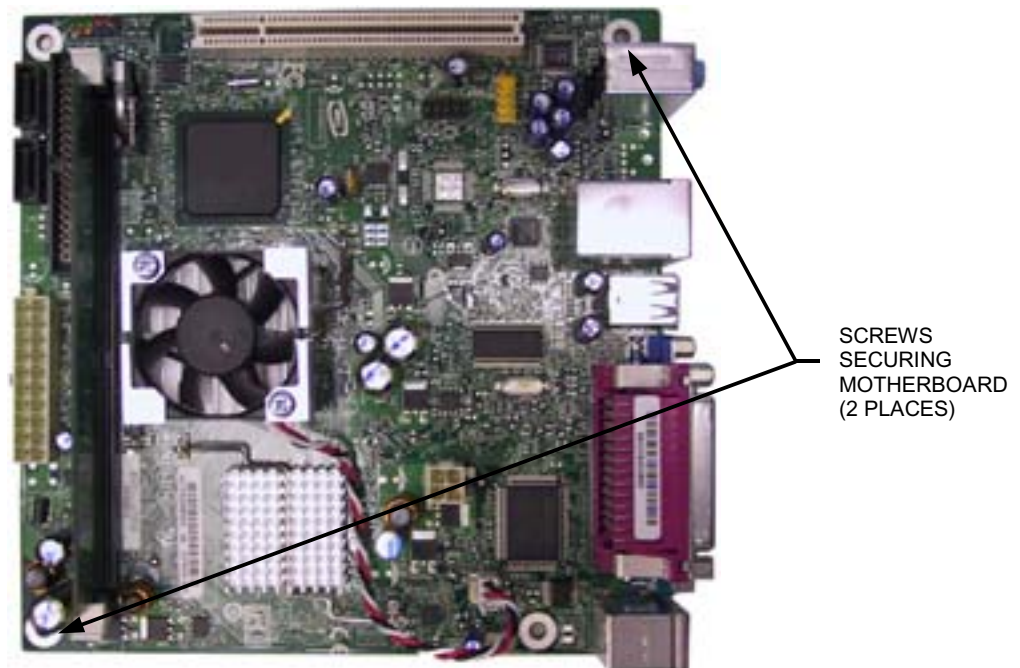


FIGURE 7 - SCREWS SECURING MOTHERBOARD TO GAME
IN AURORA WIDESCREEN

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

Motherboard Installation

1. Situate the new motherboard on top of the fish paper, and secure to the electronics tray with 6 screws in a standard Aurora (see Figure 6) or 2 screws in an Aurora Widescreen (see Figure 7).
2. Restore all motherboard connections. Restore the hard drive/power supply tower to its upright position, and slide the electronics tray back into place, making sure that the connectors on the back of the hard drive bracket click into the connectors on the wall of the game, if applicable (see Figure 7). If you disconnected three connectors from the electronics tray to the game (see Figure 5), reconnect them. Secure the tray by screwing in the thumbscrew. See Figure 4.

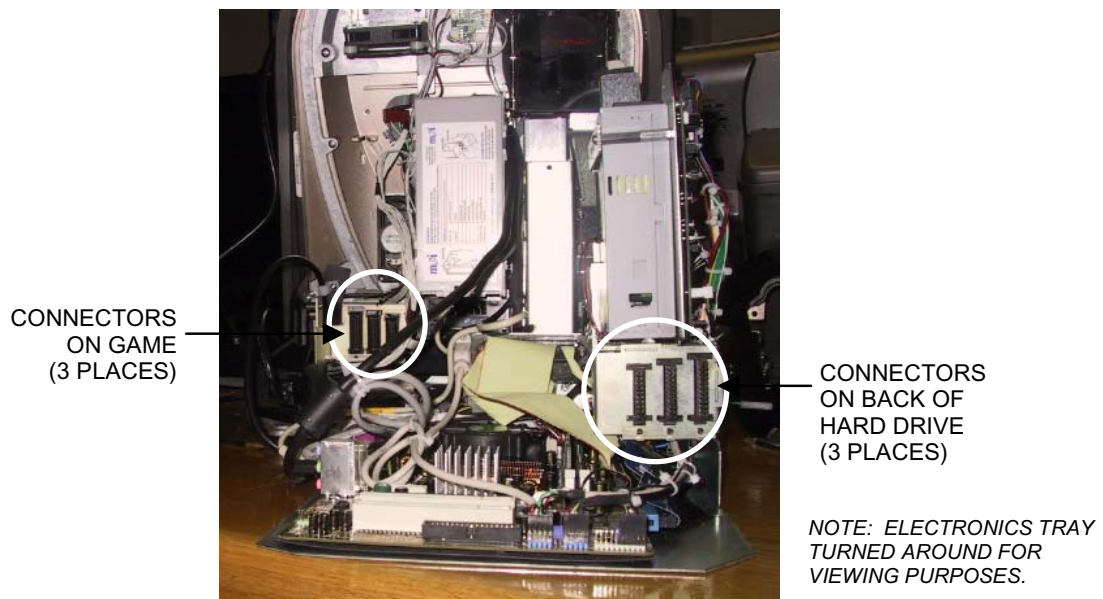


FIGURE 8 - CONNECTORS ON BACK OF HARD DRIVE BRACKET AND WALL OF GAME

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

3. Reconnect the power cord to the power supply. Reattach the OSD board to the Velcro on the power supply bracket and secure with one wing nut. See Figure 3.
4. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the 2 tabs on the cover with the 2 mating holes on the sides of the game. See Figure 9. Make sure the plastic lip on the bottom of the rear cover is behind the metal base.

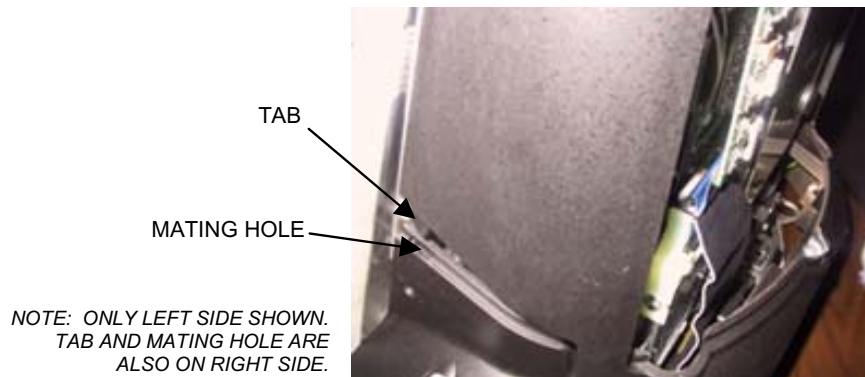


FIGURE 9 - SIDE VIEW OF GAME

5. Tighten the screw securing the bottom of the door. See Figure 2. Turn the wing on the draw latch clockwise to engage the latch (Figure 1).
6. Close (or reattach) and lock the rear door.
7. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

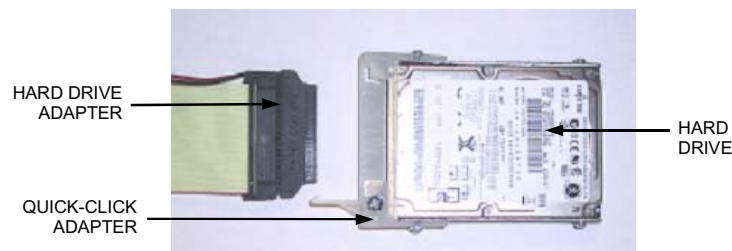
Removal/Installation of Major Assemblies - Ion Aurora

Hard Drive Removal

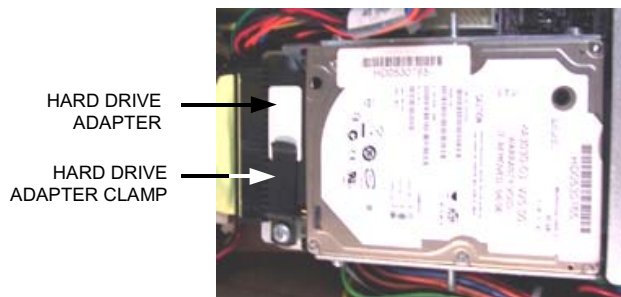
IMPORTANT NOTE: If you are replacing a PATA hard drive with a SATA hard drive, please see “PATA to SATA Hard Drive Conversion”.

Hard Drive Identification:

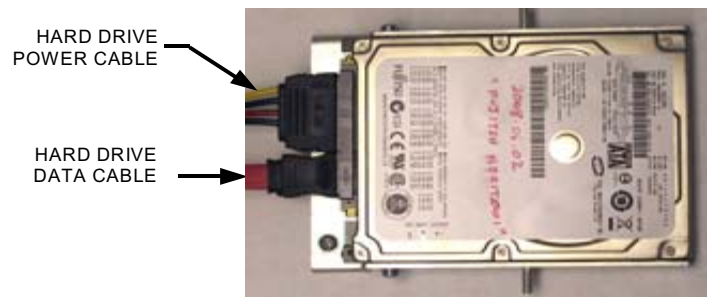
To determine whether your hard drive is quick-click or non-quick-click, look for a light gray adapter between the hard drive adapter and the hard drive mounting bracket. See Figure 1. If there is such an adapter, then you have a quick-click hard drive; if not, then your hard drive is non-quick-click. The PATA hard drive with a clamp will simply have a clamp as shown in Figure 1. The SATA hard drive is also shown in Figure 1. The SATA is easily identifiable by the lack of a hard drive ribbon cable and adapter.



(a) Quick-click



(b) PATA hard drive with clamp



(c) SATA

FIGURE 1 - HARD DRIVES

Quick-Click Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

3. Unlock the rear door and open if it is hinged, or remove if it is detachable.
4. Disconnect the hard drive adapter, with the attached ribbon cable, from the hard drive. See Figure 2. Remove the screw (through the quick-click adapter) securing the hard drive to the mounting plate. Remove the hard drive and the attached bracket from the mounting plate by sliding the assembly up and off the plate.

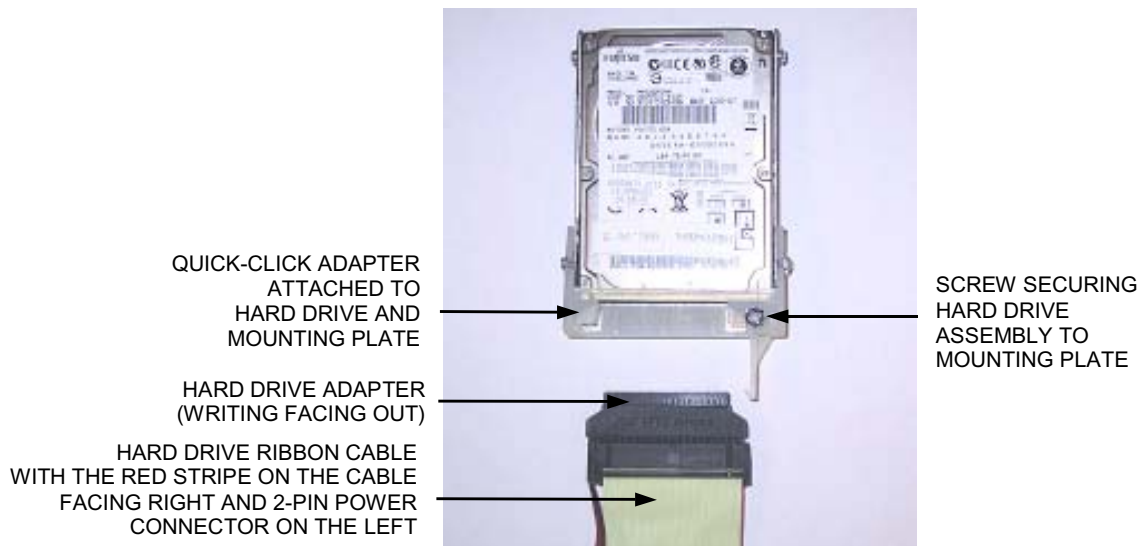


FIGURE 2 - QUICK-CLICK HARD DRIVE ASSEMBLY CONNECTION

Quick-Click Hard Drive Installation

1. Attach the hard drive ribbon cable in the game to the new hard drive by lining up the left side of the hard drive adapter with the pins on the hard drive, and then carefully inserting it all the way into the quick-click adapter (see Figure 2 for proper orientation). Make sure that the writing on the adapter is facing out, and that the white stripe on the cable is on the left.
2. Slide the new hard drive assembly onto its mounting plate and secure in place with 1 screw (see Figure 2).
3. Close (or reattach) and lock the rear door.
4. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
5. 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.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

PATA Hard Drive (with clamp) Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock the rear door and open if it is hinged, or remove if it is detachable.
4. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 3). This screw will not be reused.
5. Remove the hard drive from its mounting plate by sliding the assembly up and off the mounting plate. Disconnect the hard drive adapter and attached ribbon cable from the hard drive (see Figure 3). Then, separate the hard drive adapter from the ribbon cable and 2-pin power cable. This hard drive adapter will not be reused.

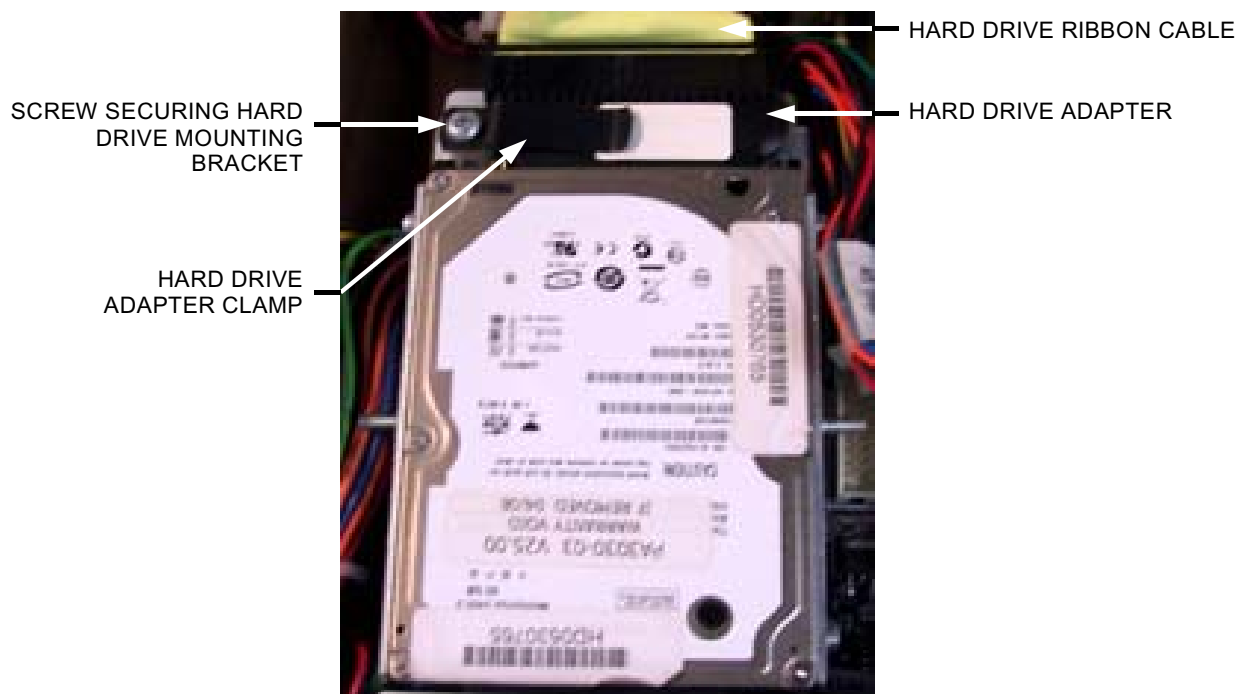


FIGURE 3 - CLOSEUP OF PATA HARD DRIVE

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

PATA Hard Drive (with clamp) Installation

1. Attach the 2-pin power cable in the game to the new hard drive adapter, which comes attached to the new hard drive. Do so by locating the two stand-alone pins on the hard drive adapter, and then sliding the 2-pin adapter onto these pins (for help, see the label on the hard drive adapter - see Figure 3). Note: The black wire on the power cord **MUST** be facing toward the label side of the hard drive adapter. Failure to do so could result in a damaged hard drive.
2. Attach the hard drive ribbon cable in the game to the new hard drive. Do so by lining up the pins on the hard drive adapter with the mating holes on the ribbon cable (the red stripe on the ribbon cable should be on the side opposite the power cable). Carefully insert the ribbon cable all the way into the adapter so that it is fully seated. See Figure 3.
3. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Both the label on the plastic of the hard drive adapter and the label on the hard drive itself should be facing out. Align the hole in the mounting bracket with the hole on the mounting plate, then secure the supplied screw, washer, and clamp to the mounting plate. The clamp should rest on the hard drive adapter, holding it in place when screwed in tightly. See Figure 3.
4. Close (or reattach) and lock the rear door.
5. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
6. 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.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

SATA Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the rear door.
4. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 4).
5. Disconnect the hard drive data cable and hard drive power cable from the hard drive. Remove the hard drive from its mounting plate by sliding the assembly up and off the mounting plate.

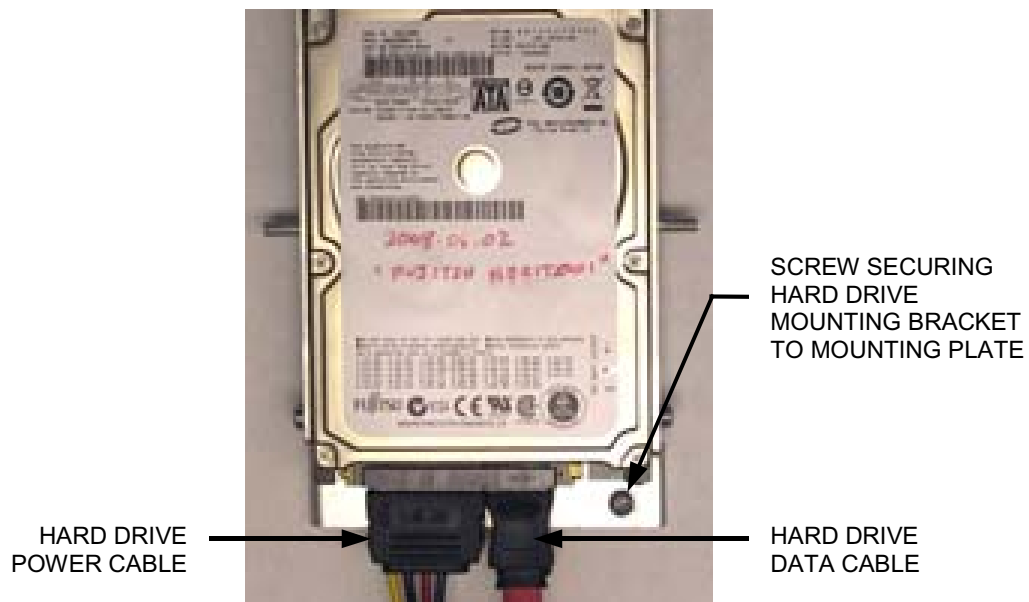


FIGURE 4 - CLOSEUP OF SATA HARD DRIVE

SATA Hard Drive Installation

1. Slide the hard drive assembly onto the game's mounting plate and screw it into place to secure it (see Figure 4).
2. Attach the hard drive data and power cables (see Figure 4).
3. Close and lock the rear door.
4. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
5. 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.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Monitor and Touchscreen Removal

1. Turn off and unplug the game.
2. Unlock the rear door and open if it is hinged, or remove if it is detachable.
3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.

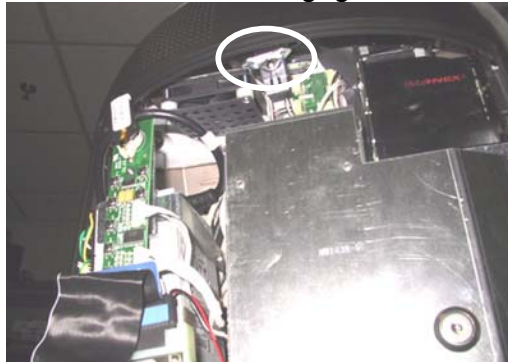


FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER

4. Unscrew the screw located in the center of the bottom of the cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.



FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

5. Place something in front of the game to brace the bezel once the strain relief cord is undone, then remove the screw at the center of the marquee bezel and the 2 screws on the back of the bezel. For 17" games, remove the security screw inside the CPU section; for 19" and Widescreen games, remove the nut and washer securing the security bolt inside the CPU section. See Figure 3.

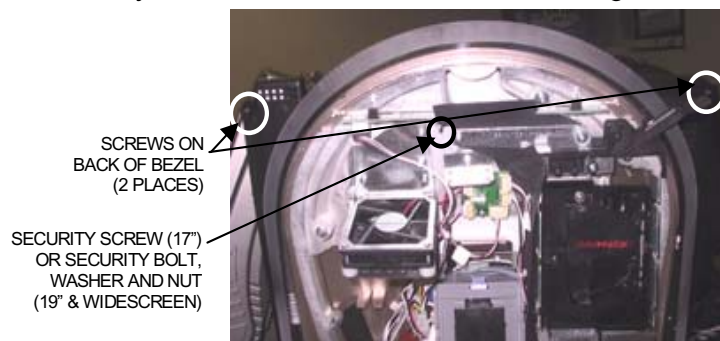


FIGURE 3 - SCREWS ON FRONT AND BACK OF BEZEL

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

6. Open the monitor assembly halfway and remove the screw fastening the strain relief cord. See Figure 4. Open the assembly all the way and rest it on a support.

SCREW FASTENING
STRAIN RELIEF CORD

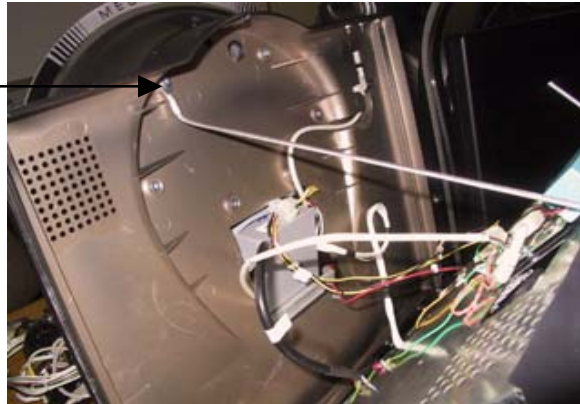


FIGURE 4 - HALFWAY-OPEN MONITOR ASSEMBLY

7. Disconnect the VGA connector from the monitor. Remove the screw securing the VGA and touchscreen controller ground wires to the monitor (17"), or the nut securing the VGA and touchscreen controller ground wires to the ground screw on the back of the monitor (19" & Widescreen). *Note: On the Aurora Widescreen this nut may secure only the VGA ground wire.* Disconnect the 14-pin OSD cable and the LCD power connector (yellow & black wires) from the monitor. Refer to Figure 5 for 17" games, and Figure 6 for 19" and Widescreen games.

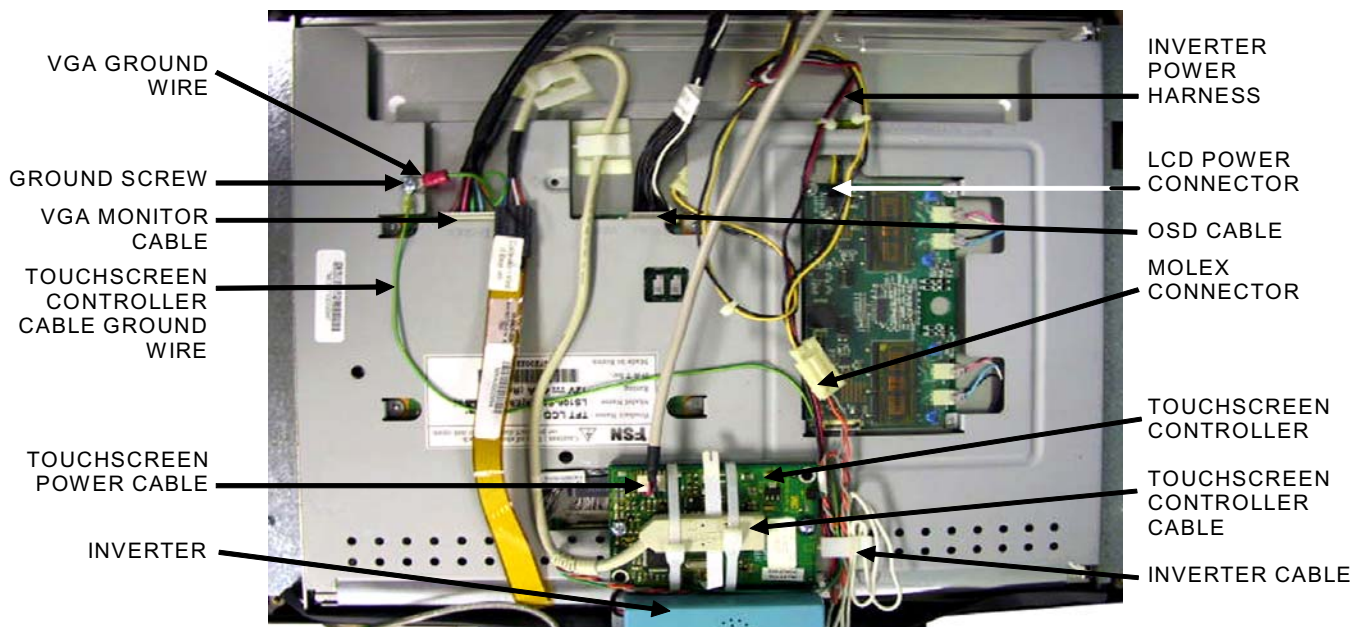


FIGURE 5 - REAR VIEW OF 17" MONITOR

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

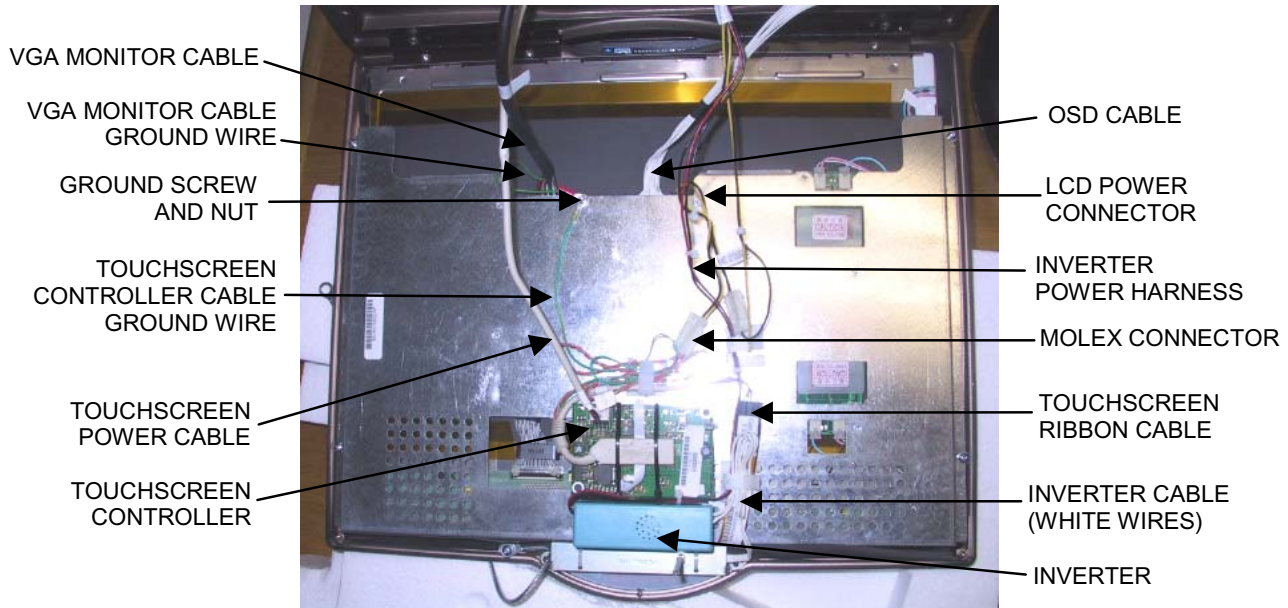


FIGURE 6 - REAR VIEW OF 19" MONITOR

8. Disconnect the touchscreen power cable from the touchscreen controller, then disconnect the Molex connector, identified by the orange and gray wires (this does not exist on Aurora Widescreen systems). Refer to Figure 5 for 17" games, Figure 6 for 19" and Widescreen games.
9. Release harnesses from clamps; this may include the inverter cable, the inverter power harness, the Molex harness, the touchscreen controller cable, the touchscreen controller cable ground wire, the harness connecting the Molex connector to the power supply, and/or the touchscreen ribbon cable. Refer to Figure 5 for 17" games, and Figure 6 for 19" and Widescreen games.
10. For 19" and Widescreen games: Remove the inverter from the Velcro securing it to the LCD bracket (19") or touchscreen controller mounting plate (Widescreen) and carefully place it out of the way of the monitor assembly. See Figure 6.
11. Carefully cut the tie wraps around the touchscreen controller cable. If applicable, remove the 2 screws securing the touchscreen controller to its mounting plate (17" and Widescreen) or the LCD bracket (19"). On some 19" games the touchscreen controller is simply secured by Velcro, meaning there are no screws to remove. Remove the controller, as well as the fish paper underneath, though please note there is no fishpaper underneath the touchscreen controller on Widescreen systems. See Figure 7.
If you are replacing the touchscreen: Remove the touchscreen controller cable from the touchscreen controller (see Figure 5).
12. For Widescreen games: Unscrew the two standoffs that were located under the touchscreen controller. These are going through the mounting plate, securing it to the LCD bracket.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

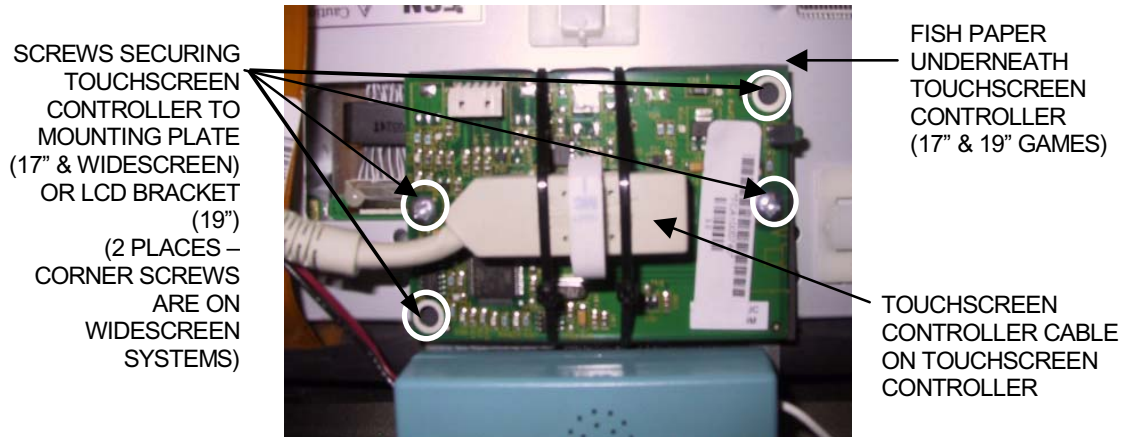


FIGURE 7 - TOUCHSCREEN CONTROLLER

13. Remove the 4 screws securing either the left and right LCD mounting brackets to the bezel (17") or the LCD bracket to the bezel (19" and Widescreen), then carefully slide the monitor assembly out of the bezel. See Figure 8 for 17" games, Figure 9 for 19" and Widescreen games.

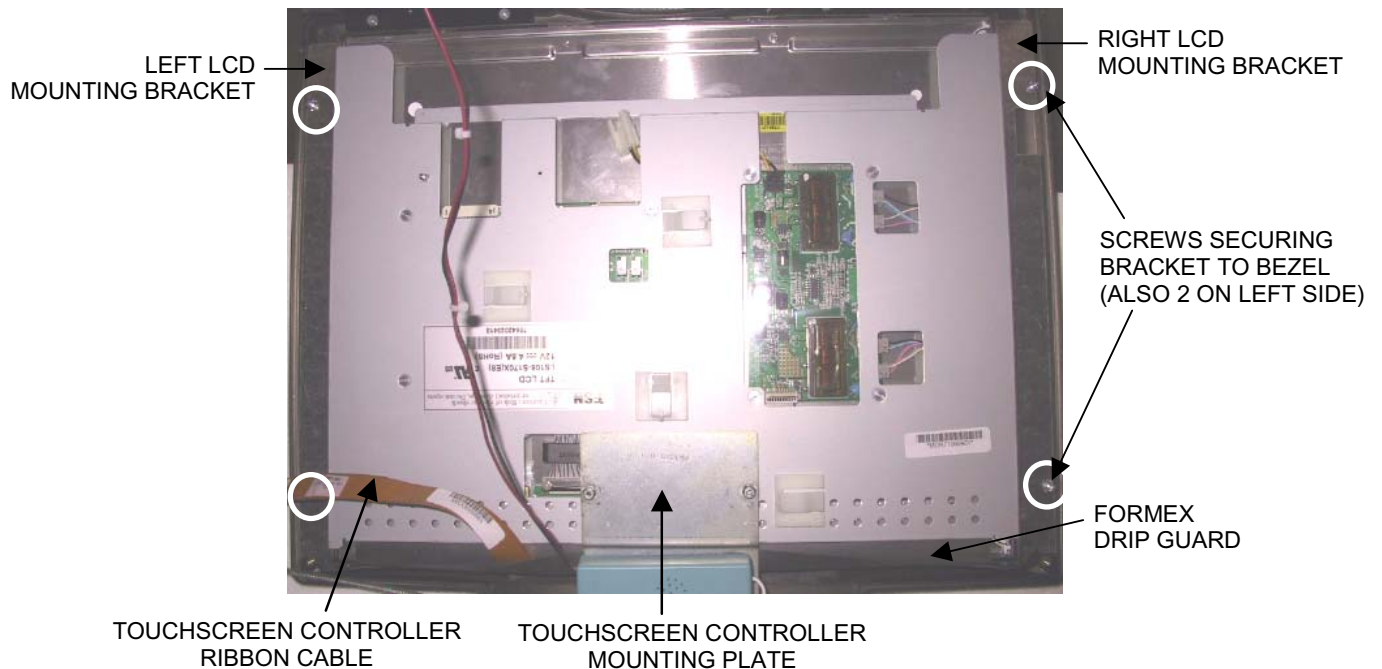


FIGURE 8 - REAR VIEW OF 17" MONITOR

14. For 17" games: Remove the 4 screws securing the LCD mounting brackets to the monitor (2 per bracket). If replacing the monitor, remove the fish paper/foam tape strip attached to the top edge of the monitor. See Figure 8.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

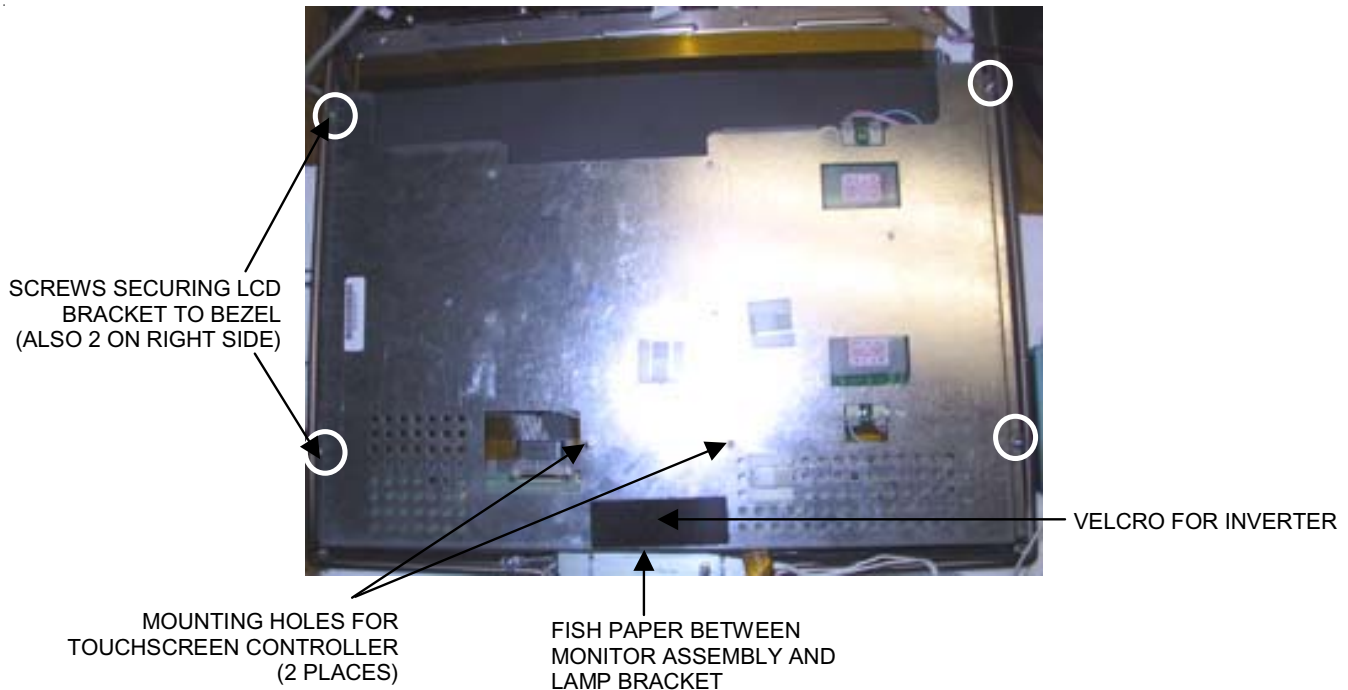


FIGURE 9 - REAR VIEW OF 19" MONITOR

15. Note the orientation of the touchscreen (i.e. the positioning of the ribbon cable and which side is the front) before removing it from the monitor.

For 17" and 19" games: Use dental floss to carefully cut the foam tape holding the screen to the monitor. Once the touchscreen is completely free from the monitor, remove any residual foam tape from the screen with denatured alcohol and clean the glass with the supplied alcohol wipe.

Monitor/Touchscreen Installation

1. Clean the glass on the LCD monitor that you will be using with an alcohol wipe.

For 17" and 19" games ONLY: Cut pieces of the supplied 1/2" foam tape long enough to cover the edges of the monitor without overlapping. After the tape is in place, peel off the backing.

For Widescreen games: If the tape on the inside of the front bezel is looking worn, remove it and replace it with the provided neoprene tape. The tape sticks to the bezel, and the backing should NOT be removed.

NOTE: Do NOT remove the backing of the tape that is attached to the Widescreen Touchscreen. If there is no tape attached to the touchscreen you received, cut pieces of the supplied double-sided foam tape long enough to cover each edge of the touchscreen without overlapping. Remove the backing from ONLY ONE side of the tape and place it around the edge of the REAR of the touchscreen. The rear of the touchscreen can be identified by the tracing around the touchscreen. The side of the touchscreen with NO TRACING is the rear, and the tape should be applied to that side. Once the tape is in place, DO NOT remove the backing.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

2. *If replacing only the monitor:* Carefully place the touchscreen over the new monitor in the same manner it was attached to the old monitor, making sure that the screen is properly and evenly aligned over the monitor glass. Clean the front of the touchscreen with an alcohol wipe once it is in place. Reattach the fish paper foam tape strip to the top edge of the monitor (17" games only; see Figure 8). You may need to attach the provided wire clamps to the rear of the monitor assembly. If so, note their location on the rear of the monitor your removed.

If replacing only the touchscreen: Carefully place the new touchscreen over the monitor in the same manner as the old screen, making sure that the screen is properly and evenly aligned over the monitor glass. Clean the front of the touchscreen with an alcohol wipe once in place.

If replacing both the monitor and the touchscreen: Carefully place the new touchscreen over the new monitor in the same manner that the old touchscreen and monitor were attached, making sure that the screen is properly and evenly aligned over the monitor glass. Clean the front of the touchscreen with an alcohol wipe once it is in place. Reattach the fish paper foam tape strip to the top edge of the monitor/touchscreen assembly (17" games only; see Figure 8). You may need to attach the provided wire clamps to the rear of the monitor assembly. If so, note their location on the rear of the monitor your removed.

3. *For 17" games:* Replace the left and right mounting brackets on the monitor and secure each with 2 screws. Carefully slide the new monitor into the bezel, making certain that the edge of the monitor with the fish paper is secured underneath the touchscreen controller's mounting plate. Ensure that the monitor is properly centered, then secure the mounting brackets to the bezel with 4 screws. See Figure 8.

For 19" and Widescreen games: Carefully slide the new monitor assembly into the bezel, making sure (on standard 19" models) that the strip of fish paper is secured between the edge of the assembly with the Velcro and lamp mounting bracket. Ensure that the monitor is properly centered, then secure the LCD bracket to the bezel with 4 screws. See Figure 9.

4. *For 17" games:* Line up the touchscreen controller on the rectangular piece of fish paper. *If you replaced the touchscreen, connect the touchscreen controller cable to the touchscreen controller and secure with 2 tie wraps, making sure that the wraps go around the fish paper.* Position this touchscreen controller assembly on the mounting plate and secure with 2 screws. See Figure 7.

For 19" games: Replace the inverter on the Velcro. Place the rectangular piece of fish paper on the mounting holes on the LCD bracket. *If you replaced the touchscreen, carefully connect the touchscreen controller cable to the touchscreen controller and secure with 2 tie wraps.* Position the touchscreen controller on top of the fish paper and secure to the LCD bracket with 2 screws or simply with Velcro. See Figure 7.

For Widescreen games: Resecure the two standoffs to the touchscreen controller bracket, making sure that the standoffs secure this bracket to the rear of the monitor. *If you replaced the touchscreen, carefully connect the touchscreen controller cable to the touchscreen controller, and secure it with two tie wraps.* Position the touchscreen controller over the two standoffs and secure it in place with two screws (see Figure 7). Replace the inverter on the Velcro.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

5. *For 17" and 19" games:* Secure the inverter's cable and power harness under clamp(s) where necessary. See Figures 5 and 6.
6. Reconnect the LCD power connector (black and yellow wires), and secure the wires under a clamp where necessary.
7. *For 17" and 19" games:* Reconnect the touchscreen power cable to the touchscreen controller, then reconnect the Molex connector (orange and gray wires). Secure the Molex wires and the touchscreen ground wire under a clamp where necessary. See Figures 5 and 6.
8. Reconnect the 14-pin OSD connector and the VGA cable to the monitor. For 17" games, replace the touchscreen and VGA ground wires, and secure with 1 screw (see Figure 5). For 19" and Widescreen games, replace the touchscreen ground wire (where necessary) and VGA ground wire on the ground screw on the LCD bracket and secure with one nut (see Figure 6).
9. Replace the strain relief cord and secure in place with one screw. See Figure 4.
10. Close the monitor assembly completely, and fasten with 2 screws in the back of the bezel, 1 security screw (17") or security washer and nut (19" & Widescreen), and 1 screw in the front (through the marquee). See Figure 3.
11. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the 2 tabs on the cover with the 2 mating holes on the sides of the game (see Figure 10). Make sure that the plastic lip on the bottom of the rear cover is behind the metal base. Tighten the screw securing the bottom of the door. (Figure 2). Turn the wing on the draw latch clockwise to engage the latch (see Figure 1).

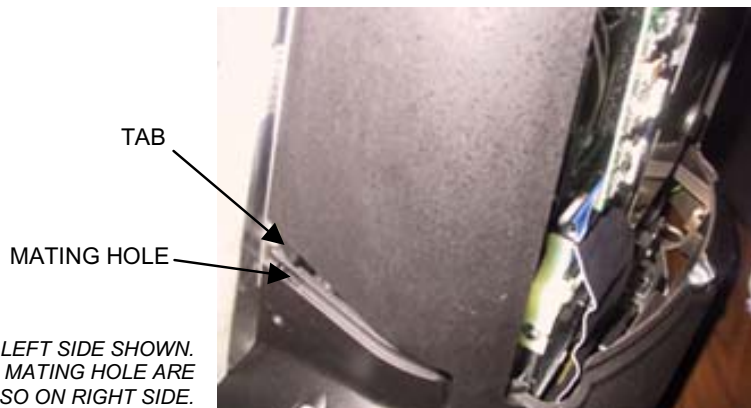


FIGURE 10 - SIDE VIEW OF GAME

12. Close (or reattach) and lock the rear door.
13. Plug in and turn on the game.
14. Once the game has booted up, proceed to **Troubleshooting Your Touchscreen** to perform a touchscreen calibration. After doing so, ensure that the screen is properly aligned, and make any necessary adjustments with the monitor controls on the OSD board.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Power Supply Removal

1. Turn off and unplug the game.
2. Unlock the rear door and open if it is hinged, or remove if it is detachable.
3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.

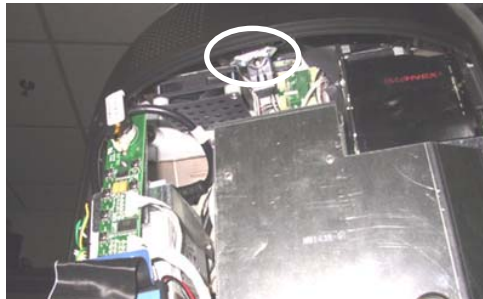


FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER

4. Unscrew the screw located in the center of the bottom of the cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.



FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

5. Disconnect the power cord from the power supply. Remove the wing nut securing the OSD board and detach the board from the Velcro on the power supply bracket. Carefully set the OSD board aside. See Figure 3.

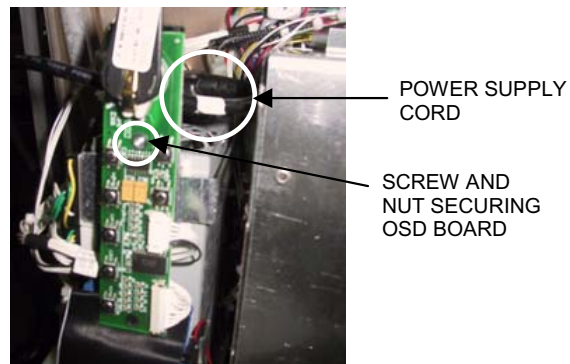


FIGURE 3 - OSD BOARD

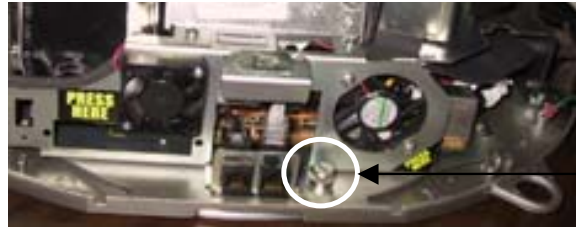
Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

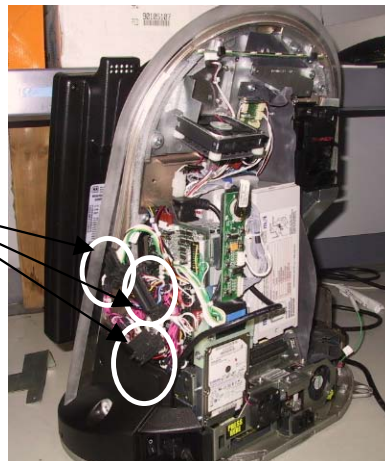
6. Remove the electronics tray by unscrewing the thumbscrew located in the middle of the rear of the tray and sliding the tray out. See Figure 4.



THUMBSCREW
SECURING
ELECTRONICS TRAY

FIGURE 4 - REAR VIEW OF ELECTRONICS TRAY

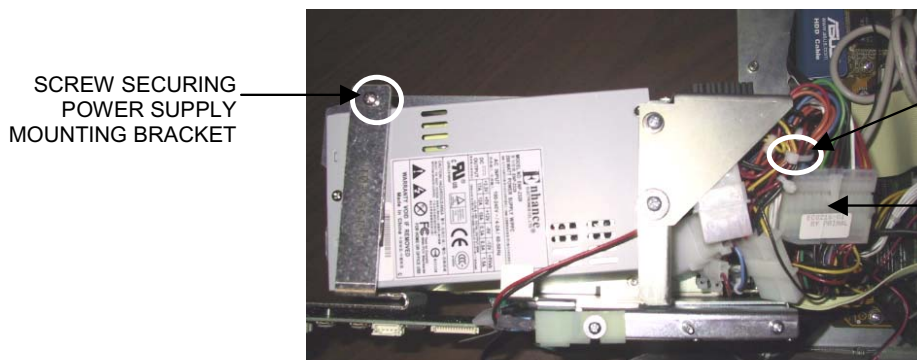
7. If applicable, disconnect the three black connectors (10-, 11- and 12-pin) connecting the electronics tray to the game in order to slide the tray out further (See Figure 5). If your game does not have these connectors, the harness is long enough to remove the tray.



CONNECTORS CONNECTING
ELECTRONICS TRAY TO
GAME (3 PLACES)

FIGURE 5 - REAR VIEW OF GAME

8. Tilt the hard drive/power supply tower on its hinge 90 degrees to the left, and support with foam (or similar). Disconnect the 20-pin wire harness coming from the power supply, and cut the tie wrap securing it to the other harnesses. See Figure 6.



TIE WRAP
SECURING
POWER SUPPLY
JUMPER HARNESS
TO OTHER
HARNESSES

DISCONNECT 20-PIN
CONNECTOR FROM
POWER SUPPLY HERE

FIGURE 6 - POWER SUPPLY

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

9. Loosen the screw securing the power supply to the mounting bracket (see Figure 6), and remove the power supply from the game.

Power Supply Installation

1. Install the new power supply in the game, and tighten the screw securing the power supply to the mounting bracket. See Figure 6.
2. Connect the power supply wire connection. Secure the jumper harness to the other harnesses with tie wrap. See Figure 6.
3. Restore the hard drive/power supply tower to its upright position. Slide the electronics tray back into place, making sure that the connectors on the back of the hard drive bracket click into the connectors on the wall of the game, if applicable (see Figure 7). If you disconnected three connectors from the electronics tray to the game (see Figure 5), reconnect them. Secure the tray by screwing in the thumbscrew. See Figure 4.

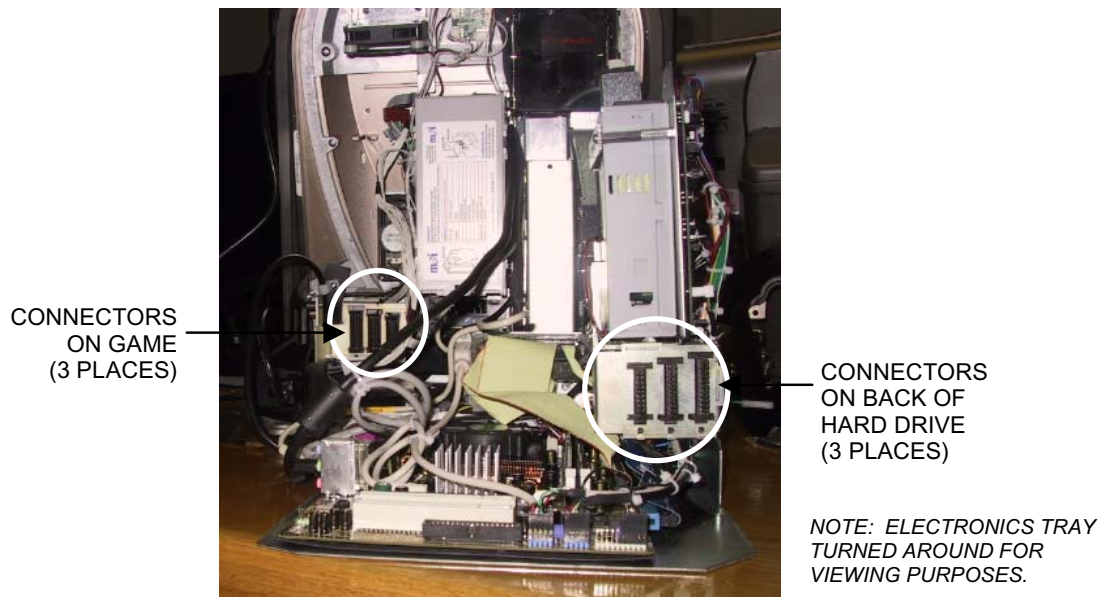


FIGURE 7 - CONNECTORS ON BACK OF HARD DRIVE BRACKET AND WALL OF GAME

4. Reconnect the power cord to the power supply. Reattach the OSD board to the Velcro on the power supply bracket and secure with one wing nut. See Figure 3.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

5. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the 2 tabs on the cover with the 2 mating holes on the sides of the game (see Figure 8). Make sure the plastic lip on the bottom of the rear cover is behind the metal base. Tighten the screw securing the bottom of the door. See Figure 2. Turn the wing on the draw latch clockwise to engage the latch (see Figure 1).

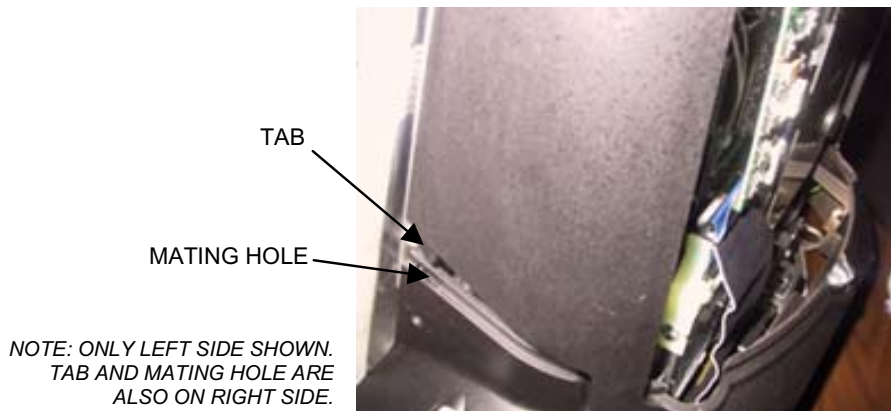


FIGURE 8 - SIDE VIEW OF GAME

6. Close (or reattach) and lock the rear door.
7. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock the rear door and open it if it is hinged, or remove if it is detachable.
3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.

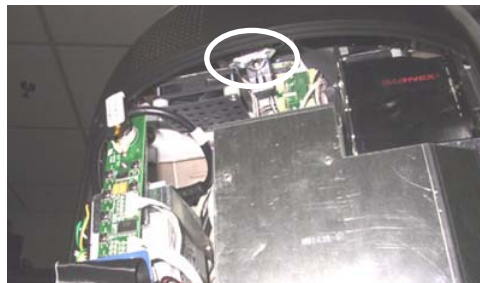


FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER

4. Unscrew the screw located in the center of the bottom cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.



FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

5. Disconnect the power cord from the power supply. Remove the wing nut securing the OSD board and detach the board from the Velcro on the power supply bracket. Carefully set the OSD board aside. See Figure 3.

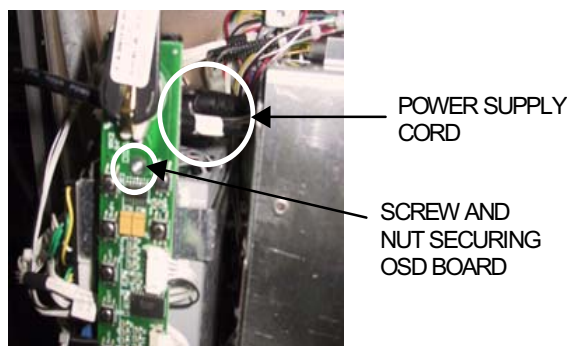


FIGURE 3 - OSD BOARD

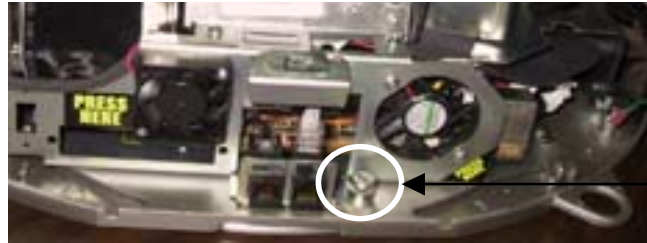
6. Remove the electronics tray by unscrewing the thumbscrew located in the middle of the rear of the tray and sliding the tray out. See Figure 4.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

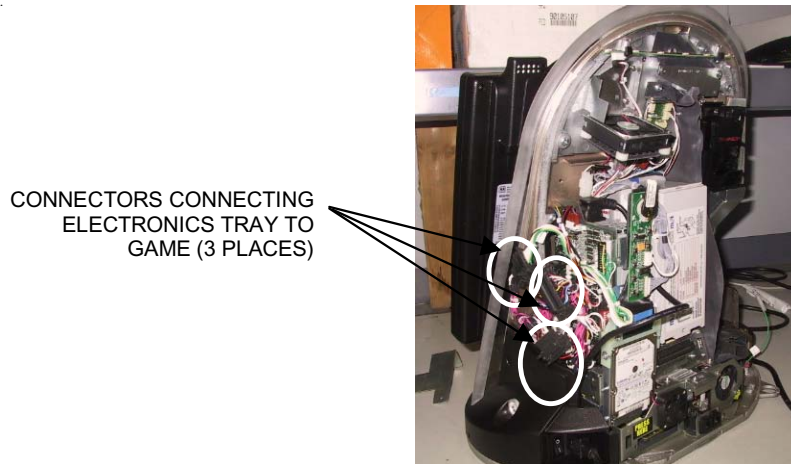
Removal/Installation of Major Assemblies - Ion Aurora (cont'd)



THUMBSCREW
SECURING
ELECTRONICS TRAY

FIGURE 4 - REAR VIEW OF ELECTRONICS TRAY

7. If applicable, disconnect the three black connectors (10-, 11- and 12-pin) connecting the electronics tray to the game in order to slide the tray out further (see Figure 5). If your game does not have these connectors, the harness is long enough to remove the tray.



CONNECTORS CONNECTING
ELECTRONICS TRAY TO
GAME (3 PLACES)

FIGURE 5 - REAR VIEW OF GAME

8. Unlock and remove the cash bracket, if applicable. Pull out the bill acceptor magazine by pushing in the blue button at the top of the acceptor and lifting the magazine up and out. See Figure 6.

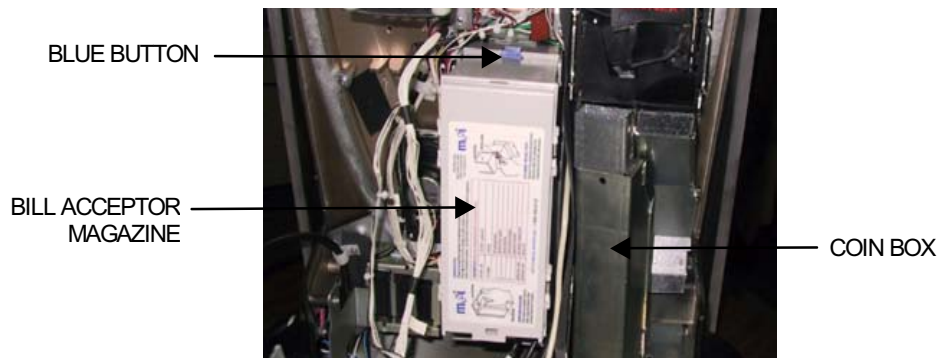


FIGURE 6 - CASH TOWER SECTION WITH BRACKET REMOVED

9. Remove the coin box, if applicable, to access the bill acceptor screws, then remove the 4 screws fastening the bill acceptor to the game (one on each side and two on the bottom). Carefully remove the bill acceptor from the game. See Figures 6 and 7.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

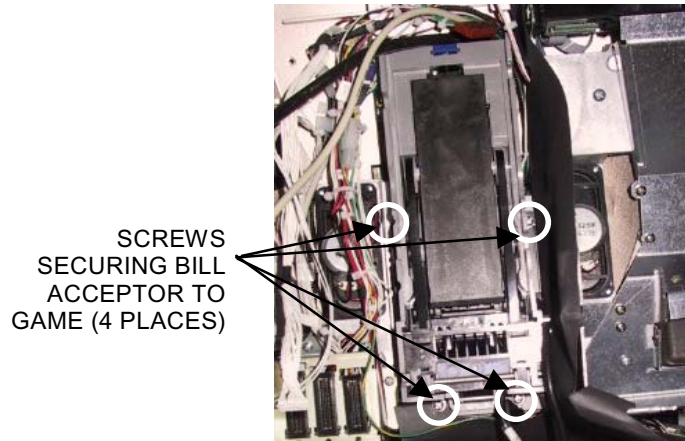


FIGURE 7 - BILL ACCEPTOR WITH MAGAZINE REMOVED

10. Disconnect the power connector (green/white/black wires) from the side of the bill acceptor. See Figure 8.

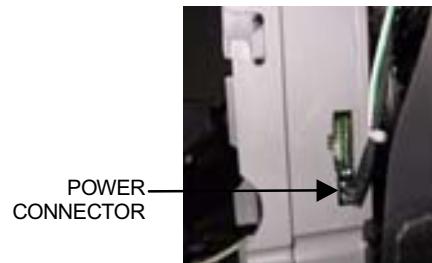


FIGURE 8 - POWER CONNECTOR ON SIDE OF BILL ACCEPTOR

11. Remove the bill acceptor fill panel from the bill acceptor bezel. Remove the 4 screws securing the bill acceptor bezel to the front of the bill acceptor. Screws are located above and beneath the acceptor. Remove the bezel and the metal mounting plate underneath. See Figures 9 and 10.

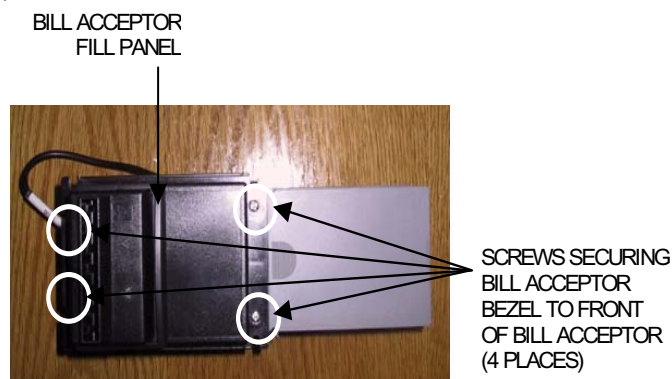


FIGURE 9 - FRONT VIEW OF BILL ACCEPTOR

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

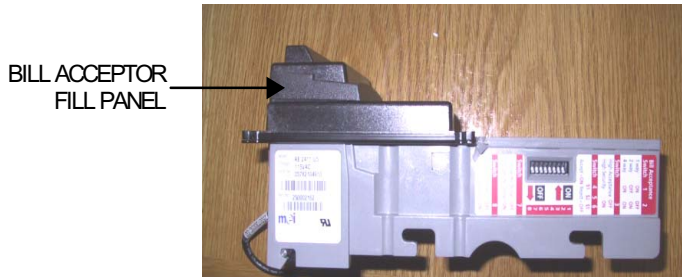


FIGURE 10 - SIDE VIEW OF BILL ACCEPTOR

Bill Acceptor Installation

1. Remove the magazine from the new bill acceptor.
2. Line up the bezel's mounting plate on the front of the new bill acceptor; see Figure 11 for proper orientation. Line up the bezel on top of the mounting plate and secure to the bill acceptor with 4 screws (see Figure 9). Replace the bill acceptor fill panel on the bezel as shown in Figure 10.



FIGURE 11 - METAL MOUNTING PLATE UNDERNEATH BILL ACCEPTOR BEZEL

3. Attach the power connector to the new bill acceptor (see Figure 8). This connector can only be connected one way. Secure the new bill acceptor assembly to the game with 4 screws. See Figure 7.
4. Replace the bill acceptor magazine. See Figure 6 for proper orientation.
5. Replace the coin box, if applicable. Replace the cash bracket, if applicable, and lock it in place.
6. Slide the electronics tray back into place, making sure that the connectors on the back of the hard drive bracket click into the connectors on the wall of the game, if applicable (see Figure 12). If you disconnected three connectors from the electronics tray to the game (see Figure 5), reconnect them. Secure the tray by screwing in the thumbscrew. See Figure 4.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora (cont'd)

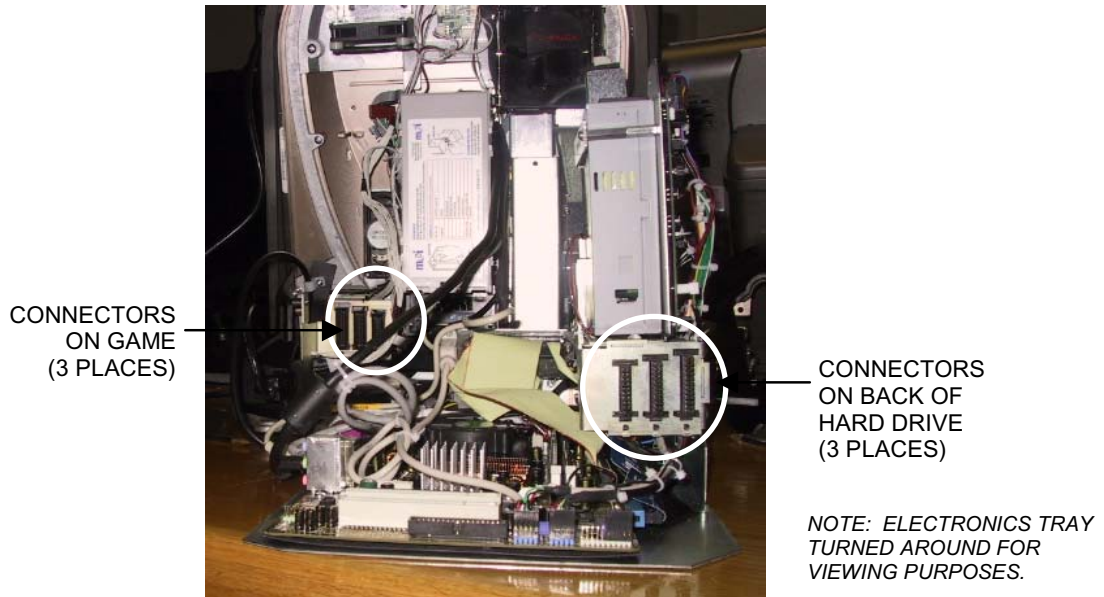


FIGURE 12 - CONNECTORS ON BACK OF HARD DRIVE BRACKET AND WALL OF GAME

7. Reconnect the power cord to the power supply. Reattach the OSD board to the Velcro on the power supply bracket and secure with one wing nut. See Figure 3.
8. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the 2 tabs on the cover with the 2 mating holes on the sides of the game (see Figure 13). Make sure that the plastic lip on the bottom of the rear cover is behind the metal base.

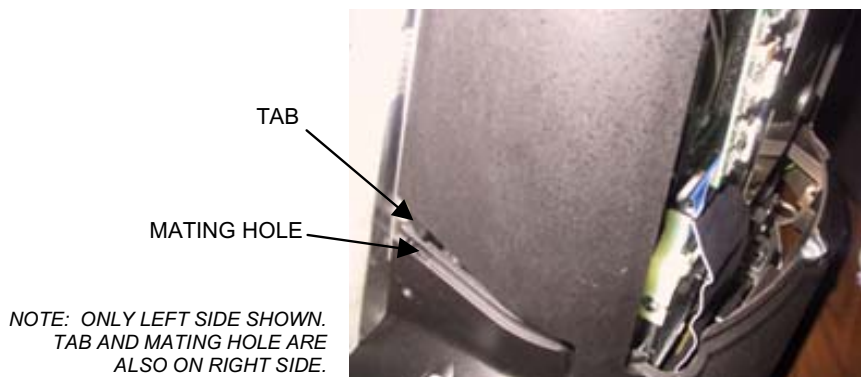


FIGURE 13 - SIDE VIEW OF GAME

Tighten the screw securing the bottom of the door (Figure 2), then turn the wing on the draw latch clockwise to engage the latch (see Figure 1).

9. Close (or reattach) and lock the rear door.
10. Plug in and turn on the game.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Joystick Assembly Removal

1. Turn off and unplug the game.
2. Rest the game facedown to access the base. Protect and stabilize the front casing and monitor by prepping the area with cardboard, foam, etc. Remove the two larger screws (one on each side) that are securing the joystick assembly to the base. See Figure 1.

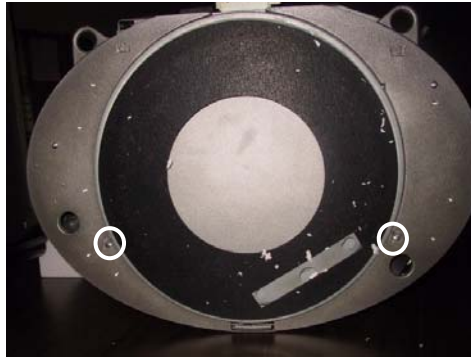


FIGURE 1 - SCREWS SECURING JOYSTICK ASSEMBLY TO BASE

3. Carefully upright the game and remove the joystick assembly. Turn the assembly over and remove the two connections to the joystick board and the two ground wire connections (on non-Widescreen Aurora systems). See Figure 2.

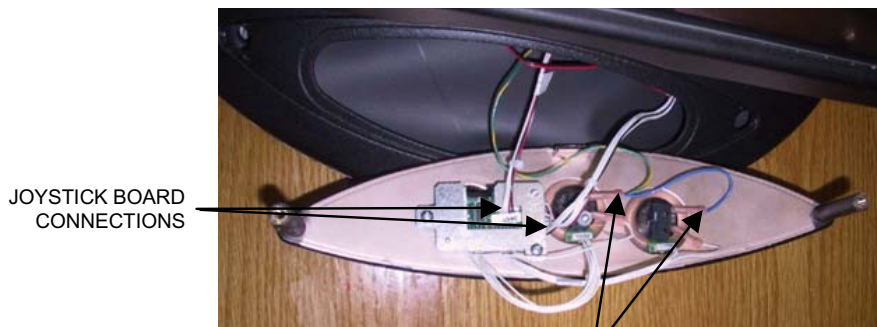


FIGURE 2 - JOYSTICK ASSEMBLY REMOVED FROM STANDARD AURORA

Joystick Assembly Installation

1. Reconnect the two connections to the joystick board and the two ground wire connections (on non-Widescreen Auroras) to the new joystick assembly. See Figure 2. Turn the new joystick assembly over and install it in the game.
2. Carefully lay the game monitor-side down and secure the joystick assembly to the base with 2 screws. See Figure 1.
3. Upright the game.
4. Plug in and turn on the game. Once the game has booted up, proceed to **Troubleshooting Your Touchscreen** to calibrate the joystick.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora Widescreen

Credit Card Reader Removal

1. Turn off and unplug the game.
2. Unlock the rear door and open it.
3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.

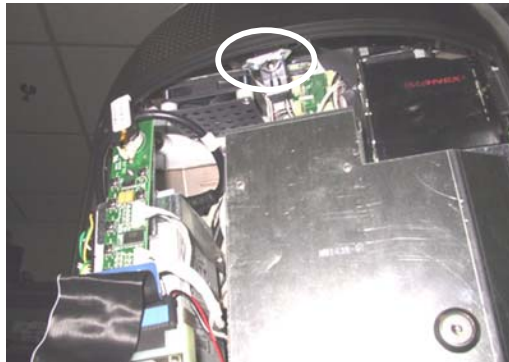


FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER

4. Unscrew the screw located in the center of the bottom of the cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.



FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

5. Place something in front of the game to brace the bezel once the strain relief cord is undone, then remove the screw at the center of the marquee bezel and the 2 screws on the back of the bezel. Remove the nut and washer securing the security bolt inside the CPU section (see Figure 3).

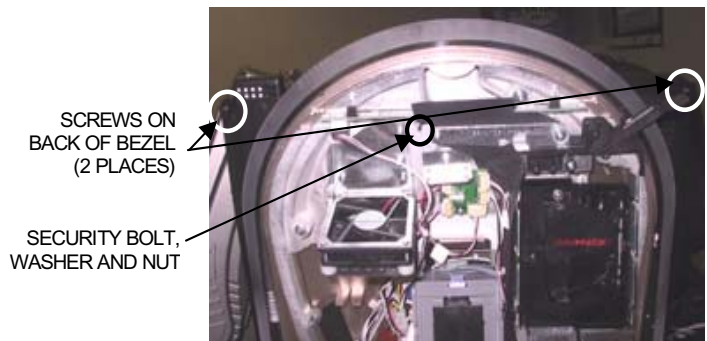
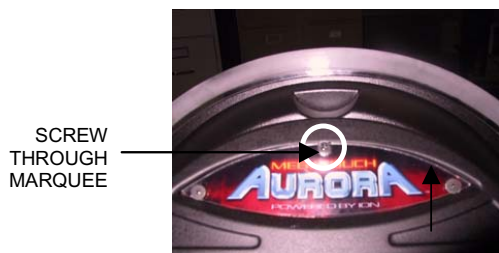


FIGURE 3 - SCREWS ON FRONT AND BACK OF BEZEL

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora Widescreen

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora Widescreen (cont'd)

6. Open the monitor assembly halfway and remove the screw fastening the strain relief cord (see Figure 4). While doing this, please be careful to not put too much strain on the cables running from the rear bezel to the monitor. When the strain relief cord is disconnected, open the front bezel fully and rest it on a support. This may be easier to do if the 3 cables running from the rear bezel to the monitor are disconnected. To do so, carefully disconnect the cables where they connect to the monitor, noting their location and orientation.

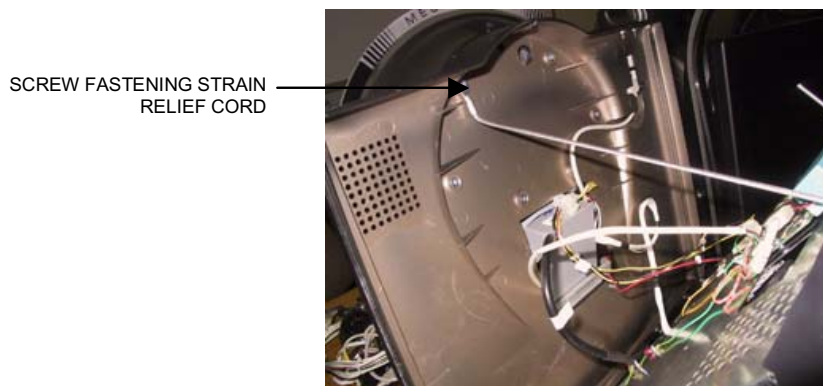


FIGURE 4 - HALFWAY-OPEN MONITOR ASSEMBLY

7. Remove the 2 screws that secure the monitor hinge to the front bezel on the same side of the system where the credit card reader is located (see Figure 5), then flip the bottom of this hinge up to gain access to the 2 screws securing the credit card reader.

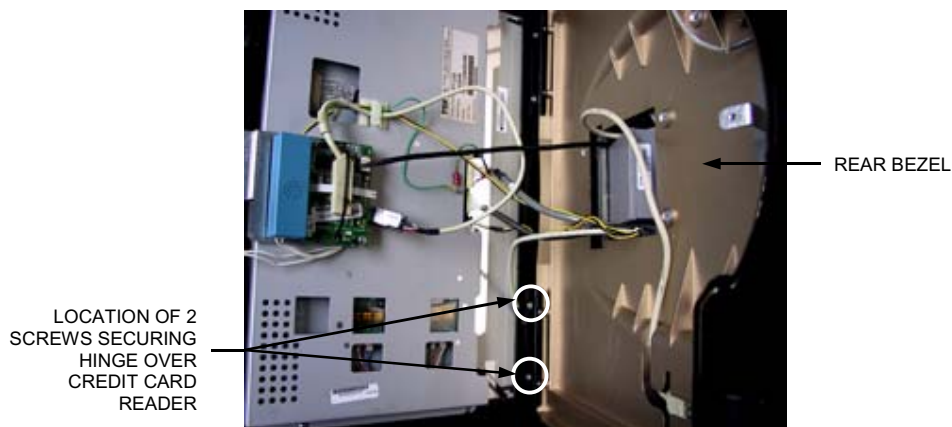


FIGURE 5 - TOP VIEW OF OPEN MONITOR ASSEMBLY

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora Widescreen

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora Widescreen

8. Remove the 2 screws securing the credit card reader and remove the reader from the unit (see Figure 6).

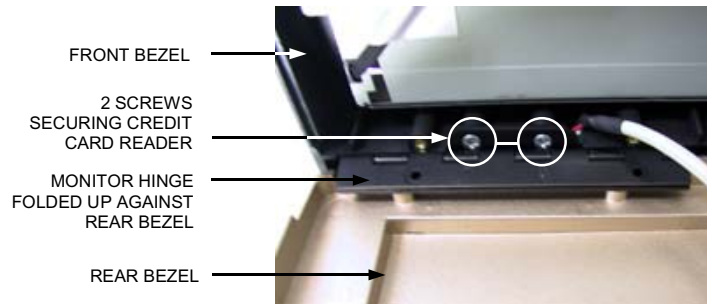


FIGURE 6 - CREDIT CARD READER SCREW LOCATION

Credit Card Reader Installation

1. Disconnect the credit card reader cable from the removed credit card reader (see Figure 7). Connect this cable to the new credit card reader in the same fashion it was attached to the old one.

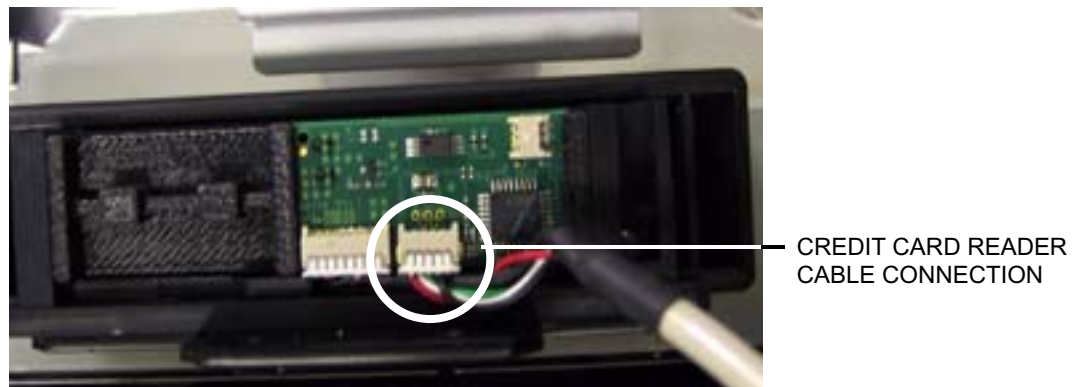


FIGURE 7 - TOP VIEW OF REMOVED CREDIT CARD READER

2. Place the credit card reader back into the game (where you removed the old reader from), then resecure with the 2 screws you removed earlier (see Figure 6).
3. Fold the monitor hinge back into place over the credit card reader, and secure it with the same two screws you removed earlier (see Figure 5).
4. Reconnect any monitor cables that you disconnected, then reattach the strain relief cord with the 1 screw you removed earlier (see Figure 4).
5. Close the monitor assembly completely, and fasten with 2 screws in the back of the bezel, 1 screw through the top-middle of the marquee, and the security washer and nut inside the rear of the system (see Figure 3).

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora Widescreen

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora Widescreen

6. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the 2 tabs on the cover with the 2 mating holes on the sides of the game (see Figure 8). Make sure that the plastic lip on the bottom of the rear cover is behind the metal base.

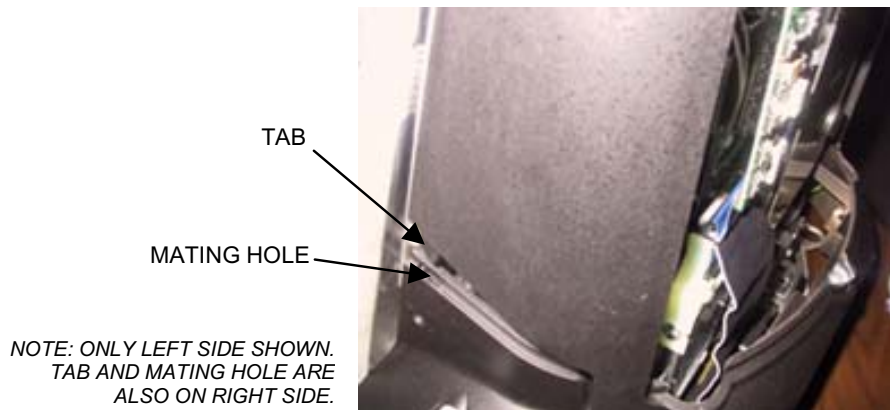


FIGURE 8 - SIDE VIEW OF GAME

7. Tighten the screw securing the bottom of the door (see Figure 2). Turn the wing on the draw latch clockwise to engage the latch (see Figure 1).
8. Close and lock the rear door.
9. Plug in and turn on the game.
10. You can now test the credit card reader's functionality by entering Operator Setup, pressing the **Credit Card** button, then pressing **Credit Card Functionality Test**.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora Halo Replacement

*During this process you'll remove many screws from the system. These screws can differ slightly from model to model, so while performing this procedure, be **CERTAIN** to mark any and all screws as you remove them. There are no screws provided with the Halo Replacement Kit, so you'll need to reuse every screw that you remove from the system when installing the new halo.*

Remove the Rear Cover

1. Turn off and unplug the game.
2. Unlock the rear door and open if it is hinged, or remove if it is detachable.
3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.
4. Unscrew the screw located in the center of the bottom of the cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.

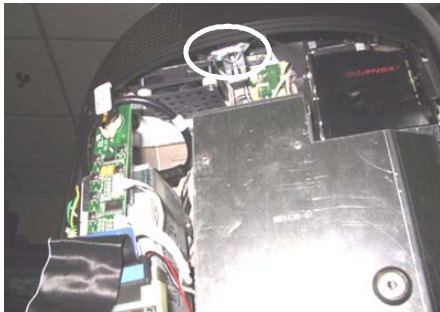


FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER



FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

Loosen the Joystick Assembly

5. Rest the game facedown to access the base. Protect and stabilize the front casing and monitor by prepping the area with cardboard, foam, etc. Remove the two larger screws (one on each side) that are securing the joystick assembly to the base (see Figure 3).

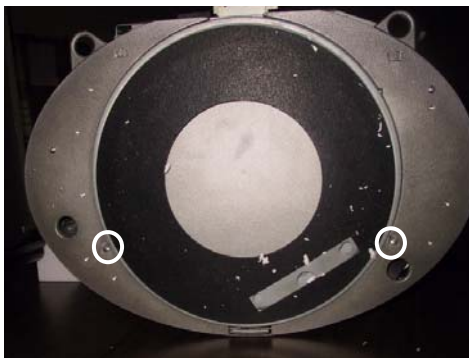


FIGURE 3 - SCREWS SECURING JOYSTICK ASSEMBLY TO BASE

6. Carefully upright the game and pull the joystick assembly from the unit. There is no need to remove any of the connections to the underside of the joystick, just let the assembly hang loose for now.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Remove the Wireless Adapter

7. Place something in front of the game to brace the bezel once the strain relief cord is undone, then remove the screw at the center of the marquee bezel and the 2 screws on the back of the bezel. For 17" games, remove the security screw inside the CPU section; for 19" and Widescreen games, remove the nut and washer securing the security bolt inside the CPU section. See Figure 4.

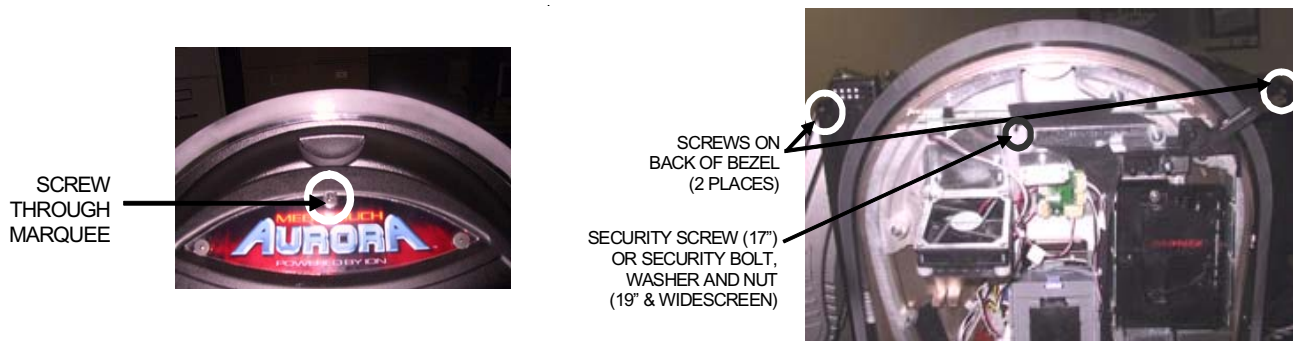


FIGURE 4 - SCREWS ON FRONT AND BACK OF BEZEL

8. Open the monitor assembly and remove the 2 screws securing the wireless adapter cover (see Figure 5). Remove the cover, then gently pull the wireless adapter up and out of the system. Twist the wireless adapter cable connector and slide it out of position in order to remove it from the plastic monitor assembly. When you are done with this, the wireless adapter cable should be hanging loosely from the front of the system.

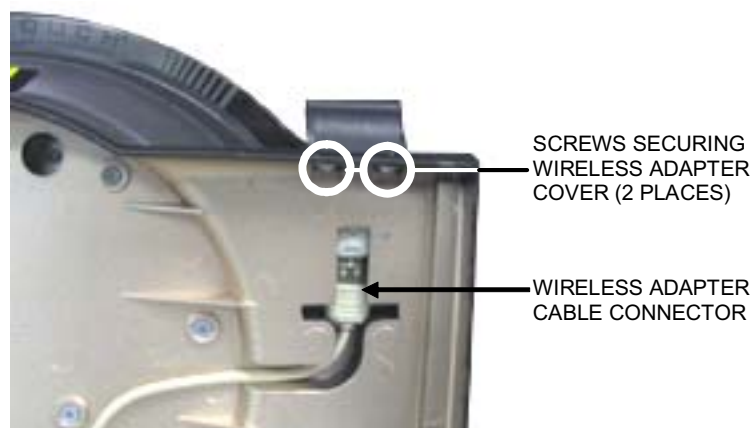


FIGURE 5 - INSIDE BEZEL OF OPEN MONITOR ASSEMBLY

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Disconnect the Monitor Assembly

9. There are four cables that run from the rear of the system and connect to the monitor. These cables will need to be disconnected in order to remove the monitor assembly from the system. So, on the rear of the monitor, disconnect the VGA monitor cable, the 14-pin OSD cable, and the touchscreen power cable. Additionally, the LCD power connector, Molex connector, and the inverter power harness will all connect to the same 6-pin connector (coming from the rear of the unit). There is no need to disconnect all of these cables separately at the monitor; simply disconnect them all by disconnecting this 6-pin connector. Remove the screw or nut securing the VGA and touchscreen controller ground wires to the monitor. *Note: On the Aurora Widescreen this screw/nut may secure*

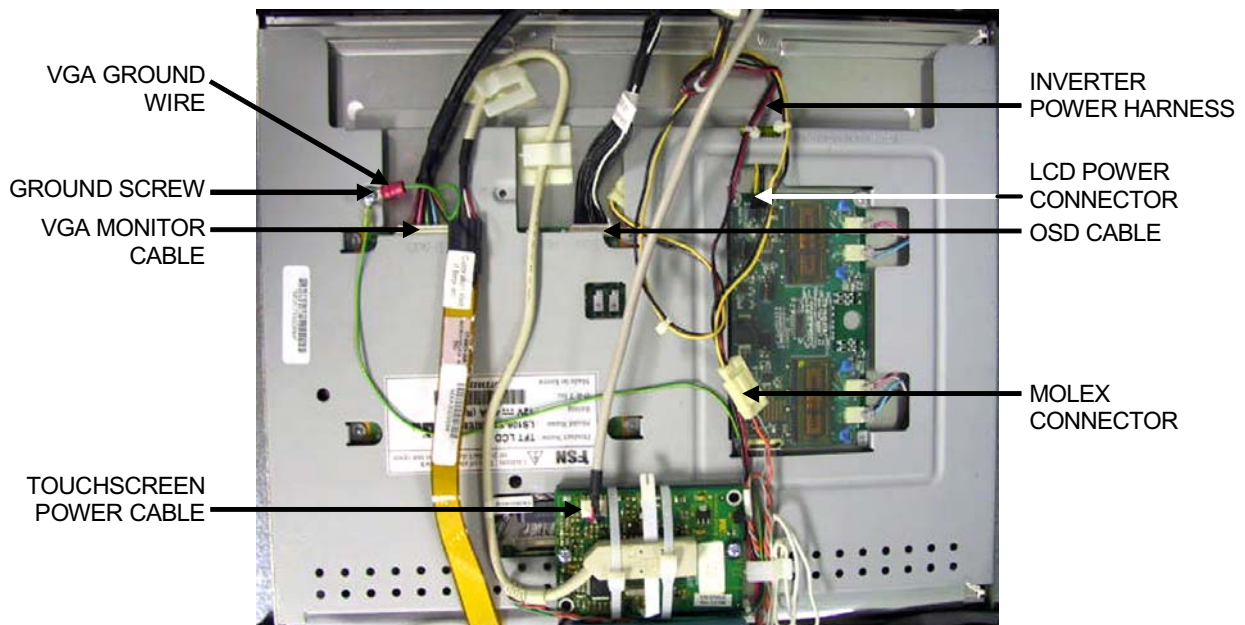


FIGURE 6 - REAR VIEW OF 17" MONITOR

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Aurora**

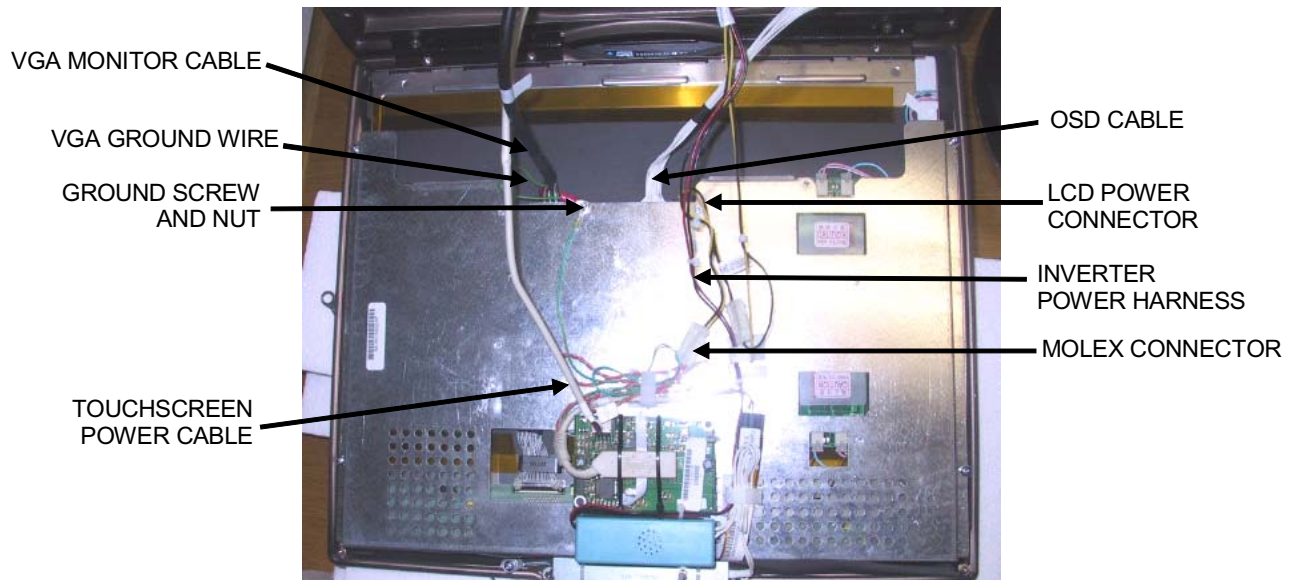


FIGURE 7 - REAR VIEW OF 19" MONITOR

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Remove the Monitor Assembly

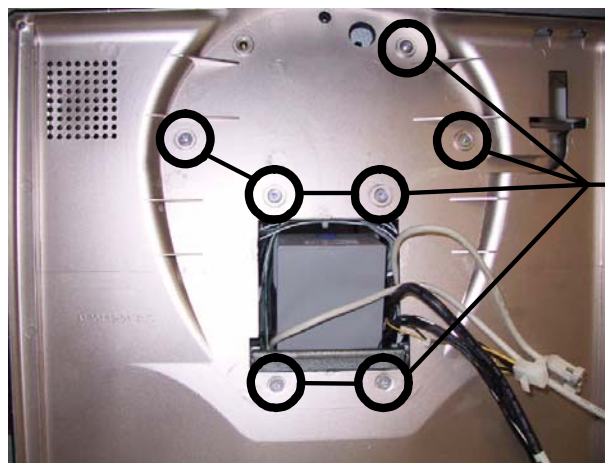
10. Remove the screw fastening the strain relief cord. See Figure 8. Open the assembly all the way and rest it on a support.

SCREW FASTENING
STRAIN RELIEF CORD



FIGURE 8 - HALFWAY-OPEN MONITOR ASSEMBLY

11. Carefully remove the seven remaining screws that secure the monitor assembly to the unit (see Figure 9), then place the monitor assembly safely out of the way.



SCREW LOCATIONS
(7 PLACES)

FIGURE 9 - OPEN MONITOR ASSEMBLY

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Remove the Electronics Tray

12. Loosen the thumbscrew located in the middle of the rear of the electronics tray and slide the tray out of the unit. See Figure 10.

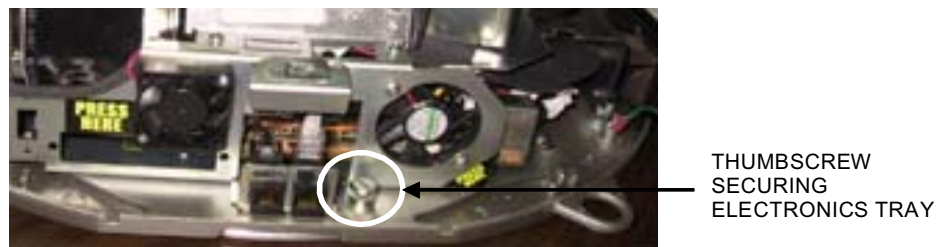


FIGURE 10 - REAR VIEW OF ELECTRONICS TRAY

13. It may be beneficial to remove any connection to the motherboard, OSD board, or power supply that prevents you from fully moving the electronics tray out of the way. If you choose to do this, however, please be sure to note which cables you removed and where on the motherboard you removed them from. If applicable, disconnect the three black connectors (10-, 11-, and 12-pin) connecting the electronics tray to the game in order to slide the tray out further (see Figure 11). If your game does not have these connectors, the harness is long enough to remove the tray.

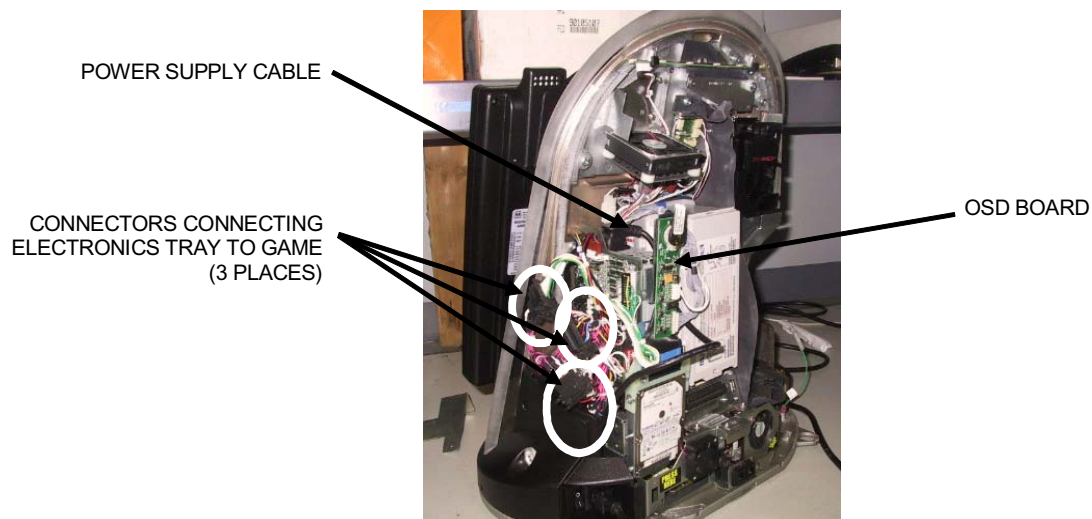


FIGURE 11 - REAR VIEW OF GAME

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Remove the Wing Hips

14. Remove the left wing hip by removing the two screws securing it. See Figure 12 for screw locations. Screw 2 can be loosened by inserting a screwdriver into the inside lip of the wing hip, directly over the screw.

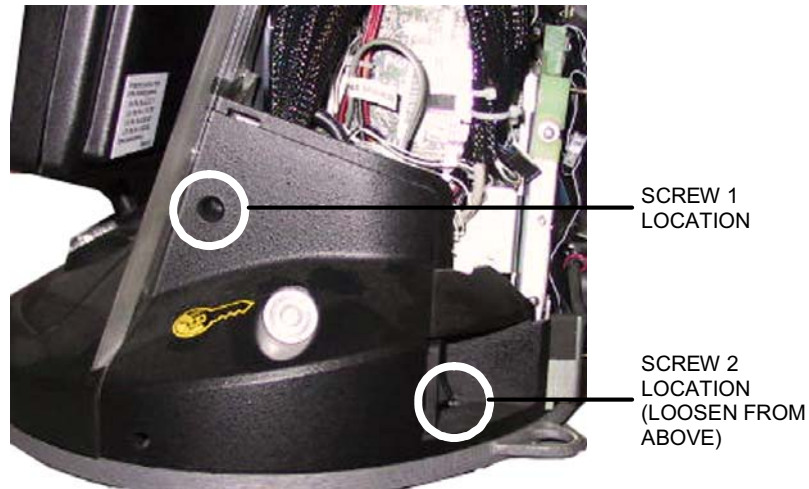


FIGURE 12 - SIDE VIEW OF LEFT WING HIP

15. Remove the right wing hip by removing the two screws securing it. See Figure 13 for screw 1 location. Screw 2 can be loosened by inserting a screwdriver into the inside notch of the wing hip, directly over the screw (see Figure 14).

NOTE: Even with the two screws removed, this wing hip may be difficult to get out. It may be helpful to insert a screwdriver into the side hole on the wing hip (see Figure 13) and gently pry the wing hip up and out of place.

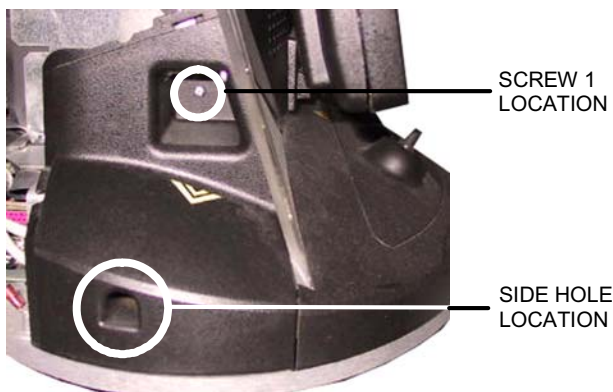


FIGURE 13 - SIDE VIEW OF RIGHT WING HIP

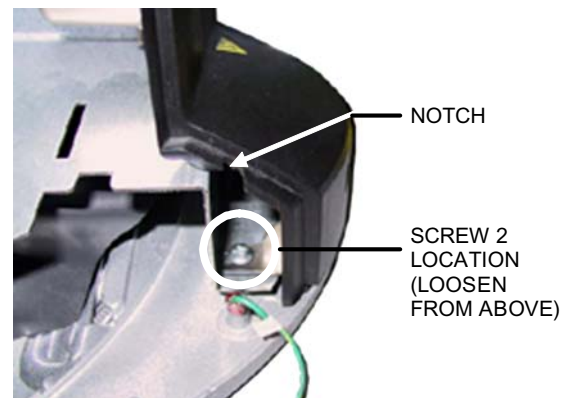


FIGURE 14 - REAR VIEW OF RIGHT WING HIP

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Aurora**

Remove the Coin Return Chute

16. If you haven't done so already, take the coin box out of the game. Remove the five screws securing the coin return chute, then take it out of the system. See Figure 15 for screw location.
17. Remove the screw that secures the fishpaper to the bottom of the coin return chute (see Figure 15) and place the coin return chute off to the side.

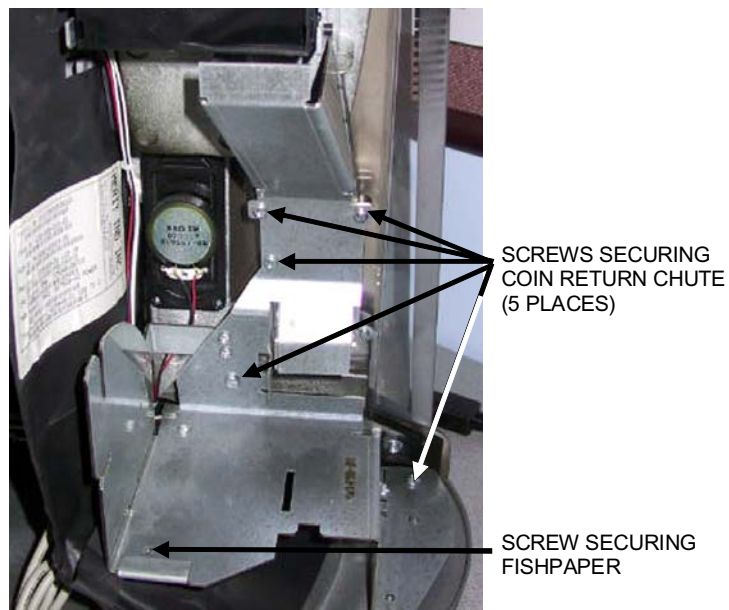


FIGURE 15 - REAR VIEW OF COIN RETURN CHUTE

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Remove the Front Enclosure

NOTE: If you haven't done so already, it may be good at this point to remove the bill acceptor magazine from the system (if your game has a bill acceptor) by pushing the blue button at the top of the acceptor and lifting the magazine up and out.

18. Remove the 13 screws that secure the front enclosure and halo. Please see Figure 16 for reference.

IMPORTANT!! BE CERTAIN TO NOTE WHERE ALL SCREWS ATTACH TO THE SYSTEM AND BE SURE TO KEEP THE WASHERS WITH THE SCREWS YOU REMOVED!

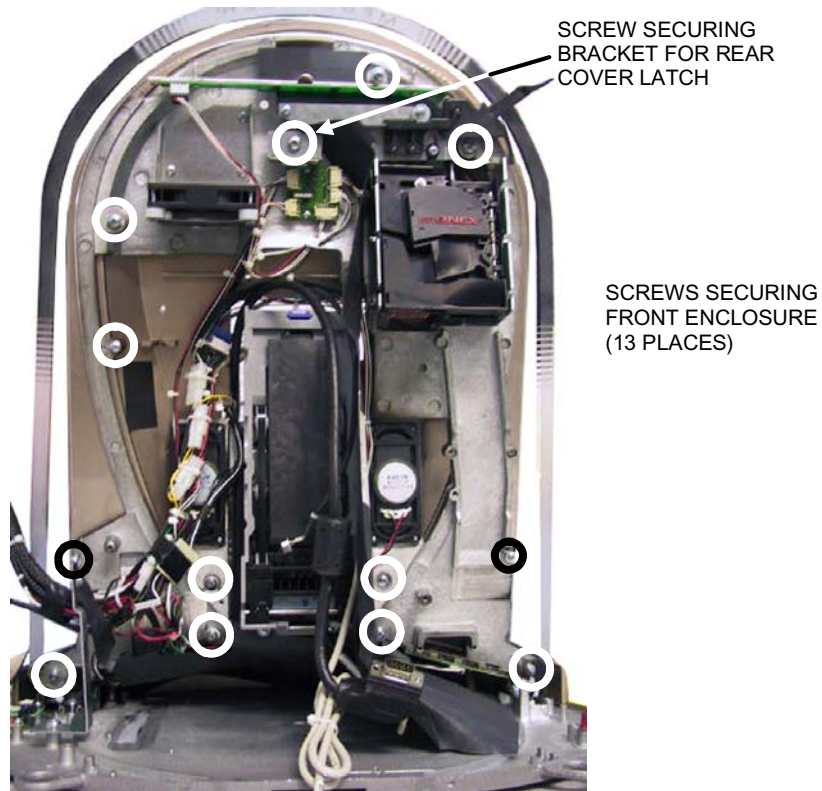


FIGURE 16 - REAR VIEW OF MEGATOUGH AURORA

19. After all the screws have been removed, turn the machine around and gently pull the bottom section of the front enclosure up and slightly away from the unit. The enclosure should easily snap out of place by doing this. If it does not, please double check to make sure that all screws have been removed. Pull the front enclosure as far away from the unit as you can without straining the joystick cables (which will be the only thing holding it to the system at this point).

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Aurora

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Remove the Halo

20. Before you begin removing the halo, look at it and note its positioning in the game. Then, looking at the rear of the Aurora, remove the 4-pin connector that's connected to the green LED board at the top of the halo (see Figure 17).
21. Turn the system around and gently pull the bottom of the halo away from the game to gain access to the two 5-pin connectors that are connected to the two green LED boards at the bottom of the halo (see Figure 17). Disconnect each connector. The halo can now be easily removed from the system.
22. Remove the two screws securing each of the three LED boards to the halo (see Figure 17).

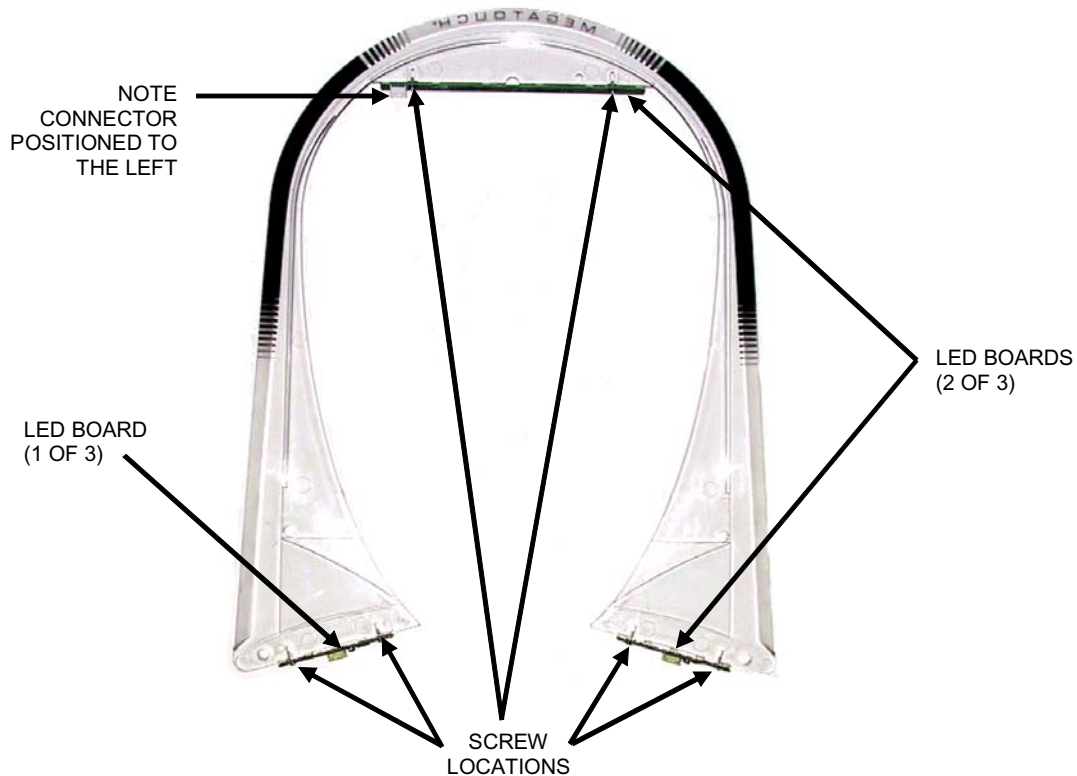


FIGURE 17 - REAR VIEW OF REMOVED HALO

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

!! IMPORTANT NOTE BEFORE REINSTALLING COMPONENTS !!

When you reinstall the game components, be sure that the screws are tight, but DO NOT OVERTIGHTEN THEM as this may crack or break the component.

Install the New Halo

23. Reattach the three LED boards to the new halo in the same positions (see Figure 17). The connector of the top LED should be on the left-hand side when looking at the rear of the halo. The bottom two LEDs can be attached to either the right or left side. The pins on these connectors can face either the front or the rear of the system, just so long as you can reconnect the harnesses to them when the halo is seated on the game.

NOTE: Be sure that when you're reattaching the top LED board that the two white washers are used as spacing between the LED board and the top of the halo.

24. Place the new halo on the game. The bottom of the halo should be resting on the front of the unit, while the top LED board should be behind the metal frame (rear side of the unit).
25. Reconnect the 4-pin connector to the top LED board, then reconnect the two 5-pin connectors to the bottom two LED boards. **Be sure that all adapters are firmly mated into their connectors.**

Reinstall the Front Enclosure

26. Be sure that all five cables (four monitor cables and the wireless adapter cable) coming from the system are passing through the large middle hole on the front enclosure, then reinstall the enclosure on the front of the unit. Do so starting with the bottom lip of the front enclosure. Place it behind the lip of the metal plate at the bottom of the unit, then work your way up the front enclosure, pressing it gently toward the game's housing.

NOTE: On games with bill acceptors, you may need to work the front enclosure around the bill acceptor, then press the bottom of the front enclosure in place behind the metal lip. The front enclosure should snap into place when seated correctly.

NOTE: Be CERTAIN that no wires are being crimped by the front enclosure when you place it back on the unit. Additionally, be sure that you can access the joystick cables through the joystick hole on the bottom of the front enclosure.

27. After the front enclosure is fully seated, replace all 13 of the screws (along with their washers) that secure the front enclosure and the halo. Please refer to Figure 16 for screw locations.

NOTE: Be sure that when you resecure the screw that holds the rear cover bracket latch, that the latch is facing down. See Figure 16 for screw location.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Reinstall the Coin Return Chute

28. Secure the fishpaper to the bottom of the coin return chute by replacing the screw you removed earlier (see Figure 15).
29. Put the coin return chute in place in the unit, then resecure it with the five screws you removed earlier (see Figure 15).

NOTE: Be sure that when you're re-inserting the coin return chute back into the system, no wires are being crimped or interfered with by the bracket.

Reinstall the Wing Hips

30. Resecure the right wing hip with the two screws you removed earlier. See Figures 13 and 14 for screw positions. Be sure that the bottom lip of the wing hip is seated behind the lip of the metal base of the Aurora. When this wing hip locks into place, you will hear a snap.
31. Resecure the left wing hip with the two screws you removed earlier. See Figure 12 for screw positions. Be sure that the bottom lip of the wing hip is seated behind the lip of the metal base of the Aurora. Additionally, be certain that no wires are interfered with or crimped when this component is placed back into the system.

Reinstall the Electronics Tray

NOTE: If you removed the bill acceptor magazine from your system, it would be best to insert it back into the system now.

32. Reconnect any cables that you removed from the motherboard, OSD board, or power supply when you slid the electronics tray from the system. Additionally, if you disconnected the three black connectors (10-, 11-, and 12-pin) that connect the electronics tray to the game, you should reconnect these now (see Figure 11).
33. Slide the electronics tray into its tracks inside the system (the thumbscrew on the electronics tray should be facing the rear of the system - see Figure 10), then gently push the electronics tray back into place. BE CERTAIN that no wires are being crimped or interfered with while doing so.
34. Once the electronics tray is back into place, secure the tray by screwing in the thumbscrew.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Reinstall the Monitor Assembly

35. Route the four monitor cables and the wireless adapter cable connector through the hole on the rear of the monitor assembly, hold the assembly and fasten it in place by replacing the seven screws that secure it to the system. See Figure 9 for screw positions.
36. Fasten the strain relief cord using the screw you removed earlier (see Figure 8).
37. Reconnect all cables running to the monitor: the VGA monitor cable; the 14-pin OSD cable; the touchscreen power cable; and the 6-pin connector that connects to the LCD power connector, Molex connector, and power harness. Additionally, fasten the VGA and touchscreen controller ground wires to the monitor with the screw you removed earlier (17" units), or with the nut that attaches to the ground screw on the rear of the monitor (19" & Widescreen units). *NOTE: On the Aurora Widescreen the VGA ground cable may be the only cable secured in this fashion.* See Figures 6 and 7 for details.

Reinstall the Monitor Assembly

38. Twist the wireless adapter cable connector back into place (see Figure 5).
39. Insert the wireless adapter back into the wireless adapter cable connector, then place the wireless adapter cover back on the unit. Secure the cover in place with the two screws you removed earlier (see Figure 5).
40. Close the monitor assembly completely and fasten with two screws in the back of the bezel, once screw in the front of the game (through the marquee), and one security screw (17" models) or the security washer and nut (19" and Widescreen models). See Figure 4 for screw locations.

Reinstall the Joystick

41. Place the joystick assembly back into the game.
42. Carefully lay the game monitor-side down and secure the joystick assembly to the base with the two screws you removed earlier (see Figure 3).

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Aurora

Replace the Rear Cover

43. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the two tabs on the cover with the two mating holes on the sides of the game (see Figure 18). Make sure that the plastic lip on the bottom of the rear cover is behind the metal base.
44. Tighten the screw securing the bottom of the door (Figure 2), then turn the wing on the draw latch clockwise to engage the latch (see Figure 1).
45. Close (or reattach) and lock the rear door.
46. Plug in and turn on the game.

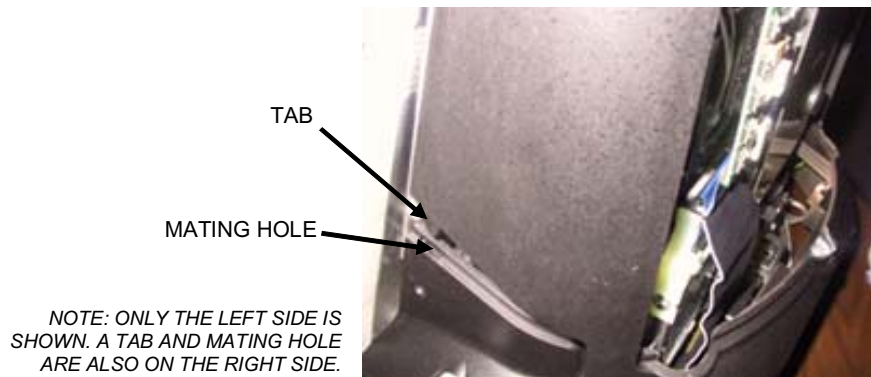


FIGURE 18 - SIDE VIEW OF GAME

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx

Motherboard Removal

1. Turn off and unplug the game.
2. Unlock the game and open it by pulling the rear of the top bezel forward.
3. Lift the motherboard cover and remove it from the Velcro securing it to the inside of the game (see Figure 1).



FIGURE 1 - RX MOTHERBOARD COVER

4. Remove all motherboard connections, noting their positions, and unscrew the motherboard in 4 places, noting the location of the motherboard ground wire (see Figure 2).
5. Carefully slide the motherboard out of the system.

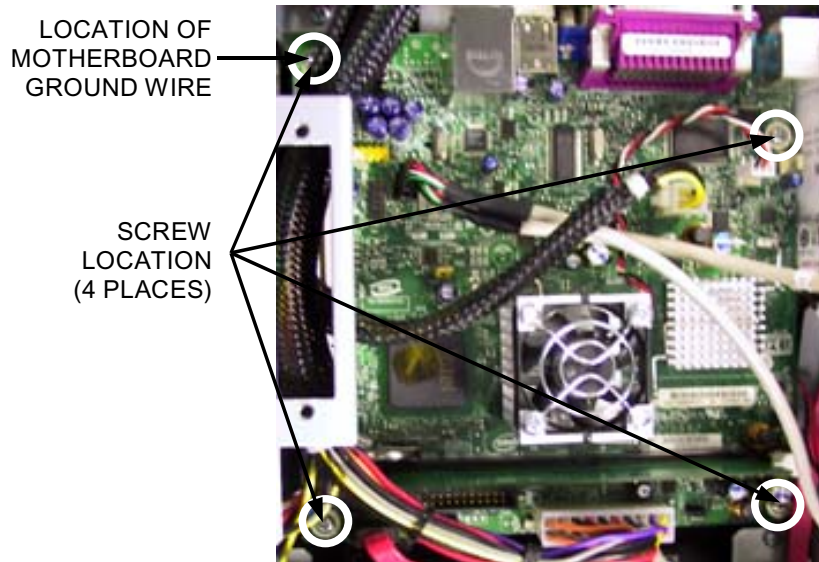


FIGURE 2 - LOCATION OF FOUR SCREWS SECURING RX MOTHERBOARD

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Rx

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Rx (cont'd)**

Motherboard Installation

1. Slide the new motherboard into the system, making sure the screw holes on the motherboard line up with the mating holes on the bottom of the chassis. Secure the motherboard in place with 4 screws, resealing the motherboard ground wire in the process (see Figure 2).
2. Restore all motherboard connections.
3. Place the motherboard cover over top of the motherboard and secure it to the Velco (see Figure 1).
4. Press the button on the monitor support arm to release the arm, then close and lock the top bezel.
5. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx

Hard Drive Removal

1. If you are connected to Tournamaxx or Tournachamp you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock the game and open it by pulling the rear of the top bezel forward.
4. Disconnect the hard drive data cable and hard drive power cable from the hard drive (see Figure 1).
5. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 1). Remove the hard drive from its mounting plate by sliding the assembly toward the front of the system.

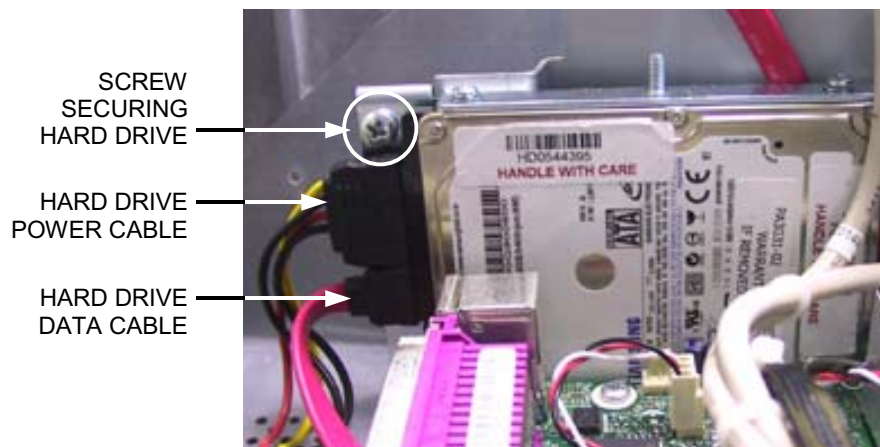


FIGURE 1 - RX HARD DRIVE AND CONNECTIONS

Hard Drive Installation

1. Reattach the hard drive data and power cables to the new hard drive (see Figure 1).
2. Slide the hard drive assembly back onto the mounting plate and screw it into place (see Figure 1).
3. Press the button on the monitor support arm to release the arm, then close and lock the top bezel.
4. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
5. 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.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Rx

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx Monitor & Touchscreen Removal

1. Turn off and unplug the game.
2. Unlock the game, then open it by pulling the rear of the top bezel forward.
3. Disconnect the LCD power cable connector, the VGA cable connector, and the touchscreen controller power cable connector (see Figure 1). Disconnect the VGA cable ground wire by removing the nut securing it to the rear of the monitor.

If you are replacing the monitor: Disconnect the OSD cable connector and then remove the OSD board from the Velcro securing it to the rear of the monitor (see Figure 1).

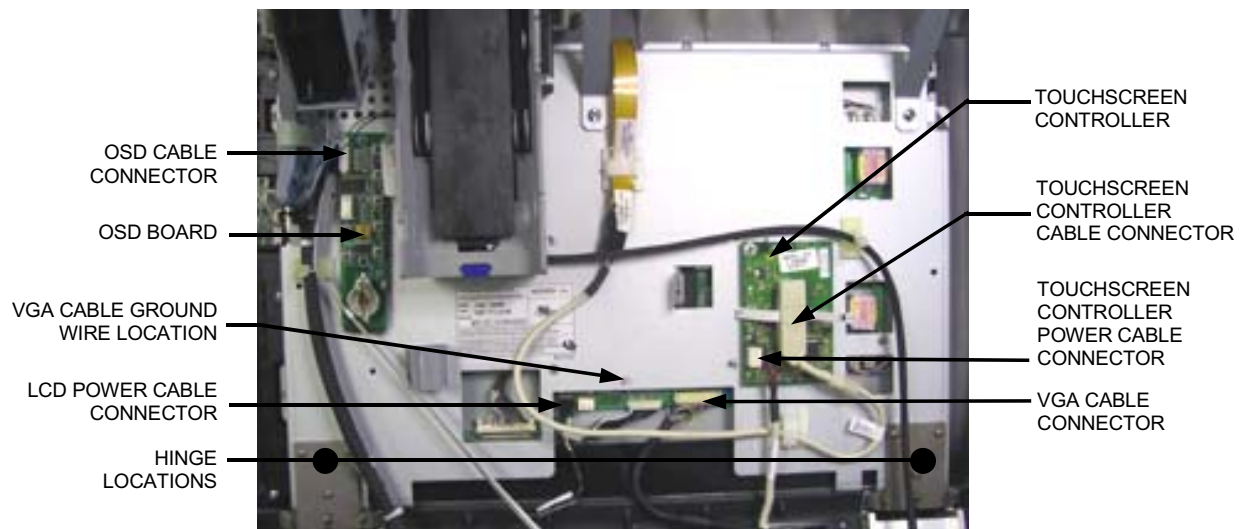


FIGURE 1 - MONITOR CONNECTIONS

4. Undo the thumbscrew securing the support arm to the monitor (see Figure 2). Lean the front bezel forward and lift it in order to slide the hinges free from the lower chassis. Place the front bezel face-down on something soft to support it.



FIGURE 2 - SUPPORT ARM CONNECTION TO MONITOR

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Rx

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx (cont'd)

5. Remove the 4 screws securing the coin and bill acceptor bracket, then remove the bracket from the unit (see Figure 3). Remove wires from plastic twist wraps as necessary.

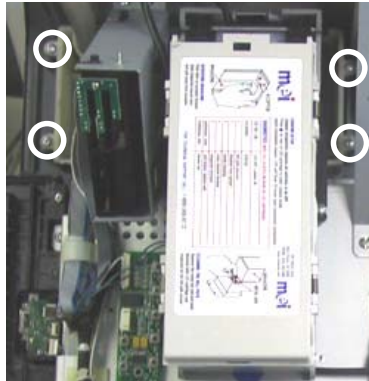


FIGURE 3 - LOCATION OF 4 SCREWS SECURING COIN & BILL ACCEPTOR BRACKET

6. Remove the 2 screws securing the touchscreen controller to the rear of the monitor assembly (see Figure 4), then move the touchscreen controller out of the way for the moment.
7. Remove the screws securing the monitor brackets to the rear of the monitor assembly, then remove the 11 screws that secure the perimeter of the monitor (see Figure 4). Remove the monitor from the bezel.

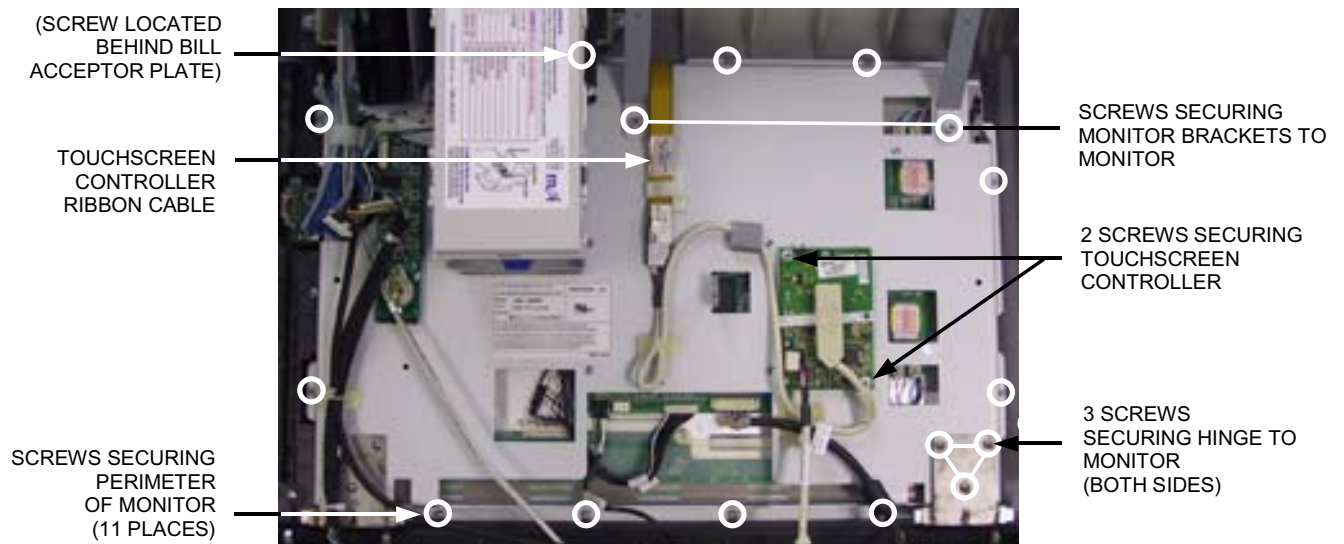


FIGURE 4 - SCREW LOCATION ON REAR OF MONITOR

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Rx

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx (cont'd)

8. *If you are replacing the monitor:* Remove the 3 screws securing each hinge to the bottom of the monitor (see Figure 4).

If you are replacing the touchscreen: Note the orientation of the touchscreen (i.e. the positioning of the touchscreen ribbon cable and which side is the front of the touchscreen - the rear of the touchscreen will have tape on it, do NOT remove the backing of this tape), then lift the touchscreen out of the bezel. Undo the wraps around the touchscreen controller cable connector and detach it from the touchscreen controller (see Figure 1).

NOTE: If there is no tape attached to the touchscreen you received, cut pieces of the supplied double-sided foam tape long enough to cover each edge of the touchscreen without overlapping. Remove the backing from **ONLY ONE** side of the tape and place it around the edge of the **REAR** of the touchscreen. The rear of the touchscreen can be identified by the tracing around the touchscreen. The side of the touchscreen with **NO TRACING** is the rear, and the tape should be applied to that side. Once the tape is in place, **DO NOT** remove the backing.

Monitor & Touchscreen Installation

NOTE: If the neoprene tape on the inside of the front bezel is worn, you may want to replace it with the neoprene tape provided. Remove the backing from one side of the tape and stick that side to the bezel. **Do NOT** remove the backing from both sides.

1. *If you are replacing the touchscreen:* Place the new touchscreen into the monitor bezel with the touchscreen controller ribbon positioned at the top of the bezel (see Figure 4). The touchscreen should rest flush against the foam on the inside of the bezel, and the tape on the new touchscreen should be positioned away from the bezel. **NOTE: Do NOT remove the backing from the tape on the touchscreen.** Replace the monitor on top of the touchscreen with the same orientation it had before you removed it from the system (see Figure 4). Be sure to wrap the touchscreen controller ribbon over the top of the monitor as shown in Figure 4. Attach the touchscreen controller cable connector to the touchscreen controller (see Figure 1), then secure the touchscreen controller to the back of the monitor using the same 2 screws you removed earlier (see Figure 4).

If you are replacing the monitor: Place the new monitor on top of the touchscreen in the same orientation as the monitor you removed (see Figure 4). **NOTE: Do NOT remove the backing from the tape on the touchscreen.** Be sure that the touchscreen controller ribbon cable coming from the touchscreen is wrapped over the monitor as shown in Figure 4. Secure the touchscreen controller to the back of the monitor using the same two screws you removed earlier (see Figure 4). Connect the OSD cable connector to the OSD board, then secure the OSD board to the Velcro on the rear of the new monitor (see Figure 1 for proper location). Attach the bottom hinges to the new monitor using the 6 screws (3 for each hinge) you removed earlier (see Figure 4). You may need to attach the provided wire clamps to the rear of the monitor assembly. If so, note their location on the rear of the monitor you removed, or use Figure 4 as a guide.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx (cont'd)

2. Resecure the 11 screws around the perimeter of the monitor (see Figure 4), and secure the monitor brackets to the rear of the monitor with the 2 screws you removed earlier (see Figure 4).
3. Place the coin and bill acceptor bracket back into place and resecure with the existing 4 screws (see Figure 3). Resecure wires in the plastic twist clamps where necessary.
4. Slide the bottom hinges on the front bezel into their mating clamps on the bottom of the Rx chassis. The bezel should be able to open and close smoothly.
5. Replace the thumbscrew that secures the support arm to the monitor (see Figure 2).
6. Reconnect the LCD power cable connector, and the touchscreen controller power cable connector (see Figure 1).

If you are replacing the touchscreen only: Connect the VGA cable, and secure the VGA ground wire to the rear of the monitor with the nut you removed earlier (see Figure 1).

If you are replacing the monitor: Remove the old VGA cable from the motherboard and plug the provided VGA cable into that port. Plug the new VGA cable into the monitor, and attach the new VGA cable ground wire to the rear of the monitor with the nut you removed earlier (see Figure 1 for location).

7. Press the button on the monitor support arm to release the arm (see Figure 2), then close and lock the top bezel.
8. Plug in and turn on the game. After the game boots, perform a touchscreen calibration. To do so, go into Operator Setup, touch **Diagnostics**, then touch **Touchscreen Calibration**. Follow the on-screen instructions to calibrate.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx

Power Supply Removal

1. Turn off and unplug the game.
2. Unlock the game and open it by pulling the rear of the top bezel forward.
3. Lift the motherboard cover and remove it from the power supply bracket.
4. Remove the screw securing the power supply bracket and motherboard ground wire (see Figure 1), then lift the bracket from the front to remove it from the system.
5. Noting where the connections are, disconnect the power supply from the 2 places where it is connected to the motherboard (see Figure 1).
6. Remove the power cord from the rear of the power supply (see Figure 1), then remove the power supply from the system.

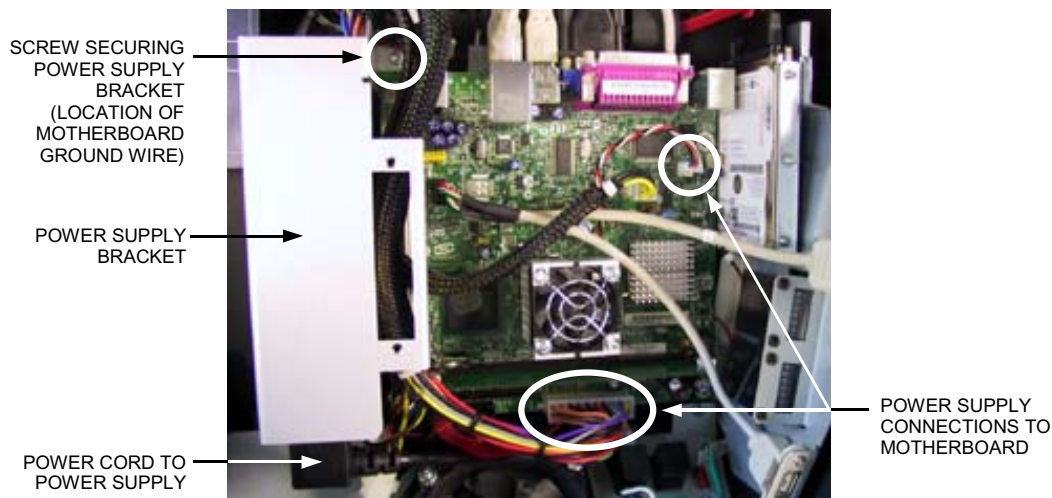


FIGURE 1 - TOP VIEW OF POWER SUPPLY & MOTHERBOARD

Power Supply Installation

1. Connect the power cord to the rear of the new power supply, then position the power supply in the unit with the power cord facing the rear of the system (see Figure 1).
2. Replace the 2 connections from the new power supply to the motherboard (see Figure 1).
3. Replace the power supply bracket on top of the power supply. While doing so, be sure to route the wires running from the power supply in the manner shown in Figure 1.
4. Screw the power supply bracket into place to secure it. Make sure that this also connects the motherboard ground wire (see Figure 1).
5. Reattach the motherboard cover to the power supply bracket, then lower it to completely cover the motherboard.
6. Press the button on the monitor support arm to release the arm, then close and lock the top bezel.
7. Plug in and turn on the game.

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Rx

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx

Bill Acceptor Removal

1. Turn off and unplug the game.
2. Unlock the game, then open it by pulling the rear of the top bezel forward.
3. Pull out the bill acceptor magazine by pushing in the blue button at the bottom of the acceptor and then sliding the magazine down and out. Remove the four screws securing the bill acceptor to the bill acceptor bracket (see Figure 1).

Note: You may have to remove the bracket above the bill acceptor to gain access to the top screws that secure the bill acceptor. To do so, simply remove the 2 screws on the bracket and move the bracket out of the way. You should now have easier access to the bill acceptor's top screws.

4. Remove the bill acceptor from the unit and disconnect the bill acceptor power cable that runs into the side of the bill acceptor (see Figure 1).

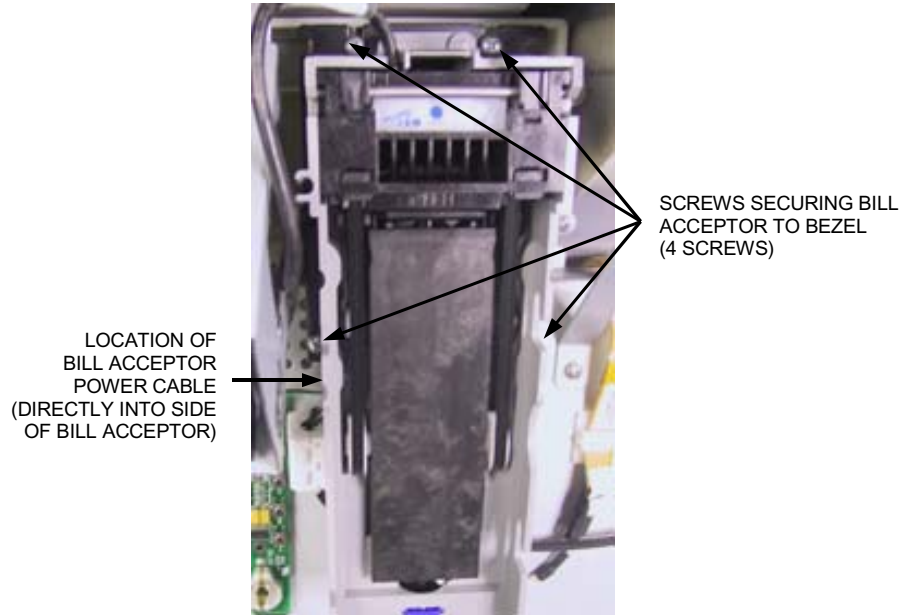


FIGURE 1 - BILL ACCEPTOR WITH MAGAZINE REMOVED

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

**Removal/Installation of Major Assemblies -
Ion Rx**

Bill Acceptor Installation

1. Connect the existing bill acceptor power cable to the bill acceptor (see Figure 1).
2. Place the bill acceptor into place in the unit and secure it with the same four screws (see Figure 1). If you removed the bracket above the bill acceptor, resecure it to the unit. Slide the bill acceptor magazine back on to the bill acceptor.
3. Press the button on the monitor support arm to release the arm, then close and lock the top bezel.
4. Plug in and turn on the game.

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx

Credit Card Reader Removal

1. Turn off and unplug the game.
2. Unlock the game, then open it by pulling the rear of the top bezel forward.
3. Remove the 4 screws securing the credit card reader to the top bezel (see Figure 1). *Note: To gain better access to the bottom screw on the reader, it may be easier to remove the thumbscrew that secures the monitor support arm to the monitor (see Figure 2). If you remove the thumbscrew from the monitor support arm, be very careful not to strain the cables that run from the system to the monitor.*

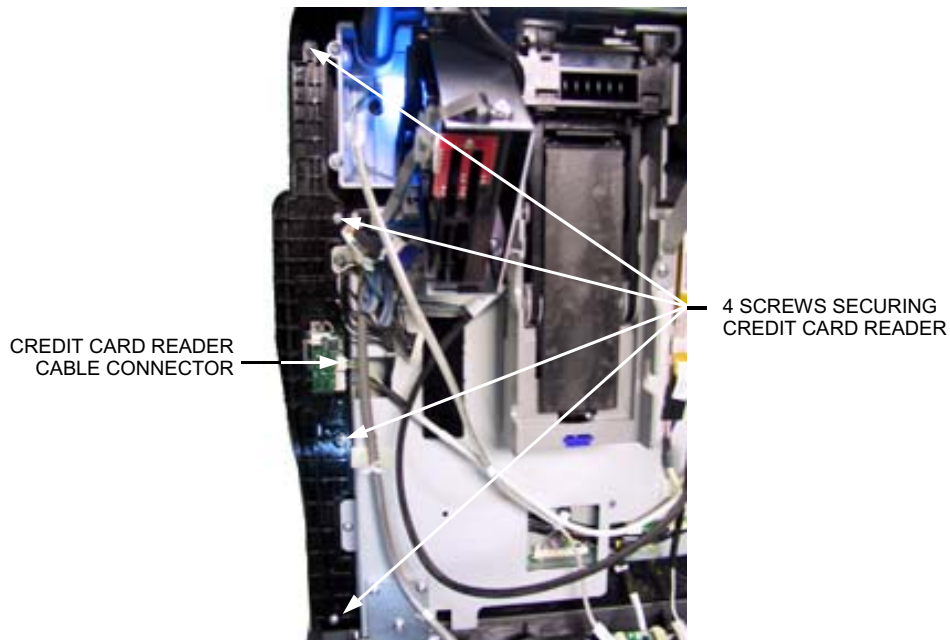


FIGURE 1 - REAR OF CREDIT CARD READER



FIGURE 2 - REAR VIEW OF MONITOR ASSEMBLY

Troubleshooting Information - Removal/Installation of Major Assemblies - Ion Rx

ATTENTION:

OBSERVE PRECAUTIONS FOR HANDLING ESD-SENSITIVE DEVICES

Removal/Installation of Major Assemblies - Ion Rx (cont'd)

Credit Card Reader Installation

4. Remove the credit card reader connector from the credit card reader and attach it to the new credit card reader in the same place (see Figure 1).
5. Place the new credit card reader in the unit and secure with the same four screws you removed from the old reader (see Figure 1). If you removed the thumbscrew from the monitor support arm, replace it now (see Figure 2).
6. Press the button on the monitor support arm to release the arm (see Figure 2), then close and lock the top bezel.
7. Plug in and turn on the game.
8. You can now test the credit card reader's functionality by entering Operator Setup, pressing the **Credit Card** button, then pressing **Credit Card Functionality Test**.

PATA to SATA Hard Drive Conversion

IMPORTANT!

Since we have upgraded to SATA hard drives, this installation will differ depending on your cabinet type. If you are installing a SATA drive for the first time into any eVo, Elite Edge, eVo Walletoe/Entertainer, or Fusion game, you must know what type of motherboard, and in some instances, what version of software is in your game in order to correctly install the drive. If you are installing a SATA drive for the first time into any standard Aurora game, you must know what version of software you are running.

Games with ECS motherboards at any software level, and games with ASUS motherboards running Ion 2009 software or earlier, require a SATA to PATA adapter (part number SB0679-01 for Fusion and Aurora games, and SB0676-01 for all other games).

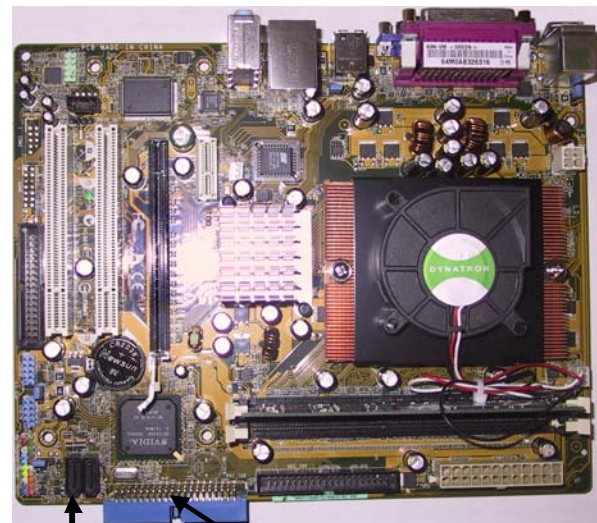
NOTE: Aurora Widescreen and Rx games were never made with PATA drives. To replace hard drives in either of these two cabinets, please see their respective sections in this manual.

MOTHERBOARD	CABINET	eVo, Elite Edge, Walletoe, or Entertainer	Fusion	Standard Aurora
ECS		Requires SB0676-01 (Figure 5)	Requires SB0679-01 (Figure 6)	
ASUS running 2009 software or earlier		Requires SB0676-01 (Figure 5)	Requires SB0679-01 (Figure 6)	Requires SB0679-01 (Figure 6)
ASUS running 2009.5 software or later		No additional parts needed. (Figure 4)	No additional parts needed. (Figure 4)	No additional parts needed. (Figure 4)



HARD DRIVE CONNECTION ("IDE 1")

FIGURE 1 - ION ECS MOTHERBOARD



HARD DRIVE CONNECTION ("SATA 1") FOR GAMES RUNNING 2009.5 OR GREATER

HARD DRIVE CONNECTION ("PRI_IDE") FOR GAMES RUNNING 2009 OR EARLIER

FIGURE 2 - ION ASUS MOTHERBOARD

Troubleshooting Information - PATA to SATA Hard Drive Conversion - Motherboard Identification

PATA to SATA Hard Drive Conversion

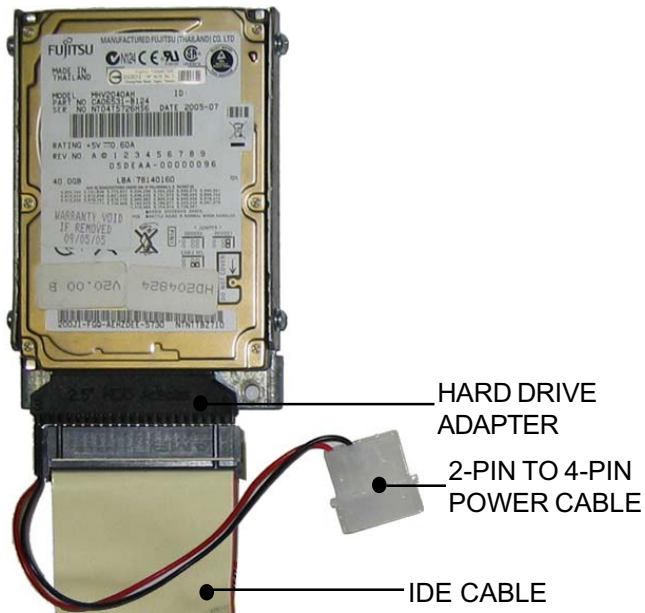


FIGURE 3 - OLD **PATA** HARD DRIVE ASSEMBLY

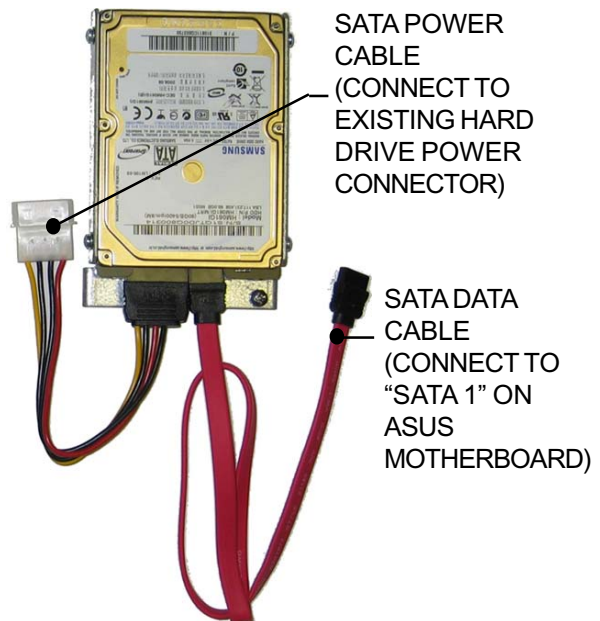


FIGURE 4 - NEW **SATA** HARD DRIVE ASSEMBLY FOR GAMES WITH **ASUS** MOTHERBOARDS RUNNING 2009.5 SOFTWARE OR LATER

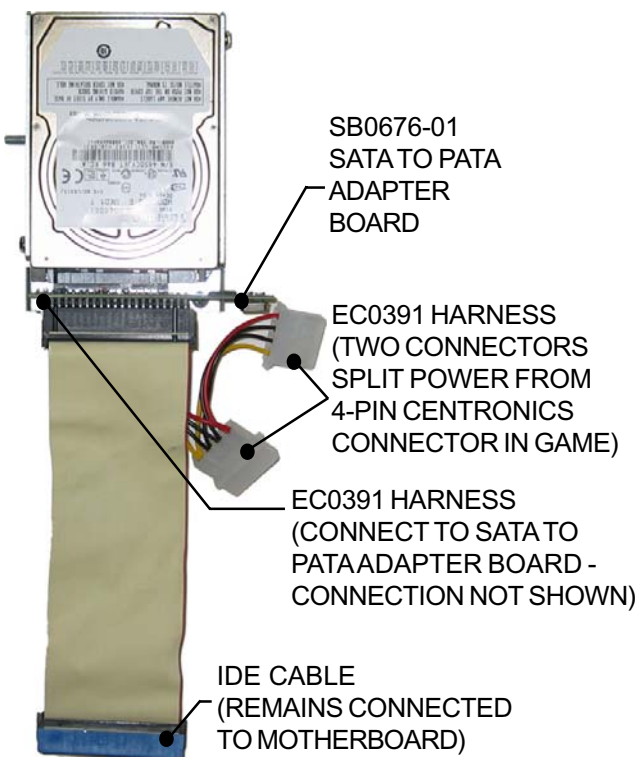


FIGURE 5 - NEW **SATA** HARD DRIVE ASSEMBLY FOR **EVO**, **EDGE**, & **WALLETTE/ENTERTAINER** WITH **ECS** MOTHERBOARDS, OR WITH **ASUS** MOTHERBOARDS RUNNING 2009 SOFTWARE OR EARLIER



FIGURE 6 - NEW **SATA** HARD DRIVE ASSEMBLY FOR **FUSION** GAMES WITH **ECS** MOTHERBOARDS AND **FUSION & AURORA** GAMES RUNNING 2009 SOFTWARE OR EARLIER (SEE FIGURES 9 & 11 FOR DETAIL)

Troubleshooting Information - PATA to SATA Hard Drive Conversion - Hard Drive Connections

PATA to SATA Hard Drive Conversion

eVo, eVo Wallethe / Entertainer and Elite Edge Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Using Figures 3-5, determine which hard drive assembly you currently have in your game. If you have a SATA hard drive, continue with step 5; if you have a PATA drive, continue with step 6.
5. If you already have a SATA hard drive in your game, simply disconnect the board and/or cabling from the old hard drive. Remove the screw securing the hard drive to the mounting plate, and slide the old hard drive down and off the plate. Slide the new hard drive onto the plate and secure it with the same screw that secured the old drive. Connect the existing board and/or cabling to the new drive. Continue with step 10.
6. Disconnect the hard drive adapter (with its attached cabling) from the hard drive (see Figures 3 and 7).
7. Use Figures 1-2 to determine what kind of motherboard is in your game. For all ECS motherboards, and for ASUS motherboards running 2009 software or earlier, continue with step 8, for ASUS motherboards running 2009.5 software or later, continue with step 9.

ALL ECS motherboards, and ASUS motherboards running 2009 or earlier ONLY:

- 8a. Disconnect and remove the hard drive adapter and the 2-pin to 4-pin power cable from the IDE cable, leaving the other end of the IDE cable connected to the motherboard (see Figure 3). The hard drive adapter and 2-pin to 4-pin power cable will not be reused.
- 8b. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 7). Remove the hard drive from its mounting plate by sliding the assembly down and off the plate.
- 8c. Locate the 4-pin connection from the Centronics upgrade connector inside the game (see Figure 7). Disconnect this 4-pin connection and connect each of the mating connectors on the provided EC0391 harness to these two 4-pin connectors (see Figure 5).
- 8d. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Align the hole in the mounting bracket with the hole on the mounting plate and secure the assembly with the supplied screw.
- 8e. Referring to Figure 5, connect the mating connector on the EC0391 harness to the provided SATA to PATA adapter board. Connect the free end of the IDE cable inside the game to the SATA to PATA adapter board. Then, connect the provided SATA to PATA adapter board to the hard drive.
- 8f. Continue with step 10.

PATA to SATA Hard Drive Conversion

eVo, eVo Walleette / Entertainer and Elite Edge Games

ASUS motherboards running 2009.5 or later ONLY:

- 9a. Disconnect and remove the 2-pin to 4-pin power cable and the IDE cable; they will not be reused (see Figure 3). Connect one end of the provided SATA power cable to this now-free 4-pin connector in the game (see Figure 4).
- 9b. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 7). Remove the hard drive from its mounting plate by sliding the assembly down and off the plate.
- 9c. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Align the hole in the mounting bracket with the hole on the mounting plate, and secure the assembly with the supplied screw.
- 9d. Connect the free end of the SATA power cable to the hard drive as shown in Figure 4. Connect the provided SATA data cable to the hard drive as shown in Figure 4 and connect the other end of this cable to the "SATA 1" header on the motherboard (see Figure 2). Continue with step 10.
10. If you are installing a security key, locate the key (the button-shaped disc with the handle) on the OSD board (see Figure 7). Remove the existing security key from the OSD board by sliding it out of place. Slide the new security key into place.
11. Close and lock the CPU section.
12. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
13. If you are connected to MegaNet, 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.

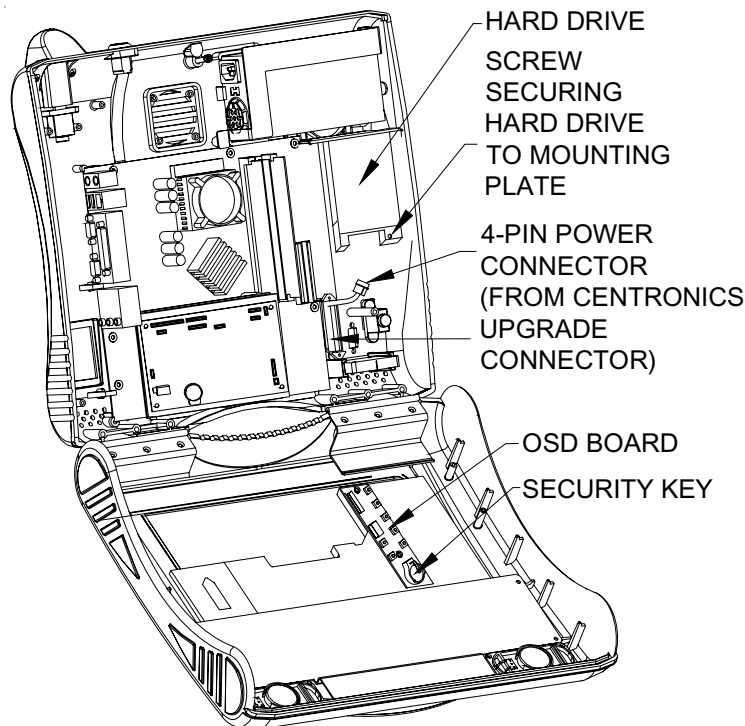


FIGURE 7 - EVO, EVO WALLEETTE/ENTERTAINER, AND ELITE EDGE OPENED CPU SECTION

PATA to SATA Hard Drive Conversion

Fusion Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Using Figures 3 & 6, determine which hard drive assembly you currently have in your game. If you have a SATA hard drive, continue with step 5; if you have a PATA drive, continue with step 6.
5. If you already have a SATA hard drive in your game, disconnect the cabling from the old hard drive. Remove the screw securing the hard drive assembly to the electronics box (see Figure 8) and slide the hard drive assembly off of the box. Detach the fan assembly from the old hard drive by removing the one or two nuts (see Figure 8). Reattach the fan assembly to the new hard drive with the same nut(s). Slide the new drive onto the electronics box cover, and secure it with the same screw that secured the old drive. Connect the existing cabling to the new drive. Continue with step 11.
6. Remove the screw securing the hard drive support bracket (this bracket and screw will not be reused). See Figure 8. Then, disconnect the hard drive adapter (with its attached cabling) from the hard drive (see Figure 3). Remove the screw securing the hard drive assembly to the electronics box (see Figure 8) and remove the hard drive assembly. Route the hard drive cabling into the electronics box through the access hole to the left of the now-absent hard drive.
7. To remove the electronics box cover, disconnect the two or three fan connections on the face of the electronics box. Also, disconnect the two OSD board connections and route the wires back into the electronics box through the access hole to the right of the hard drive (see Figure 8). Remove the two screws securing the electronics box cover and carefully remove the cover (see Figure 8).
8. Use Figures 1-2 to determine what kind of motherboard is in your game. For all ECS motherboards, and for ASUS motherboards running 2009 software or earlier, continue with step 9; for ASUS motherboards running 2009.5 software or later, continue with step 10.

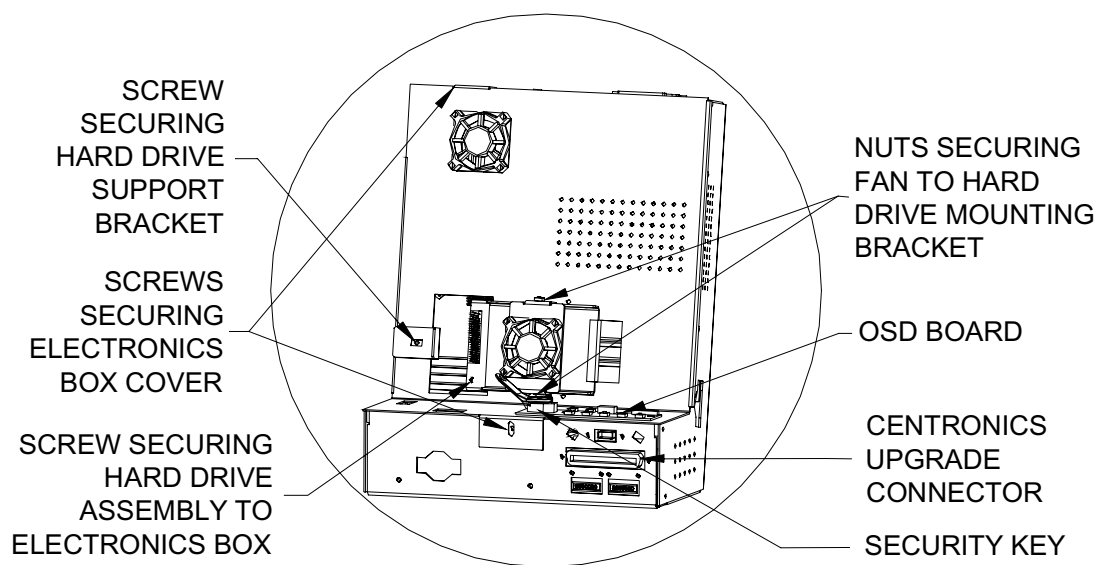


FIGURE 8 - FUSION ELECTRONICS BOX

PATA to SATA Hard Drive Conversion

Fusion Games

ALL ECS motherboards, and ASUS motherboards running 2009 or earlier ONLY:

- 9a. Disconnect the 4-pin power cable (currently attached to the IDE cable) from its connection inside the electronics box and connect this 4-pin connector to the provided EC0359 SATA power cable. See Figure 9.
- 9b. Connect the provided EC0391-01 harness and the SATA data cable to the provided adapter board as shown in Figure 9.
- 9c. Disconnect and remove the IDE cable from the motherboard (this cable, along with the 2-pin to 4-pin power cable will not be reused). Connect the mating connector on the provided adapter board to the "IDE1" header on the motherboard (where the IDE cable was previously connected). See Figures 1 and 9.
- 9d. Locate the 4-pin connection coming from the Centronics upgrade connector inside the electronics box (see Figure 8). Disconnect this 4-pin connection and connect each of the mating connectors on the EC0391 harness to these two 4-pin connectors (see Figure 9). Hold the electronics box cover up to the electronics box and route the free end of the SATA data cable and the EC0359 harness through the access hole in the electronics box cover to the left of the absent hard drive (see Figure 8). Route the two OSD board connectors through the access hole to the right of the absent hard drive.
- 9e. Separate the CPU fan mounting plate from the old hard drive by removing the one or two nuts. Reattach the CPU fan assembly to the new hard drive with the same nut(s).
- 9f. Connect the free ends of the EC0359 (SATA power cable) and the SATA data cable to the new hard drive as shown in Figure 9.
- 9g. Slide the new hard drive assembly into place on the electronics box cover. Align the hole in the mounting bracket with the hole on the mounting plate, and then secure it with the supplied screw.
- 9h. Replace the cover on the electronics box and secure it with the two screws. Reconnect the two or three fan connections you removed. Reconnect the two OSD board connections (see Figure 8). Continue with step 11.

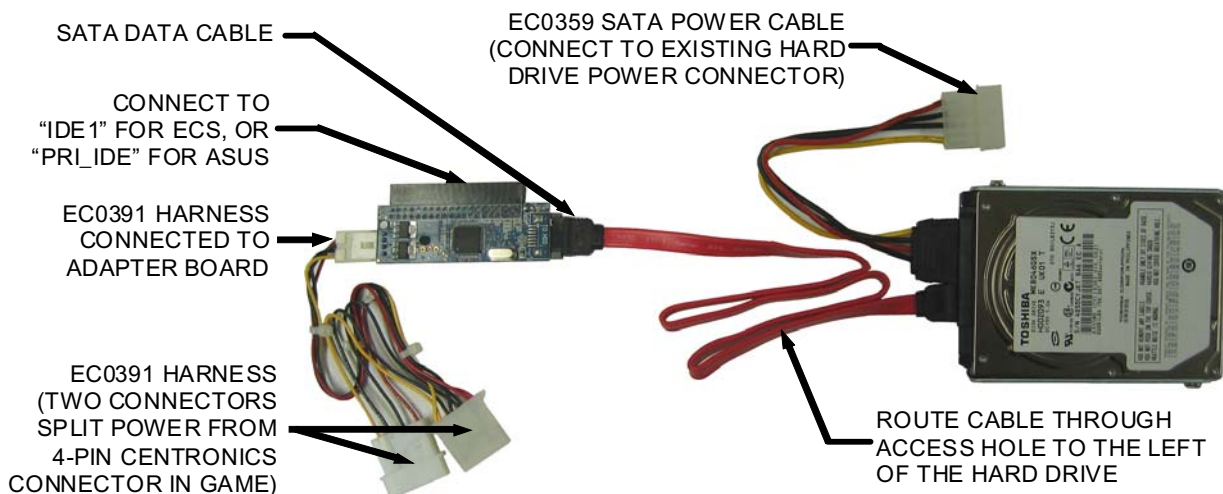


FIGURE 9 - SATA TO PATA ADAPTER BOARD AND CABLING FOR FUSION GAMES

Troubleshooting Information - PATA to SATA Hard Drive Conversion - Ion Fusion

PATA to SATA Hard Drive Conversion

Fusion Games

ASUS motherboards running 2009.5 or later ONLY:

- 10a. Disconnect the 2-pin to 4-pin power cable and the IDE cable and remove them from the game (they will not be reused). Connect one end of the provided SATA power cable to this now free 4-pin power connector in the game (see Figures 3 and 4).
- 10b. Connect one end of the provided SATA data cable to the "SATA 1" header on the motherboard (see Figure 2). Hold the electronics box cover up to the electronics box and route the free ends of the SATA power cable and SATA data cable through the access hole to the left of the hard drive. Also route the two OSD board connections through the access hole to the right of the hard drive.
- 10c. Separate the CPU fan mounting plate from the hard drive mounting bracket by removing the one or two nuts (see Figure 8). Reattach the CPU fan mounting plate to the provided hard drive assembly with the nut(s).
- 10d. Slide the new hard drive assembly into place on the electronics box cover. Align the hole in the mounting bracket with the hole on the mounting plate, and then secure it with the supplied screw.
- 10e. Connect the hard drive cables to the hard drive as shown in Figure 4.
- 10f. Replace the cover on the electronics box and secure it with the two screws. Reconnect the two or three fan connections that you removed. Reconnect the two OSD board connections. See Figure 8.
- 10g. Continue with step 11.
11. If you are installing a security key, locate the key (the button-shaped disc with the handle) on the OSD board (see Figure 8). Remove the existing security key from the OSD board by sliding it out of place, and replace it with the supplied security key.
12. Close and lock the bezel.
13. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
14. If you are connected to MegaNet, 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.

PATA to SATA Hard Drive Conversion

Standard Aurora Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and remove/open the rear door.
4. Using Figures 3-4, determine which hard drive assembly you currently have in your game. If you have a SATA hard drive, continue with step 5; if you have a PATA drive, continue with step 6.
5. If you already have a SATA hard drive in your game, simply disconnect the cabling from the old hard drive. Remove the screw securing the hard drive to the mounting plate, and slide the old hard drive off the plate. Slide the new hard drive onto the plate, and secure it with the same screw that secured the old drive. Connect the existing cabling to the new drive. Continue with step 13.
6. Reach under the center cover to locate the rotary draw latch (see Figure 10). Turn the latch counter-clockwise to disengage.
7. Unscrew the thumbscrew located in the center of the bottom of the cover (see Figure 10). Slowly lift the cover and disconnect the ground wire.
8. Remove the electronics tray by unscrewing the thumbscrew located in the middle of the rear of the tray (see Figure 10) and sliding the tray out. You may have to disconnect some harnesses in order to pull the tray out. Keep track of any disconnections you make.
9. Disconnect the hard drive adapter (with its attached cabling) from the hard drive (see Figures 3 and 10).
10. For games running 2009 software or earlier, continue with step 11; for games running 2009.5 software or later, continue with step 12.

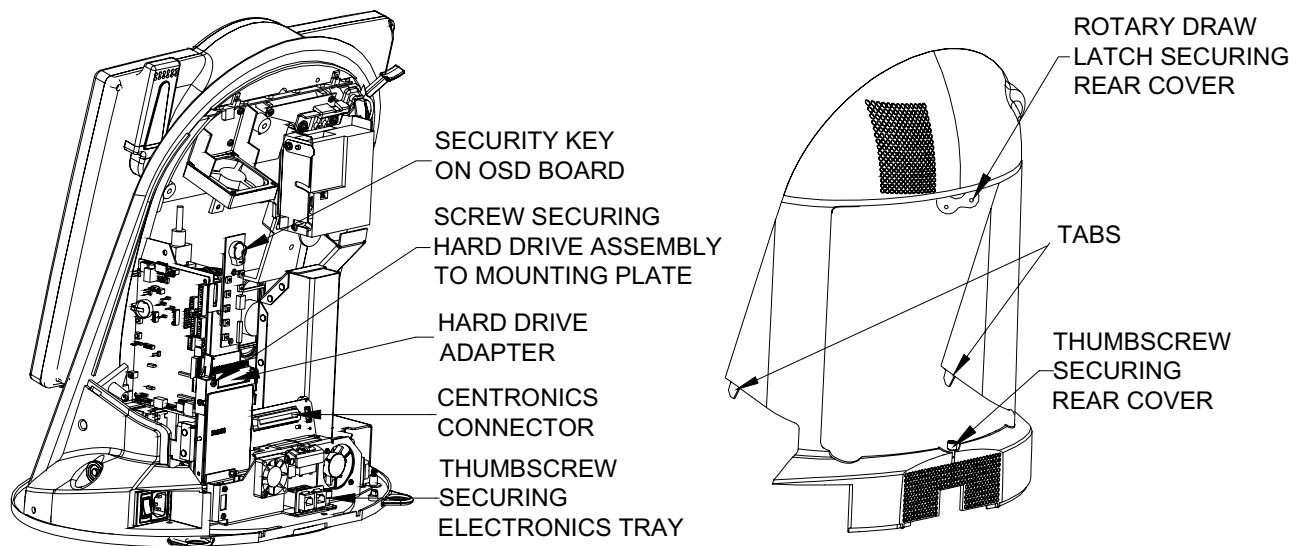


FIGURE 10 - REAR VIEW OF AURORA GAME (WITH COVER AND REAR DOOR REMOVED)

DIP SWITCH SETTINGS

The following table provides information on the functionality of the hard DIP switches in Megatouch games. Make sure to read the information in the **Notes** column to determine what is affected when performing these functions. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: The DIP switch functionality is built into the software. To access the DIP switches through the software: Turn off the game. Set DIP switch 1 to the closed position. Turn power on. When the message **Please reset DIP 1 to proceed** appears, reset DIP 1 to the open position. The diagnostics page will appear. Touch ? for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch X to exit.

DIP#	Function	Usage/Notes
8	Motherboard configuration & checksum test	Configures the CMOS settings on the motherboard to the default specifications and checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for Tournamaxx and TouchTunes	- Clears the login name, password, access phone number, and all call-in settings for Tournamaxx users. - Clears all the loaded albums for TouchTunes users. - Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to Tournamaxx and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, Tournamaxx setup information must be re-entered, and an Update From Server should be performed. NOTE: Tournamaxx games must perform an Update From Server BEFORE performing a memory clear.
4 & 7	Complete memory clear	Clears ALL memory on hard drive including the Tournamaxx player database, Tournamaxx settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a memory clear, the player database should be reloaded, Tournamaxx setup information must be re-entered, and an Update From Server should be performed. NOTE: Tournamaxx games must perform an Update From Server BEFORE performing a complete memory clear.
3	Watchdog Timer	When the watchdog timer is enabled, it will reboot the machine within 5 minutes of a failure, allowing the game to automatically reset itself if a problem arises.

Troubleshooting Guide for *Megatouch Ion Games*

PROBLEM	CORRECTIVE ACTION
• no power • bill acceptor motor does not run • no flash on the monitor screen • no cooling fans operating • no output from power supply	• Check that the power cord is connected to a “live” outlet. • Check that the power switch is 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. • Check the harness connections to the on/off switch and circuit breaker. • Check the circuit breaker for an “open”. • Check the AC harness connection to the power supply. • Check the line cord.
• no video • no cooling fan operation • screen is blank • AC power to the monitor and bill acceptor • no output from power supply	• Check the DC harness connection to the motherboard. • Check the AC harness connection to the power supply.
• no video • cooling fans are working • there is a sound when coins are deposited	• Check the video cable connections to the motherboard and the LCD display and the monitor control board. • Check the +12 volt supply voltage to the LCD display (yellow wire = +12V, black wire = ground) • Check the harness connections between the PC boards on the back of the LCD display. • Replace the LCD display.
• no video • constant beeping or a sequence of beeps	• The memory card (DIMM) may not be seated properly. Reseat the DIMM or replace it.
• no video • no sound when coins are deposited	• Check all connections to the motherboard. • Reseat the DIMM. • Replace the motherboard or send it for repair.
• coin jam	• Check the coin mech and coin chute for coins blocking the pathway. • Make sure the coin harness is connected between the normally open and common terminals on the coin switch. • Disconnect the bill acceptor and the coin switch one at a time to narrow down the problem. • Check the coin harness for pinched or damaged wires. • Disconnect the coin harness from J1, J3, J7, and J8 on the I/O board. If the coin jam still appears, the I/O board will have to be sent for repair.

Troubleshooting Guide for *Megatouch Ion Games*

PROBLEM	CORRECTIVE ACTION
• poor picture quality	• Adjust Brightness, Contrast, Horizontal, and Vertical controls with the monitor control board.
• meter not advancing	• Check connection at I/O board. • Check wiring at <i>J2 METER</i> connector on I/O board.
• game locks up or resets while being played or in the attract mode • no movement on the screen • power has to be cycled off and on to get the game to function again	• Clean the vents and the fans of any dust and dirt that may interfere with airflow. • Clean the CPU cooling fan on the motherboard. • Replace the CPU cooling fan if it is not operating properly. • Reseat the DIMM on the motherboard. • Clear memory with the following procedure: • Turn off the game. • Press and hold the Setup and Calibrate buttons. • Turn the game on and keep holding the buttons until the screen displays "TWO BUTTON CLEAR DETECTED RELEASE BUTTONS". This should take about 30 seconds. • Release the buttons. This will clear high scores, clear the books and reset options, and reset the game menu and coin menu to their factory settings. • Perform a checksum test on the hard drive: • Turn off the game. • Turn on DIP switch 8 on the I/O board. • Turn on the game. The test will take about 10 minutes. • A failure will cause the test to stop. • A passed test will display "DRIVE CHECKSUM COMPLETE RESET ALL DIP SWITCHES TO REBOOT MACHINE". • With power on, turn off DIP switch 8.
• game locks up with "invalid key for version PG3002 – V XXXX"	• Check the program number on the security key. It should be compatible with the program on the hard drive. • Check the contacts on the security key socket. Lift up on the contact on the bottom of the socket and make sure there is a good connection to the base of the security key. • Check the USB cable that connects the I/O board to the motherboard. • Try another security key with the same program number or test the security key in another game with the same program version.
• "INVALID KEY" message while downloading software to the hard drive	• If the security key was replaced before the download, the motherboard did not boot from the DVD drive. • Check that the DVD drive is set as master. • Check the ribbon cable connections between the DVD drive and the motherboard. • Try another DVD drive or another set of discs.

Troubleshooting Guide for *Megatouch Ion Games*

PROBLEM	CORRECTIVE ACTION
the screen displays MAXX and not ION and the H2H category is missing	When the game is turned on, it will check the type of touchscreen controller, motherboard and hard drive. If one of these does not match with Ion hardware, the game will power up and display "MAXX" on the screen and it will not have the H2H category. Make sure the game is only using ION hardware.
game will not download disc	- Make sure the disc is installed correctly, with the logo facing up. - Check for scratches or a defective disc. - Try a different DVD drive or another disc. - If you're downloading a disc set, make sure each disc is of the same revision.
"ERROR READING DRIVE C"	- This message can be caused by the hard drive or, in some program versions, a coin jam while the game is turned on. - Turn the game off. - Locate DS 1, position 8 and turn it on. - Turn on power to the cabinet. This will start the hard drive checksum test, which should take about 20 minutes to complete. - When the hard drive passes the test it will display a "CHECKSUM GOOD" message and continue to boot up into the game attract screens. This indicates a coin jam. - When the hard drive fails the test, the game will lock up with a "CHECKSUM ERROR" message, which will stay on the screen until the power is turned off. In this case, the hard drive will have to be replaced.
"DISK BOOT FAILURE"	This message indicates the motherboard is not receiving data from the hard drive and has locked up. - Check the IDE ribbon cable connections to the motherboard and hard drive. - Check the power to the hard drive. It should have +5 volts, +12 volts, and ground.
"QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE"	The self-diagnostics on the hard drive has detected an error. The hard drive will have to be replaced.
"CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error	Try reloading the program onto the hard drive with a different set of update discs compatible with the security key. If it will not accept the download, try another DVD drive. If it still does not work, replace the hard drive.

CMOS Configuration Procedure for Megatouch Ion

The CMOS configuration should only be performed if your Megatouch Ion game experiences problems booting up. Performing a DIP switch 8 is the simplest and most common method of configuring the CMOS settings on the motherboard to AMI specifications; however, in the event of a hard drive crash, this alternate method must be used for CMOS configuration:

ECS MOTHERBOARD CMOS CONFIGURATION:

1. Turn off your game.
2. Plug your keyboard into the bottom PS/2 connector on the motherboard.
3. Turn on the power.
4. Press DEL to enter SETUP.
5. Arrow over and down to LOAD OPTIMIZED DEFAULTS.
6. Press ENTER.
7. Press Y for YES.
8. Press ENTER
9. Press F10
10. Press ENTER. The game should reboot.
11. Unplug keyboard.

ASUS MOTHERBOARD CMOS CONFIGURATION:

1. Turn off your game.
2. Plug your keyboard into the bottom PS/2 connector on the motherboard.
3. Turn on your game.
4. Hold down the DEL key during the booting process to enter BIOS setup.
5. At the BIOS setup screen, arrow over to EXIT.
6. Arrow down to LOAD SETUP DEFAULTS.
7. Press ENTER.
8. Select OK.
9. Arrow up to EXIT & SAVE CHANGES.
10. Press ENTER.
11. Select OK. The game should reboot.
12. Unplug the keyboard.

Mars 2000 Bill Acceptor

DIP Switch Settings

(The DIP switches are located on the side of the bill acceptor.)

SETTING	SWITCHES
1 WAY	DIP 1 ON/DIP 2 OFF
2 WAY	DIP 1 OFF/DIP 2 ON
4 WAY	DIP 1 ON/DIP 2 ON
HIGH ACCEPTANCE	DIP 3 OFF
HIGH SECURITY	DIP 3 ON
*\$1	DIP 4 ON=ACCEPT/OFF=REJECT
*\$2	DIP 5 ON=ACCEPT/OFF=REJECT
*\$5	DIP 6 ON=ACCEPT/OFF=REJECT
1 PULSE PER DOLLAR	DIP 7 OFF
*4 PULSES PER DOLLAR	DIP 7 ON
ALWAYS ENABLE	DIP 8 OFF
HARNESS ENABLE	DIP 8 ON

* Recommended factory settings allow for acceptance of \$1, \$2, and \$5 bills at 4 pulses per dollar.

Setting the Coin-In Menu (for Games with 2006 and 2006.5 Software):

Settings for the bill acceptor are controlled by the settings for Electronic Mech 2 (2E) in the Coin-In Menu screen.

To set the Coin-In Menu to provide a bonus credit for the use of a dollar, set the number of coins (for Electronic Mech 2) to **4** and set the number of credits to **5**. This will provide 5 credits for each dollar entered. **Meter Pulses** can be set to **4** to record the amount of “coins” in the cashbox, or it can be set to **5** to record the number of credits played, depending on your individual need. An illustration of the coin-in menu set to offer 5 credits for a dollar, with the meter counting coins, is shown below.

See your owner’s manual for complete operating instructions for the Coin-In Menu.

COIN INPUT	COINS	=	CREDITS	&	METER PULSES
1E	1		1		1
2E	4		5		4

Setting the Coin-In Menu (for Games with 2007 and Later Software):

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, and provides a way to give players “bonus” credits for depositing a higher amount of money. On the Cash-In and Credits Table, the “-” and “+” buttons are used to change the number of credits, while the corresponding price value for the credits is entered by pressing the **Edit** button in that row.

NOTE: The “Edit” button will bring up a numbered keypad, limited to 2 decimal places. The Cash-In and Credits Table is ordered, so values must be set in increasing increments from top to bottom of the screen. The final two values, however, can be entered as “0”, which is the equivalent of N/A. As each row on the table is filled in, the “Edit” button will appear for the subsequent row below it.

Likewise, when programming the channels on the Coin-In Menu, Channel 1 is set for the lowest value coin, Channel 2 for the next-lowest value, and so on. The meter pulse, which is the highest common divisor of all the monetary values of the channels, is independent of the credits and tracks only the smallest unit of currency. Operators can use this number to determine the amount of money earned on a game by multiplying the meter pulse by the reading on the hard meter.

NOTE: Changing the values of the channels on the Coin-In Menu may change the meter pulse. Therefore, a Cash Settlement Collection should be performed prior to adjusting the channels in order to accurately reflect coin drop based on the hard meter reading. Adjusting the channels will not affect the Cash-In and Credits Table.

To give customers bonus credits for inserting larger denominations, manually adjust the credits earned per dollar value on the Credit and Values Table. 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 saved and applied to the next purchase.

NOTE: If you are enabling bonus credits, it is recommended that the game be set to display in credits and not money. If the game is set to display in money, all money values will be based on the value of 1 credit, which is typically the most expensive credit.

The type of currency registered can be adjusted by touching the **Change Currency** button at the bottom right-hand corner of the Coin-In Menu. Touching the **Default Settings** button just below it will return the Coin-In Menu to its factory settings. This setting can be adjusted (as previously described), but will return if the game memory is cleared.

Section 4

Power Supplies

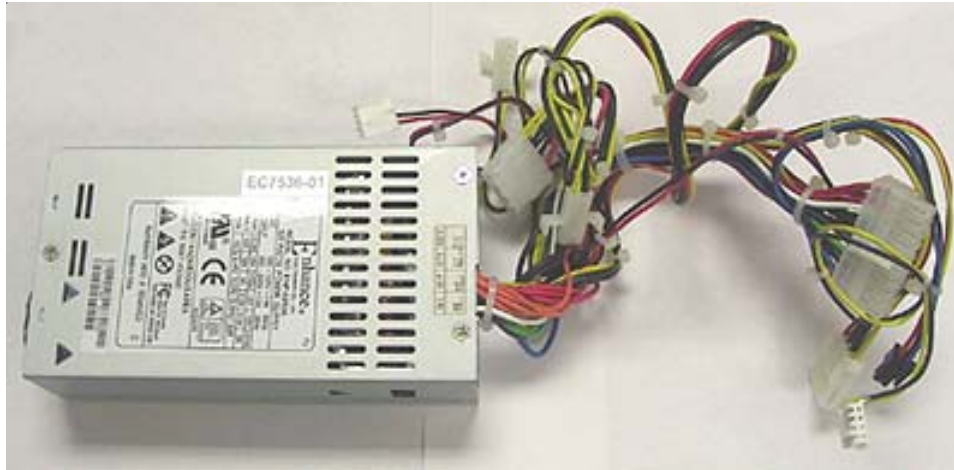
Power Supplies Used in Ion Games

Sparkle FSP200-50PL

Enhance ENP-2320

Topower- Top-Flex 300W

Power Supplies



SPARKLE - FSP200-50PL
AMI PART NUMBER: EC7538-01

Was used in: eVo, eVo Wallette, Megatouch Entertainer and Elite Edge games
Currently used in: Fusion games

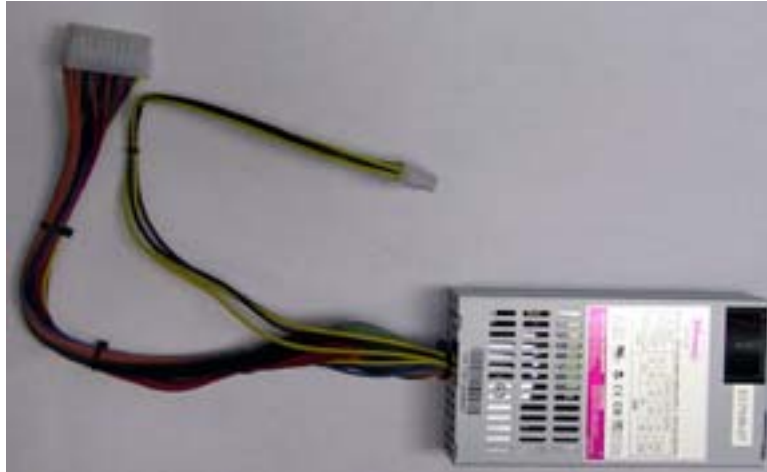


ENHANCE - ENP-2320
AMI PART NUMBER: EC7538-02

Was used in: eVo, eVo Wallette, Megatouch Entertainer, Elite Edge, and Fusion games

Power Supplies

Power Supplies



TOPOWER - TOP-FLEX 300W
AMI PART NUMBER: EC7538-07

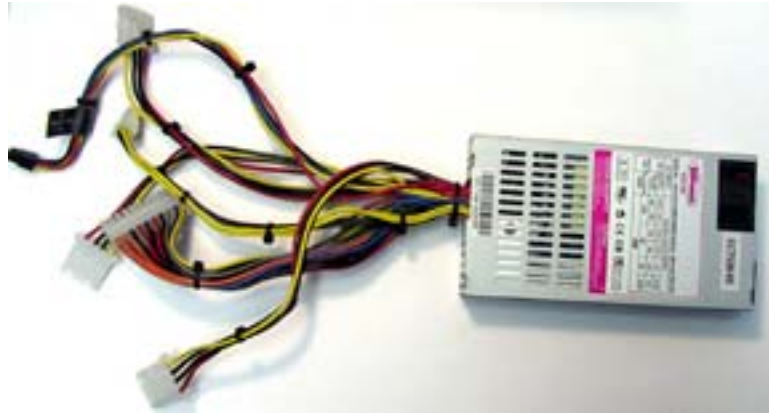
Currently used in: eVo, eVo Walleto, Megatouch Entertainer, and Elite Edge games



TOPOWER - TOP-FLEX 300W
AMI PART NUMBER: EC7538-08

Currently used in: standard Aurora games

Power Supplies



TOPOWER - TOP-FLEX 300W
AMI PART NUMBER: EC7538-09

Currently used in: Aurora Widescreen games



TOPOWER - TOP-FLEX 300W
AMI PART NUMBER: EC7538-10

Currently used in: Rx games

Power Supplies

Section 5

Circuit Boards

Circuit Board Cross-Reference Chart

Motherboard Diagrams

I/O Board Diagrams

OSD Board Diagrams

Circuit Board Cross-Reference Chart

I/O Card & Applicable Game Model	SA10068-01- -05 USB ION I/O	SA10068-06 – -07 USB ION I/O RoHS Compliant Board	SA10068-08 USB ION I/O RoHS Compliant Board Standard Aurora Games	SA10068-09 USB ION I/O RoHS Compliant Converted Megatouch Entertainer/Wallette, Aurora Widescreen, & Rx Games	SA10068-10 USB ION I/O RoHS Compliant Megatouch Entertainer/Wallette Games
Motherboard					
ECS EC0139-01	Requires USB cable (EC0094-01)	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE	NOT COMPATIBLE
ASUS EC0139-02 RoHS Compliant	NOT COMPATIBLE	Requires USB cable (EC0150-01)	Requires USB cable (EC0150-01)	Requires USB cable (EC0150-01)	Requires USB cable (EC0150-01)
ASUS EC0139-03 RoHS Compliant	NOT COMPATIBLE	Requires USB cable (EC0150-01)	Requires USB cable (EC0150-01)	Requires USB cable (EC0150-01)	Requires USB cable (EC0150-01)
Intel Little Falls EC0368-02 RoHS Compliant	NOT COMPATIBLE	Requires USB cable (EC0232-01)	Requires USB cable (EC0232-01)	Requires USB cable (EC0232-01) for Aurora Widescreen Requires USB cable (EC0094-03) for Rx	NOT COMPATIBLE

Motherboard Diagrams

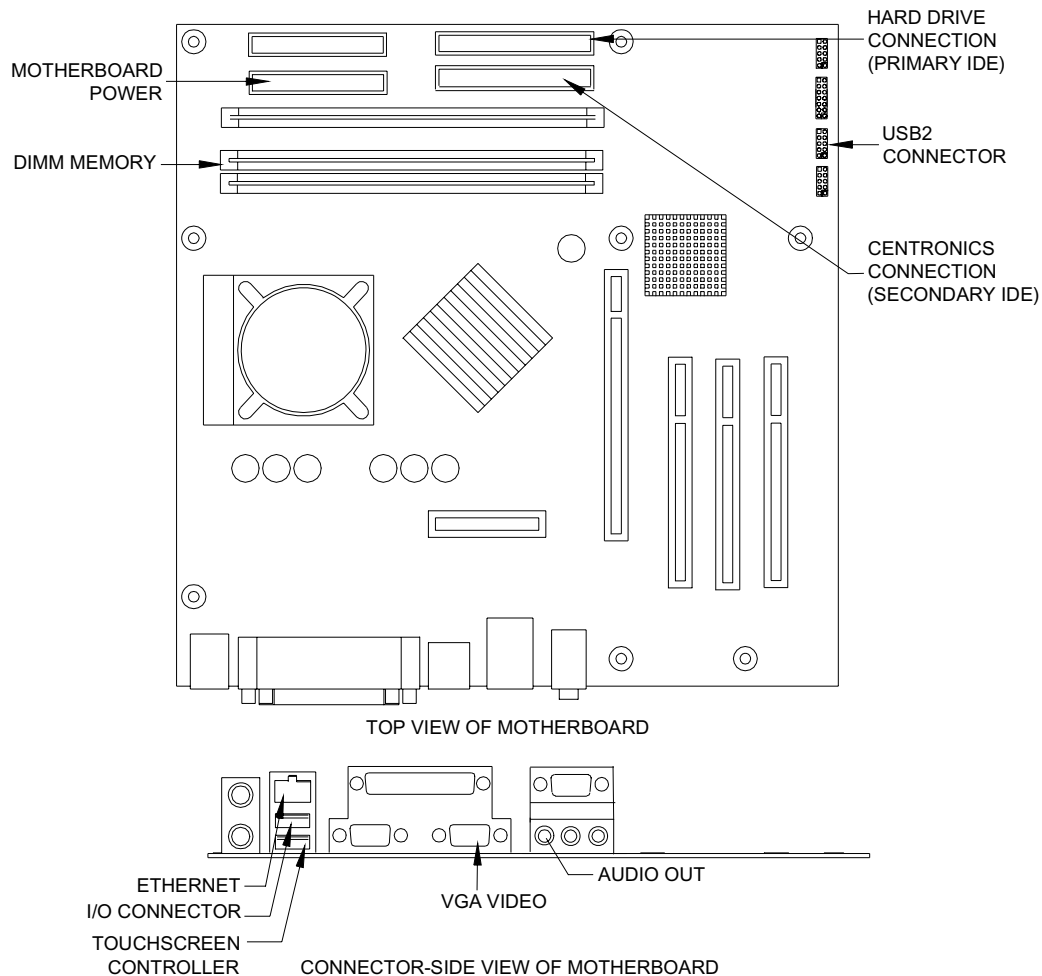


FIGURE 1 - ECS MOTHERBOARD DRAWING

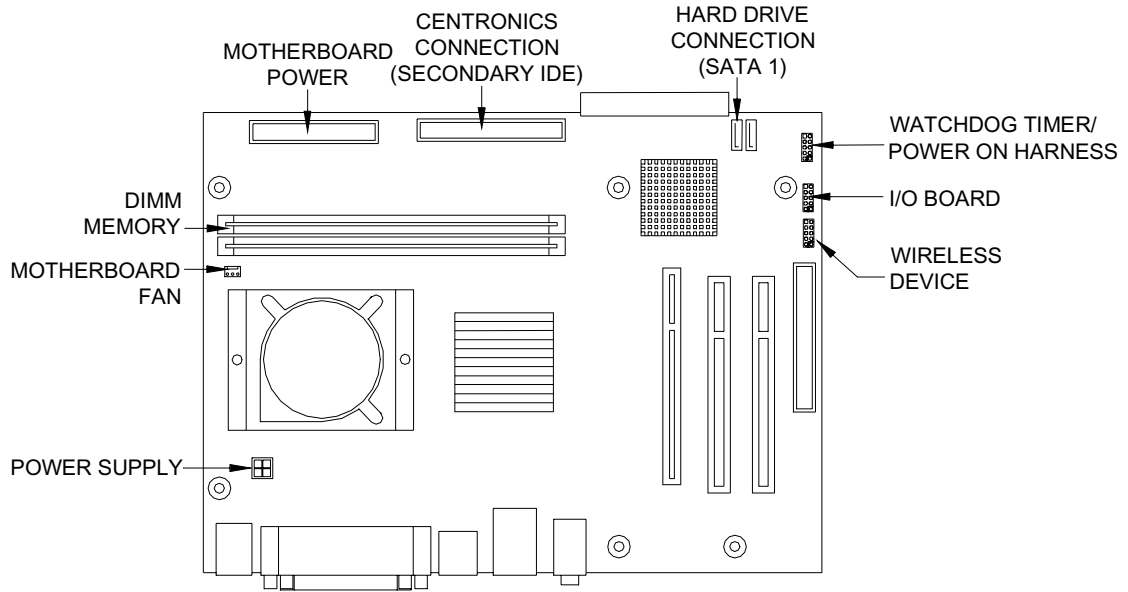
Required Connections

- Motherboard Power Connector: Supplies power to the motherboard
- Hard Drive Connector (Primary IDE): Connects the Ion hard drive, using the supplied hard drive adapter; connected at the factory
- Centronics Connector (Secondary IDE): For future software upgrades
- I/O Board Connector: Connects the I/O board and motherboard; connected at the factory
- Touchscreen Controller (COM 1): For touchscreen operation
- VGA Video: For monitor operation
- Audio Out: Provides audio output; connected at the factory
- USB Wireless Device: For wireless linking and Internet connection, connected to USB2

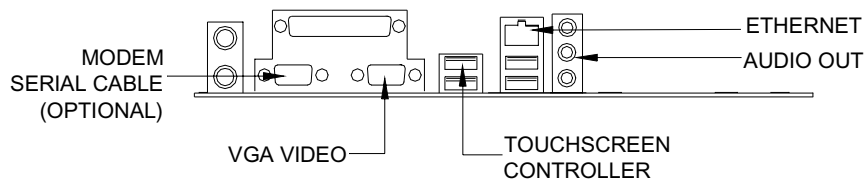
Optional Connections (likely additional)

- Ethernet: For linking multiple games
- USB Pen: For storing and transferring data; connected to USB2

Motherboard Diagrams



TOP VIEW OF MOTHERBOARD



CONNECTOR SIDE VIEW OF MOTHERBOARD

FIGURE 2 - ASUS MOTHERBOARD DRAWING

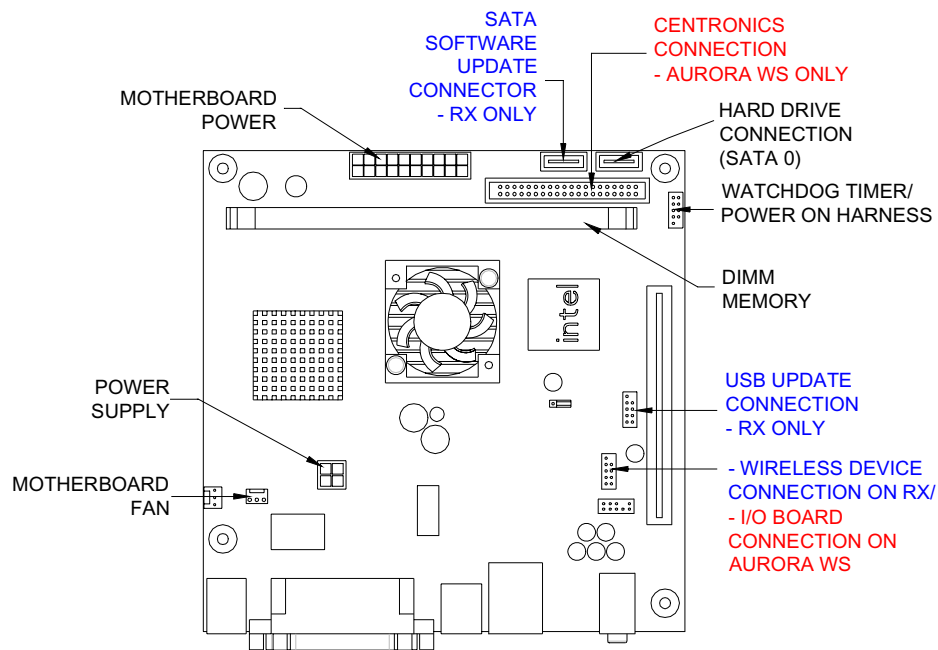
Required Connections

- Motherboard Power Connector: Supplies power to the motherboard
- Hard Drive Connector (Primary IDE): Connects the Ion hard drive, using the supplied hard drive adapter; connected at the factory
- Centronics Connector (Secondary IDE): For future software upgrades
- I/O Board Connector: Connects the I/O board and motherboard; connected at the factory
- Touchscreen Controller (COM 1): For touchscreen operation
- VGA Video: For monitor operation
- Audio Out: Provides audio output; connected at the factory
- USB Wireless Device: For wireless linking and Internet connection; connected to USB

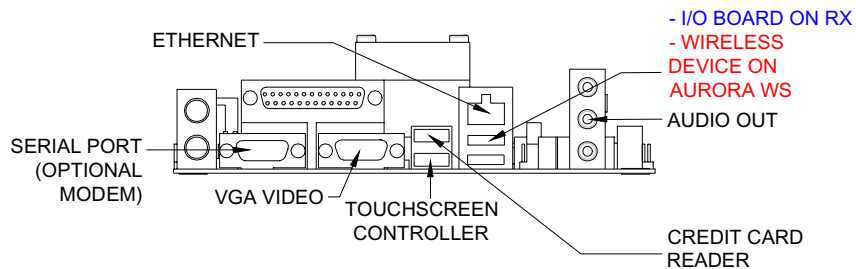
Optional Connections (likely additional)

- Ethernet: For linking multiple games
- USB Pen: For storing and transferring data; connected to USB

Motherboard Diagrams



TOP VIEW OF MOTHERBOARD



CONNECTOR SIDE VIEW OF MOTHERBOARD

FIGURE 3 - LITTLE FALLS MOTHERBOARD DRAWING

Required Connections

- Motherboard Power Connector: Supplies power to the motherboard
- Hard Drive Connector (SATA 0): Connects the Ion hard drive, connected at the factory
- Centronics Connector (Secondary IDE): For future software upgrades
- I/O Board Connector: Connects the I/O board and motherboard; connected at the factory
- Touchscreen Controller (COM 1): For touchscreen operation
- VGA Video: For monitor operation
- Audio Out: Provides audio output; connected at the factory
- USB Wireless Device: For wireless linking and Internet connection; connected to USB
- Credit Card Reader: For credit card functionality

Optional Connections (likely additional)

- Ethernet: For linking multiple games
- USB Pen: For storing and transferring data; connected to USB

Motherboard Diagrams

Motherboard - Power Connector

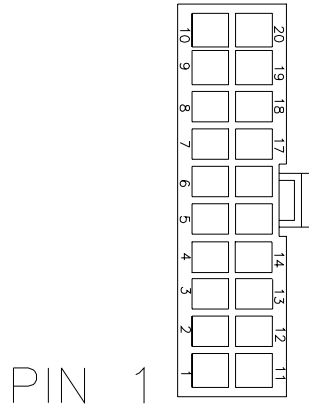


FIGURE 4 - REAR VIEW OF CABLE CONNECTOR

Molex Connector (manufacturer part#: 39-01-2200)

Molex Pin (manufacturer part#: 39-00-0038)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	ORANGE	+3.3 VDC
2	ORANGE	+3.3 VDC
3	BLACK	GND
4	RED	+5 VDC
5	BLACK	GND
6	RED	+5 VDC
7	BLACK	GND
8	GRAY	PWR GOOD
9	VIOLET	+5V VSB
10	YELLOW	+12 VDC
11	ORANGE	+3.3 VDC
12	BLUE	-12 VDC
13	BLACK	GND
14	GREEN	PWR ON
15	BLACK	GND
16	BLACK	GND
17	BLACK	GND
18	----	----
19	RED	+5 VDC
20	RED	+5 VDC

I/O Board Diagrams

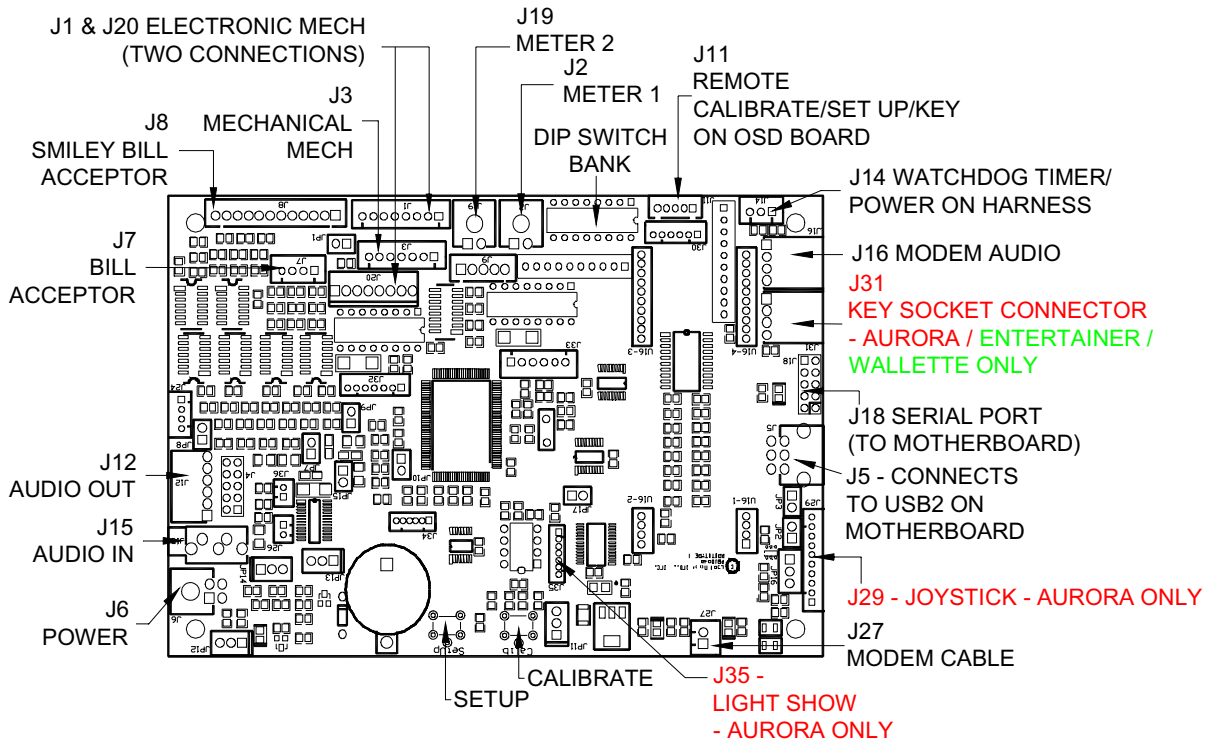


FIGURE 5 - I/O BOARD DRAWING

Required Connections

- I/O Board Power Connector: To supply power to the I/O board.
- Electronic Mech Connector: For electronic coin mech operation.
- Smiley Bill Acceptor Connector: For Smiley bill acceptor operation (international games).
- Mars Bill Acceptor Connector: For Mars bill acceptor operation (domestic games).
- Mechanical Mech/Lockout Connector: For mechanical coin mech operation.
- Meter Connector: For meter operation, connected at the factory (meter 1 = coin drop, meter 2 = Tournamaxx).
- Joystick Connector: For joystick operation.
- Motherboard: Connects I/O board and motherboard, connected at the factory.
- Remote calibrate/setup/key connector: OSD board operation, connected at the factory.

-Jumper at JP1: For coin mech functionality. For the following games with an Imonex V92 series coin mech AND a serial number greater than the listed number, the shunt must be removed from JP1:
(The first 6 digits of the serial number are the date of manufacture.)

- Aurora games with a serial number of 043007XXXXXXXX or greater
- Ion eVo games with a serial number of 100107XXXXXXXX or greater
- Ion Elite Edge games a serial number of 092507XXXXXXXX or greater
- Ion eVo Wallette & Megatouch Entertainer games with a serial number of 100107XXXXXXXX or greater

The shunt is in place for all other Aurora, Ion eVo, Ion Elite Edge Ion eVo Wallette & Megatouch Entertainer games.

-Jumper at JP7: For coin mech functionality (removed for games with Imonex coin mechs; in place for all other games). I/O boards SA10068-05, -06, -08 and -09 only.

-Jumper at JP8: For coin mech functionality (removed for games with Imonex coin mechs; in place for all other games). I/O boards SA10068-01, -02, -03 and -04 only.

-Jumpers at JP12 and JP13: For mini-Drucker printer function (German games only), the shunts must be on pins 2 and 3 for both. For Money Shoot games, the shunts must be on pins 1 and 2 for both.

-Jumper at JP14: For speaker function (Megatouch Entertainer only). If using the speakers that came with the unit or using your own speakers, the shunt must be on pins 1 and 2. If using the Premium Sound System Kit, or using your own amplifier, the shunt must be on pins 2 and 3.

-Jumper at JP17: For joystick functionality (removed for eVo Wallette, Megatouch Entertainer and Champ games; in place for Aurora, eVo, Elite Edge, and Fusion games).

I/O Board Diagrams (cont'd)

I/O Board - Electronic Mech Connector (J1)

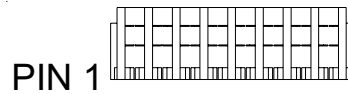
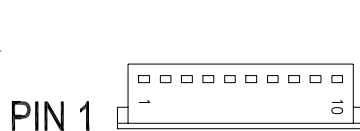
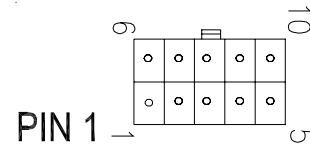


FIGURE 6 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 08NR-E4K)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	WHITE	COIN 1
2	WHITE	COIN 2
3	WHITE	COIN 3
4	WHITE	COIN 4
5	WHITE	COIN 5
6	WHITE	COIN 6
7	YELLOW	+12 VDC
8	GREEN	GROUND

I/O Board - Joystick Harness Connectors (J29)

FIGURE 7 - TOP VIEW OF CONNECTOR
JST Connector
(manufacturer part # 10KR-6H-P)FIGURE 8 - TOP VIEW OF CONNECTOR
Molex Connector
(manufacturer part # 43025-1000)
Molex Pin
(manufacturer part # 43030-0005)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	WHITE	POT 1
2	WHITE	VREF
3	WHITE	-VREF
4	WHITE	POT2
5	WHITE	VREF
6	WHITE	-VREF
7	WHITE	BUTTON 1
8	WHITE	GROUND
9	----	----
10	WHITE	BUTTON 2

I/O Board Diagrams (cont'd)

I/O Board - Meter Harness Connectors (J2 and J19)

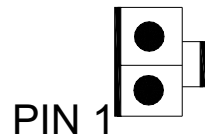


FIGURE 9 - TOP VIEW OF CONNECTOR
Molex Connector
(manufacturer part # 43645-0200)
Molex Pin
(manufacturer part # 43030-0001)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	----	SIGNAL 1
2	----	SIGNAL 1

I/O BOARD

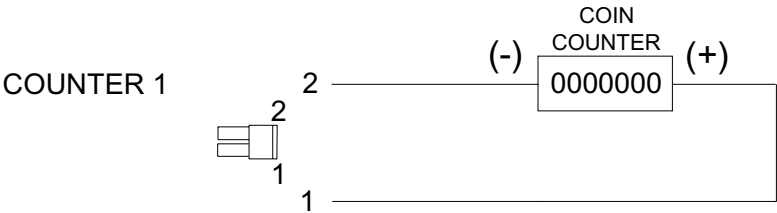


FIGURE 10 - I/O BOARD METER CONNECTOR SCHEMATIC

I/O Board Diagrams (cont'd)

I/O Board - Mechanical Mech Connector (J3)



FIGURE 11 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 07NR-E4K)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	----	----
2	YELLOW	+ 12VDC (OUT)
3	WHITE	COIN 1
4	RED	+ 5 VDC (OUT)
5	GREEN	GROUND
6	GREEN	GROUND
7	GREEN	GROUND

I/O Board - Smiley Bill Acceptor Connector (J8)



FIGURE 12 - TOP VIEW OF CABLE CONNECTOR

JST Connector (manufacturer part # 12NR-E4K)

<u>PIN</u>	<u>WIRE COLOR</u>	<u>USE</u>
1	WHITE	BILL 1
2	WHITE	BILL 2
3	WHITE	BILL 3
4	WHITE	BILL 4
5	GREEN	INHIBIT 1 (GND)
6	GREEN	INHIBIT 2 (GND)
7	GREEN	INHIBIT 3 (GND)
8	GREEN	INHIBIT 4 (GND)
9	BLUE	ESCROW +12 VDC
10	YELLOW	+12 VDC
11	GREEN	GROUND
12	YELLOW	+12 VDC

OSD Board Diagrams

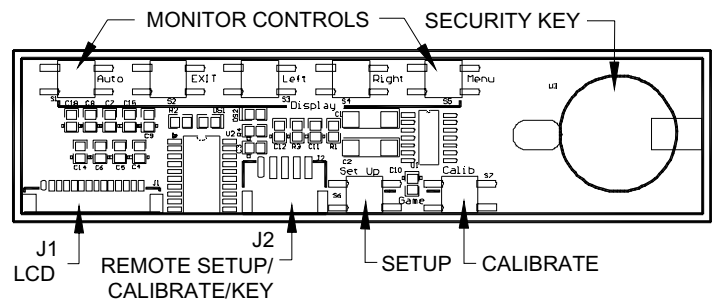


FIGURE 13 - ON-SCREEN DISPLAY BOARD DRAWING

Required Connections

Remote Setup/Calibrate/Key Connector: Connected at the factory.

LCD Connector: For LCD power and monitor control operation.

Security Key Socket: Install security key for game operation.

On-Screen Display Board Connection Diagram

LCD Connector (J1)

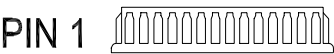


FIGURE 14 - TOP VIEW OF CABLE CONNECTOR

Molex Connector (manufacturer part # 51021-1400)
Molex Pitch Crimp Terminal (manufacturer part # 50079-8000)

PIN	WIRE COLOR	USE
1	BLACK	ON LED
2	----	N/A
3	BLACK	GROUND
4	BLACK	POWER
5	BLACK	GROUND
6	BLACK	MENU
7	BLACK	RIGHT
8	----	N/A
9	----	N/A
10	BLACK	LEFT
11	BLACK	EXIT
12	BLACK	AUTO
13	BLACK	GROUND
14	BLACK	VCC

Section 6

Monitor Information

Monitors Used in Ion Games

Monitor Adjustment Procedure

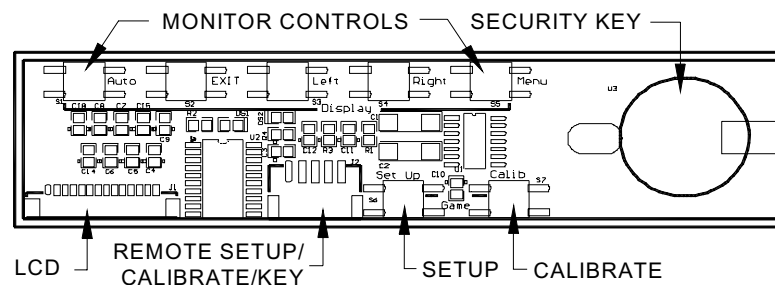
Monitors Used in Ion Games

	Boardwalk	Fusion	Rx	Aurora Widescreen	19" Aurora	17" Aurora	17" Entertainer	17" Elite Edge	17" eVo Walleto	17" eVo	15" Elite Edge	15" eVo Walleto	15" eVo
Foreseeson LS112-S150A (AMI P/N EC9388-06)											•	•	•
Foreseeson LS108-S170A (AMI P/N EC9384-05)		•				•	•	•	•	•			
Foreseeson LS112-S190A (AMI P/N EC9389-01)					•								
Foreseeson L5115-5190A (AMI P/N EC9389-02)				•									
Kortek KT-2914F (AMI P/N EC9371-01)	•												
Mungsube CML-190WF (AMI P/N EC9389-03)			•										
Samsung LTM150Xi-A01 (AMI P/N EC9388-01)											•	•	•
Samsung LTM170EI-A01 (AMI P/N EC9384-02)		•											

Monitor Adjustment Procedure

The vertical/horizontal controls and brightness/contrast controls are located on the OSD board, which is attached to Velcro inside the CPU section. Pressing the button labeled MENU on the control board will show the on-screen display on the monitor. Use the LEFT and RIGHT buttons to move through the menu. Press MENU again to select the option you want to change. Use the LEFT and RIGHT buttons to increase or decrease the value of the selected option. Press the MENU button again to deselect the option. The AUTO button will automatically optimize all display sets such as video offset, gain, position, phase, and frequency. Press the EXIT button to exit. Adjust the monitor controls until the screens look as suggested in the following steps.

1. Set the game to the Checkerz game screen.
2. Adjust the vertical and horizontal size and vertical and horizontal position to make sure that the game screen fills the monitor screen and that the game screen is centered.
3. Adjust the brightness and contrast controls until the top sets of checkers are a rich red and the bottom set are a dark gray. The feet on the "Checkerz" character should be white. (Adjusting the brightness and contrast can also correct for a lack of sharpness.)

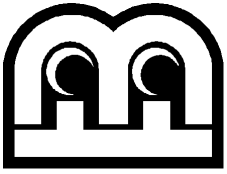


ON-SCREEN DISPLAY BOARD DRAWING

Section 7

Technical Service

Bulletins



merit industries, inc.

FIELD BULLETIN

Date: 3-20-06

Issue:

Merit has received field reports of intermittent touchscreen problems on some Ion games, which can make the calibration drift or result in missed touches. Our investigation into the matter revealed that a small number of games were manufactured in September 2005 without touchscreen insulation tape, which became necessary when our touchscreen supplier changed their manufacturing method.

Games affected:

The potentially affected games are Ion EVO, Ion Elite Edge and Ion Wallette games manufactured in September 2005 only. The first six digits of the serial number of these games will be 09XX05 (where XX can be any number).

Symptoms:

The touchscreen may not recognize touch, the calibration may be off or may drift and performing a touchscreen calibration does not correct the problem.

Solution:

If your game is experiencing calibration problems similar to those described above, and the serial number of the game is in the indicated serial number range above, unlock and open the front bezel and make sure it is properly taped. Figure 1 shows where to look to determine if the bezel is taped. If you determine that the touchscreen does not have the tape, contact your distributor for a free tape kit or install your own one-inch wide electrical or polyester tape. Follow the instructions on the reverse side of this bulletin to install the tape.

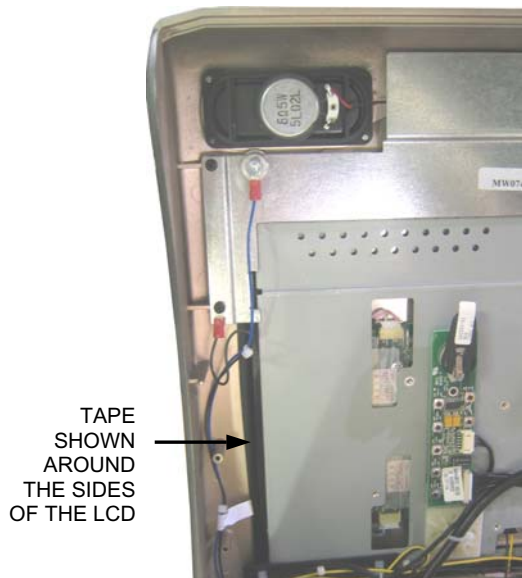


FIGURE 1 – INSIDE OF LCD AND BEZEL

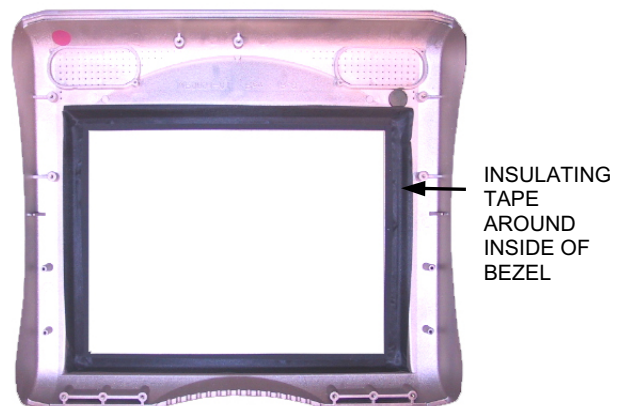


FIGURE 2 – BEZEL WITH INSULATING TAPE

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com

Bezel Tape Installation Instructions

1. Turn off and unplug the game.
2. Unlock and open the CPU section and place something in front of the game to brace the bezel once the strain relief cord is undone.
3. Remove the screw and washer fastening the strain relief cord, then remove the remaining 5 screws fastening the LCD mounting bracket to the game. The dongle socket ground wire will also be removed in the process.
4. Remove the nut, wire and bolt from the dongle socket assembly located on LCD mounting bracket, then remove and carefully set the bracket aside with wire connections intact.
5. Loosen the 3 screws on the monitor side of the hinges in order to raise the hinges and allow room to remove the monitor.

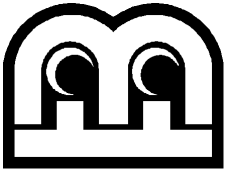
NOTE: Elite Edge games may require you to remove the joystick in order to allow the necessary room for loosening of the hinge screws. To remove the joystick, carefully place the game on its side. Remove the 2 screws securing the protective bracket on the bottom of the game and remove the bracket. Disconnect the joystick connector and remove the joystick. Return the game to its upright position.

6. Carefully remove the monitor from the bezel, leaving the wire harness connections intact.
NOTE: You may need to disconnect some wire harnesses to allow for more maneuverability when applying the tape to the bezel. Make sure any disconnected harnesses are returned to their proper position during reinstallation of the monitor.
7. Apply the supplied tape to the inside edge of the bezel as shown in Figure 2. Tape each side so that the width of the tape covers the entire plastic lip, from the edge of the bezel to the bend in the plastic.
8. Carefully slide the monitor into the bezel, under the loosened hinges. Ensure that the monitor is properly centered, then tighten the hinge screws. Make sure to reconnect any wire harnesses you may have disconnected.

NOTE: If you removed the joystick on your Elite Edge, carefully return the game to its side and reconnect the joystick connector to the connector in the game. Place the protective bracket in its previous position, sliding it under the lazy Susan and making sure the cutouts are placed around the installed screws. Make sure all wires are secured inside the bracket, then reinstall the 2 screws securing the bracket. Return the game to its upright position.

9. Reattach the LCD mounting bracket using the 6 existing screws. The dongle socket ground wire and strain relief cord will also be fastened in the process.
10. Replace the dongle socket assembly by securing the bolt, green wire and nut over the LCD mounting bracket.
11. Close and lock the CPU section.
12. Plug in and turn on the game.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com



FIELD BULLETIN

merit industries, inc.

- Issue:** Force 2006 and Ion 2006 games have been reported as slow to transition between the idle screens, the main player menu, and the operator setup screens. The response of the touchscreen has also been reported in some instances to be slower during high-speed play.
- Games affected:** Only games running Force 2006 and Ion 2006 software.
- Symptoms:** The game is slow to come out of the idle screens, main player menu and setup screens. This can also cause a problem with the display of the icons on the main player menu. Some players may notice that the response of the touchscreen during high-speed game play is also affected.
- Solution:** Merit Industries is providing a free software upgrade disc to correct this problem. The upgrade should be installed on all games running Force 2006 and Ion 2006 software. It will update the software to the 20.10 software release. This disc will be supplied to all distributors who received the affected kits and games. It is important to note that this is a full upgrade, which will overwrite data. Therefore, any operator-customized settings will need to be reset following the installation. Also, make sure to perform an Update from Server before installing this disc if your game is connected to MegaNet or TournaMAXX so that all player information is retained. Follow the instructions on the reverse side of this sheet to install the disc.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritind.com

Software Installation Instructions

*This installation requires an IDE DVD drive, which is not included. It is recommended that you use a DVD drive 12X 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 DVD drive as the Master Drive.**

Connecting a DVD Drive

1. Turn off power to the game.
2. Connect the 2 x 20-pin IDE connector to the IDE interface connector on the DVD drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector.
3. Connect the 4-pin power connector on the ribbon cable to the DC power input on the DVD drive.
4. Unlock and open the CPU section and locate the centronics connector. (In EVO, EVO Wallethe, Elite Edge with coin, and Vibe games, the CPU section does not need to be opened, as the connector is located on the outside of the game.)

EVO and EVO Wallethe games: The centronics connector is located at the back of the game. Remove the cover plate with 5/64" Allen wrench.

Elite Edge: For Coin games, unhinge the CPU section to access connector on the back of the CPU section.

For Bill-Only games, unlock and open the CPU section to access the connector inside.

Vibe games: The centronics connector is located on the front of the processor.

Fusion, Radion, Classic, Elite, and XL-converted games: The centronics connector is located above the motherboard assembly.

Fusion with electronics box: The centronics connector is located on the outside of the electronics box.

Combo Jukeboxes and Upright games: The centronics connector is located on the PC shelf.

5. Make sure your DVD drive is configured as the Master Drive.
6. Connect the centronics connector on the ribbon cable to the centronics connector on the game.

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

Program Installation

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

7. If you are connected to Tournamaxx™, you must perform an **Update From Server** before beginning this installation so that information is not deleted.
8. Turn on the game.
9. Insert the disc into the 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. 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 can be found in the back of your game owner's 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 in order to remove the disc, then turn the game off and disconnect the drive. The game will continue running the current software.

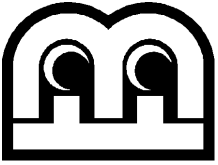
11. When the disc is finished installing, the screen will display a message indicating that the update is complete.
12. When the update is complete, remove the disc and turn off power to the game.
13. Carefully disconnect the ribbon cable from the centronics connector on the game.

NOTE: When disconnecting the ribbon cable, carefully disconnect the cable by grasping the connector and not the cable itself.

14. Close and lock the CPU section and then restore power to the game. When prompted, perform a touchscreen calibration.
15. If you are connected to Tournamaxx™, you must perform an Update From Server. You will have to re-enter the dial-in settings first. Refer to the Tournamaxx™ manual for instructions.

NEW FEATURE: V20.10 allows you to give your customers bonus credits for inserting a five-dollar bill. To enable the \$5 line in the Coin-In Menu, enter the Quick Price Setup Screen and select **6 Credits for \$1.00, 4 Credits for \$1, 3 Credits for \$1.00** or **Use Factory Default Pricing**. **NOTE:** You must touch one of the available options on the Quick Price Setup Screen to enable the \$5.00 row. Then, enter the Coin-In Menu and adjust the number of credits in the \$5.00 row.

NOTE: The MegaWeb™ and Rental Mode features are functional with this software release.



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TECH NOTES

<http://www.meritind.com>

Date: 10-11-05

Re: DIP Switch Settings in Ion, Force and Maxx Games

The following tables provide information on the functionality of the hard DIP switches in Ion, Force and Maxx games. Make sure to read the information in the "Notes" column to determine what is affected when performing these functions. The first table is Force 2002 and Maxx Emerald software, the second table is Force 2003/2004/2005/2006 and Maxx Ruby/Sapphire/Jade/Crown software.

After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

NOTE: In Ion 2006, Force 2005/2006 and Jade/Crown software, the DIP switch functionality is built into the software. To access the DIP switches through the software:

1. Turn off the game.
2. Set DIP switch 1 to the closed position.
3. Turn power on.
4. When the message, "Please reset DIP 1 to proceed" appears, reset DIP 1 to the open position.
5. The Merit diagnostic page will appear. Touch "?" for information on DIP switch functionality. Touch the specific DIP switch to activate it. Touch "X" to exit.

Force 2002 & Maxx Emerald		
DIP Switch	Function	Use/Notes
8	Motherboard configuration & checksum test	Configures the motherboard to Merit specifications. Performs checksum test to test the files on the hard drive. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
5	Three-button clear	Clears the login name, password, and access phone number for TournaMAXX™ users. Resets options, game menu and coin-in menu to their factory defaults. After performing a complete memory clear, the player database should be reloaded, TournaMAXX™ setup information must be re-entered, and an initial connection and "Update From Server" should be performed. NOTE: TournaMAXX™ games must perform an "Update From Server" before performing a complete memory clear. To perform a three-button clear: Turn the power off, turn on DIP switch 5 and press and hold the calibrate and set-up buttons. Turn on power and continue pressing the buttons until the screen displays "TWO BUTTON CLEAR DETECTED RELEASE BUTTONS." Release the buttons. The game will continue to boot up and verify that the clear should be completed. It will then prompt you to turn off the DIP switch.

Ion 2006 / Force 2003 / Maxx Ruby and greater		
DIP Switch	Function	Usage/Notes
8	Motherboard configuration & checksum test	- Configures the CMOS settings on the motherboard to Merit specifications - Checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting while being played or while in the attract mode. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for Tournamaxx™ and TouchTunes®	- Clears the login name, password, access phone number, and all call-in settings for Tournamaxx™ users. - Clears all the loaded albums for TouchTunes® users. - Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to Tournamaxx™ and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, Tournamaxx™ setup information must be re-entered, and an "Update From Server" should be performed. NOTE: Tournamaxx™ games must perform an "Update From Server" BEFORE performing a memory clear.
4 & 7	Complete memory clear	Clears ALL memory on hard drive including the Tournamaxx™ player database, Tournamaxx™ settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a complete memory clear, the player database should be reloaded, Tournamaxx™ setup information must be re-entered, and an initial connection and "Update From Server" should be performed. NOTE: Tournamaxx™ games must perform an "Update From Server" BEFORE performing a complete memory clear.
3	Watchdog Timer (EVO and Fusion games only)	When the watchdog timer is enabled, it will reboot the machine within 2 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.



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Date: 07-22-05

Re: DVD Software Updates

Merit will be switching from CD to DVD Force software updates beginning with the September software release. In response to operator feedback that software updates take too long, coupled with the inexpensive cost and increased reliability of DVDs, Merit has decided to make the switch to DVD technology. This will decrease the amount of time required to install software, as DVD readers have a faster data transfer rate. In addition to faster installation, DVDs hold more data, which means fewer discs to install. The entire Force 2006 update will fit on one DVD.

DVD readers also read and install CDs. Since the Maxx platform will continue to use CDs for software updates, this allows operators to use one reader to update both Maxx and Force games.

DVD readers are readily available at retail consumer electronics stores and on the Internet. Merit has tested and approved the following DVD reader for use with all DVD and CD updates: Sony model DDU1613. The Lite-on brand DVD, model SOHD-16P9S, has also been approved for all DVD updates and CD updates to all games with the exception of games that have Telco motherboards. Due to variations within a model number, manufacturer changes, and other variables, Merit cannot guarantee the functionality of any reader. We recommend that you test your reader with all your Merit products. Other DVD readers may also be compatible and we will continue to test and approve more readers for use with the software.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by E-mail at TechCenter@meritind.com.



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TECH NOTES

<http://www.meritind.com>

Date: 9-7-06

Re: Testing the Coin Mech and Bill Acceptor in Megatouch Games

Megatouch software provides a screen in operator setup to allow for bill acceptor and coin mech testing.

If you are testing the coin mech or bill acceptor in your game, you should only use this I/O Test Screen in order to perform testing. Testing the bill acceptor any other way will accrue money on the game, which can affect the value of a credit and therefore affect cash settlement fees for premium services related to linked music and certain games. To test the coin mech and/or bill acceptor, follow the steps below.

1. Press the SETUP button to enter operator setup.
2. Touch the **Diagnostics** button and then touch **I/O Test**.
3. Test the bill acceptor and/or coin mech by inserting money and ensuring that it registers correctly on the Diagnostics Screen. A green light next to the appropriate channel will register each time that channel is tested, and the number next to the channel should increment appropriately with each test. **NOTE: On most U.S. games, one dollar will give you 4 pulses.**

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by e-mail at TechCenter@meritind.com.



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TECH NOTES

<http://www.meritgames.com>

Date: 12-18-06

Re: New Security Keys Used with Ion and Force 2007 Software

Due to increased sales and supplier issues, Merit is now using multiple vendor components for security keys in order to accommodate market demand. Because the new keys are a different component, the Ion and Force 2007, version 22.02, software had to be updated in order to work with the new keys.

Therefore, you must keep the key and software together to ensure proper functionality. If you install a new key into a game running version 22.02 software, you may receive the error message, "Key Range Mismatch". If this happens, you must either install the security key that came with the software or update the game to a later version of 22 software.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by e-mail at TechCenter@meritgames.com.



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TECH NOTES

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Date: 3-16-07

Re: New Joystick Assembly in Aurora Games

The joystick assembly in the new Aurora cabinet has a different design and layout from previous cabinets. The current Elite Edge, eVo and Fusion cabinets feature a joystick in between the two buttons. The Aurora design has the joystick on the left and the two buttons on the right. Because of this new layout, the buttons will function differently for ease of use. Currently, the only affected games are Fast Traxx and Luxor. See the table below for button functionality in the different cabinets types.

	Fast Traxx	Luxor
Elite Edge, eVo and Fusion	Left Button: accelerate Right Button: N ₂ O (boost)	Left Button: swap ball Right Button: release ball
Aurora	Left Button: N ₂ O (boost) Right Button: accelerate	Left Button: release ball Right Button: swap ball

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by e-mail at TechCenter@meritgames.com.



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TECH NOTES

<http://www.meritgames.com>

Date: 4-27-07

Re: Wireless Networking

Because of inherent limitations in wireless technology, intermittent wireless communication problems can occur. These problems can happen for a number of reasons, including radio signal interference from various consumer electronics, obstacles, such as walls, in the way of communication, and overloading the router with too many devices. In order to prevent some of these problems, care should be taken when placing the Megatouch game(s) and, if applicable, the router. Position all communicating devices so that the number of walls or ceilings between them is minimized. Keep them in a centralized location with good airflow and keep them away from electrical devices or appliances that generate RF noise.

If you lose your wireless network connection for any reason, simply reboot the game and the connection will be reestablished. Additionally, after configuring or changing your wireless network settings, reboot the game in order to ensure that your wireless network is properly established.

It is important to note that if you are using security, the Megatouch only supports 64 or 128-bit WEP encryption. Additionally, if you are unsuccessful with your initial connection attempt, try changing the channel on the router to a lower channel. Most routers default to channel 6, if you are having difficulties, try changing it to channel 3 or 4.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by e-mail at TechCenter@meritgames.com.



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TECH NOTES

<http://www.meritgames.com>

Date: 6-22-07

Re: Replacing 500-Note with 700-Note Bill Acceptors in Aurora Games

If desired, you may replace the 500-note bill acceptor in your Aurora game with your own 700-note stacker. To do so, you must have a rear door with one of the bosses on the door removed (see Figure 1).

If your door does not already have the specified boss removed, then you may carefully remove it, making sure not to damage the plastic or finish in the surrounding area.

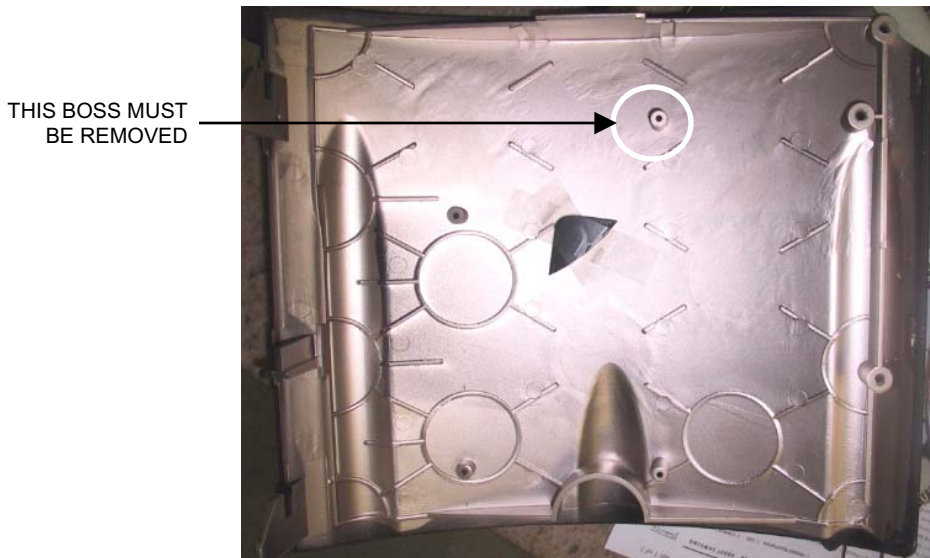


FIGURE 1 – AURORA REAR DOOR FROM THE INSIDE

After installing the 700-note stacker, you will also have to remove the locking cash bracket and not reinstall it. Although each cash bracket has a different key, all Aurora games built with 500-note stackers have the same key for the rear door, so it may be beneficial to change the lock on your game.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by e-mail at TechCenter@meritgames.com.



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FIELD BULLETIN

Date: 5-17-07

- Issue:** When linking a Merit Megatouch® game and a TouchTunes® jukebox, several errors have been reported.
- Games affected:** Any Megatouch game linked with any TouchTunes jukebox can exhibit these errors.
- Symptoms:** The album covers on the TouchTunes jukebox can turn solid black. Because the Megatouch game displays exactly what is shown on the TouchTunes jukebox, the game will also display the black album covers. It is important to note that while the album artwork is missing, the album information is still visible and selectable and the jukebox will continue to play music.
- A second issue has been reported where the communications module on the TouchTunes jukebox will crash. If this happens, the game can no longer communicate with the jukebox. If a customer selects music from the game, the game will try to communicate with the jukebox, and because the jukebox module is not running, it will eventually time out. This will result in displaying the error "Jukebox Connection failed – rejected or timed out."
- Both of the above issues can be temporarily resolved by performing a complete reboot of the TouchTunes jukebox.
- Solution:** TouchTunes released version 2.4.0-45 software, which greatly reduced the occurrence of the problems above; however, the black album covers would still intermittently appear. TouchTunes released another version, 2.4.0-95, which appears to resolve the issues above. Both Merit and TouchTunes have tested and approved TouchTunes software version 2.4.0-95 linked to a Megatouch game running version 23 software. In order for proper functionality, all TouchTunes jukeboxes linked to Megatouch games should be running these versions of software.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 1-800-523-2760 or by E-mail: TechCenter@meritgames.com



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Date: 7-2-07

Re: Linking Megatouch® Games with TouchTunes® Gen 3 Jukeboxes

TouchTunes is releasing Gen 3 hardware and software, which does not currently support the link with Megatouch games. TouchTunes may also decide to upgrade existing Gen 2 units to Gen 3 software in the future. If you are linking your Megatouch game to a TouchTunes jukebox, be advised that in order for the link to continue to work, the jukebox has to remain at Gen 2 (version 2.4.0-95) software.

Merit remains committed to continue support for the existing Megatouch / TouchTunes link. If you have any concerns about Gen 3 software, you should contact TouchTunes, as they have dropped the support for the link in their latest software release and do not currently have plans to implement it.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-639-4700 or 800-445-9353, or by e-mail at TechCenter@meritgames.com.



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TECH NOTES

<http://www.meritgames.com>

Date: 4-10-08

Re: Game Cleaning and Maintenance

As preventive maintenance to keep your Megatouch video games running at peak performance, it is important to clean your games on a regular basis.

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. We recommend that you check the fans every 6 weeks. To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Checking the Fan Speed: It is also important to check the CPU fan speed of your Megatouch at regular intervals. Do so by going into operator setup, pressing **Diagnostics**, then pressing **System Info**. The CPU fan speed will be displayed on the following page. If the fan speed is below 3500 RPM it is recommended that the CPU fan be replaced. If it below 3000 RPM it is recommended that the CPU fan be replaced immediately. Additionally, a physical check of all fans is highly suggested, especially if there are any unusual noises coming from a fan.

Cleaning the Cabinet: The cabinet should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the cabinet and damage electronics inside.

Cleaning the Joystick: The joystick should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the housing and damage electronics inside.

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

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

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 800-523-2760, or by e-mail at TechCenter@meritgames.com.



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<http://www.meritgames.com>

Date: 4-17-08

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Re: Bill Acceptor Upgrade for the New Five-Dollar Bill

Merit's bill acceptor supplier, MEI, has developed recognition software for the new five-dollar bill that recently entered circulation. There are two options to upgrade the bill acceptor in your Megatouch game. MEI offers a handheld programming device and an adapter cable (9-pin AC power cable, MEI part number 01-12-139), which can be used to perform the update. You can also take the bill acceptor to an authorized MEI service center to have it reprogrammed. A list of authorized service centers is available on MEI's Web site at www.meiglobal.com.

Merit began using the newly programmed acceptors in manufactured games on January 16th. Therefore, all games with the serial number 011608XXXXXXXX or greater (the first 6 digits indicate the date of manufacture) already have the new bill acceptor installed and require no additional programming.

For games that require reprogramming, follow the instructions below if you are programming the bill acceptor yourself.

1. Turn off the game and disconnect it from its power source.
2. Disconnect the 2 connectors running to the side of the bill acceptor, taking note of how they are connected so you can reconnect them later.
IMPORTANT: Make sure to take note of your bill acceptor connectors before removing them. If the connectors aren't properly connected and aligned when replacing them, you can render your bill acceptor inoperable.

3. Connect the 30-pin connector on the harness attached to the handheld programming device to the same location on the bill acceptor where you just removed the previous 2 connectors.
4. Connect the 9-pin connector from the separate AC power cable to the mating 9-pin connector on the harness attached to the programming device. Plug the other end of this cable into an outlet.
5. Locate the switches on the opposite side of the bill acceptor and turn on switch 8 (all other switches should be off).
6. Plug in and turn on the game. The software will download to the bill acceptor.
7. Once the software is downloaded, the bill acceptor will perform a run and stack. Wait for the run and stack before disconnecting the device.
8. Turn off power to the game and disconnect the 30-pin connector from the bill acceptor.
9. Return switch 8 to the off position.
10. Reconnect the 2 bill acceptor connectors as shown in Figures 1 and 2.

IMPORTANT: Make sure to take note of your bill acceptor connectors before replacing them. If the connectors aren't properly connected and aligned when replacing them, you can render your bill acceptor inoperable.

11. Close and lock the game.
12. Turn on the game.
13. Test the functionality of the bill acceptor to make sure that it is properly registering and giving the appropriate number of credits for the new five-dollar bill.

If you have any questions please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



FIGURE 1 - BILL ACCEPTOR
(**BE CAREFUL** TO NOTE HOW THE BILL
ACCEPTOR IS ORIENTED IN YOUR GAME)

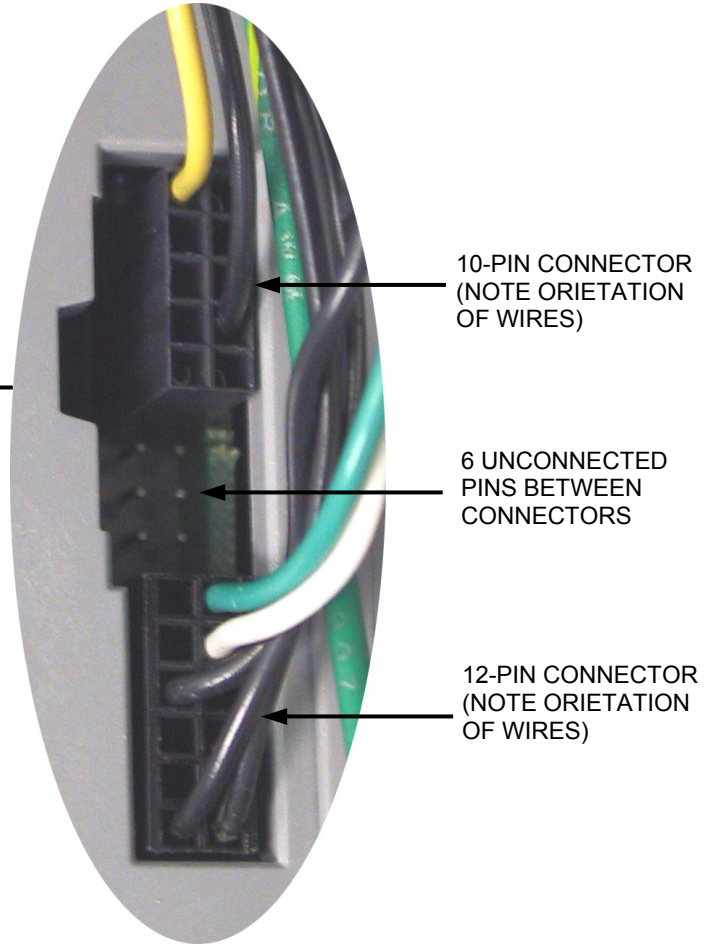


FIGURE 2 - DETAIL VIEW OF
BILL ACCEPTOR CONNECTORS



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Date: 5-6-08

Re: Ion 2008.5 Software Update

All operators should be aware that *if they downloaded the 2008 software update via the broadband download (V24.25)* and they wish to upgrade their Megatouch to 2008.5 software (V25), they must do so via download. If the 2008 software was done by download, the 2008.5 must be done in the same manner and not by delta disc. The broadband download to 2008.5 can be done remotely by computer and there is no key change, so there is no need to actually visit the site. In most cases the 2008.5 download can be fully completed overnight with little to no interruption of game operations.

Additionally, updating in this manner is an advantage to the operators in that the download is safer – it partitions the drive so that it stores both the old version and the new version (in the event that there is any need to revert to the older software version).

If you have any questions please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



Date: 5-9-08

FIELD BULLETIN

- Issue:** Certain games updating from 2008 to 2008.5 software may lose the local AMI music catalog after installing the software update.
- Games affected:** Only certain games using the delta disc to update from version 2008 (V24.04, V24.05 and V24.06) to 2008.5 (V25.01) software that are linked to an AMI jukebox may be affected.
- Symptoms:** The local music catalog will not appear. All album jackets in the local catalog will appear as Music On Demand.
- Solution:** There are three options to receive the catalog after installing the 2008.5 software update:
- Option 1:** If you used the broadband software download, your game will download the local catalog automatically during the next call into the server.
- Option 2:** Before going to the game location, download the latest AMI catalog from our Web site (www.meritgames.com/amidatabase.asp). Follow the online instructions to copy the catalog onto a USB pen or disc. After installing the 2008.5 software update, install the AMI catalog via disc or USB pen.
- Option 3:** The game will also download the latest catalog automatically, but you will have to clear the current catalog from the machine first. To do this, press the setup button to enter operator setup. Then touch **System**, **AMI Setup**, and then **Clear Info**. Touch the box next to **Catalog** to clear the catalog and then touch **Yes**. Confirm that you want to continue by touching **Yes** again. When complete, the game will return to the AMI Setup Screen. Touch **Connect** on this page to start the download process. This process could take anywhere from 30-90 minutes. If time is a factor for you, we recommend using option #2 to install the music catalog.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760 or by E-mail: TechCenter@meritgames.com.



Date: 6-3-08

FIELD BULLETIN

- Issue:** There are certain environmental conditions which can lead to touchscreen calibration issues in Ion and Aurora systems.
- Games affected:** Certain Ion and Aurora systems.
- Symptoms:** Intermittent touchscreen calibration issues on Ion and Aurora systems. These include:
- The machine operates normally, then after an hour or so a calibration drift occurs.
 - Part of the touchscreen is unresponsive.
 - Out-of-box calibration drift.
- Solution:** If you are experiencing these issues or similar issues, please call Merit Technical Support at 215-826-1400 or 1-800-523-2760. Merit's Technical Support staff will further assess your issue to see if you require a free-under-warranty replacement touchscreen controller to help remedy the situation. These new touchscreen controllers are tagged "MAY 08", have the number "4.40" on the label, and contain new touchscreen controller firmware.

NOTE: This solution is ***NOT*** designed to address calibration-related system shutdown issues.



Date: 06-06-08

FIELD BULLETIN

- Issue:** The silver conductive tape on the bottom of the Ion CPU heat sink can become damaged. This would cause CPU heat to not be conducted away as efficiently as possible.
- Games affected:** Some Ion machines and MoD BoX jukeboxes built before April 2007.
- Symptoms:** The system shuts itself down with the screen going black and leaving on only the bill acceptor lights. The lights on the bill acceptor show that there is still power getting to the system, but the shutdown of the system tells of a problem with CPU heat.
- Solution:** A simple CPU cooler swap-out will remedy this problem. It is not an overall motherboard issue, simply a heat sink tape problem. Use the following part number when you order the free replacement, then follow the instructions that come with the kit: SB0530-01.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760 or by E-mail: TechCenter@meritgames.com.



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Date: 7-07-08

Re: KidzPace Networking Issues

Some KidzPace games may repeatedly keep trying to connect to a server (as indicated by the reoccurrence of the message "GRABBING DHCP"). If this is the case with your KidzPace, there is a simple remedy. Press the Setup button to enter Operator Setup, and touch the **Network** button. Then set "(LAN) Local Area Network Connection" to **Wireless**, and set "Internet Connection" to **Dial-Up**. Press **Wireless Setup**, and make sure that "Automatic Wireless Configuration" is unchecked. The system may try to reconnect one last time (and once whenever you reboot the system), but the repeated connection issue will be resolved by configuring the settings in this manner.

If you have any questions please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



Date: 7-23-08

FIELD BULLETIN

- Issue:** Several errors have been reported in TouchTunes software when their jukeboxes are connected to Merit games.
- Games affected:** Merit games linked to TouchTunes digital jukeboxes using certain versions of TouchTunes Gen 2 and Gen 3 software.
- Symptom 1:** **Gen 3 Software**
Song purchases from a Merit game to a TouchTunes jukebox running Gen 3 Software (release 3.3.1-84) can cause an error in the number of Merit credits used, regardless of the number of credits configured on the Merit game. This error will charge only one credit no matter how the system is configured.
To resolve this issue: Upgrade your TouchTunes Jukebox Software to version 3.4.5-33.
- Symptom 2:** **Gen 2 Software**
On TouchTunes Gen 2 Software (release 2.8.2-x), about 2.5 hours after a jukebox reboot, the Merit game will no longer be able to communicate with the jukebox (though the jukebox buttons will still be visible on your Merit game). Rebooting the jukebox will solve the problem temporarily, but it should not be considered a fix.
To resolve this issue: Upgrade your TouchTunes Jukebox Software to version 2.8.2-30. This release and all subsequent builds will have a fix for this issue incorporated into it.
- Symptom 3:** **Gen 2 Software**
On TouchTunes jukeboxes running Gen 2 Software (release 2.8.2-12), if the jukebox is paused and a song is then selected from a Merit system running at low resolution, an error will appear on the Merit system and additional credits will be added to the Merit game.
To resolve this issue: Upgrade to TouchTunes Jukebox Software version 2.8.2-17. This release and all subsequent builds will have a fix for this issue incorporated into it.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760 or by e-mail: TechCenter@meritgames.com.



Date: 7-24-08

FIELD BULLETIN

- Issue:** Occasionally some coins fail to be accepted into the mouth of the coin box inside coin & bill Aurora systems. These coins can slide into the interior of the system and/or get lodged in or under the motherboard.
- Games Affected:** Some coin & bill Auroras built before June 17, 2008. The first six digits of the game's serial number indicate the date of manufacture.
- Symptoms:** Coins are found loose inside the game cabinet. These coins can also slide down to (and under) the motherboard, which can cause functionality issues in the game.
- Solution:** There is a new wide-mouth coin box now available for coin & bill Aurora systems. This coin box (MP0117-01) is available free from your distributor for any coin & bill Aurora made before June 17, 2008. All Auroras made after that date will have the new coin boxes already in place.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760 or by E-mail: TechCenter@meritgames.com.



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TECH NOTES

<http://www.meritgames.com>

Date: 8-29-08

Re: Force & Ion 2009 Incompatibility

All of the advancements in Merit's Ion 2009 platform have moved this software release outside of the technological window of Force systems. Due to this, 2009 Ion and Force software will not be interchangeable. Force software will only work on Force machines, while Ion software will only work on Ion machines. This also means that Ion hard drives and Ion installation discs will work only on Ion systems. The same holds true for Force hard drives and Force installation discs, as they will only work on Force systems.

Merit still maintains its solid commitment to its Force platform. This change is due to Ion technology advancing to the point that it surpassed the capacity of the older system.

If you have any questions please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



Date: 9-26-08

FIELD BULLETIN

Issue:

Under certain limited conditions, a bookkeeping error may occur that causes a Megatouch-connected TouchTunes jukebox to record double the correct amount of money in its bookkeeping functions for remote jukebox plays.

Games Affected:

This issue has been reported where U.S. version Megatouch systems are connected via Gamelink to TouchTunes jukeboxes, and where BOTH of the following conditions exist:

- 1) The **Quick Price Setup** feature on the Megatouch is being used.
- AND-
- 2) The selected setup is "4 credits for \$1".

Symptoms:

To determine if your system is affected, please conduct the following procedure:

- 1) Enter the Operator Setup on the Megatouch.
- 2) Touch **Credits/Pricing**.
- 3) Touch **Quick Price Setup**.
- 4) Touch **4 Credits for \$1.00** (see Figure 1).

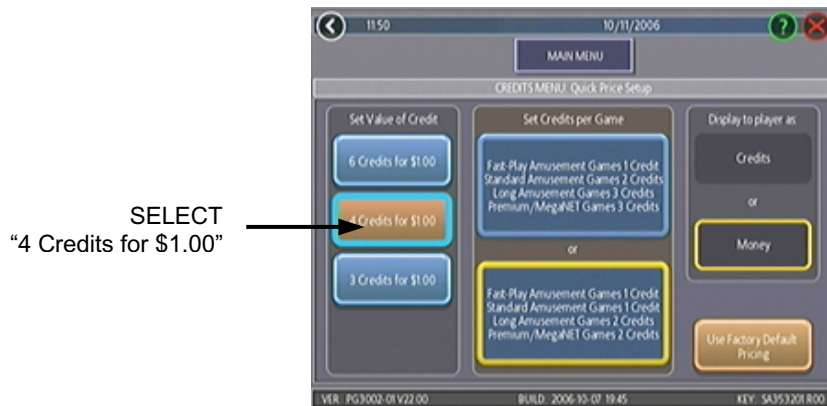


FIGURE 1 – QUICK PRICE SETUP

- 5) Touch **Main Menu** at the top-center of the screen.
- 6) Touch **TouchTunes**.
- 7) Set "Merit Credits per Song" to 2.

- 8) At the jukebox, activate the Operator menu and navigate to the *Money → Bookkeeping* menu.
- 9) Record the “Linked Coinage” value displayed (see Figure 2).

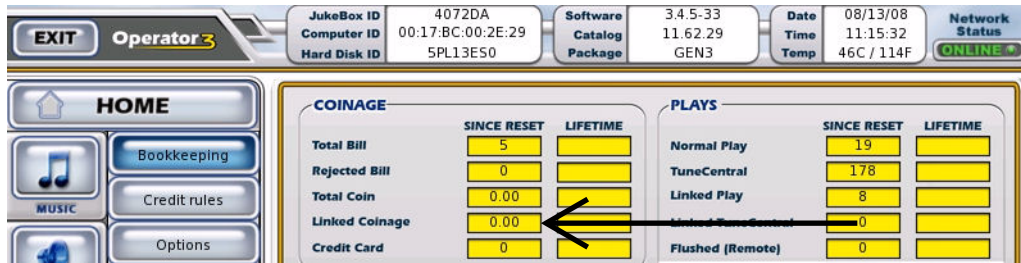


FIGURE 2 – TOUCHTUNES BOOKKEEPING MENU

- 10) Initiate a remote play from the Megatouch. If your system is affected, Linked Coinage for the remote play will be double the correct amount on the jukebox's Bookkeeping screen.

Solution:

This issue will cease to occur when the credit settings are configured manually on the Megatouch. To do so, please follow these steps:

- 1) Enter Operator Setup on the Megatouch.
- 2) Touch **Credits/Pricing**.
- 3) Touch **Coin-In**.
- 4) Manually configure your credit settings.
- 5) Touch **Main Menu** at the top-center of the screen.
- 6) Touch **TouchTunes**.
- 7) Set “Merit Credits per Song” to any desired value.
- 8) To verify the success of this process, initiate a remote play from the Megatouch. If this procedure has been successful, coinage for a linked play will be recorded correctly on the jukebox's Bookkeeping screen – i.e. the value specified on the Merit “Value of Credit” menu.

NOTES:

- If the Coin-In table is set up for bonus credits, the TouchTunes unit selects the most expensive credits to use.
- Wireless linking of Megatouch systems and TouchTunes jukeboxes is not supported.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760, or by e-mail: TechCenter@meritgames.com.



Date: 10-23-08

FIELD BULLETIN

- Issue:** There are certain conditions that can lead to touchscreen calibration issues in Ion systems. Please see **Symptoms**.
- Games affected:** Certain Ion systems running software versions 2007 (V22) through 2008.5 (V25), as well as systems running operator-installed 2009 software. *Please note that **games manufactured with 2009 software will have this patch already incorporated**, so this issue will not affect these systems.* This patch will **NOT** work with **2009 Beta** software.
- Additionally, this patch will only work on systems with touchscreen controller versions 3.0 through 4.1. To check your version number, press the Setup button to enter Operator Setup, then press **Diagnostics**, then press **System Info**. The version number will be displayed under the heading "TouchScreen".
- Symptoms:** Your Ion system is having the following calibration issues, which can be resolved by power cycling:
- the touchscreen is responding while there is no one touching the screen
 - the touchscreen appears to be locked up, but the LED on the touchscreen controller will be illuminated as if the screen is being touched
 - the game's calibration is drastically off
- Solution:** If your system is experiencing the above calibration issues, Merit is providing a FREE OF CHARGE Touchscreen Controller Firmware Update on USB pen (part number: SB0555-01), which addresses these potential issues and can be ordered from your distributor.

PLEASE NOTE: IF POWER IS INTERRUPTED DURING INSTALLATION IT CAN DAMAGE THE TOUCHSCREEN CONTROLLER. PLEASE MAKE EVERY EFFORT TO ENSURE THAT THIS DOES NOT HAPPEN DURING INSTALLATION.

To Update Via USB Pen:

1. Turn off the game.
2. Gently slide the provided USB pen into the USB port on your system (for details on locating the USB port on your Megatouch, please refer to your Owner's Manual).
3. Turn on the game. The update will automatically download. This will take approximately 5 minutes.
4. When the update is complete, the message "Update Complete Touchscreen firmware is now revision 4.40" will appear on the screen. Turn off your system, remove the USB pen, then turn your system back on.
5. After the system reboots, you should perform a touchscreen calibration. Press the Setup button to enter Operator Setup, then touch **Diagnostics**, followed by **Touchscreen Calibration**. Follow the on-screen instructions to calibrate.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760 or by e-mail: TechCenter@meritgames.com.



Date: 12-05-08

FIELD BULLETIN

- Issue:** On 2009.02 (V29.10) software, the games Luxor and Luxor: Survival have been experiencing loading problems.
- Games Affected:** Both Ion and Force 2009.02 (V29.10) software. **Note:** If your system is running V29.11 you will not experience this issue.
- Symptoms:** When the 1-player button is pressed to start either Luxor or Luxor: Survival, the game attempts to load but fails to do so. The system does not crash, it remains on the game selection screen, and player credits are used.
- Solution:** Merit is issuing a free patch that will automatically install on all *MegaNet-connected* Megatouch systems. If you have a non-connected machine, the patch can be installed via USB pen. This patch (and instructions for USB installation) are located on Merit's Web site <http://www.meritgames.com/luxor.asp>. The patch should be downloaded from the Web site to your computer, then uploaded to a USB pen for transfer to the Megatouch. This patch will update the software on the system to V29.12.
- If you do not have a computer to download the USB patch, and if your games are not MegaNet-connected, this issue can also be remedied by disc(s). Contact Merit Customer Service or your distributor for this update (part number SB0612-01). The disc(s) will update your system to V29.11. For disc installation instructions, please see the reverse of this field bulletin.
- Please note:*** There is no difference in V29.11 and V29.12 software other than the installation method, so if your Megatouch is already running V29.11, there is no need to address this issue.

To Update Via Disc

Connecting a DVD Drive

1. Turn off the game.
2. Connect the 2 x 20-pin IDE connector to the IDE interface connector on the DVD drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE interface connector.
3. Connect the four 4-pin power connector on the ribbon cable to the DC power input on the DVD drive.
4. Connect the centronics connector on the ribbon cable to the centronics connector on the game. (If you need further instructions in doing this, please refer to your Owner's Manual.) **NOTE: When positioning your DVD drive, it is important that you find a suitable place where the DVD drive will not be in danger of coming in contact with any components or wires inside of the game.**

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 from 10 to 15 minutes, depending on the speed of your DVD drive.

5. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server** before beginning this installation so that no information is deleted.
6. For Force Games: Insert the Force Disc into the 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.
For Ion Games: Insert Ion Disc 1 into the 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.
7. 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. If you accept the terms, select **Yes, I agree**.
8. For Force Games: Skip to step 9.
For Ion Games: When the first disc 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 disc, insert the disc labeled **Disc 2** and close the door.
9. When the installation is complete, the screen will display the message "**Installation Complete! Please remove the disc and Reboot.**"
10. Remove the disc and turn off power to the game.
11. Carefully disconnect the ribbon cable from the centronics connector on the game. Be sure to grasp the connector and not the cable itself.
12. Turn on the game. When the game boots up, you will be prompted to calibrate the game. Follow the instructions on the screen.
13. If you are connected to TournaMAXX or TournaCHAMP, you must perform an **Update From Server**. You will have to re-enter the dial-in settings first. Refer to the MegaNet manual for instructions.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 215-826-1400 or 1-800-523-2760, or by e-mail: TechCenter@meritgames.com.



merit entertainment

TECH NOTES

<http://www.meritgames.com>

Date: 1-15-08

Re: SATA DVD Software Updates for the Megatouch Rx

Merit's latest product, the Megatouch Rx, has taken hardware advancements in countertop games to a new level. The Rx features a new motherboard, widescreen monitor, credit card reader, and SATA hard drive that the Aurora Widescreen also shares; yet the Rx technologically moves forward, by also featuring software updates using a SATA DVD drive. The combination of SATA DVD drives and hard drives offer many advantages over the older technology; they transfer data faster, offer more reliable operation, and use flexible, thinner cables, which allow for increased air flow and easier access to components. SATA has been recognized as the new standard in hard drive technology, as 99% of drives in 2008 desktops were SATA. Merit believes that transitioning to SATA will improve overall system performance, as well as make software updates quicker and easier.

Although all Ion software upgrade kits come with a hard drive, if you wish to reinstall the software on the Rx *by disc*, you will need to use a SATA DVD drive. Merit recommends a standard *internal* DVD-ROM drive of 12x or greater speed. The Rx comes with a separate cable to connect an internal SATA DVD drive. This cable has a SATA connector that attaches to the drive, and an eSATA connector that attaches to the Rx's update port. We recommend that you keep this cable connected to your DVD drive and only connect it to the update port during updates, as the industry standard for the SATA connector is only 50 insertions/removals and the standard for the eSATA connector is 5,000. If you have an *external* SATA drive, you will need to use the cabling that comes with the drive, but it must not be longer than ½ meter (19 inches), since longer cables can cause performance issues.

SATA DVD drives are readily available at retail consumer electronics stores and on the Internet. Merit has tested and approved the following SATA DVD readers for use with all SATA updates: *Lite-On* model HAS120, and *Philips & BenQ* model DVD8881. Due to variations within a model number, manufacturer changes, and other variables, Merit cannot guarantee the functionality of any reader. We recommend that you test your reader with all of your Rx games; however, we have found that most DVD readers will likely be compatible.

If you have any questions, please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



merit entertainment

TECH NOTES

<http://www.meritgames.com>

Date: 4-22-09

Re: Intel Motherboard Fan Replacement

The full-board warranty offered by Intel on their motherboards covers the factory-installed fan on the board. This means that the fan on an Intel motherboard (inside Aurora Widescreen and Rx systems) should *not* be replaced, as moving this fan will void the warranty on the motherboard. This is due to the high probability of disturbing the phase change material (the thermal adhesive barrier) during fan adjustment/replacement, which would render the motherboard inoperable. The Intel motherboard is under warranty for 2 years, and if a component on the motherboard fails, the board should be replaced.

If you have any questions please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



merit entertainment

TECH NOTES

<http://www.meritgames.com>

Date: 4-22-09

Re: Complete Merit Software Updates Are Now Downloadable

Merit Entertainment is announcing a great new advancement for operators – the Download Manager. The Download Manager is a program that makes it possible for operators to download Merit software that was previously unavailable for download, either due to the large size of the files or corruptibility factors. This means that things like **complete software version updates** can now be downloaded directly to your computer, and then burned to disc for transfer to your Megatouch systems.

Other files using the Download Manager can be saved on a USB pen for transfer to your Megatouch. Instructions on the file download screen will tell you the appropriate method for file transfer to your Megatouch – i.e. disc or USB pen.

At the current time, both Ion and Force 2009 software is available for download, with more software versions to be made available in the future. Complete versions of software would still need the appropriate security key to function properly, so these particular downloads are for reinstallation of software only. (All new software versions must still be purchased to get the appropriate security key.)

The Download Manager can be found on Merit's Web site (http://www.meritgames.com/Support_Center/Downloads/DownloadManager.asp), and connected operators can also use their operator Web site (www.tournamaxx.com) to access the Download Manager, which can be found under the **Support** tab on this site. The Download Manager will currently run on Windows 2000, XP, or Vista operating systems that are running Internet Explorer.

If you have any questions please contact Merit Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@meritgames.com.



Date: 10-20-09

FIELD BULLETIN

- Issue:** We have discovered an issue where certain games can experience a slowdown during play. This issue has been seen with the games Super Boxxi and Jackpot Corner, but other games could be affected as well.
- Games Affected:** Only Ion systems with 512 MB of memory, running 2009.5 software (versions 31.02, 03, 04, and 05) are affected. This includes Megatouch Rx, Aurora Widescreen, and any Ion system that has been upgraded to 512 MB of memory.
- Solution:** AMI is issuing a free patch to correct this issue.
- For MegaNet-connected games:* There is no need to do anything. If you have this version of software running on an Rx, Aurora Widescreen, or a game with 512 MB of memory, we will be sending the patch that will automatically install and resolve the issue.
- If your game is not MegaNet-connected,* you can download the patch from our Web site and install it on your game. To download the patch, visit www.amientertainment.com > Support > Megatouch Support Center > Software Downloads. This patch will update your game to 2009.5, V31.06. If your game is already at this version or higher, there is no need to install the patch.

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



TECH NOTES

Date: 10-15-09

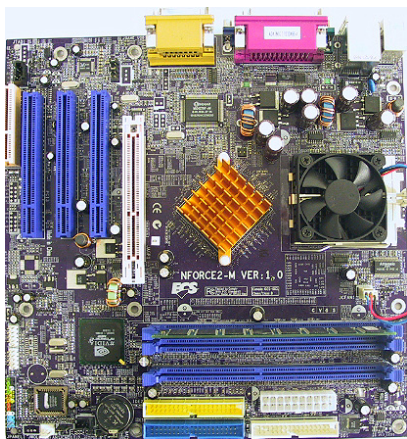
Re: SATA Hard Drives in Ion 2010 Kits

SATA hard drives have been recognized as the new standard in hard drive technology and offer many advantages over the older drives. It is for this reason that AMI has switched to SATA hard drives in our 2010 Ion hard drive kits. **As a result of this, however, games with ECS motherboards will need an additional adapter in order to install the SATA hard drive.** This adapter is required because older ECS motherboards do not have a SATA port. We continue to support our older hardware by offering an adapter kit. If your game requires the adapter, please contact your distributor (**order part number SB0679-01 for Fusion games, and SB0676-01 for all other games**).

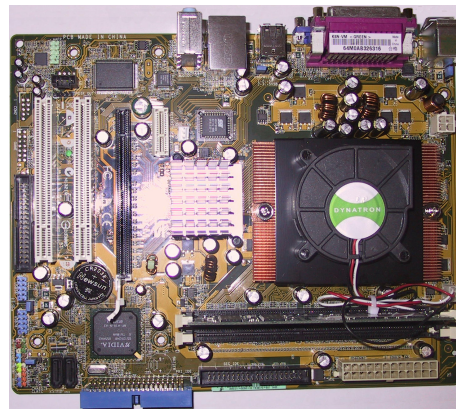
To determine if your game requires the adapter, see the motherboard pictures below. You can also use your game serial number to find out what type of motherboard it was produced with. Games with serial numbers of 031507XXXXXXXX and above (where the first 6 digits represent the manufacture date) were built with ASUS motherboards. Additionally, if you are upgrading any Aurora, Rx, or other cabinet that already has a SATA drive in it (see hard drive pictures below), you will not need the additional adapter kit.

SATA drives transfer data faster, offer more reliable operation, and use flexible, thinner cables, which allow for increased air flow and easier access to components. AMI believes that transitioning to SATA will improve overall system performance, as well as make software updates quicker and easier.

If you have any questions, please contact Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



ION ECS MOTHERBOARD
(REQUIRES ADAPTER)



ION ASUS MOTHERBOARD
(DOES **NOT** REQUIRE ADAPTER)



OLD PATA HARD DRIVE

NOTE
CABLING
DIFFERENCES



NEW SATA HARD DRIVE



Date: 10-22-09

FIELD BULLETIN

- Issue:** Certain versions of Ion software will not link if there is a wireless “N” router present, unless they are updated.
- Games Affected:** Ion systems running 2009 & 2009.5 (from Versions 29.00 to 31.02) software.
- Symptoms:** When you perform a wireless scan it will appear that there are no routers to link to at all, and/or your wireless device will not be able to find a network to connect to even though there is a functioning router available.
- Solution:** AMI is issuing a free patch to correct this issue.
- For MegaNet-connected games: There is no need to do anything to your machine itself. We have already sent the patch to resolve this issue on your connected machines. Please see the note at the bottom of this bulletin.
- If your game is not MegaNet-connected: You can download the patch from our Web site and install it on your game with a USB pen, CD, or DVD. To download the patch, visit www.amientertainment.com > [Support](#) > [Megatouch Support Center](#) > [Software Downloads](#). This patch will update your game to 2009.5, V31.06. Please see the note below.

IMPORTANT!!

In order for this patch to enable connectivity with your wireless N router, the router must NOT be set to N-only mode. AMI recommends the settings listed below for the following devices (though mixed mode settings should work if your router doesn't have the listed recommended settings):

Wireless Device	Recommended N Router Setting
735	B or B+G mode
705A	G-only mode

To check what kind of wireless device is in your Megatouch system, enter Operator Setup, touch **Diagnostics**, then **System Info**. Look under the heading “Wireless Network” for wireless device information. Please consult your router’s instructions for how to switch router modes.

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



Date: 11-20-09

FIELD BULLETIN

- Issue:** Certain Ion 2009.5 and 2010 software versions may experience issues connecting wirelessly, and will subsequently display a WIRELESS DEVICE ERROR: CODE 101 when attempting to wirelessly connect in any fashion.
- Games Affected:** Ion systems running software versions V31.07, V32.03, and V32.04 that are utilizing wireless connectivity.
- Symptoms:** This particular issue causes a condition where the game may establish a successful wireless connection the first time it attempts to connect, but if you try to connect again, the system will not recognize its own wireless device, thereby causing the error.
- Solution:** AMI is issuing a free patch to correct this issue.
- For MegaNet-connected games:* There is no need to do anything to your machine itself. We have sent the patch to resolve this issue on your connected machines. (If your game is a MegaNet game, and you're still having issues connecting, please see the NOTE below.)
- If your game is not MegaNet-connected:* You can download the patch from our Web site and install it on your game with a USB pen, CD, or DVD. To download the patch, visit www.amientertainment.com > [Support](#) > [Megatouch Support Center](#) > [Software Downloads](#). You can also register the affected machine with MegaNet Core to remedy the situation. MegaNet Core is a **completely free** connection to the MegaNet servers that will automatically upload this and any other corrective patch directly onto your machines, with no need for you to do anything on your end as long as the connection is maintained. (Please see the NOTE below if you want to register your machine with MegaNet Core, but can't connect the machine to do so.)

NOTE

If you can't get your machine to connect in order to access MegaNet... Have someone at your location turn the system's power off, wait at least thirty seconds, then power the unit back on. This will allow a one time connection, which will be enough for the unit to download the patch. It is also possible to connect the game through a wired connection, register for MegaNet (if need be), download the patch, then change the settings back to a wireless connection.

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



Date: 1-12-10

FIELD BULLETIN

- Issue:** Certain Ion 2009.5 and 2010 software versions may experience issues when connected to certain routers.
- Games Affected:** Ion systems running software versions V31.02, V31.03, 31.04, 31.06, 31.07, 31.22, V32.03, and V32.04. This issue is present on both wired and wireless connections.
- Symptoms:** This particular issue causes a condition where, after the network connection is established, upon exiting out of the Connection Wizard a black screen appears on the system. This screen will not go away. If the machine is rebooted, it will go into a continuous reboot cycle.
- Solution:** AMI is issuing a free patch to correct this issue. You can download the patch from our Web site and install it on your game with a USB pen, CD, or DVD. To download the patch, visit www.amientertainment.com > [Support](#) > [Megatouch Support Center](#) > [Software Downloads](#).

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



Date: 1-28-10

FIELD BULLETIN

- Issue:** There may be some issues when playing the game Little Shop of Treasures on Megatouch systems running 2010 software.
- Games Affected:** Ion systems running software versions V32.03, V32.04, and V32.11.
- Symptoms:** When playing Little Shop of Treasures on a game, calibration drift may prevent some objects near the edge of the screen from being selected, thereby affecting game play.
- Solution:** AMI is issuing a free patch to correct this issue.
- For MegaNet-connected games: There is no need to do anything to your machine itself. The patch to resolve this issue will be sent to your connected machines.
- If your game is not MegaNet-connected: You can download the patch from our Web site and install it on your game with a USB pen, CD, or DVD. To download the patch, visit www.amientertainment.com > [Support](#) > [Megatouch Support Center](#) > [Software Downloads](#).
- Remember:** AMI also offers MegaNet Core, which is a *completely free* connection to the MegaNet servers that automatically downloads this and any other corrective patch directly onto your registered machines. There'll be no need to do anything on your end, so get connected today!

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



TECH NOTES

Date: 3-30-10

<http://www.amientertainment.com>

Re: Electrostatic Discharge

As with any computerized device, you should take every precaution to avoid exposing the internal components of the Megatouch to electrostatic discharge. The rear of the monitor is especially vulnerable to static. These currents can cause the touchscreen to become unresponsive, and can potentially cause permanent damage to the system. To avoid static discharge, ground yourself by touching the metal U-bolt on the back of the game anytime you open it, before touching anything inside. If you walk away from the game with it opened, make sure to ground yourself again before touching anything.

When performing maintenance or a routine collection, the safest practice is to turn the game off first. Whether you do this or not, make sure that the game is operating properly before leaving a location, as static can cause component lock ups that can be easily overlooked. If there appears to be any issue, turn off the game for 10 seconds and then turn it back on. This will allow the system to completely shut down and discharge all electricity.

If you have any questions, please contact Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



TECH NOTES

Date: 4-9-10

<http://www.amientertainment.com>

Re: Proper Touchscreen Performance

There are a number of environmental factors to take into account to get the best performance from your touchscreen. These factors are normal and inherent in the nature of capacitive touchscreen technology, and should be addressed before assuming a defective touchscreen or controller. Please follow the recommendations below to ensure proper functionality.

- Make sure that the game is plugged into a properly grounded outlet and never use a two-prong adapter. Since the touchscreen works on capacitance, proper grounding is especially important.
- Make sure that whenever you open the game, you ground yourself before touching anything inside. To discharge any static electricity, you can touch the metal U-bolt on the back of the game. During collections, if you walk away from the game, make sure to re-ground yourself before touching anything. If you fail to do this, make sure you turn off the game and turn it back on when you are finished.
- Never connect the game to a circuit that also supplies power to freezers, blenders, electric ovens, or other high power consuming and electrical noise generating equipment. Also, do not place the game within six feet of microwave ovens or neon lights.
- When choosing a location for the game, keep in mind that two games should not be placed near one another (within two feet) as this can cause interference. Additionally, large metal surfaces (such as bar top rails) can affect touchscreen operation. These factors are also important during calibration. Make sure not to have two games in close proximity and make sure not to touch any metal surfaces while calibrating. Ideally, the game should be calibrated once it is placed on location.
- It's important to note that during calibration, the calibration point is set where your finger is released from the screen. We recommend that you touch away from the calibration arrows, drag your finger to the center of the arrows, hold there for two seconds, and then release your finger. You should only touch the game with your finger during calibration (don't lean or touch anywhere else on the game) and keep your finger as outstretched as possible, with your palm and other fingers away from the screen (so the rest of your hand doesn't affect the calibration).
- The touchscreen ribbon cable should have a loose loop where it exits the touchscreen, never a hard bend.
- If you are having calibration issues after following the steps above, try replacing the USB touchscreen cable (connecting the touchscreen controller to the motherboard).

When replacing your touchscreen or LCD:

- Only use the provided tape for the touchscreen and the bezel. These tapes have specific properties that won't interfere with touchscreen operation.
- Make sure that the tape on the rear of the touchscreen is even with the edge of the touchscreen and does not overlap. This is especially important where the ribbon cable exits the touchscreen. Tape extending beyond the edge of the screen may cause excessive stress on the cable, thus affecting performance.
- Do not adhere tape to the front of the touchscreen. If you are replacing the tape on the inside of the front bezel, only adhere it to the inside perimeter of the bezel and not to the touchscreen itself.



TECH NOTES

Date: 5-25-10

<http://www.amientertainment.com>

Re: Network-Over-Power Adapters for Networking Games and Jukeboxes

If you are in a location where you cannot run network cables, and wireless isn't an option or performs sporadically, there is an alternative which has been used successfully in certain locations. This "network-over-power" or "Ethernet-over-power" adapter uses the existing AC power outlets and electrical wiring to transmit data, making it both convenient and easy to install. One adapter plugs into an electrical outlet and connects via Ethernet to your router, and another adapter plugs into another outlet and connects via Ethernet to your Megatouch game or jukebox. (In order to function properly, each connected device must be plugged into an outlet supplying 110/120 VAC, 60Hz on the same electrical phase.)

Because network-over-power adapters depend on the existing power line infrastructure of a building to transmit data, they may not work properly in all environments. Although interference, network traffic, building materials, and other conditions can negatively affect this networking option, we have seen dramatic improvement in connectivity in certain locations. If you are experiencing issues with other networking options, a network-over-power adapter offers a viable alternative. Where it works, it tends to work well and can solve many networking issues or obstacles.

If you have any questions, please contact Customer Service and Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



TECH NOTES

<http://www.amientertainment.com>

Date: 9-2-10

Re: How to Read a Game Serial Number

AMI Entertainment has implemented a new form of game serialization beginning with the Megatouch Force product line. Use the following key to interpret the serial number of your game.

MMDDYYTTGGNNNN

MM = two-digit month of manufacture

DD = two-digit day of manufacture

YY = last two digits in year of manufacture

TT = two-digit tracking code (usually 00, can be changed to track special circumstances)

0L = Mega-Lease	0M = M-Lease	01 = Uses SB0410-01 Assembly	50 = GR Build	MR = M RoHS Build
02 = Uses SA10070-04 MB	RO = RET	WR = RoHS	5R = GR RoHS Build	

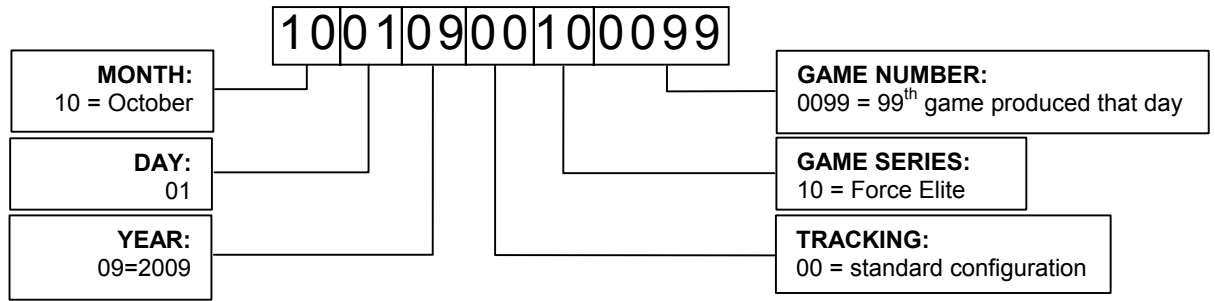
GG = two-digit code representing game series/model

00 = Force Classic	39 = 17" Ion eVo (Non-Revenue)	92 = Ion Fusion
02 = Boardwalk	40 = Conversion Kits	93 = Ion Fusion (RoHS)
10 = Force Elite	41 = Force Conversion Kits	A0 = Mr. VIPS
11 = 15" Ion eVo (Bill)	42 = Boardwalk Conversion Kits	B0 = Fun Zone
12 = 15" Ion eVo (Coin)	50 = Force Vibe Display (Bill)	B1 = Fun Zone Jr.
13 = 15" Ion eVo (Bill & Coin)	51 = Force Vibe Processor (Bill)	C0 = 15" Force Gametime
14 = 15" Ion eVo (Non-Revenue)	52 = Force Vibe PC	C1 = 15" Ion Gametime Countertop
15 = 15" Ion eVo Walleto (Bill & Coin)	53 = Force Vibe Display (Coin)	C2 = Ion Gametime Upright
16 = 15" Ion eVo Walleto (Coin)	54 = Force Vibe Processor (Coin)	C3 = 17" Ion Gametime eVo
17 = 15" Ion Elite Edge (Bill & Coin)	55 = Force Megatouch Booth Game	C4 = Aurora GT
18 = 15" Ion Elite Edge (Coin)	56 = Ion Walleto Music Box	D0 = Force Money Shoot
19 = 15" Ion Elite Edge (Bill)	60 = Force Megatouch Combo Jukebox	E0 = 17" Ion Aurora (bill & coin)
20 = Force Radion	61 = MegaTunes	E1 = 17" Ion Aurora (coin)
21 = Force Champ	62 = Remote Sound System	E2 = 17" Ion Aurora (bill)
22 = 15" Ion eVo (Bill) (RoHS)	63 = MoD BoX	E3 = 19" Ion Aurora (bill & coin)
23 = 15" Ion eVo (Coin) (RoHS)	64 = MoD BoX Deluxe	E4 = 19" Ion Aurora (coin)
24 = 15" Ion eVo (Bill & Coin) (RoHS)	65 = MoD BoX Deluxe Wireless	E5 = 19" Ion Aurora (bill)
25 = 15" Ion eVo Walleto (Bill & Coin) (RoHS)	70 = OEM	E6 = Aurora Widescreen (bill & coin)
26 = 15" Ion eVo Walleto (Coin) (RoHS)	71 = VIPS	E7 = Aurora Widescreen (coin)
27 = 15" Ion Elite Edge (Bill & Coin) (RoHS)	72 = Ion OEM	E8 = Aurora Widescreen (bill)
28 = 15" Ion Elite Edge (Coin) (RoHS)	73 = Ion OEM (RoHS)	E9 = Widescreen KP (Non-Revenue)
29 = 15" Ion Elite Edge (Bill) (RoHS)	80 = Force eVo (Bill)	F0 = Rx (bill & coin)
30 = Force Upright	81 = Force eVo (Coin)	F1 = Rx (coin)
31 = 17" Ion eVo (bill & coin)	82 = Force eVo (Bill & Coin)	F2 = Rx (bill)
32 = 17" Ion eVo (coin)	83 = Force eVo (Non-Revenue)	FT = FireFly Tablet
33 = 17" Ion eVo (bill)	84 = Force eVo Walleto	FD = FireFly Dock
34 = 17" Ion Elite Edge (bill & coin)	85 = Force Elite Edge (Bill & Coin)	G0 = Prize Vault (coin & bill)
35 = 17" Ion Elite Edge (coin)	86 = Force Elite Edge (Coin)	G1 = Prize Farm (coin & bill)
36 = 17" Ion Elite Edge (bill)	87 = Force Elite Edge (Bill)	G2 = Prize Farm Lite (coin & bill)
37 = 17" Ion eVo Walleto (bill & coin)	90 = Force Fusion	Z1 = Replacement SA
38 = 17" Ion eVo Walleto (coin)	91 = Force Fusion (Non-Revenue)	Z2 = KP Replacement I/O Board

NNNN = four-digit sequential number of game produced during the day

See the next page for an example.

Example:





Date: 10-7-10

FIELD BULLETIN

Issue: In linked Megatouch and TouchTunes machines, each system addresses pricing differently, which can cause discrepancies between their books. However, you can modify the Megatouch Coin-In Table so that the books match more closely.

Games Affected: Megatouch systems that are linked to a TouchTunes jukebox.

Symptoms: There will be a books discrepancy between linked Megatouch and TouchTunes machines.

Solution: To set the pricing on the Megatouch to minimize discrepancies:

1. Enter Operator Setup on the Megatouch by pressing the SETUP button.
2. Touch **Credits/Pricing**.
3. Touch **Quick Price Setup** and select the pricing option that you wish to use, then touch the < button in the top-left corner of the screen to return to the Credits/Pricing Menu.
4. Touch **Coin-In**.
5. You will now need to adjust the Coin-In Table based upon the values you set in Quick Price Setup. Coin-In values will differ depending on whether you selected 6, 4, or 3 Credits for \$1.00 in Quick Price Setup.

To change the Coin-In Table: Starting with the bottom of the screen, change the values in the table by touching the **EDIT** buttons to the right of the values and then entering the new value. To eliminate a row, touch **EDIT** and then select **0**. After you've done this, adjust the "Credits" column by using the + and - buttons on either side of the credit field you want to change. To eliminate a row, set it to **0**.

Adjust your Megatouch's Coin-In Table as shown in the image for each pricing option.

3 CREDITS FOR \$1.00:



4 CREDITS FOR \$1.00:

The screenshot shows the 'CREDITS MENU: Coin-In' screen. The 'CASH-IN' column shows \$0.25 and \$1.00. The 'CREDITS' column shows 1 and 4. The 'METER PULSE' is set to 25¢. The 'Change Currency' and 'Default Settings' buttons are visible at the bottom.

CHANNELS	CASH-IN	CREDITS
1 \$0.25 EDIT	\$0.25 EDIT	1 +
2 \$0.25 EDIT	\$1.00 EDIT	4 +
3 N/A EDIT	EDIT	+
4 N/A EDIT	EDIT	+
5 N/A EDIT	EDIT	+
6 \$1.00 EDIT	EDIT	+
7 N/A EDIT	METER PULSE	Change Currency
8 N/A EDIT	25¢	Default Settings

VER: PG3002-01V22.00 BUILD: 2006-08-09 00:00 KEY: SA353001 R04

6 CREDITS FOR \$1.00:

The screenshot shows the 'CREDITS MENU: Coin-In' screen. The 'CASH-IN' column shows \$0.50 and \$1.00. The 'CREDITS' column shows 3 and 6. The 'METER PULSE' is set to 25¢. The 'Change Currency' and 'Default Settings' buttons are visible at the bottom.

CHANNELS	CASH-IN	CREDITS
1 \$0.25 EDIT	\$0.50 EDIT	3 +
2 \$0.25 EDIT	\$1.00 EDIT	6 +
3 N/A EDIT	EDIT	+
4 N/A EDIT	EDIT	+
5 N/A EDIT	EDIT	+
6 \$1.00 EDIT	EDIT	+
7 N/A EDIT	METER PULSE	Change Currency
8 N/A EDIT	25¢	Default Settings

VER: PG3002-01V22.00 BUILD: 2006-08-09 00:00 KEY: SA353001 R04

- When you are finished setting the Coin-In table, touch **Main Menu**, then touch the **TouchTunes** button.
- Ensure that "Number of Merit Credits per TouchTunes Song" is set to the pricing you wish it to be.

NOTE: TouchTunes charges 50 cents per song play, so however you decide to set your pricing, please be sure that the Megatouch is collecting at least 50 cents per TouchTunes play.

To determine how much a song will cost to play from the Megatouch, multiply "Number of Merit Credits per TouchTunes Song" by the base price of a credit that you selected (i.e., 3 credits for \$1.00 = \$0.33 base credit, 4 credits for \$1.00 = \$0.25 base credit, and 6 credits for \$1.00 = \$0.16 base credit).

Example: If pricing is set to 4 credits for \$1.00, the base credit would be 25 cents, so if the Number of Merit Credits per TouchTunes Song is set to "1", you would be charging 25 cents per song play; if Merit Credits per TouchTunes Song was set to "2", you would be charging 50 cents per song play; if it is set to "3", you would be charging 75 cents per song play.

- When you are finished setting your pricing, touch the **X** button and confirm that you want to exit out of Operator Setup.

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.



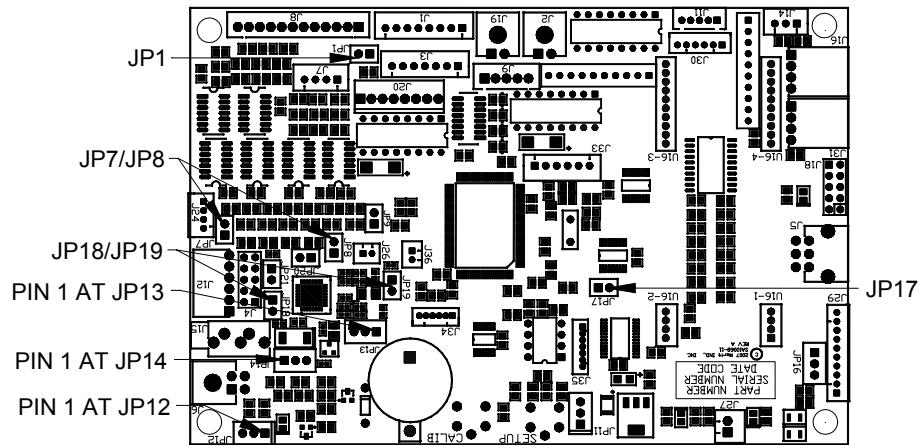
TECH NOTES

<http://www.amientertainment.com>

Date: 2-7-11

Re: I/O Board Replacement in Ion, Megatouch Entertainer, Money Shoot, and Megatouch Champ Games

When replacing the I/O board in an Ion, Megatouch Entertainer, Money Shoot, or Megatouch Champ game, make sure the jumper settings on the I/O board are correct before installation. **NOTE:** If you change any jumper settings after turning the game on, you must reboot the game before those new setting will take effect. If you have questions, please contact Customer Service & Technical Support by phone at 215-826-1400 or 800-523-2760, or e-mail TechCenter@amientertainment.com.



- For Aurora games with Imonex V92 series coin mechs AND a serial number between 043007XXXXXXXX and 011608XXXXXXXX, the shunt must be removed from JP1.
(The first 6 digits of the serial number are the date of manufacture.)
- For all other Aurora games, the shunt must be in place at JP1.

- For Ion eVo (serial number 100107XXXXXXXX or greater) & Ion Elite Edge (serial number 092507XXXXXXXX or greater) with Imonex V92 series coin mechs, the shunt must be removed from JP1.
(The first 6 digits of the serial number are the date of manufacture.)
- For all other Ion eVo and Ion Elite Edge games, the shunt must be in place at JP1.

- For games with Imonex coin mechs, the shunt must be removed from:
JP8 (for I/O boards with the part numbers: SA10068-01, -02, -03, and -04) or
JP7 (for I/O boards with the part number: SA10068-05 or higher).
- For games without Imonex coin mechs, the shunt must be in place at:
JP8 (for I/O boards with the part numbers: SA10068-01, -02, -03, and -04) or
JP7 (for I/O boards with the part number: SA10068-05 or higher).

- For Aurora, Ion eVo, Ion Elite Edge and Ion Fusion games, the shunt must be in place at JP17.
- For Megatouch Entertainer, Rx, Ion eVo Wallette, Megatouch Champ & KidzPace games, the shunt must be removed from JP17.

- For Megatouch Entertainer or eVo Wallette games using the speakers that came with the unit or using your own speakers, the shunt must be on pins 1 & 2 at JP14.
- For Megatouch Entertainer or eVo Wallette games using the Premium Sound System Kit, or using your own amplifier, the shunt must be on pins 2 & 3 at JP14.

- For Money Shoot games, the shunt at JP12 and JP13 must be on pins 1 and 2.

- For mini-Drucker printer function, the shunt at JP12 and JP13 must be on pins 2 and 3.



Date: 3-7-11

FIELD BULLETIN

Issue: Two minor issues have been discovered in the Megatouch 2011 software—a player cheat has been found in the Little Shop of Treasures game, along with a few corrupted images in Penthouse Photo Hunt (lon only).

Games Affected: lon software versions V34.01 and V34.10, and Force software versions V28.30 and V28.40.

Solution: AMI is issuing a free patch to correct these issues. When the patch is installed, your version number will have a "p37" listed at the end of it.

For MegaNet-connected games: There is no need to do anything to your machine itself. The patch to resolve these issues will be sent to your connected machines.

If your game is not MegaNet-connected: You can download the patch from our Web site and install it on your game with a USB pen, CD, or DVD. To download the patch, visit www.amientertainment.com > [Support](#) > [Megatouch Support Center](#) > [Software Downloads](#) > [Software Patches](#).

Remember: AMI also offers MegaNet Core, which is a *completely free* connection to the MegaNet servers that automatically downloads this and any other corrective patch directly onto your registered machines. There'll be no need to do anything on your end, so get connected today!

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.

FIELD BULLETIN

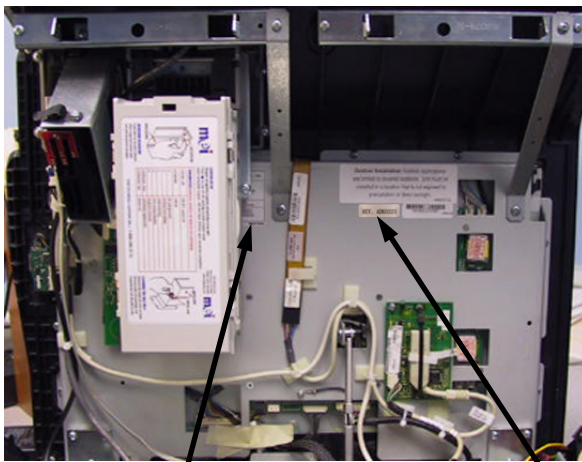
Issue: Some Megatouch Rx's are experiencing an issue where they appear as if they are not powering up when the system is turned on. This issue has been isolated to a specific lot of monitors from our supplier.

IMPORTANT: While replacing the power supply might appear to fix the monitor, the problem can return, as it resides with the monitor itself. A replacement power supply may have slightly different tolerances which may allow the faulty monitor to function, but given certain environmental conditions, the issue can reoccur. Replacing the monitor is the only way to fix the issue.

Games Affected: Only some Megatouch Rx games built with Nexview monitors in the serial number ranges below are affected. Use the pictures below to determine the manufacturer of your monitor. Although the label is obscured by the bill acceptor on Nexview monitors, you should be able to see the last letters of "Nexview, Inc" in the upper right corner of the label. **Monitors with a label reading "REV. ADK0233" (see Figure 1), have already been repaired and are no longer affected.**

Nexview serial number ranges:

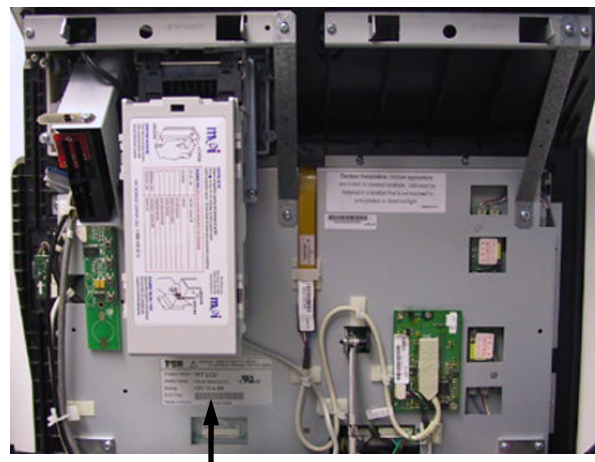
MTF-J021V0001 through MTF-J021V0200
MTF-J022V0001 through MTF-J022V0200
MTF-J028V0001 through MTF-J028V0150
MTF-J02EV0001 through MTF-J02EV0010
MTF-J032V0001 through MTF-J032V0440
MTF-J077V0001 through MTF-J077V0500
MTF-J092V0001 through MTF-J092V0200



NEXVIEW LABEL BEHIND BILL ACCEPTOR
(READS "NEXVIEW, INC" AND DISPLAYS THE
MONITOR'S SERIAL NUMBER)

"REV. ADK0233"
LABEL

FIGURE 1 – NEXVIEW MONITOR



FORESEESON LABEL
(READS "FSN")

FIGURE 2 – FORESEESON MONITOR
(NOT AFFECTED BY THIS ISSUE)

Symptoms: When turning on the Rx, the bill acceptor, fans, and lights will turn on, but the monitor will remain black. This is due to a capacitor on the A to D board being out of manufacturer's specifications. With these voltages out of specification, certain environmental conditions can cause the monitor to protect itself by not allowing the video to turn on.

Solution: If you are experiencing this issue with the monitor, call your distributor to replace it under warranty.

If you have any questions please contact AMI Technical Support by phone at 800-523-2760 or 215-826-1400, or by e-mail at TechCenter@amientertainment.com.