



Megatouch Ion 2009 Software Instructions

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Game Listing

NOTE: The available games may vary.

11 Ball/11 Up	Mystery Phrase
Air Shot	Office Bash
Avalanche Jack	Outer Spades
Backjammin	Outlaw Poker/Cattle Drive
Battle 31	Pack Rabbit
Beer Pong	Pharaoh's Fortune
Beer Pong 21	Pharaoh's 9
Big Time Roller	Photo Hunt
Boxdrop	Photo Pop
Boxxi	Power Solitaire
Breakin' Bricks	Power Trivia
Card/Castle Bandits	Puck Shot
Card/Crypt Raiders	QB Zone
Card/Jolly Pirates	Q-Shot
Chainz 2: Relinked	Quik Cell
Chainz 2: Puzzler	Quik Chess
Checkerz	Quik Match
Chip Away	Race Poker/Motor Match
Chug 21	Rack 'Em
Chug Monkey	Rack 'Em 9 Ball
Coco Loco	Royal Flash
Conga Fish	Run 21
Conquest	Skee-Ball
Crazy Hearts	Snap Shot
Deflection	Space Crusader
Dodge Bull	Speed Draw
Domino 5	Spider Kings/13 Spiders
Draggle Drop	Sudoku6
Euchre Nights	Super Boxxi
Fast Traxx	Super Cell Chaos
Feeding Frosty	Super Snubbel
Four Play	Tai-Play
Funky Monkey	Take 2
Gender Bender	Tennis Ace
Gin Rummy	Texas Hold 'Em
Gooal	Tic Tac Trivia
Great Solitaire	Tri-Towers/Tri-Castles
Hollywood Match	Tricky Fish
Hoop Jones	Triple Crown Boxing
Ink Rally	Trivia Treasure
Look Out	Trivia Whiz
Lucky 11's	Trivia Whiz 2
Luxor	Tuxedo Run
Luxor 2	TV Guide Mini Crossword
Luxor: Survival	UNO®
Magic Charms	UNO® 52 Poker
Mega Bowling	Video Whiz
Megatouch Battle Command	Vinci-Ball
Megatouch Mini Golf	Wild 8's/Wild Apes
Meteor Shower	Word Dojo
MGA Champ. Golf	Word Safari
Monkey Bash	Wordster
Monster Madness	Zen Word
Moondrop	Zip 21
My Ex	

Main Menu

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

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



FIGURE 1 - MAIN MENU

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

Main Menu	Available Options	Information
CREDITS	Coin-In	Displays cost per play.
GAMES	- Game Setup - Options	In the Games Menu, you can edit the game list (choose which games are available and in what category they appear on the Category Menu), and select options for individual games.
HI SCORES	- View/Clear Hi Scores - Options	The Hi Scores Menu allows you to view hi scores and set rules for the format and the clearing of hi scores.
BOOKS	- Books Display - Cash Settlement Setup - Cash Settlement Collection	The Books Menu displays current and lifetime credit information and calculates and collects the location and operator fees.
SYSTEM	- Set Time - Security Setup - Set Game Serial Number - Volume Control - Set 6 Star PIN - Data Transfer (not applicable) - Setup Operator Keys - AMI Setup (not applicable) - Options	Set the game clock, security PIN, serial number, game volume, 6 star PIN and features, and system options such as language control, 6 Star Enable, and theft deterrent. Also use this menu to program Operator keys to enable access to the setup screens via the key.

Main Menu	Available Options	Information
DIAGNOSTICS	• Video Test • I/O Test • Touchscreen Calibration • Touchscreen Test • Checksum Test • System Info • Verify Databases • Hard Drive Self Diagnostics • Joystick Calibration • Joystick Test • View System Log	• Enters the Video Test screens. Touch the screen to cycle through test. • Tests the function of the I/O board, DIP switches, coin meter and lockout. • Allows the operator to calibrate the touchscreen. Follow the instructions on the screen. • Checks touchscreen calibration. Touch the cursor on the screen to make sure it is accurately following your movement. • Checks the hard drive for missing or corrupted files. • Gives details about various hardware components in the game. • Only use on the advice of Merit Technical Service. • Detects hard drive errors and predicts future failures. Runs automatically during system startup and software installation. • Allows calibration of the joystick. Follow the instructions on the screen. • Checks joystick calibration. Move the joystick and make sure the cursor accurately follows your movement. • Allows operators to easily read, capture and send error log data.
NETWORK		This feature is not currently available.
PRESENTATION	• Operator Ad Screens • Options	Create ad screens and also add custom screens created on a personal computer. Access Video Sales Enabler.
PROMOTION	• My Merit • Options	• Enables a feature permitting players to create custom accounts. Also displays individual player data and allows the operator to back up or restore the data. • Enables and disables the My Merit feature.

Credits Menu

Coin-In Menu



FIGURE 2 - COIN-IN MENU

This screen shows the cost per play. All games cost 50 cents per play, and no more than 2 plays (\$1.00) can be loaded into the machine at a time. There is a maximum of 2 players per game. Money cannot be added while a game is in play, only after the game is finished.

Games Menu

Game Setup

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

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

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

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

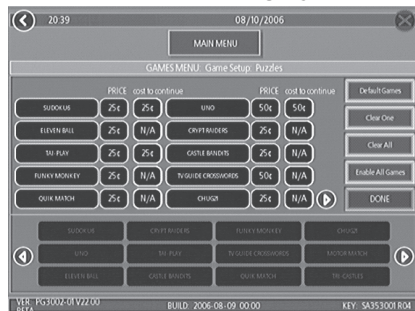


FIGURE 3 - GAMES MENU: GAME SETUP

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

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

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

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

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

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

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

Hi Scores Menu

View/Clear Hi Scores

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

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



FIGURE 4 - HI SCORES MENU:
VIEW/CLEAR HI SCORES SCREEN

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

Books Menu

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

Books Display

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

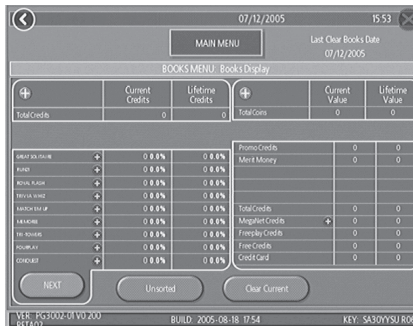


FIGURE 5 - BOOKS MENU:
BOOKS DISPLAY SCREEN

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

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

Touch the + above Total Credits to view Current Credits and Lifetime Credits for each game mode. Touch the button again to minimize this screen.

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

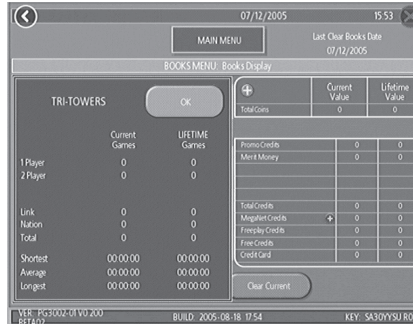


FIGURE 6 - BOOKS MENU: BOOKS
DISPLAY SCREEN WITH GAME SELECTED

Touching a game name will display the current and lifetime minute totals*, broken into 1-2 player games and It also shows the shortest, average, and longest playing times for that game.

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

Books Display also shows coin input data. Touch the + above Total Coins to display individual coin input statistics. Touch the button again to minimize this screen.

Cash Settlement Setup

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

To do so, touch the bottom-right arrow button, then choose **YES** or **NO** to display the operator's cut on the Cash Settlement Setup Screen. Enter the percentage of revenue the location will receive. Also, select the fee calculation method. Select per month if you do not make regular weekly collections or per week if you collect every 7 days.

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

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

To Enter This Screen, Touch "Cash Settlement Setup" on the Books Menu and touch the Arrow at the Bottom Right

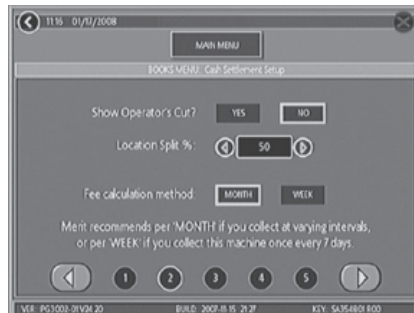


FIGURE 7 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

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

current collection period. Fees are calculated on a prorated, per-day basis. Touch the bottom-right arrow button to display more groups of fees.

Cash Settlement Collection

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

To Enter This Screen, Touch "Cash Settlement Setup" on the Books Menu and touch the Arrow at the Bottom Right Twice



FIGURE 8 - BOOKS MENU:
CASH SETTLEMENT SETUP SCREEN

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

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

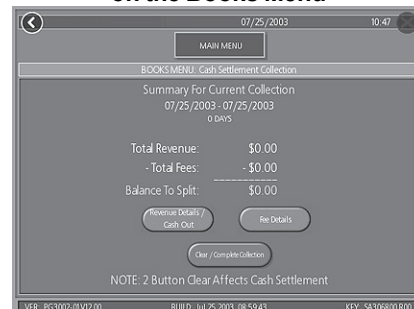


FIGURE 9 - BOOKS MENU:
CASH SETTLEMENT COLLECTION

System Menu

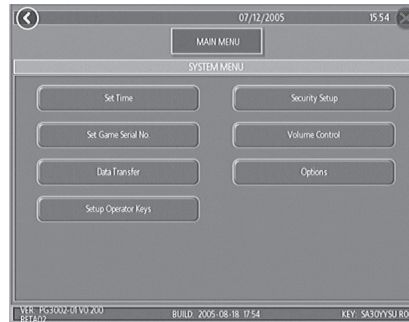


FIGURE 10 - SYSTEM MENU

Set Time	The Set Time Menu allows you to set both the time and date on the game. Time is shown in 24-hour, "military" time (e.g. 5:00pm = 17:00). Use the up and down arrows to set the time and date.
Security Setup	The operator can set the PIN number and select which of the features (Coin-In, Game Menu, Books Menu, Free Credits, Hi Scores, All Options, and Set 6 Star PIN) will be protected by the PIN. To change the PIN, you must first enter the existing PIN (the default PIN is 0000), then enter a new 4-digit number and touch SET on the keypad. The game will prompt you to re-enter your PIN to confirm. After confirming your PIN, touch the button for each of the features you wish to protect with the PIN.
Set Game Serial Number	Use this screen to enter the game's serial number using the keypad.
Volume Control	Touch the volume control button to adjust the volume up or down. This screen allows you to sample the sound volume without exiting the screen. The on-screen volume control can also be accessed using 6 Stars.
Set 6 Star PIN (only appears if PIN is enabled)	Brings up the Set 6 Star PIN Screen via the Options button on the Player Menu. Set the 6 Star PIN (between one and six digits) using this screen. You can enable this feature and choose which options will be accessible by 6 Stars using the System Menu: Options Screen. Touch an option box under System Menu: Options for on-screen help.
Data Transfer	Not applicable for New Jersey games.
Setup Operator Keys	Use this screen to program or erase Operator keys to enable or disable access to the setup screens by using the key.
AMI Setup	Not applicable for New Jersey games.
Options	For help with the Options in any menu section, touch the option box to bring up a help screen.

Diagnostics Menu

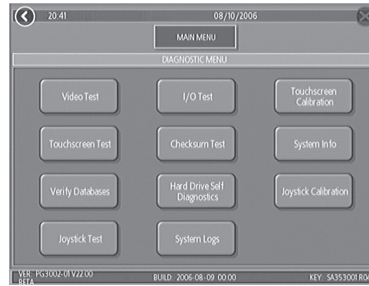


FIGURE 11 - DIAGNOSTICS MENU

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	Tests the SETUP and CALIBRATE buttons, all coin channels, the coin meter, and the coin lockout feature (if applicable). A green light next to the appropriate button will register each time that item is tested, and the number next to the item should increment by one with each test. The screen also displays which DIP switches are on or off.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen.
Touchscreen Test	Allows you to check the touchscreen calibration accuracy. The crosshairs should follow your finger exactly when you move it across the screen.
Checksum Test	Checks the hard drive for missing or corrupted files. With Stop On Error? set to YES, a message indicating which file is corrupted will be shown whenever the game encounters an error. With Stop On Error? set to NO, a list of corrupted files will be displayed when the test is complete. If errors are detected, the software on the drive may need to be reloaded. If this does not solve the problem, the drive may require replacement. The test could take up to 30 minutes.
System Info	Gives details about the following: - platform type - processor type and speed - motherboard type - amount of memory - Ethernet card manufacturer - sound chip type - video chip type - touchscreen manufacturer - hard drive manufacturer/size - modem identification number - fan speed - status - PSOC version - I/O board processor
Verify Databases	Only use on the advice of Merit Technical Service.
Hard Drive Self Diagnostics	Checks the hard drive for errors, displays results, and notifies operator when error is detected or hard drive failure is imminent. Tests can be initiated automatically and/or manually.
Joystick Calibration	Follow the on-screen instructions to calibrate the joystick.
Joystick Test	Allows you to check the joystick calibration accuracy. The crosshairs should follow the movement of the joystick.
View System Log	Displays a log of all operations performed by the game since the log was last cleared. This information is helpful for customer service in troubleshooting your game.

Hard Drive Self Diagnostics

Your Force or Ion hard drive is equipped with the S.M.A.R.T. (Self-Monitoring, Analysis, and Reporting Technology) monitoring system, which helps predict hard drive failure and avoid system crashes by collecting hard drive data and recording errors. The test can be initiated manually, as described below, but also runs automatically when the game is turned on or software is installed. A warning will appear during software installation if there are hard drive issues that may hinder installation or cause damage to the game.

To initiate the test and access the reports, touch **Hard Drive Self Diagnostics** on the Diagnostics Menu. The next screen displays the hard drive S.M.A.R.T. test result as having “PASSED” or “FAILED”, and allows you to show or hide diagnostics details. With the **Show Details** option selected, the screen displays the status of each hard drive attribute being monitored. **Hide Details** shows only the overall test result.

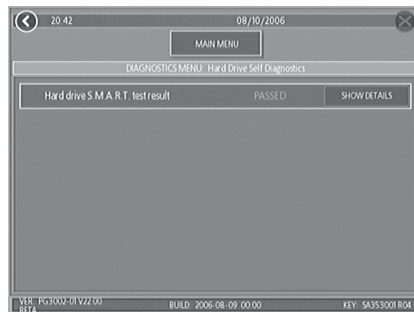


FIGURE 12 - HARD DRIVE SELF
DIAGNOSTICS SCREEN

To Enter This Screen, Touch “Show Details” on the Hard Drive Self Diagnostics Screen

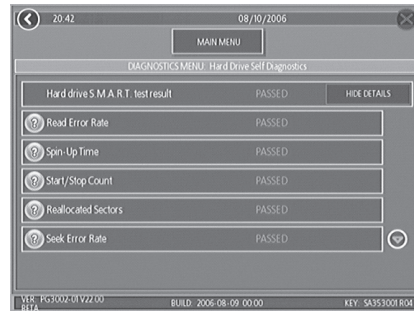


FIGURE 13 - SHOW DETAILS SCREEN

Reports

Each attribute displayed on the S.M.A.R.T. report will show a grade of “PASSED”, “FAILING NOW” or “FAILED IN THE PAST”, determined by the attribute’s rating in relation to its given threshold. By touching the green “?” to the left of each entry, operators can view the grade and rating of that attribute in the pop-up window. If the rating is above the threshold, the attribute has “PASSED”; if the value is below the threshold, it is “FAILING NOW”; and if the attribute was previously but is no longer below the threshold, it has “FAILED IN THE PAST”. Press **OK** at the pop-up to return to the list of attributes.

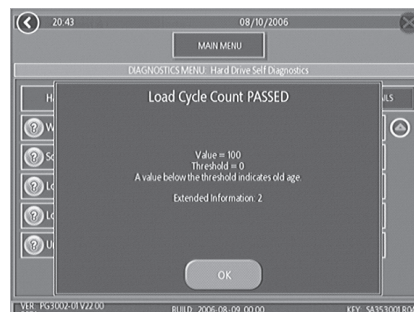


FIGURE 14 - ATTRIBUTE RATING POP-UP
SCREEN

Presentation Menu

Operator Ad Screens

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

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

Sales Enabler Videos

Distributors and operators can show customers sales videos directly on the game. These videos can be accessed via the Options button on the Player Menu for easy presentation. To enable this feature, enter operator setup and touch **Presentation** and then **Options**.

Promotion Menu

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



FIGURE 15 - PROMOTION MENU

My Merit

The My Merit feature allows individual players to create custom accounts, accessible via PIN numbers. Accounts can be created by touching the **My Merit** button on the Player Menu or by accepting the option to create an account after achieving a Hi Score.



FIGURE 16 - MY MERIT OPTIONS

Players will then have the choice to log in to their accounts through the My Merit button on the Player Menu and have personal data stored on the machine. Players can view their hi scores and the number of games they've played in the My Merit mode for the last year.

NOTE: My Merit data will be cleared when a software update is performed.

View Player Data

Touch **View Player Data** after selecting **My Merit** from the Promotion Menu to bring up a list of all players with My Merit accounts. Touching a player's name will bring up the PIN, total number of games played, and date the account was created. The **Show Hi Scores** button will display a list of the games on which the player has the hi score and the score itself.

Show Game Play Frequency

This feature shows the number of games played by each My Merit player. The operator can choose whether to display all totals or just those that fall within a certain date range.

Show Player Hi Scores

Selecting a game name under this feature will bring up the Hi Scores of each My Merit player for that game, as well as the date the score was achieved. The operator can choose whether to display all Hi Scores or just those that fall within a certain date range.

Megatouch Player and Operator Keys (available on some models)

Megatouch Ion games use player keys to store gameplay and log in information and offer new features to players. Operator keys are used to make it easy for operators to enter setup to service machines.

Operator Keys

Operator Keys can be programmed to make it possible to access the Main Menu Screen without opening the game. Operator keys (with black handles) are provided with your Ion game. Additional Operator Key Kits (part number KAV-111-002-01) can be purchased from an authorized distributor.

To program an Operator Key:

1. Press the **SETUP** button to enter the Main Menu Screen.
2. Touch **System** on the Main Menu Screen and then touch **Setup Operator Keys**.
3. Touch **Set Key**, then press the Operator Key to the key socket on the machine to save the key serial number on the game.
4. Choose a PIN for the key.

NOTE: *The PIN for each operator key can be set to the same number, if desired. Additionally, one key can be used for any number of games.*

Repeat these steps for each Operator Key. Once the key is programmed, simply touch a programmed key to the key socket and enter your PIN when prompted. The Main Menu Screen will then display.

Up to 4 different Operator Keys can be programmed on one game. To clear a programmed key, enter setup, touch **System** and then touch **Setup Operator Keys**. Touch the key to the key socket, then press the **Erase Key** button.

Player Keys

The Player Key stores My Merit and Tournament login information and Mega Level game levels and codes by touching the key to the key socket. Using a Player Key will also earn players a Megatouch Nation sweepstakes game each month. Players who reach a designated score can enter a drawing for a monthly prize.

Two player keys (with colored handles) are included with your Ion game to give to players to encourage use. Additional Player Key kits can be purchased from an authorized distributor (part number KAV-111-001-01).

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Limite de Garantie

8. Le Concédant garantit seulement à votre intention, que le logiciel permettra une utilisation conforme, avec la documentation l'accompagnant, pendant la période de temps indiquée dans la période de garantie du produit standard du Concédant, à compter de la date de livraison du logiciel.

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Limite de Responsabilité

12. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DE TOUTE RECLAMATION, DEMANDE OU ACTION RESULTANT DE OU EN RAPPORT AVEC LE LOGICIEL, SON UTILISATION OU SON INSTALLATION, OU LA PERFORMANCE OU MANQUE DE PERFORMANCE DU CONCEDANT EN VERTU DU PRÉSENT CONTRAT POUR TOUTS DOMMAGES D'UNE NATURE QUI N'EST PAS PRÉSUMÉE PAR LA LOI ET QUI DOIVENT ÊTRE EXPRESSEMENT PROUVÉS, DOMMAGE INDIRECTS, DOMMAGES-INTÉRÊTS POUR PRÉJUDICE MORAL, QUE LE CONCEDANT AIT ÉTÉ AVISÉ OU NON DE LA POSSIBILITÉ D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRÉCÈDE, LES DÉDOMMAGEMENTS À VOTRE DISPOSITION SERONT LIMITÉS AU MONTANT QUE VOUS AUREZ PAYÉ AU CONCEDANT POUR LE LOGICIEL.
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