

# MEGATOUCH

## OWNER'S MANUAL

**FOR TECHNICAL ASSISTANCE  
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merit industries, inc.

PM0070-0A

## Game Description

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

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

### *CPU Section*

The CPU section is accessible from the rear of the unit in the countertop and 19" upright versions. It houses the CRT, the monitor controls, the CPU (CRT-260), the power supply and the main harness. In the cabaret model, the CPU section is located at the bottom of the front side of the unit and contains only the CPU and power supply (monitor controls for the cabaret version are located in the coin mech section).

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

### *Coin Mech/Coin Box Section*

#### **13" Countertop**

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

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

#### **19" Cabaret/19" Upright**

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

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

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

## Screen Calibration

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

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

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

- Touch the center of the second circle that appears on the screen.
- Once the second circle is touched, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your

finger and slowly drag your finger around the screen. The crosshair should follow your movement.

- Touch the "EXIT TEST" icon.

**NOTE: On upright models, if you open the monitor door while the machine is on, you will have to recalibrate the touchscreen.**

## Degaussing your Monitor

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

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

Follow the instructions below for degaussing a monitor.

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

- 5b. **WAND-SHAPED COILS:** When you are about three feet away, point the wand away from the monitor and release the trigger.

## Monitor Colors Adjustment Procedure

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

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

### *Eygo Monitors*

1. Disconnect the signal connector from the CPU board.
2. Turn the brightness on the monitor control panel to its highest setting.
3. Turn down the brightness control on the flyback until there is a very low level of brightness on the screen.
4. Adjust the RGB controls (on the neck board) until the screen color is a light gray (you may need to adjust the control panel brightness to keep the brightness level down, **BUT DO NOT ADJUST THE BRIGHTNESS ON THE FLYBACK**).
5. Once you have achieved a light gray screen, reattach the signal input and set the game to the RUN 21 game screen.
6. Using the RGB controls (on the neck board), adjust the colors until the playing cards look white and the speed bonus box is gray. To check against a larger gray area, start a game and touch the "Collect Win" icon to bring up the point total box.
7. To fine tune the colors, use the RGB controls located on the CPU board.

### *Ducksan Monitors*

1. Set the game to the Run 21 hi-score screen.

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

### ***Wells-Gardner, Telco and TUV Eygo Monitors***

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

## **Maintenance**

### *Cleaning the Cabinet*

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

### *Cleaning the Touchscreen Monitor*

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

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

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

REMOVE THE BEZEL, YOU MUST DISCONNECT THE GROUND BRAID). See Figure 6.

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

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

## **Troubleshooting**

### *Security Key Error Messages*

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

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

### *Coin Jam*

The game also has coin jam and stringing detection software. Should a coin become jammed in the mech or someone tries to string the mech, a continuous tone will be emitted by the game. To clear the coin jam indicator sound, the game must be powered down and back up.

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

## **DIP Switch Settings**

### ***Standard Program Settings***

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

| DIP SWITCH      |  |                                    |
|-----------------|--|------------------------------------|
|                 | OFF                                    | ON                                 |
| Position 1      | 13"<br>Touchscreen                     | 19"<br>Touchscreen                 |
| Position 2      | Quarters                               | Credits                            |
| Position 3      | 4 round<br>Trivia Whiz*                | 5 round<br>Trivia Whiz             |
| Position 4      | Trivia Whiz<br>Answer not<br>Displayed | Trivia Whiz<br>Answer<br>Displayed |
| Positions 5 & 6 | Horizontal<br>Adjustment‡              | Horizontal<br>Adjustment‡          |
| Positions 7 & 8 | Vertical<br>Adjustment‡                | Vertical<br>Adjustment‡            |

\*300,000 points for bonus round

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

*To adjust vertical and horizontal control:*

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

## Custom Program Versions

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

| PROGRAM #  | PROGRAM VERSION       | PROGRAM DIFFERENCES   |
|------------|-----------------------|---|
| 9255-40-01 | STANDARD VERSION      | INCLUDES ALL OPTIONS<br>NO RESTRICTIONS                               |
| 9255-40-02 | MINNESOTA VERSION     | EXCLUDES CASINO<br>GAMES  |
| 9255-40-06 | CALIFORNIA VERSION    | EXCLUDES POKER<br>DOUBLE-UP FEATURE &<br>NO FREE GAME IN<br>SOLITAIRE |
| 9255-40-07 | NEW JERSEY VERSION    | INCLUDES 2-COIN LIMIT<br>WITH LOCKOUT COIL                            |
| 9255-40-50 | BI-LINGUAL<br>ENG/GER | SAME AS STANDARD<br>VERSION, WITHOUT<br>WORD/CASINO GAMES             |
| 9255-40-57 | INTER-<br>NATIONAL    | SAME AS STANDARD<br>VERSION, WITHOUT<br>WORD GAMES                    |
| 9255-40-60 | BI-LINGUAL<br>ENG/FRE | SAME AS STANDARD<br>VERSION, WITHOUT<br>WORD/CASINO GAMES             |
| 9255-40-62 | CROATIA               | SAME AS STANDARD<br>VERSION, WITH NO FREE<br>CREDIT                   |

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

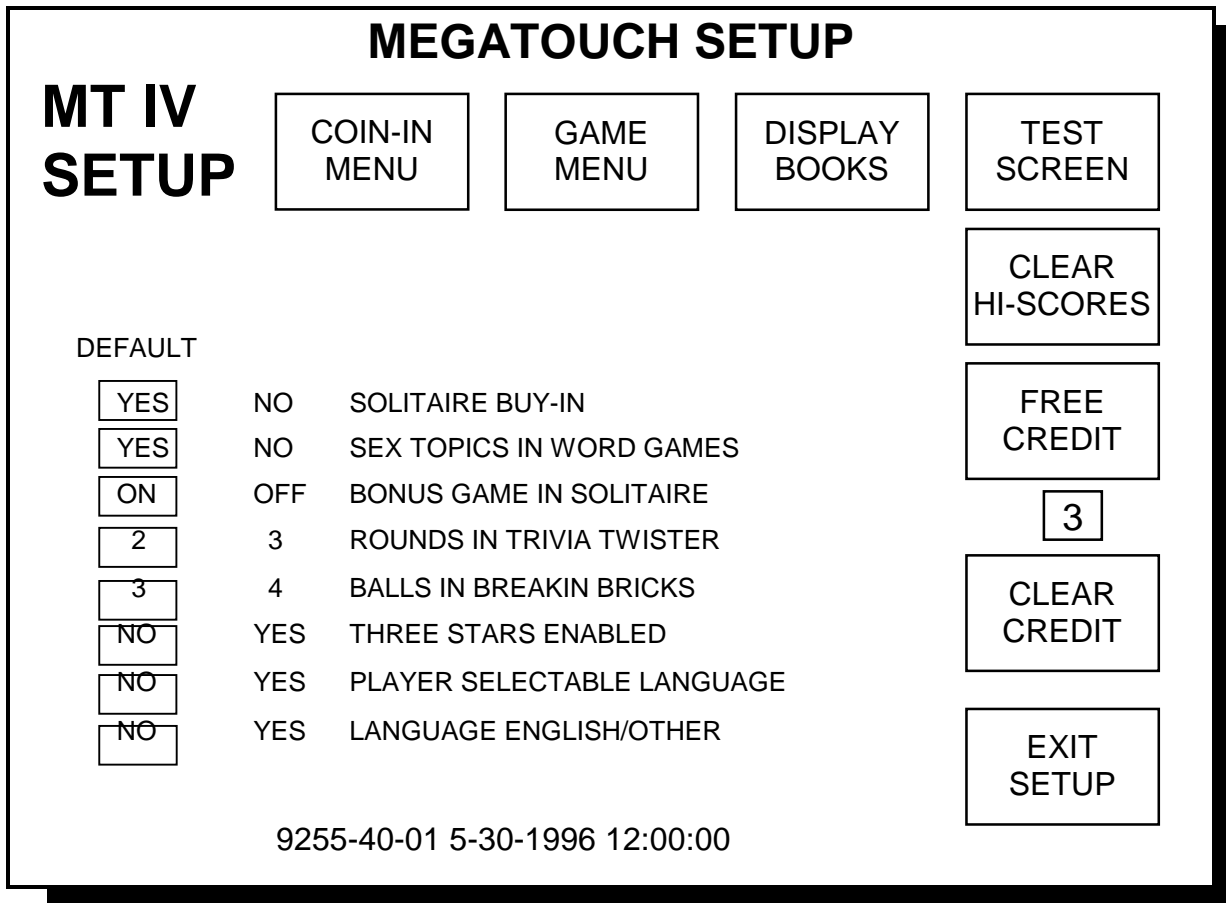


Figure 1 - Megatouch Setup Screen

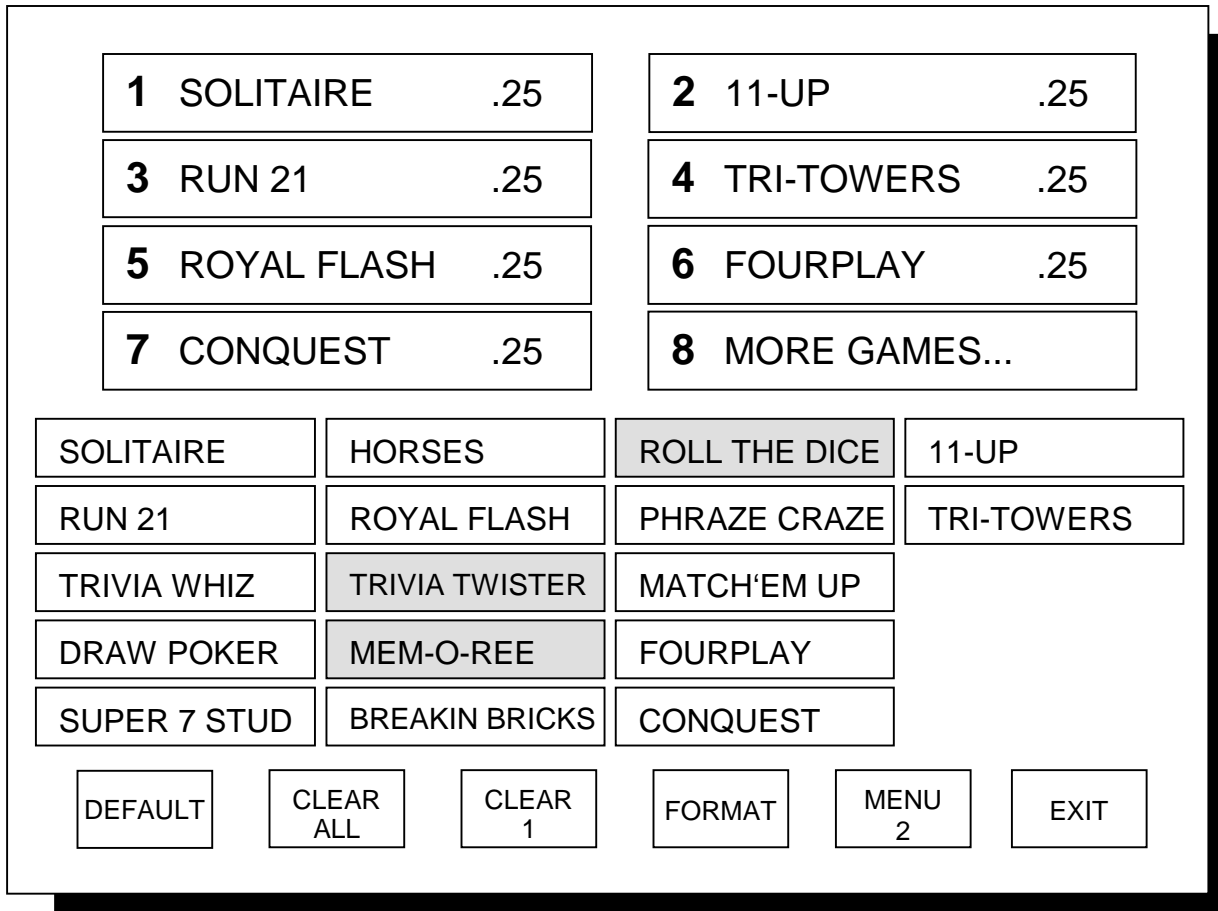
### Setup Screen Functions

- Coin-In Menu: Enters the coin/credit setup screen.
- Game Menu: Enters the game menu selection screen.
- Display Books: Enters the bookkeeping statistics screen.
- Test Screen: Enters the touchscreen calibration test.
- Clear Hi- Scores: Clears all game high scores.
- Free Credit: Adds credit without using coin switch. Free credits are listed separately in the books screen.
- Clear Credit: All credits on the machine are erased.
- Exit Setup: Return to the attract mode.

### Three Stars Enabled

This feature allows the high scores to be cleared without opening the game. When the game is in attract mode and the screen is touched, the message “YOU’VE GOT THE TOUCH - DEPOSIT COINS NOW” will appear on the screen. If the “Three Stars Enabled” switch is set to “YES,” a red, white and blue star will appear at the top of the screen in random order. Touch the stars in “Red-White-Blue” sequence to clear the high scores.

**To Enter This Screen, Press “Game Menu” In The Setup Screen**



**Figure 2 - Game Menu Screen**

The game list and prices are programmed using this screen. Up to fourteen games may be made available for the players to choose. The top of the screen shows the game positions available, with the price for each game. The lower section shows all games included in the program. The lower buttons will clear the entire menu, clear the selected menu item, format the game menu to eliminate blanks, display the Menu 2 Game Menu screen and exit the Game Menu screen.

To program the game menu, select the menu position you want the game to occupy, by touching that position. Then touch the game name from the game list on the lower portion of the screen. That game will now appear in the menu. To adjust the price, touch the price in the game menu. Each touch will rotate the price from 25c (1CR), to 50c (2CR), to 75c (3CR), to \$1 (4CR) and back to 25c (1CR). Touch “EXIT” when done.

Shaded games are not currently among the active games in the two Game Menu screens. To enable one of these games, it must replace one of the fourteen games in the active Game Menu screens.

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

**COIN/CREDIT SETUP**

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

DEFAULT

EXIT

**Figure 3 - Coin-In Menu Screen**

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

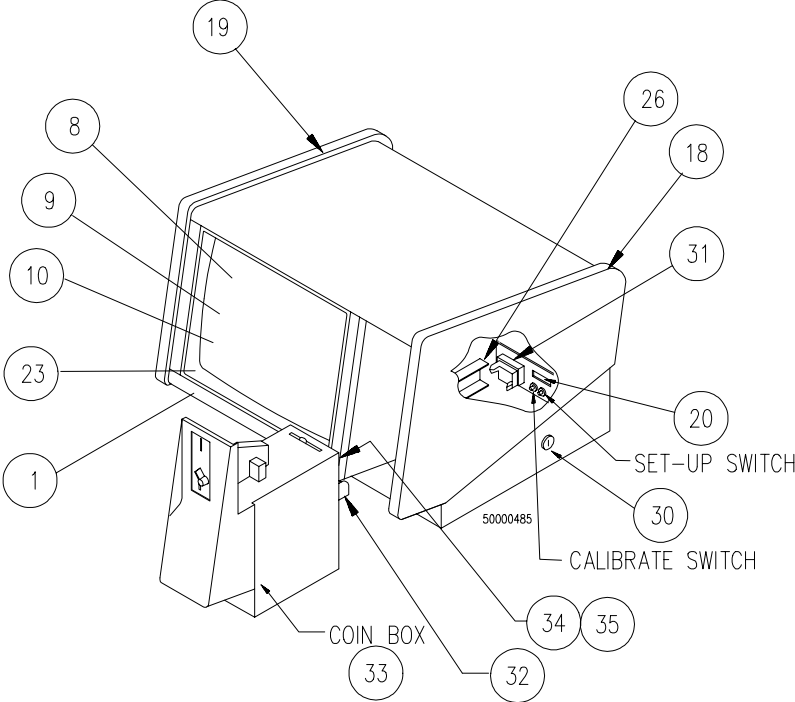
The coin/credit ratios can be adjusted by touching the screen at the location you want to change. The meter pulse can also be adjusted so that the coin meter can show the actual cash value of the coins in the cashbox, not just the total number of coins .

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

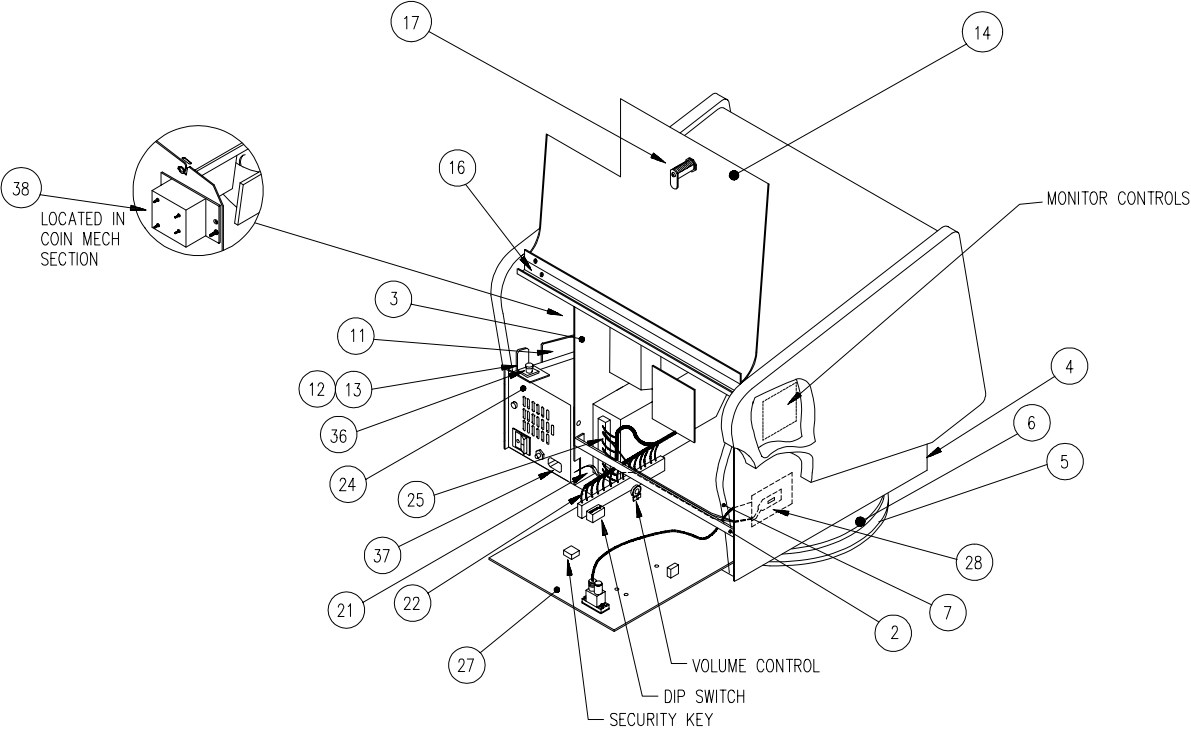
| COIN INPUT | COINS | = | CREDITS | & | METER PULSES |
|------------|-------|---|---------|---|--------------|
| 1E         | 1     |   | 1       |   | 1            |
| 2E         | 1     |   | 2       |   | 2            |
| 3E         | 1     |   | 6       |   | 5            |

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

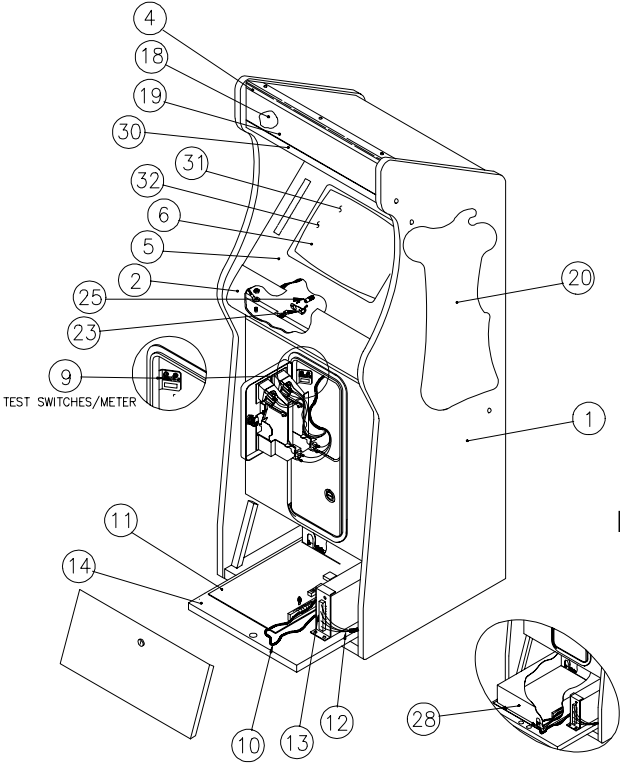




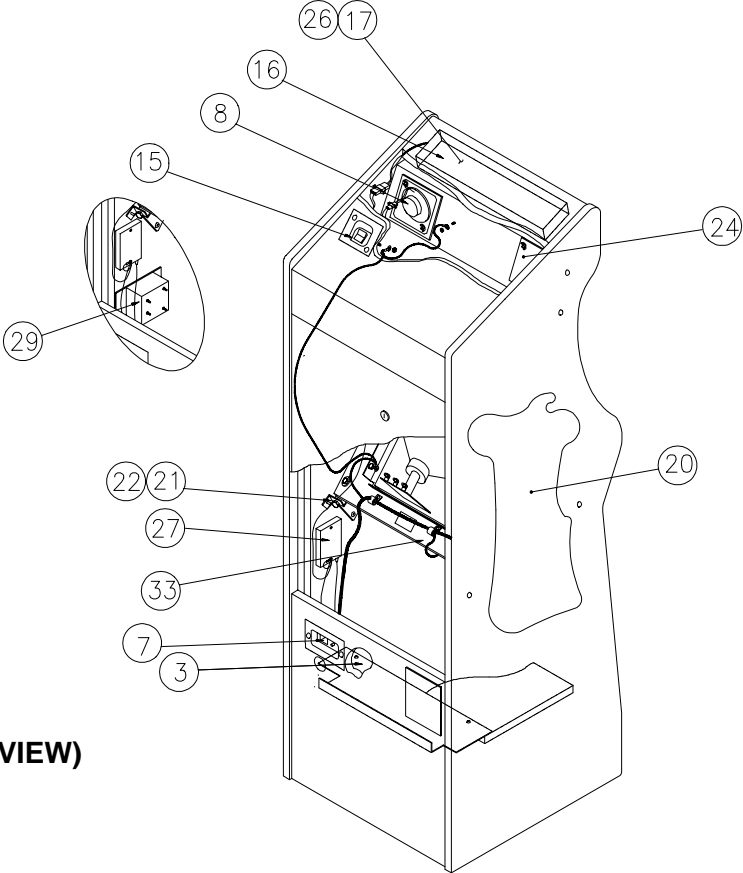
**FIGURE 4 - 13" COUNTERTOP (FRONT VIEW)**



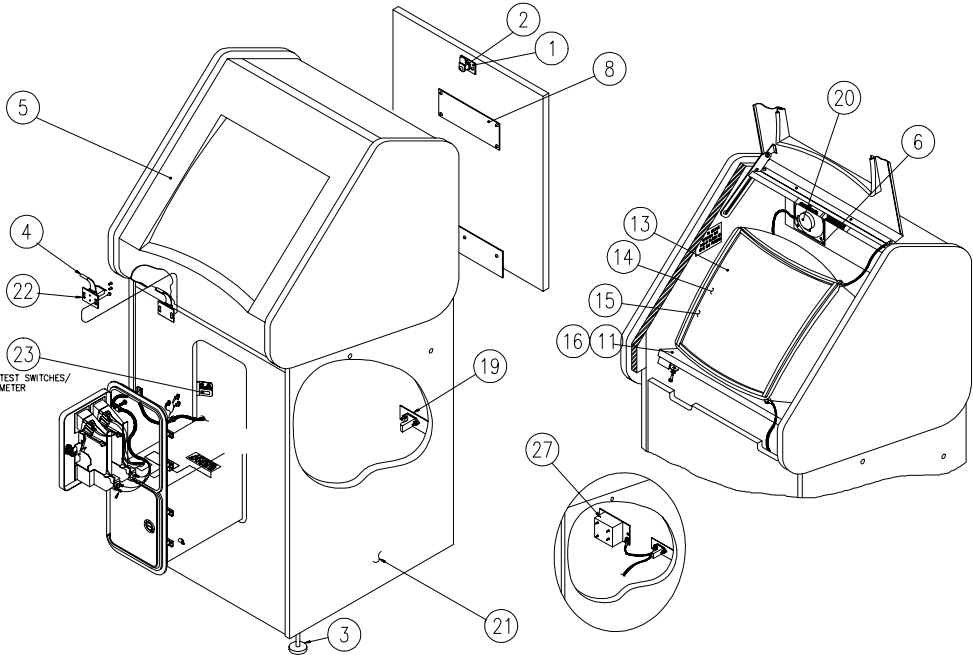
**FIGURE 5 - 13" COUNTERTOP (REAR VIEW)**



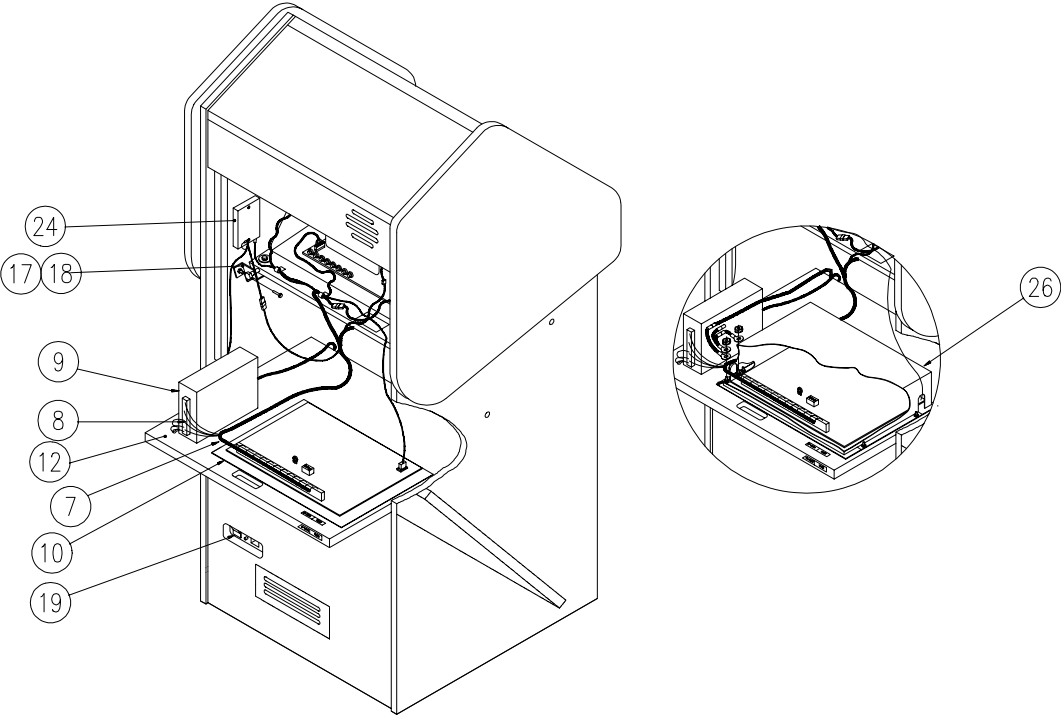
**FIGURE 6 - 19" CABARET (FRONT VIEW)**



**FIGURE 7 - 19" CABARET (REAR VIEW)**



**FIGURE 8 - 19" UPRIGHT (FRONT VIEW)**



**FIGURE 9 - 19" UPRIGHT (REAR VIEW)**

**MEGATOUCH IV PARTS LISTS****COUNTERTOP**

| REF # | QUANTITY | PART NO.   | DESCRIPTION                           |
|-------|----------|------------|---------------------------------------|
| X     | 1        | EC2001     | POWER CORD, 120V                      |
| X     | 1        | EC2002     | POWER CORD, 240V                      |
| X     | 2        | GL3000-XX  | DECAL, MEGATOUCH, (-01=RT;-02=LT)     |
| X     | 1        | SA7297-05  | SIGN HOLDER, W/ADH, MEGATOUCH 4       |
| 1     | 1        | MW5165-01  | MONITOR FILLER PLATE                  |
| 2     | 1        | MW5167-01  | LOCK BRACKET, REAR DOOR               |
| 3     | 2        | MW5151-01  | MONITOR SUPPORT                       |
| 4     | 1        | MW5150-01  | MAIN CHASSIS                          |
| 5     | 1        | HW8003     | RUBBER ANTI-SKID PAD                  |
| 6     | 1        | HW8958     | LAZY SUSAN, 12" DIAMETER              |
| 7     | 1        | HW9001     | PLASTIC TUBING                        |
| 8     | 1        | SA5151-01  | TOUCHSCREEN/CRT ASSEMBLY              |
| 9     | 1        | EC9359     | CRT, COLOR, 14" CGA, WITH FRAME       |
| 10    | 1        | EC9824     | TOUCHSCREEN OVERLAY                   |
| 11    | 2        | MW5155-01  | LID, RETAINING BRACKET                |
| 12    | 1        | MW5159-01  | LID, LOCK BRACKET, RIGHT              |
| 13    | 1        | MW5159-02  | LID, LOCK BRACKET, LEFT               |
| 14    | 1        | MW5161-01  | REAR DOOR                             |
| 16    | 1        | MW5164-01  | HINGE, REAR DOOR                      |
| 17    | 1        | HW8713     | FLAT LOCK #564                        |
| 18    | 1        | WD5171-01  | CABINET SIDE, RIGHT                   |
| 19    | 1        | WD5171-02  | CABINET SIDE, LEFT                    |
| 20    | 1        | EC9154     | COUNTER, 12V, FROG EYE MOUNTING       |
| 21    | 1        | SA5123-01  | AC POWER HARNESS                      |
| 22    | 1        | SA5131-01  | MAIN HARNESS                          |
| 23    | 1        | HW8953     | BEZEL, 13" T/S                        |
| 24    | 1        | SA4084     | 4" SPEAKER ASSEMBLY                   |
| 25    | 1        | EC7526     | POWER SUPPLY, SW, 11 AMP              |
| 26    | 1        | MW5156-01  | RETAINING BRACKET, COIN BOX           |
| 27    | 1        | TA10004-02 | PCA, CPU, VID, 260 TESTED             |
| 28    | 1        | EC9840     | SMT-3 TOUCHSCREEN CONTROLLER          |
| 30    | 1        | HW8741     | CIRCULAR LOCK                         |
| 31    | 1        | SA5156-01  | CONNECTOR COIN BOX ASSEMBLY           |
| 32    | 1        | SA5156-01  | CONNECTOR COIN BOX ASSEMBLY           |
| 33    | 1        | SA5153-01  | COIN BOX ASSEMBLY                     |
| 34    | 1        | HW8727     | LOCK, COIN BOX                        |
| 35    | 1        | MW5153-01  | LID, COIN BOX                         |
| 36    | 2        | HW4498     | THUMB SCREWS, BRASS                   |
| 37    | 1        | SA5152-01  | POWER ENTRY 120V                      |
| 38    | 1        | SB0004-01* | ASSY, MOV/ARRESTOR (*240V GAMES ONLY) |

**19" CABARET**

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

**19" UPRIGHT**

| REF# | QUANTITY | PART NO.   | DESCRIPTION                                 |
|------|----------|------------|---|
| X    | 1        | EC2001     | POWER CORD, 120V                            |
| X    | 1        | EC2002     | POWER CORD, 240V                            |
| 1    | 1        | HW8711     | ANCHOR PLATE FOR CAM LOCK                   |
| 2    | 1        | HW8716     | FLAT LOCK, #564                             |
| 3    | 4        | HW8960     | LEG LEVELER                                 |
| 4    | 2        | HW89974    | CATCH SNAP TENSION LOCK                     |
| 5    | 1        | MW5007-01  | BEZEL WITH HINGE                            |
| 6    | 1        | MW5006-01  | SPEAKER COVER                               |
| 7    | 1        | SA3214-01  | MAIN HARNESS                                |
| 8    | 1        | SA3216-01  | AC POWER HARNESS                            |
| 9    | 1        | EC7526     | SWITCHING POWER SUPPLY, 11 AMP              |
| 10   | 1        | TA10004-02 | PCA, CPU, VID, 260                          |
| 11   | 1        | SA3202-04  | SHELF ASSEMBLY, TOUCHSCREEN/CRT, 120V       |
| 12   | 1        | WD2014-01  | PCB MOUNTING SHELF                          |
| 13   | 1        | SA3210-02  | TOUCHSCREEN/CRT ASSEMBLY                    |
| 14   | 1        | EC9374     | CRT, COLOR, 19" CGA                         |
| 15   | 1        | EC9823     | TOUCHSCREEN OVERLAY, 19"                    |
| 16   | 1        | WD2013-01  | CRT MOUNTING SHELF                          |
| 17   | 1        | MW5003-01  | CRT ADJUST, BRACKET, LEFT                   |
| 18   | 1        | MW5003-02  | CRT ADJUST, BRACKET, RIGHT                  |
| 19   | 1        | SA3206-01  | POWER ENTRY, UR 19", T/S, 120V              |
| 19   | 1        | SA3170-01  | POWER ENTRY, UR 19", T/S, 240V              |
| 20   | 1        | SA4084     | SPEAKER ASSEMBLY                            |
| 21   | 1        | WD2012-01  | CABINET, 19" UPRIGHT TOUCHSCREEN            |
| 22   | 2        | MW5005-01  | LATCH MOUNTING BRACKET                      |
| 23   | 1        | SA3209-01  | METER/TEST SWITCH BRACKET ASSEMBLY          |
| 24   | 1        | EC9840     | SMT-3 TOUCHSCREEN CONTROL MODULE            |
| 25   | 1        | MW0006-01* | COVER, PCA, 19" URTS/CAB (*240V GAMES ONLY) |
| 26   | 1        | SB0004-01* | ASSY, MOV/ARRESTOR (*240V GAMES ONLY)       |

## Merit Video Countertop Limited Warranty

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

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

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

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

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

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

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

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

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

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

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

### PROPRIETARY

THE INFORMATION CONTAINED HEREIN IS THE EXCLUSIVE PROPERTY OF MERIT INDUSTRIES, INCORPORATED AND SHALL NOT BE USED, DISTRIBUTED OR REPRODUCED IN WHOLE, OR IN PART, WITHOUT THE EXPRESS WRITTEN PERMISSION OF MERIT INDUSTRIES, INCORPORATED.

### FCC WARNING

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