

**Merit**  
INDUSTRIES, INC.<sup>®</sup>  
**PRESENTS:**

**Mega** ←  
→ **Link**<sup>™</sup>

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PM0245-11



## **Hardware Requirements:**

This kit will allow Mega-Link® capabilities in all FORCE games and MAXX™ games equipped with Unicorn motherboards. MAXX games with non-Unicorn motherboards require a different kit (KUV-108-004-02) which includes the Ethernet card to prepare your game for linking. If you have already installed the Ethernet card and couplers into your MAXX game, follow the instructions in this manual to link your games.

**NOTE:** If your MAXX game has a Unicorn motherboard, the Ethernet cable is already installed and connected to the motherboard and the DB connectors on the motherboard face upward.

## **MAXX Software Requirements:**

In order to install this kit, you must be running MAXX 2K software (V4.00) or greater.

To determine what version of software your game is running, push the set-up button inside the cabinet. The program information will be displayed in the upper left corner of the first screen that appears. Following the **PG3002** will be the version number running on your game.

## **MAXX/TouchTunes® Operation Requirements:**

**WARNING:** Operation with TouchTunes Jukeboxes requires that all linked games are running Diamond 2 software (V7.02) or greater.

Operation with MegaTunes or Megatouch Combo Jukebox™ requires that all linked games are running Ruby software (V11.00) or greater.

To determine what version of software your game is running, push the set-up button inside the cabinet. The program information will be displayed in the upper left corner of the first screen that appears. Following the **PG3002** will be the version number running on your game.

## Mega-Link® Installation Instructions

For each game that you want to link, you will need a separate Mega-Link® kit. The contents in this kit will prepare one game for linking. Up to 8 games can be linked together.

### CONTENTS:

QTY.	PART #	DESCRIPTION
1	EC0072-XX	UTP, CAT 5 LINE/PATCH CORD
1	CN4453-01	COUPLER,CROSSOVER, RJ45, 10BT

### Linking Games, Combo Jukeboxes, and MegaTunes

**NOTE:** *Megatouch games that are connected using the Mega-Link™ system must be running the same level of software for proper operation.*

**NOTE:** *If you are linking more than 2 games together but not connecting them to a broadband Internet connection, a hub is required. Hubs are available from your distributor (part number EC0030-01) or at your local computer store.*

**NOTE:** *If you are linking games and connecting them to a broadband Internet connection, a router with a switch is required. Simply connect one end of the Ethernet cable into the Ethernet coupler on the game and connect the other end directly into the router.*

1. Turn off and unplug the games, jukeboxes and MegaTunes units.
2. *Megatouch Games Only:* Connect one end of each Ethernet cable to the Ethernet coupler on the outside of each Megatouch game.
3. Follow the instructions for the linking configuration you are installing.

Linking two Megatouch games:  
Connect the free ends of the Ethernet cables into the crossover coupler if you are only linking two games. Refer to Figure 1.

Linking more than two Megatouch games: Connect the free ends of the Ethernet cables into a hub if you are linking three or more games. Refer to Figure 2.

Linking a Megatouch Combo Jukebox and up to two Megatouch games:  
Connect the free end(s) of the Ethernet cable(s) from the Megatouch games directly to the Ethernet coupler(s) on the jukebox. There are two available Ethernet couplers, labeled **Mega-Link**, on the upper left if you are facing the back of the jukebox. Refer to Figure 3.

Linking a Megatouch Combo Jukebox and three or more Megatouch games:  
Connect another Ethernet cable to the coupler labeled **Hub** on the jukebox and plug the free ends of the Ethernet cables from each game and jukebox into a hub. Refer to Figure 4.

Linking a MegaTunes unit and up to three Megatouch games: Loosen the 2 thumbnuts securing the front access panel on the MegaTunes unit. Connect the free end(s) of the Ethernet cable(s) from the Megatouch games directly to the Ethernet port(s) on the MegaTunes unit. (The Ethernet ports are located on the Ethernet hub mounted to the single board computer (SBC). The 4 ports on the right are all for Ethernet.) Then replace the front access panel routing the cable through the slots at the bottom of the access panel. Refer to Figure 5.

Linking a MegaTunes unit and four or more Megatouch games: Loosen the 2 thumbnuts securing the front access panel on the MegaTunes unit. Connect another Ethernet cable to the hub port on the MegaTunes unit. (The hub port is located on the Ethernet hub mounted to the single board computer (SBC). The port on the left is for connecting a hub.) Replace the front access panel routing the cable through the slots at the bottom of the access panel. Then plug the free ends of the Ethernet cables from each game and MegaTunes unit into a hub. Refer to Figure 6.

Linking a Megatouch game and a TouchTunes jukebox: Connect the free end of the Ethernet cable from the game into the crossover coupler. Connect the free end of the TouchTunes jukebox patch cable into the same crossover coupler. See Figure 7.

Linking more than one Megatouch game and a TouchTunes jukebox: Connect the free ends of the Ethernet cables from the games into a hub. Connect the free end of the TouchTunes jukebox patch cable into the hub. See Figure 8.

4. Secure each cable to the U-bolt on the back of each game. (This will prevent unnecessary strain on the connector if the game is turned or moved.)
5. Plug in the games and turn on the power. If installation was successful, you will see a Mega-Link button displayed on the screen of the games after the menu appears.

If the button does not appear, press the SETUP button to access the Main Menu. Select Games, then Options. Ensure that the box next to **Linked Games Enabled** is checked before proceeding.

**NOTE:** *The Mega-Link button will appear on the game only when 2 or more games are linked.*

**NOTE:** *If a MegaTunes unit or TouchTunes jukebox has been linked to a game, the music will be downloaded to the game. This download time will vary depending on the amount of music being downloaded.*

**NOTE:** *Megatouch games that are connected using the Mega-Link system must have the same level of software for proper operation. If a different software level is detected, you will receive a screen that says, "MEGALINK MISMATCH CALL ATTENDANT." This screen will be displayed approximately 5 minutes after you turn the games on. To clear the screen and continue playing the games, you must turn the power off, unlink the games, and turn the power back on again. If you want to link these games, you must upgrade all games to the same software level.*

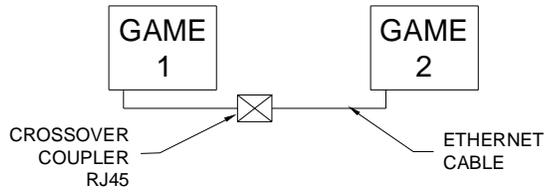


FIGURE 1 – LINKING TWO MEGATOUGH GAMES

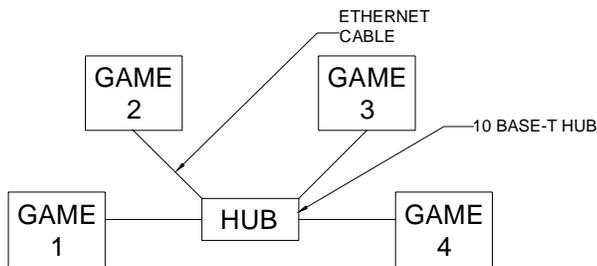


FIGURE 2 – LINKING THREE OR MORE MEGATOUGH GAMES

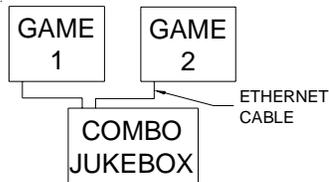


FIGURE 3 – LINKING ONE TO TWO MEGATOUGH GAMES AND A MEGATOUGH COMBO JUKEBOX

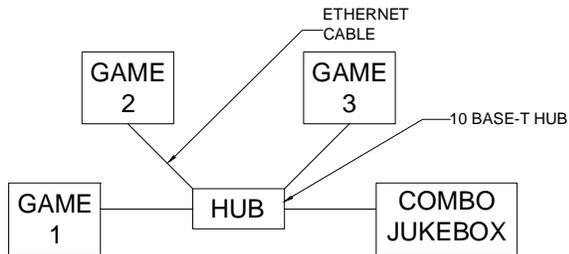


FIGURE 4 – LINKING THREE OR MORE MEGATOUGH GAMES AND A MEGATOUGH COMBO JUKEBOX

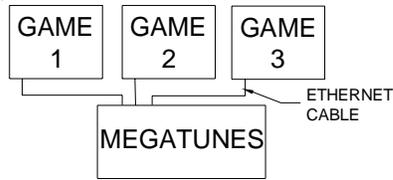


FIGURE 5 – LINKING UP TO THREE MEGATOUCH GAMES AND A MEGATUNES

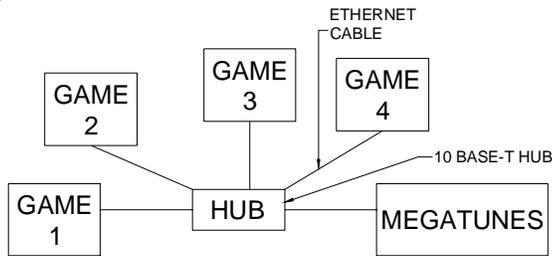


FIGURE 6 – LINKING FOUR OR MORE MEGATOUCH GAMES AND A MEGATUNES

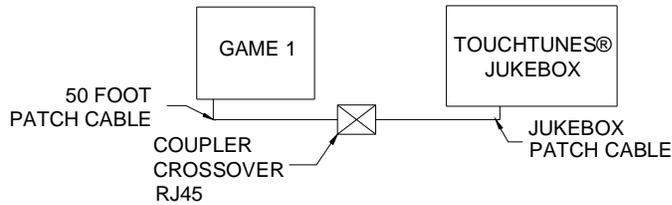


FIGURE 7 - LINKING A MEGATOUCH GAME AND A JUKEBOX

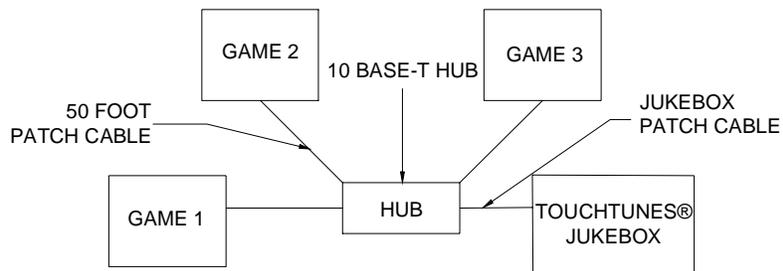


FIGURE 8 - LINKING MORE THAN ONE MEGATOUCH GAME AND A JUKEBOX









MEGA-LINK® UPGRADE KIT  
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