



Megatouch FireFly Installation & Owner's Manual

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The Megatouch FireFly

Welcome to the Megatouch FireFly – the first portable Megatouch system. The FireFly comes complete with its own Docking Station, which will house and charge the FireFly. This manual contains all the information you need to set up and configure your system to best fit the needs of your customers.

!! IMPORTANT !!

Included in this shipment is a FireFly Quick Set Up Guide. Your FireFly will not function until you complete the steps on this sheet. Please do so before physically setting up your FireFly system.

Before You Begin

Scouting the Location

Before you begin your FireFly installation, you should determine the best place in the location for the FireFly's Docking Station. It should be located near a suitable, grounded electrical outlet, and since the game is a computerized device, it should have a separate circuit (if at all possible). If a separate circuit is not available, care should be taken to provide a clean and constant voltage to the system. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers, or other high-power-consuming and electrical-noise-generating equipment. Place the game where nothing will interfere with proper ventilation. The game should also not be exposed to any dripping or splashing liquids.

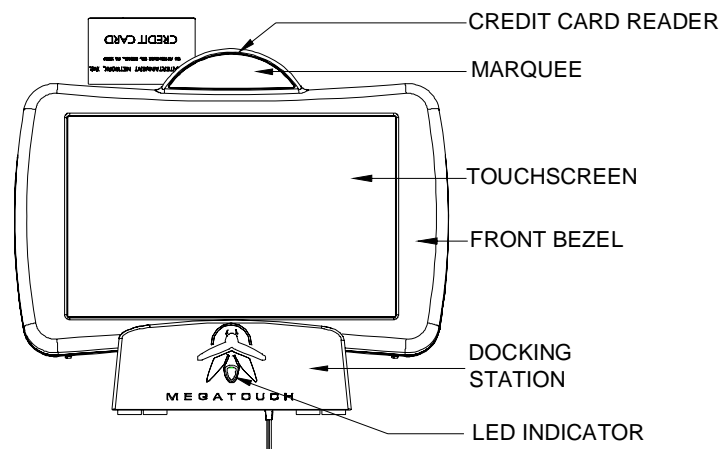


FIGURE A – THE MEGATOUCH FIREFLY IN ITS DOCKING STATION

Wireless Broadband IS Required

The FireFly is the first credit-card-only Megatouch system. This means that the system **must** be connected to a broadband Internet connection in order to function. Additionally, since the FireFly is portable, this broadband connection **must** be wireless.

Each game comes equipped with a built-in wireless capability that will be used to connect to the Internet with the use of a wireless router in the location. The Linksys 802.11G router is recommended for this purpose. How to configure your FireFly's network settings are discussed in the **Connection Wizard** section later in this manual.

IMPORTANT NOTE ABOUT CREDIT CARD MEGATOUCH SYSTEMS

If a Megatouch unit that accepts credit cards is moved between the U.S. and Canada, Customer Service must be notified 2 business days before activating the credit card feature in the new country. Failure to notify Customer Service will put the operator in violation of card processing regulations, for which the operator assumes full responsibility. Additionally, players who pay by credit card in the new country may be surprised with currency exchange fees, which will likely lead them to call their credit card companies, dispute the charge, and obtain a charge reversal. The net result will be a credit card payment refund to the players, which will hurt revenue (and may upset some players).

Setting Up Your FireFly

Follow these five steps to get your FireFly up and running:

- 1. Complete the steps on the FireFly Quick Set Up Guide.**
- 2. Secure the Docking Station in the Location.**
(See "Securing the Docking Station".)
- 3. Power Up the FireFly.**
(See "Docking Station and FireFly Power".)
- 4. Set Your Operator PIN.**
(See "Setting Your Operator PIN".)
- 5. Configure Your Network Connection.**
(See "Initial Network Set Up" and "Network Menu".)

The Docking Station

Each FireFly comes with its own Docking Station (or Dock). This is where the FireFly should rest when it's not in use, as the Docking Station is the only way to charge the FireFly's battery (a charged battery is essential for keeping the FireFly mobile). If the battery charge is below a certain level, players will not be able to remove it from the Dock. Additionally, if the FireFly is in the Docking Station, but the Docking Station has no power, you will not be able to remove the FireFly from the Dock until power is restored (unless you use your key to physically unlock the Docking Station).

Securing the Docking Station

While the FireFly itself is fully portable, its Docking Station really shouldn't be. Therefore, the Docking Station should be secured somewhere in your location. There are four different ways to do this.

IMPORTANT: BE SURE THAT THE DOCKING STATION IS NOT GETTING POWER BEFORE ATTEMPTING TO SECURE IT.

THE FIRST WAY TO SECURE THE DOCKING STATION is with a cable or chain connected to something solid in the location. This cable/chain can then be fastened to the U-bolt on the rear of the Docking Station (see Figure B).

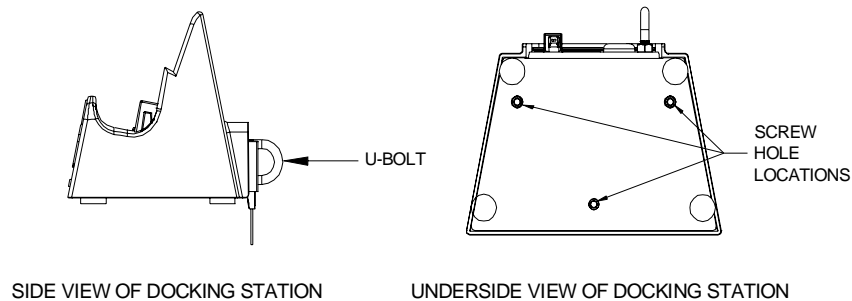


FIGURE B – WAYS TO SECURE THE DOCKING STATION

THE SECOND WAY TO SECURE THE DOCKING STATION is to use the provided template as a guide to drill holes into a shelf or countertop; then use screws and washers to secure the Docking Station from underneath. To do so, please see the following instructions:

*NOTE: Use this method of securing the Docking Station **ONLY** if you don't want it to turn or rotate in place. Following these instructions will lock your Docking Station in a fixed position.*

IMPORTANT: In order to secure the Docking Station in this manner, you will need to buy three M10 pan head screws with flat washers to fit these screws. The screws will need to be 1/4-inch longer than the thickness of your mounting surface. For example, if your surface is 2 inches thick, you will need to get 2¼-inch screws to properly secure the Dock.

1. Find a good spot to secure the Docking Station. It may be best to place the FireFly in the Docking Station and put the unit in place temporarily (this will help in judging proper spacing and help you to spot any needed adjustments before drilling holes).
2. After you've found a suitable location, move the Docking Station and replace it with the provided template. Use a drill bit slightly thicker than the shaft of the M10 pan head screws, and drill through the surface where indicated on the template.
3. Fit the Docking Station over the 3 drill holes so that the screw holes on the bottom of the Docking Station are directly over the drill holes in the mounting surface (see Figure B).
4. Place the washers on the screws you purchased and screw them through the holes in the underside of the countertop and into the bottom of the Docking Station.

THE THIRD WAY TO SECURE THE DOCKING STATION is used if you wish to secure the Docking Station to a surface, but you also want it to be able to spin or swivel in place. This is done with an optional kit that's available through your distributor (part number: KSV-113-005-01). This kit comes with a mounting plate that has a threaded metal stud attached to the bottom. The mounting plate is secured to the Docking Station with 3 screws, and the metal stud goes through a drilled hole in the surface, where it's bolted from underneath. More detailed instructions are included with the kit.

THE FOURTH WAY TO SECURE THE DOCKING STATION is with the optional FireFly stand, which is available through your distributor (part number: KSV-113-006-01). This stand can be used to securely hold up to three Docking Stations.

Docking Station and FireFly Power

Remove the two screws securing the cover plate on the rear of the Docking Station, and plug the power cord into the power jack (see Figure C). After you've done this, BE SURE to re-secure the provided cover plate with the two screws you removed, then plug the power cord into a standard outlet. This powers the Dock.

IMPORTANT: *Since the only way the FireFly can be charged is through a powered Docking Station, it is vital that power to the Docking Station is consistently maintained.*

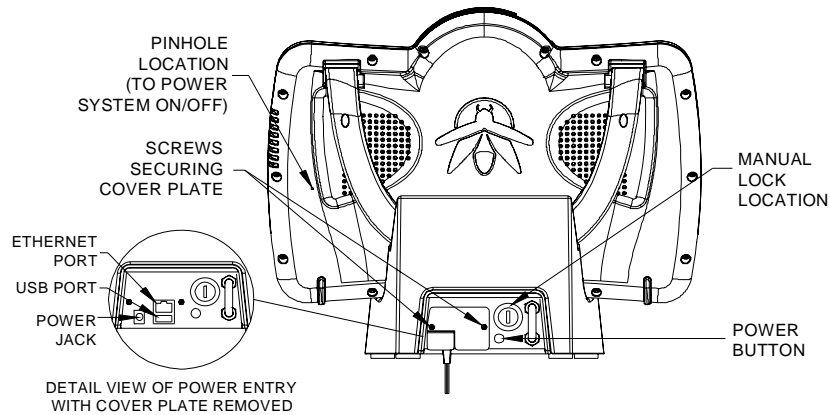


FIGURE C – REAR VIEW OF THE MEGATOUCH FIREFLY IN ITS DOCKING STATION

Powering On the FireFly

The FireFly can be powered on by doing either of the following:

- Placing it in a powered Docking Station.
- Inserting a paper clip (or something similar) into the pinhole on the rear of the system (see Figure C). The paper clip may need to be held in place for about 10 seconds. Once the FireFly begins its boot-up sequence, simply remove the paper clip.

NOTE: If the FireFly is powered on while sitting in a Dock with no power, you will receive an error. To remove this error, simply restore power to the Dock and reboot the FireFly if necessary (see "Rebooting the FireFly").

Powering Off the FireFly

The FireFly can be powered off by doing any of the following:

- Placing it in a Docking Station that is NOT connected to a power source, or cutting the power to the Docking Station while the FireFly is seated in it.

NOTE: The FireFly must be on the Player Menu or in idle mode for the above to work.

- Inserting a paper clip (or something similar) into the pinhole on the rear of the system (see Figure C). The paper clip may need to be held in place for about 10 seconds in order for the FireFly to power down.
- Entering the 6 Star Menu and touching the **Shutdown** button (see "6 Star Screen").

Rebooting the FireFly

To quickly reboot the FireFly: Place the FireFly in a powered Docking Station, then hold the power button (see Figure C) on the rear of the Dock for 5-10 seconds until the screen goes black. When the screen goes black, release the power button. Wait five seconds, then press the power button again to reboot the FireFly.

The LED Indicator

The LED indicator on the Docking Station (see Figure A) will not be lit until the Dock is receiving power AND the FireFly is seated in it. When a FireFly is seated in a *powered* Dock, the LED on the Docking Station will be green. A green LED also means that the FireFly is charging (even if the FireFly itself is off while in the Docking Station).

IMPORTANT: If the FireFly is seated in a Docking Station and the LED is not lit (green light), this means that the Dock is not receiving power. Restore power to the Dock to charge the FireFly.

USB Port

There is a USB port on the rear of the Docking Station located behind the cover plate (see Figure C). This will be used for updates and for accessing the DIP switch functionality of your FireFly (see "DIP Switch Functionality" later in this manual for more details). It is **highly** recommended that this cover plate be in place whenever the Docking Station is unsupervised. This will prevent non-authorized USB access.

IMPORTANT: DO NOT REMOVE THE FIREFLY FROM THE DOCKING STATION WHILE A USB DEVICE IS PLUGGED IN.

FireFly Handle

The handle on the rear of the FireFly can be released by pressing down on the handle release button (see Figure D). The handle can then be used to carry the FireFly, or to prop it up on a countertop for gameplay or demonstration. If you wish to return the handle to its original position, press down on it towards the casing of the FireFly until you hear a click.

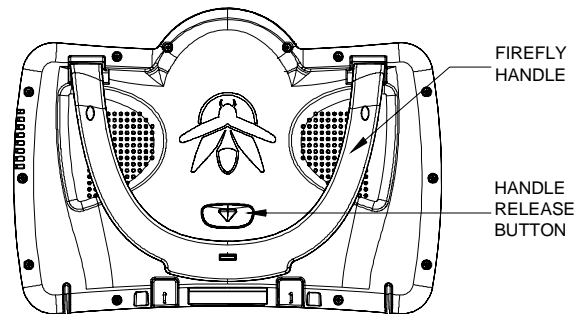


FIGURE D – REAR VIEW OF AN UNDOCKED MEGATOUCH FIREFLY

The Operator PIN

After the Docking Station has been secured and connected, place the FireFly in the Docking Station and the FireFly will power on. When the FireFly boots up for the first time, you'll be prompted to set an Operator PIN and to set up your network connection.

Setting Your Operator PIN

Upon the FireFly's initial boot, you'll be prompted to set an Operator PIN. This PIN can be a minimum of 4 digits, a maximum of 6 digits, and cannot match any of the other PINs used in the system (e.g. 6 Star PIN, Merit Money PIN).

*NOTE: On this initial boot up screen there will also be a **Test Diagnostics** button. This is used solely in the production of the game and should not be touched by the operator.*

Your unique Operator PIN is *vital* to the functioning of your FireFly. Firstly, this PIN is used to access Operator Setup, which is a menu where you can customize all of the FireFly's settings. To enter Operator Setup by using your Operator PIN, you will need to enter this PIN on the 6 Star Screen (please see the section "6 Star Screen" for more details).

Your Operator PIN is also used for security purposes, so it is *highly* important that the PIN is a unique code known only to you.

How Your Operator PIN Will Be Used for Security Purposes:

If your FireFly has gone through a full-reset boot (such as after a software install, or a DIP switch system clear), your Operator PIN will need to be entered *or the FireFly will not function*. If the Operator PIN is incorrectly entered 10 times in a row, the FireFly will enter a non-functional state where the machine will need to be rebooted. After this reboot, you'll still need to enter your Operator PIN in order for the system to function.

NOTE: A normal boot up of the system will not prompt for the Operator PIN.

Forgot Your Operator PIN?

If you've forgotten your Operator PIN for any FireFly game, here's what to do to remedy the situation:

You can first go to your Operator Web Site. The FireFly's Operator PIN can be seen by going to the **Machines** tab, then by clicking on **View**.

If for any reason you cannot get to your Operator Web Site, go to the 6 Star Screen (see the section "6 Star Screen" for further details) and enter the code "111222". After you do this, a code will appear on the screen with a message for you to contact AMI Customer Service at 1-800-445-9353. When you call Customer Service, you'll be asked to verify some personal information. If everything checks out, you'll then be given a temporary PIN so that you can access Operator Setup and reset your Operator PIN.

NOTE: After you enter the 111222 code, you will only have an hour to contact Customer Service before the on-screen code expires.

Initial Network Set Up

After you've successfully entered an Operator PIN, you'll be asked if you wish to register with MegaNet. If you did not do this by following the FireFly Quick Set Up Guide before your install, and were planning to register the game through the Connection Wizard, this is where you would choose to do so.

REMEMBER: If you haven't done so already, you will need to sign the FireFly Contract and fax it back to AMI at 215-639-3137. If you haven't done this, you won't be able to register your FireFly. Every FireFly needs to be registered in order for it to function properly. You'll need your username and password to register, which AMI provides upon return of the completed FireFly Contract.

You'll then be walked through the Connection Wizard, which is used to configure your network connection. For details on how to navigate around the Connection Wizard and set up your connection, please see the appropriately named "Connection Wizard" section described in the "Network Menu" part of this manual.

FireFly Security (SSID Lock)

Because the FireFly is portable, certain security precautions have been installed on the system for its protection. If the FireFly does not detect the specific SSID of its wireless router upon boot up, the unit will be non-functional. This SSID lock will be set when you establish a network connection in the Connection Wizard.

Though this lock is defaulted on (i.e. it will automatically set when you configure your network connection), it can also be turned off by entering Operator Setup, touching **Network**, touching **Network Options**, and then unchecking the appropriate option. It is *highly* recommended, however, that you leave the SSID lock enabled to fully protect your system.

In the rare instance that SSID lock activates when it shouldn't and the system becomes disabled, the lock can be temporarily circumvented by doing the following:

Touch the four corners of the playable screen (not including the sidebar) in a clockwise succession around the screen (starting at top-left, then top-right, bottom-right, bottom-left); this will bring up the 6 Star Screen. Enter your Operator PIN on this screen and you'll be taken into Operator Setup, where you can enter the **Network Menu: Network Options** screen and disable the lock. You can also use the Connection Wizard to connect your system to another router (which will lock the system to the new router's SSID, if you haven't disabled this option).

NOTE: If a locked machine is rebooted before doing either of these steps, the game will again lock if it does not detect the set SSID.

Additionally, you can enable an option in Operator Setup that will disable the SSID lock for the current session (until the next reboot) if the 6 Star PIN is entered on the 6 Star Screen. See the "6 Star Screen" section for more details.

!! IMPORTANT !!

The information in the previous sections deals only with the initial setup required for the FireFly. There are many other custom settings available for the system that can be tailored to best fit the needs of each individual location. See "Entering Operator Setup" to learn how to access these options.

Entering Operator Setup

All of the FireFly's options are configured in the Operator Setup Menu. Operator Setup can be accessed either through the 6 Star Screen or by setting up an Operator Card. These are both discussed below.

6 Star Screen

The 6 Star Screen is utilized much more on the Megatouch FireFly than it has been on past Megatouch systems. This screen can be accessed by touching the **Options** button on the upper-left of the Player Menu, and then by touching the **6 Star** button.

If you enter your Operator PIN on the 6 Star Screen, you'll be taken directly into Operator Setup.

Additionally, you'll be able to set a 6 Star PIN that the location can enter on this screen. To set a 6 Star PIN, enter Operator Setup, touch **System**, then touch **Set 6 Star PIN**.

Remember:** This is the PIN that will be used primarily by the location and **it must be different from your Operator PIN.

When the 6 Star PIN is entered on the 6 Star Screen, it will access the 6 Star Menu. This menu features various options that you can enable in Operator Setup. These options give the location some control over the system (such as volume control, undocking the FireFly, or the ability to give free credits) without giving them the complete control that the operator has.

To configure the 6 Star options you wish to make available to the location, enter Operator Setup, touch **System**, then touch **Options**. Any 6 Star option with a check mark next to it will appear on the 6 Star Menu, meaning the location will have access to this option.

NOTE: Touch the green ? next to any option in Operator Setup to read the help text describing that particular option.

IMPORTANT: FOR SECURITY REASONS THE LOCATION SHOULD NOT BE GIVEN YOUR OPERATOR PIN.

Operator Cards

Operator Cards can be used to access Operator Setup via a single swipe of the card in the FireFly's credit card reader. This grants quick access to features such as: unlocking the FireFly from its Docking Station, disabling the SSID (if enabled), and adding credits to the system.

For more information about Operator Cards, please see the "Credit Card Menu" section later in this manual.

Releasing the FireFly from the Docking Station

After the Docking Station is secure and in place, it will house and charge the FireFly. The FireFly will then be locked in the Dock until it's released by either a player, the location, or an operator. Releasing the FireFly can be done in the following ways:

By Players: If players want to release the FireFly from its Docking Station, they will need to swipe a valid credit card (unless the operator uses their key to physically unlock the Docking Station, and they leave it in this unlocked position; see the "By Operators" section for more info). This card swipe is used for security purposes, as AMI will record the time it was removed, the unit number, who authorized the removal, and when it was returned.

*NOTE: If you wish that the FireFly remain in the Docking Station at all times, you can disable the player's ability to remove it from the Dock by entering Operator Setup, touching **System**, touching **FireFly Options**, then disabling the removal option.*

By Locations: Locations can remove the FireFly from its Docking Station by doing either of the two things listed below.

- **Entering the 6 Star Menu and touching "Undock FireFly".** (See the section "6 Star Screen" for more details.) You can ensure that this option will appear on the 6 Star Screen by entering Operator Setup, touching **System**, touching **Options**, and confirming that there is a check in the box next to "Allow undock FireFly from 6 Star". When someone touches the **Undock FireFly** button, they'll have 10 seconds to remove the FireFly from the Dock. If they don't remove the FireFly from the Dock in those 10 seconds, the system will temporarily lock and they'll have to wait approximately 40 seconds before trying to release it again.
- **Swiping a Location Card in the credit card reader.** Location Cards will have to be set up in order to work. For more details, see "Location Cards" later in this manual in the section "Credit Card Menu".

By Operators: Operators can remove the FireFly from its Docking Station by doing either of the two things listed below.

- Entering Operator Setup, touching **System**, touching **FireFly Options**, and then touching the **UNLOCK FIREFLY** button. When this button is touched, you'll have 10 seconds to remove the FireFly from the Dock. If you don't remove the FireFly from the Dock in those 10 seconds, the system will temporarily lock and you'll have to wait approximately 40 seconds before trying to release it again.
- Using your Docking Station key to manually unlock the FireFly's Docking Station. If you leave the Docking Station in the unlocked position, players will have the ability to remove the FireFly from its Dock without swiping a credit card.

IMPORTANT: Be sure the key is FULLY turned (in either the "locked" or "unlocked" position) before removing it.

General Care and Maintenance

!! IMPORTANT !!
THE INTERNAL COMPONENTS OF THIS GAME MUST BE SERVICED ONLY BY QUALIFIED SERVICE PERSONNEL.

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, as liquids could enter the cabinet and damage electronics inside.

Cleaning the Touchscreen Monitor

- The touchscreen 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.*

NOTE: DO NOT USE ANY ABRASIVE SOLVENTS, ACID, OR VINEGAR-BASED CLEANSERS ON THE MONITOR OR 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.

Cleaning the Vents

- The vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.

Watchdog Timer

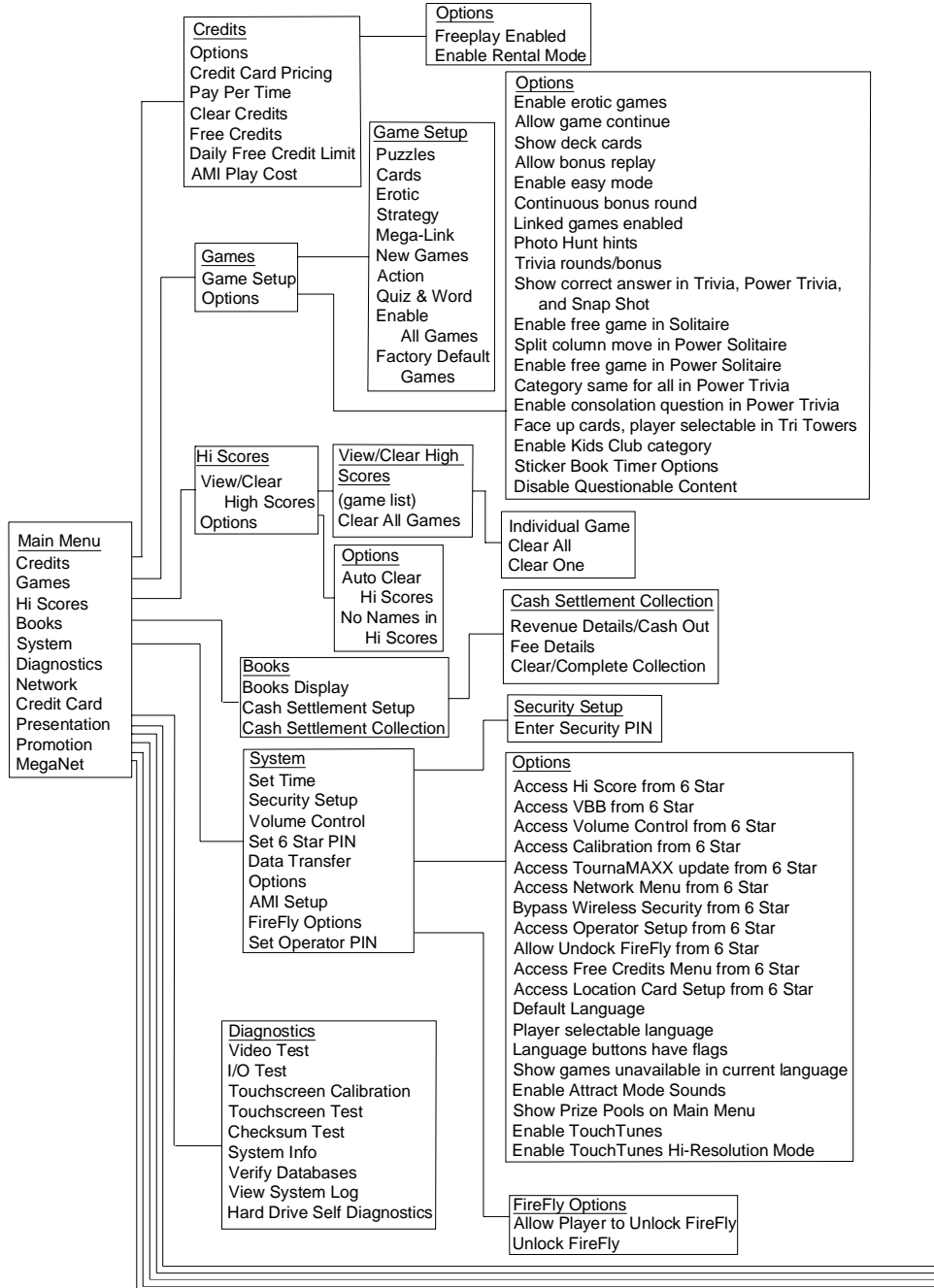
This game has been equipped with a feature that allows it to automatically reboot if it encounters a problem. The watchdog timer will reboot the machine within 5 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.

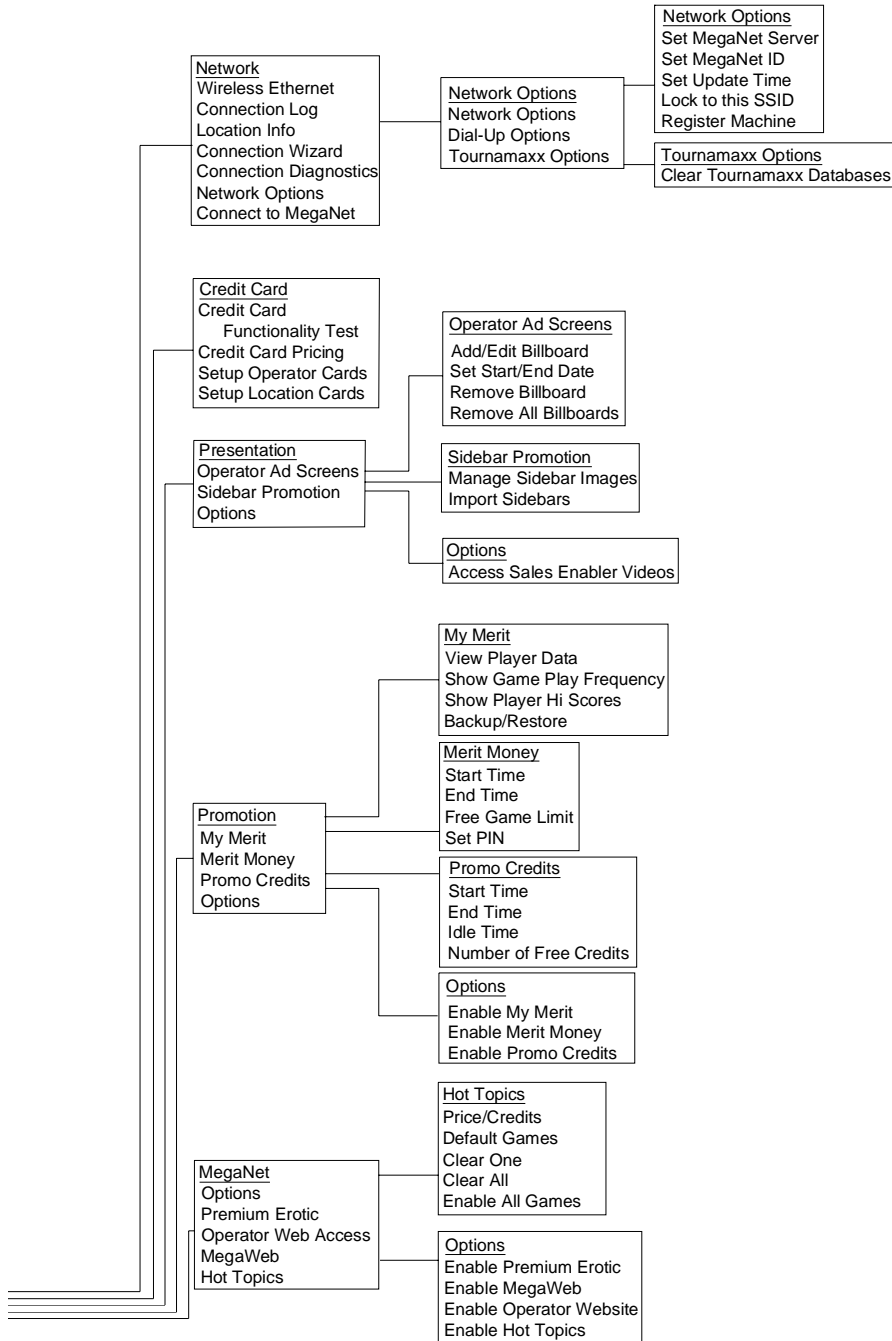
Game Name and Score Needed for Initial Replay

Great Solitaire and Power Solitaire will always offer a replay once the listed score is attained. The other games have to reach the score listed, as well as attain the high score for the game, in order to offer a replay. **NOTE: The available games may vary.**

11 Ball/11Up	125,000	Moondrop	160,000
Air Shot	No Replay	My Ex	150,000
Avalanche Jack	150,000	Mystery Phraze	325,000
Backjammin	125,000	Office Bash	400,000
Battle 31	125,000	Outer Spades	75,000
Beer Pong	200,000	Outlaw Poker/Cattle Drive	400,000
Beer Pong 21	No Replay	Pharaoh's Fortune	45,000
Big Time Roller	60,000	Pharaoh's 9	No Replay
Boxdrop	175,000	Photo Hunt	400,000
Boxxi	850,000	Photo Pop	No Replay
Brain in Gear	No Replay	Power Solitaire	55,000
Breakin' Bricks	400,000	Power Trivia	No Replay
Card/Castle Bandits	200,000	Puck Shot	3,000
Card/Crypt Raiders	175,000	QB Zone	65,000
Card/Jolly Pirates	200,000	Q-Shot	50,000
Chainz2: Relinked	500,000	Quik Cell	100,000
Chainz2: Puzzler	500,000	Quik Chess	125,000
Checkerz	28,000	Quik Match	400,000
Chug 21	250,000	Race Poker/Motor Match	No Replay
Chug Monkey	400,000	Rack 'Em	200,000
Coco Loco	No Replay	Rack 'Em 9 Ball	35,000
Conquest	30,000	Royal Flash	300,00
Crazy Hearts	65,000	Run 21	250,000
Deflection	500,000	Skee-Ball	900
Dodge Bull	No Replay	Snap Shot	400,000
Domino 5	200,000	Spider Kings/13 Spiders	160,000
Draggle Drop	200,000	Strip Club	No Replay
Euchre Nights	6,500	Stunt Squirrel	125,000
Feeding Frosty	No Replay	Sudoku6	100,000
Fight the Landlord	No Replay	Super Boxxi	400,000
Four Play	1,500,000	Super Cell Chaos	No Replay
F.M.V. Boxxi	No Replay	Tai-Play	240,000
F.M.V. Strip	400,000	Take 2	110,000
Funkier Monkey	150,000	Tennis Ace	No Replay
Funky Monkey	110,000	Texas Hold 'Em	No Replay
Gender Bender	No Replay	Text Twist Lightning	10,000
Gin Rummy	55,000	Tic Tac Trivia	75,000
Gooool	No Replay	Tri-Towers/Tri-Castles	125,000
Great Solitaire	45,000	Tricky Fish	No Replay
Hollywood Match	400,000	Triple Crown Boxing	No Replay
Hoop Jones	125	Trivia Treasure	No Replay
Ink Rally	No Replay	Trivia Whiz	No Replay
Jackpot Corner	1,500,000	Trivia Whiz 2	No Replay
Little Shop of Treasures	83,000	Touchdown Poker	250,000
Look Out	400,000	Tug of Words	350,000
Lucky 11's	340,000	TV Guide Mini Crossword	50,000
Magic Charms	500,000	Video Whiz	No Replay
Mega Bowling	125	Vinci-Ball	400,000
Megatouch Battle Command	No Replay	Wild 8's/Wild Apes	400,000
Megatouch Memory	250,000	Word Dojo	375,000
Megatouch Mini/Crazy Golf	No Replay	Word Safari	125,000
Meteor Shower	200,000	Wordster	100,000
MGA Champ. Golf	No Replay	Zen Word	350,000
Monkey Bash	No Replay	Zip 21	200,000
Monster Madness	400,000	Zen Word	350,000

Operator Setup Screens Flowchart





Main Menu

Use the Main Menu to set up all the game's software options. The Main Menu can be accessed by entering your Operator PIN on the 6 Star Screen. Additionally, if you have an Operator Card set up, you'll be able to enter the Main Menu by swiping this card. For details on setting up an Operator Card, please see the section "Credit Card Menu" later in this manual.

*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 details, see the corresponding sections of the manual.

Main Menu	Available Options	Information
CREDITS	<ul style="list-style-type: none"> Options Credit Card Pricing Pay Per Time Clear Credits Free Credits Daily Free Credit Limit AMI Play Cost 	The Credits Screens allow the operator to enable Freeplay Mode, enable Rental Mode, view and adjust credit card pricing, set Rental Mode pricing options, add or clear credits, and set the Daily Free Credit Limit available to locations. Operators with a Mega-Link connection to an AMI jukebox can also set up AMI jukebox play cost.
GAMES	<ul style="list-style-type: none"> Game Setup Options 	In the Games Screens 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	<ul style="list-style-type: none"> View/Clear Hi Scores Options 	Touch CLEAR ALL GAMES to clear all high scores, or select a particular game to edit high scores for that game.
BOOKS	<ul style="list-style-type: none"> Books Display Cash Settlement Setup Cash Settlement Collection 	The Books Screens display current and lifetime credits information, as well as calculate and collect the location and operator fees.
SYSTEM	<ul style="list-style-type: none"> Set Time Security Setup Volume Control Set 6 Star PIN Data Transfer Options AMI Setup FireFly Options Set Operator PIN 	Set the game clock, security PIN, game volume, 6 Star PIN and features, and system options such as language control. Also use this menu to transfer machine configuration, books data, and ad screens with a USB pen. The AMI Setup option allows operators to establish a Mega-Link between their Megatouch game and an AMI-powered jukebox. FireFly Options enables/disables the FireFly from being undocked by a player, and allows the operator to undock the system. You can also change your Operator PIN.

Main Menu	Available Options	Information
DIAGNOSTICS	<ul style="list-style-type: none"> • Video Test • I/O Test • Touchscreen Calibration • Touchscreen Test • Checksum Test • System Info • Verify Databases • View System Log • Hard Drive Self Diagnostics 	<ul style="list-style-type: none"> • Enters the Video Test screens. Touch the screen to cycle through the test. • Tests the function of the accelerometer. • Allows the operator to calibrate the touchscreen. Follow the instructions on the screen. • Checks the 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 Technical Service. • Allows operators to easily read, capture, and send error log data. • Detects hard drive errors and predicts future failures. Runs automatically during system startup and software installation.
NETWORK	<ul style="list-style-type: none"> • Wireless Ethernet • Connection Log • Location Info • Connection Wizard • Connection Diagnostics • Network Options • Connect to MegaNet 	<p>Allows you to configure your Internet connection settings. This menu also allows you to check the Connection Log, view location information, enter the Connection Wizard, view connection diagnostics, connect to MegaNet (perform an Update from Server), change the MegaNet server address, change the MegaNet ID, set an update time, disable the SSID lock, register the machine, and clear Tournamaxx databases.</p>
CREDIT CARD	<ul style="list-style-type: none"> • Credit Card Functionality Test • Credit Card Pricing • Setup Operator Cards • Setup Location Cards 	<p>Use the Credit Card Menu to test the credit card reader, view and adjust credit card pricing, set up Operator Cards, and set up Location Cards.</p>
PRESENTATION	<ul style="list-style-type: none"> • Operator Ad Screens • Sidebar Promotion • Options 	<ul style="list-style-type: none"> • Create ad screens, and also add custom screens created on a personal computer. • Import/manage/delete sidebar images. • Access Sales Enabler Videos.
PROMOTION	<ul style="list-style-type: none"> • My Merit • Merit Money • Promo Credits • Options 	<ul style="list-style-type: none"> • 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. • Sets time periods in which location owners can use the 6 Star feature to offer free credits to encourage play. • Sets time periods in which the game offers a free credit while in Idle Mode. • Enables My Merit, Merit Money, and Promo Credits features.
MEGANET	<ul style="list-style-type: none"> • MegaWeb • Premium Erotic • Hot Topics • Operator Web Access • Options 	<p>Enters the MegaNet Set-Up Screen for Tournamaxx/Tournachamp play. Features must be enabled for the corresponding button to appear.</p>

Credits Menu

Daily Free Credit Limit

On the main page of the Credits Menu, you can set the daily maximum amount of free credits that can be given by the location on the machine. Be sure to consult your FireFly contract and set this limit accordingly to avoid overage fees.

IMPORTANT: The Daily Free Credit Limit is defaulted to one credit. You will need to change this number if you want the location to have the ability to regularly award free credits.

Credit Card Pricing

The Credit Card Pricing Table is used to set purchase prices and the amount of credits per purchase. There are three default pricing options – \$5, \$10, and \$15. Use the “+” and “-” symbols under MONEY-IN to change the available purchase prices, and the “+” and “-” symbols under CREDIT CARD CREDITS to change the number of credits given for each purchase. You will not be able to set the CREDIT CARD CREDITS to an amount higher than the amount listed below it on screen.

The middle and/or bottom pricing options can be disabled if you wish to limit the players’ ability to choose between purchase prices. To

To enter this screen, touch “Credits” on the Main Menu and then touch “Credit Card Pricing”



FIGURE 2 - CREDIT CARD PRICING SCREEN

do so, lower the CREDIT CARD CREDITS to an amount equal to the amount listed above it on screen. When this is done, “UNAVAILABLE” will appear in that field and that pricing option will be disabled.

For example: If the middle CREDIT CARD CREDITS row is at 60, and you use the “-” button to lower the CREDIT CARD CREDITS for the bottom row to 60, “UNAVAILABLE” will appear in the bottom CREDIT CARD CREDITS field, and that option will be disabled.

NOTE: The top pricing option must always be enabled, and the middle option can only be disabled after the bottom option is disabled.

Rental Mode

NOTE: It is recommended that you clear the books and perform a Cash Settlement Collection when toggling Rental Mode on and off in order to ensure accurate bookkeeping.

Rental Mode allows players to purchase a block of time and use it to play as many games as they want in that time. To enable Rental Mode, touch the **Options** button on the Credits Menu, then ensure a check is in the box next to **Enable Rental Mode**.

When Rental Mode is enabled, a **Pay Per Time** button will appear in the main Credits Menu. By touching this button, you’ll be able to adjust the purchase prices and how much time is given for each purchase. Use the “+” and “-” symbols under MONEY-IN to change the available purchase prices, and the “+” and “-” symbols under PLAY TIME to change how much time is given for each purchase.

While in Rental Mode, the top row will be the only row where MONEY-IN and PLAY TIME can be adjusted. The middle row’s values will always be double the top row’s values, and the bottom row’s values will always be three times the top row’s values.

The middle and/or bottom pricing options can be disabled if you wish to limit the players’

To enter this screen, enable Rental Mode, then touch “Pay Per Time” on the Credits Menu.



FIGURE 3 - RENTAL MODE SETUP SCREEN

ability to choose between purchase prices. To do so, touch the “-” button in the PLAY TIME column for the bottom row. This pricing option will now be disabled. You can then touch the “-” button next for the middle row to disable that option as well.

NOTE: The top pricing option must always be enabled, and the middle row can only be disabled after the bottom row is disabled.

Certain features will not be available in Rental Mode, such as MegaNet (with the exception of Tournamaxx), Merit Money, and Promo Credits. Linked games are also unavailable in Rental Mode.

IMPORTANT: If the machine is switched out of Rental Mode, Merit Money, Promo Credits, and Mega-Link games will have to re-enabled in Operator Setup in order for them to function.

Tournamaxx and AMI Selectability in Rental Mode

Players can choose to play Tournamaxx games or to play music on connected AMI jukeboxes while in Rental Mode. When a player chooses to do either of these, however, the time they have remaining to play games will be converted into credits.

This conversion is based on values that can be set on the FireFly Rental Mode Setup

Screen. After you’ve set the pricing amount and how much time you’d like to give for a top row purchase, change the number in the this row’s CREDITS column to what you want the credit equivalent of that purchase to be.

IMPORTANT: The minutes-to-credits conversion rate is set based on the top row.

For example: If the top row’s PLAY TIME is set to 20 MINUTES, and CREDITS is set to 20 CREDITS, minutes will convert to credits at a 1:1 ratio, i.e. 2 minutes will convert to 2 credits, 6 minutes to 6 credits, etc.

If the top row’s PLAY TIME is set to 20 MINUTES, and CREDITS is set to 10 CREDITS, minutes will convert to credits at a 2:1 ratio, i.e. 2 minutes will convert to 1 credit, 6 minutes to 3 credits, etc.

When the player exits out of the Tournamaxx or AMI screens, the credits will be converted back to minutes in the same fashion.

Quick Price Setup

Your pricing options for the FireFly can quickly be changed through the Quick Price Setup feature. This feature also allows you to easily set the cost of Fast-Play Amusement, Standard Amusement, Long Amusement, and Premium/MegaNet games.

Quick Price Setup cannot be accessed on the FireFly itself, but can be set only on your Operator Web Site. Go to www.accessmerit.com -> Remote Control -> Quick Pricing for more details.

Freeplay Mode

Turn this option on to enable free game play, which can be used for promotions and demonstrations. Freeplay Mode can be enabled/disabled in the Credits Menu under Options.

IMPORTANT: Games played while in Freeplay Mode will count against the Daily Free Credit Limit.

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.

To enter this screen, touch “Game Setup” on the Games Menu and select a Category



FIGURE 4 - GAMES MENU: GAME SETUP

Enable All Games Into Menu: Turns on all games (certain games that 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.

When you touch a category name, the next Game Setup Screen shows the game positions available for that category and the price for each game, with the list at the bottom showing all games available for the selected category.

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, begin by selecting 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 touching 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.

To adjust the price, touch the credit or currency value next to each game.

Some games support a “continue” function. In the Cost to Continue column, games without this function will display N/A. Games that support continuation will show a credit value. The cost to continue is adjustable on a game-by-game basis. Touch the credit value button to change the amount. Hit **NEXT** to return to the Games Category page.

NOTE: The default Cost to Continue price is the same as the default cost to play the game; however, the Cost to Continue does not need to be the same amount as the original game price.

Hi Scores Menu

View/Clear Hi Scores

Use this menu to manage high scores. The first screen allows you to clear all scores for all games by touching **Clear All Games**. To edit the high 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 5 - HI SCORES MENU:
VIEW/CLEAR HI SCORES SCREEN

Touch **Clear All** to remove all high 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 (i.e. the total number of credits played on that game divided by the total number of credits entered into the machine).

To enter this screen, touch “Books Display” on the Books Menu



FIGURE 6 - BOOKS MENU:
BOOKS DISPLAY SCREEN

Books Display

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 credits for each game from most to least played. **Sorted by Lifetime** displays the lifetime credits for each game beginning with the most-played game. If the game is in Rental Mode, these numbers will show in terms of time and not credits.

Touch **TournaMAXX Statistics** to get the books information for that play only. 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 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 7 - BOOKS MENU: BOOKS SCREEN WITH GAME SELECTED

Touching a game name will display the current and lifetime credit totals*, broken into 1-4 player and linked games. 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 Promotional Credits and Merit Money (when these features are enabled). Touch the + next to MegaNet Credits to display the totals for each MegaNet category. Touch the button again to minimize this screen.

NOTE: Books data can be exported to a USB pen via the System Menu/Data Transfer/Export Books feature. The .data file can then be viewed with a word processing program after connecting the storage device to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.

Cash Settlement Setup

IMPORTANT: Due to the time delay in credit card processing, there may be a discrepancy in what's shown on this screen versus what's shown in your statement.

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. This will help to offset MegaNet operation costs.

To enter this screen, touch “Cash Settlement Setup” on the Books Menu and touch the arrow at the bottom right



FIGURE 8 - BOOKS MENU: CASH SETTLEMENT SETUP SCREEN

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 a 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 twice



FIGURE 9 - 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.

To enter this screen, touch “Cash Settlement Collection” on the Books Menu

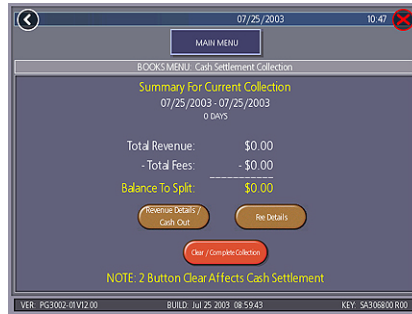


FIGURE 10 - BOOKS MENU:
CASH SETTLEMENT COLLECTION

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.

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.

System Menu



FIGURE 11 - 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. 5:00 p.m. = 17:00). Use the up and down arrows to set the time and date.
Security Setup	For added security the operator can set a security PIN number and select which of the features (Coin-In Menu, Free Credits, Game Menu, Hi Scores, Books, All Options, and Set 6 Star PIN – Coin-In Menu is disabled on the FireFly) 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.
Volume Control	Touch the volume control button to set the default volume of the system, and to set the player-controlled volume range .
Set 6 Star PIN	Set the 6 Star PIN (between four and six digits) using this screen. You can choose which options will be accessible on the 6 Star Menu by using the System Menu: Options Screen. Touch an option box under System Menu: Options for on-screen help.
Data Transfer	Transfer information (machine configuration, Books data, My Merit data, and ad screens) using a USB Pen.
Options	For help with the Options in any menu section, touch the option box to bring up a help screen.
AMI Setup	Use this screen to link a Megatouch game with an AMI-powered jukebox. See AMI Jukebox Mega-Link Setup section for further details.
FireFly Options	Enable or disable the players' ability to remove the FireFly from the Docking Station. The operator can also remove the FireFly from its Docking Station by touching the button on this screen.
Set Operator PIN	Use this screen to change your Operator PIN.

Diagnostics Menu



FIGURE 12 - DIAGNOSTICS MENU

Video Test	Touch the screen to cycle through a series of video test screens.
I/O Test	This is used to confirm that the accelerometer is functioning. When you tilt an undocked FireFly, the numbers on the screen should change.
Touchscreen Calibration	Follow the on-screen instructions to calibrate the touchscreen. NOTE: If the calibration is off to the point where this can't be completed, you'll need to use a USB pen with a dip1 program on it. See "DIP Switch Functionality" in this manual for more details.
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. This test could take up to 2 hours.
System Info	Gives details about the following: <ul style="list-style-type: none"> • platform type • processor type and speed • motherboard type • amount of memory • wired network • sound chip type • hardware serial number • video chip type • touchscreen manufacturer • hard drive manufacturer/size • modem identification (N/A) • fan speed (N/A) • status • PSOC version • I/O board processor • monitor • wireless network • dock serial number • battery
Verify Databases	Only use on the advice of Technical Service. An Update from Server must be performed prior to verifying databases.
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	Checks the hard drive for errors, displays results, and notifies the operator when an error is detected or a hard drive failure is imminent. Tests can be initiated automatically and/or manually.

Hard Drive Self Diagnostics

Your FireFly's 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 13 - HARD DRIVE SELF DIAGNOSTICS SCREEN

To enter this screen, touch "Show Details" on the Hard Drive Self Diagnostics Screen



FIGURE 14 - 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 15 - ATTRIBUTE RATING POP-UP SCREEN

Network Menu - Connection Wizard

The FireFly must be connected to a *wireless broadband Internet connection* in order to function. To establish this network connection, you must enter and complete the Connection Wizard.

The FireFly can also be linked to an AMI-powered jukebox, allowing customers to view and play jukebox music directly from the FireFly. After initiating the link, the game will download the AMI catalog. This could take about 30 minutes. There is a catalog download available on the Web site which will decrease this time (<http://www.meritgames.com/amidatabase.asp>). Download the catalog and load it on your game prior to initiating the link.

If you want two FireFly units to link for head-to-head games, they will need to be connected to the same wireless router.

Configuring Your Network Connection

Upon initial boot up of the FireFly, you'll be taken to the Network screens (after you have set your operator PIN). If this is the initial boot up of your FireFly, please skip to step 2 below. If you need to enter the Connection Wizard any time after the initial set up of the system, please enter Operator Setup (how to do so is described earlier in the manual) and begin below with step 1.

IMPORTANT: When your FireFly calls in to the MegaNet server or downloads the AMI music catalog, we recommend that it is in the Docking Station.

1. Enter Operator Setup, touch the **Network** button, then touch **CONNECTION WIZARD**.
2. Select your time zone and touch **NEXT**.
3. You'll then be asked if you would like to register this machine with MegaNet or if it has already been registered. Touch the appropriate option for your machine.
4. Touch **WIRELESS ETHERNET** as the connection method you wish to use.
NOTE: If you're using wireless security, only 64 or 128-bit WEP encryption is supported.
5. After touching **WIRELESS ETHERNET**, you'll be prompted to choose a connection method.
 - If you want to connect to an AMI router, touch **AUTO-CONNECT TO AMI ROUTER**.
 - If you want to connect to a non-AMI router, touch **OTHER WIRELESS ROUTER OR ACCESS POINT**. The game will then scan for available networks. To select a network from the list, touch it and then touch **NEXT**. If your network does not appear in the list, touch **MANUAL CONNECTION**, enter the SSID (network name) of the network you want to connect to, and then touch **ENTER**. If your network has a security key (password), enter it and touch **ENTER**. If you have not set a password, simply touch **NEXT**.
6. On the next screen, touch **ACCEPT SETTINGS AND CONNECT** to accept the default settings. If you wish to change the settings, touch **MODIFY SETTINGS** and use the **SET** or **MANUAL** buttons to enter the new settings. For help with any of the settings, touch the **?** buttons on screen. After you have entered in your new settings, touch **DONE** and then touch **ACCEPT SETTINGS AND CONNECT**.

7. If you make a successful connection and want to retain these settings, touch **SAVE SETTINGS AND UPDATE**. If the connection fails, touch the **MORE INFO** button to determine the cause.
8. Your FireFly will then need to call in to the server to complete the connection process. After an initial connection to the server has been made, a second connection must be made in order for all connection features to be fully operational. This call in can also be performed by entering Operator Setup, touching **Network**, and then touching **CONNECT TO MEGANET/UPDATE FROM SERVER**. When your machine makes the second connection, the time that it calls in will be set as your default update time. This can be changed by entering the Network Menu, touching **NETWORK OPTIONS**, then touching **SET** next to **"UPDATE TIME"**.

Your connection is now configured! If you are connecting your game to an AMI jukebox, continue with steps 9-15.

9. Touch the **X** in the upper-right corner and confirm you want to exit out of the Network Screens. Then, touch the **System** button, followed by the **AMI Setup** option.
10. To enable AMI Music Connectivity, ensure that the Jukebox ID is set to connect automatically. Accept the default values for the Server URL and Agent Name, then touch **Connect**.
11. Enter and confirm the AMI Entertainment username and password (created with your initial jukebox account) that's utilized for Web site access.

NOTE: If a jukebox is not detected, you will be prompted to manually configure the jukebox information obtained from your jukebox setup screen. On your jukebox, go into "Service", then select the "Diagnostics" and "System Information" options on screen. Enter the MAC Address, exactly as it appears on the jukebox, into the Jukebox ID field on your Megatouch game. (The defaulted Server URL and Agent Name are also listed on the jukebox setup screen.) Once the information is entered, touch "Connect" again on the AMI Setup Screen.

12. The game will download the music. A **"Connection Successful"** message will appear when finished, followed by an option to enable the link. Touch **YES** to complete the process. Once the link is established, you may return to the AMI Setup screen to disable, test, or view link details.
13. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.
14. Touch **AMI Play Cost** to configure the price of music selected from the game. Use the arrows to set the two-digit credit cost (e.g. "02" = 2 credits) for each of the 3 play options: One Song Play, MOD (Music On Demand) Play, and Priority Play (My Song First) Cost.

NOTE: The cost of one song must be set to a minimum amount of 33¢.

The same AMI music billing applies for songs selected through the game.

15. Touch the **X** in the upper-right corner of the screen and confirm you want to exit.

*NOTE: To view jukebox revenue from your FireFly, enter Operator Setup, touch **Books**, touch **Cash Settlement Collection**, touch **Revenue Details/Cash Out**, and locate the **Jukebox Selector Music Revenue** data.*

Credit Card Menu



FIGURE 16 - CREDIT CARD MENU

Setup Operator Cards

Operator Cards can be programmed to make it possible to access Operator Setup with one card swipe in the credit card reader.

Operator Cards can be a simple credit card, or any other unique swipe-able card with enough information on it for the system to recognize (e.g. a driver's license).

To Program an Operator Card:

Touch **Setup Operator Cards** in the Credit Card Menu. Touch **Add Card**, then swipe the card you wish to use as an Operator Card.

NOTE: The same card can be used as the Operator Card for any number of machines. Additionally, if your card is registered on a connected machine, you can set that card to work as an Operator Card for all your machines through your Operator Web Site.

Once an Operator Card is programmed, simply swipe it on the system's card reader. If the card is also a credit card, you'll be asked if you wish enter Operator Setup. If you touch "No", you'll be taken to the purchase screen.

To remove an Operator Card from the system, touch **Remove Card** next to the card data for the card you wish to remove. Connected operators can also use their Operator Web Site to remove their Operator Card from a single machine, or all machines.

Setup Location Cards

Location Cards can be programmed to make it easier for locations to unlock the FireFly from its Docking Station, and/or to put free credits on the system.

Location Cards can be a simple credit card, or any other unique swipe-able card with enough information on it for the system to recognize (e.g. a driver's license).

IMPORTANT: DO NOT set a card as both an Operator and Location Card.

To Program a Location Card:

Touch **Setup Location Cards** in the Credit Card Menu. Touch **Add Card**, then swipe the card you wish to use as a Location Card.

You can then select if the FireFly will automatically unlock from the Docking Station when the card is swiped, and how many free credits (if any) will be put on the system when that Location Card is swiped. (Each Location Card can be programmed differently.)

IMPORTANT: In order for the location to give free credits, you will have to go into the Credits menu and raise the amount of the Daily Free Credit Limit to an appropriate amount. A Location Card will not issue credits if the machine is over the Limit. Please see "Daily Free Credit Limit" in the "Credits Menu" section of this manual.

You can give the location the ability to program their own Location Cards by entering the System Menu, touching **Options**, then ensuring a check is next to the option **Access Location Card Setup from 6 Star**. The location will then have the ability to program cards by entering the 6 Star Menu (see "System Menu" and "6 Star Menu" for more details).

NOTE: Once you set up a Location Card, this data will be stored on the server when the FireFly calls in to it. When the other FireFlies in the same location call in, they'll upload that information, and the Location Card will then work on those systems as well.

Presentation Menu



FIGURE 17 - 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 (USB pen or CD). Touch the green ? buttons on each screen for information on how to create ad screens and how to add custom screens to the machine.

Also, 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.

A USB Pen Kit (kit number KAV-100-008-02) is available. To order, contact your distributor.

Sidebar Promotion

The FireFly features an electronic sidebar that allows you to create customized marquees that will display during idle mode.

Import Sidebar Images

Sidebar images can be created on a home computer via our Web site (www.meritgames.com/creator.asp), and these images can be imported to the game via USB pen. The images must be in JPG, PNG, or PCX format and they must be 116 wide x 410 tall in size. Images are displayed for 60 seconds by default. To choose how long to display an image, name the file with an underscore and then a number at the end of the file name (e.g. "filename_10"). The number will determine how many seconds the image will display. Choose a number between 10-120. Sidebar images can also be created and remotely sent to the game through the Operator Web Site. For more information, log in to your Operator Web Site.

Manage Sidebar Images

In this menu all created sidebar images can be displayed and controlled. This includes the options of deleting the selected image, or deleting all sidebar images.

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, touch **Presentation**, then touch **Options**.

Promotion Menu

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



FIGURE 18 - PROMOTION MENU

My Merit

The My Merit feature allows individual players to create custom accounts that are 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 high score.



FIGURE 19 - 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 high 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. Be sure to back up the data before updating the game. Conversely, backing up data onto the USB pen will also overwrite any existing My Merit data on the USB pen.

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 high score, as well as the score itself. The operator can also reward the player with free credits on the View Player Data Screen.

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 set date range.

Show Player Hi Scores

Selecting a game name under this feature will bring up the high 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 high scores or just those that fall within a set date range.

Backup/Restore

My Merit data can be backed up or restored with a USB pen. After connecting a pen to the machine, touch this button to proceed with backing up or restoring all My Merit data. USB pen kits (kit number KAV-100-008-02) are available. To order, contact your local distributor.

NOTE: Restoring My Merit data from a storage device will erase any My Merit data currently on the game.

Merit Money

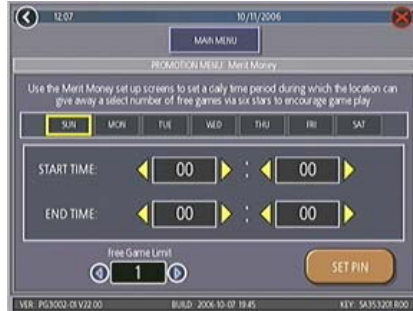


FIGURE 20 - MERIT MONEY SCREEN

The Merit Money screens allow location owners to encourage game play by offering free games (not free credits) at certain time intervals via the 6 Star feature. Select days of the week, time frames, and the number of free games (1-10 per day) to be awarded, as well as a PIN number for location owners to use in order to access Merit Money using the 6 Star feature. Location owners can enable Merit Money by entering that specific PIN on the 6 Star Screen. One free game is given away each time the location enters the code until the predetermined daily limit is reached. Free games expire after 10 minutes, when money is deposited into the machine, or when the Merit Money time period comes to an end.

NOTE: This feature is not available in Rental Mode. Additionally, if you switch the machine out of Rental Mode, you'll have to re-enable this feature in order for it to function.

NOTE: Merit Money will not count against the Daily Free Credit Limit.

Promo Credits

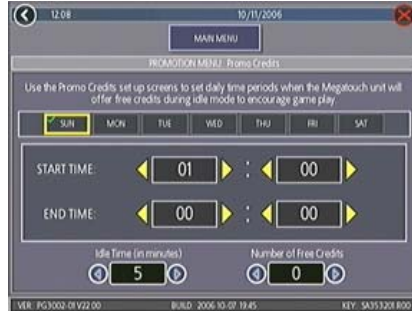


FIGURE 21 - PROMO CREDITS SCREEN

The Promo Credits feature generates interest by offering operator-controlled free credits while the game is in idle mode. Select days of the week, time frames, idle time (number of minutes the game would be in idle mode before free credits are offered), and the number of credits (1-10) to be awarded. A message announcing that free credits are available will appear on the screen during idle mode when Promo Credits go into effect. Promo Credits expire after 10 minutes or when the Promo Credits time period comes to an end.

NOTE: This feature is not available in Rental Mode. Additionally, if you switch the machine out of Rental Mode, you'll have to re-enable this feature in order for it to function.

NOTE: Promo Credits will not count against the Daily Free Credit Limit.

MegaNet Menu

(U.S. Games Only)

NOTE: The game must perform an "Update from Server" in order for all MegaNet features to be accessible.

MegaNet Options

The MegaNet features can be enabled and disabled through the Options button on the MegaNet Menu in Operator Setup.

Premium Erotic

The Premium Erotic category features games with content from Penthouse¹.

Setup

When enabling the Premium Erotic feature via the Options button in the MegaNet menu, a screen describing the terms and content of the feature appears. Touch the **I ACCEPT** button to proceed, or the **I DON'T ACCEPT** button to cancel. After the feature is enabled, a timer can be applied so that the Premium Erotic feature can only be accessible at certain intervals. Touch the **TIMER** button and use the arrows to set the time frame in which Premium Erotic content is available.

Games appearing as part of the Premium Erotic feature are selectable via the Premium Erotic button in the MegaNet Menu. The Premium Erotic game setup works in the same manner as categories in the regular Game Setup Menu.

Operator Web Site Access

Direct access to the operator's company Web site is available from the MegaNet Player Menu for the latest league, event, and other information.

Setup

From the MegaNet Menu, touch the Operator Web Access button to enter the URL for your Operator Web Site, insert your company name, which will appear under the button, and set the cost per minute of viewing time. The text field for your company name is limited to 30 characters. If a name is not entered, the space under the button will read "Your Game Operator's Web Site." Operator Web Site access will have standard MegaWeb pricing set as the default. To set Operator Web Site access to no charge, set the value of a block of time to zero. When the value is set to zero, the continue box will appear after 10 minutes of viewing time. If continue is not selected, it will log off.

Operators can import a personalized graphic for the Web site button if they choose. See your Remote Operator Interface (www.tournamaxx.com) for instructions on importing a graphic.

NOTE: This feature is not available in Freeplay mode.

NOTE: Pages containing Java or Flash cannot be loaded on the game at this time.

NOTE: Text can be entered into a text field on a Web page by touching the field on the game to activate it.

Hot Topics

Hot Topics games allow players to compete in games featuring regularly refreshed current events content.

Setup

Games appearing as part of the Hot Topics Menu are selectable via the Hot Topics button in the MegaNet Menu, which works in the same manner as categories in the regular Game Setup Menu.

¹ PENTHOUSE is a trademark of General Media Communications, Inc. Used by permission. Copyright, 2010 by General Media Communications, Inc. All rights reserved.

MegaWeb

MegaWeb allows the player to access the World Wide Web through the game. Players determine how much browsing time they would like to purchase and then use the touchscreen to navigate the Web.

Setup

Use the MegaWeb Menu to set the cost per minute block of Web browsing time.

Time/Payment

When the MegaWeb button is touched, a screen will appear prompting the player to select the amount of time to purchase (see Figure 22). The player can choose the minimum amount, a selectable amount, or the amount of all credits already entered into the machine. If no credits are currently on the machine, the player will be prompted to insert money when one of the buttons is selected.

The game will attempt to connect 3 times. If it cannot connect, an error message will appear asking the player to try again later. The player will not yet have purchased the time and will not lose any credits. The timer count-down begins and specified credits are allocated to the Web browser upon successful connection.



FIGURE 22 - CREDIT SELECT SCREEN

At the end of the purchased time, a screen will appear giving the player the option to use more available credits, or enter more credits if none are left on the game (see Figure 23). This screen will remain for 20 seconds and the game will stay connected to the Internet during this time. If another MegaWeb purchase is made, the screen returns to the same page the player was viewing prior to the timer expiring. If no purchase is made within 20 seconds, the game disconnects and reverts to the Player Menu. If the player exits the browser with time remaining, the remaining credits will be applied to amusement play. Time blocks used will be rounded up to the nearest credit.



FIGURE 23 - BUY MORE TIME/QUIT SCREEN

If the connection is lost during the purchased viewing time, the timer will suspend and the game will attempt to reconnect 3 times. When the connection is reestablished, the timer will resume and the player will still see the page that was previously on the machine. If a connection cannot be reestablished within 3 attempts, the credits remaining in MegaWeb mode will be applied to amusement credits.

Home Page

Once the game connects to the Internet, the player is taken to a Home Page with standard navigation buttons (Forward, Back, Stop, etc.) and a button that brings up a keyboard for entering Web addresses or search text (see Figures 24 and 25). The Home Page also contains a search engine and various channel buttons (Sports, Entertainment, News, etc.). Each button brings up a list of related links for the appropriate channel, as well as a search engine feature. The Merit button will bring up a screen with links to the home page and Tournamaxx.

NOTE: Text can be entered into a text field after the field itself is touched and activated.

NOTE: Java and Flash are not supported in MegaWeb. Pages containing Java or Flash cannot be loaded on the game at this time.

E-mail and Attachments

E-mail can be accessed through Web-based e-mail sites using the keyboard, but only image and text attachments can be opened. Attachments cannot be saved to the machine.

NOTE: MegaWeb is not available in Freeplay or Coinless Coin Op mode (where available).



FIGURE 24 - HOME PAGE



FIGURE 25 - HOME PAGE WITH KEYBOARD

DIP Switch Functionality

Follow the instructions below to access the DIP switch functionality that's built into the software. The table on the next page provides information on each selection. Make sure to read the information in the **Notes** column to determine what's affected when performing these functions, and *be sure to follow the instructions on the screen*.

To access this functionality, you will need to create an empty text file (using Notepad or Word) named **dip1** (without any file extension). To remove the file extension, right-click the file, select "Rename", and delete the period and the extension (e.g. .txt, .doc).

If you do not see an extension on the file, open Windows Explorer, Click **Tools** -> **Folder Options** -> **View**. Scroll until you see "Hidden files and folders". Make sure the "Show hidden files and folders" option is checked, then click "OK".

Save this dip1 file to a USB pen. If needed, a USB Pen Kit (kit number KAV-100-008-02) is available through your distributor.

To activate the DIP switch functionality:

1. Place the FireFly in its Docking Station.
2. Remove the cover plate on the rear of the Dock to gain access to the USB port.
3. Insert the USB pen (with the **dip1** file on it) into the USB port on the Docking Station, then press and hold the button on the rear of the Dock for approximately five seconds to power down the FireFly. After the FireFly has shut down, press the power button again to restore power to the FireFly.
4. When the system boots back up, you'll be prompted to remove the USB pen to access the DIP program (if you leave the USB pen in for over 30 seconds, you will enter the calibration screens).
5. When the pen is removed within 30 seconds, it will bring up the DIP menu. Touch the specific DIP switch to activate it. Touch **X** to exit.
6. When you are finished, be sure to re-secure the cover plate to the rear of the Docking Station.

DO NOT UNDOCK THE FIREFLY WHILE A USB DEVICE IS INSERTED.

Function of DIP Switches

DIP	Function	Usage/Notes
8	Motherboard configuration & checksum test	<ul style="list-style-type: none"> Configures the CMOS settings on the motherboard to default specifications and checks the files on the hard drive. <p>A checksum test should be performed if the game is locking up or rebooting. If the test fails, the software should be reloaded. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.</p>
6	Hardware configuration	THIS IS NOT USED ON THE FIREFLY
5 & 7	Memory clear for MegaNet and TouchTunes	<ul style="list-style-type: none"> Clears the login name, password, access phone number, and all call-in settings for MegaNet users. Clears all the loaded albums for TouchTunes users. Clears current books and high scores and resets the software options. <p>A memory clear should be performed when a game is unable to connect to MegaNet and there is some question about the information in the Network Screen being correct. After performing a memory clear, MegaNet setup information must be re-entered, and an Update From Server should be performed.</p> <p><i>NOTE: You must perform an Update From Server BEFORE performing a memory clear.</i></p>
4 & 7	Complete memory clear	<ul style="list-style-type: none"> Clears ALL memory on the hard drive including the Tournamaxx player database, MegaNet settings, advertising screens, bookkeeping, high scores, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. <p>THIS DOES NOT CLEAR YOUR OPERATOR PIN FROM THE SYSTEM.</p> <p>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, MegaNet setup information must be re-entered, and an Update From Server should be performed.</p> <p><i>NOTE: You must perform an Update From Server BEFORE performing a memory clear.</i></p>

Troubleshooting Guide

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> • no power • no flash on the monitor screen • no cooling fans operating 	<ul style="list-style-type: none"> • Check that the power cord is connected to a "live" outlet. • Check that the power cord is connected to the power jack.
<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • Clean the vents of any dust and dirt that may interfere with airflow. • Perform a checksum test on the hard drive. See DIP Switch Functionality and perform a DIP 8 procedure.
<ul style="list-style-type: none"> • game will not load information from a disc 	<ul style="list-style-type: none"> • 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 loading a disc set, make sure each disc is of the same revision.
<ul style="list-style-type: none"> • "ERROR READING DRIVE C" 	<ul style="list-style-type: none"> • See DIP Switch Functionality and perform a DIP 8 function on the FireFly. This will start the hard drive checksum test, which should take about 20 minutes to complete. • 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.
<ul style="list-style-type: none"> • "QUANTUM FIREBALL, SMART FAILURE DETECTED, BACK UP HARD DRIVE" 	<ul style="list-style-type: none"> • The self-diagnostics on the hard drive has detected an error. The hard drive will have to be replaced.
<ul style="list-style-type: none"> • "CRITICAL ERROR ABORT RETRY FAIL" or "BAD COMMAND OR FILE NAME" error 	<ul style="list-style-type: none"> • Try reloading the program onto the hard drive with a different set of update discs. If it will not accept the installation, try another DVD drive. If it still does not work, the hard drive will need to be replaced.

Troubleshooting Guide (continued)

PROBLEM	CORRECTIVE ACTION
<ul style="list-style-type: none"> • “MACHINE OUT OF SERVICE” SCREEN APPEARS 	<ul style="list-style-type: none"> • If the screen has a <u>BLUE</u> background: A connection hasn't been established, or the FireFly hasn't called in to the server in the required timeframe. Touch the 4 corners of the screen (not-including the sidebar area), and enter your Operator PIN to enter Operator Setup. See “Connection Wizard” and make a connection to the server. • If the screen has a <u>WHITE</u> background: The SSID lock has been activated and the system can't locate the SSID. Touch the 4 corners of the screen (not-including the sidebar), and enter your Operator PIN. You'll be taken into Operator Setup, where you can either disable the lock or reconfigure it to recognize a different SSID.
<ul style="list-style-type: none"> • “FATAL I/O ERROR: CANNOT ACCESS I/O BOARD” SCREEN APPEARS 	<ul style="list-style-type: none"> • Confirm that the Dock is receiving power, then reboot the system (with the FireFly in the Dock).
<ul style="list-style-type: none"> • screen goes blank for extended period of time 	<ul style="list-style-type: none"> • Confirm that the Dock is receiving power, then reboot the system (with the FireFly in the Dock). • If left in this state, the watchdog timer will automatically reboot the system after approximately five minutes.
<ul style="list-style-type: none"> • touchscreen becomes unresponsive 	<ul style="list-style-type: none"> • Confirm that the Dock is receiving power, then reboot the system (with the FireFly in the Dock).

**The Megatouch FireFly contains
NO USER-SERVICEABLE PARTS**

**Do not attempt any repairs yourself.
Doing so will void your manufacturer's warranty.**

For any technical service issues, please contact:

Product Support and Services

USA and Canada call toll-free:

1-800-445-9353

Outside the USA and Canada call:

(215) 826-1400

FAX: (215) 826-1401

You can also visit our Web site

www.amientertainment.com

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7. Vous convenez que le logiciel et les droits d'auteur, les systèmes, les idées, les inventions, les méthodes d'utilisation, la documentation et autre information incluse, ainsi que toutes les versions, modifications et adaptations qui s'y rattachent sont les propriétés intellectuelles du Concédant et sont protégées par le droit civil et pénal et par le droit d'auteur, le secret commercial, la marque déposée et le brevet aux Etats-Unis et dans les autres pays du monde.

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.

Responsabilité du Concédant aux termes de la Garantie

9. La seule obligation du Concédant aux termes de la garantie susmentionnée sera de faire tous les efforts commercialement raisonnables pour corriger ou modifier la partie du logiciel pour le rendre matériellement conforme aux spécifications de la documentation.

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Exclusion de toute autre garantie

11. EXCEPTÉ COMME PREVU DANS LA SECTION INTITULEE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET A QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ECHEANT, TOUT SUPPORT OU MATERIEL FOURNI CONFORMEMENT AU PRESENT CONTRAT EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OU CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRESENT CONTRAT.

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 PRESENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRESUMEE PAR LA LOI ET QUI DOIVENT ETRE EXPRESSEMENT PROUVES, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ETE AVISE OU NON DE LA POSSIBILITE D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRECEDE, LES DEDOMMAGEMENTS A VOTRE DISPOSITION SERONT LIMITES AU MONTANT QUE VOUS AUREZ PAYE AU CONCEDANT POUR LE LOGICIEL.
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Dispositions Générales

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15. AMI Entertainment Network, Inc. réserve le droit de transférer le présent Contrat à un tiers ainsi que ses droits et obligations ci-après.
16. Pour toutes questions concernant le présent Contrat -ou si vous désirez contacter le Concédant pour une raison quelconque, veuillez écrire à : AMI Entertainment Network Inc., 155 Rittenhouse Circle, Bristol, PA 19007, États-Unis.

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