MEGATOUCH
TOUCHSCREEN GAMES

FOR TECHNICAL ASSISTANCE CONTACT:

Merit Industries, Inc. Customer Service Department

USA and Canada call toll-free:

1-800-445-9353

Outside the USA and Canada call: (215) 639-4700

FAX: (215) 639-5346

2525 State Rd., P.O. Box 5004, Bensalem, PA 19020-8529

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Game Description

The Pit Boss Megatouch can be housed in a 13” countertop cabinet, a 13” cabaret cabinet or a 19” upright cabinet.

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

CPU Section

The CPU section is accessible from the rear of the unit in the countertop and 19” upright versions. It houses the CRT, the monitor controls, the CPU (CRT-260), the 120 volt power supply and the main harness. In the cabaret model, the CPU section is located at the bottom of the front side of the unit and contains only the CPU and power supply (monitor controls for the cabaret version are located in the coin mech section).

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

Coin Mech/Coin Box Section

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

Also located within the cavity of the coin mech are 2 internal switches, ”SETUP” and “CALIBRATE,” and the coin meter. Location of these switches can be seen in Figures 5, 7 and 8. Pressing the “SETUP” button will bring you to the Megatouch Setup screen (see Figure 1). See the next section for calibration instructions.

The monitor controls for the cabaret cabinet can be found “Velcroed” to the inside wall of the cabinet in the coin mech section.

Screen Calibration

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

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

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

- Touch the center of the second circle that appears on the screen.
- Once the second circle is touched, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.
- Touch the “EXIT TEST” icon.

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

Maintenance

Cleaning the Cabinet

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

Cleaning the Touchscreen Monitor

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

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To gain access to the entire surface of the monitor screen on the upright model, you will have to release the monitor door latches. To do so, open the coin mech door. Located inside, above and to the right and left of the coin mech, are two monitor door latches. Unsnap the monitor door latches and lift the door upwards. See Figure 7.

To gain access to the entire surface of the monitor screen on the countertop model, you will have to remove the top of the machine. To remove the top of the machine, unlock and open the rear door. Locate the thumb nuts holding the lock brackets on each side of the monitor shelf. Unscrew and remove the thumb nuts and push the top forward. Pull upwards on the top to remove it from the machine. See Figure 4 for lock bracket locations (#12 & 13).

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

Troubleshooting

Power Up Error Codes

The following error messages may be displayed on power up:

- ***ERROR CODE 1*****:** *This indicates a defective or improper game program.*
  If "ERROR CODE 1" appears, first check to ensure that EPROMs U32, U36, U37 and U38 are installed properly, with no bent pins. Please make note of the error code displayed and the numbers on the EPROM labels.
- ***ERROR CODE 2*****:** *This indicates the question set chips are plugged in incorrectly.*
- ***ERROR CODE 3:*** *This indicates that the Dallas key is incorrectly installed or programmed.*
  If "ERROR CODE 3" appears, check to see the key is plugged in securely.
- ***ERROR CODE 4*****:** *This indicates that there is a possible problem with the question set.*
- ***ERROR CODE 5:*** *This indicates that there is an internal software problem.*

If you are unable to discover and/or correct the source of the error message, call **Merit Customer Service at 1-800-445-9353.**

Coin Jam

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

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

DIP Switch Settings

Standard Program Settings

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

DIP SWITCH		
	OFF	**ON**
Position 1	13 “ Touchscreen	19” Touchscreen
Position 2	Quarters	Credits
Position 3	4 round Trivia Whiz*	5 round Trivia Whiz
Position 4	Trivia Whiz answer not displayed	Trivia Whiz answer displayed
Positions 5 & 6	Horizontal Adjustment	Horizontal Adjustment
Positions 7 & 8	Vertical Adjustment	Vertical Adjustment

*300,000 points for bonus round

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To adjust vertical and horizontal control:

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

Custom Program Versions

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

PROGRAM #	*PROGRAM VERSION*	*PROGRAM DIFFERENCES*
9255-20-01	STANDARD VERSION	INCLUDES ALL OPTIONS NO RESTRICTIONS
9255-20-02	MINNESOTA VERSION	EXCLUDES CASINO GAMES
9255-20-03	LOUISIANA VERSION	EXCLUDES ALL POKER GAMES
9255-20-04	WISCONSIN VERSION	GAME CANNOT END IF PLAYER BUSTS; 1,000 POINTS ARE ADDED TO END OF EACH HAND
9255-20-06	CALIFORNIA VERSION	EXCLUDES POKER DOUBLE-UP FEATURE & NO FREE GAME IN SOLITAIRE
9255-20-07	NEW JERSEY VERSION	EXCLUDES SEX TRIVIA AND INCLUDES 2-COIN LIMIT WITH LOCKOUT COIL
9255-20-50	BI-LINGUAL ENG/GER	SAME AS STANDARD VERSION, WITHOUT WORD GAMES
9255-20-54	BI-LINGUAL ENG/SPA	SAME AS STANDARD VERSION, WITHOUT WORD GAMES
9255-20-56	NO FREE CREDITS	SAME AS STANDARD VERSION, WITHOUT WORD GAMES AND NO FREE CREDITS
9255-20-57	INTER-NATIONAL	SAME AS STANDARD VERSION, WITHOUT WORD GAMES

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To Enter This Screen, Press The "Setup" Button Behind The Cashbox

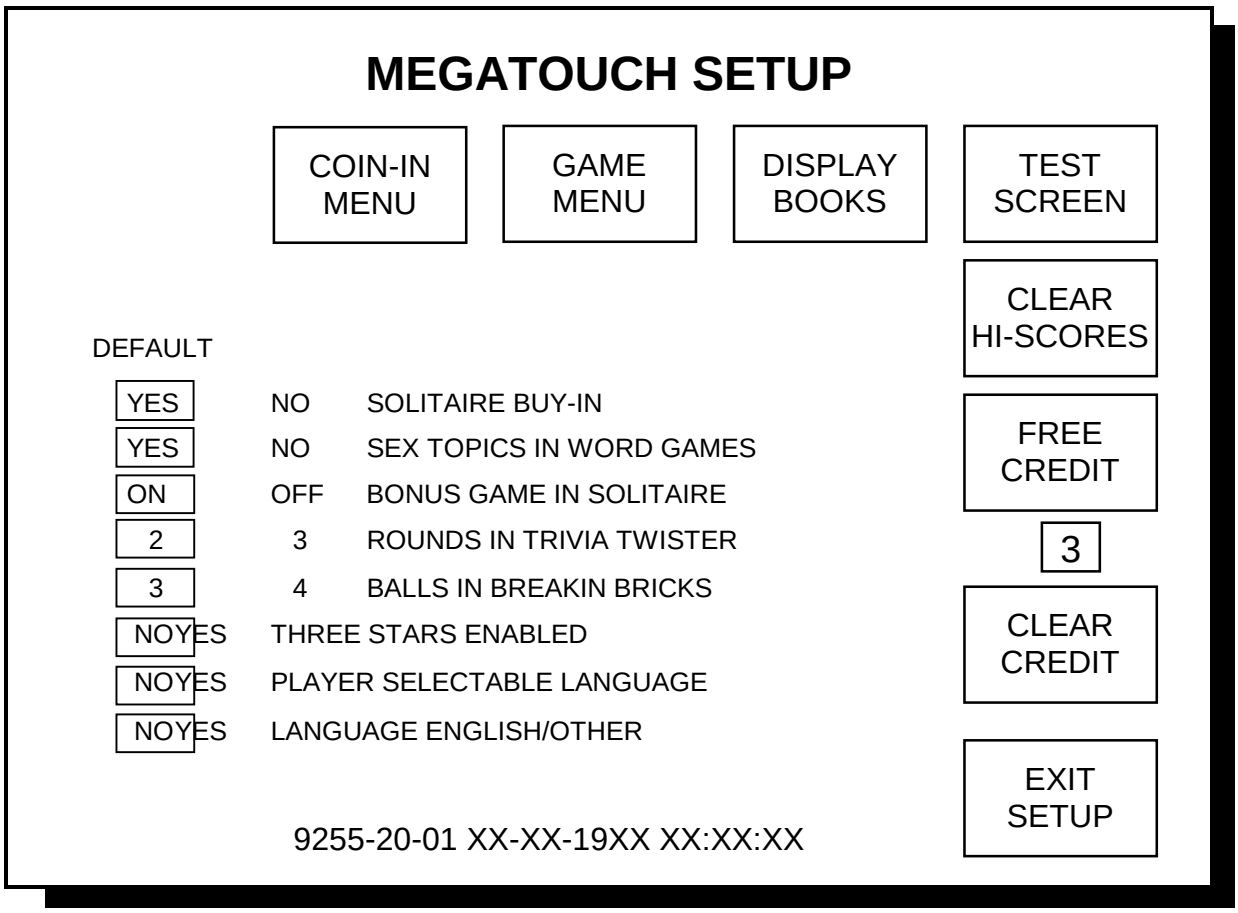

Figure 1 - Megatouch Setup Screen

Setup Screen Functions

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

Three Stars Enabled

This feature allows the high scores to be cleared without opening the game. When the game is in attract mode and the screen is touched, the message "YOU'VE GOT THE TOUCH - DEPOSIT COINS NOW" will appear on the screen. If the "three stars enabled" switch is set to "yes," a red, white and blue star will appear at the top of the screen in random order. Touch the stars in "red-white-blue" sequence to clear the high scores.

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

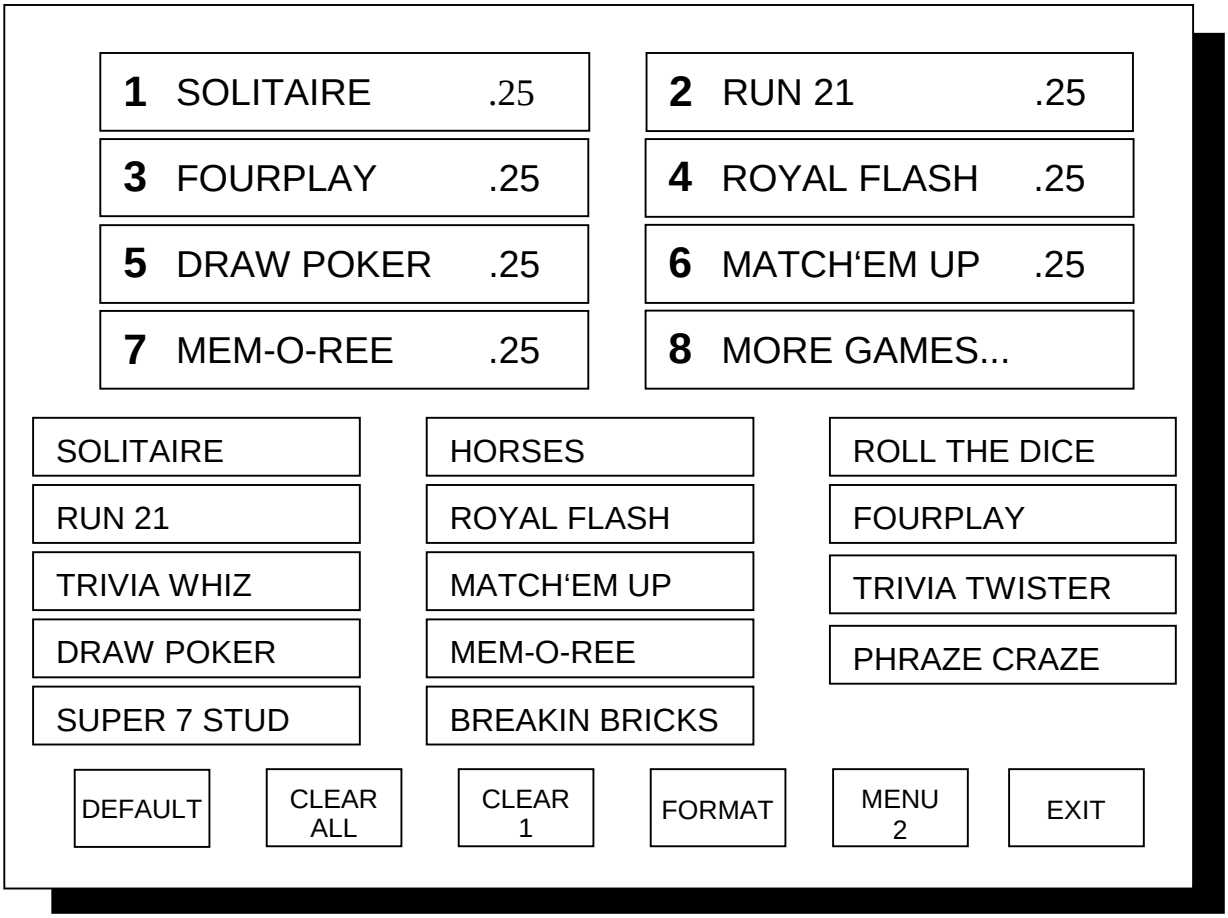

Figure 2 - Game Menu Screen

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

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

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

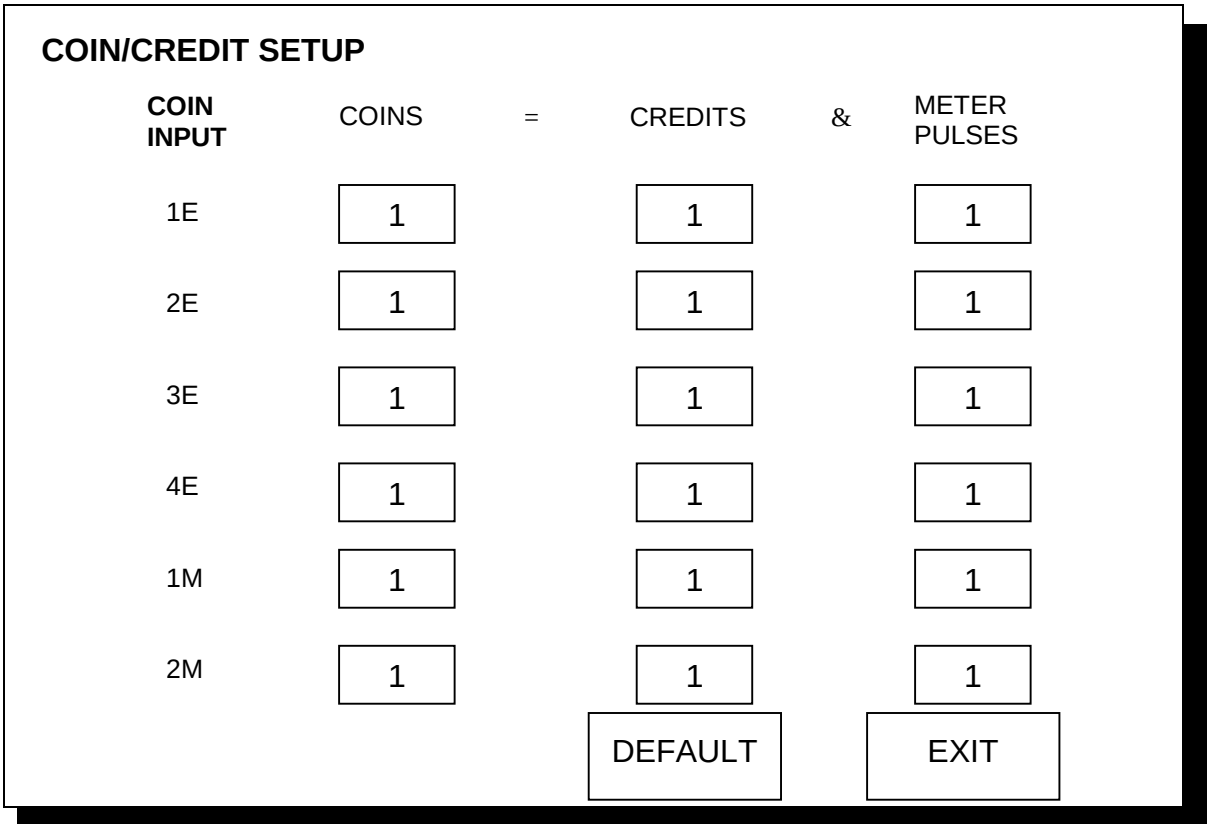

Figure 3 - Coin-In Menu Screen

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

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

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

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

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

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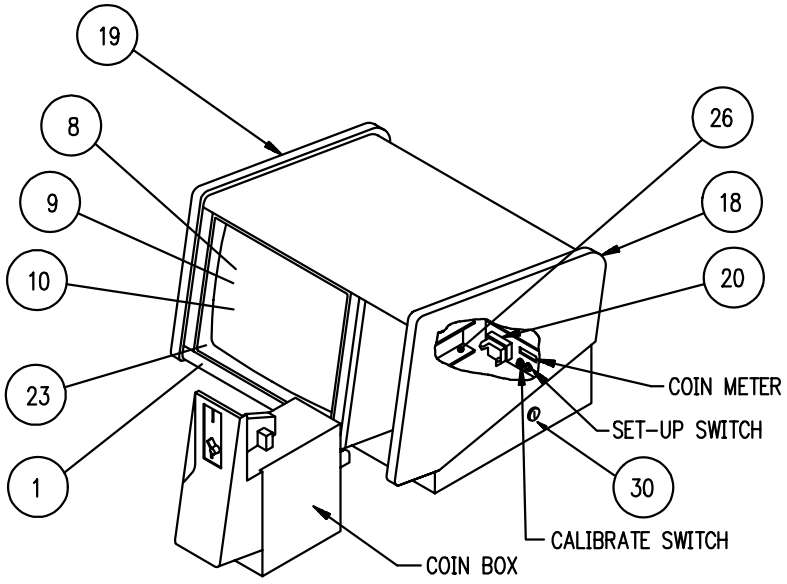

Figure 4 - Front View (13" Countertop)

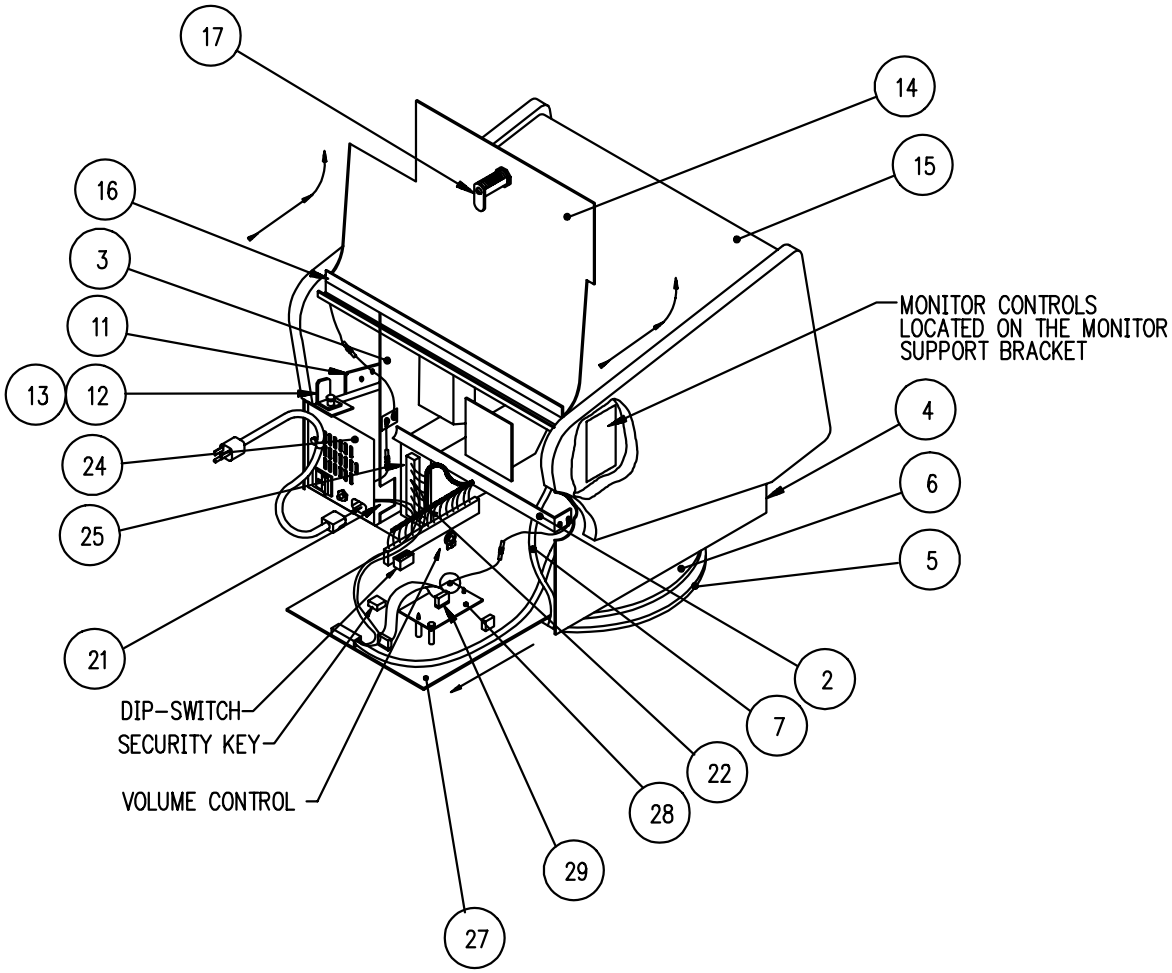

Figure 5 - Rear View (13" Countertop)

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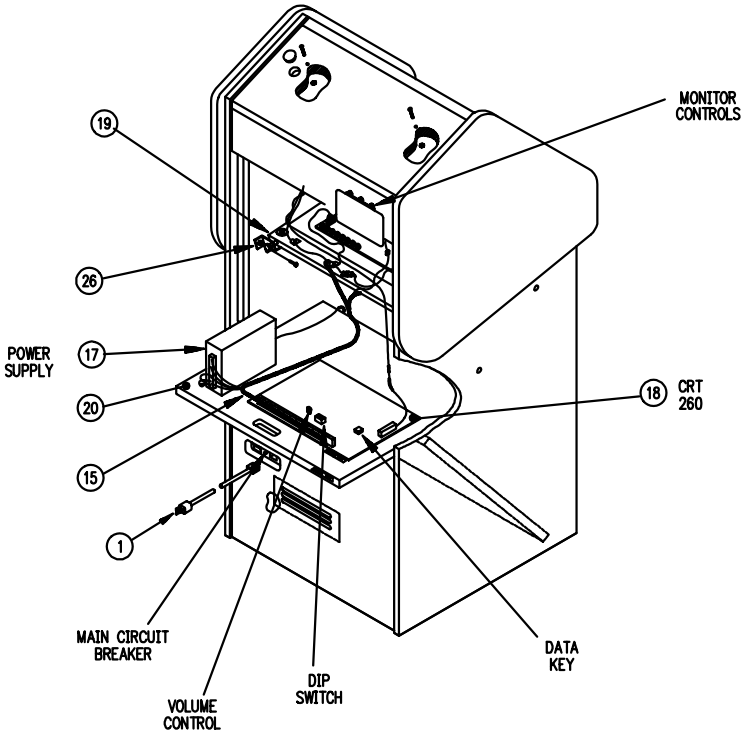

Figure 6 - Front View (19" Upright)

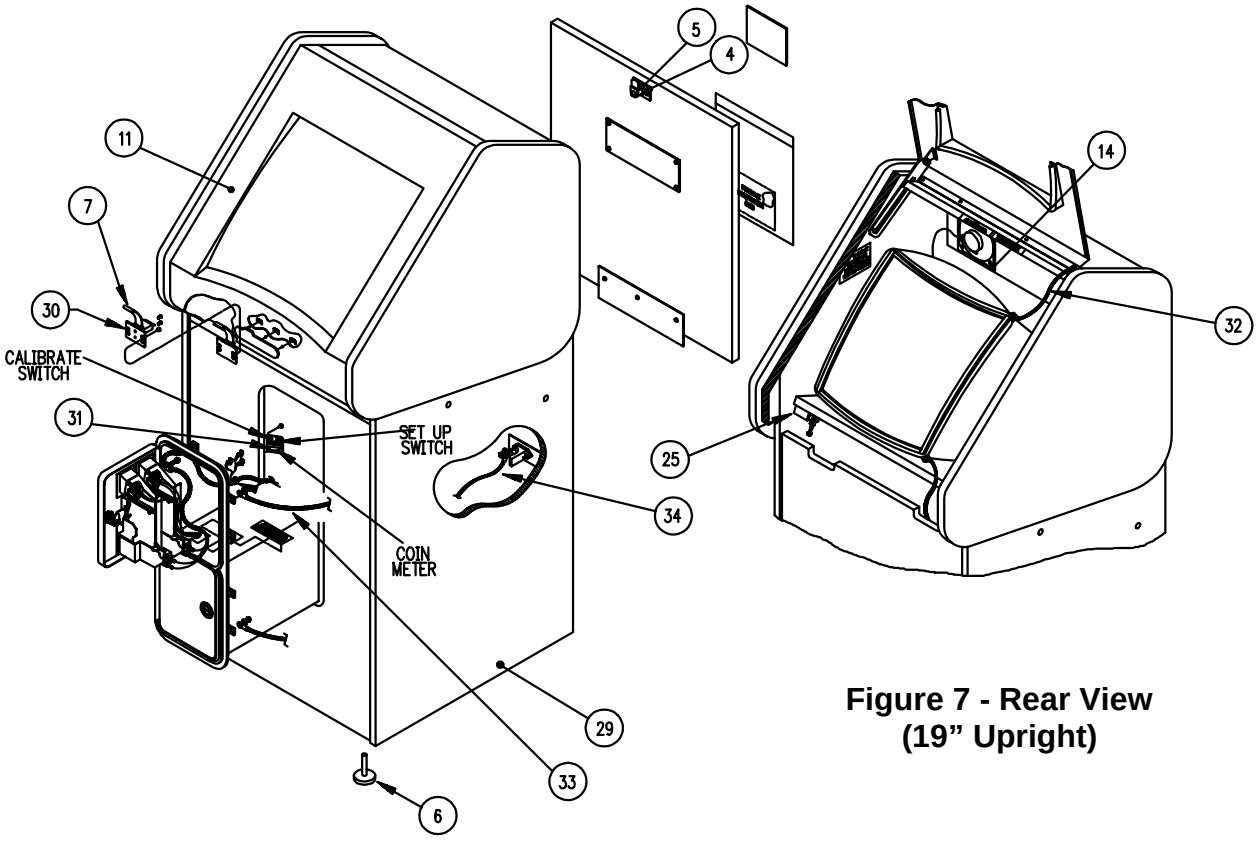

Figure 7 - Rear View (19" Upright)

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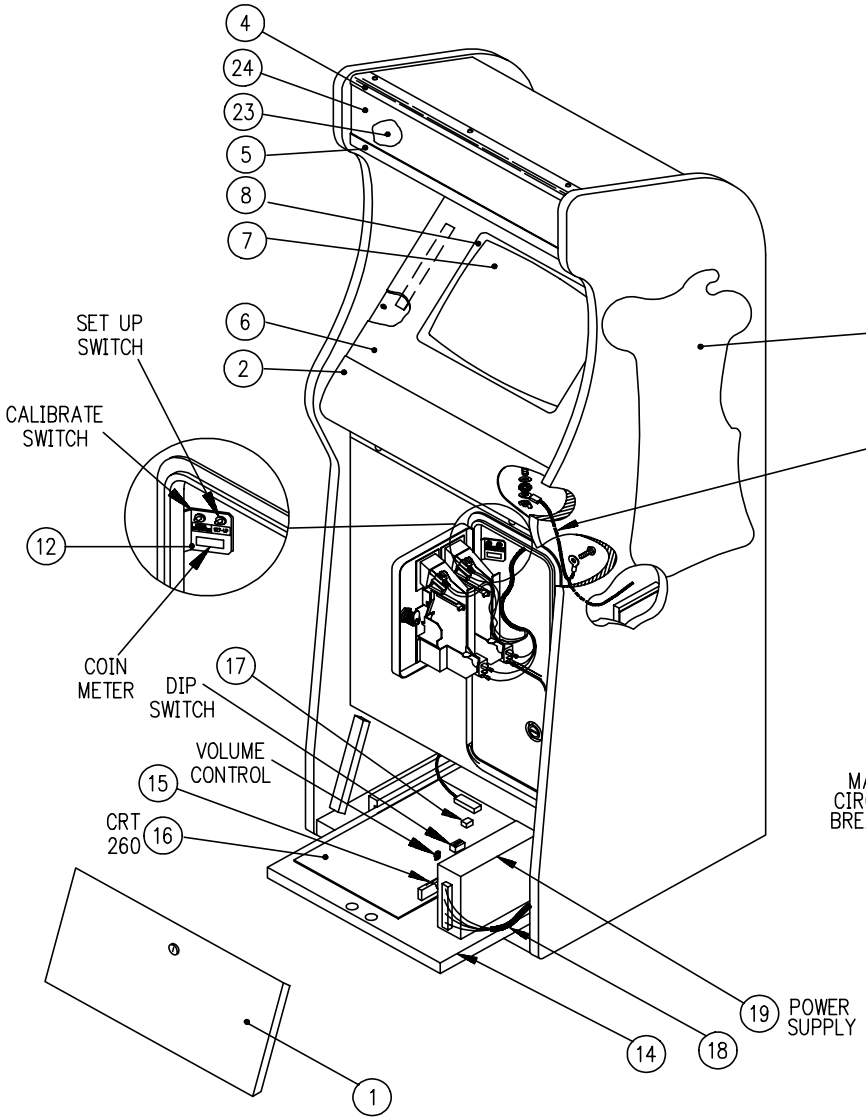

Figure 8 - Front View 13” Cabaret

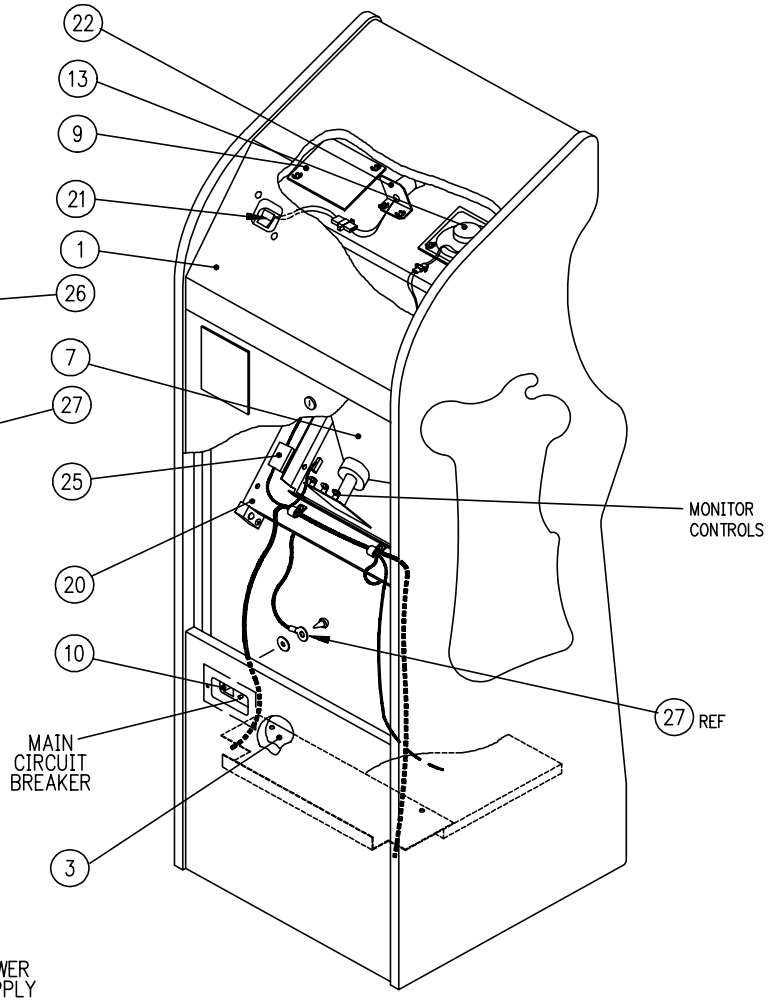

Figure 9 - Rear View 13” Cabaret

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MEGATOUCH III PARTS LIST

COUNTERTOP

REF #	QUANTITY	PART NO.	DESCRIPTION
	1	EC2001	POWER CORD
	2	GL3000	DECAL, MEGATOUCH, (-01=RT;-02=LT)
1	1	MW5165-01	MONITOR FILLER PLATE
2	1	MW5163-01	LOCK BRACKET, REAR DOOR
3	2	MW5151-01	MONITOR SUPPORT
4	1	MW5150-01	MAIN CHASSIS
5	1	HW8003	RUBBER ANTI-SKID PAD
6	1	HW8958	LAZY SUSAN, 12” DIAMETER
7	1	HW9001	PLASTIC TUBING
8	1	SA5151-01	TOUCHSCREEN/CRT ASSEMBLY
9	1	EC9359	CRT, COLOR, 14” CGA, WITH FRAME
10	1	EC9824	TOUCHSCREEN OVERLAY
11	2	MW5155-01	LID, RETAINING BRACKET
12	1	MW5159-01	LID, LOCK BRACKET, RIGHT
13	1	MW5159-02	LID, LOCK BRACKET, LEFT
14	1	MW5161-01	REAR DOOR
16	1	MW5164-01	HINGE, REAR DOOR
17	1	HW8716	FLAT LOCK #564
18	1	WD5171-01	CABINET SIDE, RIGHT
19	1	WD5171-02	CABINET SIDE, LEFT
20	1	SA5156-01	CONNECTOR, COIN BOX ASSEMBLY
21	1	SA5123-01	AC POWER HARNESS
22	1	SA5131-01	MAIN HARNESS
23	1	HW8953	BEZEL, 13” T/S
24	1	SA4084	4” SPEAKER ASSEMBLY
25	1	EC7526	POWER SUPPLY
26	1	MW5156-01	RETAINING BRACKET, COIN BOX
27	1	TA10004-03	PCA, CPU, VID, 260 & T/S CONTROL
28	1	SA1090-01	TTL CONTROLL BOARD ASSEMBLY
29	1	EC2158-01	RIBBON CABLE, 2 x 7
30	1	HW8741	CIRCULAR LOCK

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CABARET

REF#	QUANTITY	PART NO.	DESCRIPTION
	1	EC2001	POWER CORD
1	1	WD5051-01	CABINET, CABARET,
2	1	MW1650-01	CONTROL PANEL
3	1	MW1651-01	COVER SCREEN
4	1	MW1652-01	GLASS BRACKET, UPPER
5	1	MW1652-02	GLASS BRACKET, LOWER
6	1	HW8952-01	MONITOR BEZEL
7	1	SA3266-01	CRT ASSEMBLY
8	1	EC9359	CRT, COLOR, 14” CGA, WITH FRAME
9	1	EC9838	TOUCHSCREEN OVERLAYWITH 58” CABLE
10	1	WD5053-01	MONITOR SHELF
11	2	MW5006-01	SPEAKER COVER
12	1	SA3263-02	POWER ENTRY
13	1	SA4084	SPEAKER ASSEMBLY
14	1	SA3209-01	METER/TEST BRACKET ASSEMBLY
15	1	SA3223-01	MAIN HARNESS, ELECTRONIC COIN REJECTOR
16	1	TA10004-XX	PCA, CPU, VID, 260
17	1	SC3975	ELECTRONIC DATA KEY
18	1	SA3216-01	AC POWER HARNESS
19	1	EC7526	POWER SUPPLY
20	1	WD5052-01	PC SHELF
21	1	SA3264-01	POWER SWITCH ASSEMBLY
22	1	SA3265-02	LAMP ASSEMBLY
23	1	GL2401-01	VINYL MARQUEE
24	2	GL2411-02	PLEXIGLASS, CLEAR
25	1	EC9826	MICROTOUCH TOUCHSCREEN CONTROL MODULE
26	2	GL2999-01	MEGATOUCH DECAL
27	1	SA3226-01	GROUND BRAID

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UPRIGHT

REF #	QUANTITY	PART NO.	DESCRIPTION
	1	EC9826	MICROTOUCH TOUCHSCREEN CONTROL MODULE
1	1	EC2001	POWER CORD
4	1	HW8711	ANCHOR PLATE FOR CAM LOCK
5	1	HW8716	FLAT LOCK #564 1-7/16
6	4	HW8960	LEG LEVELER
7	1	HW8974	CATCH SNAP, TENSION LOCK
11	1	MW5007-01	BEZEL WITH HINGE
14	1	MW5006-01	SPEAKER COVER
15	1	SA3214-01	MAIN HARNESS
16	1	SA3216-01	AC POWER HARNESS
17	1	EC7526	SWITCHING POWER SUPPLY, 11 AMP
18	1	TA10004-XX	PCA, CPU, VID, 260
19	1	SA3202-04	SHELF ASSEMBLY, TOUCHSCREEN/CRT
20	1	WD2014-01	PCB MOUNTING SHELF
21	1	SA3210-01	TOUCHSCREEN/CRT ASSEMBLY
22	1	EC9374	CRT, COLOR 19”, CGA
23	1	EC9839	TOUCHSCREEN OVERLAY WITH 58” CABLE
24	1	WD2013-01	CRT MOUNTING SHELF
25	1	MW5008-01	CRT BRACKET, LEFT
26	1	MW5008-02	CRT BRACKET, RIGHT
27	1	SA3206-01	POWER SUPPLY
28	1	SA4084	SPEAKER ASSEMBLY
29	1	WD2012-01	CABINET, 19” UPRIGHT TOUCHSCREEN
30	2	MW5005-01	LATCH MOUNTING BRACKET
31	1	SA3209-01	METER/TEST SWITCH BRACKET ASSEMBLY
32	1	SA3211-01	GROUND BRAID 1/4 X 7
33	1	SA3211-02	GROUND BRAID 1/4 X 18
34	1	SA3211-03	GROUND BRAID 1/4 X 40

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Merit Video Countertop Limited Warranty

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

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

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

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

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

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

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

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

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

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

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

PROPRIETARY

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