



AMI Jukebox Mega-Link® Setup

In available markets, your Force and Ion Megatouch game(s) may be linked with an AMI-powered jukebox by utilizing the Mega-Link feature, which allows customers to view and play jukebox music selections directly from the Megatouch. To enable the link, you will need a broadband Internet connection, a router and Ethernet cable(s) (if you are not using wireless). Once the router is configured, follow the instructions below for hardware and software setup.

After initiating the link, the game will download the AMI catalog. Under normal circumstances, this could take anywhere from 30 minutes (Ion) to 90 minutes (Force). There is a catalog download available on the Web site that will decrease this time (<http://www.meritgames.com/amidatabase.asp>). Follow the instructions on the site to download the catalog and load it on your game prior to initiating the link.

NOTE: Some Force games do not support Super High Resolution and thus cannot be linked to a jukebox. These games include Force Radion and Classic, as well as Force conversions from Slim, Select and EZ Maxx models.

Additionally, all games linked to a jukebox must be running 2006.5 software (V21) or greater. All of them must also be running the same level of software for proper operation. To determine what version of software your game is running, push the SETUP button inside the cabinet. The software version will be displayed in the lower left corner of the first screen that appears. Following the "PG3002" will be the version running on your game.

Hardware (NOTE: If you are connecting wirelessly, skip to "Software" - step 6 or step 12):

1. Ensure that both the jukebox and your Megatouch game are turned off and unplugged before making any connections.
2. Unlock and open the jukebox door to locate the unit's interior router.
3. Insert the Ethernet (Category 5) cable through the access hole in the rear of the jukebox, and then connect the cable to the interior router. **NOTE: If the jukebox is mounted to the wall, it may be necessary to temporarily dismount it.**
4. Connect the other end of the Ethernet cable to your external router.
5. **Wired connections:** Connect a separate Ethernet cable to the Ethernet coupler on the outside of your game, then to the router. Plug in and turn on the jukebox and your game.

Wireless connections: Plug in and turn on the jukebox and your game.

Software (for games running 2009 or earlier software. Skip to step 12 if running 2009.5 or greater):

6. Press the SETUP button.
7. At the MAIN MENU, touch the **Network** button.
8. Next to **Internet Connection**, select the **LAN** option.
9. **FORCE games only:** Touch the **Ethernet Setup** button. At the Ethernet Internet Setup screen, select **Automatic**. Skip to step 15.

NOTE: If the Automatic connection fails, contact Customer Service to set up a connection using the Manual option.

10. **Ion games only:**

Wired Connections Only: Next to **(LAN) Local Area Network Connection**, touch **Ethernet** to advance to the Ethernet Internet Setup Screen. At the Ethernet Internet Setup screen, select



Automatic. Skip to step 15. **NOTE:** *If the Automatic connection fails, contact Technical Service to set up a connection using the Manual option.*

Wireless Connections Only: Touch the **Wireless** button next to (LAN) Local Area Connection to advance to the Internet Setup Screen. Then, touch **Configure Device** and choose from the following options to network your game: **NOTE:** *If you are using security, only 64 or 128-bit WEP encryption is supported.*

- ◆ **Autodetect Network:** The system will find and connect to the nearest available wireless network. This is the easiest way to connect.
- ◆ **Search for Networks:** Looks for all available wireless connections. Select a connection from the list to proceed.
 - Secured connection:** Choosing a “locked” device will prompt a key (password) request. If it is your own network, use your password to gain access. If not, this indicates an outside wireless network that has been encrypted and is not accessible.
 - Unsecured connection:** You will be prompted to enter interface information. Accept the default values, or consult a network advisor to manually configure these settings.
- ◆ **Ad-Hoc Network:** This is only for linking games, not for connecting to the AMI server.
- ◆ **Custom Configuration:** Touching this button will prompt the user to enter the SSID (network name) for manual setup of the wireless connection.

NOTE: *Wireless Internet connection does not require Manual Configuration. Only users who have changed the default SSID during router installation should change the SSID. Consult the instructions supplied with your wireless router for more information.*

NOTE: If you have chosen **Custom Configuration**, you will be prompted to enter interface information. We suggest you accept the default values. If you want to manually configure these settings, consult a network advisor.

11. **Wireless connections Only:** Once you have chosen your network connection and the game returns to the Wireless Device Setup Screen, reboot the game in order to ensure your network is properly established. Continue with step 15.

Software (for games running 2009.5 or greater software):

Ion Games Only:

12. **Wireless:** Touch **Connection Wizard**. If prompted, select your time zone and touch **NEXT**. On the next screen, touch **WIRELESS ETHERNET**. Then touch **AUTO-CONNECT TO AMI ROUTER** to automatically make a wireless connection between the Megatouch and a wireless AMI router in the same location.
 - Wired:** Touch **Connection Wizard**. If prompted, select your time zone and touch **NEXT**. On the next screen, touch **WIRED ETHERNET**. Then touch **WIRED ETHERNET NETWORK**. If you are asked if you wish to use wired for your Internet connection, select **YES** or **NO**.
13. On the next screen, simply 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 connection 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**. If you make a successful connection and want to retain these settings, touch **SAVE SETTINGS**. If the connection fails touch the **MORE INFO** button to determine the cause. Continue with step 15.



Force Games Only:

14. Next to Internet Connection, select the **LAN** option. Next to (LAN) Local Area Network Connection, touch **Ethernet** or **Ethernet Setup** to advance to the Ethernet Internet Setup Screen. At the Ethernet Internet Setup screen, select **Automatic**. Continue with step 15.

NOTE: If the automatic connection fails, contact Customer Service to set up a connection using the Manual option.

All Games:

15. Touch **MAIN MENU** at the top of the screen. Then, touch the **System** button, followed by **AMI Setup**.
NOTE: *If the **AMI Setup** button does not appear, touch the **Options** button and go to page 4 in Options. Touch the box next to **Enable AMI**. Then touch the < button and touch **AMI Setup**.*
16. 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, and then touch **Connect**.
17. Enter and confirm the AMI Entertainment username and password created with your initial jukebox account and 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", and 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" once again on the AMI Setup screen to proceed.*

18. 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 details regarding connectivity.
19. Touch MAIN MENU at the top of the screen, then touch Credits/Pricing.
20. 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¢. If your game is set to one credit is equal to 17¢, each field in the AMI Play Cost Screen must be at least 2 credits in order for the units to link. The same AMI music billing applies for songs selected through the game.*

21. Touch the X in the upper right side of the screen and confirm you want to exit the setup screens.

Viewing Jukebox Revenue

To view jukebox revenue from your AMI-enabled Megatouch, use the following procedure:

1. Press the **SETUP** button.
2. Touch **Books**.
3. Touch **Cash Settlement Collection**.
4. Touch **Revenue Details/Cash Out**.
5. Locate the **Jukebox Revenue** data on screen.