



MACHINE OPERATOR MANUAL

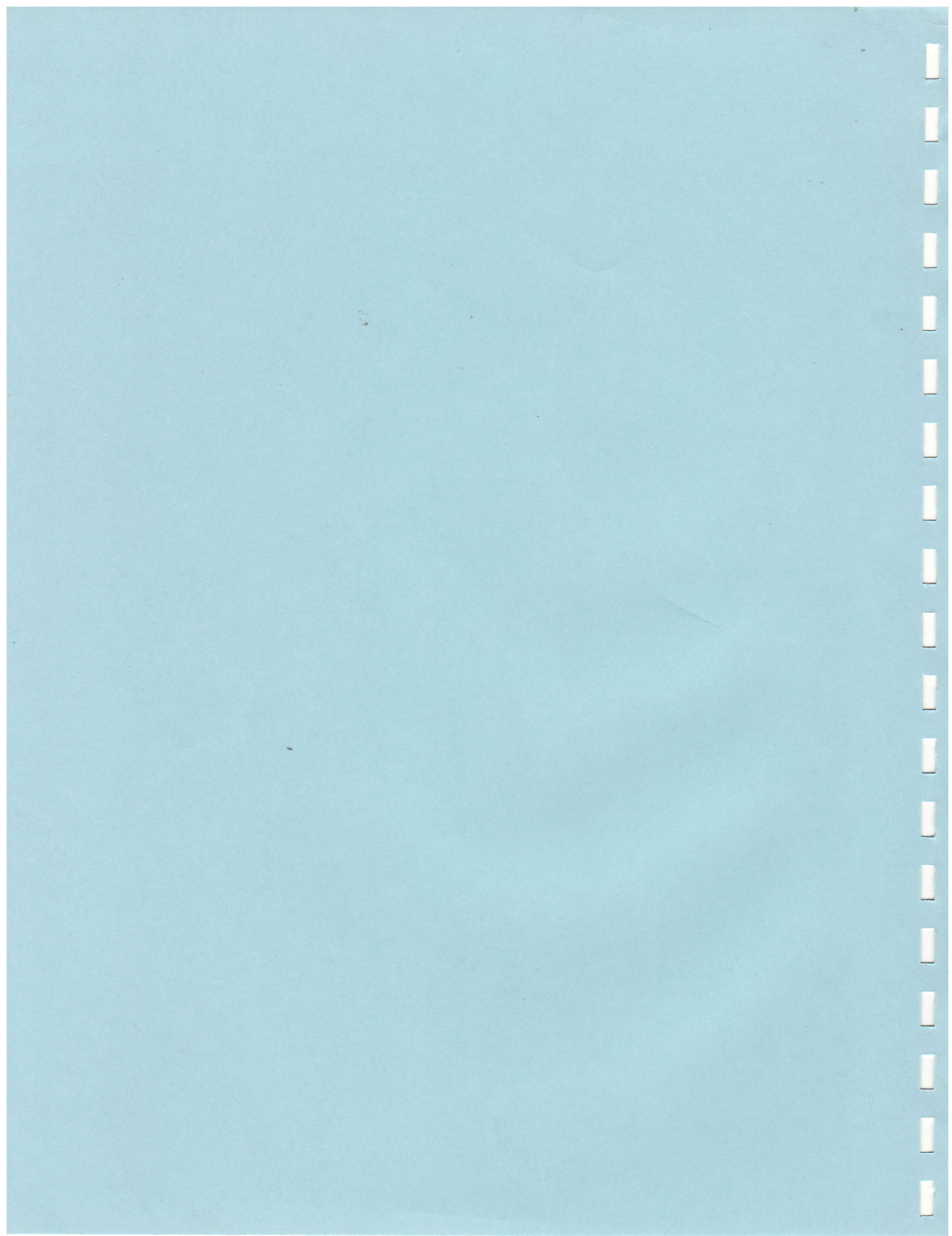
MICRO MANUFACTURING, INC.

535 Old Nashville Highway
Lavergne, TN 37086

TEL: (615) 793-5510

FAX: (615) 793-5512

1-800-277-6136



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INTRODUCTION

MAGICAL TOUCH™ features multiple games that are player selectable. The games offered can be turned on or off by the machine operator in the GAME SET-UP screen (see section 4). The machine is outfitted with a currency accepting device(s) that allows for use of the most widely circulated coins and/or bills. In the USA the coin acceptor is set to accept the 25¢ coin. Pricing for play is machine operator adjustable for each game in the GAME SET-UP screen (see section 4).

All *MAGICAL TOUCH™* machines feature touch-screen operation. The use of a touch-screen as a method of player input control may be new to some machine operators. It is suggested to read the sections regarding set-up and calibration, and care of the touch-screen (see section 3) prior to placing game into operation.

Any and all machine adjustments or repairs *must* be undertaken by a qualified service technician. Non-qualified personnel attempting to adjust or repair this device may cause damage to the machine or may result in personal injury.

Questions and comments regarding this device are always welcome! For assistance contact *MICRO MANUFACTURING* Monday through Friday 8:00am to 5:00pm at:

1-800-277-6136

**After hours SERVICE HOTLINE: (615) 862-9224
(DIGITAL PAGER)**

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**535 Old Nashville Highway
Laverne, TN 37086**

TEL: (615) 793-5510

FAX: (615) 793-5512

MAGICAL TOUCH™ machines are manufactured under license of *TryMagic / JNS DESIGNS, INC.* All software contained in the *MAGICAL TOUCH™* machine is copyright protected and all rights are reserved by *TryMagic / JNS DESIGNS, INC.* and *GENERAL SOFTWARE, INC.*

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SECTION 1

INSTALLATION OF MACHINE

Machine cabinets are available as a free standing upright or as a countertop. All machines must be placed in areas that are free from standing water, are not exposed to rain or other elements, and the power cord must be routed in a way as to not interfere or cause undue hazard in walk-ways or other traffic areas.

UPRIGHT CABINETS

Upright cabinets must be placed on a flat and level floor surface. *The machine must be stable and level.* Small variations of the floor surface are acceptable and the machine should be stabilized by use of the leg levelers on the bottom of the machine. Screw in or out the corner levelers so the machine is stable. Use care in supporting the machine cabinet while the levelers are adjusted so the machine does not fall over.

COUNTERTOP CABINETS

Countertop cabinets must follow the same locating cautions as the free-standing upright, however best earning results are found when the machine is placed directly **ON THE BAR**. Placement must be in an area that is suitable and provides a stable base for the equipment to rest. Caution must be taken that power cord and machine are not situated close to sinks, dish washing equipment or other area where water may cause a hazard or damage to the machine.

SECURITY

Each countertop machine is fit with a security hasp. It is recommended that each machine has a suitable cable and locking device affixed to the machine to prevent theft.

POWER SOURCE

IMPORTANT! Machine must be connected to a **GROUND**ED power source of 120 VAC. Machine **MUST HAVE** ground connection for proper operation and user safety protection. **DO NOT OPERATE EQUIPMENT WITH GROUND LEAD CUT OFF POWER CORD. SHOULD LOCATION NOT HAVE GROUNDED OUTLET(S) CONTACT A QUALIFIED ELECTRICIAN.**

SECTION 2

MACHINE SET-UP

All machines are factory tested and adjusted. It is recommended that the machine operator / owner be familiar with the set-up procedures as variations in the position of the monitor picture and calibration of the touch-screen may occur.

MONITOR PICTURE

Once the machine is connected to a proper power source, turn the machine "ON". A start-up screen appears, followed by the attract screen. **The attract screen picture on the monitor must be centered and have 1/4" of black surrounding the centered picture.**

Should the black area be larger or no black border appear, adjust the picture using the monitor controls *located on Monitor Adjustment Satellite Board* (see Figure 1).

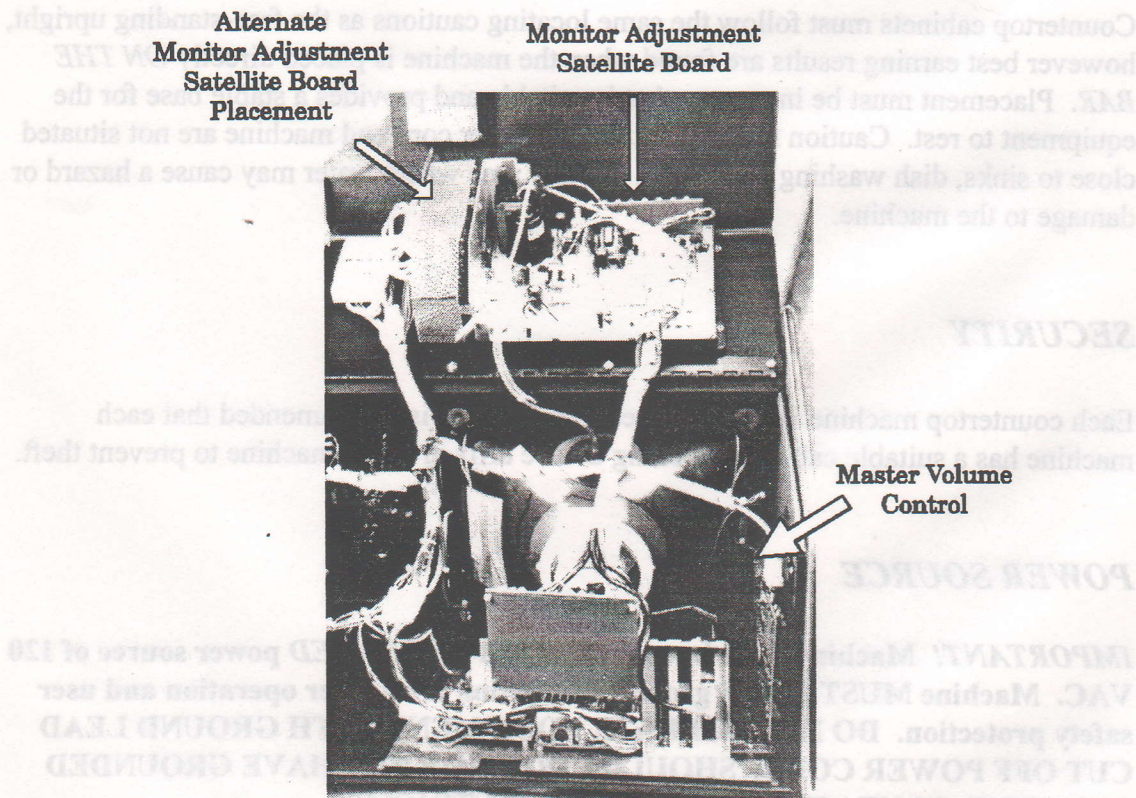


Figure 1

MONITOR ADJUSTMENT

HORIZONTAL POSITION - Controls the left to right centering of the picture. If the border area appears on only one side, turn the adjusting tuner to center the picture left to right.

HORIZONTAL HOLD - Use this adjustment to stop and hold the picture should the picture on the monitor be folded or leaning left or right.

VERTICAL POSITION - Controls the top to bottom centering of the picture. If the border area appears on only the top or bottom, turn the adjusting tuner to center the picture top to bottom.

VERTICAL HOLD - Use this adjustment to stop and hold the picture should the picture on the monitor be folded, or rolling top to bottom.

BRIGHTNESS - Use this control to adjust the dark areas, the vibrancy of colors, and the clarity of the screen picture.

CONTRAST - Use this control to adjust the vibrancy of colors and increase/decrease the difference between light and dark areas of the screen.

SOUND VOLUME CONTROL

The machine is equipped with a high quality sound circuitry. Sounds add to the play experience and should be adjusted to a level that the player can fully enjoy the exciting sounds.

Sound volume is adjusted by turning the volume control located in the machine (see Figure 2). Adjust the volume louder or softer to the level that is most enjoyable. Shut the access door. Test the sound level while playing a game to ensure the player can fully appreciate the sounds of the game.

A master Volume Control is located on the "combo board"(Fig. 1) and can be adjusted if the range of volume levels controlled by the remote volume control is too high or too low.

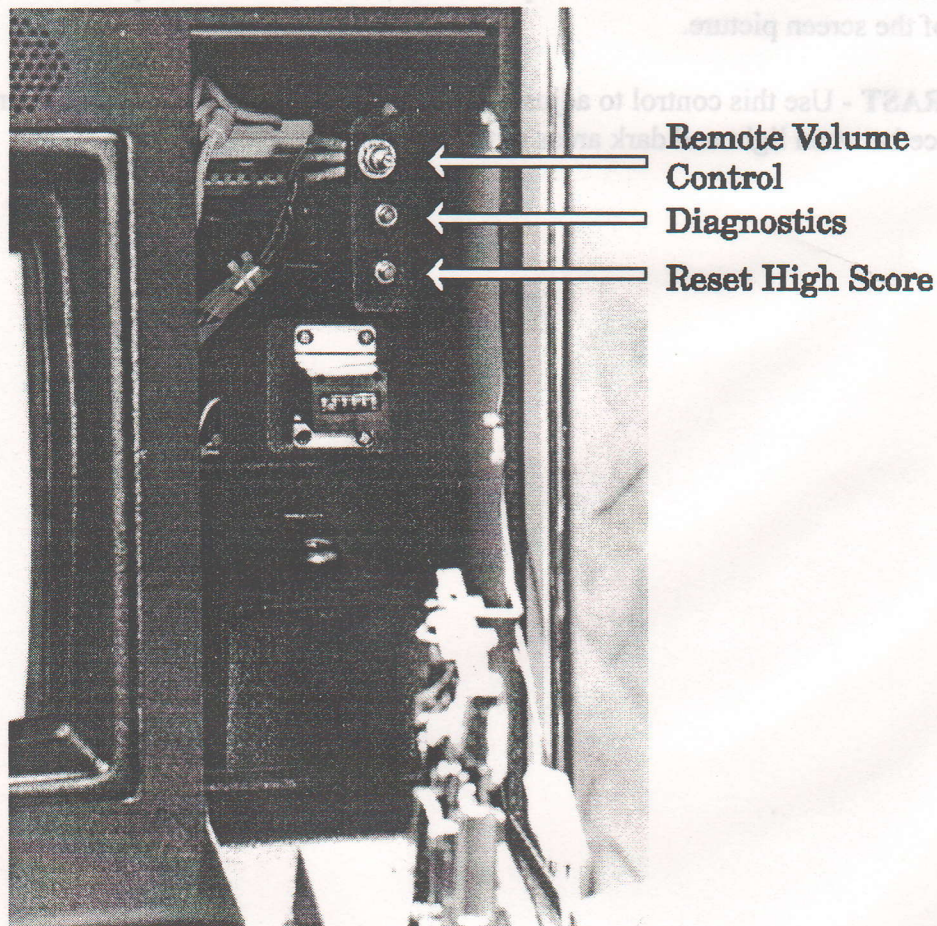


Figure 2

SECTION 3

TOUCH-SCREEN OPERATION

The touch-screen is affixed to the front of the monitor tube and *MUST BE ADJUSTED* (calibrated) *TO THE PICTURE*. Any variations in the position of the picture displayed by the monitor *REQUIRES RE-CALIBRATION*. The touch-screen *MUST BE* calibrated each time the machine is moved, monitor adjusted, or machine serviced. It is recommended that the touch-screen calibration be performed periodically to ensure that minor changes in the monitor's picture display will not effect game play.

TOUCH-SCREEN CALIBRATION

The calibration of the touch-screen is set using the CALIBRATION screen accessed in the BOOKKEEPING / MENU SCREEN (see Figure 3). The BOOKKEEPING / MENU SCREEN appears when the machine is in the attract sequence or GAME OVER mode. This screen can not be activated if the machine has a game in play. To bring up the BOOKKEEPING / MENU SCREEN, press the labeled DIAGNOSTICS switch button located inside the cash box area (see Figure 4). The BOOKKEEPING / MENU SCREEN will appear. Locate and touch the CALIBRATION box. The TOUCH-SCREEN CALIBRATION screen will appear (see Figure 5). Touch the box in the lower left corner. Then touch the box in the upper right corner. The touch-screen is now calibrated.

The calibration can be checked by running a finger across the screen. The "+" should be below the finger as it is being dragged. The position of the "+" can be adjusted by touching RE CALIBRATE and touching areas in slightly different positions on the letters in the lower left and upper right position. This should be repeated until the "+" is directly below the finger. Once set, touch EXIT.

TOUCH-SCREEN CARE & MAINTENANCE

The all glass touch-screen is durable and reliable. However, the touch-screen does require reasonable care while transporting the machine. Care should be used while loading, unloading and transporting the machine to prevent damage to the screen.

The touch-screen glass can be cleaned using a mild soap and warm water solution. Household glass cleaner can also be used to clean the screens. ANY doubts about cleaning solution - call MICRO MANUFACTURING'S CUSTOMER SERVICE.

SECTION 4

FEATURES AND CONTROLS

BOOKKEEPING / MENU SCREEN

The BOOKKEEPING / MENU SCREEN can be activated when the machine is in the attract sequence or GAME OVER mode. This screen can not be activated if the machine has a game in play. To bring up the BOOKKEEPING / MENU SCREEN, press the labeled DIAGNOSTICS switch button located inside the machine (see Figure 2). The BOOKKEEPING / MENU SCREEN will appear.

COINS IN

The COINS IN meter displayed on the BOOKKEEPING / MENU SCREEN displays the number of coins entered into the machine since the last time the memory had been reset. This "soft meter" system can be used to track earnings between collection periods. Each machine is equipped with a non-resettable "hard meter" to track historic meter readings.

GAME PLAY POPULARITY METERS

The GAME PLAY meters displayed on the BOOKKEEPING / MENU SCREEN display the number of times each individual game had been played since the last time the memory had been reset. Popularity of games can be effectively used to promote games and increase earnings on the machine.

Figure 2

DIAGNOSTICS BUTTON

Press the switch marked DIAGNOSTICS, located inside the cash box area of the machine, to enter into the BOOKKEEPING / MENU SCREEN.

CLEAR HIGH SCORES

Press the switch marked "RESET HIGH SCORES", located in the cash box area of the machine, to clear high scores & names for all games. It is recommended to clear the high score tables every one or two weeks. These can also be cleared by entering BOOKKEEPING / MENU screen.

NV RAM RESET

Pressing and holding in the RESET HIGH SCORE switch during machine power-up will clear the dynamic or non-volatile RAM memory. Wait for the message "NV RAM CLEARED" to appear during power-up to ensure the NV RAM memory is cleared.

RECALIBRATE THE TOUCH-SCREEN after NV RAM reset.

NOTE: Clearing the NV RAM will erase all historic data from the machine memory and all operator selectable functions will return to default settings. DO NOT clear NV RAM to erase bookkeeping data. Bookkeeping data is reset by touching the on-screen button displayed during BOOKKEEPING / MENU mode (see Figure 3) or by pressing and holding the RESET HIGH SCORE button until "beep tone" is heard.

Program: 1001-00 04-12-95

COINS IN	0
TRIVIA	0
SEX TRIVIA	0
SOLITAIRE	0
GO 4 21!	0
POKER SCRAMBLE	0
DIAMOND 11'S	0
JOKER POKER	0
BLACKJACK	0
HANGMAN	0
SQUISH	0



CALIBRATION

DIAGNOSTIC

FEATURES

GAME SETUP

ADVERTISING

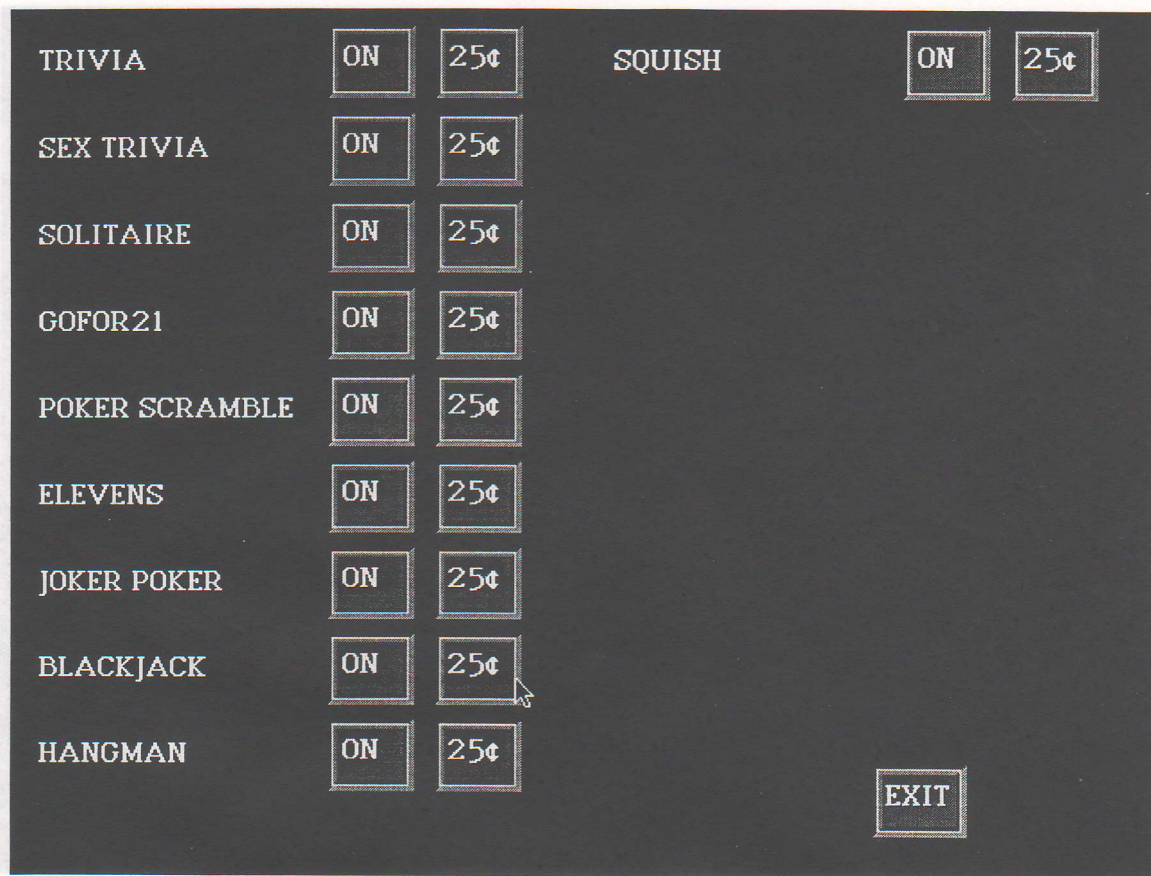
CLEAR BOOKS

CLEAR NAMES

EXIT

BOOKKEEPING / MENU SCREEN (Figure 3)

- CALIBRATION:** Press to start the screen to calibrate the touch-screen.
- GAME SET-UP:** Press to enter the GAME SET-UP screen (see Figure 4).
- FEATURES:** Press to enter the FEATURE ADJUSTMENT screen (see Figure 5).
- DIAGNOSTIC:** Press to start diagnostic mode. This will test screen colors, switches, and sounds (see Figure 6).
- ADVERTISING:** Press to enter the ADVERTISING screen (see Figure 7).
- CLEAR BOOKS:** Press to CLEAR BOOKKEEPING RECORDS - coins-in and individual game selection play totals.
- CLEAR NAMES:** Press to CLEAR NAMES in all high score tables.

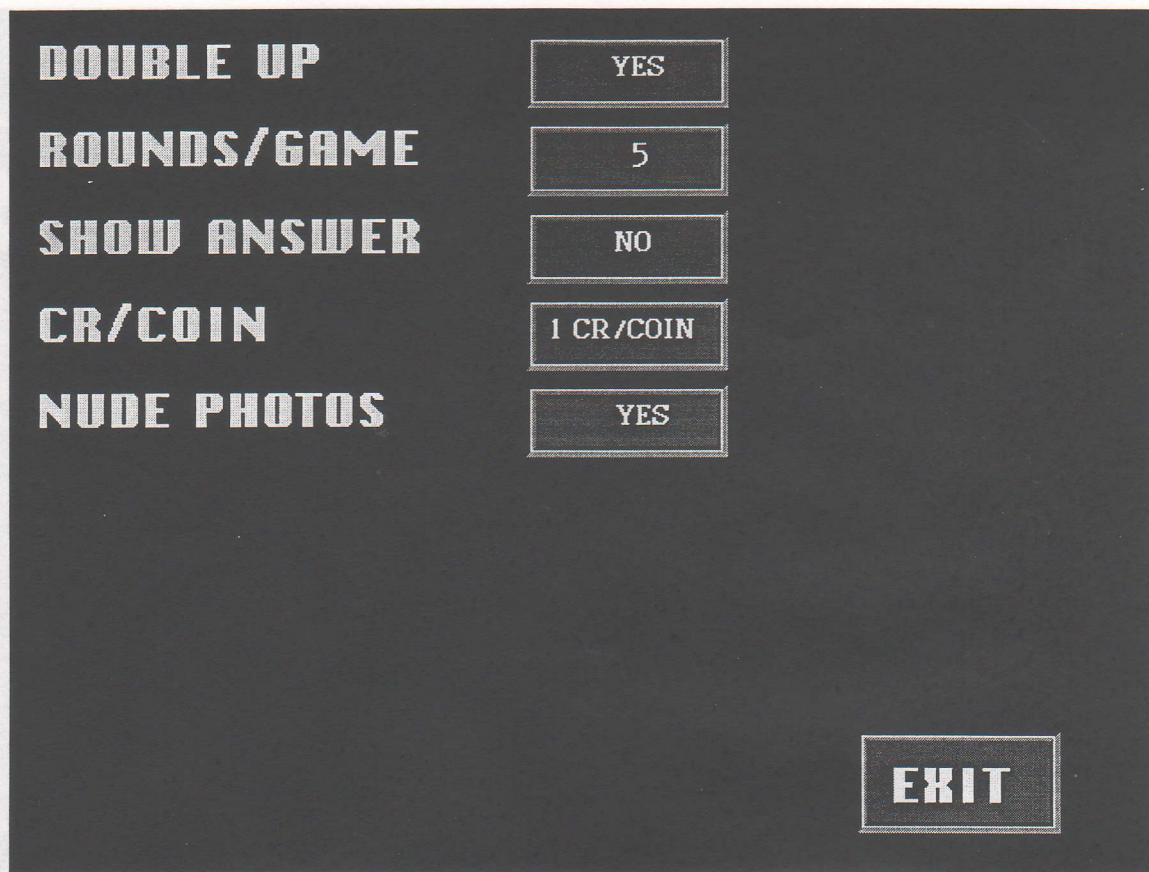


GAME SET-UP SCREEN (FIGURE 4)

ON / OFF: Press ON / OFF to add or remove selected game from GAME MENU.

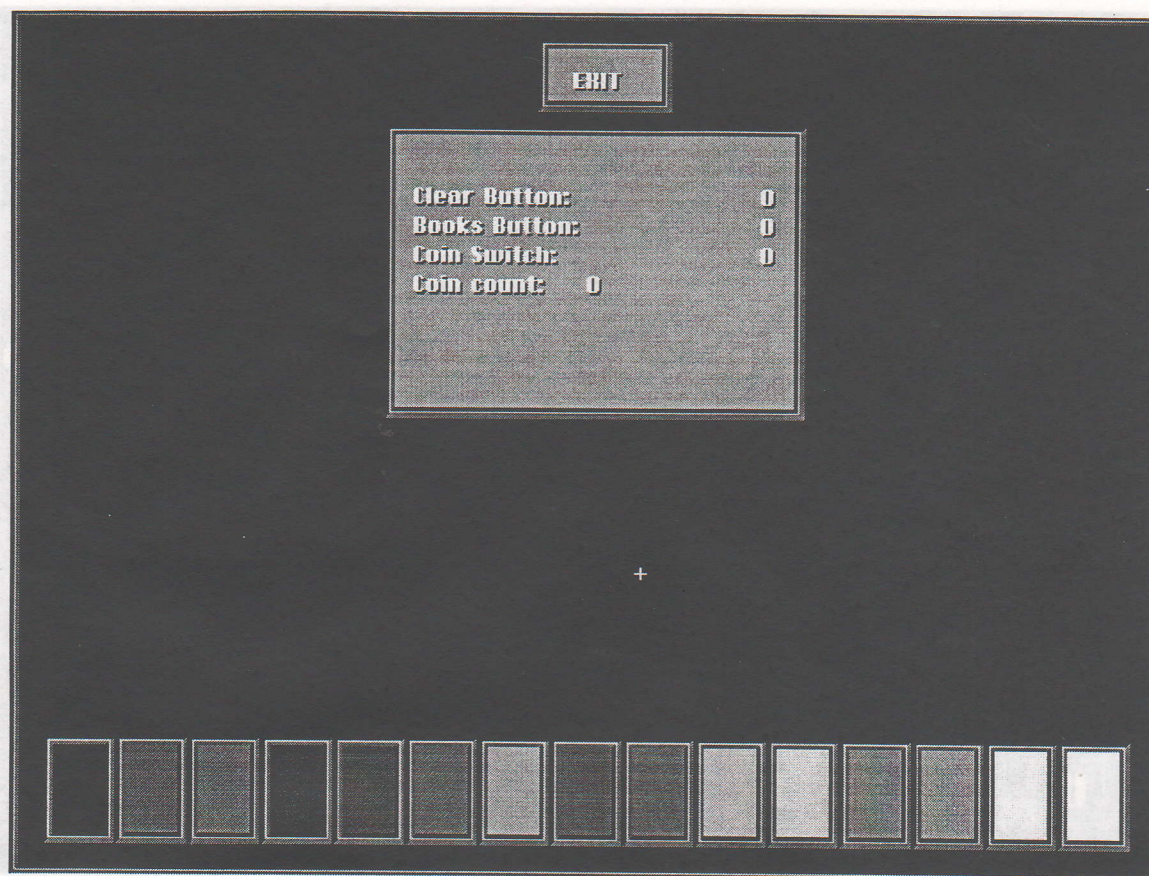
25¢: Press to change individual game prices. Price for each individual game can be set at 25¢, 50¢, 75¢, and \$1.00.

EXIT: Returns to GAME mode.



GAME FEATURE SCREEN (FIGURE 5)

- DOUBLE UP:** Press YES / NO to add or remove DOUBLE UP feature on JOKER POKER.
- ROUNDS/GAME:** Press 5 or 6 for number of TRIVIA questions in one game.
- SHOW ANSWER:** Press YES / NO to show correct answer in TRIVIA games.
- CREDIT/COIN:** Press to select number of credits for each coin inserted.
- EXIT:** Returns to GAME mode.



DIAGNOSTIC SCREEN (FIGURE 6)

CLEAR(reset high scores) & BOOKS(diagnostics) BUTTON: Test switch operation by pressing desired switch. Open switch is displayed as 0. Closed switch as 1.

COIN SWITCH: Test switch operation by closing COIN switch. Open switch is displayed as 0. Closed switch is displayed as 1.

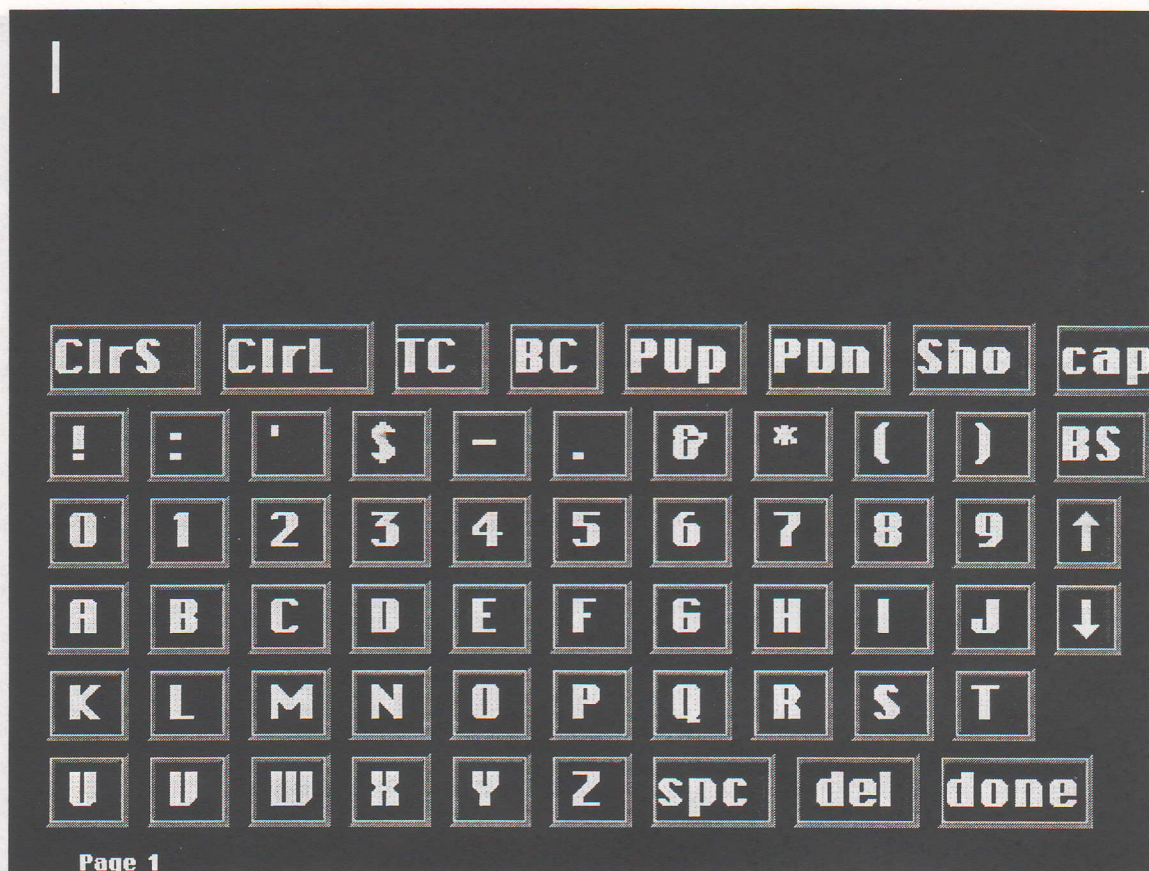
COIN COUNT: Displays number of times COIN SWITCH is closed in this mode.

+ CURSOR: Touch and drag to check touch screen calibration.

COLOR BARS: Use to adjust monitor colors.

BORDER: Use to adjust monitor picture size and position. ALL BORDER *MUST* BE VISIBLE (see MONITOR ADJUSTMENT).

SOUND TEST: Press DIAGNOSTICS switch to enter sound test. Turn machine OFF and ON to return to game.



ADVERTISING SET-UP SCREEN (FIGURE 7)

ClrS: Clear Screen.

ClrL: Clear Line.

TC: Select Text Colors.

BC: Select Background colors.

P Up: Page Up - move to previous page.

P Dn: Page Down - move to next page.

Sho: Displays full page.

↑: Line Up - move to next line up.

cap: Select upper or lower case letters.

↓: Line Down - move to next line down.

BS: Back Space.

spc: Space between characters.

del: Delete character.

done: Programming completed.

KEYBOARD ADVERTISING SET-UP SCREEN

For Separate Keyboard

Plug keyboard into back of game (See figure 8).

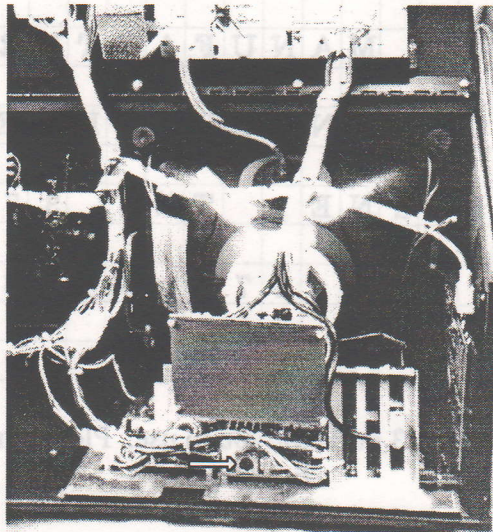


Figure 8

Press <ESC> to clear the *on-screen* keyboard (figure 7), then press F1 and the screen below will appear

INSTRUCTIONS FOR AD ENTERING

- F1 Key displays this message
- F2 Key changes background color
- F3 Key changes color of characters
- F4 Key centers current line
- F5 Key clears current page
- Pageup Key steps to previous AD page
- Pagedn Key steps to next AD page
- Push ALT Key and F9 Key to clear all AD pages
- Push F10 Key to Exit and return to game play
- Use Arrow Keys to move cursor

Touch any Key to Exit HELP

Below is a sample SCREEN GRID that will aid you in the set-up of your Advertisement.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1																												
2					M	I	C	R	O		M	A	N	U	F	A	C	T	U	R	I	N	G					
3																												
4				5	3	5		O	L	D		N	A	S	H	V	I	L	L	E		H	W	Y	.			
5																												
6					L	A	V	E	R	G	N	E	,		T	N	.		3	7	0	8	6					
7																												
8								1	-	8	0	0	-	2	7	7	-	6	1	3	6							
9																												
10																												

The following page contains 3 grids for you to use. Please make copies of them for future use.

Figure 8

Press <ESC> to clear the on-screen keyboard (figure 7), then press F1 and the screen below will appear.

INSTRUCTIONS FOR AD ENTERING

Use Arrow Keys to move cursor

Push F10 Key to Exit and return to game play

Push ALT Key and F9 Key to clear all AD pages

PageDn Key steps to next AD page

PageUp Key steps to previous AD page

F5 Key clears current page

F4 Key centers current line

F3 Key changes color of characters

F2 Key changes background color

F1 Key displays this message

Touch any Key to Exit HELP

ADVERTISING SET-UP SCREEN GRID

Use this grid to design your custom screen

Make copies of this page for future use

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
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