



Mega Blaster Rev 1 Installation Manual v.1.1

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1.0 Safety Precautions

Instructions to the owner

If you delegate the work for installing, moving, transporting, operating, maintaining or disposing of this machine to other people, ensure that these people read the relevant sections of this operation manual carefully before starting work, and observe the corresponding precautions.

1.1 Levels of Risk

The safety and property damage precautions on the machine labels and in this operation manual are classified according to their risk level, as follows.

⚠ WARNING: Failure to avoid these risks may result in serious injury or death

⚠ CAUTION: Failure to avoid these risks may result in light injury or damage to other property

1.2 Definition of “Technician”

This operation manual is designed for arcade personnel. Only a qualified technician must perform the installation of this game.

A technician is a person involved in the design, manufacture, inspection, maintenance or service at an amusement device manufacturer, or a person involved in routine maintenance or management (such as repair) of amusement devices who has specialized knowledge of electricity, electronics or mechanical engineering equivalent to or higher than a technical high school graduate.

1.3 Warning Labels

⚠ WARNING

The warning labels attached to the machine contain important information for ensuring safety. Be sure to observe the following.

In order to ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate, sufficiently lit location and keep the labels clean at all times. Also, make sure that the labels are not hidden by other machines or objects. Do not remove or alter the warning labels.

If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.



1.4 Critical Safety Precautions

WARNING

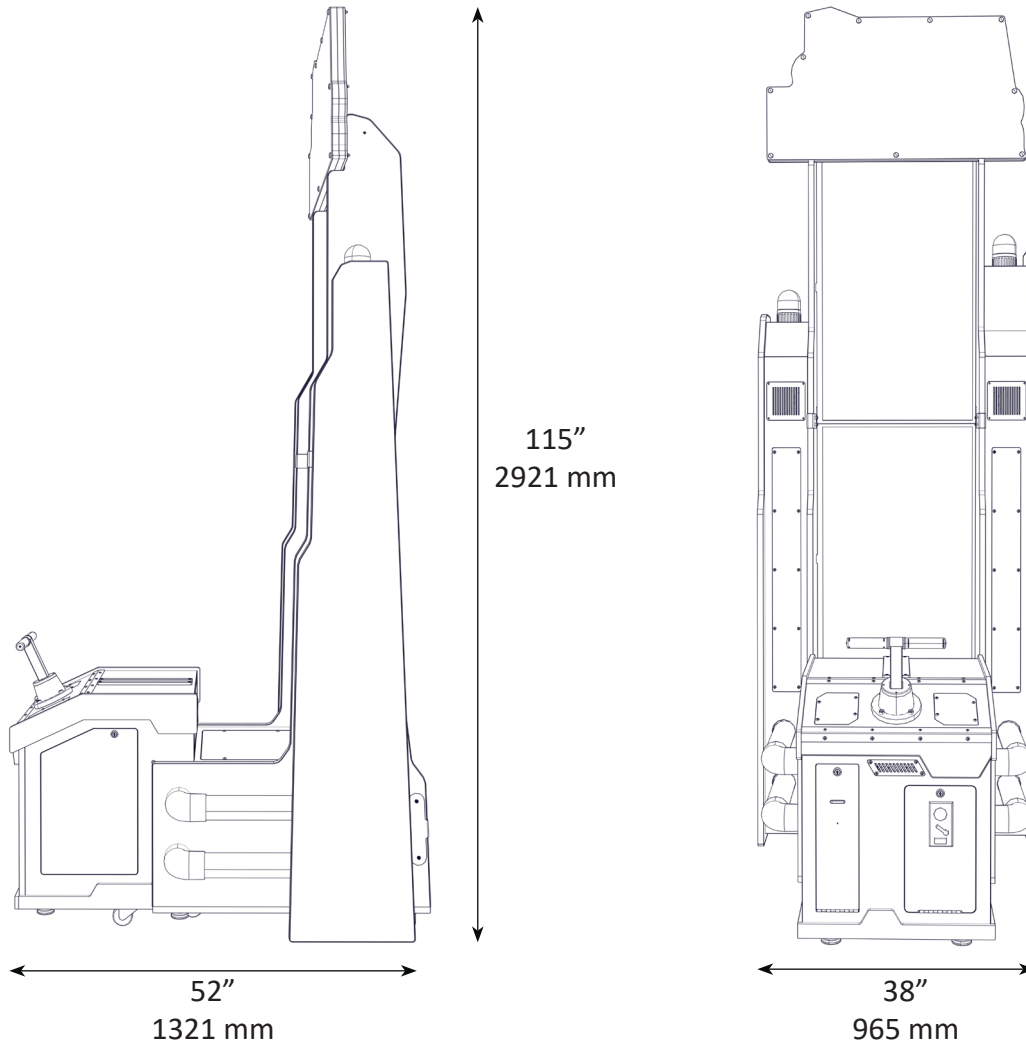
- Should any abnormalities occur, turn off the power switch immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
- Dust accumulating on the power cord plug may result in fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.

- Damage to the power cord may result in fire, electric shock or electrical leakage. Be sure to observe the following.
 - Keep the power cord away from heaters.
 - Do not twist the power cord.
 - Do not forcibly bend the power cord.
 - Do not alter the power cord.
 - Do not bundle the power cord.
 - Do not pull the power cord.
 - Do not place objects on the power cord.
 - Do not allow the power cord to be caught between the machine and other devices or the wall.
 - Do not do anything else that might damage the power cord.

- Do not expose the power cord and power cord plug to water. Doing so may result in electric shock or electrical leakage.
- Do not touch the power cord plug with wet hands. Doing so may result in electric shock.
- The power capacity of the machine is as follows:
 - On 110 and 120 VAC: Maximum current consumption is 5 A
 - On 220 and 230 VAC: Maximum current consumption is 2.5 A
- To prevent fire and electric shock, use indoor wiring that conforms to these power supply specifications. Using a voltage outside this range may result in fire or electric shock.
- Use the consumables and service parts (including screws) that are specified by TouchMagix. To request repairs or to order parts, contact your distributor.
- Do not modify the machine without permission. Do not perform any operations that are not described in this Operation Manual. Modifying the machine may create unforeseen hazards.
- If you decide to transfer ownership of this machine, be sure to provide this Operation Manual along with the operation manual for the projector with the machine.

2.0 Unit Features

2.1 Cabinet specification



Rated Power Input: 110V-240V AC
 Rated maximum power consumption: 5 amp at 110V/ 2.5 amp at 220V
 Unit Weight: 177 kg/ 391 lbs

2.2 Packaging dimensions

Palette 1

Width= 48" (1220 mm) Depth= 42" (1067 mm) Height= 88.5" (2248 mm) | Weight: 258 lbs

Palette 2

Width= 26" (660 mm) Depth= 24" (610 mm) Height= 38" (965 mm) | Weight: 133 lbs



WARNING

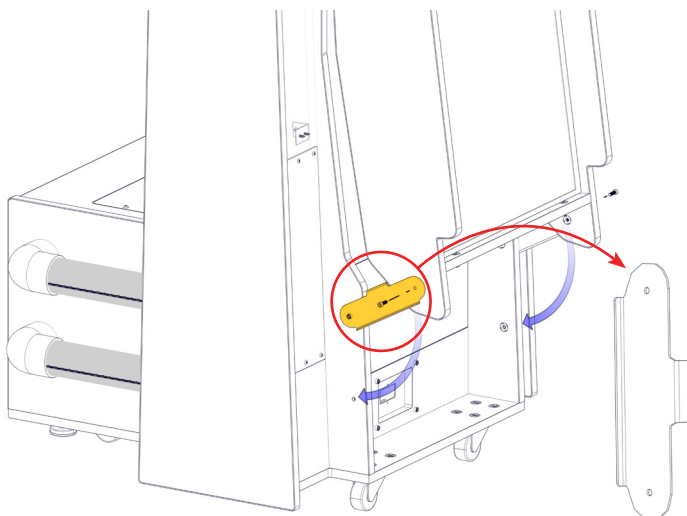
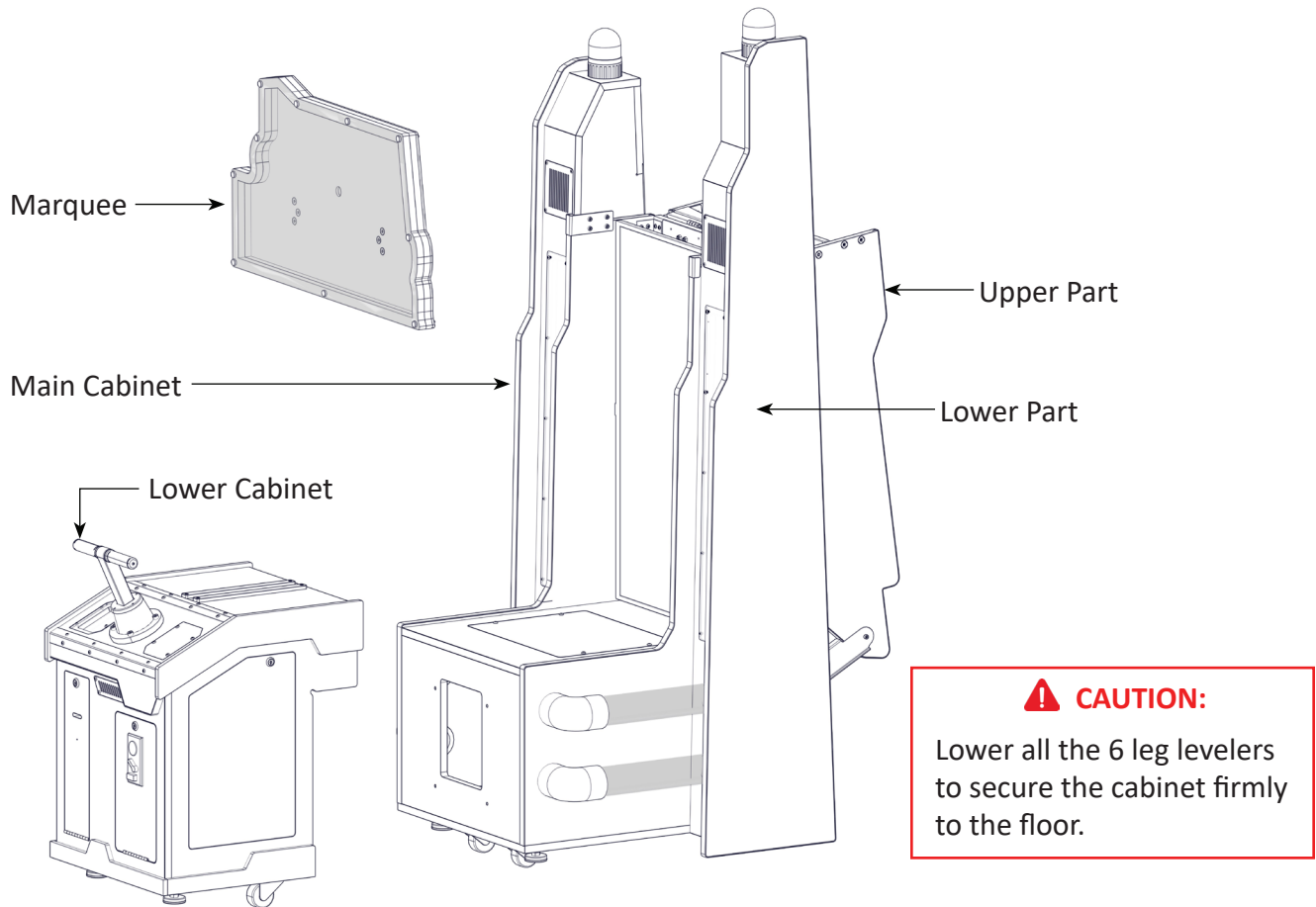
- Install the machine according to the instructions in this Operation Manual. Failure to follow these instructions may result in fire, electric shock, injury or malfunction.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
- Be sure to install the ground wire. Failure to install the ground wire may result in electric shock in the event of electrical leakage.
- Install the machine securely by using the leg levelers. Unstable machine installation may result in accident or injury.
- Make sure that the ventilation holes on the back, sides or top of the machine are not obstructed by any objects, walls, etc. If the ventilation holes are blocked, the inside of the machine may become hot, which may result in fire or malfunction.

- This machine is designed for indoor use. Never install the machine outdoors or in the following locations.
 - A location exposed to direct sunlight
 - A sloping surface
 - A location exposed to rain or water leaks
 - A damp location
 - A dusty location
 - A location close to heaters
 - A hot location
 - An extremely cold location
 - A location exposed to condensation caused by temperature differences
 - A location that obstructs an emergency exit or fire extinguishing equipment
 - An unstable location or a location exposed to vibration

- The appliance is not suitable for installation in an area where a water jet could be used.
- Cleaning and user maintenance shall not be made by children without supervision and only by qualified maintenance personnel.

3.0 Assembly

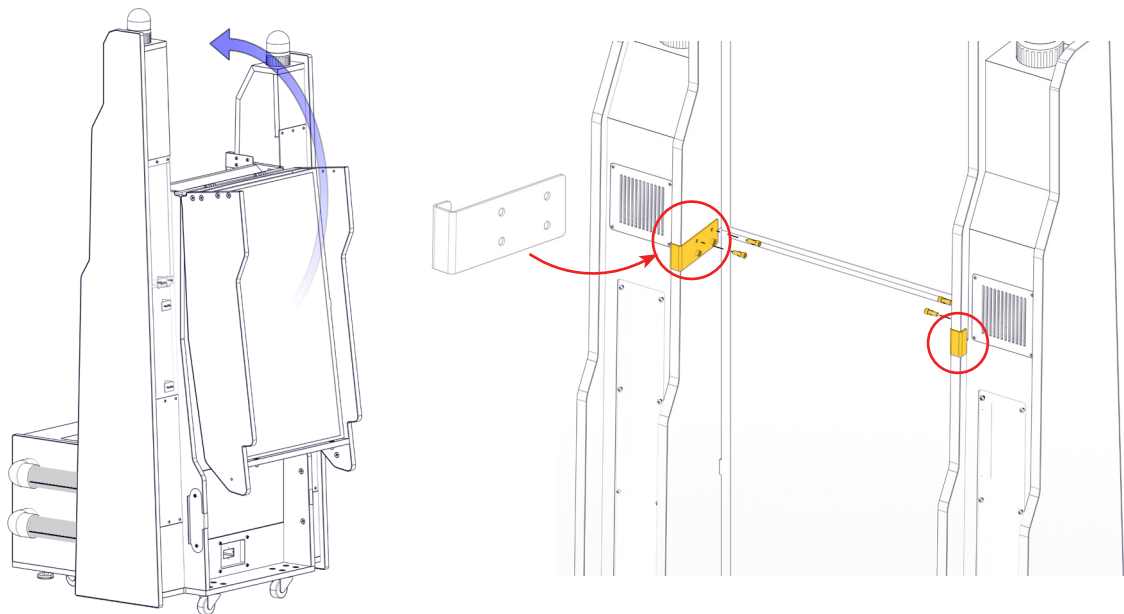
The game comes in 3 parts. After unpacking, you will have 3 parts to assemble. The assembly requires minimum of 2 people for installation. The process of assembly starts after you have set the main cabinet at the desired location and secured the cabinet firmly by lowering the leg levelers. After this, please follow the following steps:



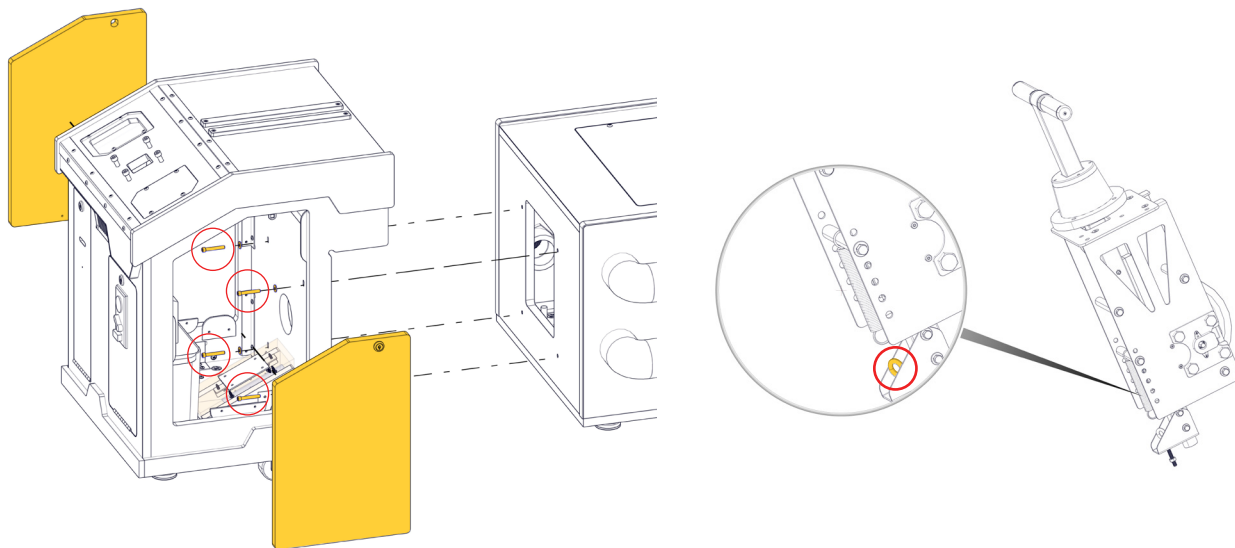
Step 1: The upper part is secured to the lower part with the help of a metal plate which is used only during transportation.

Unscrew the 1/4" allen bolts to release the upper part and fix the metal plate to the lower part by again by using the allen bolts.

The metal plate can be used multiple times when transporting the game.



Step 2: With the help of 2 people, lift the upper part using the handles provided and rest it on lower cabinet. Secure the upper part with lower part with the help of edge band caps located on left and right side. Use 2 allen bolts of $1/4'' \times 3/4''$ on each side and tighten them to fix the upper part firmly.

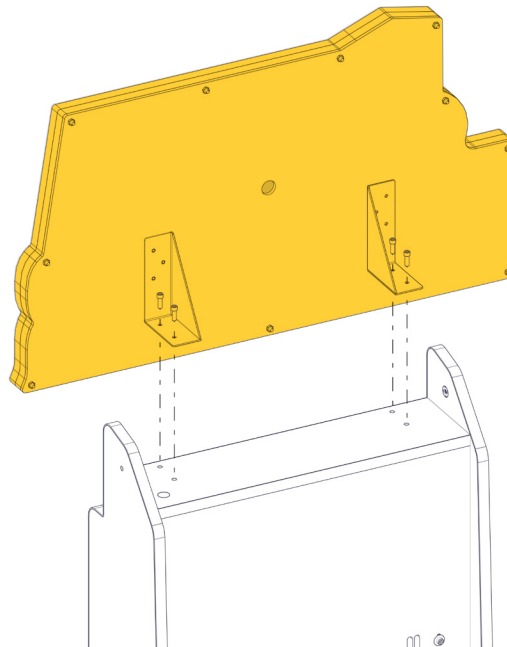


Step 3: To connect the lower cabinet with the main cabinet, open the lower cabinet doors and slide it to the front surface of the main cabinet. With the help of 4 allen bolt of $1/4'' \times 1-3/4''$ and 4 washers, fix the lower cabinet to the front surface and tighten the bolts. Connect the harness from the main cabinet to the lower cabinet.

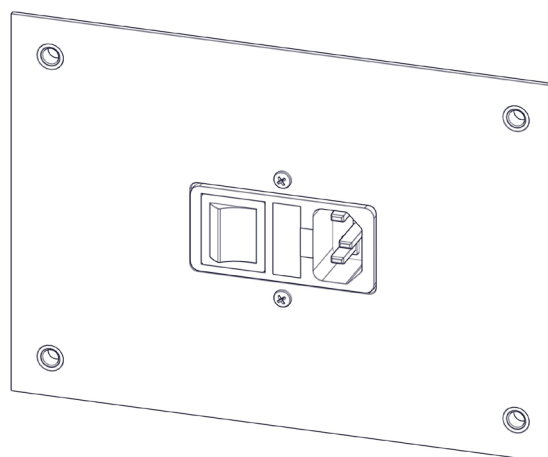
Step 4: You should be able to access the plunger mechanism inside the cabinet. Locate the spring which is loosely placed and connect the bottom end to the J hook shown above. This will make the plunger functional.

! WARNING

Lower Cabinet: Please ensure all the cable and harness are properly tucked and clamped to avoid interference during plunger operation.



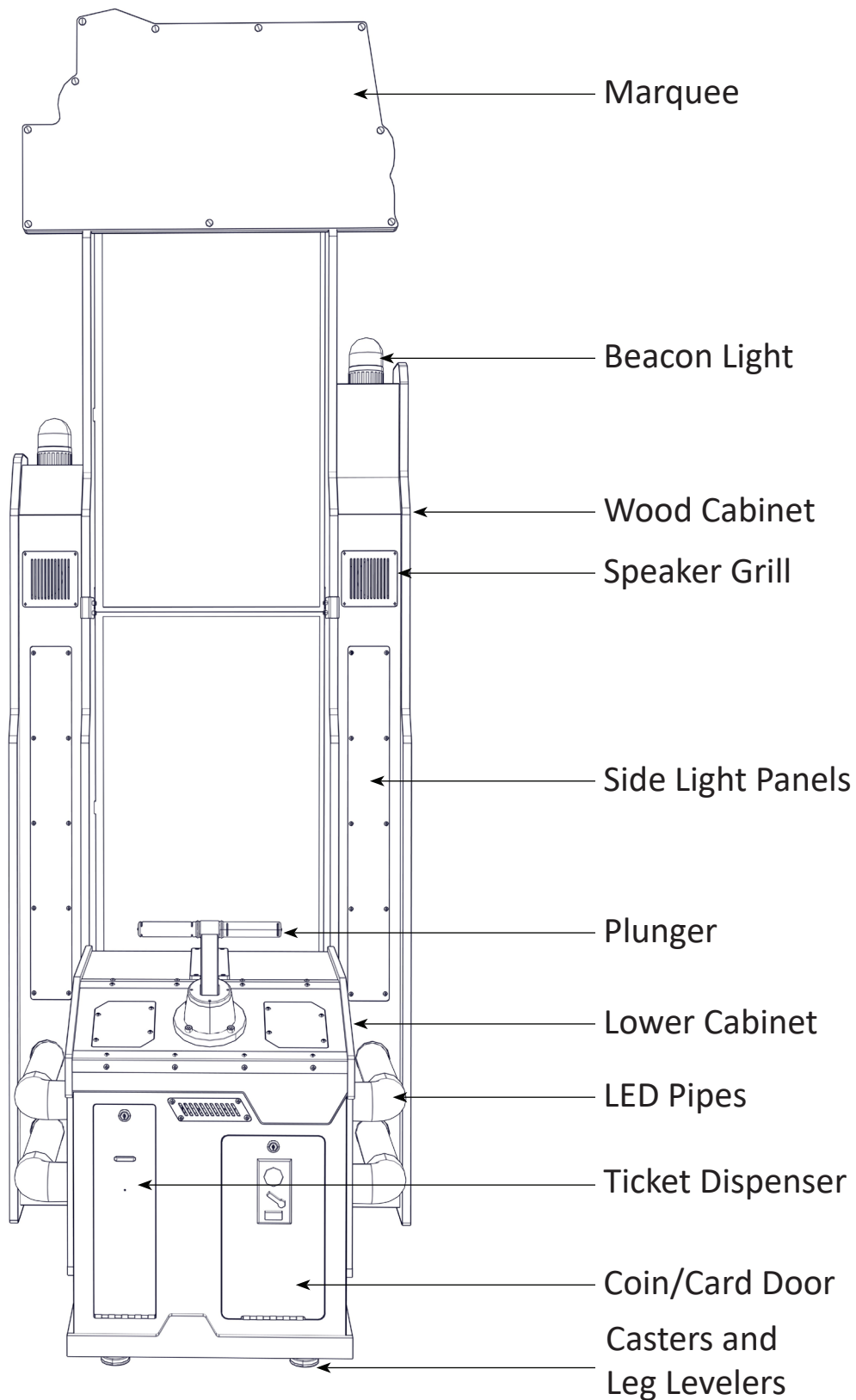
Step 5: Fix the 4 bolts of 1/4" x 3/4" and tighten them to fix the marquee. Connect the marquee to the 12V marquee harness.



Step 6: Insert the correct fuse in the power plate for the desired operating voltage. Use 5A fuse for 110v and 2.5A fuse for 220v. Use a country specific cable to connect the power inlet and switch on the power to the unit and wait for 1-2 minutes for it to start completely.

4.0 Parts

4.1 Cabinet Parts



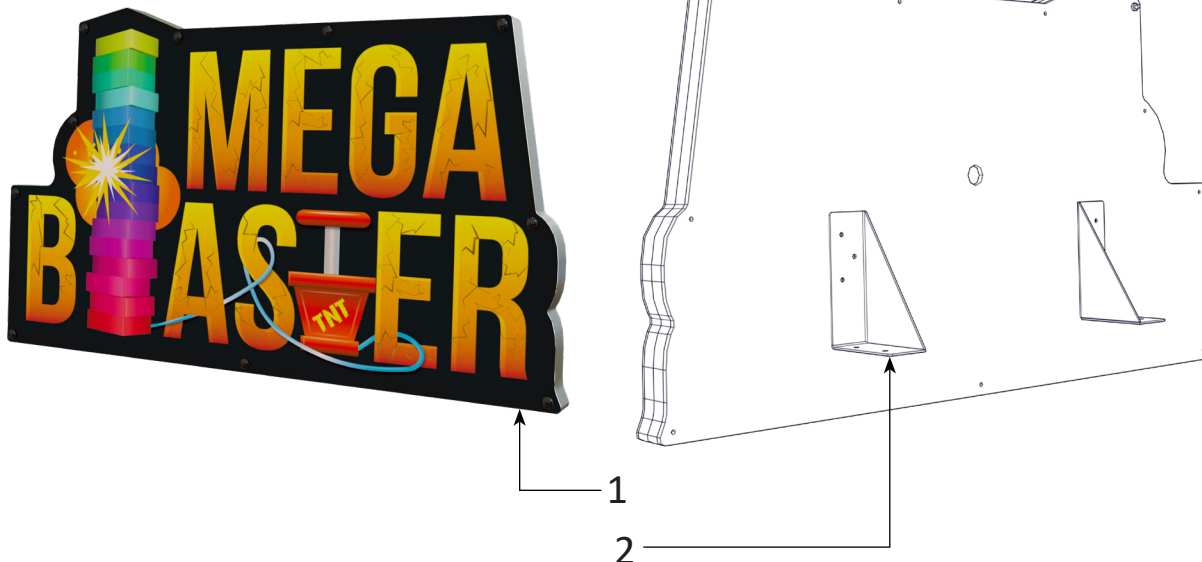
4.2 Computer and Electronics

Sr. No.	Part Name	Part no.
1.	MB 12V LED & Game Control PCB Rev 2.0	RM319US-FG0090IN
2.	Game Control PCB Rev-5.0 (Firmware v1) with 10 pin relimate connector and mini USB A to B cable	RM318US-FG0060IN
3.	43" Monitor	
	a. 43" Monitor - Panasonic	RM317US-RM0825IN
4.	MB Computer 10i3BEH with power adapter and SSD	RM320US-FG0091IN
	a. Computer Power Adapter	SP128
	b. MB SSD Hard Disk	SP155
	c. MB Computer only w/o HDD, w/o adapter	SP156
5.	USB type C to 3.5 mm audio jack adapter	RM321US-RM0827IN
6.	USB type C to HDMI convertor	RM322US-RM0828IN
7.	EMI inlet filter with switch and fuse	RM315US-RM0620IN
8.	12V power supply 150W	RM343US
9.	Wireless keyboard with Touchpad	RM063US
10.	80W speaker with subwoofer	RM064US
11.	12V DC rotating siren light	RM287US
12.	12V 10W LED light for siren	RM347US
13.	MB LED lights for control panel slope	RM293US
14.	MB LED lights for control panel bar	RM294US
15.	MB LED lights for pipe	RM295US
16.	MB LED lights for tower sides	RM296US
17.	Ticket dispenser	RM244US
18.	Coin acceptor	RM023US

4.3 Harness and Cabling

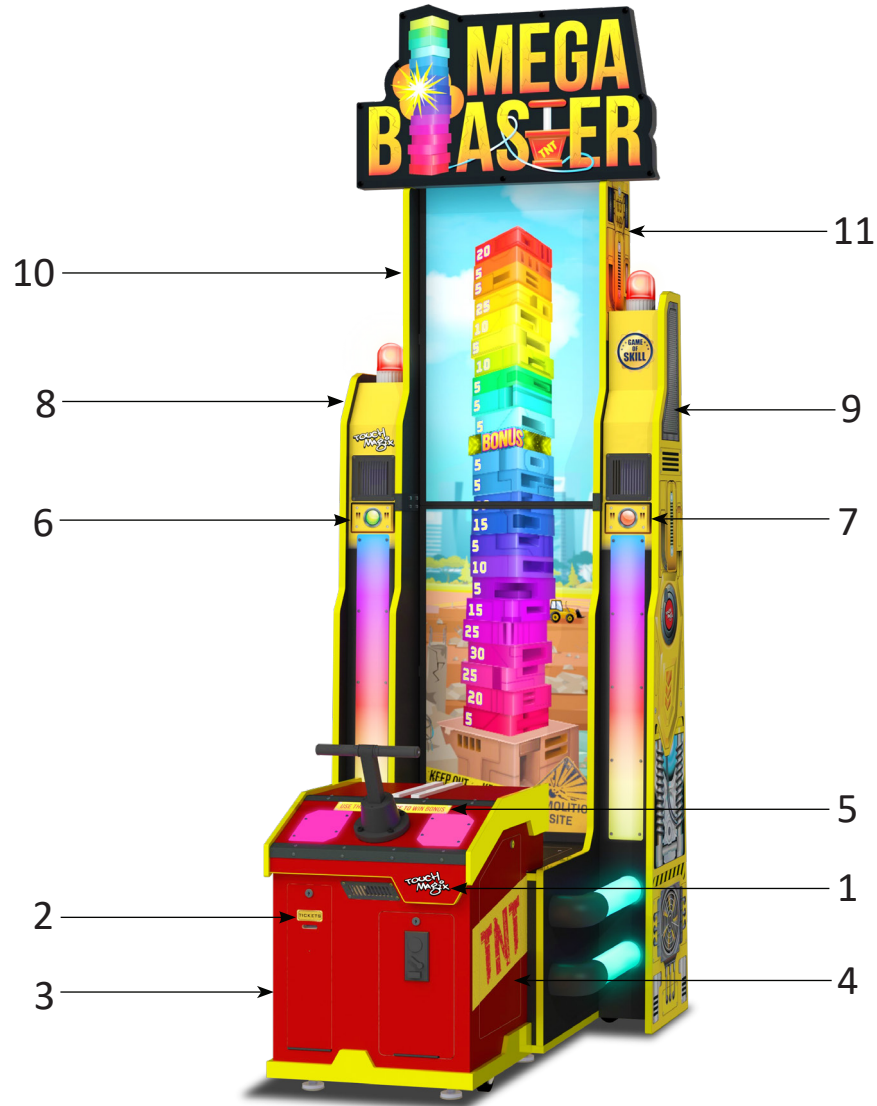
Sr. No.	Part Name	Part no.	Quantity
1.	USB 2.0 cable-A-Male to Mini-B (0.9 meter)	RM011US	1
2.	HDMI to HDMI cable 10ft	RM345US	1
3.	HDMI to HDMI cable 6.5ft	RM346US	1
4.	MB Credit button harness	RM336US-RM0826IN	1
5.	MB 12V Game PCB Power Harness	RM337US-RM0407IN	1
6.	MB LED PCB Power Harness	RM338US-RM0408IN	1
7.	Ticket Harness	RM339US-SF0022IN	1
8.	10 Pin Relimate Connector Harness	RM340US-RM0406IN	1
9.	MB Encoder Pigtail Harness Cable	RM341US-SF0101IN	1
10.	MB 5V Encoder Harness	RM342US-SF0023IN	1
11.	MB 12V Marquee Harness	RM333US-SF102IN	1
12.	MB 12V Fan Harness	RM334US-SF103IN	1
13.	MB 12V Siren Harness	RM335US-SF102IN	2

4.4 Marquee Parts



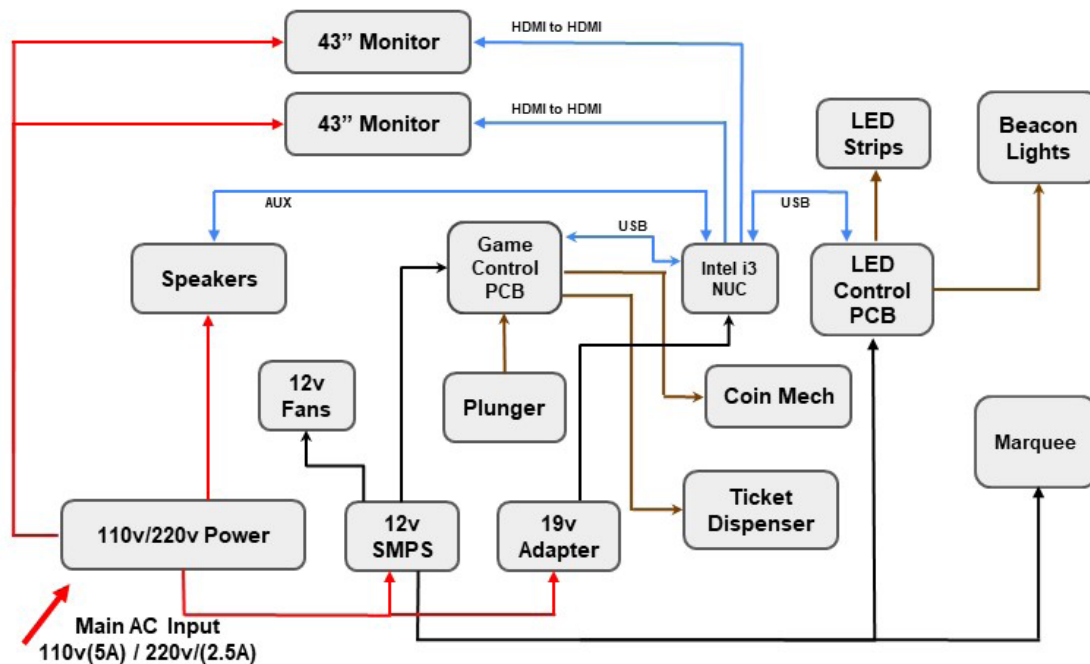
Sr. No.	Part Name	Part no.
1.	Marquee Signage with 12v LED backlight	RM316
2.	MB Marquee Bracket	RM371

4.5 Graphics and decals



Sr. No.	Print Name	Part no.	Quantity
1.	MB lower cabinet front	RM353US	1
2.	MB lower cabinet ticket	RM354US	1
3.	MB lower cabinet left side	RM255US	1
4.	MB lower cabinet right side	RM370US	1
5.	MB lower cabinet top	RM356US	1
6.	MB tower front left	RM357US	1
7.	MB tower front right	RM358US	1
8.	MB tower left	RM359US	1
9.	MB tower right	RM360US	1
10.	MB tower top left	RM361US	1
11.	MB tower top right	RM362US	1

5.0 Connection schematic



Touchmagix game PCB Rev 5.0 10 pin connections

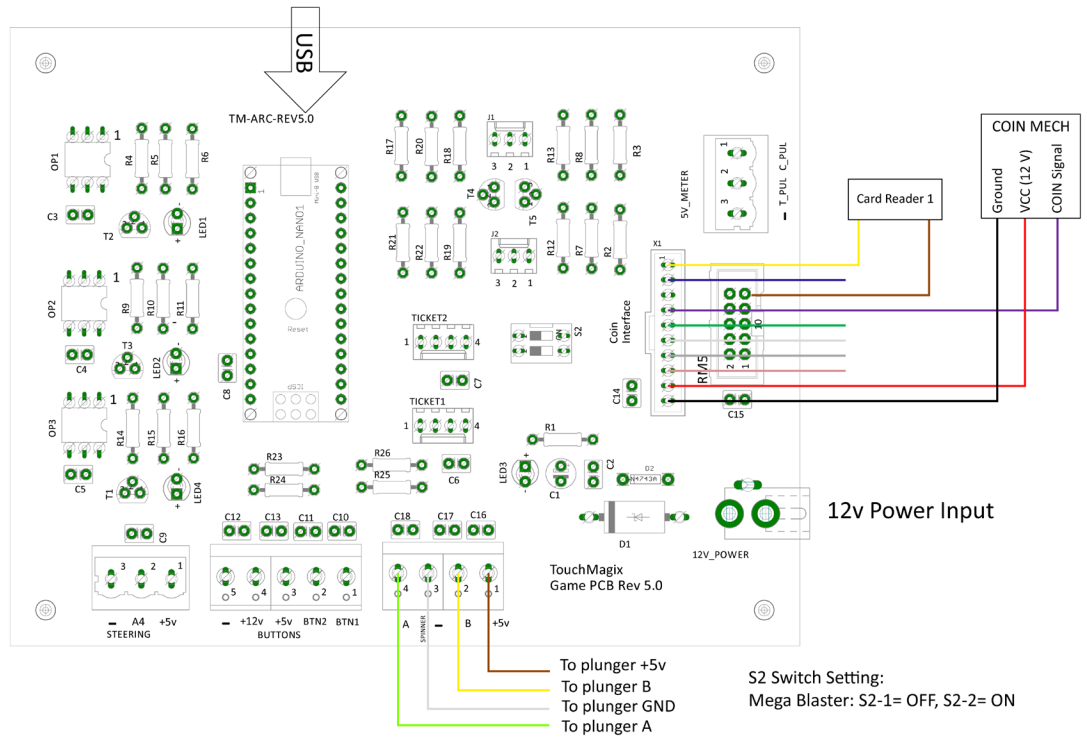
Part code: TM-ARC-PCB01 Rev 5.0

Firmware Version 2.0

Switch S2 setting	Mega Blaster	S2-1= OFF, S2-2= ON
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PIN NO.1	Black	Ground
PIN NO.2	Red	VCC output (+12V)
PIN NO.3	Pink	A5 (Not used)
PIN NO.4	Gray	COIN 2 Pulse OUT
PIN NO.5	White	COIN 2 INHIBIT
PIN NO.6	Green	COIN 2 Pulse IN
PIN NO.7	Purple	COIN 1 Pulse IN BKP (Coin Mech)
PIN NO.8	Brown	COIN 1 Pulse OUT
PIN NO.9	Blue	COIN 1 INHIBIT 1
PIN NO.10	Yellow	COIN 1 Pulse IN

TICKET1	Player1 ticket dispenser
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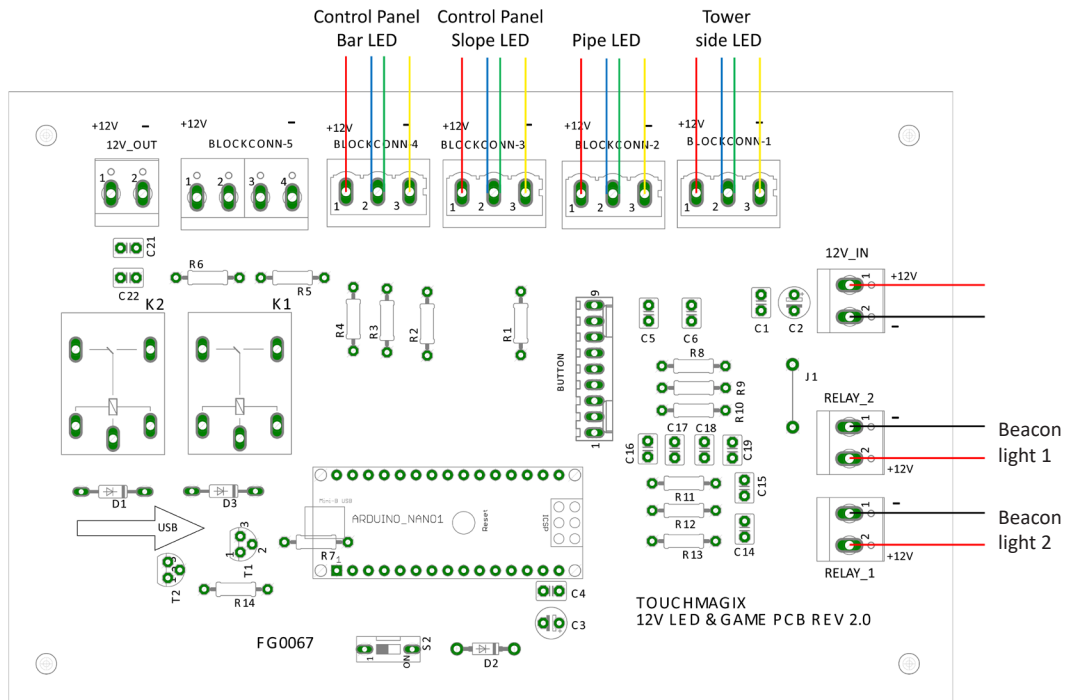


Touchmagix 12V LED and GAME PCB REV 2.0

Part Code: FG0045

MB_LED_Firmware_VER 6.0

BLOCKCONN1	Multicolor Pattern	Tower side LED
BLOCKCONN2	Multicolor Pattern	Pipe LED
BLOCKCONN3	Multicolor Pattern	Panel Slope LED
BLOCKCONN4	Multicolor Pattern	Panel Bar LED

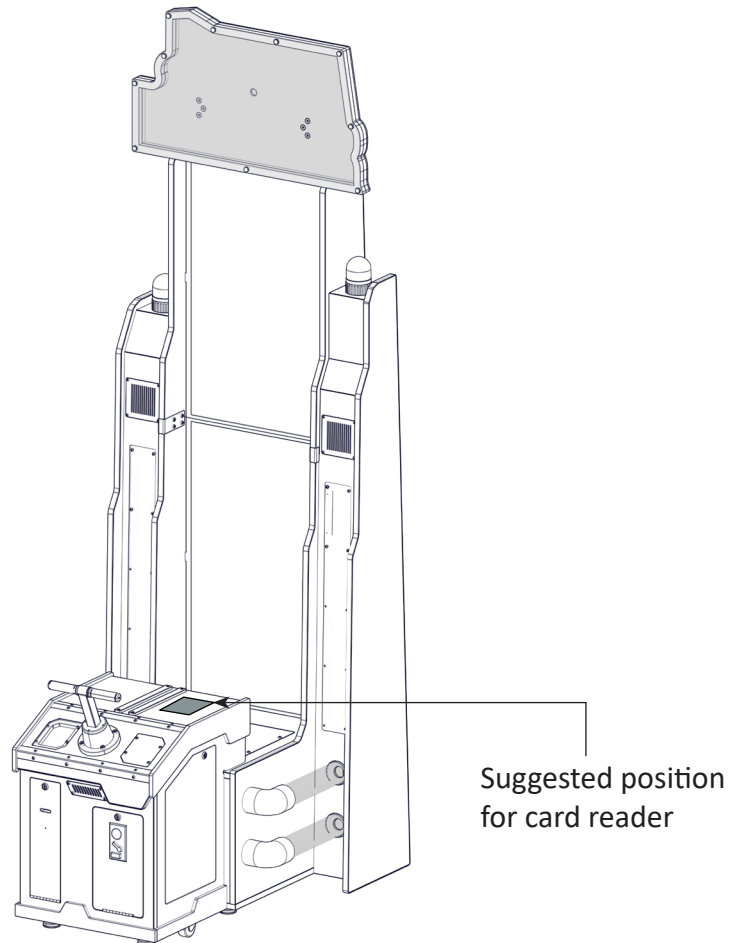


6.0 Installing card reader

If you are using e-ticket dispensing, just unplug the molex connector from mechanical ticket dispenser and connect it to the e-ticket dispensing input. The wires from the arcade PCB are marked with respective labels for crimping to the debit card reader.

⚠ WARNING

Please ensure all the cable and harness are properly tucked and clamped to avoid interference during plunger operation.



Wire details for 10 pin connector from game PCB ver 5.0

PIN NO.1	Black	Ground
PIN NO.2	Red	VCC output (+12V)
PIN NO.3	Pink	A5
PIN NO.4	Gray	COIN 2 pulse OUT
PIN NO.5	White	INHIBIT 2
PIN NO.6	Green	COIN 2 pulse IN
PIN NO.7	Purple	COIN 1 pulse IN BKP
PIN NO.8	Brown	COIN 1 pulse OUT
PIN NO.9	Blue	INHIBIT 1
PIN NO.10	Yellow	COIN 1 pulse IN

6.1 Working of the coin system

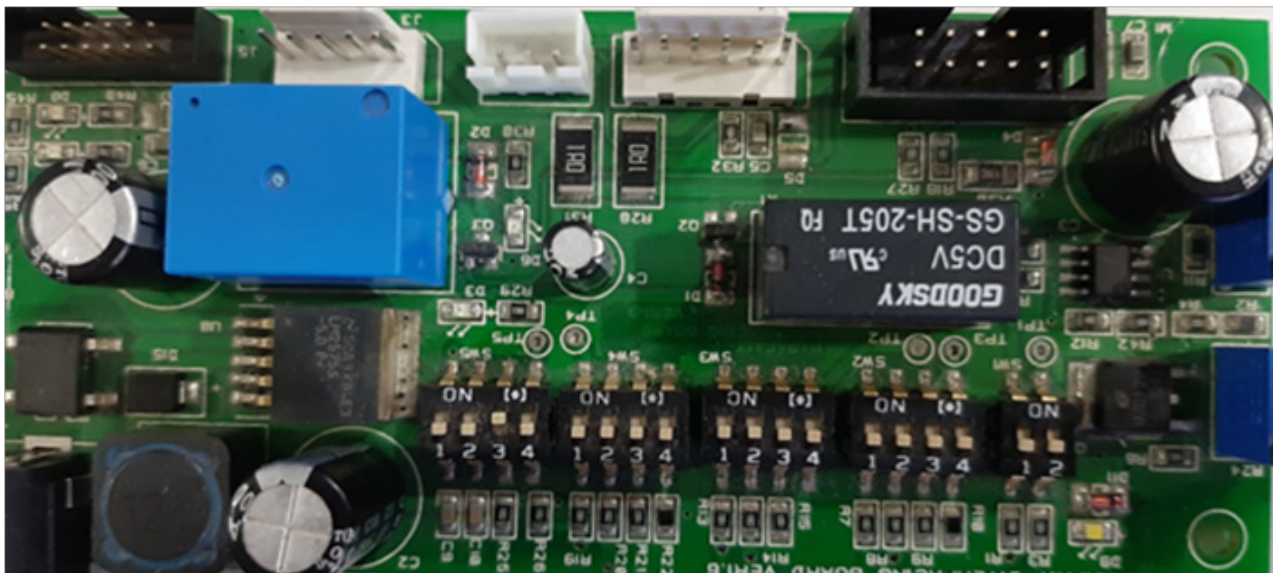
For game board REV 5.0

The system will count a coin pulse set to width of 100ms to 500ms as a single credit. The system credits when the Coin 1 Pulse Out (Brown) and Coin 1 Pulse In (Yellow) wires are shorted.

For Embed Card, Intercard and other similar systems, the coin 1 pulse out wire (Brown) and coin 1 pulse In wire (Yellow) should be connected to the relay switch.

If using SEMNOX card reader, please ensure the dip switch settings are set to as shown below. For SEMNOX, you will need to only connect the coin 1 pulse In wire (Yellow). The coin 1 pulse out wire remains disconnected as SEMNOX system itself will generate the required coin pulse voltage with the below settings.

SW5 – 3 UP... Rest all down



6.2 Coin door

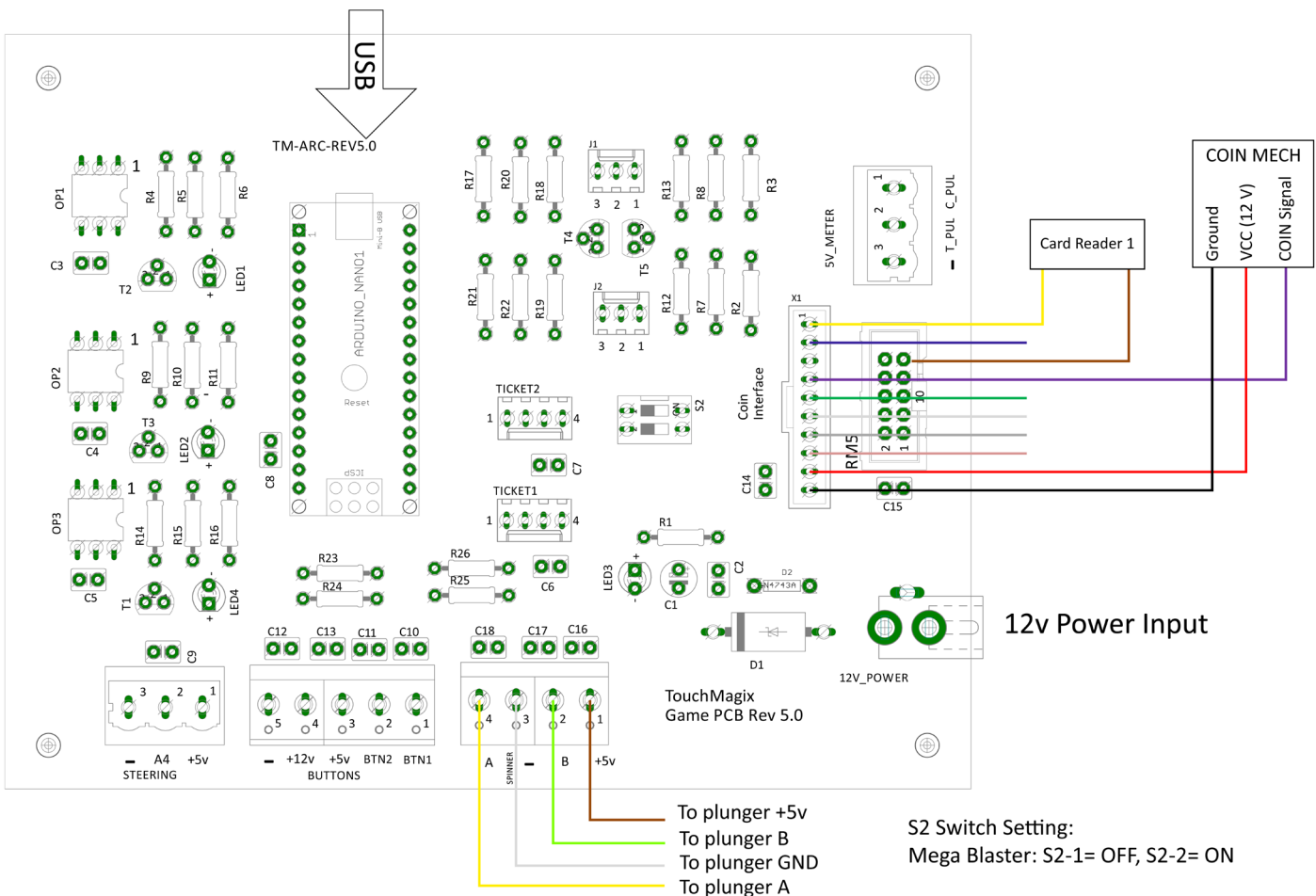
Some of the games come with pre-installed Wei-Ya Coin Comparitor with a wooden coin door. The Game PCB supports Active LOW coin systems. It has a direct connector for RM5 coin totalizer, which is commonly used in Europe.

If you wish to use a SuzoHapp Door, you can remove the hinge of the existing coin door and fit in SuzoHapp Door Part # 40-0513-00.



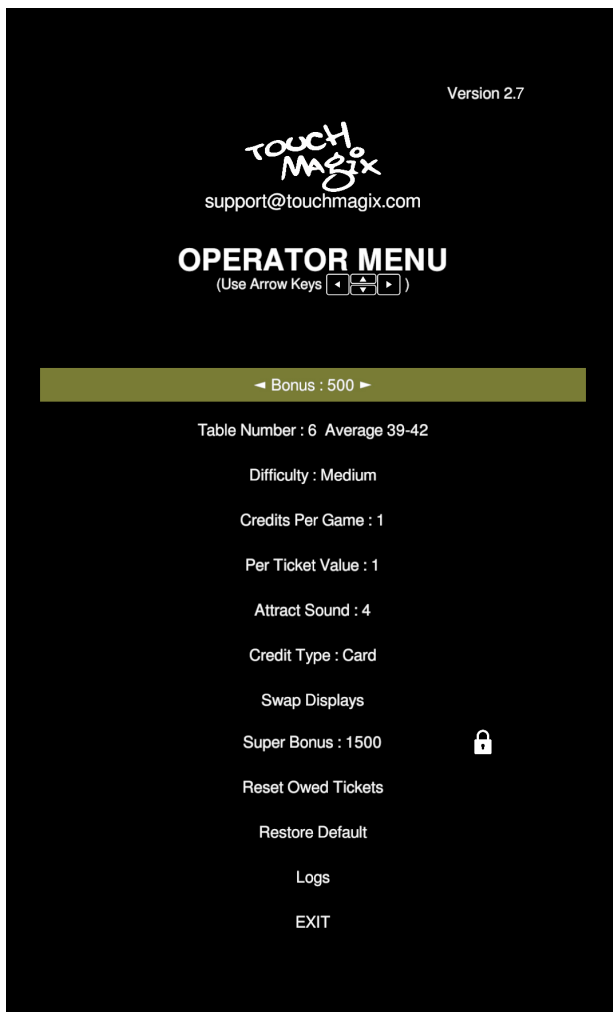
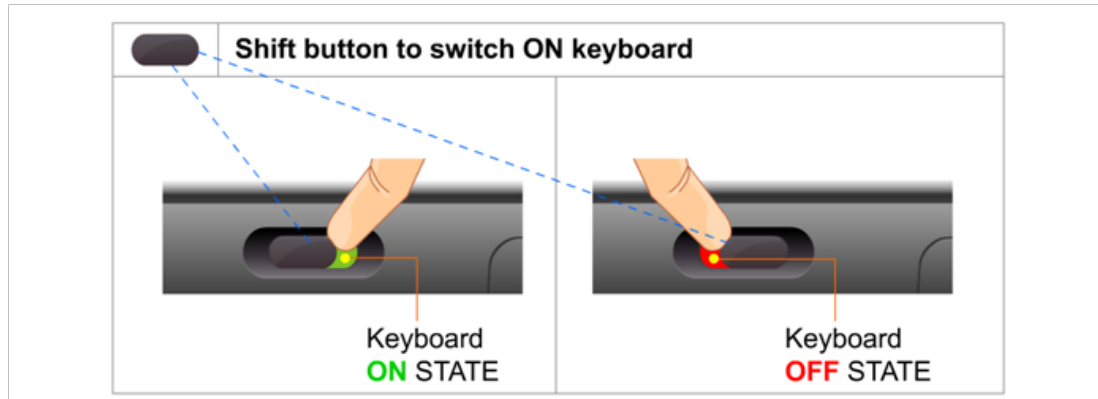
<https://na.suzohapp.com/products/coin-doors/40-0513-00>

Connection Diagram for Game Board REV 5.0



7.0 Switch-on and configuration

Once the game is mounted and plugged into power outlet, the computer inside will automatically turn ON. You will need to turn ON the wireless keyboard in order to configure the system for first time.



Press “c” on keyboard to open the configuration/operator menu on screen.

Use only arrow keys to change the settings. Use up & down arrow to navigate and left & right arrow to change values.



7.1 Operator menu settings

Setting	Default	Description
Bonus	500	Tickets to be awarded on reaching the bonus block.
Table Number	6 Average 39-42	Average number of tickets paid out by the game.
Difficulty	Medium	You can set to easy/medium/hard based on the age group visiting the arcade.
Credits Per game	1	If machine is set for token use, set this value to the number of tokens you wish to use to start the game.
Per ticket value	1	This number defines the value of a single physical ticket dispensed. If set to 2, it will always reward an even number of tickets with physical ticket value 2. e.g. – If the player wins 10 tickets, it will only dispense 5 tickets if the value is set to 2.
Attract Sound	4	Volume control for the attract mode sound level.
Credit Type	Card	<u>Card Mode</u> - Set to card mode while using debit card. <u>Coin Mode</u> - Set to coin mode while using coins.
Swap Displays	-	Swaps the top and bottom display.
Super Bonus	1500	Number of tickets to be awarded after collecting all the super bonus letters. Only applicable in case of link play with marquee.
Reset Owed Ticket	-	Resets the tickets owed count.
Restore Default	-	Restores default values to the configuration.
Logs	-	Opens a sub menu showing detailed statistics of the machine.
Exit	-	Exit back to the game.

7.2 Volume control

Rotate the dial to increase/decrease the volume of game play

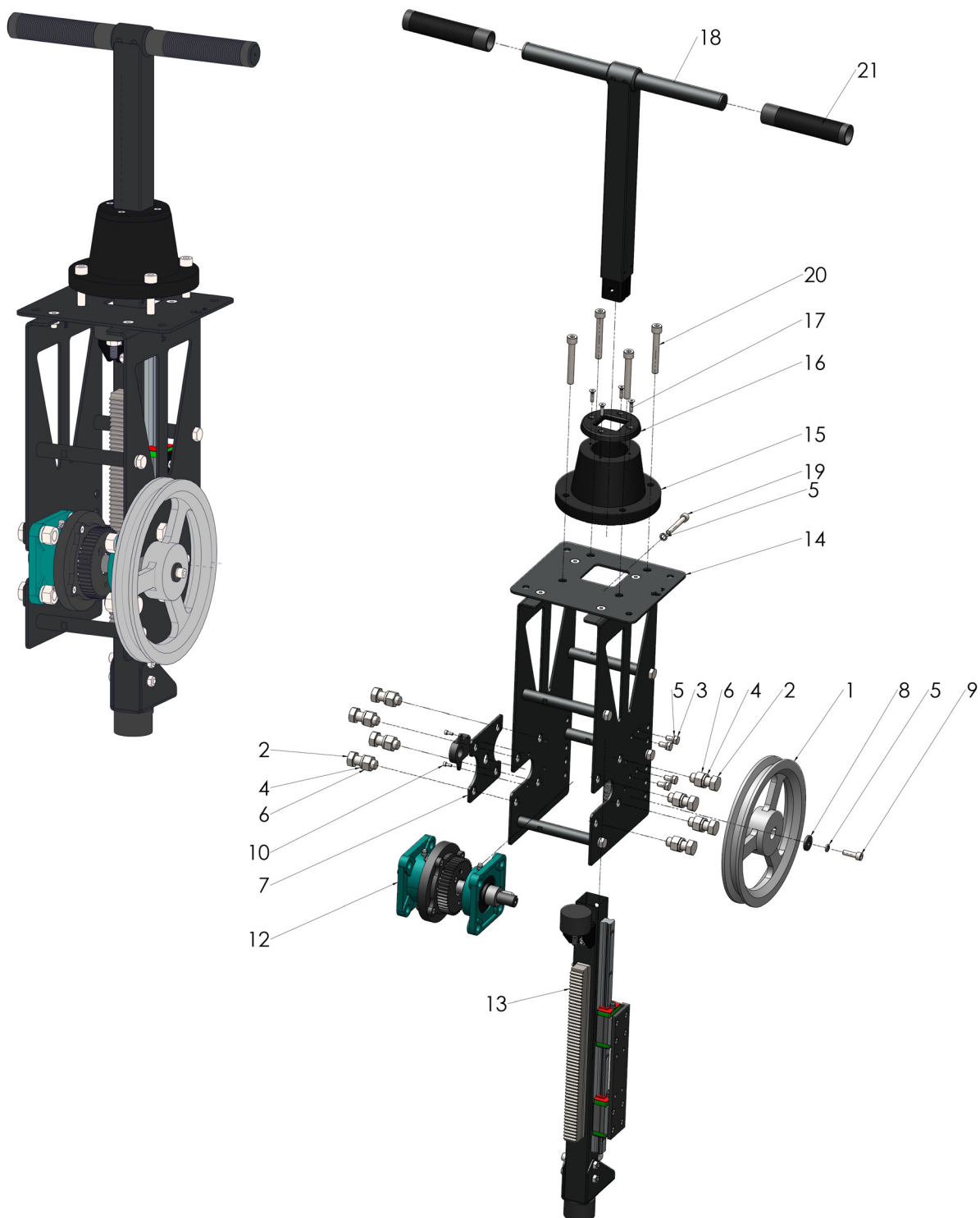


Rotate the dial to increase/decrease the bass of game play

8.0 Service and Repair

8.1 Plunger Assembly Drawing

The Plunger Mechanism has 3 Sub-assemblies and some individual parts to connect all the 3 sub-assemblies with each other.





Sr. No.	Part Number	Part Name	Qty.
1.	SP159	Flywheel	1
2.	SP160	M12 x 30 HEX Bolt	8
3.	SP161	M6 x 12 HEX Bolt	4
4.	SP162	M12 Nut	8
5.	SP163	M6 Spring Washer	6
6.	SP164	M12 Spring Washer	8
7.	SP165	Sensor Mounting Plate	1
8.	SP166	Flywheel Washer	1
9.	SP167	M6 x 20 Bolt	1
10.	SP168	M3 x 8 Bolt	2
11.	SP169	Hollow Encoder	1
12.	SP200	Full Gear sub assembly	1
13.	SP300	Full Rack sub assembly	1
14.	SP400	Full Housing sub assembly	1
15.	SP170	Nylon Base	1
16.	SP171	Nylon Top Cap	1
17.	SP172	M4 x 16 CSK Allen Bolt	4
18.	SP173	Handle	1
19.	SP174	M6 x 45 Allen Bolt	1
20.	SP175	M8 x 60 Allen Bolt Half Thread	4
21.	SP176	Handle Rubber Grip	1 Set



8.2 Troubleshooting Guide

Sr. No.	Problem Observed	Possible Causes	Solutions
1.	Plunger tension is soft or has no tension	Tension spring might be stretched or broken	Replace the spring
		Tension spring may be mounted in different setting hole	Mount it in desire setting hole (upwards hole will increase the initial tension on the plunger)
		Spring might be unhooked from the eye bolt	Hook the spring
		J bolt/hook may be loosened	Tight the J bolt/hook
2.	Plunger is hard to plunge	Friction between handle and nylon cap	Tight the handle bolt and tight the CSK bolts on nylon cap
		Guide bearing might be jammed	Lubricate the bearing with WD40 on monthly basis. If bearings balls have fallen off we recommend changing the assembly
		Rack and gear are engaged tightly or there might be dirt on the meshed gear	Clean any dirt or particles stuck between the meshed gears. Tighten the M6 bolts which holds the rack
3.	Flywheel Roll is less	Bearing might be jammed	Clean the bearing with the help of WD40 on monthly basis. If problem still persist, replace the full gear sub assembly
		Friction/wear in the gear assembly	Change the full gear sub assembly
		Flywheel might be disengaged from the shaft	Check the key which locks the flywheel with shaft. If it is damaged, broken or absent replace it with a new key. If it is misaligned, properly align it and fasten the flywheel with the help of M6 bolt
4.	Too much impact sound while plunging	Rubber buffer deformed/torn/damaged	Replace the rubber buffer
		Metal impact plate may be loosened	Tighten the bolts of metal impact plate
5.	Clicking (Ratcheting) sound is not audible	Spring might be stuck or broken	We recommend to replace the full gear sub assembly as opening and fixing the gear assembly requires special tools and industry level equipments
		Pawl might be misaligned or it is not properly engaged with ratchet profile	
		Gear and rack are misaligned	
		Gear might be misaligned from shaft	
6.	Plunger is not working at all	Rotary encoder might be disconnected	Ensure the rotary encoder is connected all the way to the game board
		Gameboard might be disconnected from PC	Connect the USB to PC

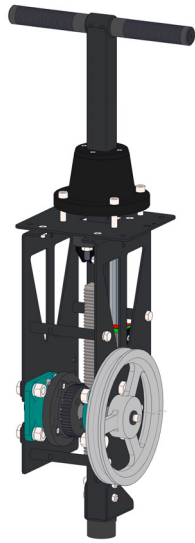


8.3 Replacement Parts

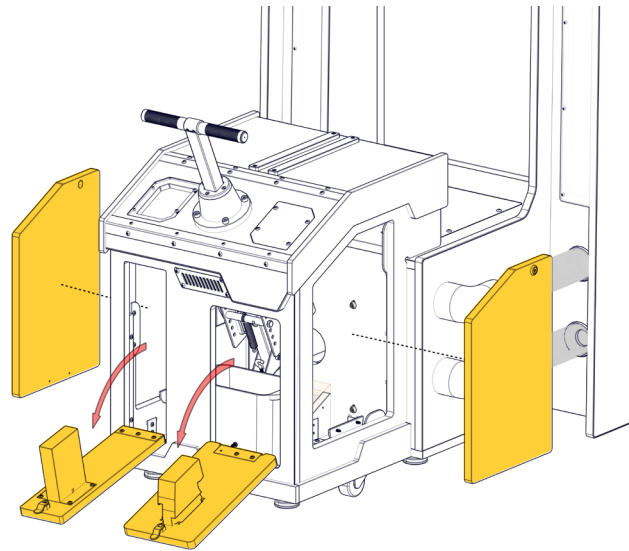
Sr. No.	Part Name	Part no.
1.	Mega Blaster full plunger mechanism	RM312US-SF0088
2.	Handle Assembly (Metal handle + Grip + M6 x 46 Allen bolt half thread)	SP177
3.	Handle	SP173
4.	Full Gear Sub Assembly (Tested + Assembled)	SP200
5.	Sensor (CUI encoder + Sensor Metal Plate + M3 x 10 Allen bolt)	SP178
6.	Tension Spring (Tension spring + 15 mm OD con rod + Circlips) Preinstalled	SP420
7.	Plunger assembly rubber buffer	SP315/SP316
8.	Metal Impact Plate (#10 Phillips head 0.75in screws)	SP179
9.	Nylon Cap (with M4 x 16 CSK allen bolt)	SP180
10.	Nylon housing (Nylon cap + Nylon base + M4 x 16 CSK allen bolt + M8 x 60 allen bolt half thread) Preinstalled	SP181
11.	Full Rack Sub Assembly (Assembled)	SP300
12.	Flywheel Key	SP215

CASE 01: Replacing the Whole Plunger Assembly

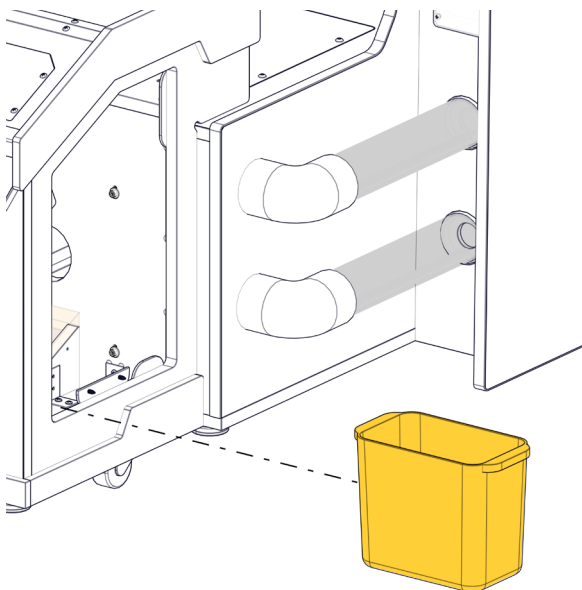
For replacing the plunger mechanism, minimum 2 persons are required. One to unscrew the bolts and second will hold the mechanism from inside during dis-assembly to prevent mechanism from falling on other important parts.



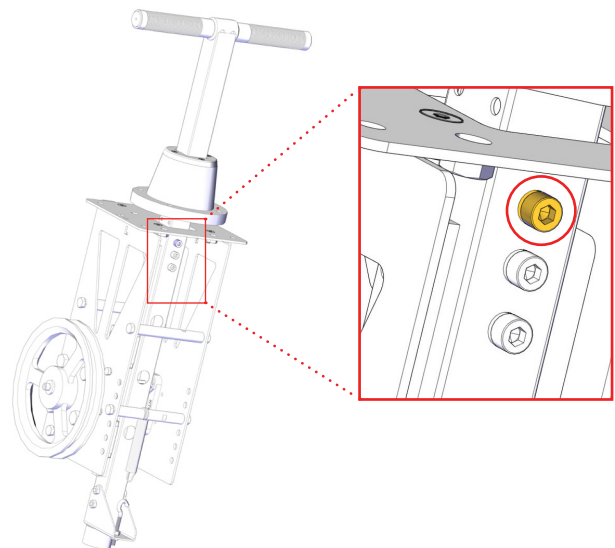
Plunger Mechanism



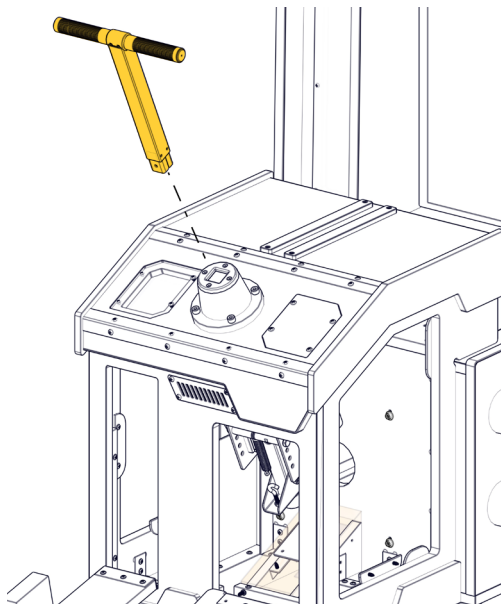
Step 1: Open the Side doors as well as Ticket door and Coin door to easily handle/access the plunger.



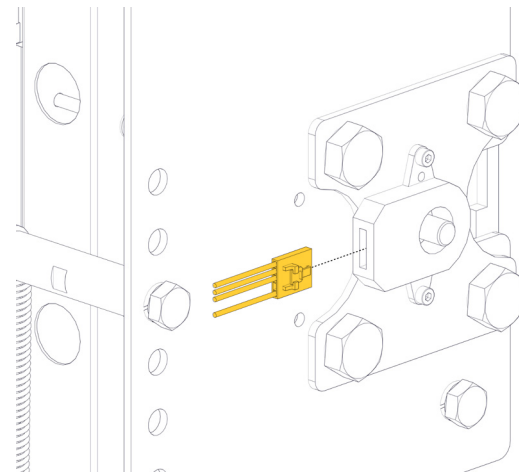
Step 2: Cash box might interfere when mechanism is handled from inside. So, please pull out the Cash box.



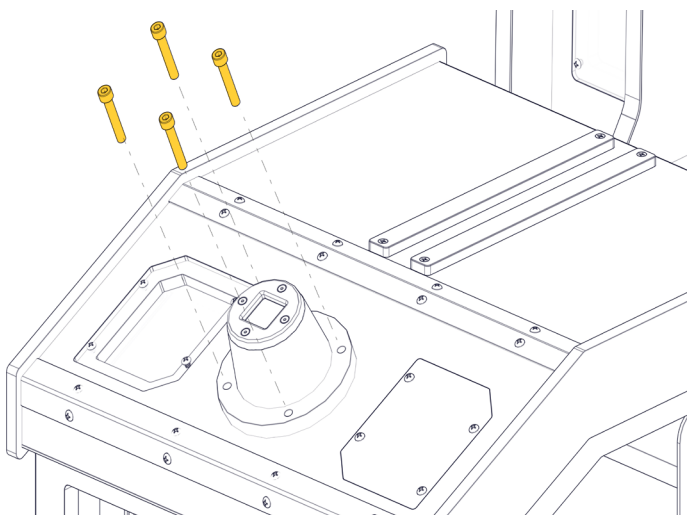
Step 3: Locate the three bolts as shown in figure and unscrew the top bolt with the help of No. 5 Allen key. This will disengage the Handle from the mechanism.



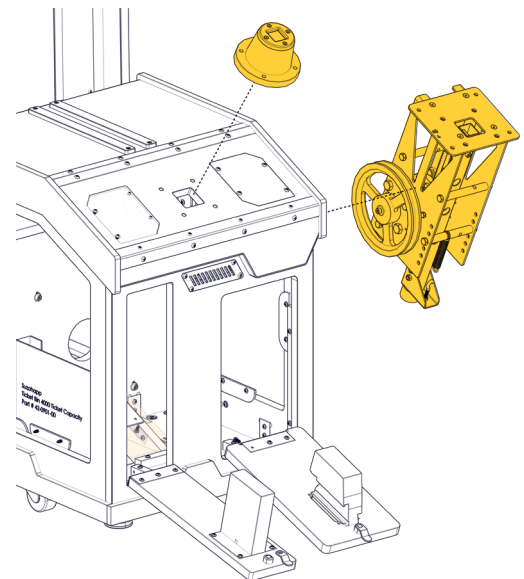
Step 4: Pull out the handle as it is disengaged from the mechanism.



Step 5: From the Left door, locate the Encoder. Disconnect the harness connecting the Encoder.

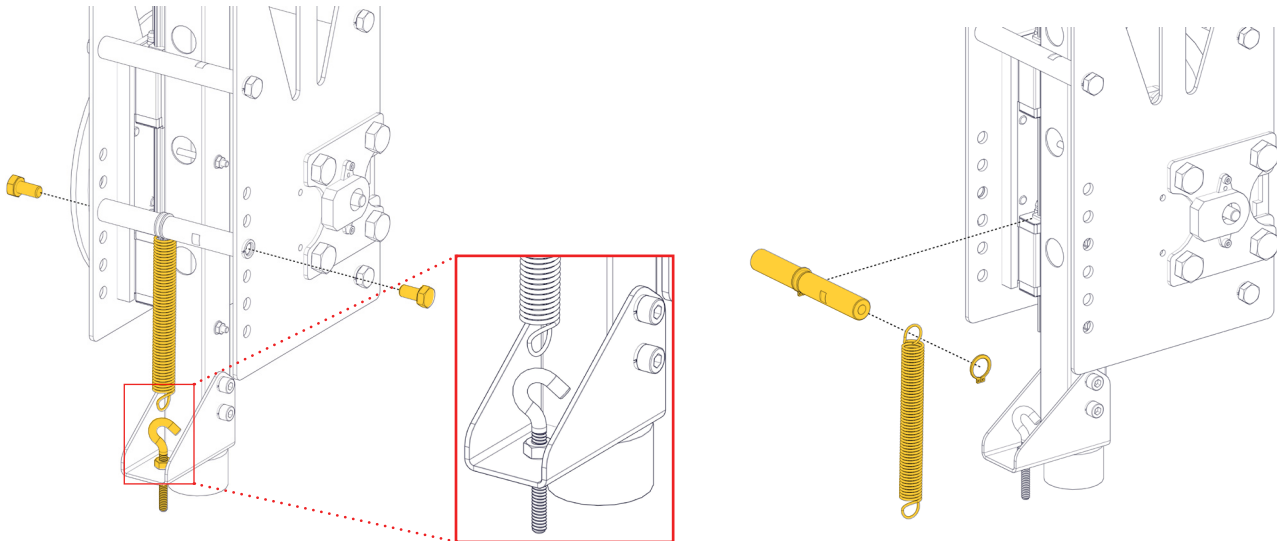


Step 6: **This is a critical step.** With the help of the second technician, hold the mechanism inside the lower cabinet with both the hands and unscrew 4 Allen bolt from the top with the help of No. 6 Allen Key. The mechanism will be loose from inside, don't let it fall on the ground.



Step 7: Pull out the mechanism carefully from the right door of the lower cabinet and replace it with new mechanism by following the process in reverse from Step 5 to Step 1.

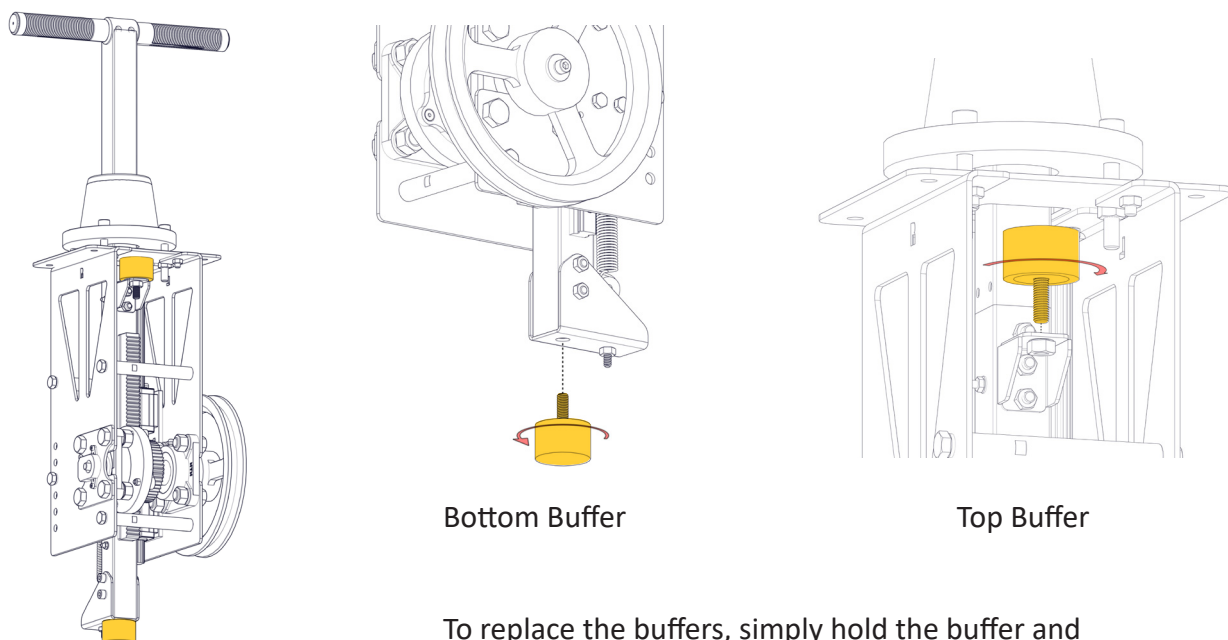
CASE 02: Replacing Tension Spring



Step 1: Please follow Step no. 1 and 2 of CASE 1 to unhook the spring from the J Hook with hand. Locate the shaft on which other end of the spring is hooked. Unscrew 2 bolts with the help of No.13 open spanner.

Step 2: After unscrewing the bolts, take out the shaft and with the help of external circlip plier, pull out 1 of the 2 circlip. Take out the spring and replace it with the new one. Follow the steps in reverse to assemble the spring and follow Step 2 and 1 of CASE 1.

CASE 03: Top and Bottom Buffer Removal



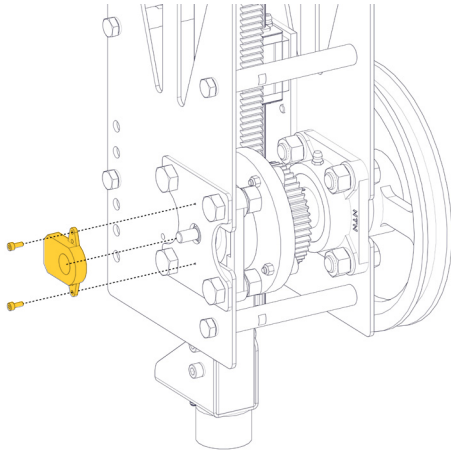
Bottom Buffer

Top Buffer

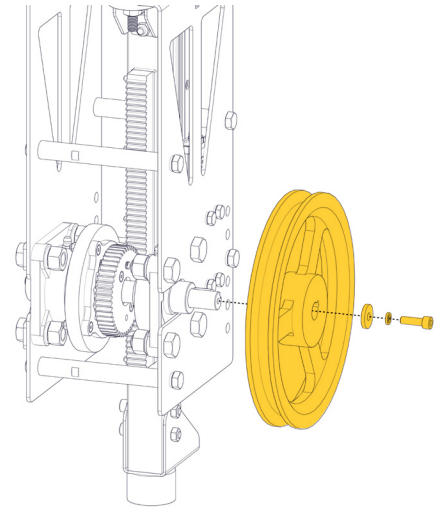
To replace the buffers, simply hold the buffer and rotate it counterclockwise to remove it.

CASE 04: Replacing full gear sub-assembly

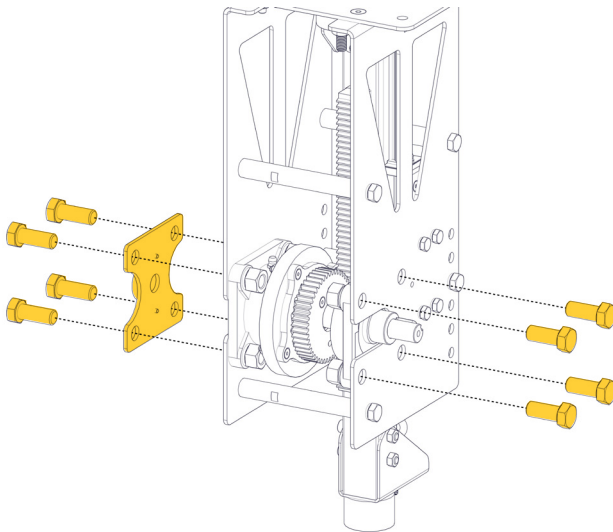
To replace the full gear sub assembly, you need to follow all the steps from CASE 1. After the whole assembly is removed from the lower cabinet, you can place it on work table and start the process as shown in below steps.



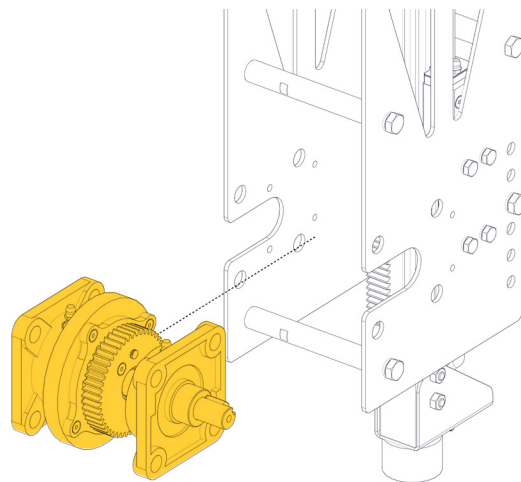
Step 1: Disconnect the encoder by unscrewing 2 Nos. M3 bolts with the help of #1.5 allen key.



Step 2: Use #5 Allen key (No. 10 spanner for hex bolt) to open the bolt of flywheel. A Washer and Spring Washer will also come out. Gently pull out the flywheel.



Step 3: With the help of no. 19 spanner, unscrew the 8 Hex bolts from left and right side. Please note that these are the bolts supporting the gear sub-assembly.



Step 4: Pull out the Gear sub-assembly as shown in figure. Replace it with new one and follow the steps 3,2, and 1 respectively.



9.0 Limited warranty policies

Touchmagix warrants this game (including accessories) against defects in workmanship or material as follows:

This unit has **1 year warranty** against defective hardware from date of delivery.
Plunger mechanism has a limited **6 month warranty** against defective hardware from date of delivery.

Other than abuse or improper servicing, Touchmagix covers at no charge the replacement parts including standard ground shipping.

Customers have 30 days from delivery date to return back the defective equipment at their fees or they will be billed automatically.

Improper servicing or abuse will void existing warranties.

All warranty request needs to be validated with our technical support department.

After the 1 year warranty, Touchmagix offers repair & sales service options. Please contact the technical support department for information.

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Skype: touchmagix_support



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Whatsapp: +91.7709152220

Skype: touchmagix_support

The logo for 'Touch Magix' is rendered in a large, stylized, black-and-white graffiti-style font. The word 'Touch' is on the top line, and 'Magix' is on the bottom line. The letters are thick and rounded, with a hand-drawn, bubbly appearance.