INSTALLATION MANUAL

Version 08/02

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The Leader in Online Play!

FEATURES

- 15" Hi-Resolution flat-screen CRT offers crisp, clear graphics from edge to edge.

- State of the art hardware is designed for reliability and easy servicing

- Durable cabinet designed for long term performance

- Wide variety of fun-to-play games, including familiar favorites

- Time-tested ITS national tournament system

- Full motion video adds variety and compelling game play

- Adaptable "Skin" technology offers customized graphics to suit any location

- Adjustable game graphics to work in your state

- Connects to the reliable ITNet system with a regular phone line

- Special features for players and operators available to machines registered to ITNet

GETTING STARTED

GAME PACKAGE CONTENTS

(1)   Touch-IT Dedicated Cabinet
(1)   Touch-IT Manual
(1)   Bill Acceptor Manual
(1)   Power Cord
(1)   14 ft. Telephone Cable

RECOMMENDED SUPPLIES

Normal telephone outlet that connects to a regular outside line.
Inexpensive telephone, used to test the line connection.
Strong padlock and cable for securing cabinet to location.

QUICK START

In order for the Touch-IT unit to operate in coin mode, the unit must first be registered. This requires access to a regular, analog telephone line when the machine is registered. Failure to register the machine will result in a free-play operation only.

NOTE This requirement does not require the unit to operate as an "online" tournament game. This registration process is used to configure your unit for compliance with state requirements.

1. Locate the cabinet keys attached to the cable clamp on the back of the unit and open the rear service panel.
2. Make sure all connections are secure.
3. Connect the phone line from the modem to the phone jack.
4. Replace and secure the rear door.
5. Connect the power cord and plug in the unit.
6. Turn the power switch to the ON position.
7. Press the Calibrate button behind the cash box and calibrate the monitor using the on-screen test.
8. Use your ITNet Operator ID card to register the game to ITNet.
9. Locate the Operator Adjustables button (inside the cash drawer) or use your Operator ID card (once registered) to enter Operator Test Mode.
10. Adjust your game to comply with any legal restrictions in your local ordinances.

THE CABINET

Cabinet Keys

The keys to your cabinet are attached to the back of the cabinet near the Power switch. Use these keys to open the cash drawer and service panel.

Service Drawer

Remove the phillips-head screws and unlock the rear service panel and loosen the hold-down screw. Remove the cable assemblies. Carefully slide out the electronics tray. Make sure all components and connections are secure before applying power.

Your Touch-IT cabinet has been checked at the factory prior to shipping and should be ready to plug in and play. However, connections or components may come loose during shipping. Make sure all of the connectors, wires, harnesses and cables are seated securely in their sockets before applying power.

Hard Drive · Processor with Fan · Speaker · Power Switch · Power Supply · Motherboard · Power Cord Socket · Hold-down Screw · USB Port · Wiring Harness Connector · Video Connector · Touchscreen Connector · CD-ROM Connector · Modem Phone Jack · External Serial Port

Cabinet Specifications

Cabinet size: 19" Wide
                17" Tall
                18" Deep

Cabinet Weight: 95 lbs.

AC Power: 100-120 VAC, 50-60 Hz

Operating temperature: 50° - 104° F
Operating humidity: 5 – 95% Non-condensing

Power Requirements

Touch-IT requires a 250 Watt ATX Power Supply. It is always best to check your voltage output for best results. Verify the voltage selector switch is set to match your local AC line voltage.

Hard Drive

Touch-IT uses a hard drive to store its game data. Make sure the hard drive is mounted securely and the power and data cables are in place.

The hard drive is shipped with a mounting bracket already attached. The bracket protects the hard drive from damage due to improper handling.

CAUTION!
Hard drives are sensitive to both physical and electrical shock. DO NOT DROP the hard drive. Avoid shocks and other electrical discharges. DO NOT REMOVE the mounting bracket from the hard drive. Removal may cause damage to the hard drive and will void the warranty. Failure to use the supplied shipping box will void the warranty.


Hard Drive Returns

An approved shipping box is required when shipping a Hard Drive. Shipping boxes can be attained from Incredible Technologies. If you order a new hard drive, use the same box and packing materials to send the original hard drive back.

NOTE!
Ship the bracket with the hard drive. Do not remove the bracket from the hard drive. Failure to use the supplied box, or removal of the bracket will VOID THE WARRANTY on the hard drive.

Monitor

Your Touch-IT cabinet comes equipped with a digital hi-resolution monitor, offering superb graphics and brilliant colors. Make sure your monitor is adjusted properly for best game play results. Locate the five buttons on the monitor chassis to adjust the monitor. Use the built-in monitor diagnostics to properly align the monitor.

Monitor Controls

Cash Box Drawer (removed)
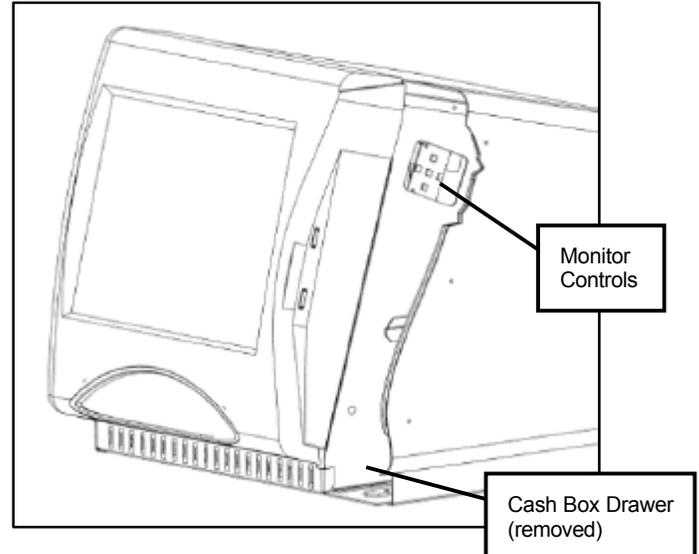
Touch Screen

The MicroTouch™ touch screen offers superior sensitivity and player feedback. Make sure the touch screen is calibrated properly for best earnings potential. **It is recommended that you calibrate your touch screen after every collection.**

NOTE!
Do NOT use Windex or any other cleaning solvent that contains acid-based chemicals. These types of cleaning products will destroy the traces embedded in the touch screen glass.
Use water or rubbing alcohol ONLY to clean your game. Be sure to warn the location staff of this important requirement.


Card Reader

Your Touch-IT cabinet contains a card reader unit that is installed in the front of your cabinet. Players and operators use the card reader for access to exciting online game features. Use the Card Reader test in Operator Test Mode to make sure the card reader is working properly.

Operator Adjustable and Calibrate Switches

Your cabinet comes equipped with two buttons mounted behind the cash drawer.

The Operator Adjust button activates Operator Test Mode, to access software audits, game adjustables, and system tests. Refer to the Operator Test Mode section of this manual for more information.

The Calibration button begins a test on your monitor to help you adjust the touch-screen to read player inputs properly.
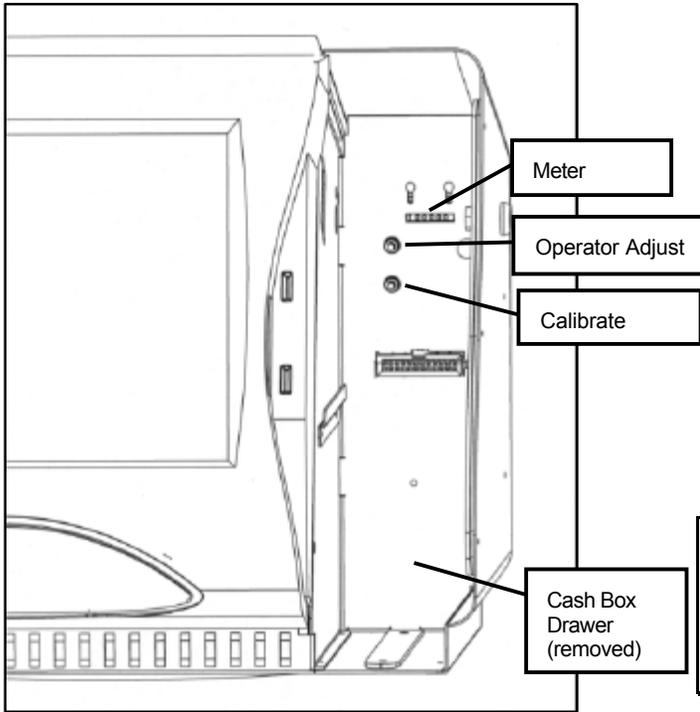
Security Chain Loop

Touch-IT comes with a heavy-duty security loop, for use with a strong cable and padlock. Use this anti-theft device if you wish to secure your machine to the location. The Security Loop is shipped facing in on the cabinet back. Unplug the unit from the AC cord. Remove the 6 screws from the AC panel. Remove the 2 nuts holding the security loop, and reverse it so the loop faces outside of the cabinet. Securely replace and tighten the nuts. Replace the AC panel and re-install the 6 screws. Use a strong cable and padlock (not included) to lock the machine in place.

Meter

Operator Adjust

Calibrate

Cash Box Drawer (removed)

Security Loop
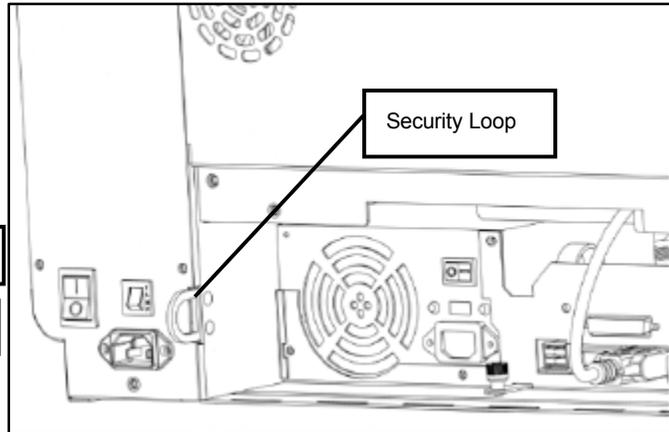
DIP SWITCH SETTINGS

Dip Switch 1 (ON):	Board Self-Test Mode
Dip switch 1 (OFF):	Normal Play (DEFAULT)
Dip switch 2 (OFF):	Always "OFF" (DEFAULT)
Dip switch 3 (OFF):	Always "OFF" (DEFAULT)
Dip switch 4 (OFF):	Always "OFF" (DEFAULT)

TOUCH-IT PCB CONNECTIONS

Speaker Connector

DIP Switches

Status LED

Video & I/O Connectors

ATX Power Supply Connector

Touch Screen Connector

Touch Screen LED

Modem

Phone Jack

Processor with Heat Sink & Fan

LED Connector

Memory

Hard Drive Connector

Update Drive Connector

Battery

Touch-IT PCB

Modem LED
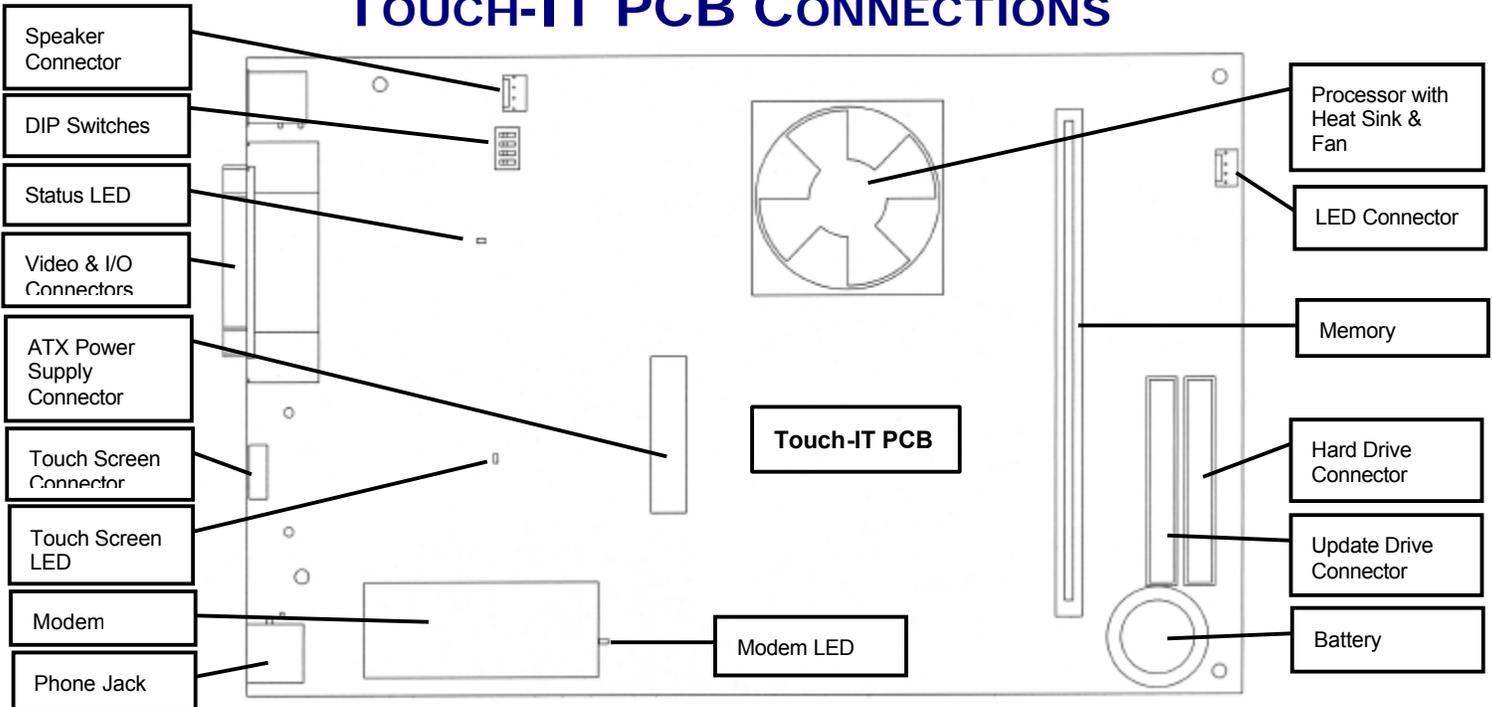
CONNECTING THE PHONE LINE

In order for your Touch-IT to receive online features, you must connect it to a regular telephone line. ITNet requires a regular phone line that gives a dial tone. Some internal phone systems that are not direct outside lines may not work.

1. Make sure that the supplied telephone cable is plugged into the modem connector on the PCB. Thread the cable through the mouse hole on the bottom of the service door. Be sure to loop the cable through the cable clip for extra strain relief.
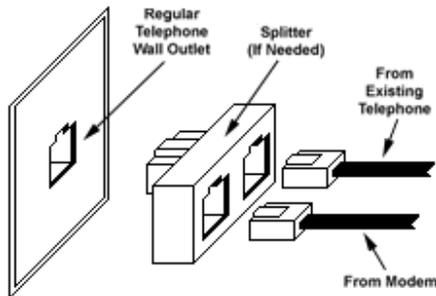
2. Connect the loose end of the cable into any existing analog telephone jack. Use a phone jack splitter if you are connecting to a jack already in use.

Connecting to the Wall

> **IMPORTANT!**
> Your machine MUST be registered with ITNet and appropriate operator papers must be on file with Incredible Technologies, Inc. or your game will not receive the ITNet play features, and will be locked onto free play mode.

NODE CONNECTIONS

If you are planning to place more than one online machine in a location, you may want to connect them together so all of the ITNet machines share the same phone line. ITNet games can be connected together and share one phone line. Even if each machine is a different game or cabinet, only one phone line will be necessary for all the data to be transferred.

Connect the first game cabinet, such as a Golden Tee Fore! or Big Buck Hunter II to the phone line following the directions from the previous section.

Next, connect a second phone cable from the second phone jack on the game's PCB to the primary phone jack on your next game cabinet. Repeat this process to connect all your ITNet games.

> **NOTE!** Touch-IT must be the LAST game in the chain for successful calling.

INITIAL POWER-UP

Check the game inside and out for any imperfections. Secure any loose wiring or fastening hardware.

> **NOTE:**
> Make sure all assemblies are firmly attached. Anything that is not mounted securely will rattle when the game is played. This game makes use of low-frequency sounds which can cause any loose parts to rattle.

- Plug in the game and turn it ON.
- Wait for the machine to boot up. Look for anything unusual during this startup process.
- Check the picture once it appears. Adjust your monitor to get the best picture possible.

> **NOTE:**
> Proper monitor adjustment is very important. Wait at leasst 10 minutes before making any adjustments for the first time. Some test patterns are available through the game's system tests by pressing the Operator Adjust switch. Use them when making any adjustments. (See System Tests Menu).

Upon initial power-up, the game will default to Free Play, until an initialization call is made to ITNet. The initialization call uses a toll free number to determine the correct default settings for your area, and enable cash play.

Be sure to calibrate the touchscreen at power up and after each collection for optimal performance.

Try all coin switches. Drop quarters or tokens through to check the coin mechs. Insert a dollar bill into the bill validator and listen for the credits to ring up. Make sure the game is adding credits.

If you wish to automatically run a series of system tests, hold down the Operator Adjust button when you power up the game cabinet. The game will automatically perform the MAIN MEMORY, VIDEO MEMORY, PLAYER CONTROL, SOUND TEST and HARD DRIVE tests. This is a good, quick way to check the integrity of your PCB.

> Note! Units fitted with mechanical coin validators use only Coin 1. Units fitted with electronic acceptors may use Coin 1 through Coin 4.

ITNet Operator Registration

Follow these simple instructions to become eligible to operate ITNet online features. If you are already a registered ITNet operator, you can skip this step.

1. Fill out the ITNet Debit Account Form, found in Appendix A, and open a Debit Account at your local bank.
2. Read and sign the ITNet Operator Agreement, found in Appendix A.
3. Fax or mail these two forms to Incredible Technologies, Inc. to become an authorized ITNet Operator.

> **NOTE:**
> If you are already registered with ITNet and these forms are on file and in good standing, you do not have to fill them out again. All your ITNet games can share the same bank account.

4. Once these forms are processed, you will receive your ITNet Operator ID Card in the mail.

The Operator ID Card allows you to:

Register your games for online play right on-site.

Activate games, add and change location information, and de-activate games at the location.

Gain access to the personalized IT Operator Services web site.

Check audits and bookkeeping from your home or office.

> **NOTE!:**
> If you are a brand new ITNet operator and can't wait for your Operator ID card to arrive in the mail, you can fax the GAME REGISTRATION FORM, found in your ITNet Procedures Manual, to Incredible Technologies. The ITNet staff will then enter your machine's location data for you. Please allow 5 business days for processing. When your machine calls in, it will automatically register to your account and activate the online features.

ITNet Installation Procedure

Follow these simple instructions for game and ITNet setup.

1. Follow the instructions above to become an ITNet operator and receive your Operator ID card.
2. Set up your ITS-compatible game cabinet as you would any other video game. Refer to other sections in this manual for further help. Power should remain OFF at this point.
3. Turn on the game. You may have to wait a few seconds for hard drive access. If the game is not registered a screen will appear asking you to register. Follow the onscreen instructions to properly register your Touch-IT.
4. If the game is already turned on you can still use your card to register your game. Enter Operator Test Mode by pressing the Operator Adjust button or swiping your ITNet Operator Card. Then from the MAIN MENU, select ITNET, then REGISTER GAME/LOCATION. Follow the On-screen instructions. Swipe your ITNet Operator Identification Card when prompted.

> **NOTE:**
> If you do not have your Operator ID Card yet, you can fax the Game Registration Form to Incredible Technologies. The ITNet staff will then enter your machine's location data for you. Please allow 2 to 5 business days for processing. When your machine calls in, it will automatically register to your account and activate the online features.

5. Enter all of the necessary location information carefully and accurately. When completed, the game will automatically attempt to connect to ITNet. Pay attention to the various screen messages as the game makes its call, to spot any trouble areas.
6. Automatic installation is successful when the screen displays a SUCCESSFUL message. If any unsuccessful message appears, the game will try again automatically in a few minutes, or you can enter Operator Mode by pressing the test button inside the coin door or swiping your ITNet Operator Card, and manually force a call. If your first few attempts to call are unsuccessful, refer to the troubleshooting guide in your manual or call your distributor.
7. The game is now connected to the ITNet System and ready for public play! Online features will be automatically activated by Incredible Technologies.

GAME TEST MODE

Enter Operator Test Mode by pressing the Operator Adjust button inside the cash drawer or swiping your ITNet Operator Card. Test Mode allows you to adjust certain game settings and track valuable audits and bookkeeping information.

> **NOTE!**
> The current code version number and the Board Serial ID are displayed at the top of every menu.
> Call-in information is displayed at the bottom of each menu, including the Local time, the next scheduled call to ITNet, the last successful ITNet call, and the last attempted call to ITNet.

MAIN MENU

The first screen displayed in Operator Test Mode is the Main Menu. The Main Menu displays the various selections available to the operator.
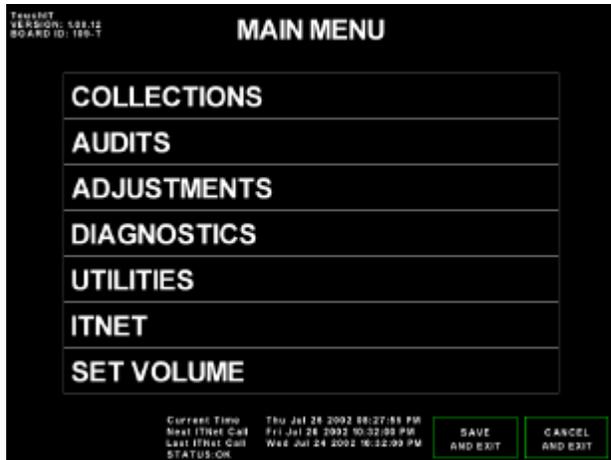
COLLECTIONS displays the current machine coin counts, for use in separation of ITNet fees from your collections.

AUDITS allows you to check your game's coin, play option, and lifetime audits.

ADJUSTMENTS is used for customizing the game to your location including player costs per game, high score resets, and default skins.

DIAGNOSTICS verifies the operation of the hardware, controls, monitor, sound and card reader through easy and automatic procedures accessed through this menu.

UTILITIES allows you to perform a variety of important functions, including touchscreen calibration and factory resets.

ITNET is designed to take advantage of many of the ITNet capabilities including registering your machine with ITNet, disabling/enabling calls to ITNet, and forcing a call to ITNet.

SET VOLUME adjusts the sound levels for your unit.

COLLECTIONS MENU

Use this screen to assist in bookkeeping when doing collections from your cabinet. This will show you the amount of money owed to ITNet as well as your portion currently in the cabinet.

This screen also displays important collection information that allows you to accurately determine your split with your location. Resetting this screen after every cash box collection will ensure the most accurate results.

LAST COLLECTION displays the date this screen was cleared last. Clearing this screen in conjunction with every collection will assure that the cash box matches the totals on this report.

TOTALS SINCE LAST COLLECTION displays the total number of dollars in the machine since the audits were last reset.

ITNET PORTION displays the amount of money owed to ITNet. Separate this amount from your collection before you make your split, if any, with the location. Deposit this amount into your debit account on a timely basis to ensure proper funds.

OPERATOR/LOCATION PORTION displays the amount of money in the machine, minus the ITNet portion. This is the amount of your collection that you may split with your location.

The **DO COLLECTION AND RESET AUDITS** button is used to erase all of the collection counts stored in memory and reset the game audits. Pressing this button will change all dollar amounts to zero, and update the Last Collection Date.

> **NOTE:**
> In order to make bookkeeping easier, all audits but the lifetime coin count will reset with each collection, making everything more synchronized. Lifetime audits do not reset.

AUDITS MENU

The **GAME AUDITS MENU** will supply you with a detailed accounting of helpful and informative bookkeeping and statistics.
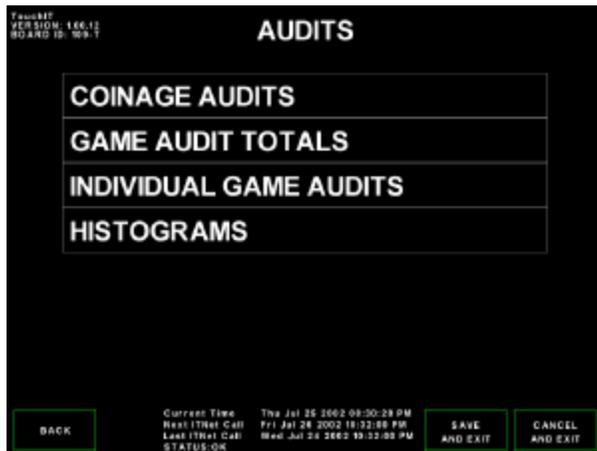
COINAGE AUDITS lets you review the coin audits for the game. This will give you information concerning how many were used in the various credit modes.

GAME AUDIT TOTALS displays the totals and percentages over the all the various games that were selected by players, and how long they played.

INDIVIDUAL GAME AUDITS is a breakdown of selections and times by players for each individual game available to play. Select any of the game titles to return current play information.

HISTOGRAMS displays the total number of games played, and the peak times that the unit is played, in easy to read graphs. Select Number of Games Played to view the various games selected by players, and find out which ones are the most popular. Select Peak Times Games Played to determine when your Touch-IT unit is being played most often.

ADJUSTMENTS MENU

Use this menu to adjust and customize Touch-IT to best suit your location. The following are brief descriptions of each adjustable function and what the screen looks like when displayed.
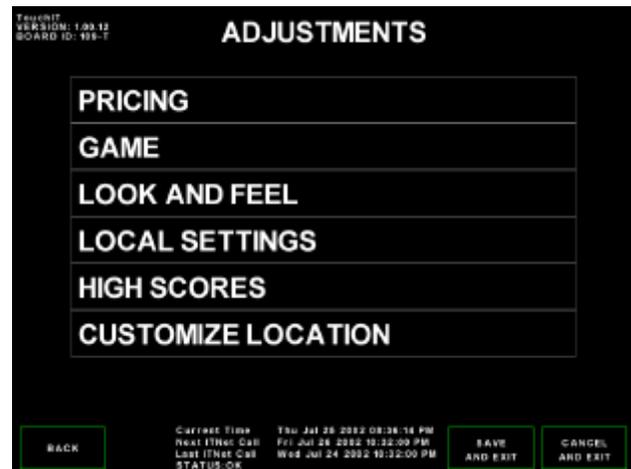
PRICING

This menu allows you to adjust the coin values of the coin mech and bill acceptor.

FREE PLAY, does not require coins for play. Select ON for Free Play, and OFF for coin play.

> **NOTE:**
> If FREE PLAY is set to ON, your machine will not allow Tournament or VIP play.

COIN VALUES: Use the "+" and"-" buttons to select values for the various coins that will be used in your Touch-IT unit. The number value represents the number of pulses that will be sent to the hard meters. In the US, the common coin is the Quarter, and the default setting is 1.

BILL VALUE: In the US, the factory installed bill acceptor automatically sends 4 pulses when a single bill is inserted, so this setting should be set to 1. If installing a new bill acceptor, please check the owners manual for the correct number of pulses for a single bill.

20 CREDIT BONUS: You can offer bonus credits to players who insert enough money at one time to give them 20 credits (equivilent to $5.00 in the US). Use the "+" and"-" buttons to select the number of credits to be added. The factory setting is OFF.

GAME

The Game menu allows you to adjust various game attributes. You can select to adjust individual games, or all games at once.

GAME ENABLED determines if the selected game will be available to players. YES means it is available, and NO means it is not.

CREDITS TO START determines the number of credits needed to begin a game. The default setting is 2.

SPECIAL CREDITS TO START and **DISCOUNT CREDITS TO START** determine any special increase or decrease in price that you may want to offer to players during specific time periods. To set the actual time frames, see the LOOK AND FEEL menu.

TOURNAMENT CREDITS TO START sets the number of coins needed for an ITS tournament game. Tournaments start and end automatically, as long as the machine is registered to ITNet. Generally, tournament games are twice that of regular play, since a portion of the tournament fees are used by IT to pay tournament prizes. The default setting is 4.

If the **SELECT ALL** button is chosen, this menu will update all of the games with the adjustments selected on this menu.

LOOK AND FEEL

Touch-IT lets you customize certain visual, audio and pricing attributes to best suit your specific location.
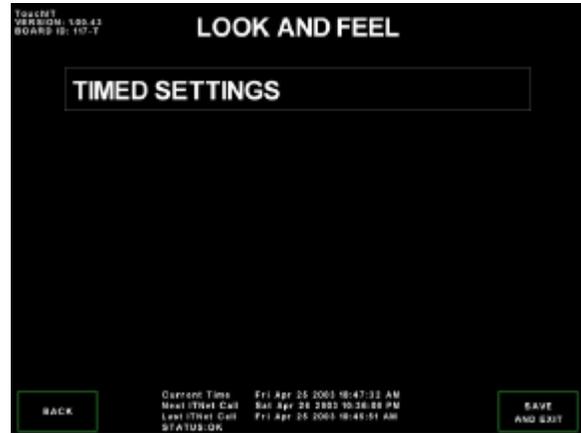
TIMED SETTINGS allows you to create special pricing for various times of the week. For example, if you wanted to host a "Solitaire Saturday", you could set the cost of the Solitaire game to one coin less than normal, during specific hours every Saturday.

The timed settings menu determines your schedule for these specials and events. Costs for specials on individual games are set in the GAME menu.

> **Note**:
> Touch-IT offers two separate opportunities to set special pricing. If you set up special pricing for two different time periods, make sure the time periods do not overlap.

Additional Manual Changes

Adaptable "Skin" technology has been removed.

ITNet registration is now optional. However, if you are already an ITNet operator, you can still register your game and connect it to a phone line, to enjoy free Operator Services through your secure website account.

Tournament and VIP play are currently not available.

LOCAL SETTINGS

Local settings let you customize your machine to comply with specific rules relating to your location.

Select **CARD GAMES** to choose the appropriate graphics for your state when playing card-based games. ON means traditional playing cards will be displayed. SYMBOL DECK displays cards using shapes and numbers. SYMBOLS ONLY displays a graphic representation with numbers and symbols. OFF will disable all card games.

Select **DICE GAMES** to choose the appropriate graphics for your state when playing dice-based games. ON means traditional dice will be displayed. SYMBOLS ONLY displays dice using numbers. OFF will disable all dice games.

FREE GAME FOR HIGHEST SCORE: You can award players a free game for the highest score, as an incentive to play more. To turn on this feature select ON. The default setting is OFF. Be sure this feature is allowed in your area before using it.

FREE GAME MATCH PERCENT: You can offer players a chance to be awarded a free game after each game played. To award more free games, increase the displayed value. To award fewer games, decrease the displayed value. Be sure this feature is allowed in your area before using it.

HIGH SCORES

Touch-IT lets you view and clear high scores for individual games.

First select the game you wish to view by pressing on the game logo.

To clear the scores, press the CLEAR button. The current scores will be replaced with factory-set names and scores as placeholders.

NOTE:
Once the CLEAR button has been pressed, the scores are erased and are not recoverable.

CUSTOMIZE LOCATION

This menu lets you control what the location managers can modify on your machine. During regular game play, you can authorize a location owner to be able to modify various localized settings using a pin number. Allowing the location manager to adjust these settings may save you some service calls.

AD SCREEN allows you to give the location owner the ability to post his own on-screen messages. ON allows location owners access to this feature.

CALIBRATION allows the location manager to calibrate the touchscreen. ON allows this feature.

Touch this area to access the keypad and enter a PIN.

Location owners can access a special keypad when the screen is touched in a specific area. The keypad asks for a 4-digit PIN that you give to the location manager. The default PIN is 0246. It is highly recommended that you change this PIN to a unique number immediately with every new unit.

DIAGNOSTICS MENU

Touch-IT has been inspected and tested at the factory and should arrive to you in perfect working order. If you are experiencing any problems with the game, the **DIAGNOSTICS MENU** is a good place to start when tracking down the problem.
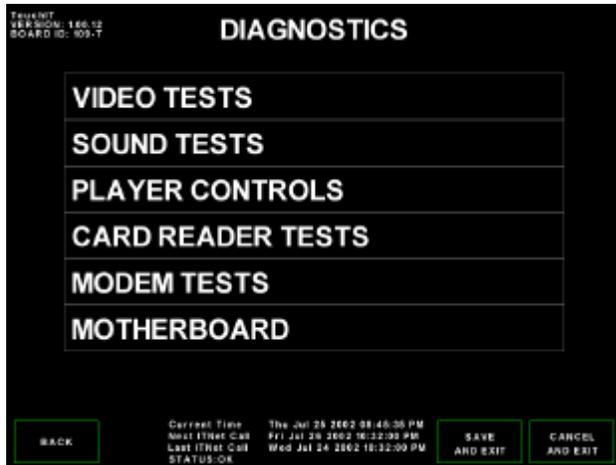
VIDEO TESTS

You can test your monitor and adjust colors or sizes by choosing **VIDEO TESTS** and pressing the desired test.
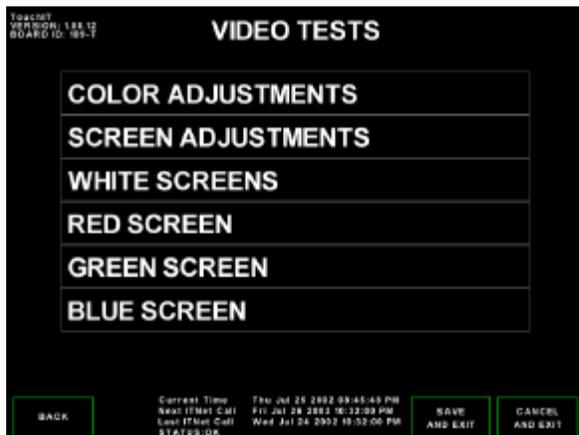
The screens are a grid of colored rectangles, a set of squares to test sizes, and then red, green, blue and white to test the condition of the monitor's components. Use these colors and grids to adjust your monitor so they look as good as possible.

SOUND TESTS

Choose **SOUND TEST** from the **SYSTEMS TESTS MENU** to test the sounds and speakers in the game. The section also tests the mechanical coin meter.
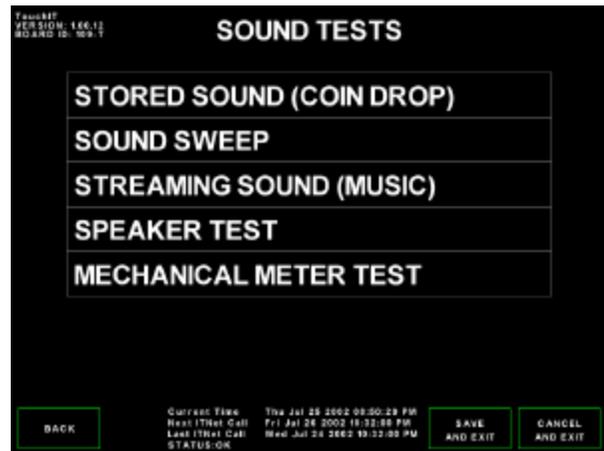
Press the desired sound to hear it play back. Press it again to cancel.

PLAYER CONTROLS

When **PLAYER CONTROLS** is selected, the screen will display a diagram of the Touch-IT inputs. The controls are highlighted on the diagram when the controls are active. Test all of the controls, including the hard meter and service switches.

CARD READER TESTS

This test checks the card reader hardware. You will see the message "SWIPE A CARD THROUGH THE CARD READER".

Swipe a card though the card reader. Normally the message "A CARD SWIPE HAS BEEN DETECTED." is displayed, as well as the recognized card type. If you do not get the message, try swiping a card at different speeds or use a different operator or player card. If still unsuccessful, contact your distributor or the IT service department.

MODEM TESTS

This menu tests the existence of the on-board modem as well as its ability to respond. Each machine needs its own working modem, even if daisy chained. Selecting t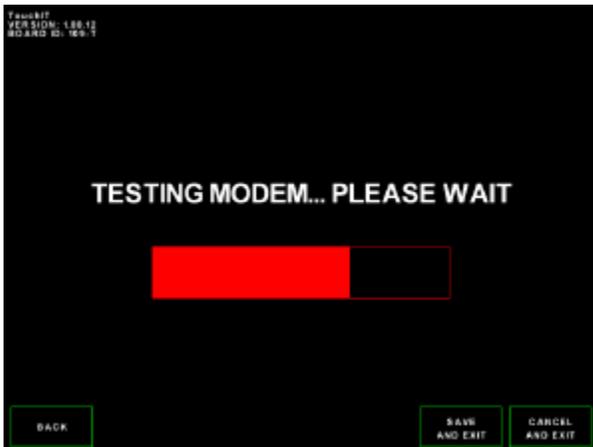his test will activate the test and a pass or fail message will appear. If the modem test fails, contact your distributor or the IT Service Department.

MOTHERBOARD

This test measures the temperature and fan on your main PCB. If the motherboard gets too hot, you may experience game failures. It is wise to check this test often to make sure the fan is working correctly and your system does not overheat.
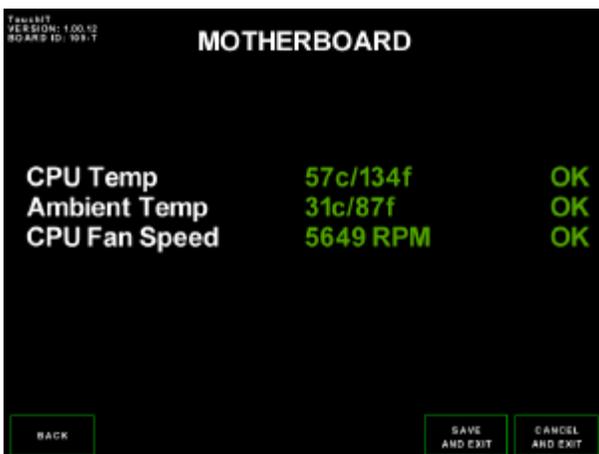
UTILITIES MENU

This menu allows you to perform a variety of tasks that are beneficial to you and your machine.
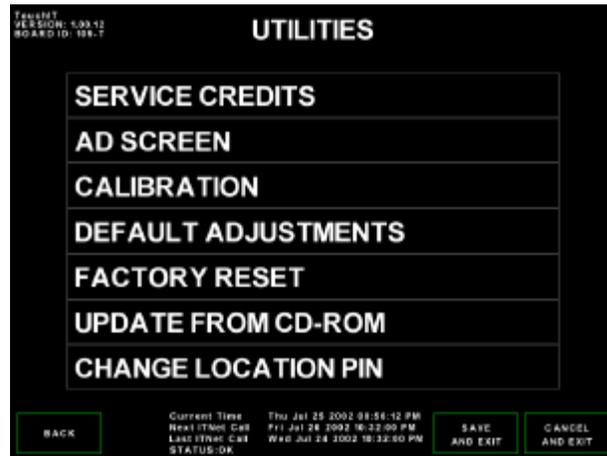
SERVICE CREDITS allows you to add a credit without adding any money.

AD SCREEN allows you to create advertisements that are displayed in the game's attract mode when no one is playing.

CALIBRATION allows you to calibrate your touch screen for best play results. Be sure to calibrate often.

DEFAULT ADJUSTMENTS resets your entire machine to factory default settings. Be sure you really want to do this before selecting OK.

FACTORY RESET clears all audits, including financial records, and all adjustable settings to factory settings. Be very sure you want to do this before selecting OK. Once selected, you cannot go back to your audits or previous settings.

UPDATE FROM CD-ROM is where you go to install a new CD update from IT. The screen offers instructions on how to perform the update. Look in this manual for more information on compatible CD-ROM Drives.

CHANGE LOCATION PIN allows you to create a special PIN number for your location manager. The PIN number allows the location manager to make some adjustments, based on your selections in the CUSTOMIZE LOCATION menu. The default PIN is 0246.

ITNET MENU

This menu is designed for the operator to interface with ITNet at the game itself. Instant registration, quick location information changes, and changing dialing functions are available from this menu.

ITNET ADJUSTMENTS

This menu is where you can disable or enable calling, change how your machine dials ITNet, or to force a call to ITNet.

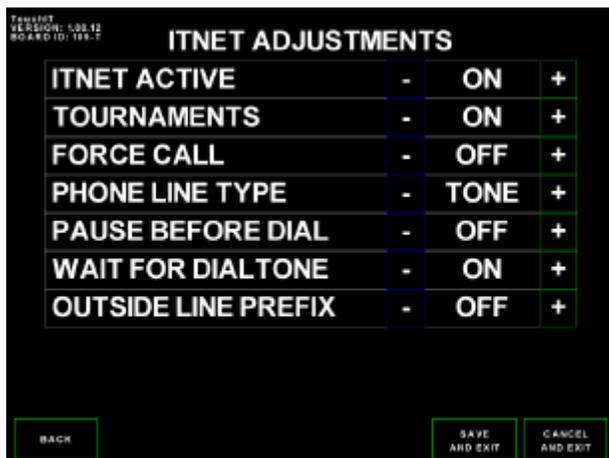**ITNET ACTIVE** is used when you temporarily want to disable ITNet on a certain machine (i.e. to get the phone line fixed), or when you want to re-enable a temporarily disabled machine back on ITNet calling. This does not take the place of UNREGISTRATION and you will still be responsible for that machine with ITNet. It is recommended that you only disable after the machine has made a successful call to ITNet.

NOTE:
Disabling calling will deactivate your machine from the VIP Club and Tournament play functions.

If you disable ITNet and later re-enable it, a successful call in to ITNet must occur for this status to be updated.

TOURNAMENTS lets you disable the ITS tournament function on your unit. Make sure the current tournament format is allowed in your state or location.

FORCE CALL is used to make your machine manually call ITNet at a time other than its regularly scheduled hour. This can be used when you are trying to fix the modem or phone line on your machine, or if you are about to disable calling and want the last set of information to be transmitted to the ITNet servers. This setting defaults to OFF. If you select ON, as soon as you Save and Exit the machine will automatically attempt to call ITNet.

PHONE LINE TYPE: While most phones use tone dialing, some still use rotary or pulse to dial. Accidentally setting this feature to Pulse on a tone line should not effect the call to ITNet.

PAUSE BEFORE DIAL is another quick access item designed to help ensure calls get made successfully to ITNet. The number you set here is the pause it uses to wait for the outside line. This is normally only required when you use a number to dial out with first, but won't hurt the machine if you leave the default set to 2.

WAIT FOR DIALTONE allows you to tell your machine whether or not to detect a dial tone when making an outside call. When set to ON, the machine's modem will wait to detect a dial tone before dialing. When set to OFF, the machine will not wait for a dial tone before dialing. For US machines, the default setting is ON and in most cases should not be changed.

NOTE:
If Dialtone Detect is set to OFF and there is a phone line connection problem, you will NOT see the "No Dialtone Detected" error message.

OUTSIDE LINE PREFIX is used when you need to change the number your machine uses to get an outside line. This is a quick-access menu so you don't need to go through the **CHANGE LOCATION INFORMATION** screens for this one change. You have the options of 0 through 9 and OFF (which means you do not require a prefix). The machine defaults to OFF but will display whatever you put in on the original registration screens.

REGISTRATION STATUS

CURRENT REGISTRATION STATUS displays the ITNet information the machine is currently operating under. This will display the most current entered information, including the board serial number, your operator ID number, and the location name, address, and phone number.
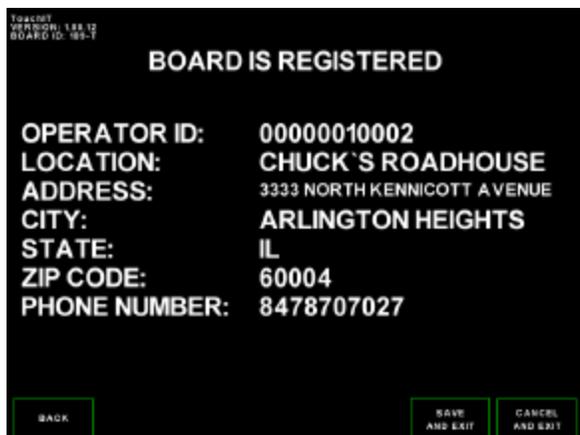
This screen displays the current ITNet registration status. If the game has been successfully registered, the messages will read: "Board is registered." If the game has never been registered, or has been unsuccessfully registered, the message will read: "This machine is not registered."

NOTE:
The new Touch-IT PCB has its own Serial number. This important number can be found at the top left corner of the screen in test mode.

NOTE:
Use your Operator ID card to register your game to your ITNet account. If you do not have your cards, please call us at 847-870-7027, x141 to order them. You can register your game in the mean time by faxing the completed Game Registration Form found in the Appendix A to IT for processing.

If you are updating location data on a registered machine, this screen will show the updated information after a successful call to ITNet. Note: If the machine is turned off before a call has been made, you will lose the new information until a successful call has been completed.

If you choose to register your machine via the Game Initialization form, send or fax it to Incredible Technologies. ITNet will try to process your paperwork within 3 to 5 business days. Make sure your machine makes a successful call to ITNet then the correct information will appear on this screen.

REGISTER GAME AND LOCATION

This menu is used to tie the game to the operator and its physical location. This is necessary for access to online ITNet features. This menu takes the place of the ITNet Registration Form. However you will still need to set up a debit account and sign an operator agreement, if you are not already a registered operator with ITS/ITNet. This menu is automatically displayed any time an unregistered machine is turned on.

NOTE:
Make sure you have your machine plugged into a phone line and your operator card ready. You will need to enter data into each field unless instructions state otherwise. Please abbreviate where necessary and read your information first before pressing YES on the field verification screens.

INSTRUCTIONS FOR REGISTERING YOUR MACHINE VIA ITNET:

1. Select **REGISTER GAME / LOCATION**.

2. Swipe your Operator ID Card through the card reader.

3. Enter the LOCATION NAME (Up to 20 characters long)

4. Enter the LOCATION CITY (Up to 20 characters long)

5. Enter the LOCATION STATE (Initials Only)

6. Enter the LOCATION STREET ADDRESS (Up to 40 characters long)

7. Enter the LOCATION ZIP CODE (5 digits)

8. Enter the LOCATION PHONE NUMBER (incl. Area Code) of the phone line the machine is plugged into (10 digits). **It is VERY IMPORTANT that this phone number is correct.**

9. You are now taken to the ITNet ADJUSTMENT screen, to check your phone setup. When the phone is set up correctly, press OK.

VERIFICATION SCREEN:

At this point you will come to a screen that shows the information you entered and asks you to verify it. If anything is incorrect, this is your chance to go back and correct it. If everything is correct press OK. This screen then tells you that you have completed entering in all the information and that the data must be transferred to ITNet in order to be successfully registered. Make sure the machine is plugged into a phone line.

CONTINUING ON WITH THE REGISTRATION PROCESS:

The game will then proceed to make a call to ITNet. If the call fails your data will be saved, as long as power remains to the game. If there are no power ups or resets, the machine will continue to try and send the data on its next call until it is successful. If your information did not go through the first time and you later get a successful call, you can check the registration status of your machine by going to the menu selection **REGISTRATION STATUS**. If the call is successful for the first time, a registration confirmation screen appears, confirming that the machine is now registered to ITNet. If the call is successful but there is a problem, a failure message is displayed. You may need to contact Incredible Technologies' Service Department. (For failed calls, see the Frequently Asked Questions Section.)

CANCELING THE REGISTRATION PROCESS:

Any data you entered will be saved and will reappear (until you power the game off) if you later choose to register or change your information. Your game will not have access to VIP or Tournament Play until you have registered your machine.

CHANGE LOCATION INFORMATION is for when you have changed the physical location of the machine. The difference between this menu selection and the **REGISTER GAME / LOCATION** is that you do not need to swipe your Operator ID Card and you won't need to re-enter all the information on each field that is already correct.

> **NOTE:**
> This function will only work if you have already registered that machine.

INSTRUCTIONS FOR CHANGING LOCATION INFORMATION:

1. Highlight CHANGE LOCATION INFORMATION.

2. Verify the information on each field as it appears on the screen.

3. Using the onscreen keyboard, change or correct all necessary information.

4. When you have typed in your new location information, exit the screen to initiate a call to ITNet. The information will be processed as soon as a successful call to ITNet has been made.

UNREGISTER GAME / LOCATION is used when you want to communicate that you are no longer responsible for the machine. After a verification screen and then a final phone call to ITNet, your game will be unassigned to you and the location. ITNet functions and Tournament play will be disabled as well. If you do not unregister successfully, you will still be held responsible for the game, and any subsequent ITNet billing.
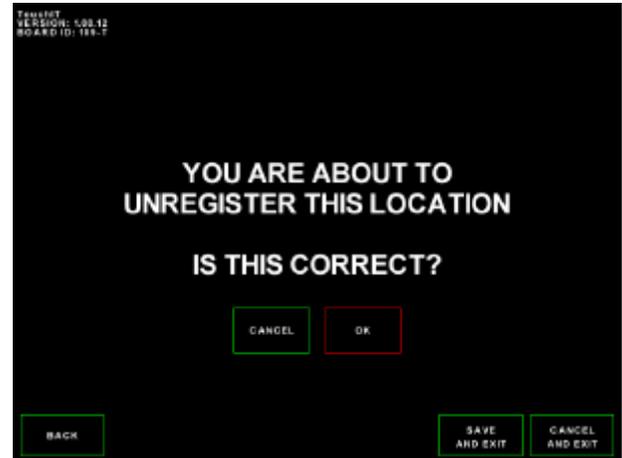
> **NOTE:**
> These last two functions will only work on a machine that has already been registered with ITNet. These functions cannot be accessed if the unit is not registered. Unregistering your machine will deactivate VIP and tournament play and one final, successful call will be required to ITNet in order for unregistration to be complete.

INSTRUCTIONS FOR GAME AND LOCATION UNREGISTRATION:

Select **UNREGISTER GAME / LOCATION.**

Read the warning screen carefully and select OK to unregister. As always you can cancel this procedure and go back to the ITNet menu.

The game will automatically force a call to ITNet to complete this process.

If the call is successful you will get a verification saying: Your unregister request has been received and processed by ITNet. If the call is not successful you will get a failure message and the data will be processed on the next successful call.

If you ever wish to run tournaments or other ITNet features again you will need to re-register your machine by going to the **REGISTER GAME / LOCATION** menu

GENERAL TROUBLESHOOTING

VIDEO PROBLEMS

Symptom	Probable Cause	Solution
No picture	Bad Connection.	Make sure there is AC power to the monitor. Make sure there are good connections from the main board's video output to the monitor's VGA cable.
	Hard Drive connected improperly.	Run the power-up test by holding the Operator Adjust button during power-up. Check all hard drive, power and IDE connections.
	Monitor.	Make sure the monitor is operating correctly. (Check it with another compatible logic board).
A message is displayed that reads "No Bootable Hard Drive Found"	Hard Drive connected improperly.	Run the power-up test by holding the Operator Adjust button during power-up. Check all hard drive, power and IDE connections.
Scrambled Picture	Missing sync connection or misadjusted monitor.	Check the sync connection - Adjust monitor.
	Hard Drive connected improperly.	Run the power-up test by holding the Operator Adust button during power-up. Check all hard drive connections.
Missing colors or washed out color	Bad video connections or misadjusted monitor.	Check the VGA cable connection to the main board. Make sure the monitor is operating correctly. (Check it with another compatible logic board).
Bright, blurry, or rolling picture	Misadjusted monitor.	Adjust the monitor, not the board.
Picture too large, too small, or off center	Misadjusted monitor.	Adjust the monitor, not the board.
Diagonal white lines or snow	GND problem or interference from other equipment.	make sure you have Video Ground connected at the monitor.

SOUND PROBLEMS

Symptom	Probable Cause	Solution
No sound	Bad connection to the board.	Check the speaker connections to the main PCB and to the speakers.
	Sound adjustment in Operator Adjustables	Check the volume setting in the OPERATORS ADJUSTABLE section of the Operator Mode. All of the attract mode sounds are "OFF".
	Hard drive connected improperly.	Run the power-up test by holding down the Operator Adjust button during power-up.
Sounds Bad	Miscellaneous	Check the speaker connections.

TOUCHSCREEN PROBLEMS

Symptom	Probable Cause	Solution
Touchscreen is not accurate	Dirty Screen.	Clean glass surface with a clean, soft cloth and an alcohol and warm water solution. DO NOT USE AMMONIA-BASED PRODUCTS on your touchscreen.
		Alert players to using one finger at a time when playing.
	Incorrect calibration.	Enter Operator Test mode and calibrate the touchscreen.
	Poor connection.	Enter Operator Test mode and run the Switch test under the System Tests menu.
	Bad Main PCB.	The yellow LED (Touch) should be dimly lit. When you touch the screen this LED should become bright.

CONTROL PROBLEMS

Symptom	Probable Cause	Solution
Service switches do not work.	Switches not properly connected.	Make sure that the 3 Pin switch harness is properly connected..
		Make sure each individual switch is working by doing the Control Panel Test found in the SYSTEM TESTS section.
Coin counter not working	Miscellaneous.	Make sure that the signal wire has a connection from the counter to the board.
		Make sure counter has correct voltage supply connected.
		Verify that the counter is good.

POWER-UP PROBLEMS

Symptom	Probable Cause	Solution
No reaction when game is turned ON	Lack of power.	Confirm Power switch is on. Verify that the line cord is plugged in. Check the outlet for power.
		Cabinet is not connected to earth ground. (All metal should be connected to the earth ground).
		Short between power and ground. Check for foreign material.
	Tripped Circuit breaker.	Press button on circuit breaker until it latches to restore power. Turn the unit off, wait 30 seconds, then reset.
	No power from the power supply.	Check that the Power Supply switch is on. Verify that the power cord to the supply is plugged in. Verify the ATX connector is lugged into the main PCB.
		Verify voltage selector switch or power supply is set correctly.
	Short on the board.	Check for loose or foreign material on the board.
	Hard drive connected improperly.	Run the power-up test by holding down the Operator Adjust button during power-up.

MISCELLANEOUS PROBLEMS

Symptom	Probable Cause	Solution
Green LED not blinking (D707)	Program not running.	Make sure all socketed IC's are seated correctly. Look for bent pins.
	Bad connections.	Make sure all cables are seated correctly.
Game comes up in Test Mode.	Dip Switch 1 is set to "ON".	Make sure Dip Switch 1 is set to "OFF".

CD-ROM Upgrade Problems

Symptom	Probable Cause	Solution
Will not begin the update or update gets stuck on a file	Low voltage after CD-ROM is connected.	Check all power supply voltages.
	Incompatible CD-ROM Drive.	Try a different CD-ROM Drive. Use the list of known good drives below.
	Possible faulty CD.	Try a different CD.
Game powers up locked in Free Play mode, with Tournament and ITNet disabled	Game is not registered to ITNet.	Complete a successful call to ITNet to enable cash play.
	Security chip is bad or damaged.	Check security chip for bent pins. Make sure pin 1 is oriented correctly.
Game powers up and immediately resets	Security chip is bad or damaged.	Check security chip for bent pins. Make sure pin 1 is oriented correctly.

CD-ROM Drives Listing

Below is a list of CD-ROM Drives that are known to work with Touch-IT. Many different CD-ROM drives will work with this process. The length of the update will depend on the speed of the CD-ROM Drive you use.

Sony	CDU -4821	Memorex	CD 482E
Sony	CDU5211-10	Mitsumi	CRMC-FX400D
Hitachi	CDR-8330	Actima	A36T
Teac	CD-56E	Afreey	CD-2050E
Sony	CDU-4011	Panasonic	CD-594-C
LG CDR	8400B	Toshiba	XM-6102B

Power Surge Protection Recommendations

If you are in an area of the country that experiences frequent lightning strikes, or in a location with unreliable power distribution, it is recommended that you protect your entire system from lightning strikes, power surges and brown outs. The following products or equivalent are highly recommended. If power to the location is lost, these products will allow the machine to continue working for at least 5 minutes, allowing players to complete their games in progress. These products are available in many retail chains, such as CDW and Best Buy.

APC Back-UPS 500 (or equivalent)
Emergency battery backup and surge suppression for your entire system.
The effects of power problems include lockup, complete data loss, hardware degradation, damaged motherboards, and more, making downtime inevitable. An APC Back-UPS instantly switches your game to emergency battery backup power and allows you to play through brief power outages or to shut down your system in the event of an extended outage. High-performance surge suppression protects your game from electrical noise and damaging power surges - even lightning.

APC ProtectNet PTEL2 (or equivalent)
To protect from lightning strikes through the phone line.
This is a less expensive solution, but will only protect damage that may come through the phone line.
Protect your voice mail, answering machine, telex and fax machines, modems and other telephone equipment with the ProtectNet PTel2 model. The PTel2 provides 2-line (4-wire) telephone line surge protection. PTel2 accommodates both standard RJ-11 and RJ-45 telephone jacks and features a self-resetting fuse which makes it maintenance free!

These products and others like them are available from many retail sources, such as Computer Discount Warehouse (CDW) and Best Buy.

PINOUT CONNECTIONS

DB25 (Male) Pinouts

PIN	WIRE COLOR	SIGNAL	PIN	WIRE COLOR	SIGNAL
1	Orange/Black	Coin +12V (fused)	14	Yellow/Black	Coin 1
2	Yellow/Brown	Coin 2	15	Yellow/Red	Coin 2
3	Gray/White	Bill In	16	Black	Coin Ground
4	Black/Green	Operator Adjust	17	Black	Sw Ground
5	Orange/Black	LED +12V (fused)	18	Violet/White	Card TxD
6	Violet	Card RxD	19	Black	Card Ground
7	Yellow/Orange	Coin 3	20	Black/Blue	Calibrate
8	Black	Bill In Ground	21	Red/Green	Coin Meter
9	Orange/Black	Card +12V (fused)	22		
10			23		
11			24	Orange/Black	Fan +12V (fused)
12	Black	Fan Ground	25	Black	LED Ground
13	Red/Black	Coin +5V (fused)			

DB15 (Video Cable) Pinouts

PIN	SIGNAL	PIN	SIGNAL
1	VGA Red Gun	9	+5 (fused)
2	VGA Green Gun	10	Sync Ground
3	VGA Blue Gun	11	Monitor ID0
4	Monitor ID2	12	SDA
5	Ground	13	Horizontal Sync
6	Red Gun Ground	14	Vertical Sync
7	Green Gun Ground	15	SCL
8	Blue Gun Ground		

Pinout Diagrams

DB25 (Male)
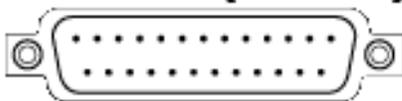
Update Port (Female)

DB15 VGA (Female)
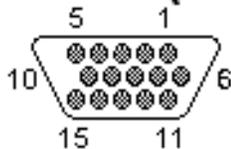
5   1
10   6
15   11

RJ11 Phone (Female)

ITNᴇᴛ DEBIT ACCOUNT FORM

**You MUST have this form on file at Incredible Technologies, Inc.
or your games will not be activated for online play.**

**After processing of the ITNet forms, a personalized Operator Identification Card will be mailed to
you. The Operator Identification Card allows you to immediately register your games on-site.**

Billing Information for Automatic Debit Payments

Authorization Agreement for Pre-authorized Payments For participation in ITNet and the International Tournament System (ITS).

I (we) authorize Incredible Technologies, Inc., hereafter called COMPANY, to initiate debit entries to my (our) bank account indicated below. I (we) authorize the financial institution named below, hereafter called INSTITUTION, to credit the amount of such entries to my (our) account to correct any errors, and the Institution to deposit any such corrections to my (our) account. I have attached an unsigned and voided check or deposit statement for the account I wish to be debited from time to time and in varying amounts.

❑Checking Account   ❑Savings Account

_____
Company Name

_____
Address

_____
City, State, Zip

_____
Company Contact

(___) _____ (___) _____
Phone Number   Fax Number

_____
Email address

_____
Distributor

_____
Bank Account Number

_____
Bank Routing Number **(VERY IMPORTANT)**

_____
Bank Name

_____
Bank Address

_____
City, State, Zip

(_____)
Bank Phone Number

To assist in verifying data, attach an unsigned voided blank check from your account.

The authority is to remain in full force and effect until I (we) revoke the agreement in writing as hereafter provided. Any revocation is effective only after COMPANY has received written notice from me (us) to terminate this agreement in such time and manner to afford a reasonable opportunity to act upon the notice. I (we) have the right to stop payment of a debit entry by notification to the Institution in such time and manner to afford a reasonable opportunity to act prior to charging the account. A copy of this authorization will be provided at your request.

Email Addresses

Incredible Technologies can alert your to a variety of information through email. Please fill in the name and email address of the parties responsible for the following areas:

Main_____   _____
            Main Contact Name   Main Contact Email Address

Billing_____   _____
            Billing Contact Name   Billing Contact Email Address

Technical_____   _____
            Technical Contact Name   Technical Contact Email Address

Promotions_____   _____
            Promotions Contact Name   Promotions Contact Email Address

Authorized Signature_____Date_____
Signature MUST accompany this form.

Fill out this form completely and mail or fax to:
Incredible Technologies, Inc.
3333 N. Kennicott Ave. Arlington Heights, IL 60004
(847) 870-7027 Phone   (847) 870-0120 Fax

Allow 3 to 5 Business Days for Processing.   rev 08/02

ITNᴇᴛ OPERATOR AGREEMENT

This Agreement is entered into this _____ day of _____, 20_____, between Incredible Technologies, Inc. (IT) of 3333 N. Kennicott Ave., Arlington Heights, IL 60004 , and _____(OPERATOR),
<div style="text-align:center">(company name)</div>

_____ .
<div style="text-align:center">(address)</div>

For and in consideration of the mutual promises contained herein and other valuable consideration, the receipt and sufficiency of which is hereby acknowledged, the parties agree as follows.

1. APPLICATION

This Agreement shall apply to operation of ITNet™ compatible products (ITGAMES) and is valid for a period of one year from the date written above, and will automatically renew for successive one year periods unless revoked in writing not less than 60 days prior to the renewal date.

2. IT OBLIGATIONS

IT agrees to do the following:

A. Administer the ITS and run tournaments to the best of their ability throughout the year, and include OPERATOR ITGAMES in such tournaments providing OPERATOR has complied with all ITS rules and regulations and this Agreement;
B. Be responsible for payment and distribution of all tournament prizes;
C. Administer and support player's online statistics in the form of reports and leaderboards;
D. Fax or mail billing statements to OPERATORS at least 4 business days prior to the date of automatic debiting of amounts owed to IT for online entry fees;
E. Provide all bookkeeping services for ITNet entry fees, ITS prizes awarded, IRS 1099 reporting, and the like;
F. Warrant ITGAMES for 90 day replacement for defects in materials and workmanship;
G. Use best reasonable efforts to positively promote the ITNet, ITS and ITGAMES.

3. OPERATOR OBLIGATIONS

OPERATOR agrees to the following:

A. Fill out and submit ITS Debit Account Form, and properly register all ITGAMES;
B. Comply with the rules and regulations of the ITNet, and ITS, and report non-compliance or cheating on ITS rules should this become known to OPERATOR;
C. Pay all money owed to IT in a timely and professional fashion;
D. Only operate ITGAMES in public, commercial establishments where OPERATOR has used its best, good-faith efforts to determine that the running of the ITS tournament system complies with local, state and other governing body laws and regulations;
E. Allow IT at its discretion to place corporate sponsorships and advertisements on ITGAMES.
F. Allow IT at its discretion to place registered location addresses on the IT web site.

4. TOURNAMENT PROCEEDS TAXES

OPERATOR agrees to pay all taxes, fees, licenses and assessments of any kind which may be assessed by any governmental body on the ITNet monies to be sent to IT, including, but not limited to any gross receipts taxes. If OPERATOR fulfills all its obligations under this Agreement, IT agrees to credit OPERATOR five percent (5%) of the online entry fees at each billing cycle.

5. CONFIDENTIALITY

Each party agrees that the trade secrets, technological information, marketing plans, and any other confidential business information disclosed in the course of performance under this Agreement, shall be held in the strictest confidence and not disclosed to anyone without the written consent of the other party, except by written order of a court or other legal authority with appropriate jurisdiction. IT agrees that it will not disclose information about the ITNet earnings of specific locations, or that OPERATOR has specific locations, except that IT may disclose information that a specific serial number, with no reference to a location, is earning less in entry fees to IT than the cost of local prizes and maintenance of that unit on the ITNet system. The obligations of the parties under this section shall survive the termination or expiration of this agreement for a period of two years.

6. MISCELLANEOUS

The validity and construction of this Agreement and of the rights and obligations herein shall be determined and governed by the laws of the State of Illinois. The parties agree that any and all disputes or litigation related hereto, shall be resolved in the state or federal courts within Cook County, Illinois. If any provision of this Agreement shall be determined to be invalid, unconstitutional, or illegal, such provision shall be stricken and this Agreement shall continue in full force and effect as to all remaining provisions. The headings in this Agreement are inserted for convenience and reference only, and are not intended to be part of or to affect the meaning or interpretation of this Agreement. This Agreement may herein not be modified or altered except by written instrument duly executed by both parties. This Agreement supersedes and cancels all previous agreements, negotiations, commitments and representations regarding the subject matter of this Agreement which may have previously been made between the parties, whether orally or in writing.

By:
OPERATOR COMPANY NAME   OPERATOR SIGNATURE

Incredible Technologies, Inc.   By:

rev 08/02

ITNET GAME REGISTRATION FORM

USE THIS FORM ONLY IF YOU CANNOT REGISTER YOUR GAME ON-SITE.

For faster service, Use Your ITNet Operator Identification Card and Register Your Game Right at the Location!

Company Name:_____ **Contact:**_____

Address:_____

Phone:_____ **Date:**_____

Fax:_____ **Email:**_____

ITNet Operator Number (if known):_____

Debit Account On File: ❑Yes ❑No **If No, include ITS Debit Account Form.**

Game Type: ❑ Touch-IT   ❑ Golden Tee Fore!   ❑Big Buck Hunter II

Game Serial Number:_____
       This number is displayed in test mode.

Location Name:_____
       Please limit location name to 20 characters or less.

Location Address:_____

City/State/Zip:_____

Location Phone Number: (_____)_____
    To avoid excessive phone charges, please enter the phone number of the jack that the machine is connected to.

Preferred Call-In Time:_____❑am ❑pm

Please Select One of the Following:

❑ **Please REGISTER this Game.**

❑ **Please UNREGISTER This Game.**

❑ **This Game is in a NEW LOCATION.**
   Old Location Name:_____

Fill out this form completely and mail or fax to:

Incredible Technologies, Inc.
3333 N. Kennicott Ave. Arlington Heights, IL 60004

(847) 870-7027 Phone (847) 870-0120 Fax

Allow 5 to 8 Business Days for Processing.   rev 08/02

WIRING DIAGRAM

WARRANTY INFORMATION

Warranty, Repair and Return Policy

- 90-day warranty on all electronic components. All warranty periods begin on the date of purchase from Incredible Technologies, Inc.

- There is a minimum $55.00 service charge for all non-warranty repairs or returns.

- For all servicing, return to Incredible Technologies, Inc.

- ANY non-factory repair or attempted repair voids warranty.

Return Merchandise Authorization

- All returned merchandise must have a Return Merchandise Authorization (RMA) number marked clearly on the outside of the package.

- You must obtain all RMA numbers from your authorized Incredible Technologies, Inc. distributor. Please have your Incredible Technologies, Inc. serial number available when calling for an RMA number.

- Merchandise returned without an RMA number will not be accepted.

- Advance replacement boards will be shipped to distributors or, at the distributor's request, will be shipped directly to the operator.

- Advance replacement boards will be billed to the distributor until Incredible Technologies, Inc. receives the returned board, at which time a credit will be issued.

- All repairs and/or replacements will ship as soon as possible after receipt or request (subject to availability).

If the original purchaser discovers any physical defect in the media (disk, EPROM, tape) on which the software is distributed or in the documentation, which in the opinion of Incredible Technologies, Inc. (IT) prevents the product from being used as reasonably intended, IT will replace the media or documentation at no charge. The purchaser must return the item to be replaced, with proof of purchase, to IT within 90 days after taking delivery of the software.

IT warrants to the original purchaser that the hardware product is in good working condition for a period of 90 days from taking delivery of the product. Should this product, in IT's opinion, malfunction within the warranty period because of a defect in design, materials, or workmanship, IT will repair or replace this product without charge under the terms as follows. Replacement of either the hardware product or its component parts will be only on an exchange basis. Any replaced parts or components become the property of IT. This warranty does not apply to those products that have been damaged due to accident, abuse, improper installation, natural disaster, or unauthorized repairs or modifications.

IT excludes any and all implied warranties, including warranties of merchantability and fitness for a particular purpose, and limits the purchaser's remedy to returning the software, hardware, or documentation to IT for replacement.

IT makes no warranty or representation, either express or implied, with respect to this software, hardware, or documentation, their quality, performance, merchantability, or fitness for a particular purpose. This software, hardware, and documentation are licensed "as is," and the purchaser/licensee assumes the entire risk as to their quality and performance.

In no event will IT be liable for direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the software, hardware, or documentation, even if advised of the possibility of such damages. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. No person, seller, dealer, agent, or employee is authorized to make any modification or addition to this limited warranty.

Some states do not allow the exclusion of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

- INCREDIBLE TECHNOLOGIES, INC Ver. 08/02

Industry Canada (IC) Notice

NOTICE: The Industry Canada (IC) label identifies certified equipment. This certification means that the equipment meets telecommunications network protective, operational and safety requirements as prescribed in the appropriate Terminal Equipment Technical Requirements document(s). The department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local Telecommunications Company. The equipment must also be installed using an acceptable method of connection. The customer should be aware that compliance with the above conditions might not prevent degradation of service in some situations.

A representative designated by the supplier should coordinate repairs to certified equipment. Any repairs or alterations made by a user to this equipment, or equipment malfunctions, may give the telephone communications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection, that the electrical ground connections of the power utility, telephone lines, and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas. **Caution**: Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

NOTICE: The **Ringer Equivalence Number** (REN) assigned to teach terminal device provides an indication of the maximum number of terminals allowed to be connected to a telephone interface. The termination of an interface may consist of any combination of devices subject only to the requirement that the sum of the Ringer Equivalence Numbers of all devices not exceed 5.

REN: 1.0B

WARRANTY AND REPAIR SERVICE:

Incredible Technologies, Inc.
3333 N. Kennicott Ave.
Arlington Heights, IL 60004
(847) 870-7027 • (847) 870-0120 Fax
http://www.itsgames.com

FCC Regulation Compliance

- This equipment complies with Part 68 of the FCC Rules. On the back of this equipment there is a label that contains, among other information, the FCC Registration Number and Ringer Equivalence Number (REN) for this equipment. You must, upon request, provide this information to your telephone company. (NOTE: REN is not required for some types of analog or digital facilities.)

- This equipment uses RJ11.

- FCC compliant telephone cord and modular plugs are provided with this equipment. This equipment is designed to be connected to the telephone network or premises wiring using a compatible modular jack which is part 68 compliant. See installation instructions for details.

- The REN is useful top determine the quantity of devices you may connect to your telephone line and still have all those devices ring when your telephone number is called. In most, but not all areas, the sum of the REN's of all devices connected to one line should not exceed five (5.0). To be certain of the number of devices you may connect to your line, as determined by the REN, you should contact your local telephone company to determine the maximum REN for your calling area. (NOTE: REN are associated with loop-start and ground-start ports. Do not use for E&M or digital ports.)

- If your telephone equipment causes harm to the telephone network, the Telephone Company may discontinue your service temporarily. If possible, they will notify you in advance. But is advance notice is not practical, you will be notified as soon as possible. You will be informed of your right to file a complaint with the FCC.

- Your telephone company may make changes in its facilities, equipment, operations and procedures that could affect the proper functioning of your equipment. If they do, you will be notified in advance to give you an opportunity to maintain uninterrupted telephone service.

- If you experience trouble with this telephone equipment, please contact Incredible Technologies technical department at 847-870-7027 for information on obtaining service or repairs. The Telephone Company may ask you to disconnect this equipment from the network until the problem has been corrected or until you are sure that the equipment is not malfunctioning.

- No user serviceable parts are contained in this equipment.

- This equipment may not be used on coin service provided by the Telephone Company. Connection to party lines is subject to tariffs.

ITN<small>ET</small> SALES AND SERVICE

Contact the following for more information on ITNet and Touch-IT!

ITNet Sales Information:

Check the IT web site at www.itsgames.com for an Authorized Distributor near you.

National Sales Director
Don Pesceone
Incredible Technologies, Inc.
(847) 870-7027 x 189
dpesceone@itsgames.com

Sales Coordinators
Debi Bott
(847) 870-7027 x130
dbott@itsgames.com

Katrina Braun
(847) 870-7027 x196
kbraun@itsgames.com

ITNet Service Information

Technical Information:
Incredible Technologies, Inc.
847-870-7027 x 121

ITS Prize Claims:
Incredible Technologies, Inc.
847-870-7027 x 181

Neotec:
Phone: 909-626-9889
Fax: 909-626-0990

Warranty and Repair:
Incredible Technologies, Inc.
847-870-7027 x 151/177

ITNet Accounting:
Incredible Technologies, Inc.
847-870-7027 x 117

Imperial:
Midwest: 800-386-7040
East Coast: 800-526-6261
West Coast: 800-423-2753

Parts Orders:
Incredible Technologies, Inc.
847-870-7027 x 190

Mars Technical Service:
Phone: 800-345-8172

Imonex
Phone: 800-466-2719

Happ Controls:
Phone: 800-BUY-HAPP

REPLACEMENT PART NUMBERS

Please refer to these IT part numbers when placing orders.

900002017   **Touch-IT Tournament Main board, U.S. Version**

900010230   **Touch-IT Hard Drive**

745000250   **Touch-IT Power Supply**

740000230   **Touch-IT Speaker**

NEW JERSEY MANUAL ADDENDUM

PLEASE NOTE:

ONLINE AND TOURNAMENT PLAY IS NOT AVAILABLE IN THE STATE OF NEW JERSEY.

The Touch-IT™ unit sold and operated in New Jersey is required by state law to be "stand alone", with no modem support, local network support or ability to communicate with any external computer or computer network.

All references in the manual to tournament play, online play, ITNet® features and procedures, clearing coin audits, modem diagnostics and external ports and connectors do not pertain to machines operated in this state.

The Touch-IT™ units sold and operated in the state of New Jersey do not have the ability to "re-configure" the unit to enable tournament play, to enable any type of payout (cash tickets, coupon dispensing, on line winnings, etc), to enable pornography, or to clear the credits from the game.

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