



System Setup Menus & Collections Guide

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SYSTEM MENUS

GETTING STARTED

Navigating the Menu System

The System Menus cover a variety of important areas including collections, tests, game adjustments, and optional settings. You should familiarize yourself with these menus, as they are designed to optimize your game for your location and your business.

Pay particular attention to the [Collection Settings](#), as they will detail how much money to give to your location, and how much money to set aside for ITNet®. There are also menus that allow you to adjust various split percentages for a variety of different charges. **These screens can help you maximize your investment and involve your location in the costs associated with your equipment.**

Entering System Menus

Use the key to open the control panel and use the Red/Test button under the control panel to access the game's System Menus.

Selecting a Menu

A menu option can be selected at any time by rolling the trackball up or down or by pressing the **Left** or **Right** buttons.

Choosing a Menu/Option

A menu option can be chosen at any time by pressing the **Start** button.

Changing a Value

A value can be changed at any time by rolling the trackball left or right.

Note: Some features may not be allowed in certain states or local jurisdictions. Be sure to check your local laws before activating or allowing any features that may be questionable in your area. **Particularly if your state or jurisdiction does not allow the display of playing cards, you will want to disable [Vegas Bowling](#).**

MENU NAVIGATION SHORTCUTS

Shortcuts to frequently accessed areas of the menus.

Force a Call

- Push the Red/Test button under control panel
- Select the **Network & System**
- Select the **ITNet & Network Settings**
- Select **Force Call**
- Exit all the way out when complete

Change Collection Settings

- Push the Red/Test button under control panel

Register a New Account

- [ITNet Operator Services](#) (External Website)
- Make any necessary changes
- Select **Do Collection**

Add Operator Free Cash

- Push the Red/Test button under control panel
- Select **Game Financials>Collection Settings**
- Select **Add Free Cash**
- Move the trackball to select the desired dollar amount
- Select **Save Free Cash** and press Start

SYSTEM MENU

The Main Menu displays five main areas plus [Contact Us](#) that make up System Setup mode. Please familiarize yourself with these areas, as they will help you maximize your earnings potential.

[Gameplay Settings](#) (Page 4)

This section has leaderboards, sound adjustments, beer frame spotlight, attract mode and game options.

[Game Audits](#) (Page 11)

This area allows operators to see the game modes that have the highest traffic and which features are seeing the most use and/or spending.

[Network & System](#) (Page 13)

This section details various ITNet settings, such as game registration and connection settings with ITNet.

[Game Financials](#) (Page 19)

This area allows operators to add free cash and set collection settings such as fee and income splits and tax settings.

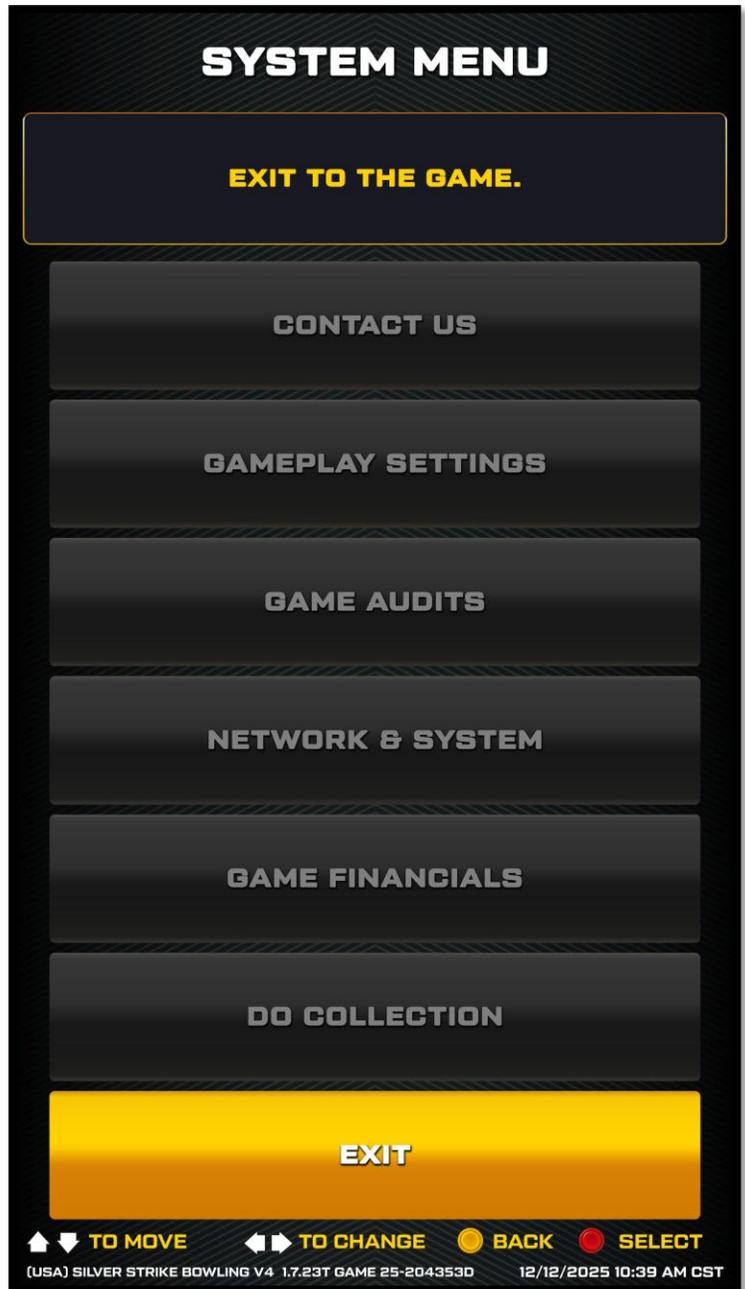
[Do Collection](#) (Page 26)

This section displays your machine's monetary activity and details the various areas for income and expenses. This section should be reviewed during every collection to make sure you manage your split correctly.

Exit/Exit to the Game

This will exit the System Setup menus and take you back into the game's attract mode.

Go back to [Getting Started](#) in this Guide.



GAMEPLAY SETTINGS

The Gameplay Settings menu houses various adjustable settings relating to the cabinet and is divided into six sections.

[Reset Leaderboards](#)

This area allows you to clear any or all local Leaderboards and high score screens.

[Sound Adjustments](#)

This area allows you to adjust the various sound settings including attract mode sounds, game volume, and stereo setup.

[Beer Frame Spotlight](#)

Various options for how to display marketing messages with this feature.

[Attract Mode Adjustments](#)

Adjustments for the Attract Mode

[Active Game Types](#)

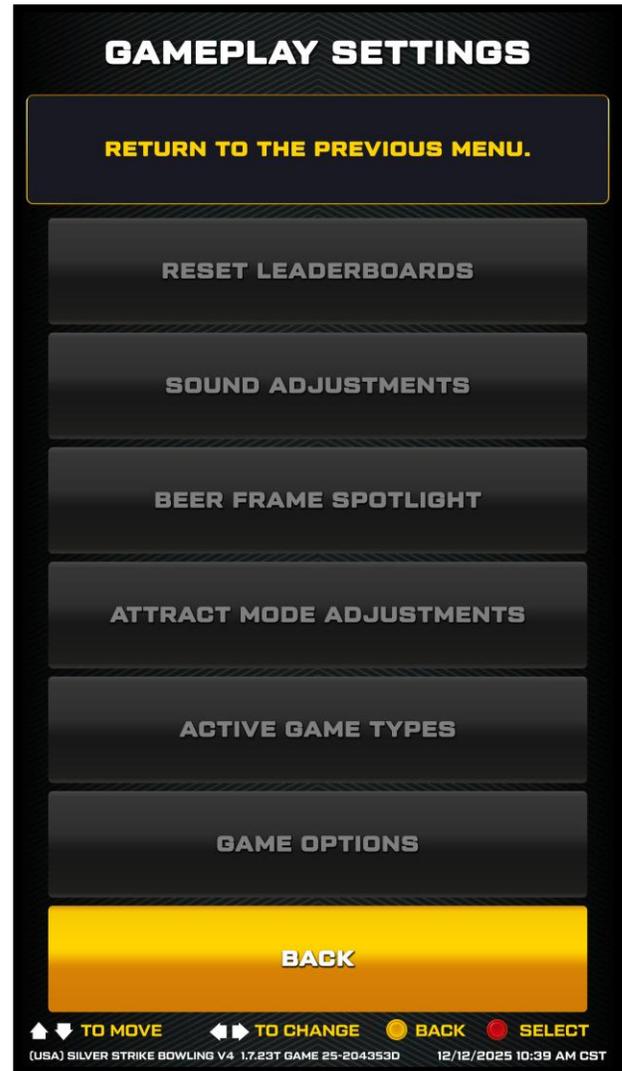
Various types of Games to choose, such as Strike Derby or League Play

[Game Options](#)

This area has various timeout options and will be reserved for future updates.

Back/Return to the Previous Menu

Returns to [System Menu](#).



RESET LEADERBOARDS

The first screen asks if you would like to Reset All Leaderboards. If you choose this option, it will reset every leaderboard on the machine.

If you only want to reset a specific leaderboard, choose from the Reset Menus below. The menu will always ask **Are you sure you want to reset the leaderboard?**

Reset:

Single Game

This resets the leaderboard for a single game.

Series Game

This resets the leaderboard for a series of games.

Note: Series games are not a game type but receive their own leaderboards because scores will be much higher for a series game than a single game.

Vegas Card Hand

This resets a Vegas Card Hand. This is a selectable game mode that displays cards for every mark earned. **Turn this option OFF in jurisdictions where the display of playing cards is not allowed. See Active Game Types below.**

Local Rankings

Local rankings include all online players who have registered on this cabinet. A player's local ranking is listed with their statistics before an online game begins. A player must have played 3 games on this cabinet to have established an average score, which is used to determine ranking.

Strike Derby

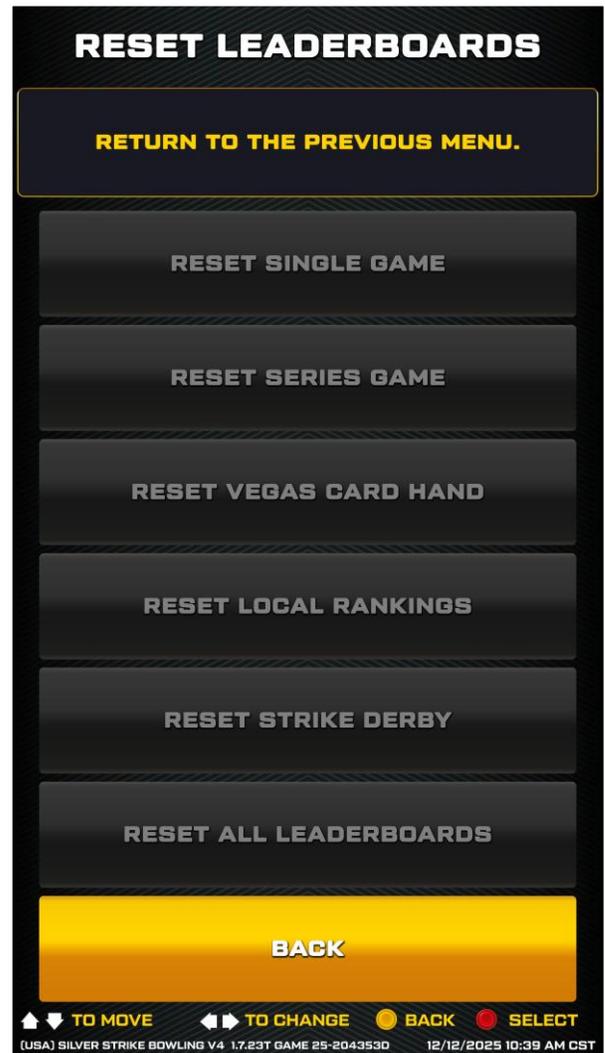
This resets the Strike Derby.

All Leaderboards

Back/Return to the Previous Menu

Returns to [Gameplay Settings](#)

For more information on these game types, see [Active Game Types](#).



SOUND ADJUSTMENTS

This screen details various adjustments, such as volume, that affect the sound of the game.

Game Volume

This option lets you adjust the In Game volume from OFF to 100%. **The default is set to 50%.**

Attract Mode Volume

This option lets you adjust the Attract Mode volume from OFF to 100%. **The default is set to 50%.**

Attract Sound Recurrence

This adjusts how often sounds are played in Attract Mode: Never, Rare, Sometimes, Often and Always. **The default is set to On – Sometimes.**

Speaker Port

The machine uses HDMI as default. Update pending in future release.

Speaker Mode

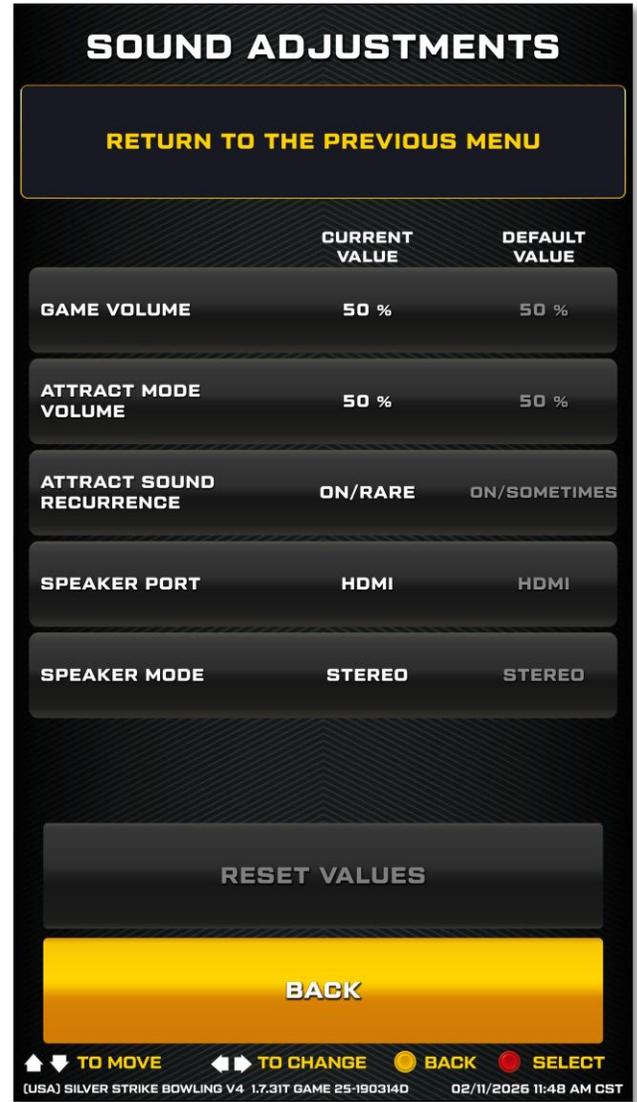
The machine uses Stereo as default from the TV speakers.

Reset Values

This resets all values to their default value located on this page.

Back/Return to the Previous Menu

Returns to [Gameplay Settings](#)



BEER FRAME SPOTLIGHT

When the Beer Frame Spotlight mode is turned ON, locations can display a promotional message (typically food or drink specials) to patrons. The following options are available for when the message appears: Attract Mode only, In-Game only (during the fifth frame), Attract & Game.

Use the three lines to **Edit Message** and create site-specific marketing for your location.

Preview

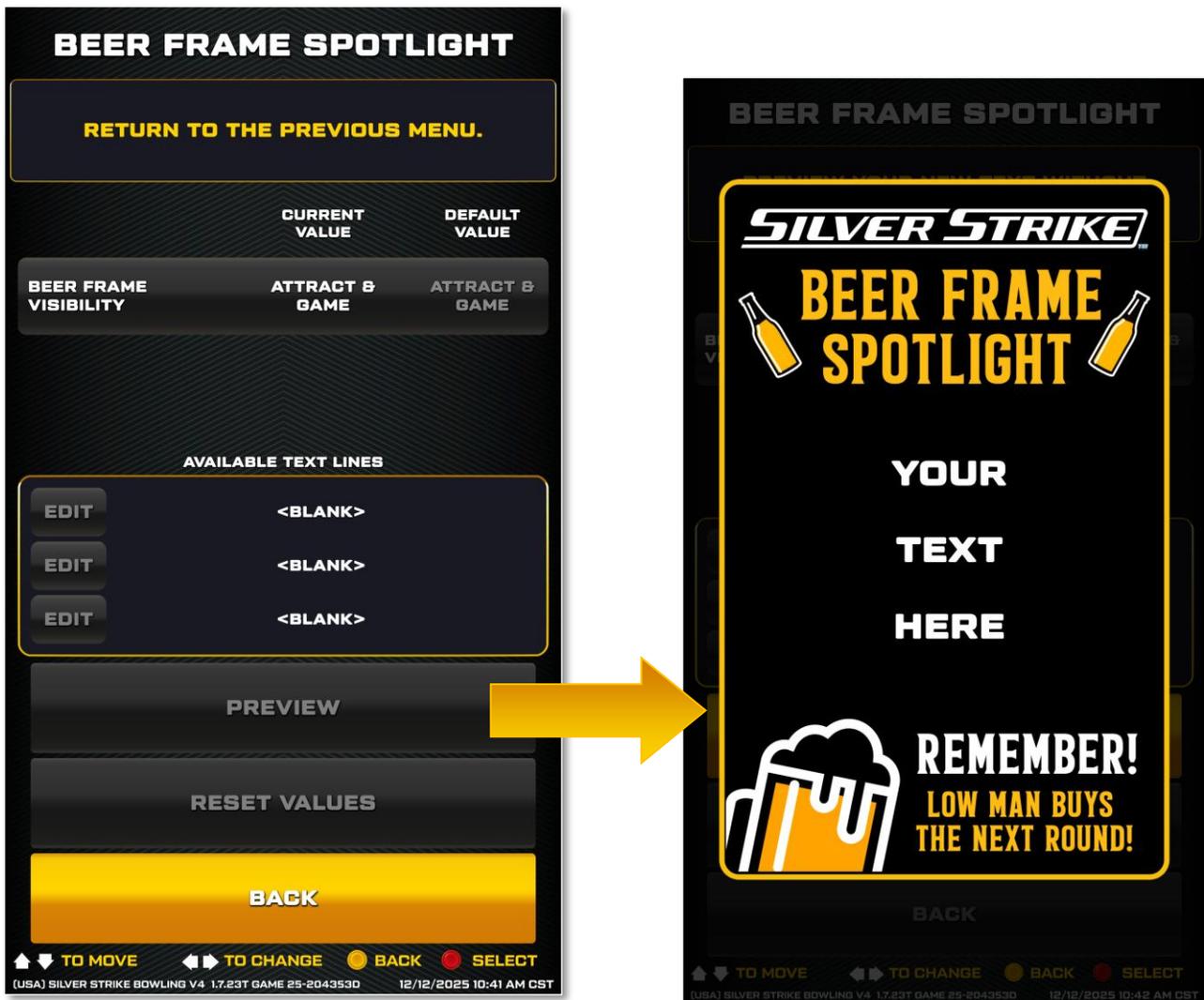
This allows you to see how the Spotlight appears before sending it to the game.

Reset Values

This resets all values to their default value located on this page.

Back/Return to the Previous Menu

Returns to [Gameplay Settings](#)



ATTRACT MODE ADJUSTMENTS

The Attract Mode appears when the game has been idle for a certain length of time.

Ad Content

This option lets you show all Ads or create your own Ticker Message.

Operators can upload their ad content through IT's **Score IT** external website (<https://promote.itsgames.com>).

After ads are uploaded via Score IT, they can be sent to the cabinet via updates referred to as *bundles*. Bundles are distinct from patch updates, and the version number of the game is not incremented after a bundle update occurs.

Ticker

Turn this option ON if you want a message to scroll across the screen during Attract Mode.

Use the three lines to **Edit Message** and create site-specific messaging for your location.

Preview

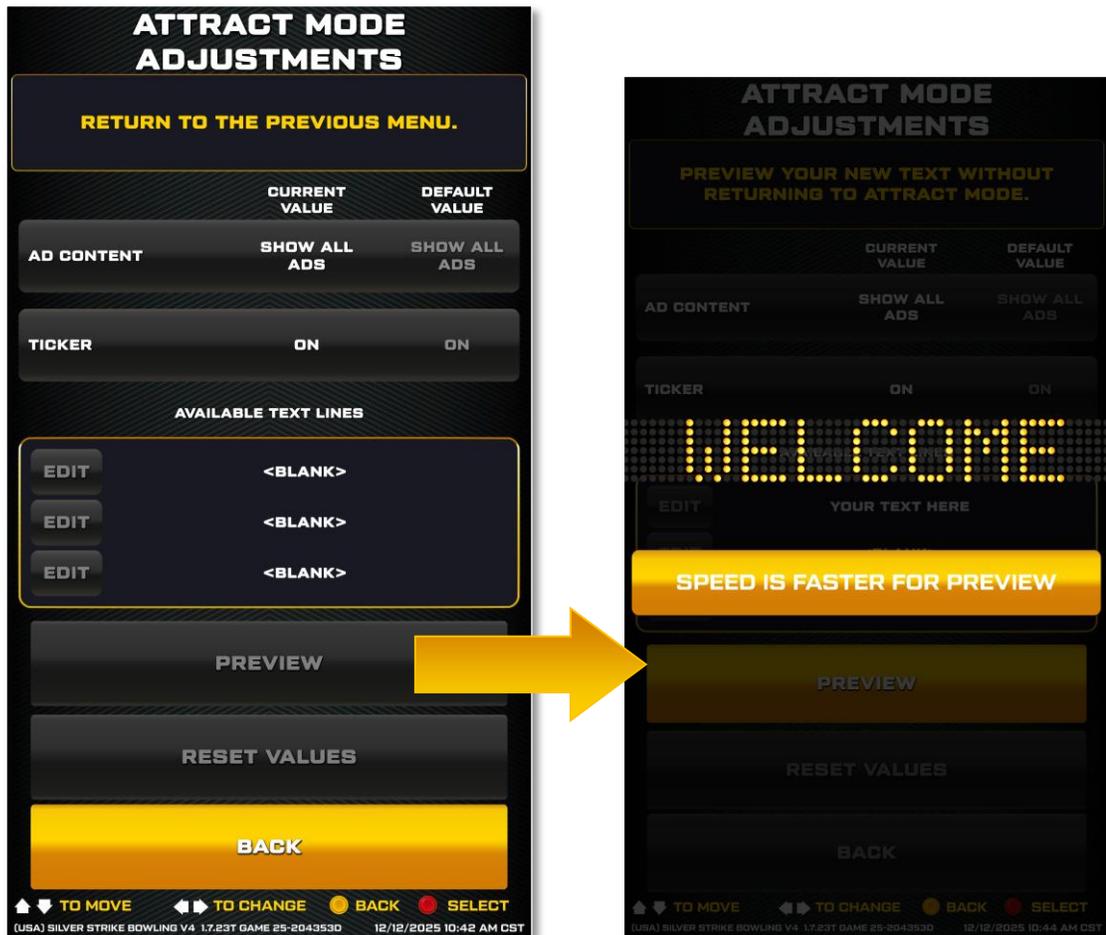
This allows you to see how the Attract Mode appears before sending it to the game.

Reset Values

This resets all values to their default value located on this page.

Back/Return to the Previous Menu

Returns to [Gameplay Settings](#)



ACTIVE GAME TYPES

These are the types of games that players can choose. Click here to return to [Getting Started](#) in this Guide.

Vegas Bowling

This is a selectable game mode that displays cards for every mark earned. **Turn this option OFF in areas where the display of playing cards is not allowed.**

Live Contest

With this option ON, players can compete against other players across the country for cash and prizes during a designated period. To better understand the **Player Wallet**, see [Player Wallet Guide](#).

Note: Some states do not allow Live contests. Check your state laws before allowing this option.

Strike Derby

Players are given 90 seconds to make as many strikes as possible. The pin deck is completely reset after each roll regardless of whether or not a strike was achieved. The bowler also remains in the same position and orientation for each roll, allowing rapid-fire attempts at strikes.

League Play

Players form teams and play in a prolonged seasonal format in a tournament-style competition. Setup is accomplished on the **Score IT** external website (<https://promote.itsgames.com>). Players can also view their game results and overall standings on this website. **Score IT** requires an Operator ID/Username and Password.

300 Game Bounty

Available in the Online Classic and Online Vegas game types. If the player makes a strike on the first frame, they are offered the 300 Game Bounty for an additional fee. If the player accepts and successfully completes the game with a 300 score, they'll win the prize amount that was offered. Incredible Technologies will initially seed each prize pot, and it will grow progressively as more players attempt the bounty and fail.

Reset Values

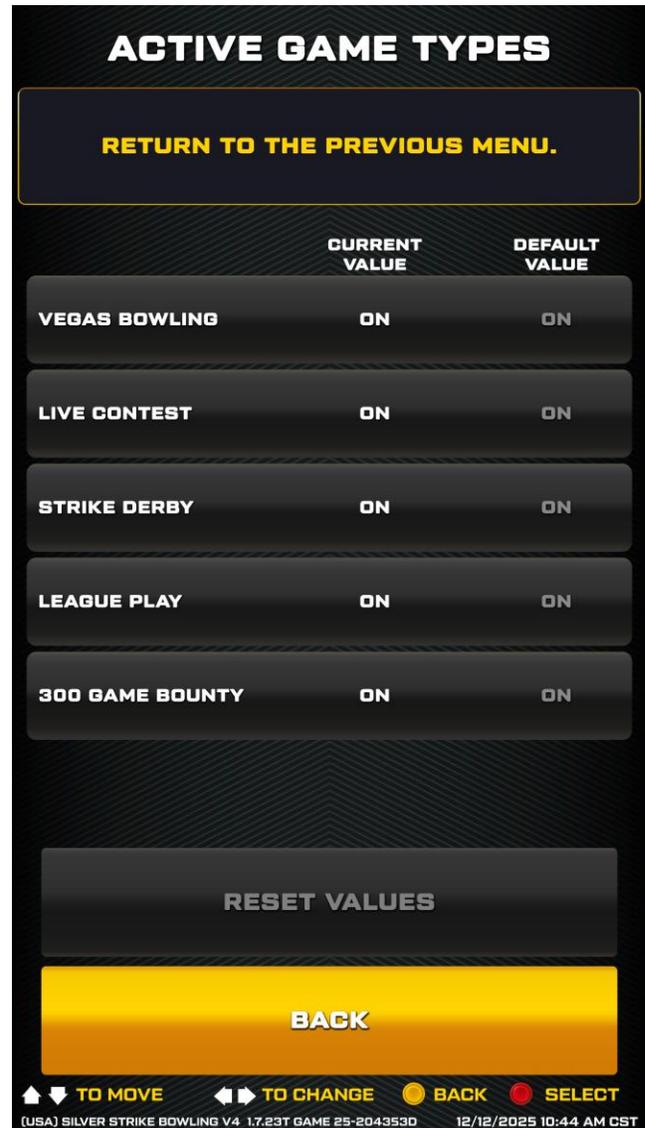
This resets all values to their default value located on this page.

Series Game

Three consecutive games of the same type. These can be either Classic or Vegas game type. Once the first and second games end, the next one begins immediately without returning the player to the menu.

Back/Return to the Previous Menu

Returns to [Gameplay Settings](#)



GAME OPTIONS

These are the timeouts for delay and ball. This can be turned OFF if a location does not desire timeouts.

Delay Timeout

This sets the amount of time allowed before any player input is noticed. If the timer runs out before a player moves or the ball is thrown, the ball will be lost. Use this in conjunction with the Ball Timeout setting below to determine when a game is terminated due to timeout.

Ball Timeout

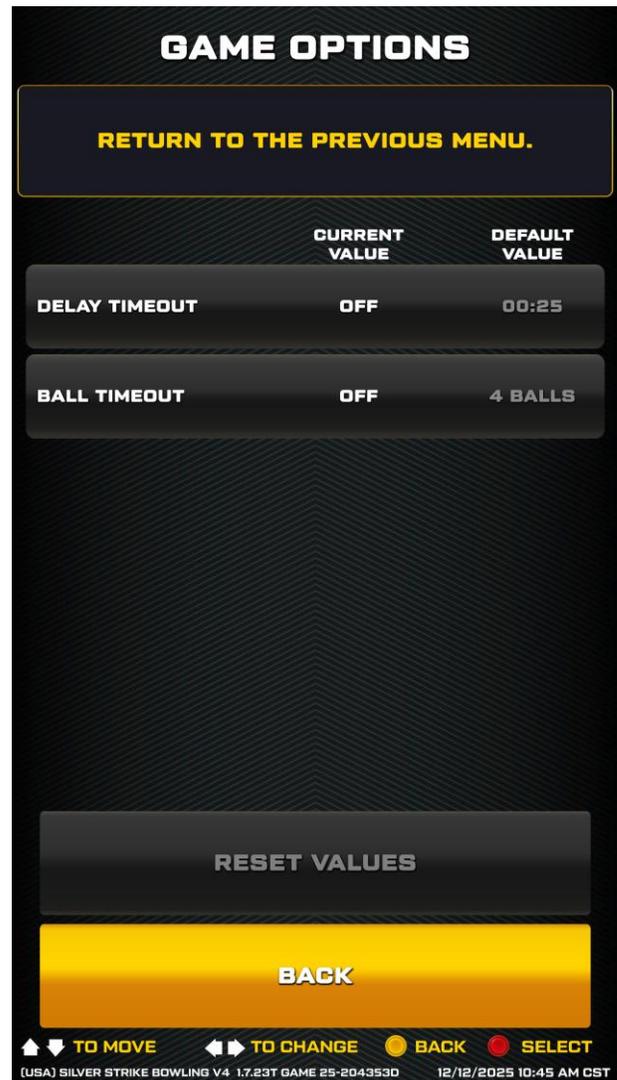
This adjusts the number of balls allowed before ending an unattended game. See Delay Timeout above.

Reset Values

This resets all values to their default value located on this page.

Back/Return to the Previous Menu

Returns to [Gameplay Settings](#)



GAME AUDITS

This section displays various counts and totals for a variety of areas of interest. There are 5 page of Audit screens. The following values are based on the last reset, the date of which is shown at the top of the screen: *Audits Last Reset On...*

Money In:

- Coin Slot 1 – Money In
- Coin Slot 2 – Money In
- Bill Acceptor – Money In
- Lifetime Money In

This field shows how much total money your machine has made since its initial registration with ITNet. This field is cumulative and is not affected by resetting the audits on this screen.

In-Game Purchases

Number of Sale Bundles

Arrow Right (Forward) / Arrow Left (Back)

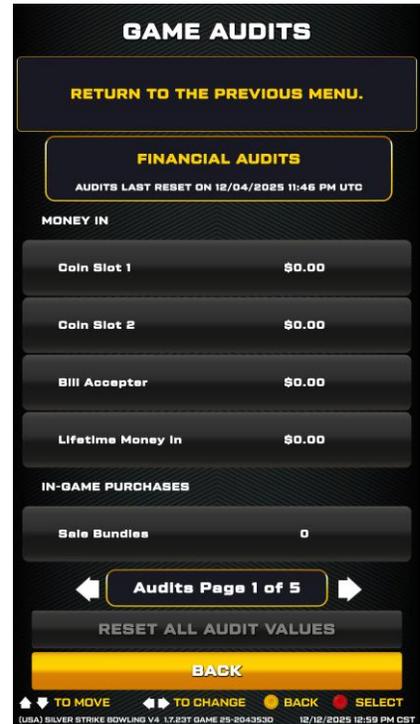
The available audits span 5 screens. Selecting the right arrow brings you to the next page of audit information. Selecting the left arrow brings you back to the previous page of audits.

Reset All Audit Values

This will reset the fields on all seven audits screens to zero and update the date of the last audit reset. The Lifetime Money In field will not be affected by this function.

Back/Return to the Previous Menu

Returns to [System Menu](#).



Single Game Audits



Single Games Per Play Mode



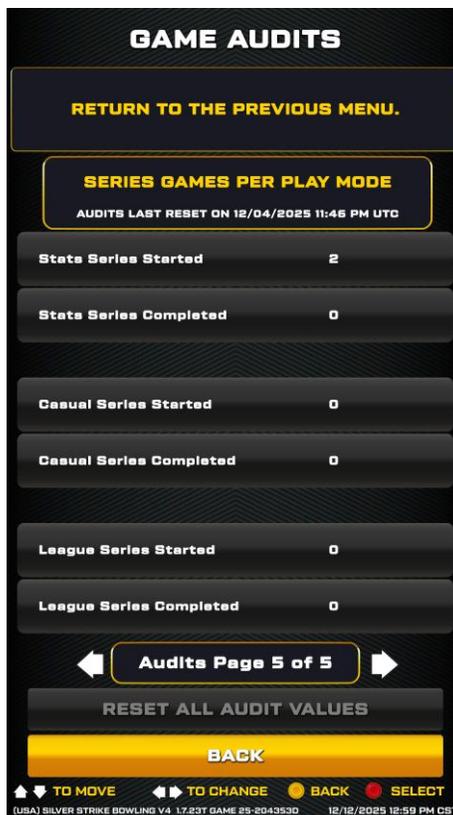
Game Audit Details

This section displays various counts and totals for a variety of areas of interest. The following values are based on the last reset, the date of which is shown at the top of the screen: *Audits Last Reset On...*

Series Game Audits



Series Games Per Play Mode



Back/Return to the Previous Menu

Returns to [System Menu](#).

NETWORK & SYSTEM

You can either use **Wifi** or **Ethernet** to setup online access. IT has prepared a full guide to take you through the process step-by-step. The [Commercial Online Configuration Guide](#) will get your game up and running online. **It is highly recommended to use this guide to complete your online configuration.**

System Info

This is a list of your game's current basic system information, including Hard Drive, CPU and Video Card.

Version Info

This is a list of your machine's software version.

Hardware Troubleshooting

This has various troubleshooting items that helps operators diagnose issues on their cabinet and monitor overall system health.

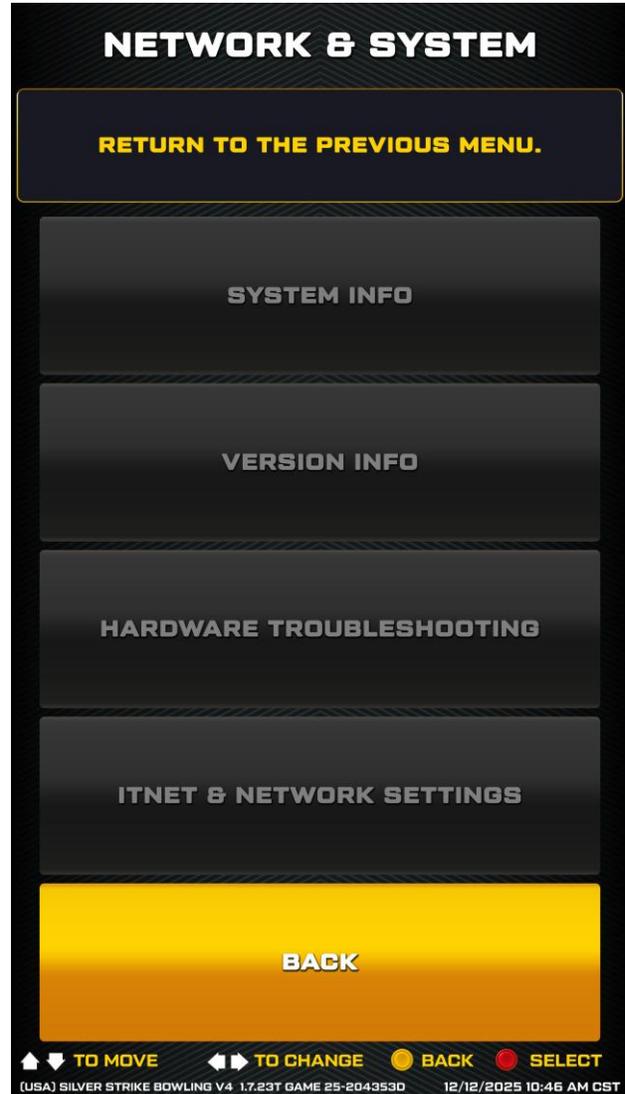
They can check individual components like the cooling fans, NFC reader, and game controls. They can also run comprehensive scans that will spot issues in the hard drive itself.

[ITNET & Network Settings](#)

This is a critical section for getting your game online.

Back/Return to the Previous Menu

Returns to [System Menu](#).



ITNET & NETWORK SETTINGS

Change Location

This section lets you update the information for the game location and send it to ITNet.

If your machine is unregistered, the screen will display [Register Game](#). If your machine is already registered, the screen will display [Change Location](#).

Location Information

Displays where the game is registered. See below.

Force Call

This test will initiate a connection with the ITNet system and give a result status.

Check Latency

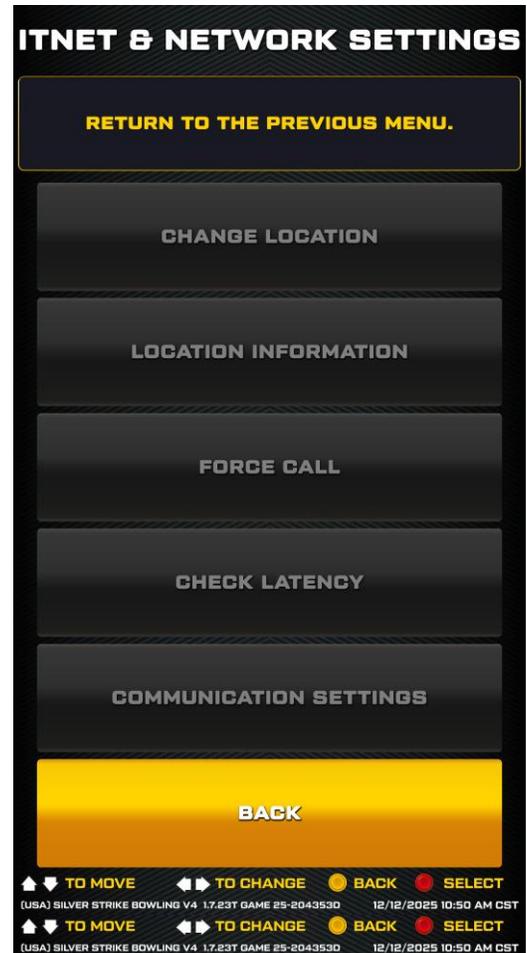
This test will measure the time it takes for your game to communicate with ITNet. If successful, the delay time in seconds will be displayed.

Communication Settings

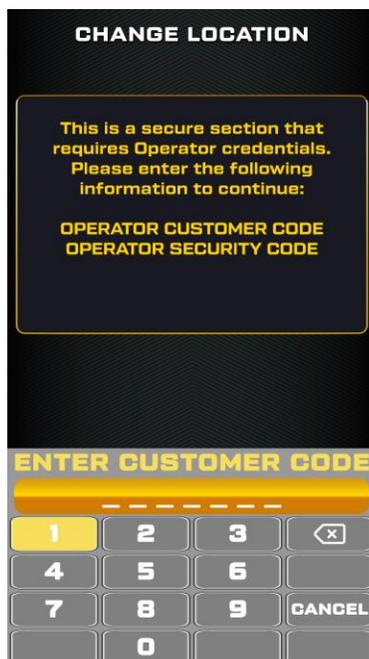
This section displays the current configuration and Ethernet configuration options.

Back/Return to the Previous Menu

Returns to [Network & System Menu](#).



Change Location/Location Information



Select this option and insert your Operator ID Card into the Card Reader. If the machine is properly registered, you will be asked to enter the zip code of the location the machine is placed in. The zip code is **very important** and is used to find the most optimal wireless service available. Once the zip code is entered, the machine will contact ITNet for a list of available cities. Verify that the city and zip code are accurate.

Next enter the name and phone number of the location. This information will be used to identify the game and will be posted on the Silver Strike website, so players can find and play on your machines. Verify that all information is accurate. Once complete, exit the screen to complete the location change process.

Your Customer Code is your Operator ID.



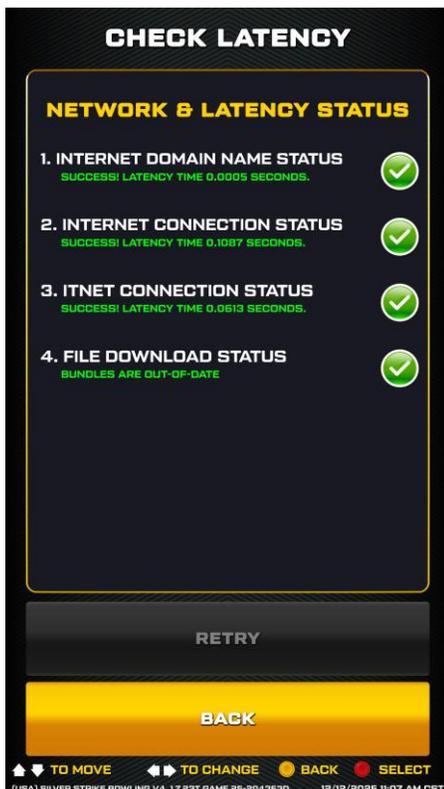
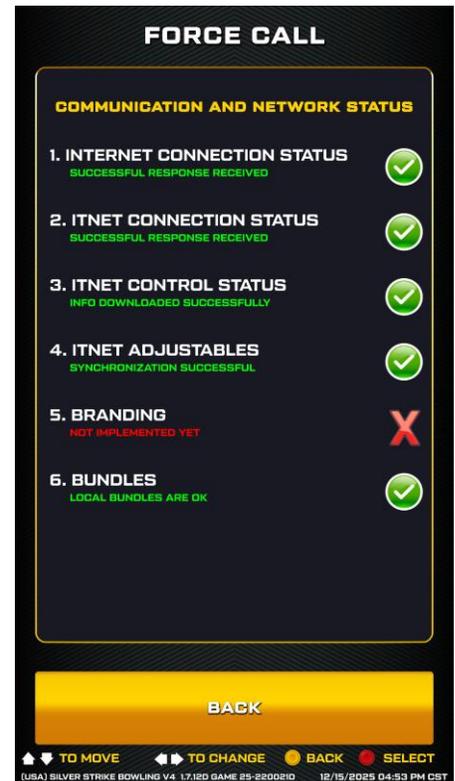
FORCE CALL/CHECK LATENCY

Force Call

When this test is initiated, your machine will check the communication and network status for various items: Internet Connection, ITNet Connection, ITNet Control, ITNet Adjustables, Branding and Bundles.

Note: If there is a red X beside one of the items, the best remedy is to check your internet connection then return to try again.

If you are still experiencing difficulty, see [Contact Us](#) for the best IT resolution specialist.



Check Latency

When this test is initiated, your machine will check the Network and Latency status for various items: Internet Domain Name, Internet Connection, ITNet Connection and File Download.

Back

This will take you back to the [System Menu](#).

REGISTER GAME

If you are not registered for ITNet Operator Services, you can register at this external website:

<https://www2.itsgames.com/operators/register.jsp>

This will allow you to access your account and actively run game routes.

If you have any issues with your Operator Account once established, please reach out to the appropriate service area at this external website:

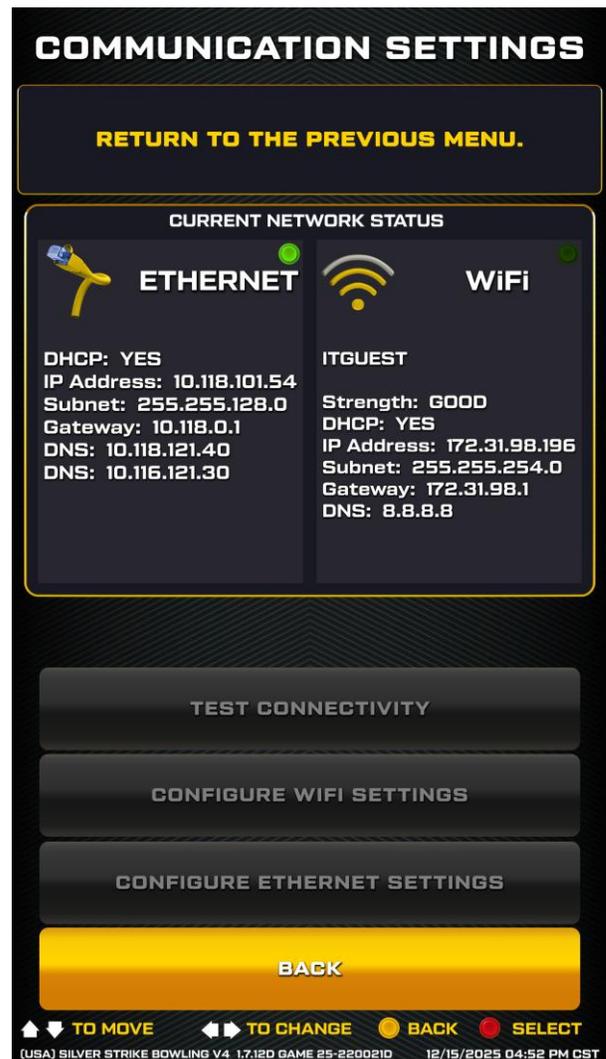
<https://amusement.itsgames.com/contact-us/>

COMMUNICATION SETTINGS

This screen shows the type of communication device that is currently in use, and its status and signal strength. In most cases, the wireless modem will be in use and active. If your machine is in a location with low signal strength, check the Troubleshooting section of the manual for ways to help boost your signal.

Back/Return to the Previous Menu

This will take you back to the [System Menu](#).



CONFIGURE WIFI SETTINGS

Select **Scan for Access Points**.

The game scans available Networks to find yours. **Select the network you want the game connected to.**

Note: If your Network is not found it is possible to manually enter the name of your Network by selecting **Enter SSID Manually**.

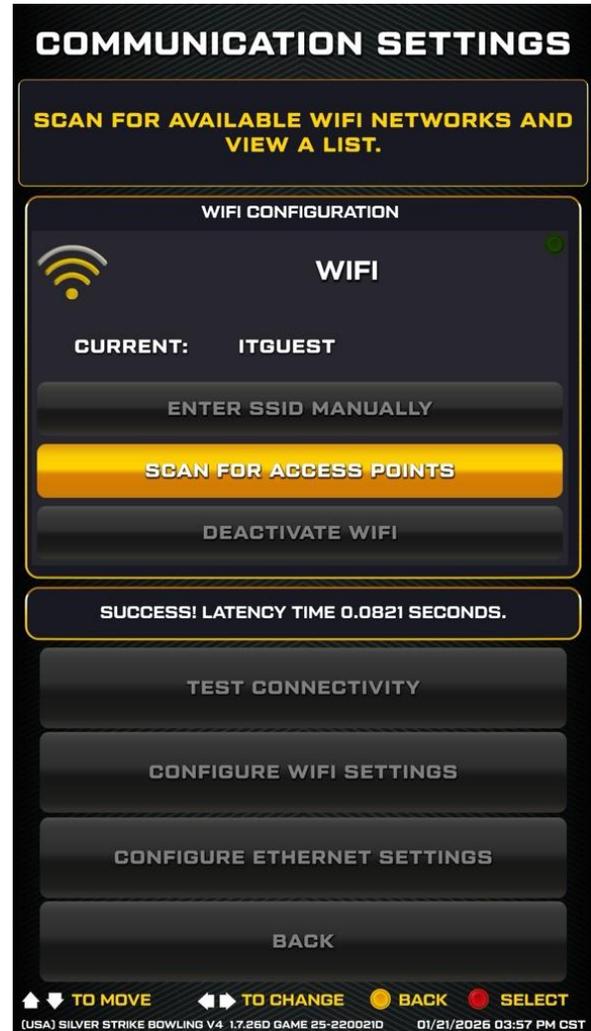
Enter Password. **Be sure to enter your password so it is exactly correct.** Select **Done**. (It will take anywhere from 30 seconds to four minutes for the game to connect to the WiFi Network.) If no connection is made, the attempt will time out. If the connection fails, attempt the setup again from Step 3 above.

A successful connection will have a quick indicator on the screen that the game connected successfully.

After the game reboots, check the game is online by using [Force Call](#).

Back/Return to the Previous Menu

This will take you back to the [Communication Settings](#).

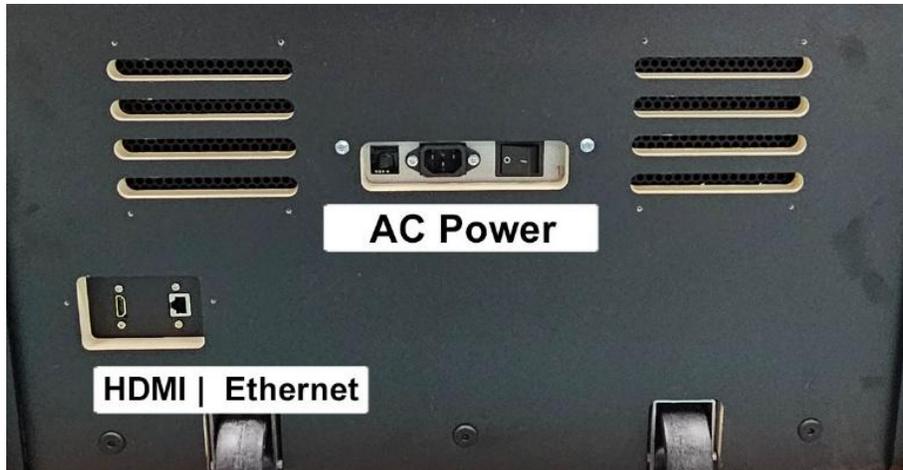


CONFIGURE ETHERNET SETTINGS

If your computer Internet connection point (router and modem) is close to your game cabinet, you can connect an Ethernet cable (not included) from the router to the rear of the Showpiece Pro cabinet.

Choose **Configure Ethernet** and then **Test Ethernet**. If the settings are correct a connection attempt will be successful.

After the game reboots, check the game is online by using [Force Call](#).



Ethernet Port Location

GAME FINANCIALS

This section displays various counts and totals for a variety of areas of interest. The following values are based on the last reset, the date of which is shown at the top of the screen.

Add Free Cash

Use this setting if you wish to add money to the game for free plays that do not advance the hard meter.

Clear Unused Cash

See below

Collection Settings

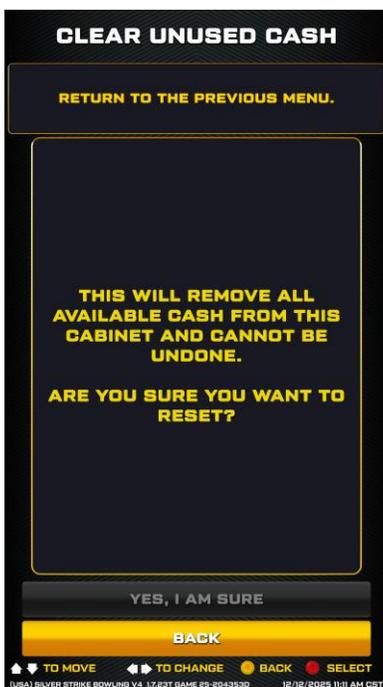
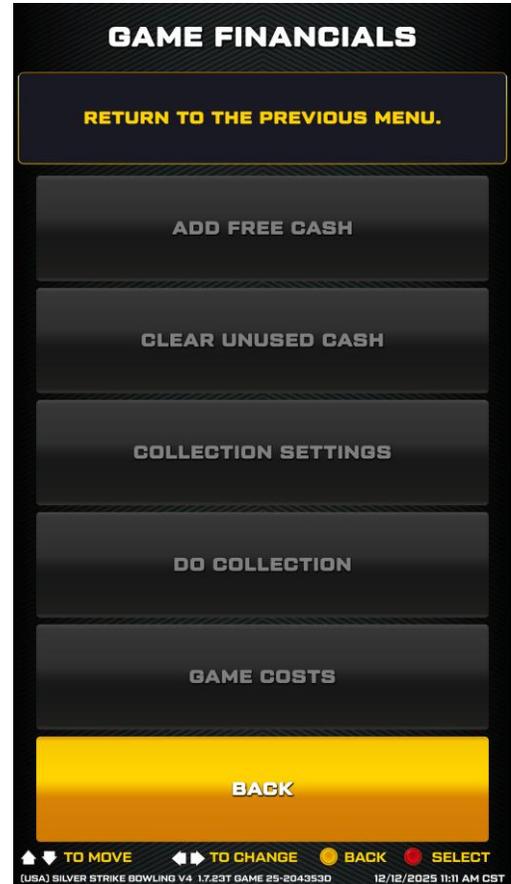
This important area allows you to adjust splits and view various fees for your collections.

Do Collection

This menu allows you to perform a collection or view various earnings and fees Game Costs.

Back/Return to the Previous Menu

This will take you back to the [System Menu](#).



Clear Unused Cash

Sometimes when you go to make your collection, there is money in the game that has not been played yet. Use this setting to clear the unused cash from the game, so your future collections will reconcile with game play.

COLLECTION SETTINGS

Many states require special taxes or license fees that affect your bottom line. Use this menu to account for these costs in your collection. Click here to return to [Getting Started](#) in this Guide.

- For more information on **Income Splits**, see [Silver Strike League Night Revenue Guide](#).
- For more information on **Fee Splits**, see [Silver Strike League Night Fees Guide](#).

[Set Hardware Update Fee](#)

Adjust Hardware Update Fee

[Operator/Location Income Splits](#)

Use this menu to fine-tune your splits for any generated income.

[Operator/Location Fee Splits](#)

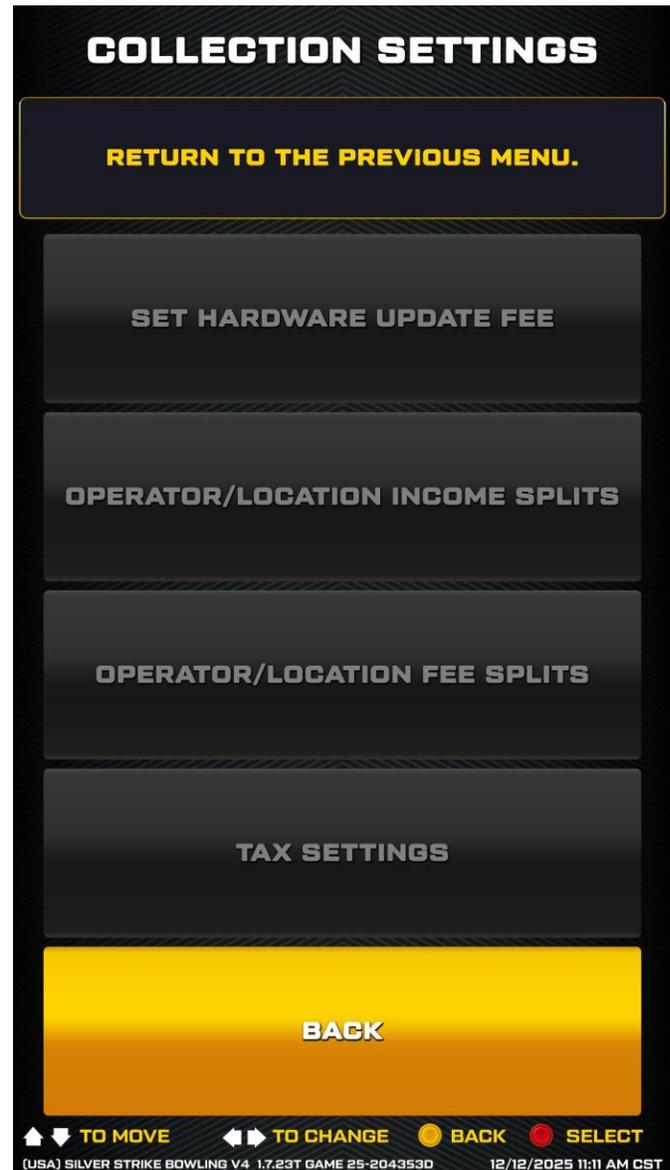
Use this menu to determine how you wish to split the various fees with your location.

[Tax Settings](#)

Many states require special taxes or license fees that affect your bottom line. Use this menu to account for these costs in your collection.

Back/Return to the Previous Menu

This will take you back to [Game Financials](#).



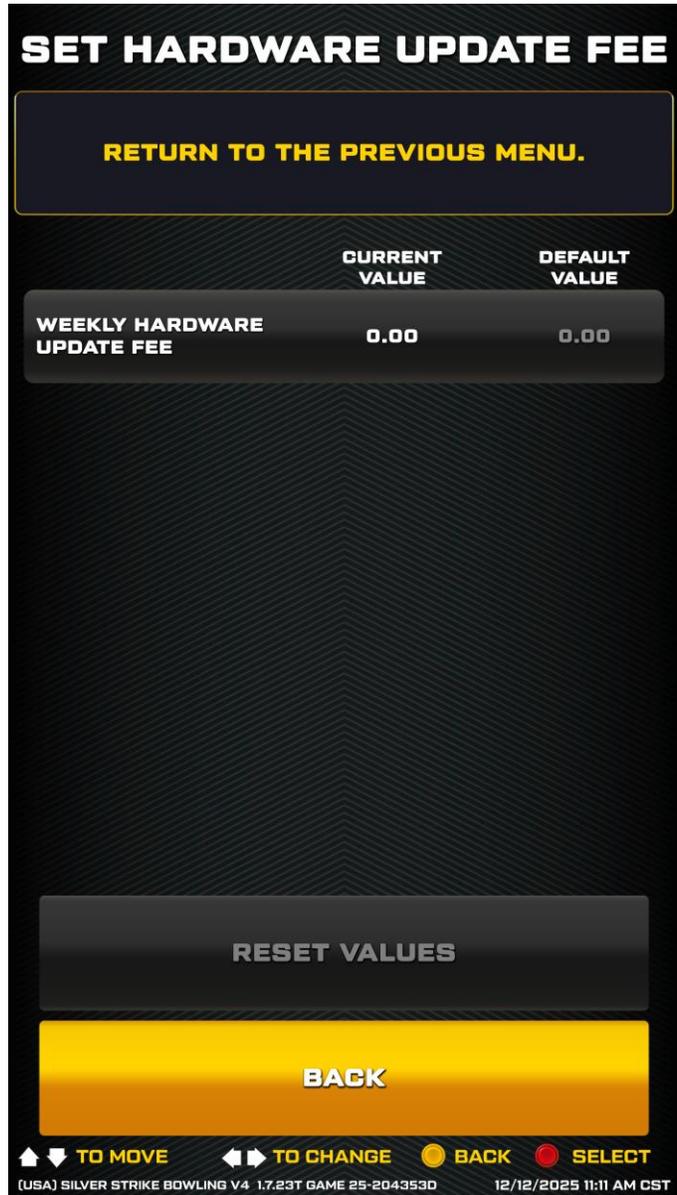
SET HARDWARE UPDATE FEE

This menu allows you to adjust the Hardware Update Fee. This fee is included for your convenience, as a method to have the location pay for part of your equipment. **The default value is \$0.00 per week.**

Note: Hardware and Software Update Fees are included for your convenience and are NOT included on your monthly ITNet statement.

Back/Return to the Previous Menu

This will take you back to [Collection Settings](#).



OPERATOR/LOCATION INCOME SPLITS

Since there may be times when you have to pay the location before you actually have the cash in hand, you may want to adjust the split in your favor to cover the waiting period.

- For more information on **Income Splits**, see [Silver Strike League Night Revenue Guide](#).
- To better understand the **Player Wallet**, see [Player Wallet Guide](#).

The default settings are displayed on the accompanying screen.

The adjustable settings refer to income generated from:

- Cash
- Player Wallet
- Credit Card
- Player Gift Card
- Operator Gift Card

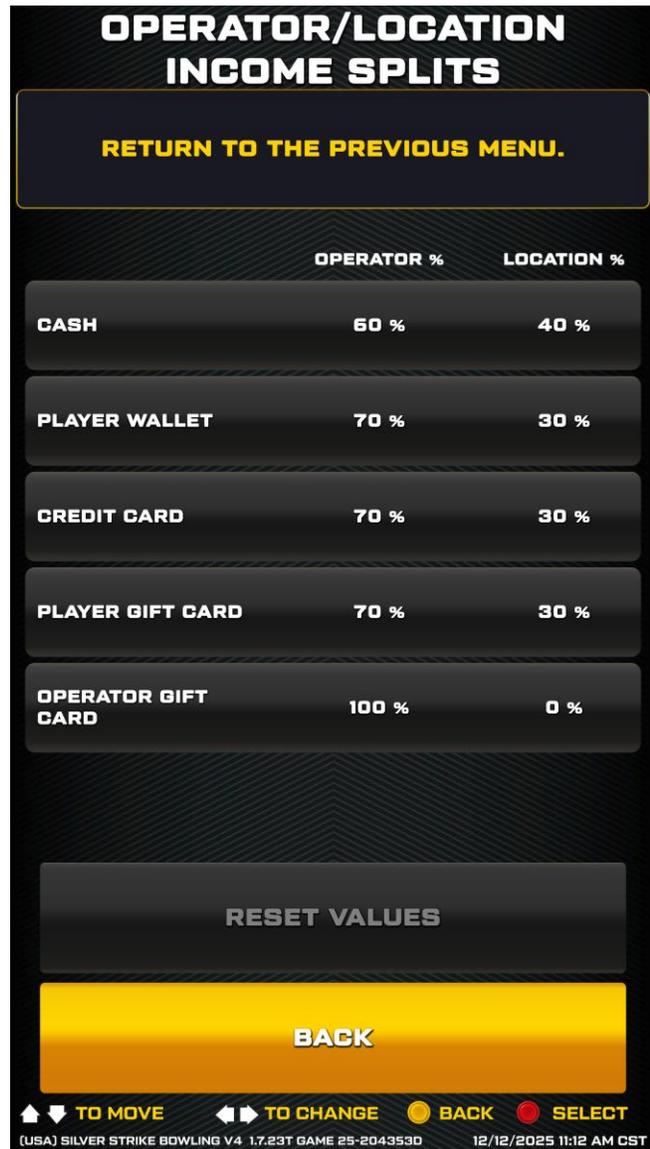
Note: Default splits are shown in the example at right.

Reset Values

This menu will set all of the collection settings to their factory default values. A verification screen will display to make sure you agree to the change.

Back/Return to the Previous Menu

This will take you back to [Collection Settings](#).



OPERATOR/LOCATION FEE SPLITS

Use this menu to determine how you wish to split the various fees with your location. For example, since there is a fee associated with ITNet, you may want to adjust the split in your favor to help cover the costs.

For more information on **Fee Splits**, see [Silver Strike League Night Fees Guide](#).

- ITNet Fees
- Prize Fund Fees
- Credit Card Fees
- Communication Fees
- Software Update Fees
- Weekly Hardware Update Fees

Back/Return to the Previous Menu

This will take you back to [Collection Settings](#).

OPERATOR/LOCATION FEE SPLITS

RETURN TO THE PREVIOUS MENU.

	OPERATOR %	LOCATION %
ITNET FEES	50 %	50 %
PRIZE FUND FEES	50 %	50 %
CREDIT CARD FEES	50 %	50 %
COMMUNICATION FEES	50 %	50 %
SOFTWARE UPDATE FEES	50 %	50 %
WEEKLY HARDWARE UPDATE FEE	50 %	50 %

RESET VALUES

BACK

▲ ▼ TO MOVE ◀ ▶ TO CHANGE ● BACK ● SELECT

(USA) SILVER STRIKE BOWLING V4 1.7.23T GAME 25-204353D
12/12/2025 11:12 AM CST

TAX SETTINGS

In these menus, you can set the Tax Rate percentage, the Tax Type, meaning what part of the collection is taxed and who pays for these taxes, and the Tax Split for how to share these fees with your location.

Incredible Technologies hopes that you will take advantage of these menus to maximize your earnings potential.

Set Tax Rate

See Below

Set Tax Type

This menu helps you determine what part of the collection is taxed, and who pays for these taxes.

Set Tax Split

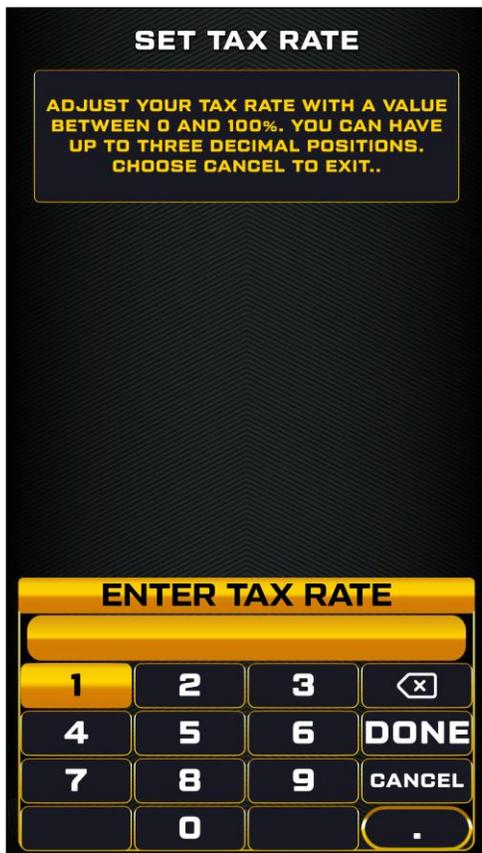
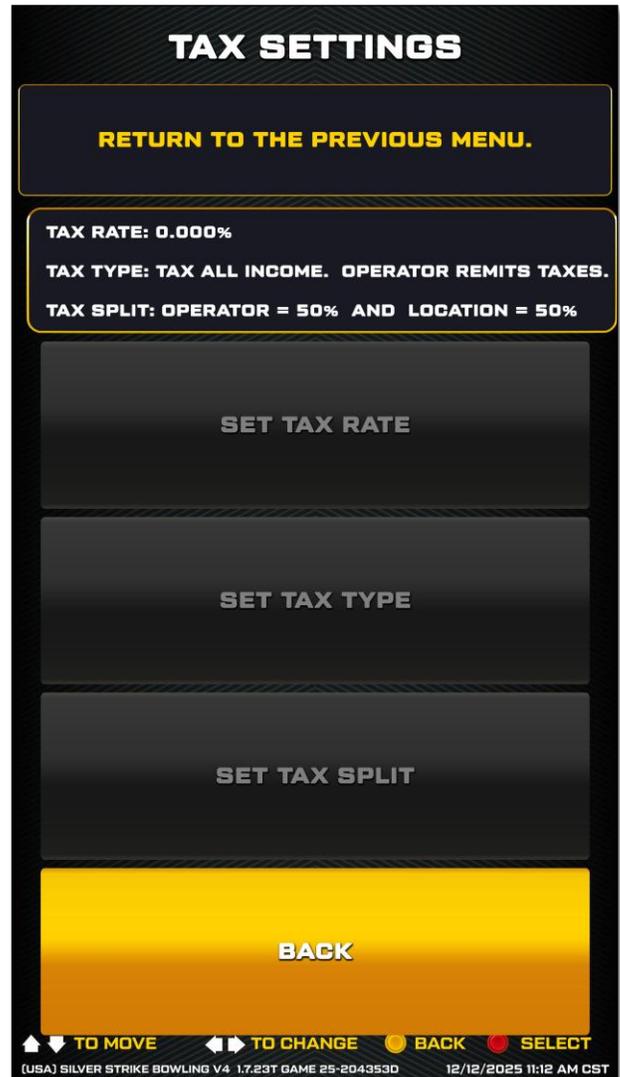
This menu allows you to split the tax fees with the location.

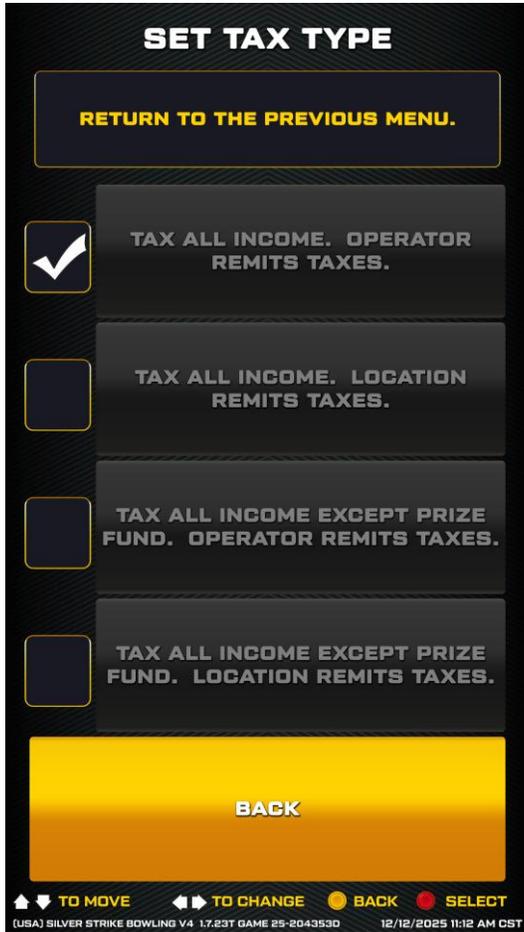
Back/Return to the Previous Menu

This will take you back to [Collection Settings](#).

Set Tax Rate

This menu allows you to adjust your current tax rate percentage (based on jurisdiction).



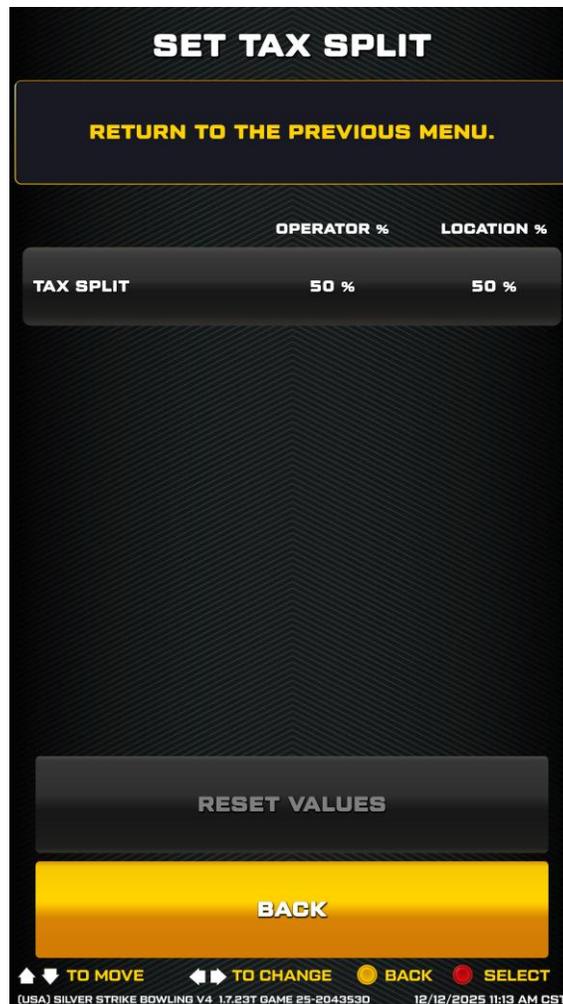


Set Tax Type

This menu helps you determine what part of the collection is taxed, and who pays for these taxes.

Back/Return to the Previous Menu

This will take you back to [Collection Settings](#).



Set Tax Split

This menu allows you to split the tax fees with the location.

DO COLLECTION

This menu allows you to perform a collection or view various earnings and fees. This screen is the main collection screen. It is **highly recommended** that you view this screen with **every collection** and reset it when your collection is complete.

Collection Date Range (In Gold at Top of Screen)

The displayed dates are from your last collection until today.

Make sure it is an **Actual Collection** not an **Estimated Collection** (circled in yellow at the top of screen).

Note: If the top of the screen reads *Estimated Collection*, **the collection will not be accurate**. It is possible the game is offline. In general, if the operator exits without recording and re-enters, the screen will then read *Actual Collection*.

Days in Operation – Reset

The number of days the machine was active and available for play since the last collection. Selecting **Reset** across from Days in Operation will reset the number of days in field operation to zero.

Total Income – [Income Details](#)

The total income your machine made for this time period. For Income Details, click link.

Total Fees – [Fee Details](#)

The total of the various fees that need to be set aside before making your split. For Fee Details, click link.

Balance

The total income minus the total fees.

Operator Portion of Balance

The amount of the collection that the operator keeps.

Operator Owes Location

The amount of the collection that you pay your location.

Back

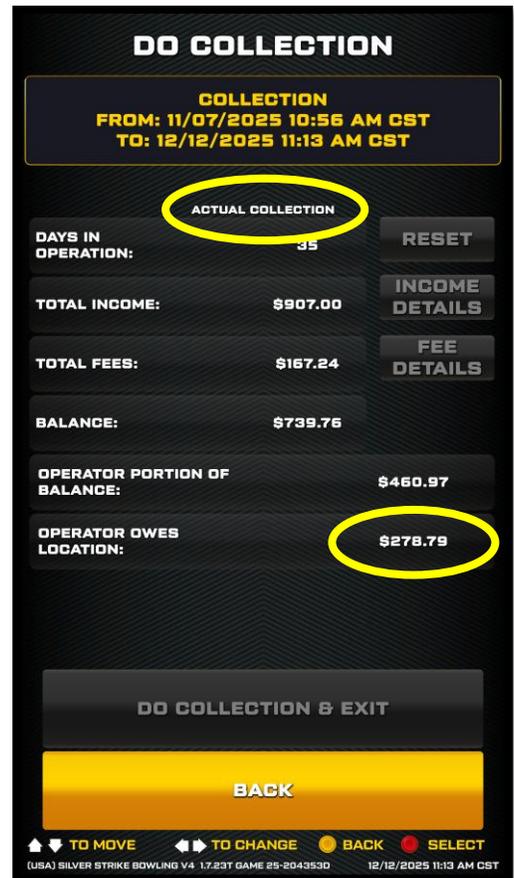
If you do NOT wish to perform a collection and reset the audits, highlight **Back** to exit this screen and return to the [System Menu](#).

Do Collection & Exit

If you wish to perform a collection and reset the audits (recommended), highlight **Do Collection and Exit** and press Start. This will set all the fields in the Do Collection screen to zero.

Look at the dollar amount beside **Operator Owes Location** (circled in yellow at the bottom of screen). This is the location portion that should be paid at the time of the collection. It is a good idea to pay the location its share at the time of collection. Any money owed to the operator will be credited on the monthly ITNet statement.

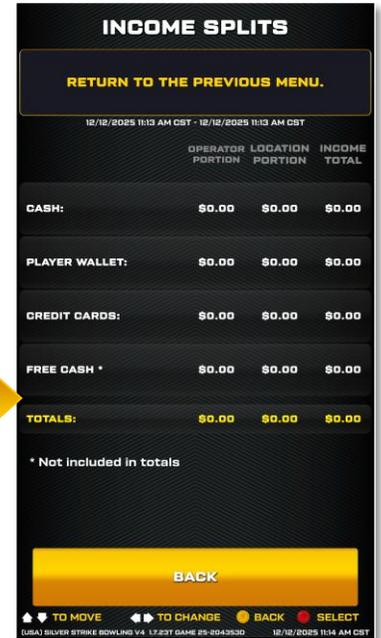
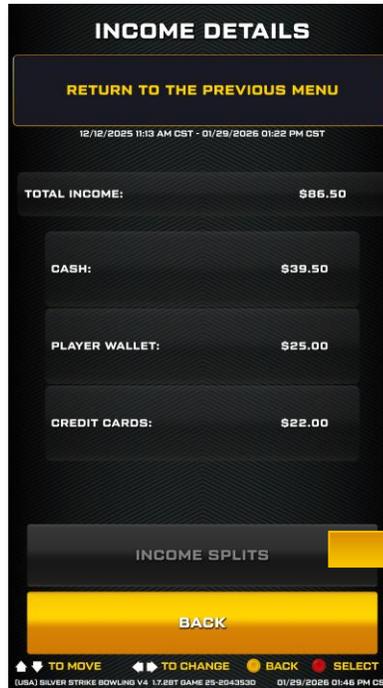
Once the location is paid, your collection is effectively complete. However, if you wish to view a more detailed breakdown of the various income and fee categories, use the trackball to highlight [Income/Fee Details](#) and press Start button.



Income Details (Across from Total Income)

On the Do Collection menu page: Displays a breakdown of Total Income, including income from Cash, Player Wallet, Credit Card purchases, and various promotional or Gift Cards.

From the Income Details menu select **Income Splits** to see Income Splits menu at far right, which has a breakdown of total player amount and the Operator/Location portions.



Fee Details (Across from Total Fees)

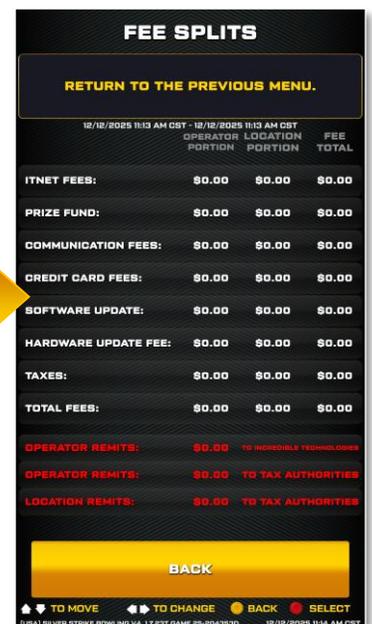
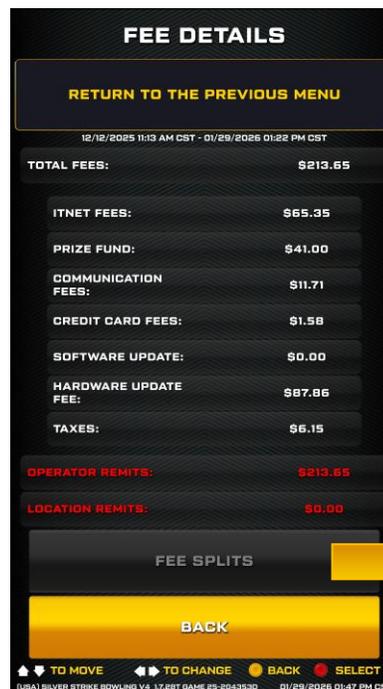
On the Do Collection menu page: Displays a breakdown of the various fees, including the ITNet fees, money for the Prize Fund, Communication fees, Credit Card fees, Software Update fees and Hardware Update fees.

Note: Software Update Fees and Hardware Update Fees are included for your convenience, to help you cover the costs of owning and operating your equipment. **These two line items are NOT included on your monthly ITNet statement.**

From the Fee Details menu select **Fee Splits** to see Fee Splits menu at far right, which has a breakdown of total fees and the Operator/Location portions.

Back

If you do NOT wish to view details, highlight Back to exit this screen and return to [Do Collection](#).



CONTACT US

If you need further assistance, please contact IT using these QR Codes, or the hyperlinks/toll free number below:

CALL

(800) 262-0323

EMAIL

support@itsgames.com

WEB

<https://amusement.itsgames.com/service>

Back

This will take you back to the [System Menu](#).

CONTACT US

VIEW OUR COMPANY'S CONTACT INFORMATION FOR ASSISTANCE WITH THIS GAME AND EQUIPMENT.

Incredible Technologies, Inc.
200 Corporate Woods Parkway
Vernon Hills, IL 60061

Toll Free: (800) 262-0323 Phone: (847) 870-7027
WEB: <https://amusement.itsgames.com/service>
EMAIL: support@itsgames.com

CALL



EMAIL



WEB



Unlock your device and open the camera app. Point the camera at the QR code and ensure it is clearly visible in the viewfinder. Tap the notification that pops up to complete the action.

TECHNICAL SERVICE	CUSTOMER SERVICE	AMUSEMENT PARTS
Specialized assistance with your game equipment	Shipping, billing, order status and other account-related inquiries	Price quotes, purchases and hardware component info
Phone: (847) 383-1090 Fax: (847) 454-9008 M - F 7AM - 6PM	Phone: (847) 383-1092 Fax: (847) 454-9156 M - F 8AM - 5PM	Phone: (847) 383-1092 Fax: (847) 454-9156 M - F 8AM - 5PM

BACK

▲ ▼ TO MOVE
◀ ▶ TO CHANGE
● BACK
● SELECT

(USA) SILVER STRIKE BOWLING V4 1.7.23T GAME 25-204353D 12/12/2025 10:39 AM CST

PLAYER WALLET GUIDE

Silver Strike League Night offers various contest formats (see [Active Game Types](#)) that allow players from all over the country to compete for cash with every game they play. In most cases, prizes are awarded immediately following the completion of each contest, via a credit to special ITNet Player Wallet.

Player Wallets are available to the individual players directly through a Silver Strike League Night machine. That means that the players can easily use their winnings to play more games of Silver Strike League Night. Now, instead of getting a check in the mail and spending the winnings away from the game or location, the majority of players are using their winnings to play more Silver Strike League Night games, thus putting their winnings right back into the machine.

This is a huge benefit to both the location and operator, because it keeps people in their seats, eating and drinking and playing Silver Strike League Night. Operators can look at this reinvestment as found money, and an excellent source of revenue.

When players pay for a game using the Player Wallet, they are not putting cash directly into the coin box. This means that the game revenue in a normal collection cycle will typically exceed the actual cash in the game. Therefore, it is very important to familiarize yourself with the Silver Strike League Night collection menus and procedures, and your monthly ITNet billing statement.

When the player uses this Player Wallet money to play more Silver Strike League Night, ITNet credits the full amount to the appropriate operator. These credits will appear on your regular monthly ITNet statement, and will mean a lower ITNet bill, or sometimes even a credit to your bank account!

You are encouraged to pay the location portion in full at each collection to avoid additional accounting on your part. While there might be a delay before you get your money back from ITNet, it will simplify the process immensely if you can manage the location up front. The operator/location split percentage has been set in your favor at 70/30 for Player Wallet income, since you must wait for your portion. Use this as a selling tool to adjust the collection in your favor.

The Collection Menu on Silver Strike League Night details the various income sources for your review. You are encouraged to spend some time with these screens so you understand where your revenue is being generated. You should also log in regularly to your Operator Services account on itsgames.com, to check on the performance of your equipment and check to see if the cash in the cash box will be enough to cover the split with your location.

- ◆ Skill based contests add an additional revenue source with huge potential
- ◆ Winners are encouraged to reinvest their winnings back to Silver Strike League Night
- ◆ Entry Fees and Player Wallet Play must be collected and distributed by ITNet first
- ◆ The Player Wallet default split percentage is factory set to the operator's advantage
- ◆ Use the Collection Screen to set aside the various game fees, including Prize Pool money, and determine the location split
- ◆ Pay the location portion at the time of collection if at all possible
- ◆ Each month ITNet will issue a credit to your bill for Player Wallet activity on your machines.
- ◆ In some cases this additional revenue and resulting credit will cover or surpass your fees, in which case ITNet will credit your bank account.

Click here to return to [Active Game Types](#) or [Operator/Location Income Splits](#).

SILVER STRIKE LEAGUE NIGHT REVENUE GUIDE

Revenue Types - With Silver Strike League Night, cash is now not your only source of income. You can't just count up the cash, deduct the fees and split the rest. Players can now play games with cash as well as 5 other revenue types. The different types of revenue are:

- **Cash**
- **Player Wallet**
- **Credit Card**
- **Player Gift Card**
- **Operator Gift Card**

Cash – Coin and currency. This is the only revenue that will appear on your hard meter, since it is counting physical pulses from the coin mechanisms and bill validator.

Player Wallet – This is the revenue earned when a player plays games with their contest winnings. Players can still request a check for their winnings on the IT website, but most are rolling it right back into your game.

Credit Card – This is revenue earned when a player pays by credit or debit card. Silver Strike League Night currently accepts Visa and MasterCard. Since there is no physical card reader, the credit or debit card must be able to make a payment through Near Field Communication (NFC).

NFC Guidelines

How it Works for Physical Cards

1. **Reader-Initiated:** The payment terminal sends out a radio signal.
2. **Powering Up:** The player's credit/debit card embedded chip and antenna get power from this signal.
3. **Data Exchange:** The credit/debit card then sends back encrypted payment details to the terminal.
4. **Distance:** This happens within a few centimeters, making it hard for someone to intercept data from afar,

How it Works for Phones (Apple Pay/Google Wallet)

1. **Default On:** NFC is usually enabled on modern smartphones for contactless payments.
2. **Authentication Required:** For a transaction, players typically need to unlock the phone (using passcode, fingerprint, or face ID).
3. **Secure Handshake:** The phone then communicates with the terminal, sending secure payment info.

Security & Convenience

- **Card:** NFC on physical cards is very secure due to distance and encryption; you're more likely to lose cash than have your card number stolen this way.
- **Phone:** Keeping NFC on your phone is convenient, but you can turn it off in settings if you prefer.

Player Gift Card – These are cards that players can receive as a gift from other people.

Operator Gift Card – These are cards you can purchase for the cost of the plastic. You request whatever denomination you want. We will print the cards with your logo and artwork. You can give these out for promotions or refunds. Players will only be able to use them on machines registered to your account.

Accounting for the Various Revenue Types

Cash – The Silver Strike League Night machines are factory set to give you 60% and the location 40% of the cash.

Player Account and Credit Card - Since this is revenue to you, but you do not have the cash in hand at the point of collection, you will get your money on your ITNet billing statement as a credit in a column titled “Due from IT.” You’ll need to pay your location on collection day and wait to receive this revenue until your next statement, so you are basically fronting this revenue type to your locations. Because of this, the machines are factory set to give you 70% of this revenue and the location 30%. That extra 10% of the cash split that you’re taking will help cover the 30% you’re fronting.

Player Gift Card and Operator Gift Card – Player Gift Card and Operator Gift Cards are a way to promote your Silver Strike League Night without splitting this “Revenue” with your locations. This is accounted like non-revenue or free play. This revenue is set to give you 100% and the location 0%. Please note that any fees incurred from this revenue still apply.

Please note all the revenue and fee settings can be changed to whatever split percentage you want, for each type of revenue source.

Click here to return to [Collection Settings](#) or [Operator/Location Income Splits](#).

SILVER STRIKE LEAGUE NIGHT FEES GUIDE

Fee Types – The 6 different fee types are as follows:

- **ITNet Fees**
- **Prize Fund Fees**
- **Credit Card Fees**
- **Communication Fees**
- **Software Update Fees**
- **Weekly Hardware Update Fees**

ITNet Fees – This is what is paid to IT for the administering the online features. For every 10-frame game played, the ITNet portion is \$0.15.

Player Cost Schedule

Play Choice	Total To Player	Operator Portion	ITNet Portion
Single Game	\$2.00	\$1.85	\$0.15
3-Game Series	\$5.00	\$4.65	\$0.35
Strike Derby	\$1.00	\$0.90	\$0.10

Prize Fund Fees – If the game has Live Contest enabled (see [Active Game Types](#)), when players enter a LIVE game they are asked if they want to enter a contest. If players opt to enter a contest for money, they are asked to pay an additional dollar. **INCREDIBLE TECHNOLOGIES DOES NOT KEEP ANY OF THIS MONEY.**

All prize fund revenue is returned to the winners of that tournament, making the tournaments 100% player funded. The prize fund money can be accounted as pass-thru money. This fee will appear on your ITNet statement, since IT collects these entry dollars from you, and disperses them to the winners through their player accounts.

Credit Card Fees – When a player opts to pay by a credit card, there will be a merchant fee associated with this charge. The fee comes to just under 2% plus a per-transaction fee. When this transaction fee is rolled back in with the 2% fee, your actual percentage rate ends up being around 7.2%. This may look high, but for a micro transaction this is low.

For example, a normal purchase of \$100.00 is made on a credit card. Add the 2% plus a \$0.30 per transaction fee. It comes to \$2.30 or 2.3%. Do this same transaction with a \$4.00 purchase. You would add the 2% (\$0.08) to the per-transaction fee of \$0.30 and you get \$0.38. This works out to 9.5%.

Communication Fees - There is a communication fee for the use of the wireless service on the game because the players are continuously connected. The charge is \$0.36 per day or \$10 per month (fixed) whichever is cheaper, regardless of the amount of games played per month. To avoid this fee do not register the game, but be aware this will prevent online play.

Software Update Fees – In the future, when purchasing updates for the game, this will give you the opportunity to split the cost of your new updates with your location. It is handled much like the Hardware Update Fee.

Weekly Hardware Update Fees – This fee helps operators recoup extra costs from their locations and is NOT a fee that operator’s pay. The default weekly fee is \$0.00 per week as soon as you turn on the SS LIVE game. Many operators use this feature for other purposes. It can be used in certain locations where a weekly minimum is required. It can also be used for a weekly contest participation fee. The dollar amount of this fee can be changed to whatever dollar amount you want. The percentage split may also be adjusted.

Accounting for Fees

All the fees above are factory set to split 50/50. The collection will take the different revenue types and calculate the different percentage splits, then take the different fees and calculate their split percentages. The fees will be deducted from the revenue and a dollar value is given to you and to your location. These values are shown on the collection screens in System Setup mode.

Collections

Silver Strike League Night Collection Screen – The top of the screen reads either *Estimated Collection* or *Actual Collection*. If you see *Estimated Collection* there was a problem getting a connection to our servers. Back out without collecting and then go back in to try connecting again. Typically, you will then get an actual reading.

The screen lists the total income, total fees, balance, operator portion of balance and operator owes location numbers. Move the trackball up to the “More Details” box located directly to the right of the total income dollar value. Click Start for a revenue breakdown page.

This screen shows a line item for each type of revenue source. This is where you compare the cash on screen to the cash in hand. You can then go back to the main collection screen and do the same for your total fees. When you are done viewing all your numbers, click on the [Do Collection and Exit](#) button. The game sends the collection data to your secure operator services web page for viewing at your office.

Communication fees – There is a communication fee for the use of the Sprint wireless service on the game. The Sprint charge is \$0.50 per day or \$15 per month. It does not matter if your game uses 500 or 5000 minutes per month, the rate stays the same. Please note that if you have Ethernet capability at your location, simply plug it in and your modem will automatically be disabled. You will also no longer be billed for communication fees.

Prize Pool/Fund– When players enter a Silver Strike League Night game, they are asked if they want to play for prizes. This will not occur if your game is in a state that does not allow Silver Strike League Night for Prize Play or if you disable Silver Strike League Night for Prize Play on your machine. If the player opts to play for prizes (money), they are asked to pay an additional dollar. The prize fund money can be accounted as pass-thru money. This fee will appear on your ITNet statement, since IT collects these entry dollars from you, and disperses them to the winners through their player wallet.

Software Update fees – Down the road when you purchase new courses for your Silver Strike League Night game this will give you the opportunity to split the cost of your new courses with your location. It is handled much like the Hardware Update fee, described next.

Hardware Update fee – This Hardware Update fee is for you and you alone. You will NEVER BE BILLED for this fee. Operators have been asking for a place where they could recoup extra costs (should they so desire) from their locations. The default weekly fee is set to \$0.00. If you were to change the default setting to \$29 per week on your machine, you will have recouped half the cost of your Silver Strike League Night game from your location in 4 years. Many operators use this feature for other purposes. It can be used in certain locations where a weekly minimum is required. It can also be used for a weekly contest participation fee. The dollar amount of this fee can be changed to whatever dollar amount you want. The percentage split may also be adjusted.

Click here to return to [Collection Settings](#) or [Operator/Location Fee Splits](#).

