SILVER STRIKE LEAGUE NIGHT GET ONLINE

Home Edition Online Configuration Guide

To access the online features in your new IT game, you must have a Network with Internet access.

- Silver Strike League Night has both WiFi and Ethernet capability. You will need to choose the correct configuration for your location.

- **Setup Menu Access and Navigation** - Once the game boots to the Attract screen, access Operator Menus using the red setup button located under the control panel on the right side in a Showpiece Pro cabinet. To navigate the Menu, use the Trackball or Left Right Buttons to move the cursor and the Red Player Start Button to Select. To access the Menus, you are required to answer yes to the initial question.

CONTENTS

Access any section below by tapping on it:

Section 1: WiFi Network Connection Setup

Section 2: Ethernet Network Connection Setup

Section 3: Connection Verification

Section 4: Troubleshooting Online Connections

Section 1: WiFi Network Connection Setup

1. In the Operator Setup Menu Navigate to **Network & System>ITNet & Settings>Communication Settings>Configure WIFI Settings**
2. Select **Scan for Access Points** in the WIFI Configuration box.

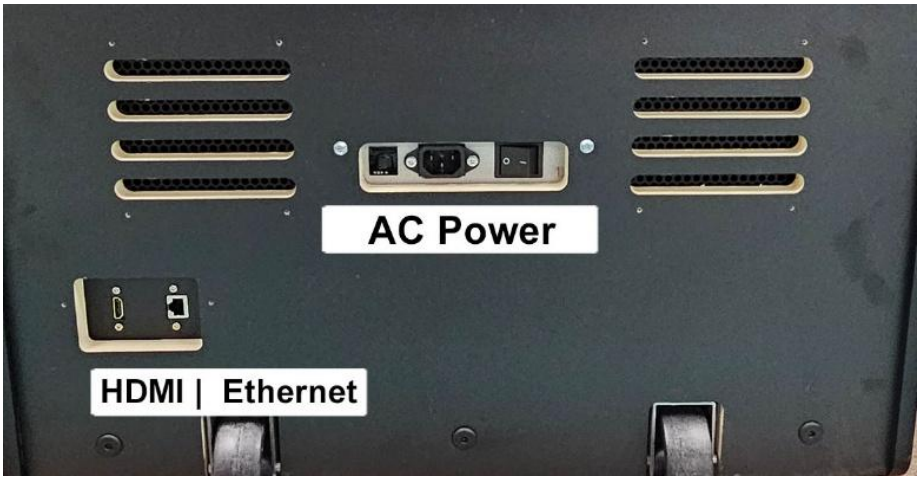
   The game scans available Networks to find yours. **Select the network you want the game to connect to.**

   Note: If your Network is not found, it is possible to manually enter the name of your Network by selecting **Enter SSID Manually.**
3. Enter Password. **Be sure to enter your password so it is correct.** Select **Done**. (It will take 10 to 15 seconds to connect to the network or to indicate a failure to connect.) If the connection fails, attempt the setup again from Step 2. See Troubleshooting Shortcuts for additional information.
4. A successful connection will be shown in the Current Network Status Box flagged by a bright green online indicator. Proceed to Connection Verification on page 3.

Silver Strike™, ITNet®, and IT Incredible TECHNOLOGIES® are the properties of Incredible Technologies, Inc. All Rights Reserved. The Silver Strike™ and ITNet®names and logos are trademarks. All other marks are the properties of their respective owners.

Section 2: Ethernet Network Connection Setup

Connect an Ethernet cable (not included) from the router to the Ethernet port on the back of the cabinet. When an Ethernet connection is detected it will override the WIFI method if configured.



Ethernet Port Location

1. Navigate to **Network & System>ITnet & Settings>Communication Settings**. The game will send out a request to the locations network for it to be assigned an IP Address, Gateway, DNS Primay and Secondary. typically takes 10 to 30 seconds.
2. The current Network Status Box will be indicated as Ethernet by the Bright Green indicator.
3. Select Test Connectivity for a quick conectivty test. Proceed to **Section 3:** Connection Verification for additional tests.

Silver Strike™, ITNet®, and IT Incredible TECHNOLOGIES® are the properties of Incredible Technologies, Inc. All Rights Reserved. The Silver Strike™ and ITNet®names and logos are trademarks. All other marks are the properties of their respective owners.

Section 3: Connection Verification

Once the game is connected to the location Network, test to assure the game can connect to the ITNet Servers at Incredible Technologies.

1. Navigate to **Network & System> ITnet & Settings> Communicating Settings** This screen will indicate the connection method and the network the game is connected to indicated by the Green Icon.

   The IP number is displayed in the Current Network Status Box. If the IP is all Zeros this is an indication that the game cannot make an internet connection to be able to reach the I.T. Servers.

2. To Test the connection: Select Test Connectivity. This is a quick connection test. Additional tests are the Force Call and Check Latency. These tests are located on the **ITnet & Network Setting** page. All tests should be successful.

3. Once connected to ITNET, the game is online and ready to register to a location if it is not already:

   https://store.itsgames.com/registration/main_form

   - If your game is registered for online play The **ITnet & Settings** menu will list Change Location and Location Information.
   - The Green online Icon indicator will be displayed at the bottom of the screen while the game is displaying attract screens. Online play will be offered in the player start menu.
   - If your game is not registered the **ITnet & Settings** menu will list Register Game at the top of the list of selections. The online indicator displayed in the attract screen will be red.

Silver Strike™, ITNet®, and IT Incredible TECHNOLOGIES® are the properties of Incredible Technologies, Inc. All Rights Reserved. The Silver Strike™ and ITNet®names and logos are trademarks. All other marks are the properties of their respective owners.

Section 4: Troubleshooting Online Connections

- The game will not connect to the network over WiFi I select.
  - Possible Causes
    - **The password is not correct** – be sure the password is being entered correctly. Be very aware of upper and lower case
    - **There may be restrictions on the WiFi Network** – if a cell phone or a tablet can connect the game should as well. You may need to contact the network administrator.
  - Game WiFi function test – Set up a cell phone as a hotspot
    - Temporarily connect the game to your Cell phone hotspot. If the game can connect to your phone hotspot and enables online play this indicates the games WiFi is functioning. Force a call to further test the connection to the ITnet Servers over your phone's hotspot.
- When I scan for a Network, my network is not displayed.
  - Possible Causes and Solutions
    - The WiFi signal is not available where the game is physically located.
      - Be sure that the game is close enough to the network
    - There is a Security Setting on the Network that does not broadcast the network.
      - The Network Administrator will need to allow your game to connect to the network.
  - Solution – Manually add your network. Be aware of upper and lower case. It has to be exact.
- The game indicated it is connected to the locations network, but a force call is not successful.
  - Possible Cause
    - **There still may be restrictions on the network**. You will need to consult the network administrator. If your smart phone or Tablet can connect to the same network and you can download documents on the network or even surf the internet that game should be able to connect.
    - Corrupted hard drive. This is very rare.
      - Attempt to connect the game over Ethernet. If a game can connect over Ethernet, it should be able to connect on WiFi.
      - Replace hard drive – This is a rare occurrence but possible.
- The game does not find the network when connected to Ethernet.
  - Possible Cause
    - Bad Ethernet cable – Try another Ethernet Cable
    - Not actually connected to a network
      - Can another Device Such as a laptop connect to the internet Using the same cable the game is attempting to use.
    - Try a rebooting the game making sure the game is using a good Ethernet cable.
      - The game will send a request to the network during the boot processes to obtain an IP address to be able to connect to I.T. Servers.
    - Bad Ethernet port on the Motherboard or corrupted hard drive. These situations are rare but possible.
      - A defective Port on the computer would be indicated at the Current Network Status Box located at the **Communication Settings** page.

Silver Strike™, ITNet®, and IT Incredible TECHNOLOGIES® are the properties of Incredible Technologies, Inc. All Rights Reserved. The Silver Strike™ and ITNet®names and logos are trademarks. All other marks are the properties of their respective owners.

CONTACT US

If you need further help, 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

Silver Strike™, ITNet®, and IT Incredible TECHNOLOGIES® are the properties of Incredible Technologies, Inc. All Rights Reserved. The Silver Strike™ and ITNet®names and logos are trademarks. All other marks are the properties of their respective owners.