SILVER STRIKE

LEAGUE NIGHT SETUP MENUS

System Setup Menus

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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.

Entering System Menus
Use the key to open the control panel and use the Red/Test button under the control panel t 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.

MENU NAVIGATION SHORTCUTS

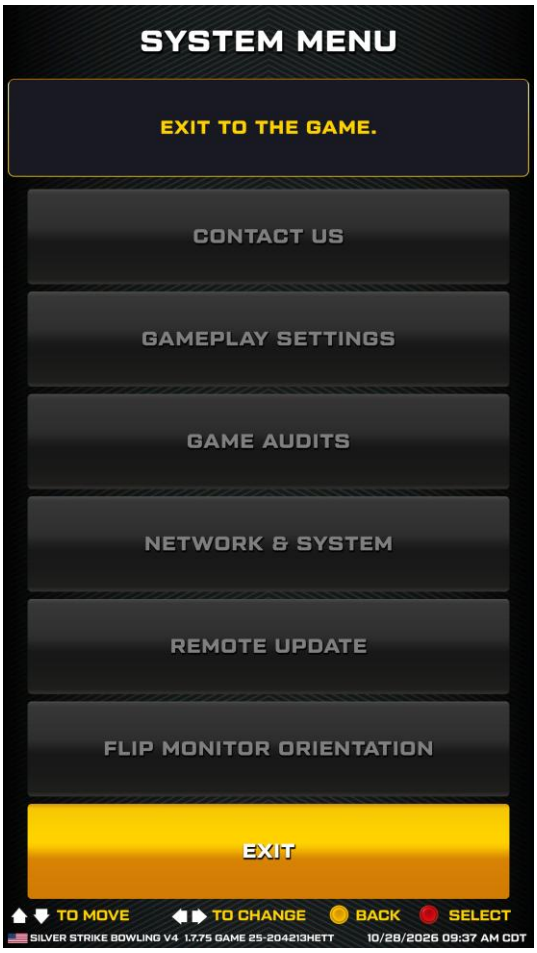
Shortcuts to frequently accessed areas of the menus.

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

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 maximize the enjoyment of your game.



***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.

Remote Update (Page 19)

This allows for the game to be remotely updated. New updates will be periodically released.

Flip Monitor Orientation

This allows the monitor orientation to be changed from landscape to portrait (if necessary)

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.

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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.

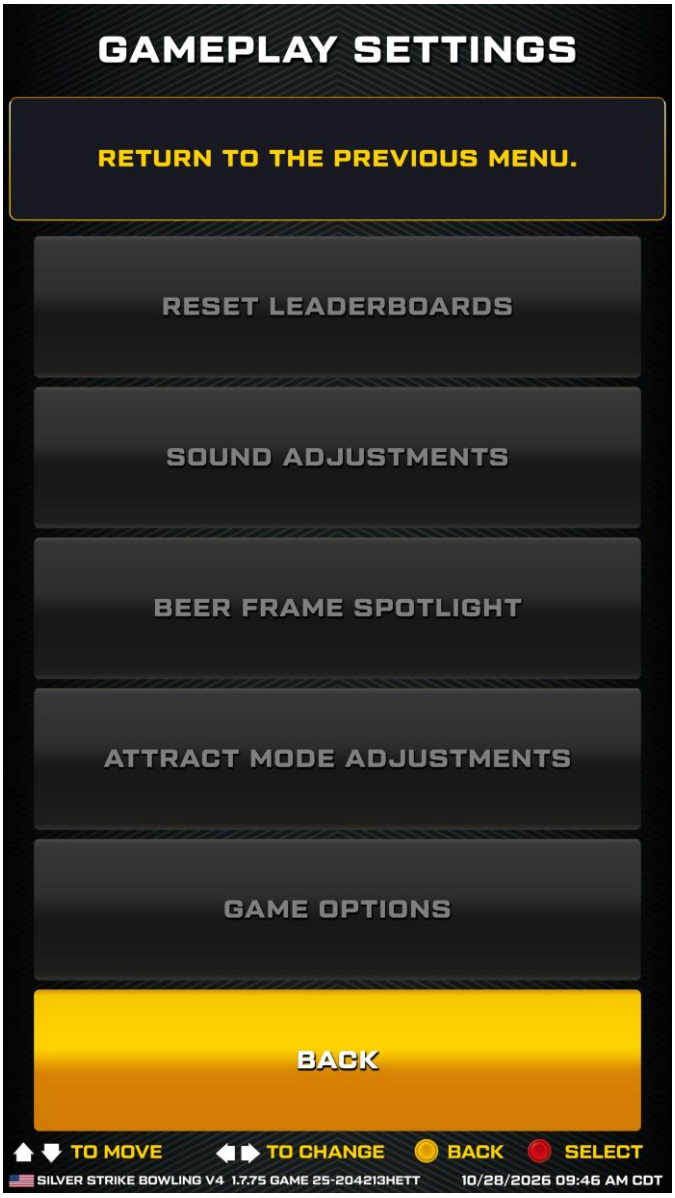
Sound Adjustments
This area allows you to adjust the various sound settings including attract mode sounds, game volume, and stereo setup.

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

Attract Mode Adjustments
Adjustments for the Attract Mode

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**.



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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.**

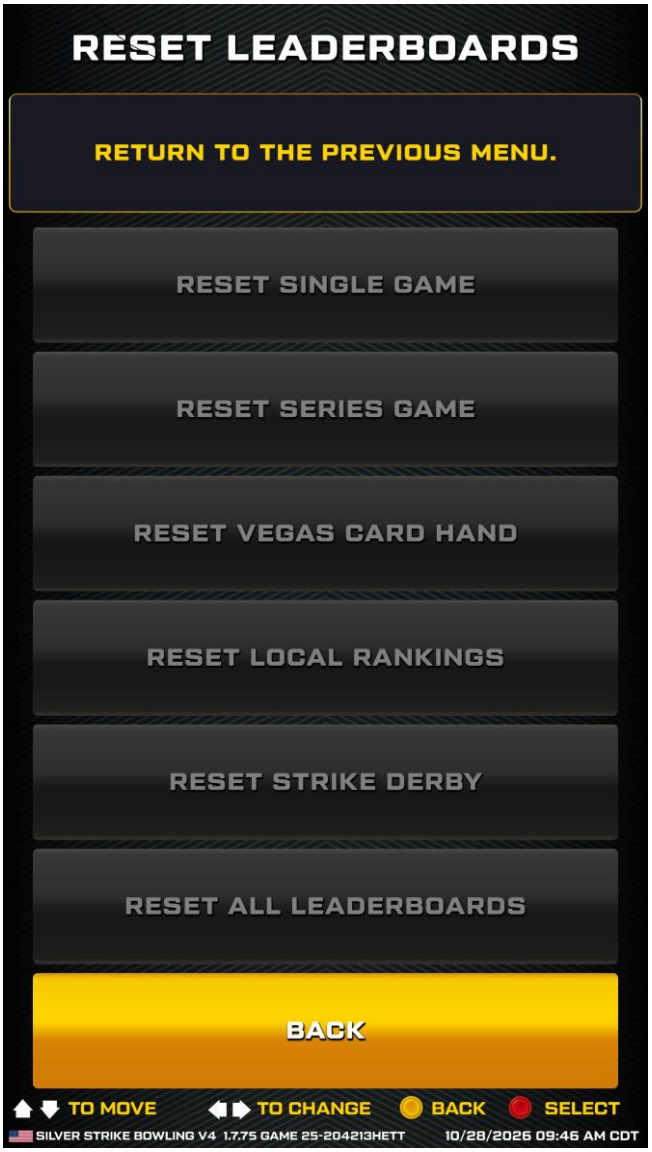
Local Rankings
Local rankings include all online players who have registered on this cabinet. A player's local ranking is listed with their statistics before an online game begins. A player must have played 3 games on this cabinet to have established an average score, which is used to determine ranking.

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.



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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.**

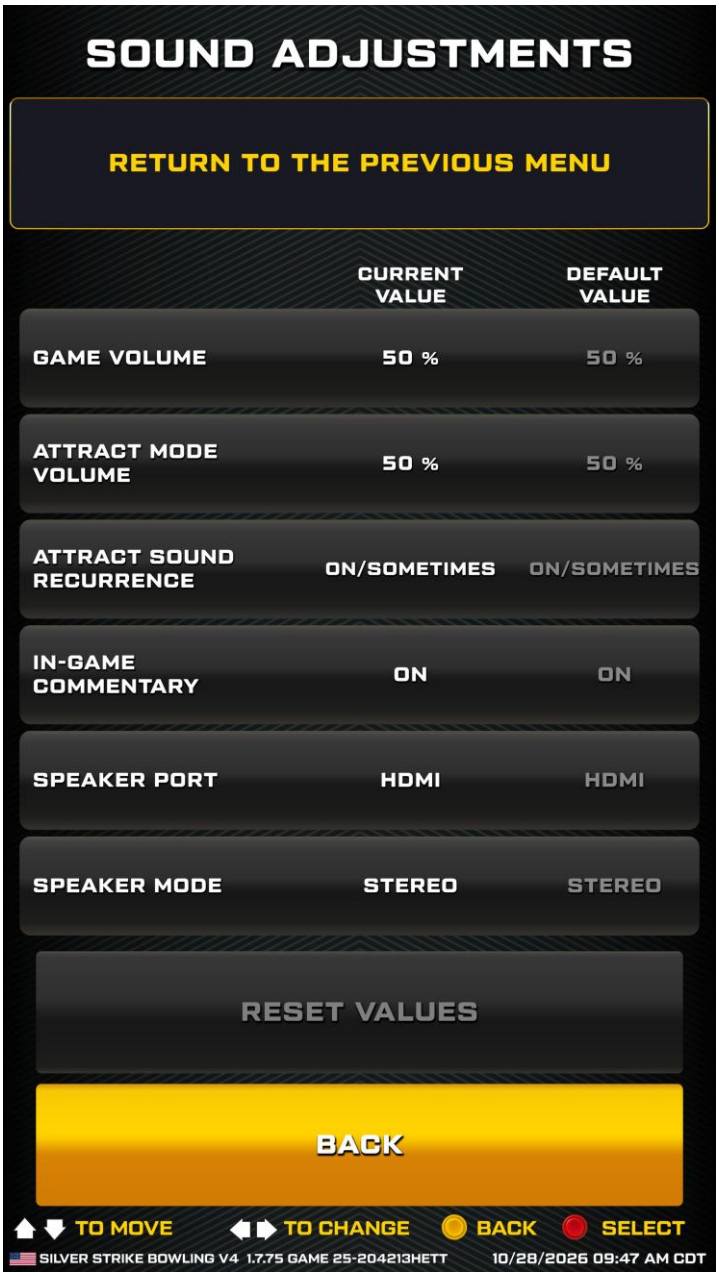
In-Game Commentary
Allows for the in-game commentary from the broadcasters. **The default is set to On**

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



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BEER FRAME SPOTLIGHT

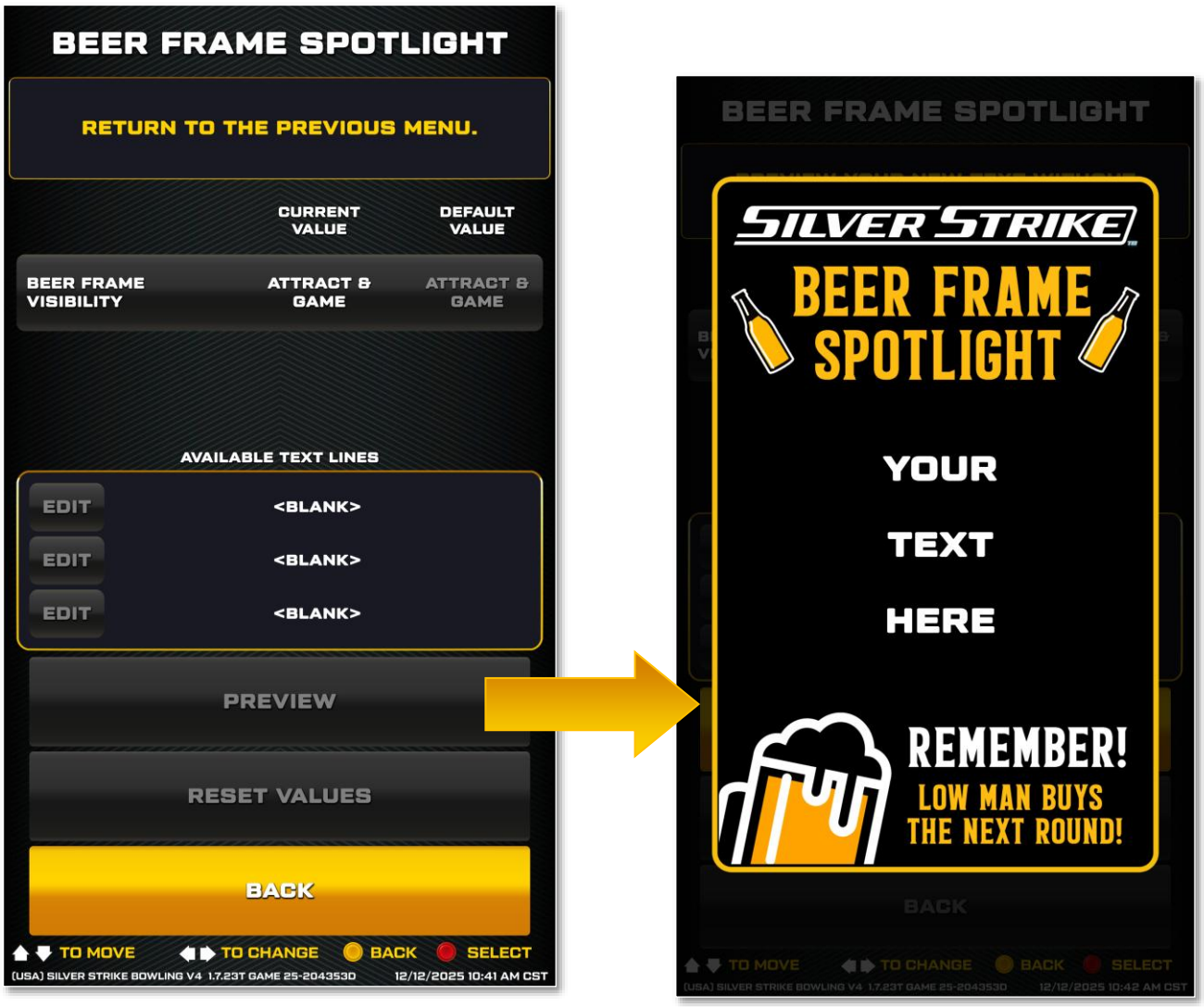
When the Beer Frame Spotlight mode is turned ON, locations can display a promotional message (typically food or drink specials) to patrons. The following options are available for when the message appears: Attract Mode only, In-Game only (during the fifth frame), Attract & Game.

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]



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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.

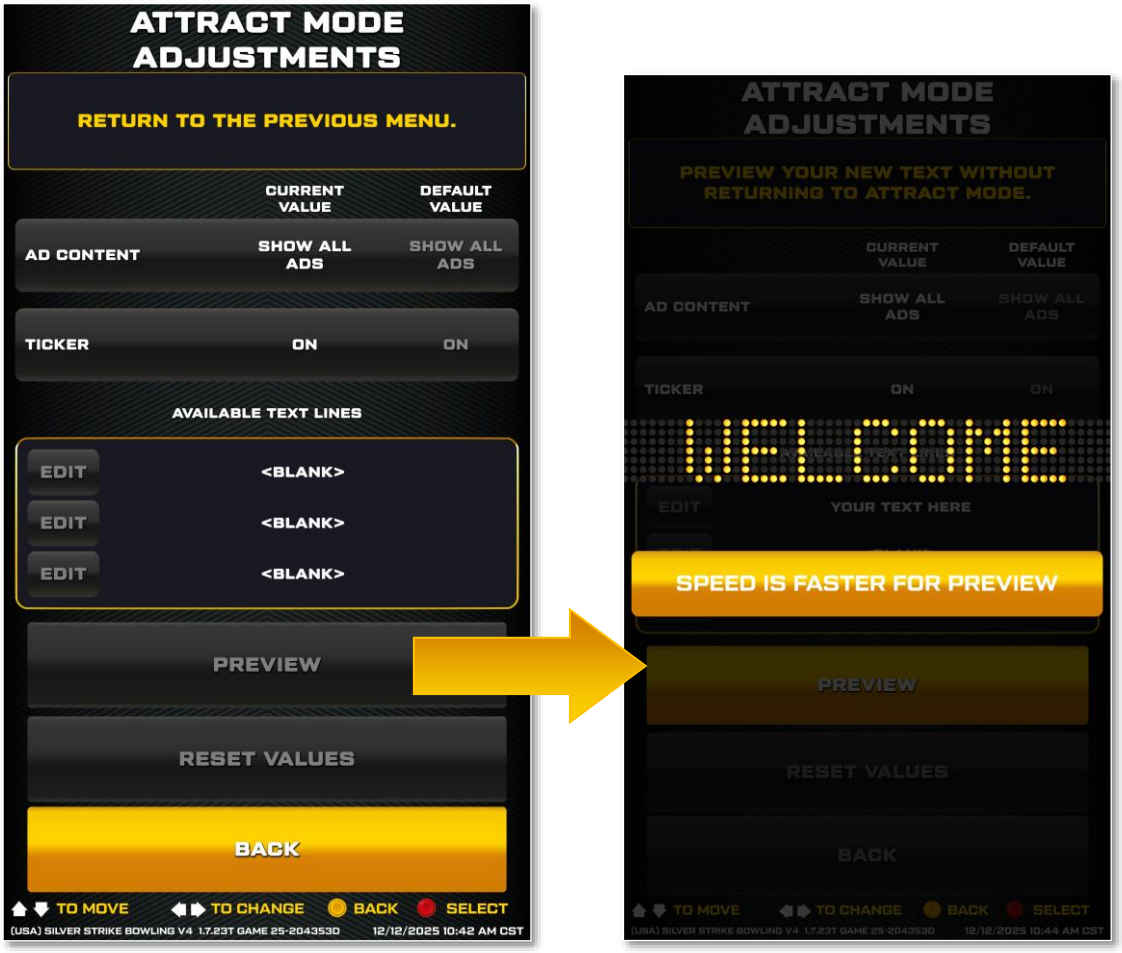
Ticker
Turn this option ON if you want a message to scroll across the screen during Attract Mode.

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**



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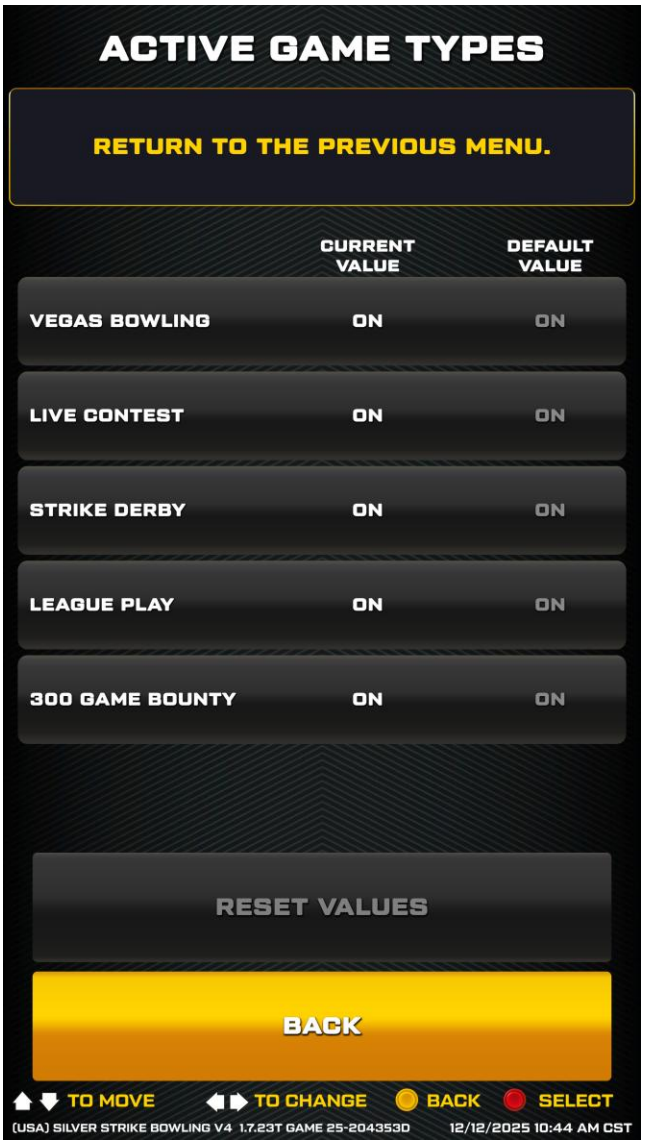
ACTIVE GAME TYPES

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**

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GAME OPTIONS

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

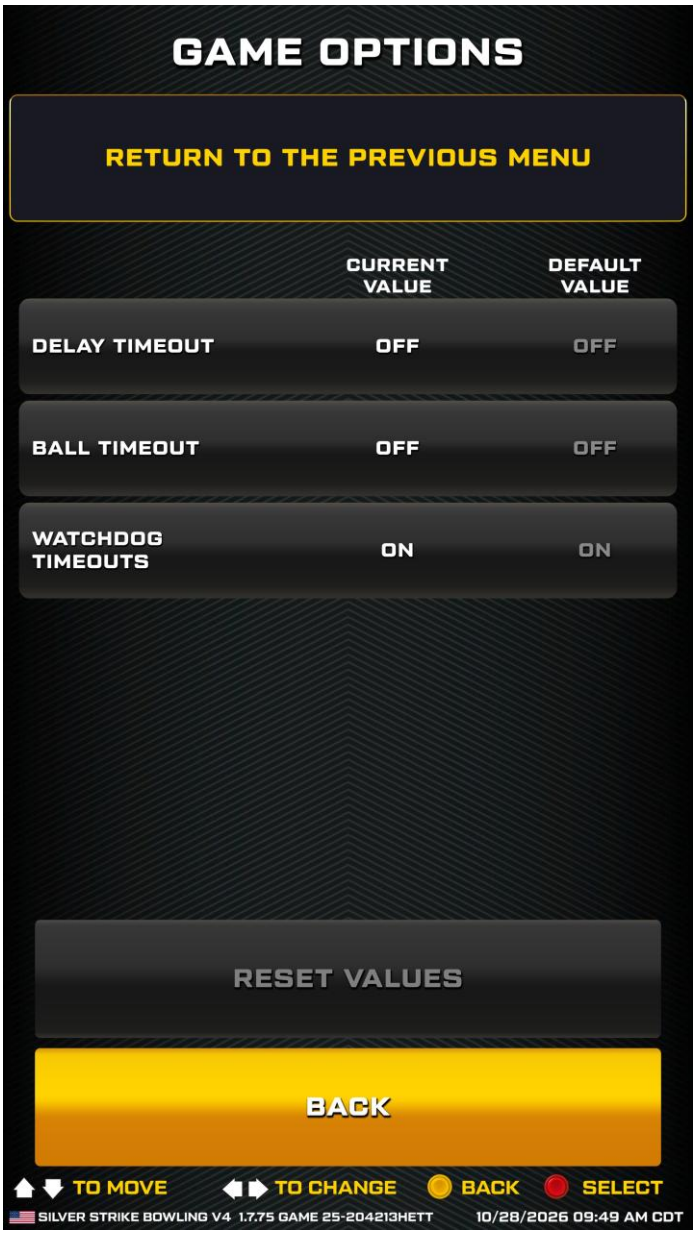
Delay Timeout
This sets the amount of time allowed before any player input is noticed. If the timer runs out before a player moves or the ball is thrown, the ball will be lost. Use this in conjunction with the Ball Timeout setting below to determine when a game is terminated due to timeout.

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

Watchdog Timeout
This adjusts the number of delay timeouts allowed.

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

Back/Return to the Previous Menu
Returns to **Gameplay Settings**



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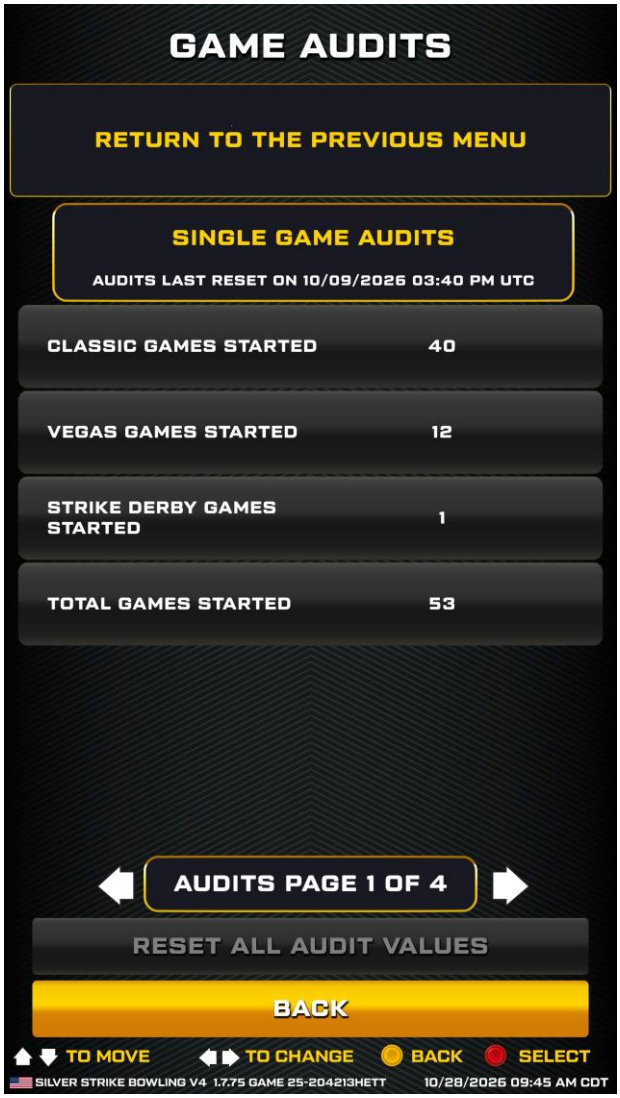
GAME AUDITS

This section displays various counts and totals for a variety of areas of interest. There are 4 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…*



Classic Games Started
Number of classic Silver Strike games reported.

Vegas Games Started
Number of Vegas Silver Strike games reported.

Strike Derby Games Started
Number of Strike Derby Silver Strike games reported.

Total Games Started
Total number of games reported.

Arrow Right (Forward) / Arrow Left (Back)
The available audits span 4 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.

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…*

Back/Return to the Previous Menu
Returns to **System Menu**.

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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.

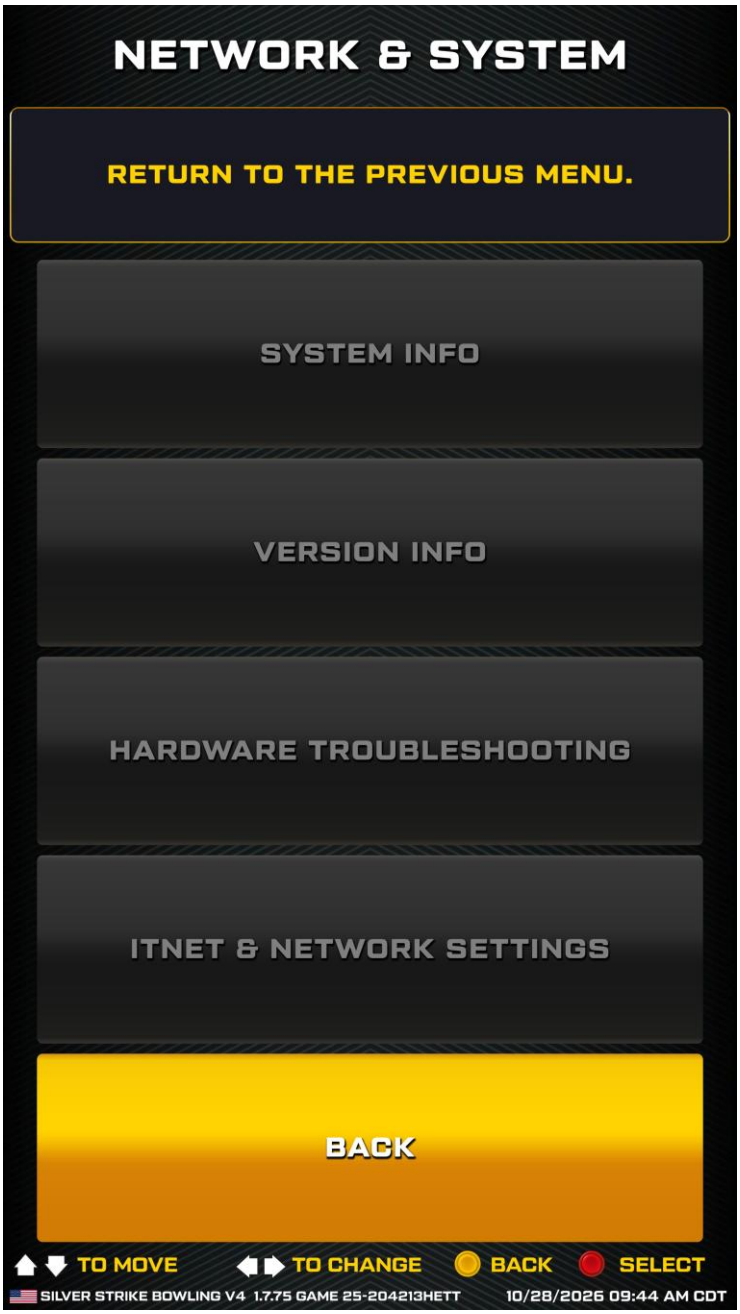
Version Info
This is a list of your machine's software version.

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**.



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HARDWARE TROUBLESHOOTING

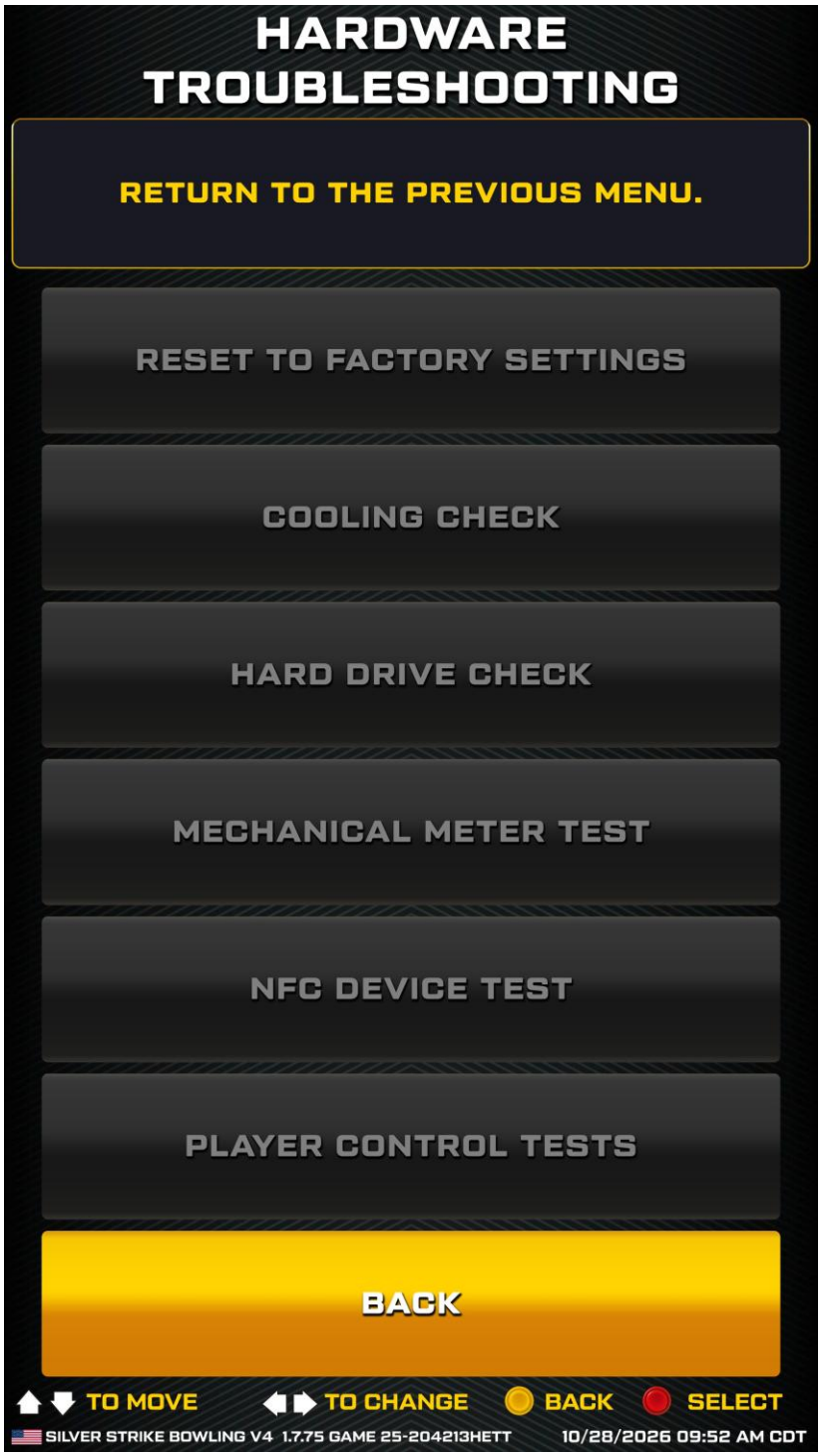
Reset to Factory Settings
This will reset all of your settings to the defaults when the game left IT.

Cooling Check
This checks the cooling fans and the temperature of the game.

Hard Drive Check
This checks operating condition of the hard drive

Mechanical Meter Check
This checks the numbers on the internal meters.

NFC Device Test
This verifies the NFC device is functioning appropriately.



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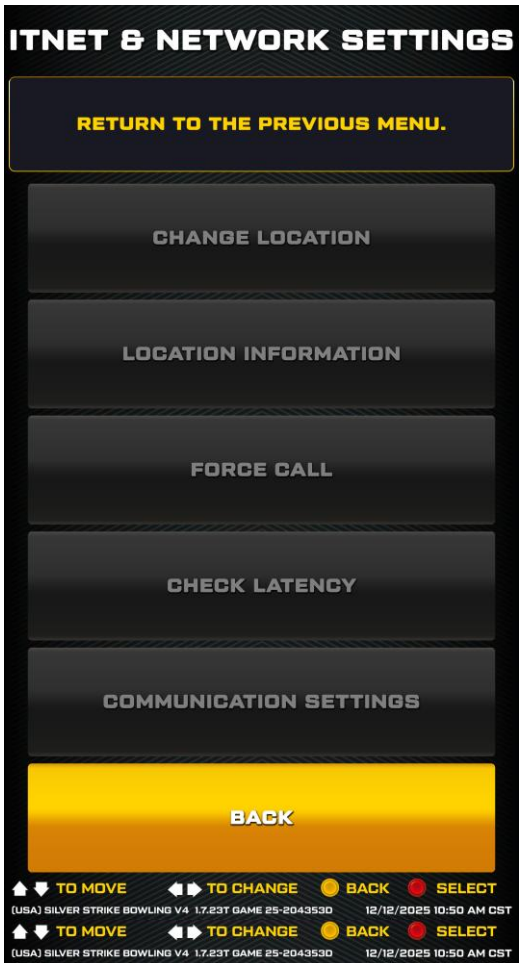
ITNET & NETWORK SETTINGS



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.

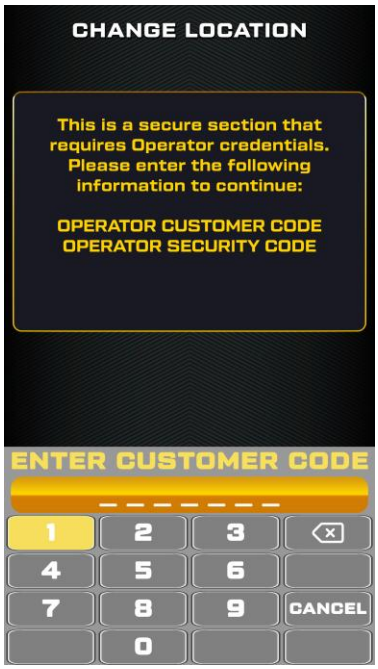
Force Call
This test will initiate a connection with the ITNet system and give a result status.

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.

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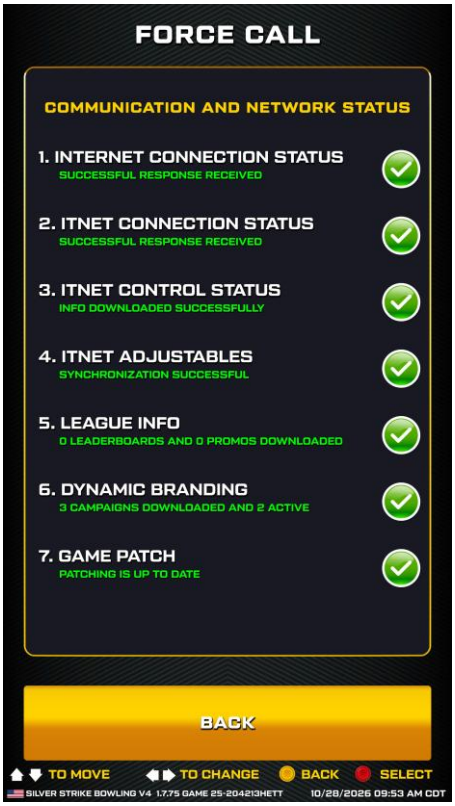
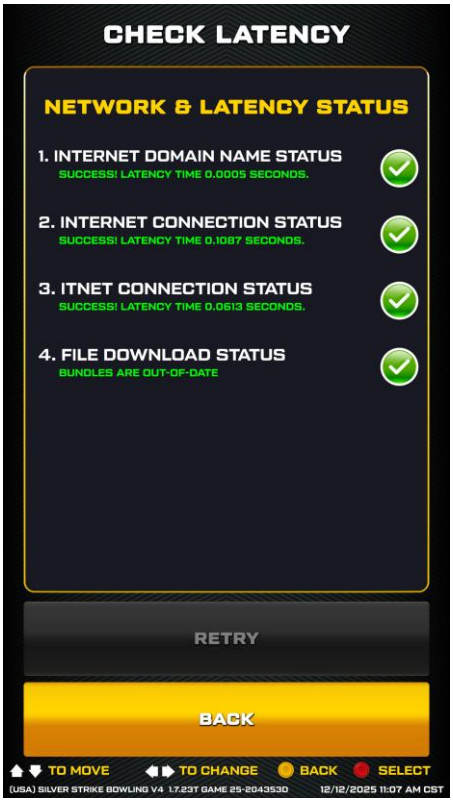
FORCE CALL/CHECK LATENCY

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**.

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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**.

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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**.

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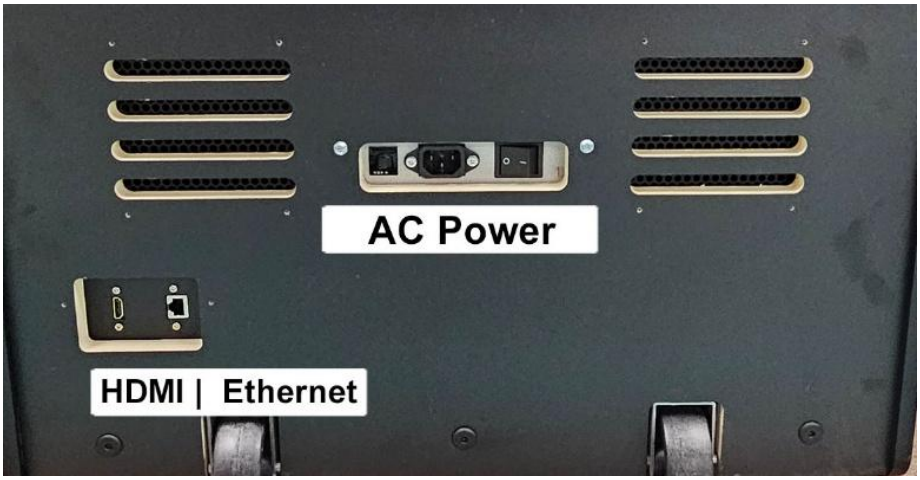
CONFIGURE ETHERNET SETTINGS

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

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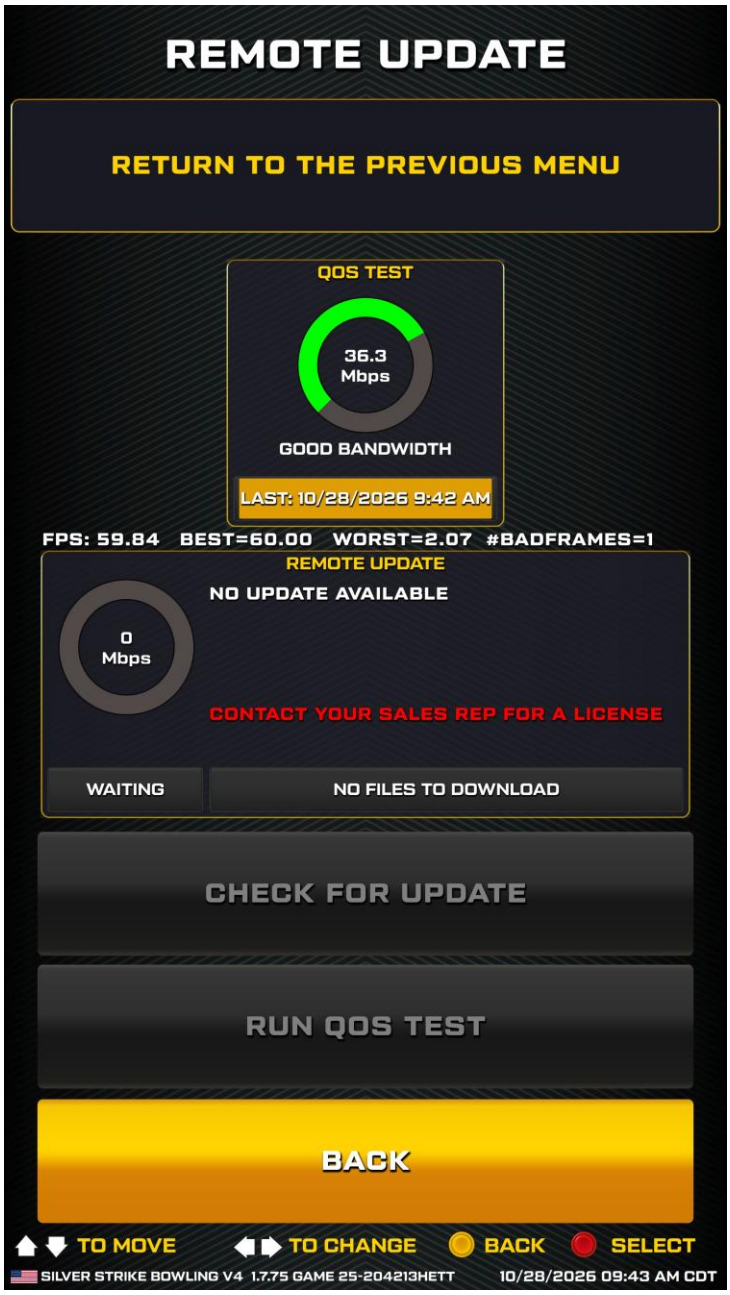
REMOTE UPDATE

As updates become available, more update information will be available.



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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**.

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