



INSTALLATION AND OPERATION MANUAL

Version 01/05





FEATURES

- Up to Four Players can Hunt in Head-To-Head Competition!
- Select from Traditional Play, Hunt Club, Tournament Play Modes
- Improved Hunt Club Play For More Stats and Variety
- Unique New Bonus Only Play Mode
- Over 480 Authentic and Unique 3D Hunting Scenes
- Hunt All Across the US and Canada, Including the New Midwest and Southwest Regions
- Hunt in Varying Weather Conditions: Sunlight, Rain, Fog and Snow
- Hunt During Different Times of Day: Early Morning, Afternoon and Night
- Hunt Deer, Elk and now Antelope
- Exciting Bonus Rounds Lets you Test your Skill on Doves, Pheasant, Squirrel, Duck, Skeet, Raccoon, and a Huge Variety of Targets
- Operator Selectable Bloodless and Tagging Modes



BIG BUCK HUNTER

2006

Call of the Wild

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DEDICATED CABINETS

DEDICATED GAME CONTENTS

- (1) Big Buck Hunter Call of the Wild Dedicated Cabinet with LED Sign
- (1) Gun Assembly
- (1) Big Buck Hunter COTW Manual
- (1) Monitor Manual
- (1) 50 ft. Telephone Cable
- (1) Telephone Line Splitter

RECOMMENDED SUPPLIES

- Analog telephone connection.
- Inexpensive telephone, used to test the line connection.

THE CABINET

Your Big Buck Hunter Call of the Wild cabinet comes with the hard drive packed in a padded box inside the cabinet. Install the hard drive carefully. Make sure all of the connectors, wires, harnesses and PCB cards are seated securely in their sockets before applying power.

Key Measurements

- Shipping Dimensions (height x width x depth): 78 x 30 x 37 [inches] 198.12 x 76.2 x 93.98 [centimeters]
- Shipping Weight: 415 [pounds] 188.24 [kilograms]
- Power Supply Specs (input/output voltages, power): ATX: input 115VAC (8A) 230VAC (4.5A) output +3.3VDC (14A), +5VDC (25A), +12VDC (10A), -5VDC (0.5A), -12VDC (1A), +5V/SB(1.5A) power 250W Max
- Current drawn by cabinet: 2 AMPS Approximate
- Fluorescent bulb specs: 17" F15 T8CW
- Compliance - FCC Class A

Power Requirements

Big Buck Hunter Call of the Wild requires a 250-Watt ATX Power Supply.

+3 VDC 14 amps
+5 VDC 25 amps
+12 VDC 10 amps

WARNING!!!

The output level of many "regulated" switching power supplies actually varies with load. For this reason, the power supply from an old game may not be an ATX power supply required for a BIG BUCK HUNTER™ RED BOARD. This makes the existing power supply inappropriate and hazardous to your new game. Use only a 250-Watt ATX Power Supply with the RED BOARD.

Rifle and Holster Clips

Unwrap the rifle and mount it on the two holster clips on the control panel. You will want to calibrate your rifle for

best game play results. Refer to the Gun Calibration section for proper calibration and adjustments procedures.

Hard Drive

BIG BUCK HUNTER CALL OF THE WILD uses a hard drive to store its game data. The Hard Drive is shipped in a padded box inside the cabinet. Install the hard drive carefully, as it is very sensitive to shock. Make sure the hard drive is mounted securely and the power and data cables are secure. Refer to the Hard Drive section for proper mounting and replacement procedures.

The hard drive is shipped with a mounting bracket already attached. The bracket protects the electronics from damage due to improper handling. DO NOT REMOVE the bracket, as it may cause damage to the hard drive.

CAUTION!

Hard drives are sensitive to both physical and electrical shock. DO NOT DROP OR KNOCK OVER 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. Keep the supplied padded box for shipping any returns. Failure to use the supplied shipping box will void the warranty. DO NOT USE POWER TOOLS.

Returns

The Hard Drive is shipped in a shipping box that is fastened to the inside bottom of the cabinet. Be sure to keep this box, in case you need to move the game or ship the hard drive. 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.

Volume and Test Switches

Your cabinet comes equipped with a bank of buttons mounted inside the coin door. The Test button activates Operator Test mode, for software audits, game adjustables, and system tests. Refer to the Operator Test section of this manual for more information.

There are also two Volume control buttons mounted inside the coin door. Press the button on the left to increase volume, and press the button on the right to decrease volume. You can also adjust volume in the Operator Test mode by pressing the Test button.

LED Sign

Your Big Buck Hunter Call of the Wild cabinet has a scrolling LED sign installed in the marquee section of the cabinet. The LED sign is used by ITNet to advertise contests and game features. When the game is not registered to ITNet, the scrolling sign displays basic game features for Big Buck Hunter, as a way to attract players.

When ITNet features are enabled, special messages related to tournaments or contests will be sent through the

phone line for automatic display. If the LED is required to be off in your state or location, it can be disabled in Operator Adjustables mode.

Security Bar

Big Buck Hunter Call of the Wild comes with a heavy-duty security bar, to help you protect your cash box. Use a strong padlock (not included) to lock the security bar in place.

Card Reader

Your Big Buck Hunter Call of the Wild 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. Make sure the card reader's power and data connectors are seated properly. Use the Card Reader test in Operator Test Mode to make sure the card reader is working properly.

Monitor

Your Big Buck Hunter Call of the Wild cabinet comes equipped with a digital monitor set to medium resolution (mid-res). Big Buck Hunter Call of the Wild dedicated cabinets support mid-res. monitors, offering superb graphics and brilliant colors. Big Buck Hunter KITS support both low-res and mid-res. monitors. Because this shooting game uses light to track targets and determine aiming, a properly adjusted monitor is extremely important. Make sure your monitor is adjusted properly for best game results.

DIP SWITCH SETTINGS

The **SW51-Dip switches** can be found on the main PCB near the JAMMA connector.

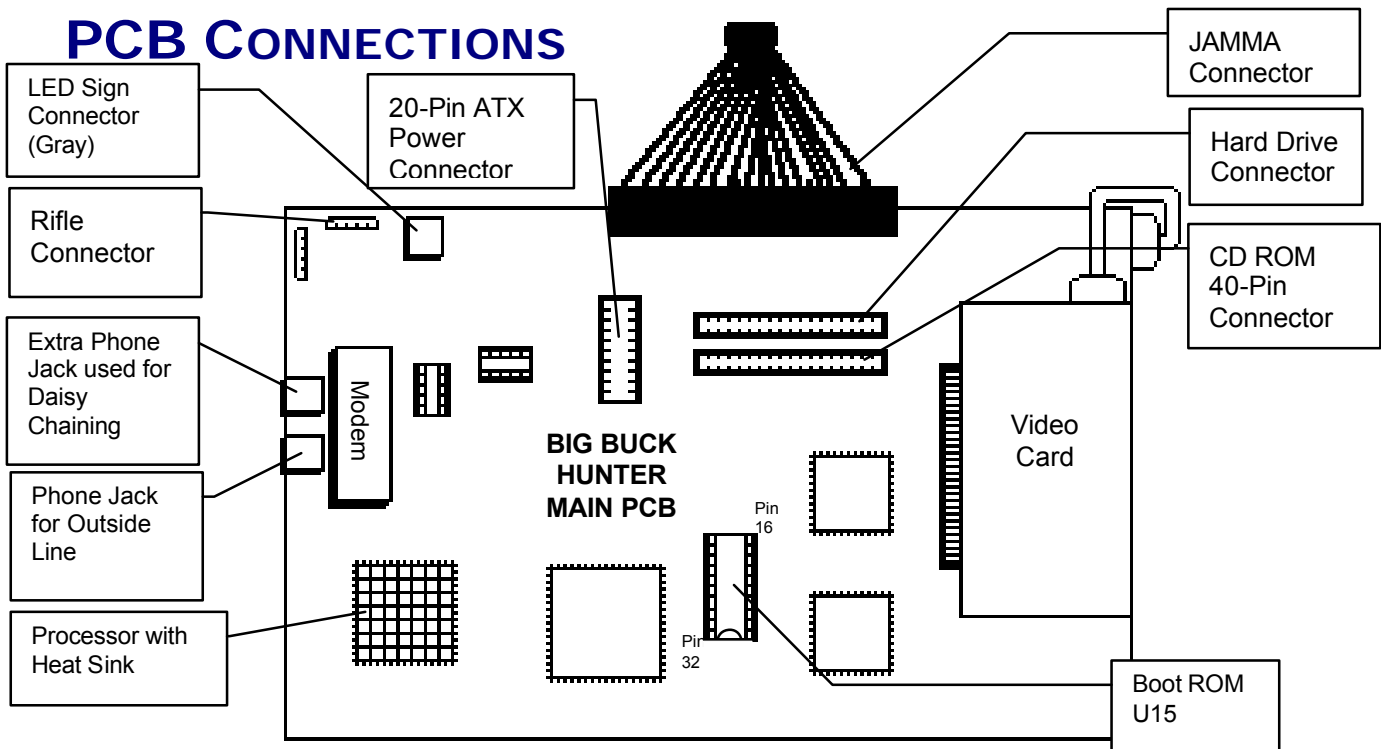
Dip Switch 1 (ON):	Normal Play (DEFAULT)
Dip switch 1 (OFF):	OPERATOR MODE
Dip switch 2 (ON):	Regular Targeting (DEFAULT)
Dip switch 2 (OFF):	Secondary Targeting
Dip switch 3 (ON):	Always "ON" (DEFAULT)
Dip switch 4 (ON):	Always "ON" (DEFAULT)

The **SW5-Dip switches** can be found near the flashing green LED.

Dip switch 1 (OFF):	Medium Resolution (DEFAULT)
Dip switch 1 (ON):	Low Resolution
**Dip switch 2 (OFF):	Low Resolution B Adjust
Dip switch 2 (ON):	Low Resolution A (DEFAULT)
Dip switch 3 (ON):	Always "ON" (DEFAULT)
Dip switch 4 (ON):	Always "ON" (DEFAULT)
**If you are experiencing a "jittery" image, try this mode to correct. Restart the game and adjust the monitor	
Note: Low-resolution works on BBH KITS ONLY!	

BIG BUCK HUNTER COTW

PCB CONNECTIONS



KIT GAME INSTALLATION

INSTALLATION

PREPARATION

KIT PACKAGE CONTENTS

- (1) Printed Circuit Board (PCB) Assembly
- (1) Hard Drive and 40-Pin Ribbon Cable
- (1) ATX Power Supply
- (1) Gun Assembly
- (2) Gun Mounting Clips
- (1) Illuminated Button Assembly
- (1) Card Reader Assembly
- (1) Misc. Mounting Hardware
- (1) Marquee Art
- (1) Marquee Acrylic
- (1) Control Panel Overlay
- (1) Set Control Panel Labels
- (2) Side Decals
- (1) Set Installation Templates
- (1) 50 ft. Telephone Cable
- (1) Telephone Line Splitter
- (1) Manual

BEFORE YOU START...

1. Check to see if all the needed parts have been included in your kit or tournament cabinet.
2. Do you have the necessary tools?
3. Do not work with any part of the system plugged in (lights, monitor, or power supply).

THE CABINET

Power Requirements

WARNING!

ATX Power Supplies require a load to operate. There will be no Voltage Output if the power supply is not connected to the main board.

Big Buck Hunter Call of the Wild requires an ATX Power Supply, supplied with this kit. Make sure the game you have chosen to convert is able to supply all the required voltages for Big Buck Hunter Call of the Wild.

+3 VDC	14 amps
+5 VDC	25 amps
+12 VDC	10 amps

WARNING!!!

The output level of many "regulated" switching power supplies actually varies with load. For this reason, the power supply from an old game may not be an ATX power supply required for a BIG BUCK HUNTER™ RED BOARD. This makes the existing power supply inappropriate and hazardous to your new game. Use only a 250-Watt ATX Power Supply with the RED BOARD.

RECOMMENDED TOOLS AND SUPPLIES

- Phillips and Slotted Screwdrivers
- Socket Set, Wire Cutters and Strippers
- Pliers or Channel Locks
- Electric Drill with 3/32", 1/4", and 7/16" Bits
- Chassis or Sheet Metal Punch
- Razor Knife and Sharp Blades
- Soldering Iron and 60/40 Resin Core Solder
- Assorted Fastening Hardware
- Heat Shrink Tubing (3/32", 1/8", and 3/16")
- Masking Tape or 4" Wire Ties

Monitor Requirements

BIG BUCK HUNTER requires a monitor in a horizontal mount raster scan with negative composite SYNC. It can be difficult to change the monitor from vertical to a horizontal unit. Therefore, installation will be easier if you choose a horizontal mount cabinet. BIG BUCK HUNTER has been designed for **medium-resolution (mid-res) monitors**. For best results, choose a cabinet with a mid-res. monitor. Consult your monitor for mid-res. adjustment.

ONLY Big Buck Hunter Call of the Wild Kits will work with low-resolution monitors. Please check the dip switch settings on Page 5 for correct settings.

CAUTION! Monitors are extremely dangerous and can result in severe injury. Make sure you follow and observe all safety precautions as outlined in your monitor's manual.

IF YOU DO YOUR OWN PAINTING, YOU'LL NEED THESE PAINT SUPPLIES:

- Air Brush or Paint Sprayer
- Paint Brush, Paint Roller and Pan
- Paint (and Primer)
- Sandpaper

Cabinet Selection

You can choose either a new cabinet or a used cabinet for your BIG BUCK HUNTER game. Reusing a cabinet is by far the most cost-effective way to maximize the return of your initial investment. In either case, all you need to provide is a cabinet with a power supply, bill acceptor and monitor. We provide the rest. The end result is a new game at a very low cost.

NOTE:

It is recommended that a cabinet used for similar types of games be used for your BIG BUCK HUNTER. Large monitors mounted at a right angle work best.

NOTE:

The monitor must be mounted perpendicular to the gun for the game to play correctly.

When selecting a cabinet, keep this in mind:

A cabinet with a 25" or larger monitor, mounted at a right angle, will produce the best game play results. The monitor must be perpendicular to the gun for the game to play correctly.

1. Remove the following from the cabinet: Main Logic Board(s), Control Panel, Monitor Plexiglas, Marquee, Cabinet Graphics
2. Thoroughly clean out your cabinet. Remove all the old buttons, joysticks and wires from the control panel. **DO NOT** remove monitor and speaker wires.
3. If your cabinet does not have switches or buttons inside the cabinet, you will need to install them for volume control and access to diagnostics and testing modes.
4. Remove the old graphics and adhesive from the control panel, and the side of the cabinet.
5. For a fresh look, painting is highly recommended. Spray painting gives a better finish, but if an air brush or paint sprayer is unavailable, a roller is second best. Remember to cover all exposed surfaces not to be painted.
6. The "new game look" should always apply to the inside of your game as well. A few wire ties and shrink tubing on your harness, some fastening hardware on your subassemblies, and a sweep with the vacuum cleaner will help ensure that glitches do not occur.

CONTROL PANEL

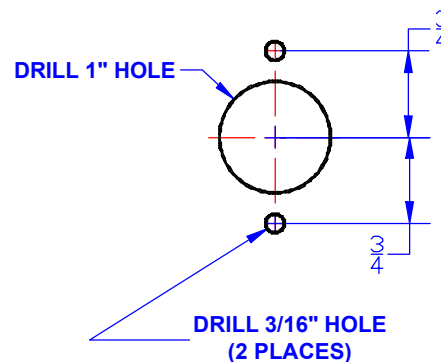
Compare your cabinet's control panel to the diagram below to determine how to install the graphics and controls. The BIG BUCK HUNTER gun holster is mounted either on the front or side of the cabinet, so your control panel requires very little drilling.



Button Preparation

Big Buck Hunter comes with an illuminated Start button.

START BUTTON HOLE TEMPLATE



1. When making the hole for the Start button, use the control panel layout diagram as a guide to where you should drill your new hole, and mark the center of the hole with a pencil.
2. Locate and Mark the center of the control panel.
3. Position and attach the Start Button Hole Pattern Template to your control panel. Be sure that the location you have selected is free from obstructions inside the cabinet. Be sure that the template is oriented correctly.
4. Carefully drill and deburr the 1" center hole, and the two 3/16" mounting holes.
5. Use a file to smooth any rough edges on the holes.
6. Fill any old and unused holes with wood, resin, or a metal plate.
7. It is recommended that you cover your control panel with Plexiglas. Now would be a good time to cut it to fit while the dimensions and tools are at hand.

8. Install the control panel graphics and labels, following the instructions found in the manual. Cut away any graphics material from the button holes.
9. Insert the supplied button into the large hole. Two pins on the lower edge of the button are used to lock the button into position.
10. Tighten the large plastic nut securely onto the plastic button housing.
11. Snap the micro-switch and lamp into the button housing.
12. Attach the button assembly switch and lamp to the main harness connectors. Refer to the manual for correct wiring.

Volume and Test Switches

If your cabinet does not have switches or buttons inside the cabinet, you will need to install them for volume control and access to diagnostics and testing modes.

Big Buck Hunter requires three external switches to navigate through Operator Mode. Install a Test, Volume Up and Volume Down switch in a convenient location inside your coin door. Volume Up and Volume Down double as scroll up and scroll down when in Operator Mode. Refer to the JAMMA Connections diagram for proper wiring.

GRAPHIC OVERLAYS

BIG BUCK HUNTER comes equipped with graphics that will accommodate a variety of existing game cabinets. Remove any old control panel graphics and make sure the panel is clean and free of dirt, grease or adhesives before installing your new graphics.

Control Panel Overlay Installation

1. Make sure the control panel is clean and free from dust, grease, metal filings, and sawdust. The background overlay provided with the game is oversized to accommodate most control panel sizes. Center the background overlay on the control panel surface. Be sure to leave enough excess material above and below the control panel in order to trim it evenly.
2. Remove the protective backing from the background overlay. Center the background overlay over the control panel and place down gently, making sure to keep it square. Using your hands, press down firmly, starting from the center and smooth the background overlay outward, making sure all bubbles have been pressed out for a clean, flat surface.
3. Using a sharp razor knife, trim any excess from the background overlay. Carefully pierce through the overlay above the control panel hole that you have marked. Cut out material covering the pre-drilled holes with the razor knife. Be sure to cut and trim the background overlay cleanly and evenly.

Function Labels Overlay Installation

Line up the supplied function labels to correspond with the control panel layout on the previous page. Remove the backing and carefully press into place. Be sure they are straight. Refer to the control panel diagram for optimal placement. If you are protecting your control panel with a Plexiglas overlay and have already cut it install it now.

Insert the Start button into the control panel and tighten securely. Refer to the Wiring section of this manual for correct button wiring.

Marquee Installation

If your cabinet needs a new marquee Plexiglas, determine the correct size and cut to fit. Using the old marquee Plexiglas as a template, center the Plexiglas on your new marquee, making sure that all the printed images will be visible.

The supplied marquee is designed to fit in a dedicated Big Buck Hunter as well as most universal kit cabinets. When installing in a kit, you will need to trim the marquee art to fit. Use the existing Plexiglas from your cabinet to determine the proper trim size. Refer to the diagram below for best results. Be sure to leave enough room above and below the logos so they are not cut off when installed.

Using a razor knife, carefully score the new marquee, following the edges of the old glass. Carefully break off excess material. Be sure the light behind the marquee works and that the glass is clean on both sides. Now install the marquee graphics and Plexiglas securely.



Use the area below the LED section for kit marquee

Cabinet Side Graphics Installation

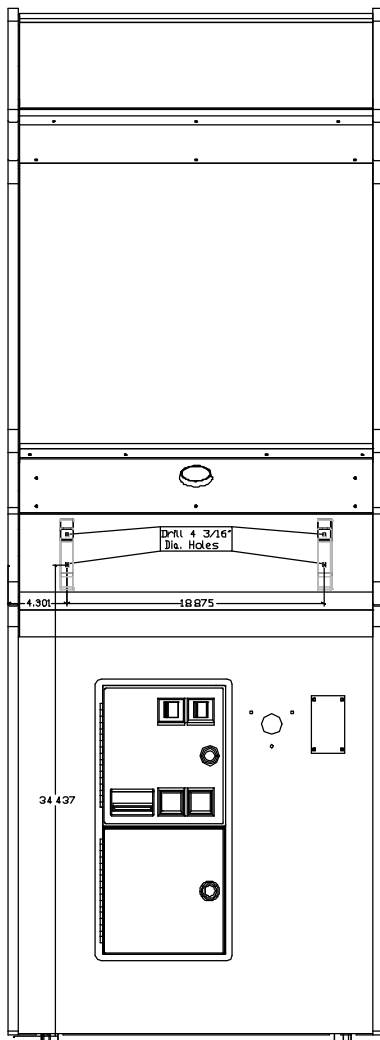
Remove any old side stickers. Be sure the surface is smooth and clean. Carefully remove the backing from the supplied logo stickers and smooth in place on the side of your cabinet. Refer to the diagram below for optimal placement.



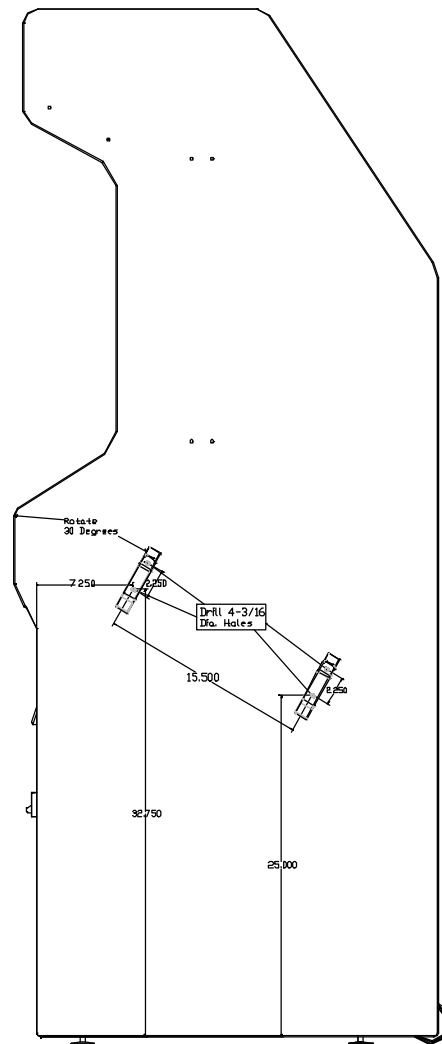
RIFLE HOLSTER INSTALLATION

Most BIG BUCK HUNTER games come equipped with a specially designed rifle. To mount the rifle to the cabinet, you need to attach a rifle holster. The rifle holster consists of two high-impact plastic brackets. These brackets can be mounted on the front of your cabinet, or on the side of your cabinet.

1. Determine where you want to mount the holster. The holster should be mounted at a comfortable height near the control panel. Make sure the cable attached to the rifle will reach the PCB when mounted in the proposed bracket position.
2. Use the dimensions on the cabinet diagrams for optimal placement.
3. For **FRONT MOUNTING**, center the template on a vertical surface. Be sure the template is oriented correctly. Match the center of the template to the center line of the cabinet. Use only the brackets on the template labeled **A and C**. The center holes on the brackets should be 18.875" apart.



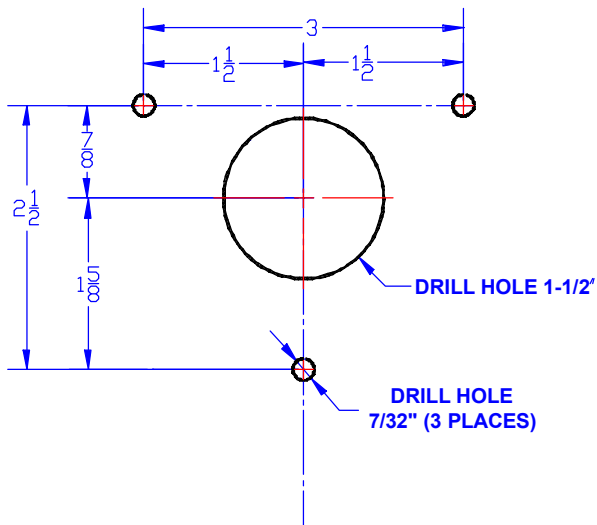
4. For **SIDE MOUNTING**, orient and attach the template to the cabinet at a 30-degree angle. Be sure the template is oriented correctly. Use only the brackets on the template labeled **A and B**. The center holes on the brackets should be 15.5" apart.
5. Punch or mark the center holes for the appropriate bracket mounting holes with an awl.
6. Remove the template and carefully drill and deburr the four 3/16" mounting holes.
7. Install the brackets using the supplied carriage bolts, flat washers and locking nuts. Fasten the nuts securely inside the cabinet.



Gun Installation

1. Insert the gun into the newly mounted holster. The attached gun cable should be hanging freely, with no loops or kinks.
2. Determine the best location for the gun cable mounting bracket. Players should be able to move the gun freely. Use the dimensions indicated on the cabinet diagrams for approximate placement. Be sure that once installed, the wires from the gun cable assembly will reach the power supply and PCB inside the cabinet.
3. Position and attach the Gun Cable Mounting Template to the cabinet. Be sure that the location you have selected is free from bracing or wiring inside the cabinet.
4. Carefully drill and deburr the 1 1/2" center hole, and the three .20 mounting holes.
5. Thread the cable connector and grounding wire through the center hole.
6. Mount the Gun Cable Mounting Plate using the supplied carriage bolts, flat washers and locking nuts. Make sure the bolts are seated firmly. Attach the grounding wire to any one of the carriage bolts before installing the washer and locking nut.

GUN CABLE MOUNTING PLATE HOLE PATTERN



7. Once the Gun Cable Mounting Plate is mounted securely, Make sure the gun can move freely in all directions.
8. Inside the cabinet, connect the Cable Connector to the supplied Connecting Harness. The Connecting Harness then connects to GUN 1 connector on the main PCB. See the Wiring section of this manual for more details.

WIRING AND HARDWARE ASSEMBLY

REMEMBER! DO NOT WORK WITH ANY PART OF THIS SYSTEM PLUGGED IN (Lights, Monitor, or Power Supply).

NOTE:

All switch wires used in this game need to be wired to the normally open connection on the switches. Each switch requires a ground wire on the common connector and the appropriate control or switch wire on the other normally open connector of the switch.

Control Panel Assembly

Wire the controls using the JAMMA Harness Connection table. Connect the gun using the supplied connecting harness cable into GUN 1 on the main PCB.

Printed Circuit Board (PCB)

BIG BUCK HUNTER uses a hard drive to store its game data. Make sure you mount your PCB in such a way as to allow easy connections to the hard drive cables. Refer to the next section for suggested mounting positions.

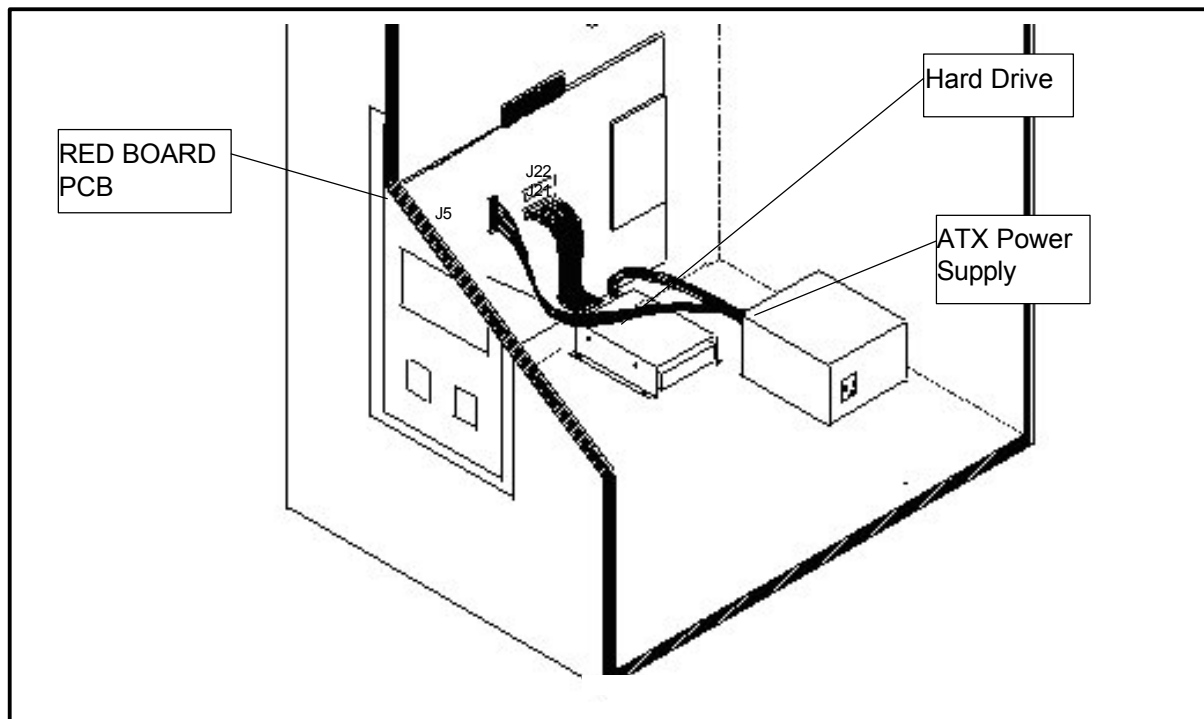
PCB and Hard Drive Installation

The hard drive is shipped with a mounting bracket already attached. The bracket allows installation with a minimal number of steps and protects the electronics from damage due to improper handling. **DO NOT REMOVE** the bracket, as it may cause damage to the hard drive. Use the diagram shown below for positioning the hard drive assembly in different types of cabinets. Make sure to position the game board and the drive close enough for the two supplied cables to reach.

A data cable is supplied for the hard drive and is required for proper operation. Test fit the cable supplied for the hard drive before securing to the mounting surface. See the insert for installation details. The supplied ribbon cable is for data transmission. Connect one end of this cable to the keyed connector at J21 on the game board, and the other end into the keyed connector on the hard drive. Also connect the 4-pin connector from the ATX power supply to the hard drive.

CAUTION!

Hard drives are sensitive to both physical and electrical shock. **DO NOT DROP OR KNOCK OVER** 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. Keep the supplied padded box for shipping any returns. Failure to use the supplied shipping box will void the warranty.



Installation in Lower Cabinet

1. Install the CPU Board on the inside wall of the cabinet (left or right), approximately 1 ½" above the cabinet floor. Secure the CPU board using the ten supplied #6x3/4" hex washer head sheet metal screws.
2. Locate the Hard Drive on the cabinet floor, approximately 2" from the cabinet wall, and directly in line with the JAMMA connector. Attach with 4 #8X ¾" wood screws (supplied). **Avoid jarring or vibrating the hard drive with power tools during installation.**
3. Connect the keyed Hard Drive ribbon cable to J21 on the CPU board.
4. connect the 4-pin connector from the ATX power supply to the hard drive.

Returns

In kit games, the hard drive is shipped in a special padded box. In a dedicated cabinet, the shipping box is fastened to the inside bottom of the cabinet. Be sure to keep this box, in case you need to ship the hard drive. 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.

Wire Harness



1. If you are installing BIG BUCK HUNTER CALL OF THE WILD into a cabinet with a pre-installed JAMMA harness, it may not have a wire for the test switch. You will have to add a contact to the edge connector at the proper position (position 15). Some cabinets

have only one coin switch input and the coin switches are wired together. Connect the designated wires to the coin switches separately.

2. Attach the wire harness connector to the PCB. Be sure it is mounted correctly.

WARNING!

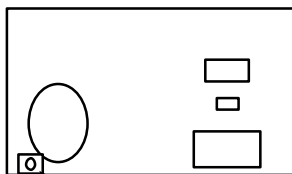
Make sure you have identified PIN 1 on the connector before powering up. Plugging the JAMMA connector in backwards will cause damage to the PCB.

3. It is best to use connectors (not supplied) whenever joining a set of harness wires to a subassembly. If you choose to solder wires together, follow this procedure:
 4. Strip off about 1/2" of insulation from the wire.
 5. Slide a piece of heat-shrink tubing over the end.
 6. Do not leave a lot of excess wire spooled up in your cabinet. Cut the wires to the length you need plus a few extra inches. Leave enough for proper cable dressing. Do not make it stretch across the inside of the cabinet.
7. Solder the new wire to the original wire. Use a straight in-line splice.

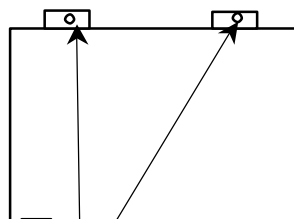
Power Supply and Connections

Because of current consumption, your Big Buck Hunter Call of the Wild PCB connects directly to a 250-Watt ATX Power Supply. To correctly mount the ATX Power Supply, you will need to add a third bracket (supplied):

1. Attach the mounting bracket to the power supply using the 6-32x1/4" machine screw.
2. Place the power supply in its intended location.
3. Secure the power supply using the three supplied #6x1/2" hex washer head sheet metal screws.



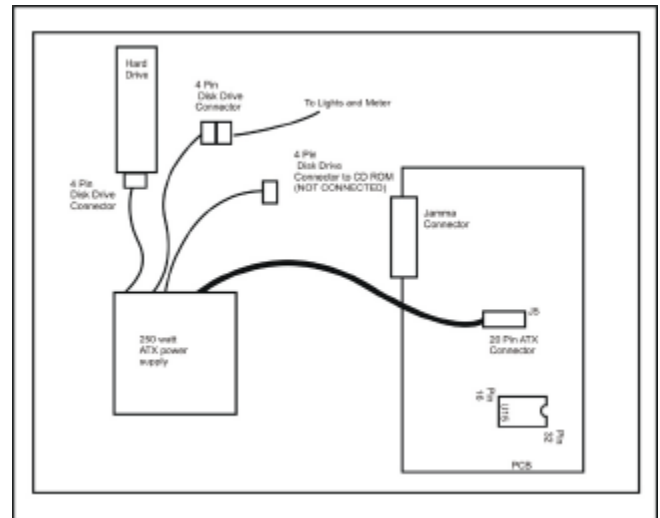
Back View
New Bracket



Top View
3 Mounting Brackets

Instructions for ATX Power Supplies:

1. Turn power to the cabinet and power supply completely off.
2. Connect the 20-Pin ATX Connector directly into the RED BOARD socket J5.
3. Locate one Hard Drive Power Connector from the ATX Power Supply. Use this connector for powering lights, meters and other non-PCB devices.
4. Locate another Hard Drive power connector on the ATX Power Supply. Connect this to the Hard Drive.
5. The third Hard Drive connector from the power supply remains unused. This is meant for future use to perform updates with a CD ROM drive. Always be sure the CD ROM drive is set to SLAVE Mode.
6. Turn power on while holding down the start button to initiate a diagnostic test. Run this test to make sure your RED BOARD is functioning properly.
7. Be sure to check your JAMMA connector and make sure it is tightly connected. Detailed instructions and photos of this installation can be viewed on the Operator Services section of the IT web site, www.itsgames.com.



WARNING!

ATX Power Supplies require a load to operate. There will be no Voltage Output if the power supply is not connected to the main board.

SYNC

This is the recommended approach for a Wells-Gardner monitor and should work with some others as well.

If your monitor does not have a composite SYNC input but has separate horizontal and vertical SYNC inputs, try connecting the composite SYNC signal from the PCB to the negative horizontal SYNC signal on the monitor. This should produce a satisfactory result, although some adjustment of the monitor's SYNC controls may be necessary.

Coin Doors, Test Switch, and Volume Control Panel

Wire the coin doors and the test switch(es) as per the JAMMA Harness Connection table on page 35. Connect the door lamps to the +12 vdc supply. Some games have separate power supply outputs for the lamps.

Install a test switch somewhere convenient inside the coin door area. This switch allows you to enter adjustables, run diagnostics, and see or clear audits. Make it readily accessible through the coin door. Wire it to the Test wire on the JAMMA Harness.

BIG BUCK HUNTER has the ability to adjust volume at any time during a game. Install two push button switches (not included) inside the coin door for easy access. Connect the switches to the JAMMA harness. Refer to the JAMMA Harness Connection table on 35.

Final Check

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

Make sure the coin door is tight and the coin mechs are well adjusted.

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 that can cause any loose joints to rattle.

DIP SWITCH SETTINGS

The **SW51-Dip switches** can be found on the main PCB near the JAMMA connector.

Dip Switch 1 (ON):	Normal Play (DEFAULT)
Dip switch 1 (OFF):	OPERATOR MODE
Dip switch 2 (ON):	Always "ON" (DEFAULT)
Dip switch 3 (ON):	Always "ON" (DEFAULT)
Dip switch 4 (ON):	Always "ON" (DEFAULT)

The **SW5-Dip switches** can be found near the flashing green LED. These are used to adjust monitor resolution in Kits.

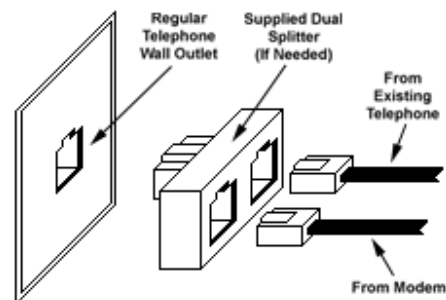
Dip switch 1 (OFF):	Medium Resolution (DEFAULT)
Dip switch 1 (ON):	Low Resolution
**Dip switch 2 (OFF):	Low Resolution B Adjust
Dip switch 2 (ON):	Low Resolution A (DEFAULT)
Dip switch 3 (ON):	Always "ON" (DEFAULT)
Dip switch 4 (ON):	Always "ON" (DEFAULT)
**If you are experiencing a "jittery" image, try this mode to correct. Restart the game and adjust the monitor	

Note: Low-resolution works on BBH KITS **ONLY!**

CONNECTING THE PHONE LINE

In order for your game to enjoy online features, you must connect the game to a regular telephone line. ITNet requires a regular phone line that gives a dial tone. Phone systems that are not direct outside lines may not work.

1. Make sure that the supplied long telephone cable is plugged into the modem connector on the PCB labeled PHONE 1. Thread the cable through the mouse hole below the back door.
2. Connect the loose end of the long cable into any existing telephone jack. Use the included splitter if you are connecting to a jack already in use.



Connecting to the Wall

IMPORTANT!

Your game will receive code updates through the phone line, even if you are not registered with the ITNet system. However, you **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.

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. Follow the directions below to correctly daisy chain your cabinets together.

ITNet games can be connected together and share one phone line. Connect the first game cabinet to the phone line following the directions on the previous page.

From the first cabinet, connect the long round 50-foot telephone cable that is supplied with each game, to the phone jack on the PCB marked PHONE2. Connect the other end of this cable into the phone jack marked PHONE1 on the next cabinet in line. If a third cabinet is to be connected, attach another telephone cable to the jack marked PHONE2 on the second cabinet. Attach the other end of the cable to the jack marked PHONE1 on the third cabinet. Repeat this sequence until all of your tournament machines are daisy-chained together.

INITIAL POWER-UP

1. Connect the JAMMA Harness.

WARNING!

Make sure the JAMMA harness, hard drive, and all other connections are plugged in correctly. Damage to the PCB will occur if the JAMMA connector is plugged in wrong.

2. 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 that can cause any loose joints to rattle.

3. Plug in the game and turn it ON.
4. Look and smell for smoke (TURN IT OFF IMMEDIATELY IF ANY IS NOTICED).
5. Make sure the LED's on the PCB are flashing. If not, something is wrong, turn off the game.
6. Listen for sound. Sounds should be heard in the attract mode if it is a new game on for the first time.
7. How is the picture? Is it centered? Is it too bright? Is it in focus? Adjust your monitor to get the best picture possible.

NOTE:

Check your monitor manual to make adjustments. Some test patterns are available through the game's system tests by pressing the Test switch. Use them when making any adjustments. (See System Tests Menu on page 28). Proper monitor adjustment is very important.

8. 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. You can use the PLAYER CONTROL TEST by pressing the test switch and entering the SYSTEM TESTS MENU. Do all of the controls work? Try playing the game with the volume up and listen for rattling as you play. Tighten anything that is making noise.
9. Upon initial power-up, the game will initialize to factory default settings. These settings affect game elements such as number of credits per coin, difficulty settings, etc. The OPERATOR ADJUSTABLES MODE section will describe how to alter these settings and view the system audits or run system tests.
10. If you wish to automatically run a series of system tests, hold down the START 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.

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 steps 1 through 4.

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

ITNET INSTALLATION PROCEDURE

Follow these simple instructions for game and ITNet setup.

1. Follow the instructions to the left 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. If you have a tournament version, be sure the LED sign is properly connected or you will not receive tournament play. 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 swipe your operator card to start the registration process. If you do not have your card, or do not have it ready, it will time out after 60 seconds.
4. If the game is already turned on you can still use your card to register your game. Enter Operator Mode by pressing the test button inside the coin door. Then from the MAIN MENU, select ITNet MENU, then GAME AND LOCATION REGISTRATION. Follow the On-screen instructions. Insert your ITNet Operator Identification Card when prompted.

NOTE:

If you do not have your Operator ID Card yet please fax in a Game Registration Form. The ITNet staff will then enter your machine's location data for you. After the form has been processed and 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 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 via ITNet.

OPERATOR TEST MODE

If your game is registered to ITNet, you can use your Operator ID Card to enter Test Mode. Or, you can enter the Operator Test Mode by pressing the Test Button inside the coin door, or by flipping SW51-DIP Switch 1 to the OFF position. Be sure the DIP Switch is returned to the ON position to return to the game. Test Mode allows you to adjust certain game settings and track valuable audits and bookkeeping information.

Use the gun or test buttons to navigate through the various menus.

Action	Gun Control	Switch Control
Scroll Down	Gun Trigger	Volume Down
Scroll Up	Gun Pump	Volume Up
Select	Start Button	Test

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.



ITNET COLLECTIONS & AUDITS RESET displays the current machine coin counts, for use in separation of ITNet fees from your collections. You can also perform collections and audits resets from this menu.

OPERATOR ADJUSTABLES MENU is used for customizing the game to your location including player costs per game, skill level settings, attract mode sounds, etc.

GAME AUDITS MENU allows you to check your game's coin, purchase, region and lifetime coin audits.

ITNET MENU 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.

SYSTEM TESTS MENU verifies the operation of the hardware, controls, and monitor through easy and automatic procedures accessed through this menu.

GUN CALIBRATION MENU calibrates the gun for aiming and accuracy, to achieve optimal game play.

MAILBOX is currently not functional in Big Buck Hunter Call of the Wild.

HIGH SCOREBOARDS MENU gives you quick and easy access to the Regular Play (offline) leaderboards for each region.

ITNET COLLECTIONS & AUDITS RESET

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.



EXIT is used when you just want to see the current amount of money in the machine but a collection is not being made and you do not want to clear the values.

DISPLAY AUDITS will take you to the game audits menu. This can be useful when trying to do bookkeeping right at the cabinet or for seeing why the ITNet portion is a certain amount.

DO COLLECTION, CLEAR VALUES, RESET AUDITS is used to erase all of the collection counts stored in memory and reset the game audits. Pressing the START button here will take you to a verification screen asking if you are sure. If you say NO, it will take you back to the collections screen leaving all counts intact. If you say YES, it will complete the collection and take you back to the collections screen. You will notice all dollar amounts are now zero and two messages stating the collections were cleared and the audits reset will show up at the bottom in red.

RESET SOFTWARE UPDATE FEES lets you set your current software update fee to zero. The Software Update Fee displays any money owed if an update is purchased through an ITNet payment plan. These fees are billed through ITNet and are not part of your cash box collection. However, your fee is included on this screen as a courtesy to you, if you wish to have your location help you pay a portion of your update charges. The Software Update Fee is calculated over 12 months on a per-day basis, starting from the time of purchase.

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 keep your readings the same as your cash box.

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 with the location. Deposit this amount into your debit account on a timely basis to ensure proper funds.

SOFTWARE UPDATE FEE displays any money owed if an update is purchased through an ITNet payment plan. These fees are billed through ITNet and are not part of your cash box collection. However, your fee is included on this screen as a courtesy to you, if you wish to have your location help you pay a portion of your update charges. The Software Update Fee is calculated over 12 months on a per-day basis, starting from the time of purchase.

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.

NOTE:

In order to make bookkeeping easier, all audits but the lifetime coin count will reset with each collection, making everything more synchronized.

OPERATOR ADJUSTABLES MENU

You can control many customizing procedures. The following are brief descriptions of each adjustable function and what the screen looks like when displayed. Remember to select an item from any menu, use the trigger or pump to highlight the item, and then press the START button.



GAME MODE SELECTION

This menu allows you to place the game in standard **COIN/MONEY MODE**, or choose **FREE PLAY**.



In **COIN/MONEY MODE**, the game will only work if coins (or dollar bills if you have a bill acceptor) are deposited into the game.

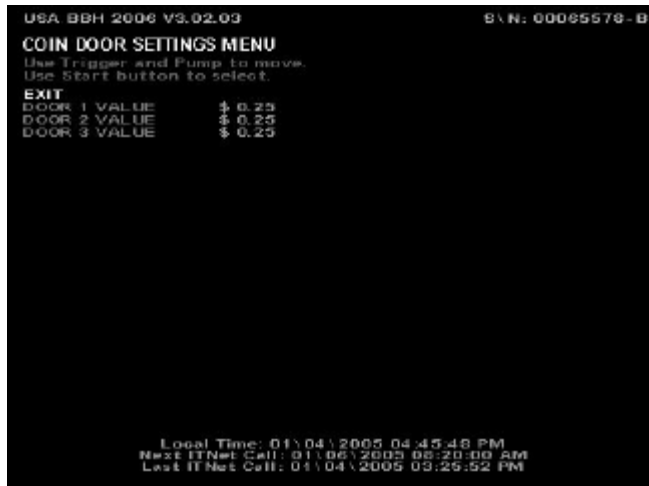
In **FREE PLAY**, coins are not needed for play, and the START button is always active.

NOTE:

If **FREE PLAY** is set to ON, your machine will not allow tournament or Hunt Club play.

COIN DOOR SETTINGS

This menu allows you to change the values that Big Buck Hunter reads in for each activated door.



You can set each coin door to different coin/money values by highlighting **DOOR 1 VALUE** for coin door 1, **DOOR 2 VALUE** for coin door 2, etc., and pressing the Start button. Use the trigger to decrease the value, and the pump to increase the value.

SKILL LEVEL ADJUSTMENT

Big Buck Hunter Call of the Wild lets you change the skill level of the game. This is helpful for locations with younger/novice players who are less skilled at the game, or expert/accomplished players who demand a greater challenge.



To set the game to an easy skill level, highlight **EASY**. To set the game to a difficult skill level, highlight **HARD**. **MEDIUM** is the default skill level and approximately the skill required for the average player. Sometimes it is best if the skill level is adjusted gradually over a period of time.

NOTE:

The skill level adjustment will only affect regular play. The skill level on all Tournament games is controlled by ITS via ITNet, so every machine plays the same. Hunt Club Play is at a pre-set, unchangeable level.

PLAYER COST SCHEDULE

GAME TYPE	OPER FEE	ITNET FEE	TOTAL
EXIT			
TRIP	\$ 1.00	\$ 0.00	\$ 1.00
REGION	\$ 3.00	\$ 0.00	\$ 3.00
TRIP HUNT CLUB	\$ 1.25	\$ 0.75	\$ 2.00
REGION HUNT CLUB	\$ 3.25	\$ 0.75	\$ 4.00
BONUS ONLY HCLUB	\$ 1.25	\$ 0.75	\$ 2.00
TOURNAMENT	\$ 2.00	\$ 1.50	\$ 3.50
HUNTING LICENSE	\$ 0.25	\$ 1.75	\$ 2.00

The following costs can be set in this menu: **TRIP** and **REGION** (offline play selections), **TRIP HUNT CLUB** and **REGION HUNT CLUB** (online play selection), **BONUS ONLY HCLUB** (4 Bonus rounds), and **TOURNAMENT** for tournament play.

To change any of the costs press the trigger to move to the option you want to change. Then press the Start button to select.

NOTE:

This function will only change the **OPER FEE**, determining the amount you receive for each game option. Changing the **OPER FEE** automatically changes the **TOTAL** column. The **ITNET FEE** is a pre-set, unchangeable amount that will be set and adjusted by ITNet automatically if needed. Player Hunting Licenses have pre-set **OPER FEES** and **ITNET FEES** set by ITNet.

VOLUME SETTINGS



Select **MINIMUM VOLUME** with the Start button to set the softest the sounds will go.

Once selected text appears to the right. Use the trigger and pump on the gun to set the lowest sound value. The default setting is 30.

GAME VOLUME sets the volume of the sounds and music during the game. The default setting is 200.

ATTRACT MODE VOLUME sets the loudness or softness of the sounds and music when no one is playing. The default setting is 120.

Your cabinet is also equipped with volume increase/decrease push buttons located inside the coin door. These buttons will adjust the current mode that the game is in. For example, if you are in the attract mode, the volume buttons will only affect the volume in the attract mode. If you are in the game, the volume buttons will only affect the volume in the game.

ATTRACT MODE SOUNDS

This menu is used to adjust the sounds that are heard while no one is playing the game.



ATTRACT MODE SOUNDS - OFF will not allow any sounds to be played during the attract mode.

ATTRACT MODE SOUNDS - ON OCCASIONALLY plays sounds about every ten to twelve times the attract mode is repeated. This is the default.

ATTRACT MODE SOUNDS - ON ALWAYS will play sounds during every attract cycle.

VIOLENCE

Big Buck Hunter Call of the Wild allows you to adjust the violence settings on the game, depending on the location.



NORMAL violence settings display some blood as the bucks are shot. This is the default setting.

NO BLOOD removes the graphic elements such as blood, but the audio references to shots and gunfire remain.

TAGGING ONLY removes all video and audio references to killing or blood, and replaces them with references to humane tagging.

EMAIL REQUEST MENU

Your Big Buck Hunter Call of the Wild game will ask players if they wish to join the ITNet Email Club, where they will receive periodic information on ITS tournaments, special events and other exciting news designed to keep them interested and playing your games. You can turn this feature off by selecting OFF from this menu.



COIN PAGE PROMPT TEXT

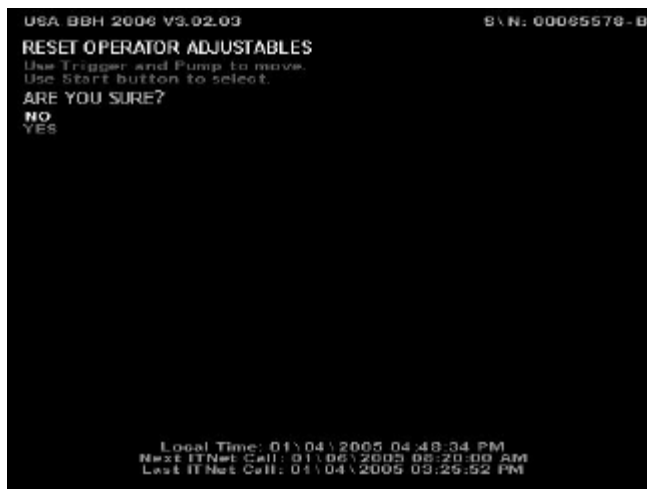
If your Big Buck Hunter Call of the Wild is placed in a location that uses debit cards or special card pricing, you can change the request for more money at the start of a game.



Select **INSERT COINS** for the traditional message, or **SWIPE CARD** for the message to request a card to start the game.

RESET OPERATOR ADJUSTABLES

You can quickly reset all options in operator adjustables, as well as your base ITNet settings, back to factory settings using this menu. Select **YES** to return all settings to factory defaults.



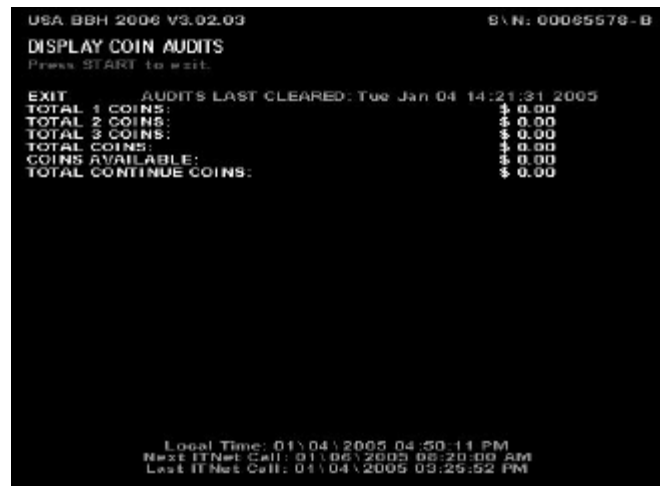
GAME AUDITS MENU

The **GAME AUDITS MENU** will supply you with a detailed accounting of helpful and informative bookkeeping and statistics.



DISPLAY COIN AUDITS

DISPLAY COIN AUDITS is when you choose to review the coin audits for the game. This will give you information concerning how many coins went through each coin door, total coins entered, are still available on the machine and were used as buy-ins during the course of a game.



DISPLAY GAME PURCHASE AUDITS

DISPLAY GAME PURCHASE AUDITS is designed to help in bookkeeping purposes. This screen has a similar format to the Player Cost Schedule, displaying the game types that were selected by players.

```

USA BBH 2006 V3.02.03                               S\N: 00065578-B
DISPLAY GAME PURCHASE AUDITS
Press START to exit.

EXIT          AUDITS LAST CLEARED: Tue Jan 04 14:21:31 2005
TOTAL SINGLE TRIP PURCHASES:                        0
TOTAL WHOLE REGION PURCHASES:                       0
TOTAL HUNT CLUB SINGLE TRIP PURCHASES:              0
TOTAL HUNT CLUB REGION PURCHASES:                   0
TOTAL HUNT CLUB BONUS ONLY PURCHASES:               0
TOTAL TOURNAMENT PURCHASES:                         0
TOTAL HUNTING LICENSE PURCHASES:                    0

Local Time: 01\04\2005 04:50:19 PM
Next ITNet Call: 01\06\2005 08:20:00 AM
Last ITNet Call: 01\04\2005 03:25:52 PM
    
```

DISPLAY LIFETIME COIN AUDITS

DISPLAY LIFETIME COIN AUDITS displays the total amount of money put in the machine since the last hard drive update.

```

USA BBH 2006 V3.02.03                               S\N: 00065578-B
DISPLAY LIFETIME COIN AUDITS
Press START to exit.

EXIT
LIFETIME COIN COUNT:                                $ 0.25
LAST TIME UPDATED:                                Tue Jan 04 14:49:05 2005

Local Time: 01\04\2005 04:50:30 PM
Next ITNet Call: 01\06\2005 08:20:00 AM
Last ITNet Call: 01\04\2005 03:25:52 PM
    
```

NOTE: The only time the LIFETIME COIN AUDITS screen will be reset is when the game is unregistered/registered or a new hard drive is installed.

DISPLAY REGION AUDITS

DISPLAY REGION AUDITS is a breakdown of how many games were played in each region. **WHOLE** means the player selected the entire region at the start of the game. **TRIP** means the player selected a portion of a region at game start. **BONUS ONLY** means the player selected the Bonus Round mode.

```

USA BBH 2006 V3.02.03                               S\N: 00065578-B
DISPLAY REGION AUDITS
Press START to exit.

EXIT          AUDITS LAST CLEARED: Tue Jan 04 14:21:31 2005
REGION        WHOLE    TRIP    BONUS ONLY
-----
MIDWEST:      0          0          0
NORTHEAST:    0          0          0
WEST:         0          0          0
SOUTH:        0          0          0
CANADA:       0          0          0
SOUTHWEST:    0          0          0
TOURNAMENT:   0          - -        - -

WHOLE = SELECTED WHOLE REGION.
TRIP  = SELECTED TRIP BY TRIP.
BONUS ONLY = SELECTED BONUS ONLY.

Local Time: 01\04\2005 04:50:23 PM
Next ITNet Call: 01\06\2005 08:20:00 AM
Last ITNet Call: 01\04\2005 03:25:52 PM
    
```

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.



NOTE:

For GAME AND LOCATION REGISTRATION, CHANGE LOCATION INFORMATION, and GAME AND LOCATION UNREGISTRATION it is recommended that you make sure the machine is correctly plugged into a phone line, as a successful ITNet call must be made for these menus to take effect.

CURRENT 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, the location name, address, phone number, and the modem dialing instructions.

This screen displays the current ITNet registration status. If the game has been successfully registered, the messages will read: "This game is registered." If the game has never been registered, or has been unsuccessfully registered, the message will read: "This game is not registered."

NOTE:

The new Big Buck Hunter Call of the Wild PCB has its own Serial number. This important number can be found on the new PCB or at the top right 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 to order them. You can register your game in the mean time by faxing the completed Game Registration Form found in the Appendix B to IT for processing.

The following menus regarding machine registration, change location, and unregistration are enabled on US machines only.

GAME AND LOCATION REGISTRATION



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 Registration form (see Appendix B), send or fax it to Incredible Technologies. ITNet will try to process your paperwork within 2 to 5 business days. Make sure your machine makes a successful call to ITNet then the correct information will appear on this screen.

GAME AND LOCATION REGISTRATION 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. The menu will time out, or can be bypassed by pressing any button.

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 selecting YES on the field verification screens. Pressing the Start button will cancel this process on any screen.

INSTRUCTIONS FOR REGISTERING YOUR MACHINE VIA ITNet:

1. Highlight GAME AND LOCATION REGISTRATION and press the START button.
2. Insert your Operator ID Card into the card reader.
3. Once you have read the introduction screen press the START button to continue.
4. Enter the LOCATION NAME (Up to 20 characters long)
5. Enter the LOCATION STREET ADDRESS (Up to 40 characters long)
6. Enter the LOCATION CITY (Up to 20 characters long)
7. Enter the LOCATION STATE (Initials Only)
8. Enter the LOCATION ZIP CODE (5 digits)
9. 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.**
10. Do you need to dial a number for an outside line? If YES go to #11, if NO go to #12.
11. Enter the NUMBER TO DIAL FOR AN OUTSIDE LINE (Leave blank for nothing)
12. Do you need a delay to wait for an outside line? If YES go to #13, if NO go to #14.
13. Enter the NUMBER OF SECONDS TO WAIT FOR OUTSIDE LINE (Can leave blank if no delay is needed. The default is 2.)
14. Select the type of phone line you have by shooting at tone (#1) or rotary/pulse (#2). It will take you to a VERIFICATION SCREEN section.
15. If you have selected the right type of phone line shoot at Yes, if not shoot at No to redo step #14.

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 the START button. 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:

If you want to proceed with the registration process activate YES to exit. 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 **CURRENT 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.

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 Hunt Club or Tournament Play until you have registered your machine.

CHANGE OF LOCATION



CHANGE LOCATION INFORMATION is for when you have changed the physical location of the machine. The difference between this menu selection and the **GAME AND LOCATION REGISTRATION** is that you do not need to insert your Operator ID Card because your game is already registered to your account.

NOTE:

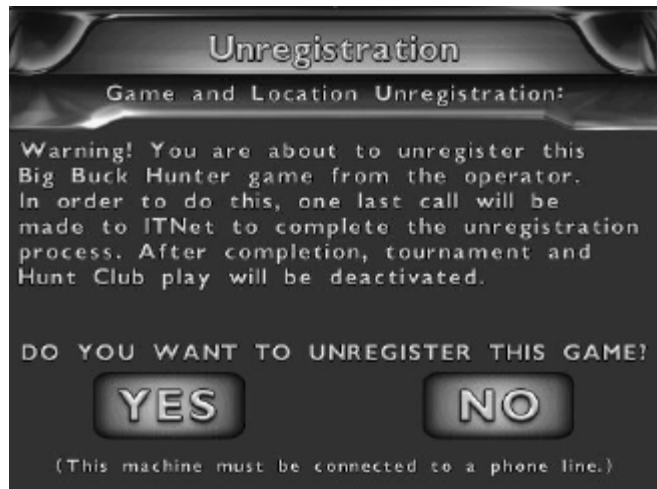
This function will only work if you have already registered that machine. If you have not, you will get an invalid choice screen.

INSTRUCTIONS FOR CHANGING LOCATION INFORMATION:

1. Highlight CHANGE LOCATION INFORMATION and press the START button.
2. Once you have read the introduction screen press the START button to continue.
3. Enter the LOCATION NAME (Up to 20 characters long)
4. Enter the LOCATION STREET ADDRESS (Up to 40 characters long)
5. Enter the LOCATION CITY (Up to 20 characters long)
6. Enter the LOCATION STATE (Initials Only)
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. Do you need to dial a number for an outside line? If YES go to #10, if NO go to #11.
10. Enter the NUMBER TO DIAL FOR AN OUTSIDE LINE (Leave blank for nothing)
11. Do you need a delay to wait for an outside line? If YES go to #12, if NO go to #13.
12. Enter the NUMBER OF SECONDS TO WAIT FOR OUTSIDE LINE (Can leave blank if no delay is needed. The default is 2.)
13. Select the type of phone line you have by shooting at tone (#1) or rotary/pulse (#2). It will take you to a VERIFICATION SCREEN section.
14. If you have selected the right type of phone line shoot at Yes, if not shoot at No to redo step #13.
15. When the process is complete you will get to a verification screen and then press the START button to complete the process. The game will then attempt a call to ITNet and the information will change as soon as a successful call to ITNet has been made.

As always, if you do not want to change your location information you can cancel at any time. All information will then be left as it was when you last registered the machine.

UNREGISTRATION



GAME AND LOCATION UNREGISTRATION is used when you want to communicate that you are no longer responsible for the machine. After a verification screen and then a successful phone call to ITNet, your game will be unassigned to you and the location. Hunt Club 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. If accessed on a game that is not properly registered, a screen that says "Your game is not registered" will be displayed. Unregistering your machine will deactivate Hunt Club 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:

Highlight **GAME AND LOCATION UNREGISTRATION** and press the START button.

1. Read the warning screen carefully and follow any instructions. As always you can cancel this procedure and go back to the ITNet menu.
2. If you proceed you will get a verification screen asking you if you are sure you want to unregister.
3. If you select NO, it will take you back to the ITNet menu. If you choose YES, a call will be made to ITNet.

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 league/tournaments again you will need to re-register your machine by going to the **GAME AND LOCATION REGISTRATION** menu.

ITNET ADJUSTABLES MENU



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

DISABLE\ENABLE CALLING



DISABLE\ENABLE CALLING: STATUS – DISABLED(or **ENABLED**) 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.

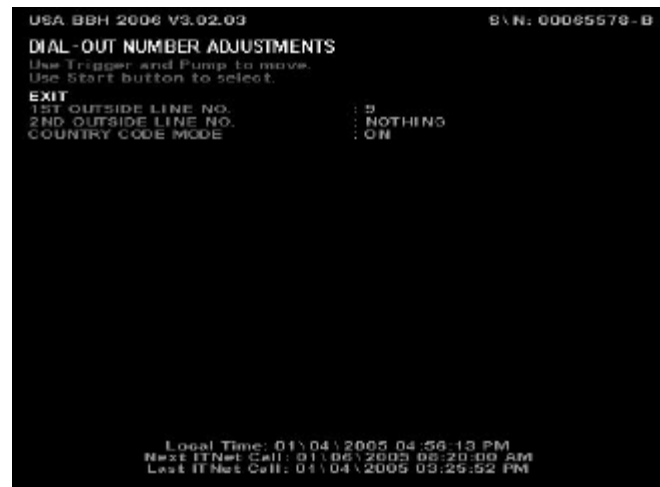
NOTE:

Disabling calling will deactivate your machine from the Hunt Club and Tournament play functions.

To disable ITNet on your machine highlight the menu selection **DISABLE\ENABLE CALLING: STATUS - ENABLED** and then press the START button. A Verification Screen is displayed. Shoot at YES to disable calling and continue. Press the Start button to cancel and return to the **ITNET ADJUSTABLES MENU**.

If you are re-enabling your machine, when the menu shows **DISABLE\ENABLE CALLING: STATUS - DISABLED** pressing the START button displays a message to make sure the machine is plugged into the phone line. Pressing START then brings you to the verification box with a YES/NO choice. Selecting NO brings you back to the ITNet menu. Selecting YES will cause the machine to automatically attempt to call ITNet. ITNet will not be enabled and you will not be able to run Hunt Club or Tournament Play until a successful call has been made.

DIAL-OUT NUMBER ADJUSTMENTS



DIAL OUT NUMBER ADJUSTMENT is used when you need to change the number your machine uses to get an outside line. Use **1ST OUTSIDE LINE NO.** if your phone system needs to dial a specific number to get a dial tone. You have the options of 0 through 9 and **NOTHING** (which means you do not require a prefix). Use **2ND OUTSIDE LINE NO. ONLY** if your phone system needs to dial a two-digit prefix, such as 99, to get a dial tone. In most cases, this should be set to **NOTHING**.

WARNING!

Do NOT use the Second Outside Line setting unless you are sure you need it. Setting this to "1" could cause the machine to dial "911", if you need a 9 to dial out, which is not desirable.

If you have to dial an area code prefix, like "1" before the area code, be sure to set **COUNTRY CODE MODE** to **ON**.

FORCE CALL



FORCE CALL menu can be 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 NO. If you select YES, as soon as you exit all of the menus the machine will automatically attempt to call ITNet.

OUTSIDE LINE ACCESS DELAY



OUTSIDE LINE ACCESS DELAY is another quick access menu designed to help ensure calls get made successfully to ITNet. The number (2 is the default) 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.

ROTARY DIAL SETTING



ROTARY DIAL PHONE LINE is the last of the quick ITNet/phone related menu functions you can access on this menu. While most phones use tone dialing, some still use rotary or pulse to dial. Accidentally setting this feature to YES on a tone line should not affect the call to ITNet.

DISABLE\ENABLE TOURNAMENTS



With **DISABLE\ENABLE TOURNAMENTS** you can disable ITS online tournament play from this setting. To disable ITS tournament play, select DISABLE. To enable ITS tournament play, select ENABLE. This setting will affect online ITS tournament play only. Hunt Club Play and other ITNet features not associated with prize money will still be available.

DIALTONE DETECT ON/OFF



DIALTONE DETECT 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.

MANUALLY SET ISP NUMBER

MANUALLY SET ISP NUMBER (INTERNATIONAL ONLY) is used to set the dial-up number of the closest Internet Service Provider connection.



Select **SELECT ISP PHONE NUMBER** and use the trigger and pump to scroll through the list of available area codes and cities. Press Start to select. Be sure to select the number closest to you so you do not incur long distance charges.

Select **SET COUNTRY CODE \ AREA CODE MODE** to choose the settings needed to make an outside call to the ISP. Choose **DIAL PHONE NUMBER ONLY** if you do not need to dial the area code first. Select **DIAL AREA + PHONE NUMBER** if you need to dial the area code as well as the phone number. Choose **DIAL COUNTRY + AREA + PHONE NUMBER** to dial the country code as well as the area code and phone number.

LED SIGN ON/OFF

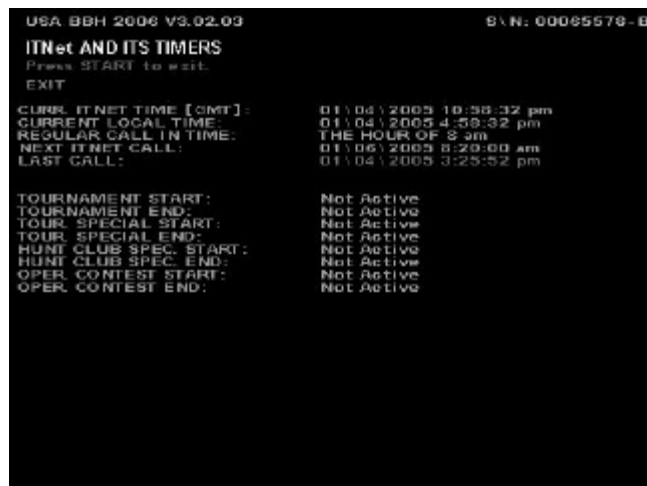
The **LED SIGN ON/OFF** menu lets you adjust if your LED SIGN actively displays its messages or not.



Select **ON** if you want to leave the LED messages on and displayed. Select **OFF** if you're in a location where you need to turn off the LED Sign.

DISPLAY TIMERS

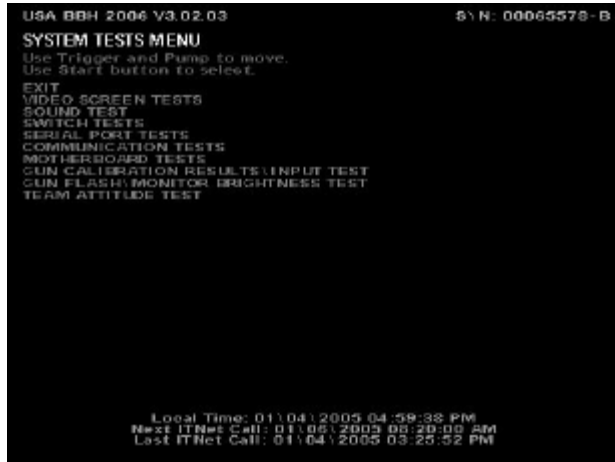
This screen displays various times that are important to the game and ITNet and is accessed via the **DISPLAY TIMERS** selection on the ITNet menu. Use this screen when checking on your ITNet call status and schedule for ITNet features.



CURR. ITNET TIME [GMT] displays the time in Greenwich Mean Time, which is important to ITNet. **CURRENT LOCAL TIME** is the current time in your area of the country. **REGULAR CALL IN TIME** is the general time of day that your machine is scheduled to make a call to ITNet. The call is generally short, and is required once every 48 hours. **NEXT ITNET CALL** shows when the machine is scheduled to make its next call to ITNet. **LAST CALL** displays the machine's last successful call to ITNet. The rest of the timers will be used as ITS Tournaments or other events/contests run through ITNet are active on your machine.

SYSTEM TESTS MENU

The **SYSTEM TESTS MENU** is a good place to adjust any hardware settings for your game.

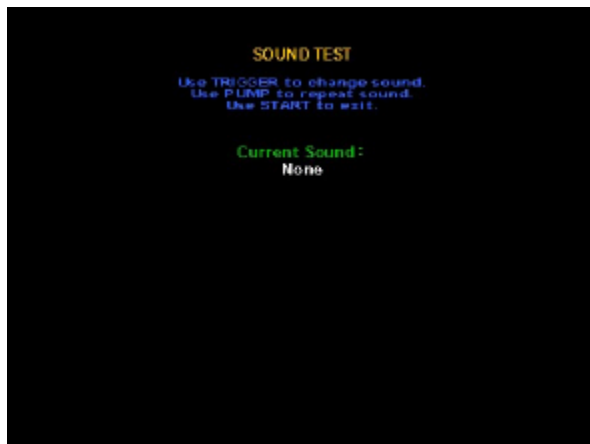


VIDEO SCREEN TESTS



Exit these tests by pressing the START button. The screens help you test the condition of the monitor's components. Use these screens while adjusting your monitor so it looks as good as possible.

SOUND TESTS



Use the trigger on the gun to play and change a sound. Use the Pump to repeat the sound. The Start button exits this test.

SWITCH TESTS

When **SWITCH TESTS** is selected, the screen will display a list of the Big Buck Hunter Call of the Wild inputs. The controls are highlighted on the list when the controls are active. Here you can test all of the controls, including test and volume push button switches.

SERIAL PORT TESTS

These two tests check the basic functions of the LED Sign and the Card Reader, two of the primary elements required for ITNet features.



LED SIGN tests the integrity of the connection from the game to the LED sign and LED hardware. Press the START button to activate the sign test. The video screen will display the communication status. The LED sign will display the code version number, followed by a string of letters and numbers, then a solid bar will scroll across the display. Use this test to visually check for non-functioning LED segments. Press the START button to exit out of this test.

CARD READER tests the card reader hardware. After pressing the START button, you will see the message "NO DATA DETECTED YET". Insert a card into 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 "A CARD SWIPE HAS BEEN DETECTED" message try inserting a card at different speeds or use a different card. If still unsuccessful, contact your distributor or the IT service department.

COMMUNICATION TESTS

This menu is designed to help test the ways the board can communicate with ITNet.



MODEM tests the existence of the modem as well as its ability to respond. Each machine needs its own working modem, even if daisy chained. Pressing the START button when MODEM is selected 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.

ETHERNET tests for existence and response of your Ethernet controller. This feature is not currently being utilized by ITNet.

MOTHERBOARD TESTS

This menu is to help test some of the basic hardware located in your machine.



BOOT ROM tests the memory your game boots from. To activate this test press the START button. You will get one of two messages: "BOOT ROM CHECKSUM IS CORRECT" or "BOOT ROM CHECKSUM IS INCORRECT". If you get the failure message please contact your local distributor or the IT Service Department.

VOLTAGE ADJUSTMENT (GREEN BOARDS ONLY) tests the voltage levels of the game's power supply. This test reveals one of four messages the instant the

menu selection is highlighted. "VOLTAGE IS WITHIN ACCEPTABLE RANGE" means that everything is working properly. "VOLTAGE IS HIGH" or "VOLTAGE IS LOW" means you have to adjust the voltage until you get the ACCEPTABLE RANGE message. "VOLTAGE DETECTION FAILURE" means there is a hardware failure with the voltage detect circuitry and you should contact your local distributor or the Incredible Technologies Service Department.

REALTIME CLOCK is used to display the board's clock in current local time. Pressing the START button will display the current local time and date. If the time is incorrect it can be adjusted by making a call to ITNet.

NVRAM tests the non-volatile RAM, or memory, on the game's board. Pressing the START button will activate this test. You will get one of two messages: NVRAM CHECKSUM SUCCEEDED or NVRAM CHECKSUM FAILED. As with all other tests if you get the failure message contact your local distributor or the Incredible Technologies Service department.

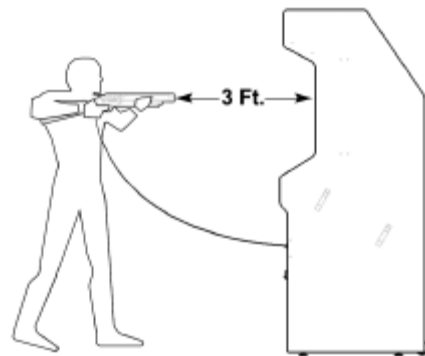
MECHANICAL METER TEST tests the hard meter in your cabinet. Press the Start button to increment the meter by 1 pulse.

GUN CALIBRATION RESULTS \ INPUT TEST

GUN CALIBRATION RESULTS \ INPUT TEST is used to measure the sighting and accuracy of the gun. In addition you can also test the trigger and pump by pressing the trigger or pumping the gun. The word trigger or pump will light up when the respective input is used.

Use this test to verify the degree of accuracy of the gun's sighting, in relation to the screen. Stand approximately 3 feet away from the cabinet and aim the gun at the center of the screen. The red dot will move with the gun, and you should be able to aim it accurately in the bullseye target on the screen.

If your aiming seems off, you can calibrate your gun by



hitting the test button to enter into the Gun Calibration screen. The Gun Calibration Menu can also be accessed from the Main Menu.

GUN FLASH/MONITOR BRIGHTNESS TEST

When the trigger is pulled during game play, the monitor flashes solid white for a short time. This white screen allows the gun to determine proper aiming. If not adjusted properly, some monitors can have trouble reading the gun, especially around the border. Big Buck Hunter Call of the Wild has added a test to determine if the gun and monitor are working properly together to allow for best game play.

GUN FLASH/MONITOR BRIGHTNESS ADJUST

This test allows you to determine if the monitor is bright enough to be 'seen' by the gun hardware. During the game the screen flashes white when the player pulls the trigger of the gun. This is the method the game uses to determine where the player is aiming.

During this test:

- Stand directly in front of the screen.
- Hold the gun about 3 feet from the screen.
- Aim the gun at all parts of the screen.
- Observe 'Signal Strength' meter.

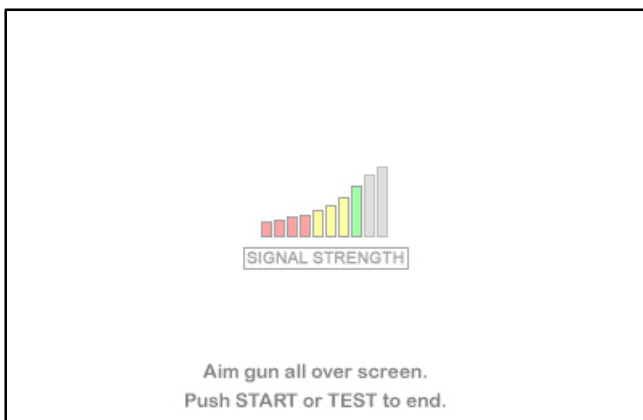
What to look for:

- The 'Signal Strength' meter stays above the red zone.

Pull 'Trigger' to begin adjustment...

The first screen displays instructions on how to correctly run this important test. When you have read the instructions, pull the trigger to begin the test.

The Test screen displays a signal strength meter on a white background. Be sure to aim the gun at all parts of the screen for a complete test. A good, thorough test should last about 60 seconds. When you have completed your test, press Start to display the results.



The Results screen displays the results of the test for the main, central area, and the outer edges of the monitor. If your test returns a PASS, your gun and monitor are adjusted correctly and the test is complete. If you return a FAIL result, press the Test button inside the cabinet, or SW51 #1 to the ON position, for a troubleshooting screen.

GUN FLASH/MONITOR BRIGHTNESS RESULTS

These results indicate how well the gun hardware can detect the monitor. To increase results, adjust the 'Brightness' control of the monitor.

Main Region:
Border Region:

Key to results:

- **PASS** indicates screen is adjusted properly.
- **LOW** indicates some difficulty detecting screen.
- **FAIL** indicates results unacceptable for game play.
- **INSUFFICIENT DATA** indicates test was too short or gun did not detect monitor signal

Push 'Test' to go back to test screen.
Pull 'Trigger' or push 'Start' to end test.

If you cannot adjust your monitor or calibrate your gun to give you satisfactory game play, try changing dip switch SW51 #2 to the OFF position. This setting lowers the gun tracking threshold and may return better results in some cases. The SW51-Dip switches can be found on the main PCB near the JAMMA connector.

GUN FLASH/MONITOR BRIGHTNESS

TROUBLESHOOTING TIPS:

If Gun Flash/Monitor Brightness test results repeatedly show Border Region as FAIL or INSUFFICIENT DATA:

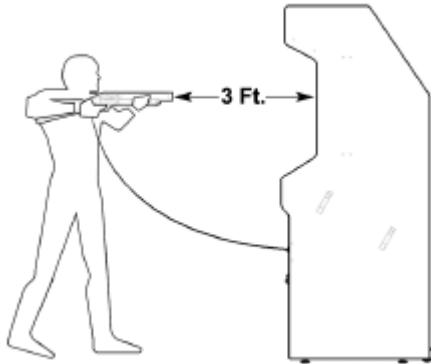
- Did you point the gun at the edges of the screen for a long enough time? (60 sec. should be plenty)
- Is your monitor brightness setting high enough?
- If gun is still not detecting the monitor, try setting Dip Switch SW51 #2 to 'OFF'. This will lower the gun tracking threshold.

Push 'Test' to go to test screen

GUN CALIBRATION MENU

Gun Calibration is used to adjust the sighting and accuracy of the gun. Follow the onscreen instructions to correctly calibrate your gun.

Sighting the gun: Stand approximately 3 feet away from the cabinet and be sure the gun is positioned in the center of the screen.



Using the sight on the gun, aim the red dot in the center of the screen and slowly pull the trigger.

Sight verification: Next, verify the degree of accuracy in relation to the gun sight by positioning the red dot in the center of the bullseye target on screen. If the position is centered correctly, exit test to save the settings.

MAILBOX

This feature is designed to deliver messages to the operator through the game. The mailbox feature is currently not functional in Big Buck Hunter Call of the Wild.

HIGH SCOREBOARDS MENU

This feature lets operators display and reset the various offline leaderboards available.



Select which region you wish to work with and then hit the start button to go to the next menu.



EXIT takes you back to the main LEADERBOARDS MENU.

DISPLAY HIGH SCOREBOARD lets you display the top 10 scores for that specific region.

CLEAR/RESET LEADERBOARDS lets you clear the leaderboard for that specific region. The leaderboard will then be cleared in both the attract mode and in the game. A message will flash saying the leaderboard has been cleared for that region.

Note: Hunt Club scores cannot be reset from the machine because they are sent and stored by ITNet.

AUTOMATIC STARTUP TEST AND SWITCH TESTS

Big Buck Hunter Call of the Wild offers a quick startup test for game diagnostics integrity and switch testing. To initiate the Startup Test, press and hold down the Start button during power-up to the machine.

The Startup Test will run through a series of diagnostics tests, and stop on the Switch Test. Activating the various switches will change the displayed text to white. To exit and continue the Integrity Test, press the Gun Trigger and Gun Pump simultaneously. You may have to wait until the modem, sign and card reader tests are complete.

JAMMA HARNESS AND GUN CONNECTIONS

JAMMA Harness Connection

WIRE COLOR	SOLDER SIDE		PARTS SIDE	WIRE COLOR
Black	*	A	1	Black
Black	*	B	2	Black
Red	*	C	3	Red
Red	*	D	4	Red
		E	5	
Orange	*	F	6	Orange
KEY		H	7	KEY
		J	8	Coin Counter
		K	9	
Yellow-Green	Left Speaker (-)	L	10	Left Speaker (+)
		M	11	
Green-Black	Video Green	N	12	Video Red
White	Video Sync	P	13	Video Blue
Orange-Black	Service	R	14	Video GND
		S	15	Test
Green-Blue	Coin2	T	16	Coin1
		U	17	Start 1
		V	18	
		W	19	
		X	20	
		Y	21	
		Z	22	
		a	23	
Orange-Yellow	Volume Down	b	24	Volume Up
		c	25	Coin 3
		d	26	
Black	GND	e	27	GND
Black	GND	f	28	GND

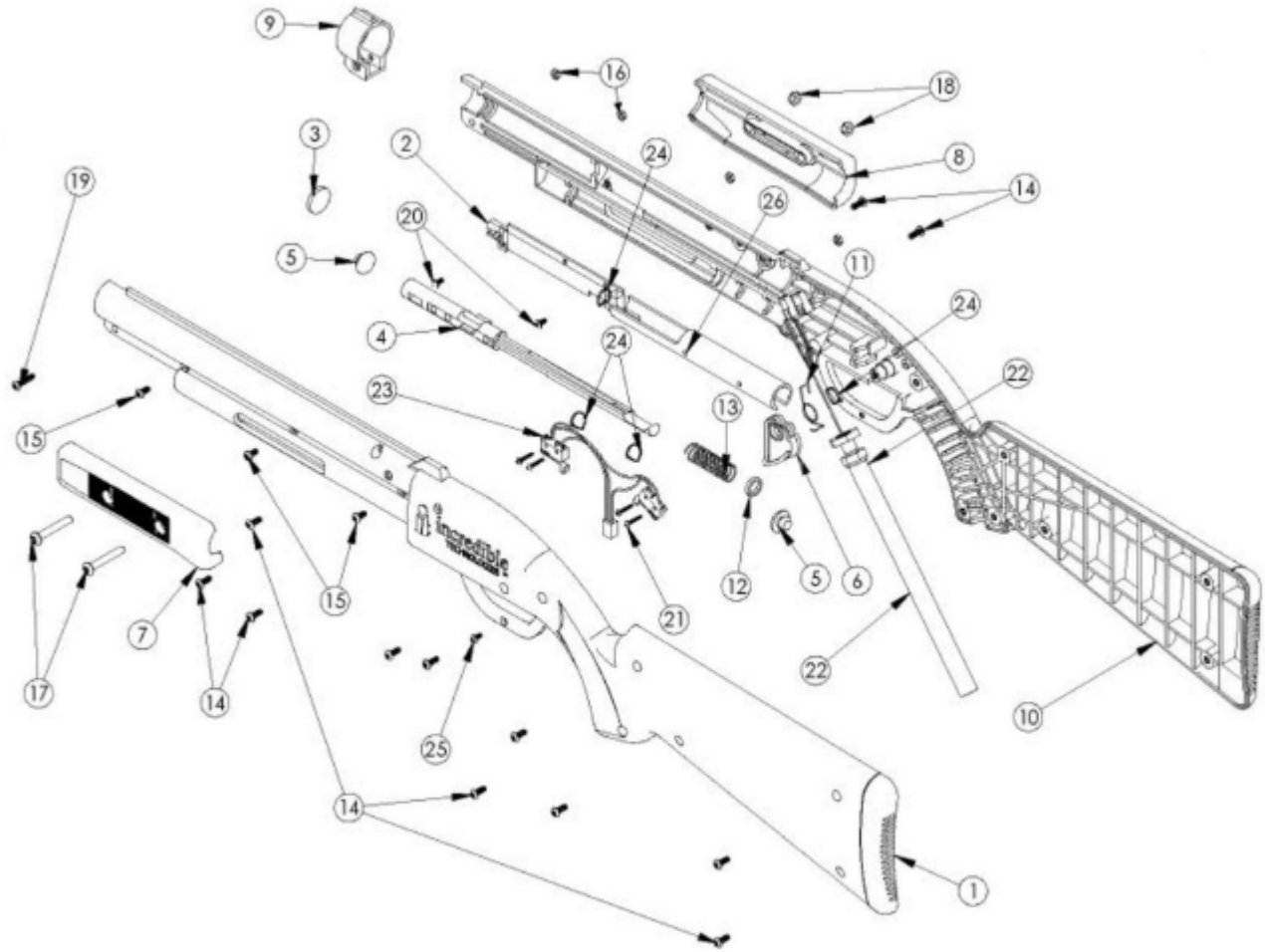
***Power is NOT routed through the JAMMA connector.
Power is now routed through the ATX Power Supply cable for RED BOARDS.**

Gun Harness Connection

Main Board Connector		Gun Connector
PIN WIRE #6 - Black	GND	PIN WIRE #1 - Black
PIN WIRE #1 - Red	VCC	PIN WIRE #2 - Red
PIN WIRE #2 - Yellow	Trigger	PIN WIRE #3 - Yellow
PIN WIRE #3 - Green	Sense	PIN WIRE #4 - Green
PIN WIRE #5 - Blue	GND	PIN WIRE #5 - Blue
PIN WIRE #4 - Purple	Pump	PIN WIRE #6 - Purple

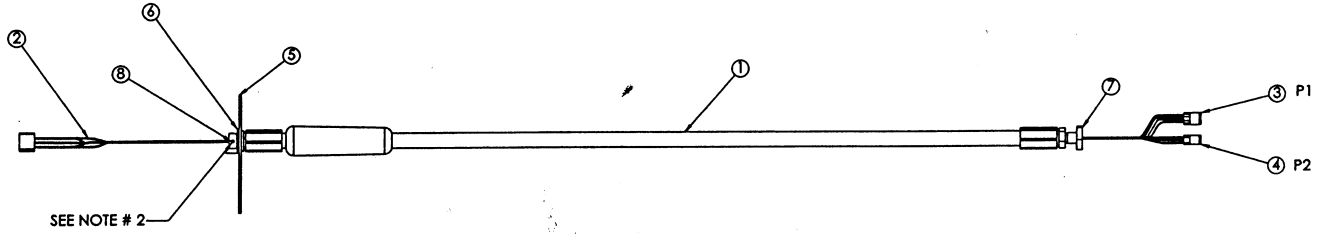
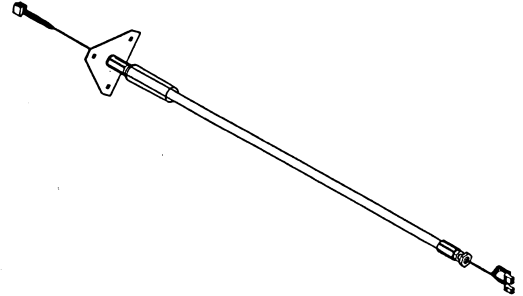
NOTE: Connect the Gun cable to J54 of the Main Board (Labeled as Gun 1).

RIFLE PART NUMBERS

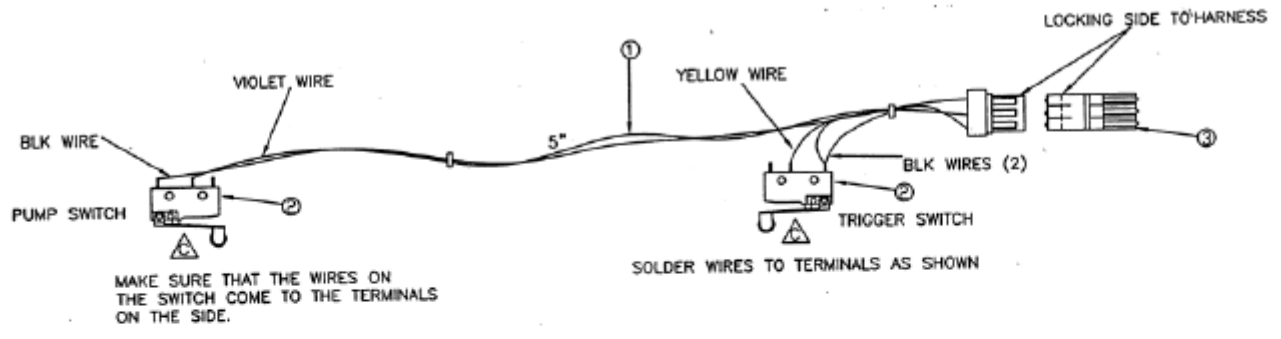


ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	96-0792-00	HOUSING LEFT HALF FOR PUMP ACTION RIFLE
2	1	95-1019-00	GUN BOARD FOR PUMP ACTION SHOTGUN/RIFLE
3	1	96-0068-00	LENS GLASS 100MM EFL
4	1	96-0793-00	ACTIVATION BAR FOR PUMP ACTION RIFLE
5	2	96-0909-00	BUMPER, STOP FOR ACTIVATION BAR
6	1	96-0774-00	TRIGGER FOR PUMP ACT. SHOTGUN/RIFLE
7	1	96-0794-00	PUMP HALF LEFT FOR PUMP ACTION RIFLE
8	1	96-0795-00	PUMP HALF RIGHT FOR PUMP ACTION RIFLE
9	1	96-0796-00	FRONT CAP FOR PUMP ACTION RIFLE
10	1	96-0791-00	HOUSING RIGHT HALF FOR PUMP ACTION RIFLE
11	1	96-0311-00	TORSION SPRING TRIGGER PUMP SHOTGUN
12	1	43-1245-00	PLASTIC WASHER
13	1	96-0308-00	SPRING PUMP CARNEVAL PUMP SHOTGUN
14	12	43-0095-00	SCREW 6-32 x 3/8 BHMS T-10 TORX
15	3	43-1294-00	SCREW 6-32 x 5/16 BHMS T-10 TORX
16	4	43-0094-00	NUT HEX 6-32 .25 A.F. BLACK OXIDE
17	2	43-1248-00	SCR 10-32 X 1-1/4 BH TORX BLACK
18	2	43-0253-00	NUT HEX 10-32 JAM NYLOCK ZINC PLATED
19	1	43-1247-00	SCR 6-32 X 5/8 BH TORX BLACK
20	2	43-0492-00	SCREW, 4-40 X .25 P.H. PN. HD
21	4	43-0172-00	SCREW, #2 X 1/2 TYPE B. PPH
22	1	95-1494-00	TETHER HOSE AND HARNESS ASSY HAPP PUMP ACTION RIFLE
23	1	95-1519-00	SWITCH AND HARNESS ASSY LT. TRIGGER AND PUMP
24	4	90-1013-00	TIE WRAP 4' LENGTH, SOLD EA.
25	1	43-0770-00	SCREW 4-40 X 1/4" PPH BLACK
26	1	96-0445-00	SUPPORT TUBE

ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	95-1495-00	TETHER HOSE ASSY FOR PUMP ACTION RIFLE
2	1	96-0264-00	HARNESS IT FOR PUMP ACTION RIFLE
3	1	96-0265-00	CONNECTOR, 5 CIRCUIT .100 CTR IDC 24 AWG
4	1	96-0266-00	CONNECTOR, 3 CIRCUIT .100 CTR IDC 24 AWG
5	1	96-1003-00	MOUNTING PLATE F/ROTATION TYPE HOSE
6	1	43-0119-00	1/2 E-RING
7	1	96-2003-00	NUT TETHER PISTOL END
8	1	43-0418-00	ROLLPIN 3/32 DIA



P2			P1		
PIN	COLOR	FUNCT.	PIN	COLOR	FUNCT.
1	BLK	GND	1	RED	+5
2	YEL	TRIGGER	2	NC	
3	VIO	PUMP	3	GRN	OPTIC
			4	BLK	GND
			5	NC	



ITEM	PART NUMBER	QTY	DESCRIPTION
1	96-0267-01	1	TRIGGER HARNESS
2	95-1493-00	2	SWITCH ASSY DA3 WITH ROLLER & SOLDER TERMINAL
3	95-1542-00	1	Z-HEADER 3 POSITION

APPENDIX A

GENERAL TROUBLESHOOTING

Video Problems

Symptom	Probable Cause	Solution
No Picture	Dip switches set incorrectly.	Make sure SW-5 switches are in the correct positions.
	Power Bypass Cable not installed correctly (GREEN BOARD ONLY).	Make sure the Power Bypass Cable is installed correctly.
	Bad cable connection.	Make sure there are good connections from the board's video outputs to the monitor's video inputs. Make sure the video card cable is connected to the main PCB.
No Picture	Possible problem with Main PCB.	Run the power-up test by holding the START button during power-up. Watch for LED Status 1 and a flash code. Check all hard drive connections.
	Monitor.	Make sure the monitor is operating correctly. (Check it with another compatible logic board).
	Voltage too high/low (GREEN BOARD ONLY).	Check all power supply voltages. Adjust from 5.0 to 5.2 volts. At the Boot ROM (U15, Pins 16 & 32).
	JAMMA Harness connected improperly.	Identify Pin 1 on the JAMMA connector and on the PCB. If installed incorrectly, damage to the PCB may have occurred.
Scrambled Picture	Missing sync connection or misadjusted monitor.	Check the sync connection - Adjust monitor.
	Dip SW-5 set in the wrong resolution.	Make sure SW-5 switches are in the correct positions. (See Page 13.)
Missing colors or washed out color	Bad video connections or misadjusted monitor.	Check the video red, green, and blue connections. Adjust the monitor
Bright, blurry, or rolling picture	Misadjusted monitor.	Adjust the monitor, not the board. (Refer to your monitor manual).
Picture too large, too small, or off center	Misadjusted monitor.	Adjust the monitor, not the board. (Refer to your monitor manual).
Video image is flipped	Misadjusted monitor.	Reverse the monitor's convergence wires or flip the monitor 180°. (Refer to your monitor manual).
Diagonal white lines	GND problem.	Earth and Logic GND's should be connected at the power supply.

Sound Problems

Symptom	Probable Cause	Solution
No sound	+12 vdc power supply is bad	Replace +12 vdc power supply.
	Bad connection to the board.	Check for +12 vdc power on the board.
		Check for +5 vdc power on the board at pins 16(-) and 32 (+) of U15.
	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".
	JAMMA Harness connected improperly	Check the speaker connection.
	Miscellaneous	Identify Pin 1 on the JAMMA connector and on the PCB. If installed incorrectly, damage to the PCB may have occurred.

Gun Problems

Symptom	Probable Cause	Solution
Gun does not work	No +5 voltage.	Bad inductor (L52-Green Board or L57-Red Board) or bad connection to Gun.
		Check for +5V on J52 Pin 1 on GREEN BOARDS, and J54 Pin 1 on RED BOARDS.
	Bad gun or gun cable.	Change with known, good gun and/or gun cable.
	Gun not connected to gun connector.	Connect gun cable to J52 Gun 1 for GREEN BOARDS, and J54 Gun 1 for RED BOARDS.
Gun fails to hit targets	Sun, fluorescent lights, or glare on monitor	Darken room or re-position machine.
	Gun out of adjustment	Use game software to adjust gun calibration.
	Black level may be out of adjustment	Adjust screen's Black Level so black looks black. Re-adjust brightness and contrast as needed.
Intermittent or non-functioning gun, normal game starts	Dirty Optics	Clean dirt and debris from gun. Do not apply cleaning fluids into the gun barrel.
	Loose or missing parts	Inspect gun for repair or replacement requirements.
	Faulty switches	Use the Control Tests menu in software to verify switch operation.
		Check for loose wires or debris caught in switch contacts.
		Check the continuity at each switch position.
	Faulty gun interface	Check inductor L52 (GREEN BOARDS) or L57 (RED BOARDS) at Gun Connector for 5V on both sides.
	Faulty wiring	Check for wires caught in door hinges, latches or switch contacts.
		Make sure the harness connector is seated properly and securely.
		Make sure the cabinet wiring is correct for this game, and all switches are free and working.
		Make sure the gun switch wires are connected securely into the gun connector. Make sure the connector is connected securely to the cable and PCB.
		Check the continuity of the gun wires to the Main Board.
	Misc.	Remove screws from gun and carefully separate gun halves. Be aware that the pump and trigger are spring loaded, so take care not to unseat them. Carefully clean the lens and gun components. Reassemble gun and verify that it is in working condition.

NOTE: Bright overhead lights, direct sunlight or neon lighting may interfere with the optical gun operation. Reduce the light levels, re-position cabinet and/or adjust the screen brightness to reduce this interference.

Control Problems

Symptom	Probable Cause	Solution
Start Button does not work or is partly inoperable. Or the selections keep scrolling on Operator Mode menus.	Switches not properly connected.	Make sure that the common post of the switch is connected to ground.
		Make sure each individual switch is working by doing the Control Panel Test found in the SYSTEM TESTS section.
		Make sure that the signal wire for that particular switch is connected to the normally open post of the switch.
		Check if pump/trigger of gun are stuck.
	JAMMA Harness connected improperly.	Identify Pin 1 on the JAMMA connector and on the PCB. If installed incorrectly, damage to the PCB may have occurred.
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. +12 or +5, depending on the model.
		Verify that the counter is good.

Power-Up Problems

Symptom	Probable Cause	Solution
No reaction when game is turned ON	Voltage too high or too low.	Defective Power Supply or wiring problem.
		Short between power and ground. Check for foreign material.
		Disconnect the harness and measure the resistance between power and ground. It should read around 600 ohms. (0 ohms is a dead short).
		Make sure harness is not shorting to anything, i.e. bare or frayed wires shorting out or hitting bare metal.
	No power from the power supply.	If 20-pin ATX connector is connected properly then replace power supply.
	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 START button during power-up. Check all Hard Drive connections.
	JAMMA Harness connected improperly.	Identify Pin 1 on the JAMMA connector and on the PCB. If installed incorrectly, damage to the PCB may have occurred.
	Open on socketed IC's	Check for bent pins on socketed parts. Make sure that all IC's are seated in their sockets properly.

Miscellaneous Problems

Symptom	Probable Cause	Solution
Green LED not blinking (D5A or D20)	Program not running.	Make sure all socketed IC's are seated correctly. Look for bent pins. Run the power-up test by holding down the START button during power-up.
	Bad connections.	Make sure you have continuity from PCB to power supply.
Sounds Bad	Miscellaneous	Check the speaker connections. Try another main PCB to verify the problem.
On power up game goes through a long test ending with the Player Control Test	Start switch is stuck or the signal wire is connected to the normally closed post.	Fix the Start switch. Put the signal wire on the normally open post.

APPENDIX B

ITS®/ITNET® ONLINE OVERVIEW

PLEASE NOTE: ITS® TOURNAMENT PLAY IS NOT AN OPTION ON KIT VERSIONS OF BIG BUCK HUNTER™ CALL OF THE WILD.

NOTE:

ITS, or International Tournament System, runs and administers tournaments on Incredible Technologies' products, including Golden Tee® Fore! and Big Buck Hunter™. ITS® has enhanced and utilized the new and sophisticated ITNet® (Incredible Technologies® Network) system to make Big Buck Hunter™ Call of the Wild a true online coin-op experience. ITS® is responsible for setting up and administering national tournaments and paying prizes to the winners, using the ITNet® system as an administrative tool to get things done faster, easier, and more reliably.

- **ITS, or International Tournament System™**, which runs under **ITNet®** is proud to bring tournaments to players across the nation on registered and connected Big Buck Hunter™ machines. **ITNet®** is the networked system ITS® uses to hook up all of its game machines to a central computer via normal telephone lines. **ITNet®** is capable of supporting hundreds of thousands machines on-line. Every Big Buck Hunter™ game contains special software and communications hardware that offers players a choice of regular, hunt club, or tournament play. Hunt Club Play is designed to help the "more than average" player prepare for tournaments. Tournament play allows players from all over the U.S. to compete for cash prizes. Both hunt club and tournament plays are designed to offer new sources of income and encourage repeat play. Various skill-based tournaments are held throughout the year, offering challenges and prizes to players across the country.
- **Hunt Club Play** is available to players on your machine as long as your game stays **ITNet®** enabled, meaning it makes a successful call to **ITNet®** every other day. Hunt Club play is a great training ground for moving toward tournament competition. Additionally, hunt club play tracks individual lifetime statistics. This personal information can be used during in-house events and contests, opening exciting new methods of online and offline competition and revenue.
- ITS® tournaments will vary in length, usually running on a monthly schedule. Before each tournament begins, a message is sent to the LED sign attached to each tournament cabinet, announcing the tournament dates and prize structure. At the specified date, the tournament automatically begins on all of the valid tournament games. A tournament is running when the green light appears next to the ITS® logo in the upper right hand corner of the game screen. At any given time, the course tournament conditions are the same on every participating machine, offering an even playing field across the country.
- Players are charged more for hunt club play, tournament play, and other online features, compared to regular play. A portion of these player-supported fees is paid to Incredible Technologies, to fund tournament prizes, compile statistics, and develop new operator features. The **ITNet®** portion of these features is pre-determined, but the operator can adjust the total charge to a player. Any earnings collected from regular, standalone play are not collected by IT.
- **ITNet®** was designed to be as hands-free as possible for the operator and location. Each machine has special communications hardware that easily hooks up to a normal telephone jack. Once plugged in, you can register your machine with **ITNet®** via the machine's registration menu, or by filling out an **ITNet®** Game Registration Form. Each operator must also fill out an **ITNet®** Debit Account Form detailing pertinent billing information. Once the machine calls successfully and **ITNet®** confirms it is a registered machine, hunt club and tournament play are activated.
- Each game machine is programmed to make a short local or toll-free phone call during off-hours. The machine calls the **ITNet®** central computer and downloads information such as tournament conditions, tournament leaderboards, and player statistics for those using the Hunting License Card. Throughout the day, national and local tournament leaders and region records can be viewed during the game's attract mode.
- **ITNet®** was designed with the operator in mind. Each **ITNet®** compatible game can act just like a regular video game on your route. The games can be moved to different locations and will play regular standalone games even when not hooked into **ITNet**. Location information changes can be done directly on the machine or by filling out forms and faxing them to Incredible Technologies.
- **ITNet®** will even allow you to check on your **ITNet®** compatible equipment from your home or office. With IT's new web-based Operator Services, you can check audits and bookkeeping information, and adjust settings like volume control and pricing. You can access this feature from any computer that has web access by going to a secured **ITNet®** Operator Services area on the Incredible Technologies® website at www.itsgames.com.
- **ITNet®** is a breakthrough concept in the coin-op industry. Combining the power and versatility of online technology and skill-based competition, **ITNet®** offers incredible potential for new and ongoing sources of income that will thrive for years to come.



INCREDIBLE TECHNOLOGIES, INC.
3333 N. KENNICOTT AVE. ARLINGTON HEIGHTS, IL 60004
(847) 870-7027 (847) 870-0120 FAX
WWW.ITSGAMES.COM
THE LEADER IN ONLINE PLAY!



ITNET® 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 for the account I wish to be debited from time to time and in varying amounts.

Please Print Clearly and Legibly to Insure Accuracy.

_____	<input type="checkbox"/> Checking Account	<input type="checkbox"/> Savings Account
Company Name	_____	Bank Account Number
_____	_____	_____
Address	_____	Bank Routing Number (VERY IMPORTANT)
_____	_____	_____
City, State, Zip	_____	Bank Name
_____	_____	_____
Company Contact	_____	Bank Phone Number
() _____ ()	_____	_____
Phone Number Fax 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 you 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 03/04



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3333 N. KENNICOTT AVE. ARLINGTON HEIGHTS, IL 60004
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ITNET® 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),

(company name)

(address)

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.



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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.

 OPERATOR COMPANY NAME

By: _____
 OPERATOR SIGNATURE

Incredible Technologies, Inc.

By: _____



INCREDIBLE TECHNOLOGIES, INC.
 3333 N. KENNICOTT AVE. ARLINGTON HEIGHTS, IL 60004
 (847) 870-7027 (847) 870-0120 FAX
 WWW.ITSGAMES.COM
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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: Golden Tee Fore! Big Huck Hunter Other _____
 Game Serial Number: _____
This number is displayed in test mode and on the LED sign.
 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. Note: ITS Tournament play is allowed in public establishments only.

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.

APPENDIX C

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 each 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

- 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 to 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 if 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.

WARNINGS AND NOTICES

NOTICE

This game is intended to be operated for amusement purposes only. It is not to be operated in violation of any federal, state, or local laws or regulations. As the owner and/or operator of this game you are responsible for its operation in compliance with such laws and regulations. The factory settings for this game may require adjustment in order to comply with the laws and/or regulations in the jurisdiction where the game is located. It is the sole responsibility of the operator to determine what laws and/or regulations are applicable and to make any adjustments to the game before operating it for its intended purpose.

NOTICE

This manual and the information contained within is subject to change without notice.

WARNING

Use of unauthorized parts or making any unauthorized modifications will void the warranty and may result in the game operating in an unsafe or incorrect manner.

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 Incredible Technologies. Please have the product's Serial number available when calling for an RMA number.
- Merchandise returned without an RMA number will not be accepted.
- Advance replacement hardware will be shipped to the customer address on file unless specified otherwise.
- Advance replacement hardware will be billed to the customer until Incredible Technologies, Inc. receives the returned merchandise, 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

CONTACT INFORMATION

To purchase additional Big Buck Hunter games or any of IT's other fine products please visit IT's website at www.itsgames.com and click on PRODUCTS!

General Numbers

Technical Support, Warranty, & Repair: Incredible Technologies, Inc.
847-870-7027 x 121

Parts, Customer Service, & Operator Services: Incredible Technologies, Inc.
847-870-7027 x 118

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

ITNet® Accounting:
Incredible Technologies, Inc.
847-870-7027 x 125

Operator and Gold Cards:
Incredible Technologies, Inc.
847-870-7027 x204

IT Mailing Address:
Incredible Technologies, Inc.
3333 North Kennicott Avenue
Arlington Heights, IL 60004-0129

IT Fax Number
847-870-0120

IT Vendor Information

Wells-Gardner:
Phone: 800-336-6630
Fax: 773-252-8299

Mars Technical Service:
Phone: 800-345-8172

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

Happ Controls:
Phone: 800-BUY-HAPP
(800-289 -4277)

Please refer to these IT part numbers when placing orders.

<u>900009275</u>	Big Buck Hunter COTW Tournament Main RED board, U.S. Version
<u>900009280</u>	Big Buck Hunter COTW Tournament Main RED board, CANADA Version
<u>900094275</u>	Big Buck Hunter COTW Non-Tournament Main Board, US Version
<u>900094280</u>	Big Buck Hunter COTW Non-Tournament Main Board, CANADA Version
<u>900002027</u>	Big Buck Hunter COTW LED Sign (Dedicated Only)
<u>890000050</u>	Big Buck Hunter Shotgun
<u>900040275</u>	Big Buck Hunter COTW Hard Drive
<u>820000275</u>	Big Buck Hunter COTW Marquee for Kit or Dedicated
<u>820100275</u>	Big Buck Hunter COTW Clear Acrylic for Dedicated Marquee
<u>845000275</u>	Big Buck Hunter COTW Plexi Control Panel for Dedicated
<u>825000234</u>	Big Buck Hunter COTW Control Panel for KIT
<u>835000275</u>	Big Buck Hunter COTW Function Labels for KIT
<u>830000275</u>	Big Buck Hunter COTW Side Decals
<u>745000250</u>	ATX Power Supply

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All other marks are the properties of their respective owners. All rights reserved.

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