



Showpiece and Kit Installation Manual & User Guide



WARRANTY AND RETURNS

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- Merchandise returned without an RMA number will not be accepted.
- Warranty may be void if serial number or security labels are tampered with or removed. **Opening the Nighthawk System Box will void your warranty.**
- 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.
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The Term Licensing Fee ("TLF") shall be as follows:

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Licensee shall have the right to utilize the Update on authorized GT Cabinets in the normal course of business and as controlled by the Rules of ITNet, as set forth in a separate "Operator Agreement" document, the terms and conditions of which, where not conflicting with the terms and conditions herein, are hereby incorporated by reference. Updates may only be operated on GT Cabinets which are installed in commercial locations, as that term is defined by IT, and to which there is general access by all parties with a general right to enter the location where the GT Cabinet is operated.

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Updates include various features which may not be lawful to operate in any given jurisdiction. No provision of any feature, or its licensure to Licensee under the terms herein shall be deemed as advice that operation of that feature is lawful or not lawful in any given jurisdiction. Licensee shall make reasonable efforts to disable any user-adjustable feature which they know or should have known as not lawful to operate in the location where a GT Cabinet with an Update is being operated.

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6) Governing Law and Jurisdiction

The validity and construction of this License and of the rights and obligations set forth herein shall be determined and governed by the laws of the State of Illinois. The parties hereby submit to the Jurisdiction of any state or federal court in Cook County Illinois. Licensees operating outside the borders of the United States of America, regardless of their citizenship or residency, explicitly agree to allow any assets they may have in the USA or any other foreign country to be attached, garnished, forfeited or otherwise reached by any legal act if, after due process of law, they are found to be liable to IT for damages by reason of breach of this License.

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If the Licensee discovers any physical defect in the media (disk, EPROM, flash media, etc.) on which the Update 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 Update.

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If any provision of this License shall be held by a court of competent jurisdiction to be illegal, invalid or unenforceable, the parties nevertheless agree that the court should endeavor to give effect to the parties' intentions as reflected in the provision, and the remaining provisions shall remain in full force and effect.

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1) Licensing Fee

The Licensing Fee ("LF") shall be as follows:

- US\$0.00 (Zero United States Dollars and zero cents.)

2) Term

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Acceptance of this License and installation of the Update includes disclaimer and waiver of any and all direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the Update, 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.

In jurisdictions which do not allow the exclusion of implied warranties or liability for incidental or consequential damages, acceptance of this License and installation of the Update includes stipulation that the most minimal requirements of the law of those jurisdictions shall govern any additional required additional rights of Licensee.

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Golden Tee 2021 Manual & User Guide

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NOTE
PLEASE RETAIN ORIGINAL SHIPPING BOX FOR SERVICE AND REPAIR.

To wire the cabinet correctly please refer to the Input/Output Connections pin out charts in Appendix B and the wiring diagram in Appendix D.

Incredible Technologies cabinets are shipped with the USB cables disconnected from the I/O Board and the Cabinet Identification Device (CID). This prevents vibrations during shipment from damaging the contacts on the connectors. These cables must be connected before operating the equipment.

IT recommends disconnecting these USB cables whenever transporting the unit.

SHOWPIECE CABINET

Showpiece Cabinet Contents

(1) Golden Tee Showpiece Cabinet

Shipped inside a plastic parts bag attached to the front of the cabinet:

- (1) Power Cord
- (1) Game Manual
- (1) HDMI Cable

Shipped inside the cardboard sleeve on the top of the control panel:

- (2) Marquee Header Brackets

NOT Included with your Showpiece Cabinet

You will need to supply a digital display for the game's main monitor, and an appropriate stand or wall mount. Incredible Technologies recommends at least a 55" HDTV that supports 1920x1080 (1080p) for the best presentation, game play and earnings potential. A list of Recommended Mounting Solutions can be found under Purchasing Info and Specs at the following address on the IT web site:

<https://amusement.itsgames.com/games/golden-tee-live/specs>

LEG LEVELER ADJUSTMENT

Once your game is in position at the location, it is necessary to adjust the leg levelers. The leg levelers will help stabilize the game on an uneven floor, and help it from moving or shifting during game play. The game is shipped with the two front and two rear leg levelers installed. Adjust the levelers as necessary to level and stabilize the game.

MOUNT MAIN SCREEN DISPLAY

Position the Showpiece cabinet in front of an HDTV. Incredible Technologies recommends either a 720p or 1080p flat panel HDTV from 55" or larger.

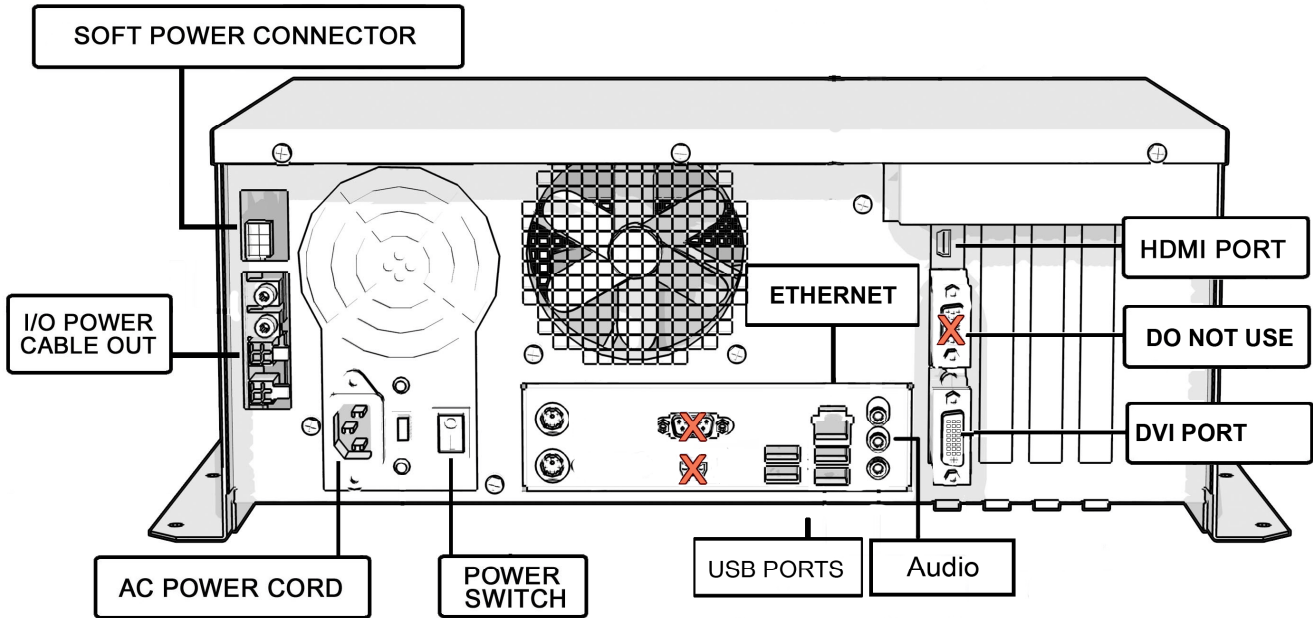
The HDTV is intended for use with the Showpiece Integrated Stand (Model 304S) but can also be mounted to a wall. Be sure that the top of the Showpiece cabinet has at least 24" clearance in all directions. Insufficient clearance may result in damage to your display or player injury. Recommended height for your display may vary depending on your location and player base. As a general rule, the minimum height of the bottom of the display viewing area should be 42" from the floor.



HDTV DIP SWITCH SETTINGS AND NIGHTHAWK SYSTEM BOX

Before making any Nighthawk connections, make sure the USB cables are connected for the I/O Board, CID and Card Reader. See Complete System Box Connections for details.

Nighthawk System Box



DIP Switch Settings for HDTVs

The DIP switch settings in your Showpiece cabinet have been factory set to accommodate a 1080p HDTV connected through HDMI cables. DIP switch bank Sw201 on the I/O Board controls the video resolution for the main monitor. If using a DVI-D connection, or for different resolutions such as 720p, use this chart:

RESOLUTION SETTINGS

<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 OFF ON	1280 x 720 (HDMI) 720p	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 OFF ON	1280 x 720 (DVI-D) 720p	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 OFF ON	1920 x 1080 (HDMI) 1080p DEFAULT
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NOTE:
1080p only available for Golden Tee GOLF/LIVE.
All other games default to 720p HDMI.

Sw201 Sw200 Sw202

Sw200 ALWAYS ON
Do Not Change
Settings shown for Showpiece

ADDITIONAL SETTINGS

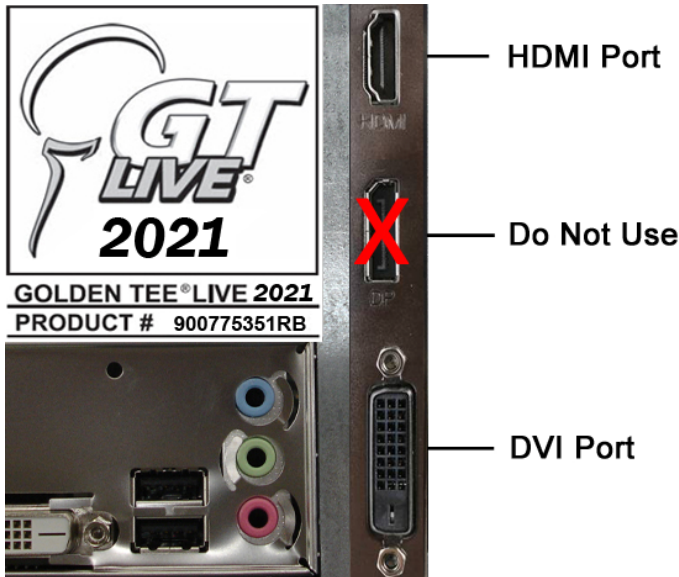
<p>Primary Monitor</p> <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 OFF ON	Primary Monitor has 16 x 9 Aspect Ratio DEFAULT	<p>System Setup</p> <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 OFF ON	Enter System Setup Menus
<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 OFF ON	Exit System Setup Menus DEFAULT		

NOTE:
To Enter System Setup menus, ONLY switch DIP 4 ON.

Notes:
 A reboot is required when changing resolutions
 Video and audio connections to HDTVs vary, and may require additional cables not included with the Showpiece cabinet. Also, some displays may not support the resolution needed for your game. Check your display's manual for additional information.

VIDEO CONNECTIONS FOR HDTV

Golden Tee 2021 supports: 1920x1080 (1080p) and 1280x720 (720p) resolutions. Be sure your HDTV is compatible. 1080p is only available on the approved video cards listed on the Video Card Compatibility sheet included with your game.



Connect to HDMI

Connect the HDMI cable (supplied) to the HDMI output on the Nighthawk system. Route the cable through the clip under the lock on the back wall, and down through the access panel on the back of the cabinet. Connect the other end of the HDMI cable to the proper HDMI input on your television.

Set Up Your HDTV

Refer to the HDTV manual to adjust the video signal to match the correct input for your game. Selecting the correct input is commonly found from a system menu accessed from the remote, or an Input Select button on the HDTV.

Audio Connections for HDMI

The HDMI cable will also supply audio to the speakers on your HDTV. See Audio/Video Connections Table below for details on other connection types.

Audio/Video Connections Table

Video Mode	Primary Video Connector	Audio
1920x1080 (HDMI) 1080p	HDMI with HDMI Cable	Digital – Via HDMI cable
1280x720 (HDMI) 720p	HDMI with HDMI Cable	Digital – Via HDMI cable
1280x720 (DVI) 720p	DVI to HDMI Cable	Analog – Via Green Audio Jack

FINAL CHECK

APPLY POWER

Connect the power cable to the socket on the back of the cabinet. Then plug the cable into a 3-pronged, grounded wall socket. Locate the power switch on the back of the cabinet and turn it ON.

Note: If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

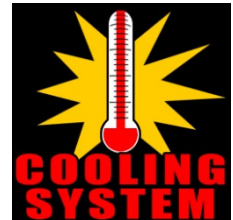
Watch the game carefully when you first turn it on. Look and smell for smoke. Turn it OFF immediately if there is smoke. Make sure the fan inside the system box is running and the LEDs on the I/O Board are flashing. If not, something is wrong, turn off the game.

Check the Cabinet ID Device (CID) Number

Watch the screen during boot-up and wait for the Golden Tee boot verification screen to appear. Note the Cabinet ID Number (CID) that appears on this screen, and verify that it matches the CID number printed on the back of the cabinet. The screen will automatically time out and boot-up will continue.

Cabinet Temperature

The state of the art Nighthawk hardware is extremely powerful, and therefore generates a substantial amount of heat. Measures have been taken to keep the various components cool during normal use. If overheating occurs, game play and hardware longevity may be affected. Use the Check Cooling menu in the System Setup menus to monitor the temperature within your cabinet. Enter System Setup by pressing the System Setup button inside the outer door of the coin vault. Once at the main System Setup menu, use the trackball and Start button to select *Troubleshooting Shortcuts*, then *Check Cooling*.



Custom Adjustments

Upon initial power-up, the game will initialize to factory default settings. These settings affect game elements such as number of credits per coin, volume settings, etc. The System Setup section in your game manual will describe how to alter these settings and view the system audits or run system tests.

GENERAL CABINET MAINTENANCE

Games that are in good working condition, with clear monitors, clean control panels and working trackballs will make more money than a machine in poor condition. It is definitely worth your time and attention to protect your investment with a little common care. Each week, clean the display and wipe down the control panel to bring back that new game look. Test the trackball and buttons regularly to make sure they are playing properly. And perhaps most important, make sure the coin mechanisms and bill acceptors are in good working order.

CARE AND CLEANING OF RUBBER BUMPER

The rubber bumper on the front of the cabinet's control panel is made from durable nitrile rubber. Clean it using a mild soap and water solution or blue window cleaner.

NIGHTHAWK AIR FILTER

The Nighthawk System Box comes equipped with an external electrostatic air filter. This filter is held in place by a metal bracket, attached to the system box. The filter prevents debris from entering the system box and damaging the electronic components. A clogged filter will impede airflow, thus building up unwanted heat which can cause damage to your hardware. Be sure to check this filter at least once a month. Remove the filter by sliding it out of its housing. Shake off excess dirt and if necessary clean it with soap and water. Be sure the filter is completely dry before reinstalling the filter.

TRACKBALL MAINTENANCE

The trackball will require periodic maintenance to assure optimum performance. In most cases the inside of the trackball simply needs to be cleaned of any accumulated dust and debris. See page 12 for Trackball Replacement.

To access the inside of the trackball, remove the 6 Phillips head screws that hold the trackball together and remove the top cover. Clean out any dust and debris inside the trackball. Polish the rollers and remove any foreign material that may be on the rollers. Do not lubricate the bearings, as this will only attract more dust. If the bearings do not spin freely it is best to replace the bearing assembly. Inspect the rollers for any nicks that may cause poor performance and replace if needed. Inspect the ball for any nicks and replace if needed. Parts can be obtained from Happ Controls and is an economical option rather than replacing the entire trackball assembly.

It is critical that the green field ground wire be properly connected to field ground. This prevents the trackball from building a static charge that can cause the game to lock up or reset. A static discharge can also damage the trackball's electronic components, as well as the main system.

CARE AND CLEANING OF COOLING FANS AND VENTS

The hardware that runs Golden Tee is quite sophisticated, and many of the chips and processors will get hot very quickly. Like your desktop PC, the Golden Tee hardware needs adequate ventilation to work properly. Dust and dirt can be a major cause to overheating and will lead to costly repairs. At least once a month, check to make sure the cabinet and system box fans are working and free of dust and debris. Use a vacuum to clear all the ventilation holes on the cabinet at this time as well.

CAUTION:

Incredible Technologies cabinets are shipped with the USB cables disconnected from the I/O Board and the Cabinet Identification Device (CID). This prevents vibrations during shipment from damaging the contacts on the connectors. These cables must be connected before operating the equipment.

IT recommends disconnecting these USB cables whenever transporting the unit.

SHOWPIECE CABINET UPDATE & REPAIR PROCEDURES

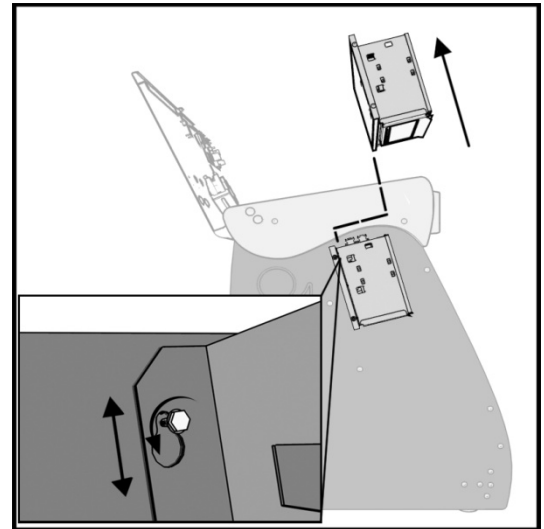
SYSTEM BOX

The Nighthawk System Box houses most of the game electronics and hardware in one box that can be easily installed. As with all electronic equipment, the system box should be handled with extreme care. Shock, severe temperature, or sudden impacts can damage the internal components that require costly repair.

Note: Turn off power to the cabinet and remove the power cord from the back of the cabinet when performing any of the following.

System Box Removal

1. Unlock the control panel and open to expose the Nighthawk system box.
2. Disconnect all connections to the system box. Be sure all wires and connectors are clear and out of the way. Label the connectors for easy reconnection.
3. Loosen the 6 ¼" hex-head screws that secure the system box.
4. Carefully lift the system box off the screws and up out of the cabinet.



System Box Installation

1. Unlock the control panel and open to expose the inside of the cabinet.
2. Align the system box onto the 6 mounting screws of the internal slanted panel. The connection ports face up. Once the system box is in place, tighten the 6 ¼" hex-head screws to secure the box to the panel.
3. Connect the required connections. See the Connections Diagram for more details.

I/O BOARD

Note: The I/O Board is game title specific and is not interchangeable with other game titles produced by Incredible Technologies on this system. Dedicated and Retrofit Kit I/O Boards are different and are not interchangeable.

I/O Board Removal

First, unlock the control panel and open to expose the interior of the Showpiece cabinet. Disconnect all connections from the I/O Board. Label the connectors for easy reconnection and move them safely out of the way. Next, remove the six ¼" wood screws that secure the board to the interior left side of the cabinet (as you face the game). Carefully remove the I/O Board from the cabinet.

I/O Board Installation

Place the I/O Board in the proper location on the interior left side of the cabinet (as you face the control panel of the game). Be sure it is oriented properly so the cables reach the board (the USB port on the I/O Board facing the top of the cabinet). Secure the I/O Board to the side of the cabinet with the six ¼" wood screws. Use the factory mounting holes if at all possible. Be sure the board does not "bow" or is not stressed in any way. Once mounted, connect the appropriate connections.

Cabinet Identification Device (CID)

This device contains a specific ID number that identifies your cabinet. The CID is a permanent number and must be connected to the main system box via the USB cable and working properly in order for the game to operate.

CID Removal and Replacement

If for some reason you must replace the CID, disconnect the USB cable from the CID. This is the only connection to the CID. Next, remove the four ¼" wood screws that secure the CID to the interior left side of the cabinet (as you face the game). The CID is located above the I/O Board. To install a CID, mount the CID in the proper location using four ¼" wood screws. The CID should be mounted so the USB port is facing the top of the cabinet and the electronics are facing the wall.

Note: The Cabinet Identification Device should NEVER be removed from the cabinet, even when replacing any of the other components. The CID is the cabinet's PERMANENT Identifier, regardless of any other components.

Volume and Service Buttons

Mounted inside the outer door are controls for Volume and System Setup. Press the Volume Up button to increase the loudness of the sounds on the game, and press the Volume Down button to make your game quieter. Press the System Setup button to access the game's software menu system. The System Setup menus cover a variety of important areas including collections, tests, game adjustments, and optional settings.

CONTROL PANEL

Opening the control panel provides access to all game controls and hardware components. To open the control panel, simply use the supplied key in the lock on the back of the cabinet and lift from the back. The control panel is hinged in front and will stay open when fully extended.

Soft Power Switch

A "soft power" switch has been added to the underside of the control panel, to assist in the update process. This switch will turn off power to the Nighthawk system box so you don't have to reach around to the main power switch located on the back of the cabinet.

Note: If you turn power off using the Soft Power Switch, you must use this same switch when turning power back on.

Trackball Replacement

To replace a trackball, open the control panel and remove the 4 long screws holding the trackball in place. Be careful not to lose any of the screws, washers and lock washers. Disconnect the wire harness and ground wire and remove the old trackball. Position the new trackball in the proper orientation over the existing standoffs. Make sure that the arrow on the trackball that points to the monitor is pointing up. Replace the 4 long screws and washers. Do not over tighten! Screw in until the lock washer is fully compressed. Reconnect the wiring connector and ground wire.

Note: The field ground wire is critical to avoid electrical problems and assure optimal performance.

Button Replacement

All of the buttons on the control panel require a 1 1/8th inch hole, and are pre-drilled on the dedicated control panel. To remove a button, disconnect the wires from the button assembly by sliding the wires off of the micro switch posts. Next carefully twist the micro-switch assembly off the button posts. Finally, unscrew the nut to remove the button from the control panel.

Place the new button assembly into the hole and position the smaller side of the micro-switch housing to face the rubber bumper, angled towards the middle. Tighten the supplied nut using a pushbutton wrench. Do not over tighten. Install the micro-switch by snapping it onto the pushbutton assembly by hand. Position the assembly so the micro switch posts face the rubber bumper, angling towards the middle. Reconnect the wires by sliding the wire assembly onto the contact posts of the appropriate micro switch. See the wiring diagram in Appendix D.

Control Panel Removal

To remove the control panel from its hinge, Disconnect the trackball cable, field-ground wire, and the control panel interconnect connector to the I/O Board. Remove the screw that attaches the safety cable to the control panel. Remove the four 1/4" screws holding the panel to the hinge.

Control Panel Graphics Removal

The control panel artwork has been screened onto a solid sheet of polycarbonate, which is resistant to scratches and burns. Unfortunately, long exposure to excessive situations may damage the surface over time. To remove and replace this piece, the pushbutton and trackball assemblies must first be removed. Separate the polycarbonate piece from the wood portion of the panel by starting at one corner and slowly peeling the two apart. The overlay has adhesive on the entire surface and will take some force to separate the pieces due to the adhesive. Once removed, the graphic overlay will not be able to be used again.

Control Panel Graphics Installation

To install a new polycarbonate graphics overlay, make sure the wood control panel surface is clean, smooth, and free from glue, dirt and debris. Remove the paper protecting the adhesive from the new artwork/cover panel. Carefully place it on the wood panel, aligning it properly. Press and smooth firmly to assure that it is secure. Replace the buttons and trackball in the correct orientation.

GOLDEN TEE SYSTEM SETUP MENUS

SYSTEM SETUP MENUS

Navigating the Menu System

The System Setup menus cover a variety of important areas including collections, tests, game adjustments, and optional settings. You should familiarize yourself with these menus, as they are designed to optimize your game for your location and your business. Pay particular attention to the Collection menus, as they will detail how much money to give to your location, and how much money to set aside for ITNet. There are also menus that allow you to adjust various split percentages for a variety of different charges. These screens can help you maximize your investment and involve your location in the costs associated with your equipment.

Entering System Setup Mode

There are two ways to enter System Setup. Open the coin door and press the Test button to access the game's System Setup software menu system. Or, from the I/O Board, move the DIP switch SW202 position 4 to the ON position. This switch needs to be moved back to OFF to exit the System Setup menus. Refer to the diagram in Appendix D for all DIP switch settings.

Selecting a Menu

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

Choosing a Menu/Option

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

Changing a Value

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

Note: Some features may not be allowed in certain state or local jurisdictions. Be sure to check your local laws before activating or allowing any features that may be questionable in your area.

MAIN MENU

The Main Menu displays five main areas that make up System Setup mode. Please familiarize yourself with these areas, as they will help you maximize your earnings potential.

Collections & Earnings – See Page 29

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

General Settings – See Page 30

This area allows you to adjust operator settings, perform system tests, and reset your game back to factory settings.

Troubleshooting Shortcuts – See Page 41

This section presents a variety of tests and menus that will help you troubleshoot any problems you may be having with your game. The available sections are also accessible through the other main sections.

Golden Tee Settings & Audits – See Page 42

This area allows you to adjust settings specific to Golden Tee, including the player cost schedule, game features, and game audits.

Exit

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



COLLECTIONS & EARNINGS MENU

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

Do Collection

This section is used when making a collection. The various screens will detail the cost breakdowns and show you how much of the cash box is to be paid to the location. Please take some time to familiarize yourself with this section. Using it wisely can save you money.

Clear Unused Cash

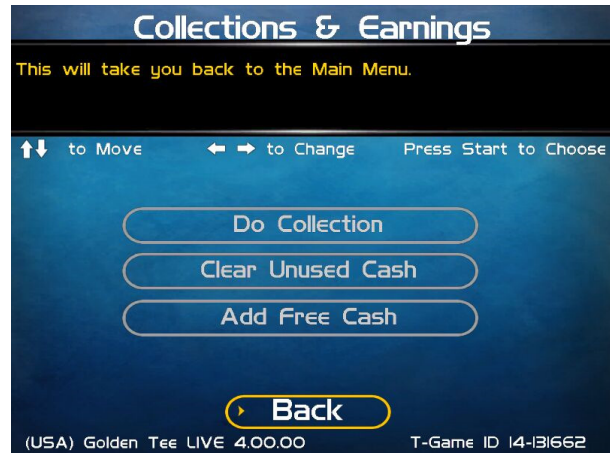
Sometimes when making a collection there is money in the game that has not yet been played. Use this setting to clear the unused cash from the screen so your future collections will reconcile with game play.

Add Free Cash

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

Back

This will take you back to the **Main Menu**.



DO COLLECTION

This screen is the main collection screen. It is highly recommended that you view this screen with every collection and reset it when your collection is complete.

This screen displays the following helpful information:

Collection Date Range

The displayed dates are from your last collection until today.

Days in Operation

The number of days the machine was active and available for play since the last collection.

Total Income

The total income your machine made for this time period.

Total Fees

The total of the various fees that need to be set aside before making your split.

Balance

The total income minus the total fees.

Operator Portion of Balance

The amount of the collection that the operator keeps.

Operator Owes Location

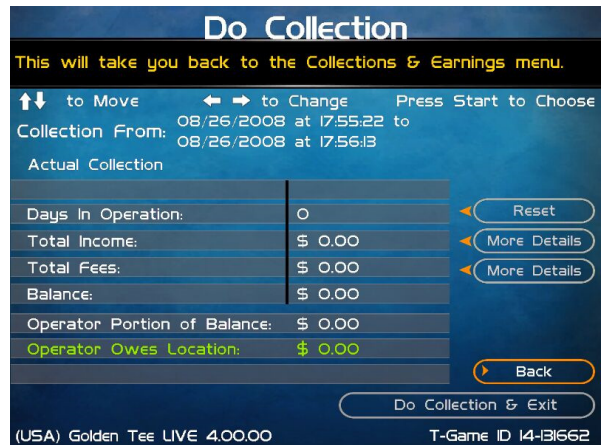
The amount of the collection that you pay your location.

Back

If you do NOT wish to perform a collection and reset the audits, highlight Back to exit this screen and return to the **Collections & Earnings** menu.

Do Collection and Exit

If you wish to perform a collection and reset the audits (recommended), highlight Do Collection and Exit and press Start. This will set all the fields in the Do Collection screen to zero. Be sure to empty your cash box at the same time, so these screens will match the money at your next collection. Make sure it is an 'Actual Collection' not an 'Estimated Collection'.



Reset (Across from Days in Operation)

On the Do Collection menu page: Resets the number of days in field operation to zero.

More Details (Across from Total Income)

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

From the Total Income menu select 'More Details' next to Cash to see Collection Income Details menu at right, which has a breakdown of total player amount and the Operator/Location portions.

	Operator Portion	Location Portion	Total
Cash:	\$ 914.83	\$ 609.88	\$ 1524.71
Player Wallet:	\$ 32.72	\$ 14.03	\$ 46.75
Credit Card:	\$ 0.00	\$ 0.00	\$ 0.00
Operator Money Card:	\$ 51.00	\$ 0.00	\$ 51.00
ITNET Money Card:	\$ 0.00	\$ 0.00	\$ 0.00
FREE CASH *	\$ 6.50	\$ 0.00	\$ 6.50
TOTALS:	\$ 998.55	\$ 623.91	\$ 1622.46

*Not Included In Totals

(USA) Golden Tee LIVE 11.04.02 T-Game ID 14-000075

More Details (Across from Total Fees)

On the Do collection menu page: Displays a breakdown of the various fees, including the ITNet fees, money for the Prize Fund, Communication fees, Credit Card fees, Software Update fees and Hardware Upgrade fees. Note: Software Update Fees and Hardware Upgrade Fees are included for your convenience, to help you cover the costs of owning and operating your equipment. These two line items are NOT included on your monthly ITNet statement.

Total Fees:	\$ 26.13
ITNET Fees:	\$ 0.00
Prize Fund:	\$ 0.00
Communication Fees:	\$ 3.04
Credit Card Fees:	\$ 0.00
Software Update:	\$ 23.09
Hardware Upgrade Fee:	\$ 0.00
Taxes:	\$ 0.00
Operator Remits:	\$ 26.13
Location Remits:	\$ 0.00

(USA) Golden Tee LIVE 16.04.00 T-Game ID 14-178014

GENERAL SETTINGS

The General Settings menu houses various adjustable settings relating to the cabinet, and is divided into two sections.

Operator Adjustables

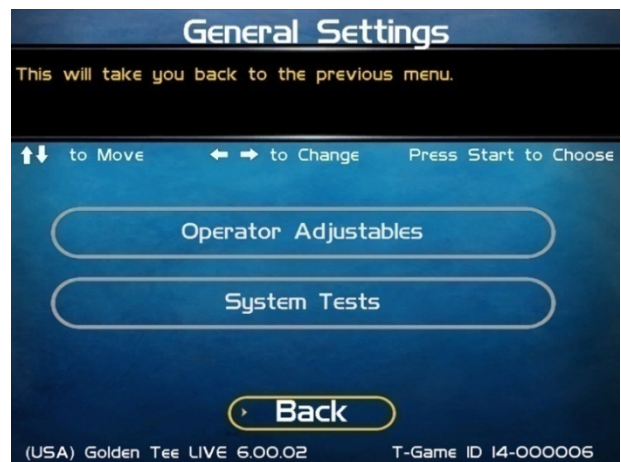
This area allows you to adjust options like volume, attract mode sounds, and money slot settings.

System Tests

This area allows you to perform diagnostics including video adjustments, input tests, and sound tests.

Back

This will take you back to the **Main Menu**.



OPERATOR ADJUSTABLES

This menu contains adjustable settings that pertain to you and your business. Please familiarize yourself with this section, as it can help you maximize the game's earning potential.

General Adjustments

This area allows you to adjust options like upper monitor settings and money modes.

Money Slot Adjustments

This area allows you to adjust the settings of your various money slots on your cabinet.

Sound Adjustments

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

Collection Settings

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

Reset to Factory Settings

This option allows you to reset all the settings found in the Operator Adjustables section to factory defaults.

Back

This will take you back to the **General Settings** menu.



GENERAL ADJUSTMENTS

Coin Message

The default is set to Insert \$.

Accept Credit Card

This Yes/No choice lets you decide to allow game purchases with credit cards. **The default is set to Yes.**

Game Mode

This lets you toggle between Money/Free Play. **The default is set to Money Play.**

Advertisements

Golden Tee 2021 can display advertisements when available. Advertisements typically involve alcohol or are directed at a mature audience. This option can be turned off in venues where minors may be present.

Reset Values

This option allows you to reset the settings found in the General Adjustments menu to their factory defaults.

Back

This will take you back to the Operator Adjustables menu.



MONEY SLOT ADJUSTMENTS

Money Slot 1

This adjusts how much one pulse equals for Money Slot 1. **The default is set to \$0.25.**

Money Slot 2

This adjusts how much one pulse equals for Money Slot 2. **The default is set to \$0.25.**

Money Slot 3

This adjusts how much one pulse equals for Money Slot 3. **The default is set to \$0.25.**

Credit Card

See the General Adjustments screen.

Reset Values

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

No

This will not perform the reset and take you back to the previous menu.

Yes

This will perform the reset and take you back to the previous menu.

Back

This will take you back to the Operator Adjustables menu.



SOUND ADJUSTMENTS

In Game Volume

This option lets you adjust the In Game volume from OFF to 100%. **The default is set to 30%.**

Attract Volume

This option lets you adjust the Attract Mode volume from OFF to 100%. **The default is set to 30%.**

Attract Mode Sounds

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

Stereo/Mono

This option is where you select stereo or mono setup. **The default is set to Stereo.**

Reset Values

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

Back

This will take you back to the **Operator Adjustables** menu.

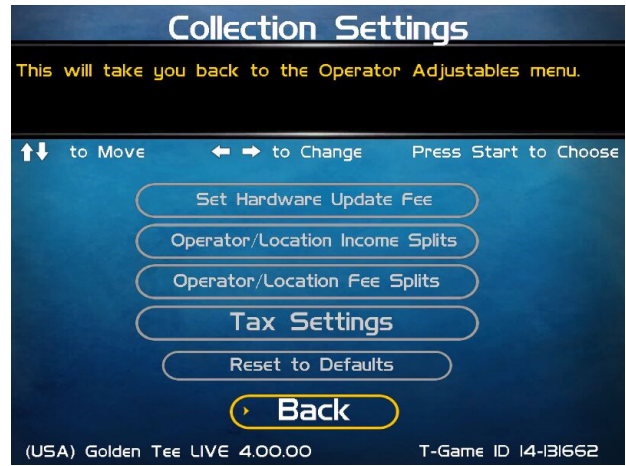


COLLECTION SETTINGS

Golden Tee allows you to adjust costs and percentages for the various income types that are received. Use this menu to determine how much you want your location to help you pay for these charges and services.

Set Hardware Update Fee

This menu allows you to adjust the Hardware Update Fee. This fee is included for your convenience, as a method to have the location pay for part of your equipment. The default value for 2021 machines is \$0.00 per week. Adjust this value to an appropriate amount for your location.



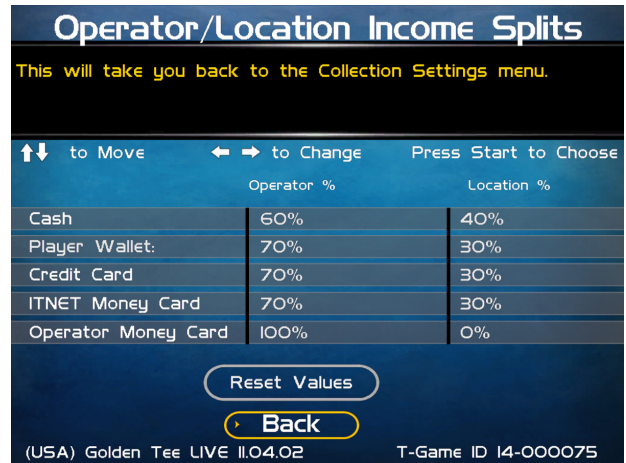
Note: Hardware Update Fees are included for your convenience, and are NOT included on your monthly ITNet statement.

Operator/Location Income Splits

Use this menu to fine-tune your splits for any generated income. Since there may be times when you have to pay the location before you actually have the cash in hand, you may want to adjust the split in your favor to cover the waiting period. The default settings are displayed on the accompanying screen.

The adjustable settings refer to income generated from:

- Cash
- Player Wallet
- Credit Card
- ITNet Money Card
- Operator Money Card



Operator/Location Fee Splits

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

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



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

Tax Settings

Many states require special taxes or license fees that affect your bottom line. Use this menu to separate these costs from your collection before making your normal split.

Set Tax Rate

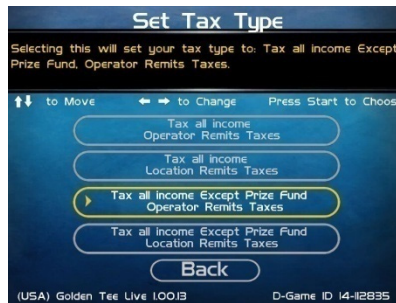
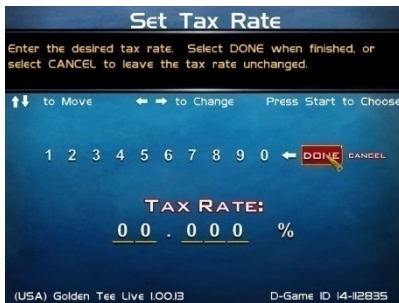
This menu allows you to adjust your current tax rate percentage.

Set Tax Type

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

Set Tax Split

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



Reset to Defaults

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

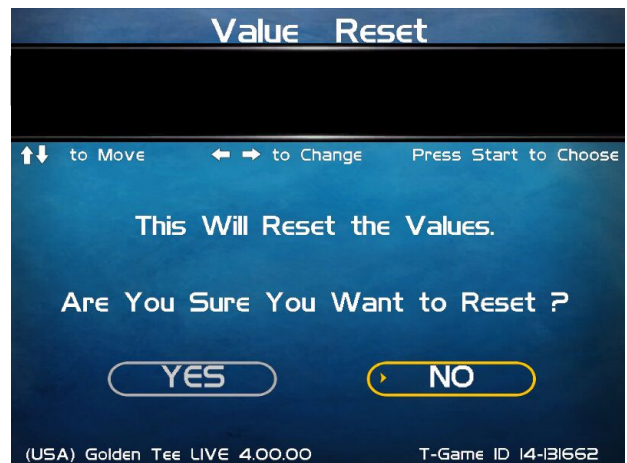
Back

This will take you back to the **Operator Adjustables** menu.

RESET TO FACTORY SETTINGS

This menu will reset ALL settings in the Operator Adjustables section to their default values. A verification screen will display to make sure you agree to the change.

Note: This process may take several minutes to complete.



SYSTEM TESTS

This area allows you to perform diagnostics including video adjustments, input tests, and sound tests.

Video Tests

This area has tests that will help you to adjust your game's color, contrast, and screen size.

Sound Tests

This area has tests that will help you adjust your game's audio setup by playing a stored sound, a streaming sound, and testing the speaker(s).

Player Control Tests

This option allows you to test all inputs including trackball, buttons, and money slots.

Mechanical Meter Test

This test makes the hard meter adjust by one to make sure it is functioning properly.

Hardware Tests

This area includes a series of diagnostic screens and tests to help you make sure your game is functioning correctly.

Back

This will take you back to the **General Settings** menu.



VIDEO TESTS

The Video Tests section has a variety of tests that will help you adjust your monitor.

Color Test

This area will take you to a series of tests to adjust your monitor's RGB settings to have each color display properly.

Contrast Test

This area will take you to a series of tests to adjust your monitor's brightness/contrast so the game displays properly.

Screen Size Adjustments

Use this screen to align your monitor so that all the circles appear as circles and the boundary line appears on the edge of each side of the screen.

Back

This will take you back to the **System Tests** menu.



COLOR TEST

Color Grid Adjustment

Adjust your monitor to have each colored box display properly.

Red Screen

Adjust your monitor to have red display properly.

Green Screen

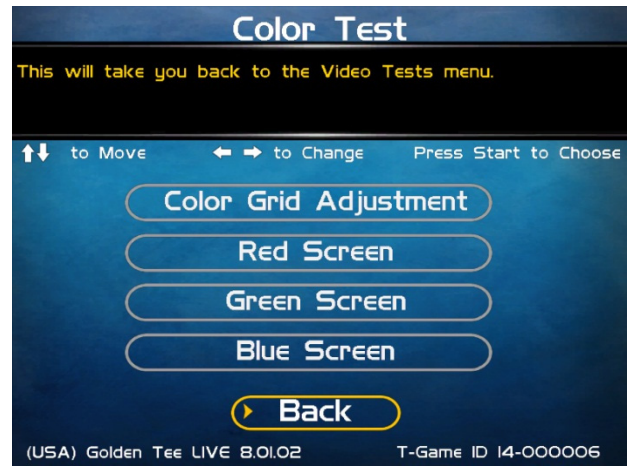
Adjust your monitor to have green display properly.

Blue Screen

Adjust your monitor to have blue display properly.

Back

This will take you back to the **Video Tests** menu.



CONTRAST TEST

White Screen

Adjust your monitor to have white display properly.

50% White Screen

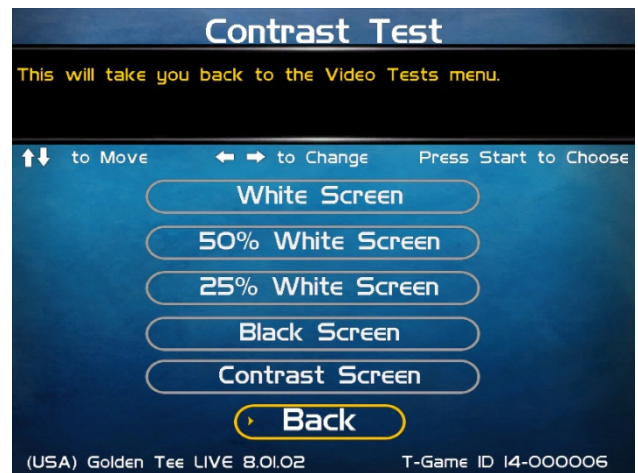
Adjust your monitor to have 50% white display properly.

25% White Screen

Adjust your monitor to have 25% white display properly.

Black Screen

Adjust your monitor to have black display properly.



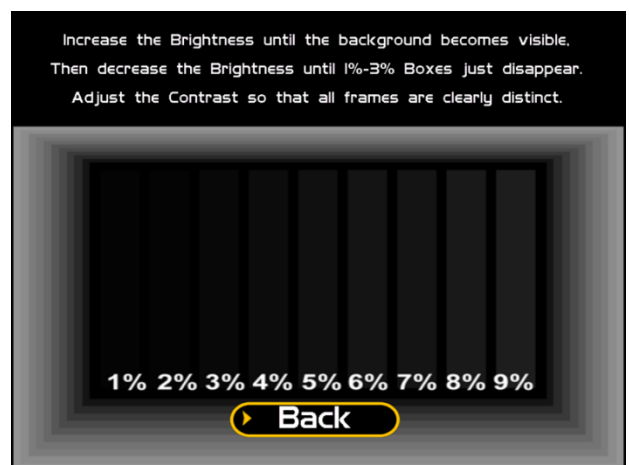
Note: May not work on older or often used monitors. If you have a monitor that's old or has been used often you may not be able to adjust the contrast and/or brightness levels accordingly. In this case adjust the monitor for best performance while getting close to the recommended settings.

Contrast Screen

This option is a test you can use to adjust your monitor's contrast and brightness settings to have the boxes displayed properly.

Back

This will take you back to the **Video Tests** menu.

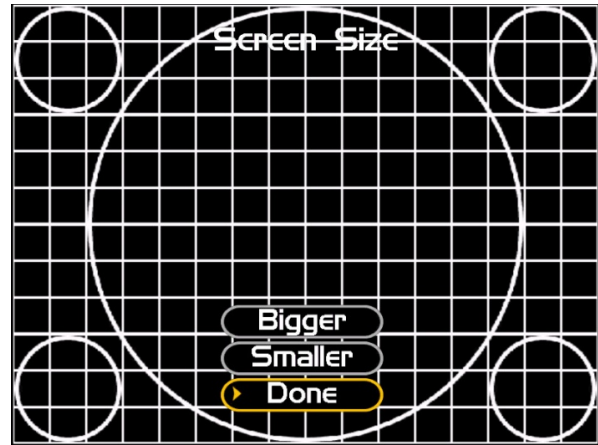


SCREEN SIZE ADJUSTMENT

Use this screen to adjust the size and aspect ratio of your picture. Press the Start button to exit.

If you are using an HDTV display, you may need to adjust this screen to see the complete image. Use the trackball to highlight BIGGER or SMALLER and press the Start button to adjust the screen image. Press DONE to exit.

Note: Adjusting the screen size will prompt a reboot upon exiting this menu.



SOUND TESTS

Stored Sound

This will play a stored sound so you can make sure your audio setup is functioning properly.

Streaming Sound

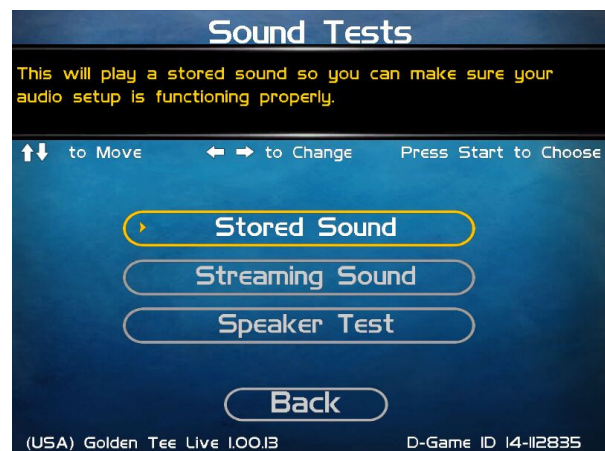
This will play a streaming sound so you can make sure your audio setup is functioning properly.

Speaker Test

This test will say MONO if you have your game set to Mono or LEFT and RIGHT if you have it set to stereo so you can make sure your audio setup is functioning properly.

Back

This will take you back to the **System Tests** menu.

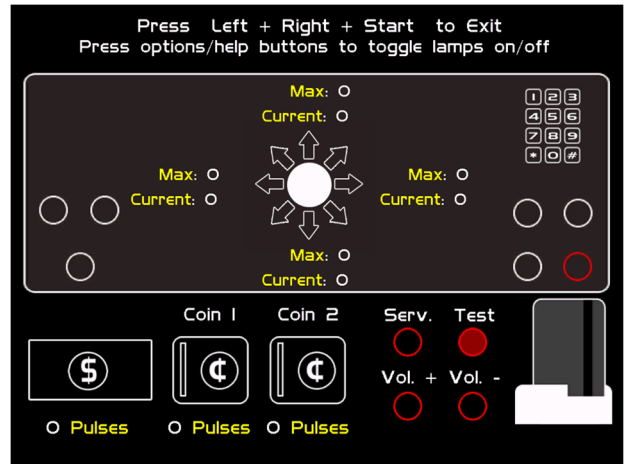


PLAYER CONTROL TESTS

Use this screen to test all of the inputs, including the trackball, buttons, money slots and card reader. When an input is active the appropriate graphic image will light. Press the Left, Right and Start buttons simultaneously to exit this test screen.

When testing the trackball, the Current value will change depending on the direction the ball is spinning. The Max value will display the largest number reached during the test. There is no exact number to determine whether a trackball is malfunctioning, but in general the Max number should be close to the same when spinning up and down, and close to the same when spinning left and right.

When testing coin and bill acceptor switches, the number of pulses will appear below the appropriate image. On the keypad the numbers illuminate when pressed.



MECHANICAL METER TEST

Click Meter

This test makes the hard meter adjust by one to make sure it is functioning properly. You should hear a clicking sound.

Back

This will take you back to the **System Tests** menu.



HARDWARE TESTS

This area includes a series of diagnostic screens and tests to help you make sure your game is functioning correctly.

Hardware/Software

This area has options to view your System, USB, and Version info.

Check Hard Drive

This test checks the integrity of your hard drive's data.

Note: This test can take several minutes.

Check Cooling

This test helps you make sure your game is functioning at the proper temperature and all fans are working.

Check Card Reader

This tests the functionality of the card reader and displays some details about the card tested.

Back

This will take you back to the **System Tests** menu.



HARDWARE/SOFTWARE

System Info

This is a list of your game's current basic system information.

USB Info

This is a list of your game's current USB devices.

Version Info

This is a list of your game's software and firmware versions.

Back

This will take you back to the **Hardware Tests** menu.

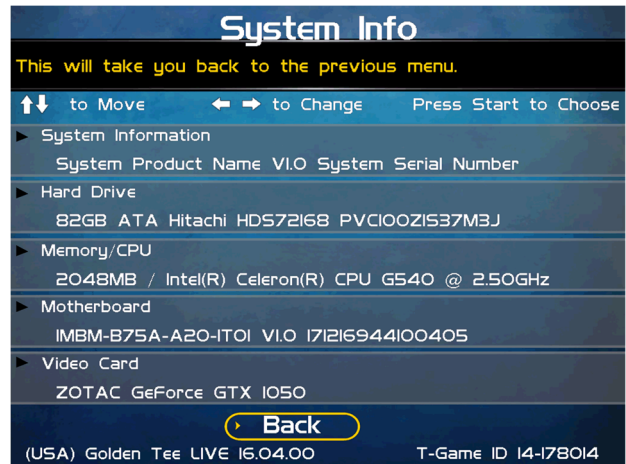


SYSTEM INFO

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

Back

The Back button takes you back to the **Hardware/Software** menu.



USB INFO

This is a list of your game's current USB devices.

Back

The Back button takes you back to the **Hardware/Software** menu.



VERSION INFO

This is a list of your machine's software and firmware versions.

Back

The Back button takes you back to the **Hardware/Software** menu.



CHECK HARD DRIVE

Check File Data

This test checks the integrity of your hard drive's data.

Select **Begin Test** to initiate the process.

Note: This test can take up to 3 hours to complete.

If this test succeeds you will see the message: **Status: Hard Drive Functioning Properly**. If this test fails, you will see the message: **Hard Drive Error (#)**

Select **Back** to skip the test and return to the **Check Hard Drive** menu.

Check File System

This test REBOOTS YOUR GAME and performs a low level systems check of the integrity of your hard drive.

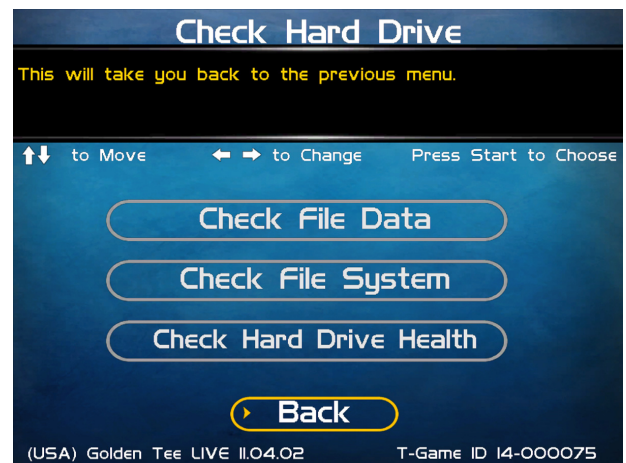
Note: This can take several minutes.

Check Hard Drive Health

This runs a test on your hard drive to determine its overall condition

Back

This will take you back to the **Hardware Tests** menu.



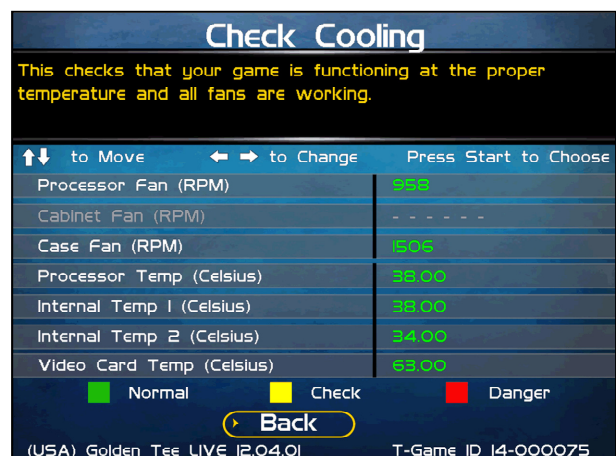
CHECK COOLING

This checks that your game is functioning at the proper temperature and all fans are working. The current status is color-coded for easy viewing. If the results are displayed in green, your cabinet is at normal settings.

Note: Not all hardware configurations have identical cooling information available.

Back

The Back button takes you back to the **Hardware Tests** menu.



CHECK CARD READER

This test will check to see if your card reader can read and recognize properly encoded IT and credit cards.

From this screen, insert a card into the card reader. If the card can be read, a message will appear on the screen.

Back

The Back button takes you back to the **Hardware Tests** menu.



TROUBLESHOOTING SHORTCUTS

This section gathers many of the commonly used tests and menus into one convenient area. Check here first when troubleshooting problems or questions about the integrity of your machine.

The tests that are available in this section are:

Check Card Reader

Check Cooling

Check Hard Drive

Screen Size Adjustments

Communications Settings

Player Control Tests

System Tests

Descriptions of each of these tests and sections can be found elsewhere in this manual.

Back

This will take you back to the **Main Menu**.



GOLDEN TEE SETTINGS & AUDITS

Golden Tee Settings

This section allows you to make custom adjustments to certain features on your machine, including Prize Play, Closest to the Pin, and Hole-N-Win.

Golden Tee Audits

This area allows you to view your money and game purchase audits, as well as reset and clear audits.

Player Cost Schedule

This option allows you to adjust the amount of money it costs a player to play various game types.

Reset Leaderboards & Records

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

Note: This process may take several minutes to complete.

Back

This will take you back to the **Main Menu**.



GOLDEN TEE SETTINGS

(LIVE Prizes are unavailable in some jurisdictions)

LIVE Prizes

Turn the ability to play for prizes ON or OFF. There are 18 holes and 50 players per contest.

Delay of Game Timeout

Adjust the timer that senses activity between shots. The Current Value displays the number of seconds between a player's last shot and when the games will timeout the shot and apply a penalty stroke.

Closest to the Pin LIVE

Closest to the Pin LIVE allows players to compete to win a cash prize. There are 9 holes and 35 players per contest. Each player gets one shot per hole and the total closest to the pin distance across all holes determines the winners..

Player Invitational

Enable the ability to play a Player Invitational game. Players can set up private contests between friends on the GT Caddy mobile app, and then pay for and play their rounds on your machine.

Hole-N-Win

Activate the ability for the game to offer special Hole-N-Win opportunities on some holes where allowed. Check your local regulations to determine if this feature is allowed in your area.

Money Shot

Activate the ability for the game to offer the daily Money Shot contest, which allows players to take 3 shots at the same hole with variable wind conditions on each shot. Closest to the pin wins.

More

Selecting More brings you to a second page of Golden Tee settings.



Locked Conditions

Activate the ability for the game to allow for special contests where course conditions are the same for each player. This is generally used during live events and promotions and requires a special activation card. Contact your IT representative for more information.

Daily Prize Contest

Golden Tee LIVE 2021 offers a Daily Prize Contest, which allows an unlimited number of competitors the chance to compete against other players across the country for the best score on one predetermined course. Players can play as many times as they want and enter only their best score. To disable this feature select *Off*.

Events Mode

Activate the ability for the game to allow for pre-determined course conditions with variables such as wind speed and pin placement.

Casual Difficulty

Golden Tee LIVE 2021 offers players the opportunity to play offline in Casual mode.

Casual play is meant for beginners on a local, single machine only. You can set the difficulty of the courses in casual play to adapt the game to the needs of your specific location. Difficulty settings can be adjusted from 1 (easiest) to 5 (hardest). The default setting is 2. Casual mode still allows players to choose clothing items.

Pre-game Casual Clothing

This setting allows a random selection of 30 clothing items (including 2021 clothing but not promotional items) available as a quick selection in Casual format. There are 10 random item types of shirts, pants and hats.

Mulligans

Mulligans allow casual game players to retake a bad shot during their game. To disable this feature select *Off*. Note that mulligans are only available during Casual play.

Real Time Rival Casual

This allows Real Time Rivals mode, where players play against computer-driven AI golfers.

Real Time Rival Online

This allows Real Time Rivals Online Single and Ladder modes, where players play against computer-driven AI golfers using their registered golfer and equipment.#

Operator CTPP

This allows operators to run Closest to the Pin mode on a machine for a designated time.

Reset Values

This resets all Golden Tee Settings to their factory defaults.

Back

This takes you back to the **Golden Tee Settings & Audits page**.



GOLDEN TEE AUDITS

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

Total Number of 18-Hole Games
Number of 18-Hole Games with Prizes
Number of Daily Prize Games
Number of Casual 1-hole purchases
Number of Money Shot games
Number of Money Shot 6x purchases
Coin Slot 1
Coin Slot 2
Bill Acceptor
Lifetime Money In

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

More

Selecting More brings you to a second page of audit information.

18-Hole Unregistered Contest Games
Number of 18-Hole Stats Play
Number of Casual CTPP Games
Number of Real Time Rival Casual Games
Number of Real Time Rival Online Games
Number of Events Mode Games
Gold Cards purchased
Hole-N-Win Par 3 Plays
Hole-N-Win Par 4 Plays

More

Selecting More brings you to a third page of audit information.

Boxes of Balls Purchased
Sets of Clubs Purchased
Mulligans Purchased
YouTube shots Purchased
CTTP LIVE Plays
Number of Online CTPP games
Number of Invitational games
Bags of 10 Golden Tees Purchased
Bags of 25 Golden Tees Purchased
Bags of 60 Golden Tees Purchased

More

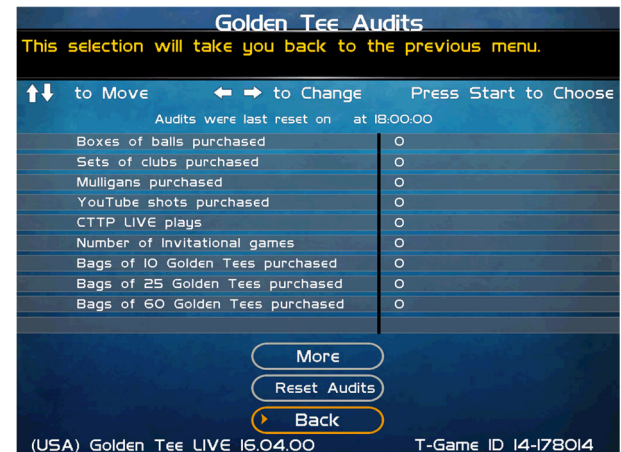
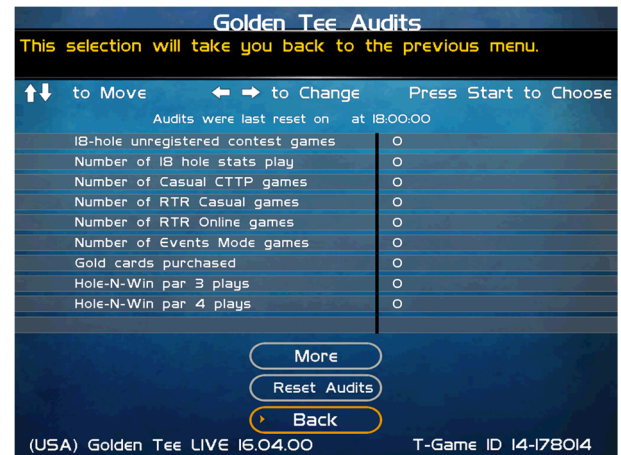
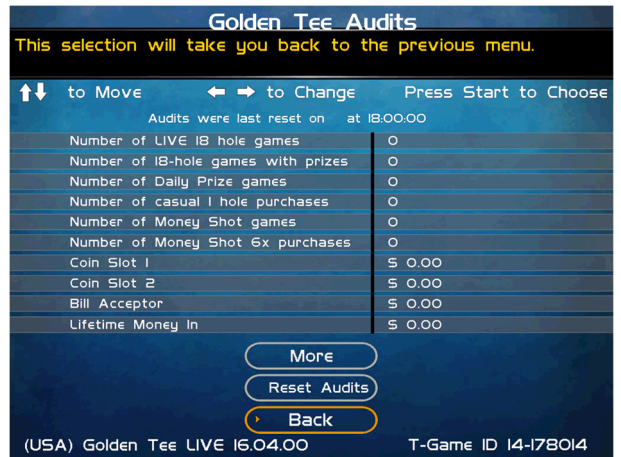
Selecting More brings you to the final page of audit information.

Reset Audits

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

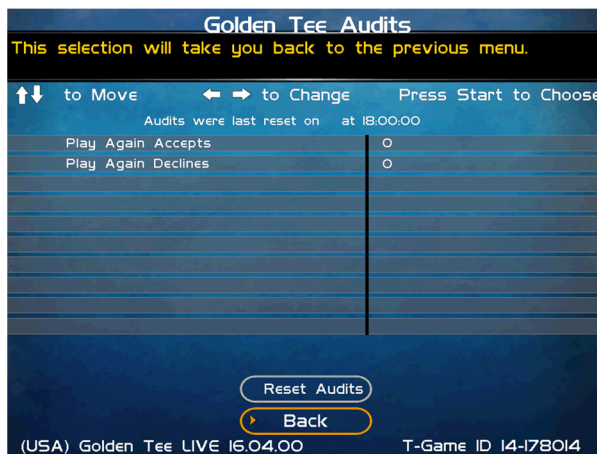
Back

Select this to return to the **Golden Tee Settings & Audits** menu.



The final audits page has a breakdown of the number players who accepted or declined to play again.

Play Again Accepts
Play Again Declines



PLAYER COST SCHEDULE

This screen details the costs of various play selections. The player cost is shown as a total, with the Operator Portion and the ITNet portion broken out.

The options below allow you to adjust how much it costs a player to play the various options:

18 Holes LIVE

This is for 18-hole contest play. **The USA default is \$4.00. International defaults may vary.**

CTTP LIVE/Online

This is for Closest to the Pin LIVE contest play. **The USA default is \$2.00 for LIVE play, but \$1.00 is always allocated to the Prize Pool. Online play is \$1.00.**

Stats Play (18 Holes)

This option has all the 18-hole options as LIVE play, except without LIVE leaderboards. Players can save their statistics, view stats on goldentee.com, customize their golfer and use premium balls and clubs. **The USA default is \$4.00.**

Casual (1 Hole)

This adjusts for 1-hole game in Casual Play Mode. **The USA default is \$0.25.**

Casual (18 Holes)

This adjusts for 18-hole game in Casual Play Mode. **The USA default is \$4.00.**

Mulligans

This adjusts the cost of a Mulligan repeat shot in Casual Play Mode. **The USA default is set to \$0.25.**

Daily Contest

This adjusts the cost for an unlimited number of players to compete against other online players on a per day, per course basis. Only the player's best score is uploaded for a chance at the Daily Prize. **The USA default is \$5.00.**

Closest to the Pin Casual

This adjusts the cost for this Casual Mode option that allows one to four players to compete in a 9-hole round of one shot golf. The winner is determined by the lowest total distance. **The USA default is \$1.00 for 9 holes.**

Money Shot

This adjusts the cost for a player to enter their best shot of the day in a daily contest against an unlimited number of online players. **The USA default is \$1.00 for 3 shots.**

Money Shot 6 Play

This adjusts the cost for a player to enter their best shot of the day in a daily contest against an unlimited number of online players. **The USA default is \$5.00 for 18 shots.**

Real Time Rivals Casual

This allows players to enter a contest against various computer AI opponents. **The USA default is \$4.00 for 18 holes.**



Events Mode

This allows players to activate the ability for the game to allow for pre-determined course conditions with variables such as wind speed and pin placement. **The USA default is \$5.00 for 18 holes.**

RTR Online

This allows players to enter a contest against various online computer AI opponents. **The USA default is \$4.00 for 18 holes.**

View Fixed Costs

Selecting View Fixed Costs displays payment settings and splits for some items that are not adjustable.

Reset Defaults

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

FIXED PLAYER COSTS

This screen details the splits between operator and ITNet from the player.

Play 18/Daily Contest

Displays the additional cost for a player to play for Prizes 18/Daily Contest. **The USA cost is \$1.00.**

Golf Club Sets

Displays the cost for a player to purchase golf clubs in Stats and LIVE Play. **The USA cost is \$2.00.**

Dozen Golf Balls

Displays the cost for a dozen golf balls in Stats and LIVE Play. **The USA cost is \$0.50**

Hole-N-Win Par 3

Displays the cost for a player to play a par 3 Hole-N-Win. **The USA cost is set to \$0.50.**

Hole-N-Win Par 4

Displays the cost for a player to play a par 4 Hole-N-Win. **The USA cost is set to \$1.00.**

Closest to the Pin LIVE

Displays the additional cost for a player to play Closest to the Pin LIVE. **The USA cost is \$1.00.**

Bag of 10/25/60 Golden Tees

Displays the cost for the players to purchase Golden Tees in Stats and LIVE Play. **The USA cost is \$0.50/\$1.00/\$2.00.**

Paid YouTube™ Shot

Displays the cost for the players to purchase the posting of their favorite shot to YouTube™. **The USA cost is \$0.50.**

Money Shot

Displays the cost for a player to play for a Money Shot. **The USA cost is \$0.50.**

Money Shot 6 Play

Displays the cost for a player to play for a Money Shot. **The USA cost is \$1.50.**

Fixed Costs	Operator Portion	ITNET Portion	Cost To Player
Prizes 18*/Daily	\$ 0.00	\$ 1.00	\$ 1.00
Golf Club Sets	\$ 1.00	\$ 1.00	\$ 2.00
Dozen Golf Balls	\$ 0.25	\$ 0.25	\$ 0.50
Hole-N-Win Par 3	\$ 0.00	\$ 0.50	\$ 0.50
Hole-N-Win Par 4	\$ 0.00	\$ 1.00	\$ 1.00
Closest to the Pin LIVE*	\$ 0.00	\$ 1.00	\$ 1.00
Bag of 10 Golden Tees	\$ 0.25	\$ 0.25	\$ 0.50
Bag of 25 Golden Tees	\$ 0.50	\$ 0.50	\$ 1.00
Bag of 60 Golden Tees	\$ 1.00	\$ 1.00	\$ 2.00
Paid YouTube Shot	\$ 0.25	\$ 0.25	\$ 0.50
Money Shot	\$ 0.00	\$ 0.50	\$ 0.50
Money Shot 6 Play	\$ 0.00	\$ 2.50	\$ 2.50

RESET LEADERBOARDS & RECORDS

Use this menu to reset various machine-specific Leaderboards.

Reset Leaderboards

This leaderboard is displayed after every hole during a casual game. Use this setting to clear the current play data. This option resets all Local Leaderboards.

Reset Course Records

Course records, such as best score on each course, are displayed on various screens during a game and in the attract mode, and replayed in the game's attract mode. Use this setting to clear all course records and game highlights.



Reset RTR Character Records

Allows operators to reset all Real Time Rivals Character records

Reset All

Use this setting to clear all Leaderboards, local records and game highlights. This process could take several minutes to run so please be patient.

GOLDEN TEE TROUBLESHOOTING GUIDE & REFERENCE

APPENDIX A TROUBLESHOOTING GUIDE

HDTV Video Problems		
Symptom	Probable Cause	Solution
There is no picture during boot up.	The HDMI cable is connected to the wrong output on the system box	Be sure the HDMI cable is connected to the video card HDMI output. Refer to Appendix D.
	The wrong input is selected on the TV	Select the input source in the TV menu to match the input the HDMI cable is physically connected to.
No picture after boot up or loading game is completed	A normal black screen is displayed for a period of time just before 3D graphics are displayed.	Be sure to wait at least two minutes after LOADING GAME is displayed to see if video appears.
	HDMI cable is connected to the wrong onboard video output of the system box	Be sure the HDMI cable is connected to the correct video card HDMI output on the far right side of the system box. Refer to Appendix D.
Picture is too big for the screen or does not fill the entire screen.	Incorrect DIP switch configuration.	See Appendix D for proper video configuration
	I/O board DC power cable is not connected.	Be sure the I/O board DC power cable is connected from the System box to the I/O board. See Appendix D.
	TV video setting is not set for a standard 16:9 aspect ration	Be sure the TV is not in a Zoom mode or another mode that is not the standard 16:9 wide screen mode
	Increase or decrease screen size in the games adjustments.	Location is in General Settings>Operator>System Tests>Video Screen Settings>Screen Size Adjust
No Audio or low volume.	HDTV is muted	Turn the mute off in the HDTV MENU.
	Volume is turned down on the monitor or game sounds are set too low.	Adjust the volume on the game to 75% and then adjust the game volume to your desired level.

Sound Problems		
Symptom	Probable Cause	Solution
No sound	Switch settings on the I/O boards are set incorrectly. If using digital video, HDMI, your switch settings on the I/O board need to be set correctly.	Adjust the switch settings. Refer to appendix D
	Attract mode sounds may be set to all off. You will have sounds when playing the game.	Choose 1 of the 5 Attract Mode sound options in Sound Adjustments
	Volume is set to the lowest level.	Adjust the game side audio in General Settings> Operator Adjustments> Sound Adjustments
		Adjust the volume on the TV
	TV is muted	In the TV's menu set the mute of off or unmuted
Distorted or scratchy game sounds	Bad HDMI cable	Replace HDMI cable
	Bad TV speakers	Replace or repair the TV
Nighthawk System Box Problems		
Symptom	Probable Cause	Solution
No video and fans are not heard or viewed spinning on the System Box.	No AC power to the Nighthawk System Box or Cabinet.	Verify AC voltage is connected to the Nighthawk System Box and the cabinet
	Power switch on the Nighthawk System Box is off.	Flip the Nighthawk System Box Power switch to on.
	Main cabinet power switch is off.	Be certain the main cabinet switch is set to on.
	Soft Power Shutdown	Press the Soft Power button with the power turned on. Or, short the top 2 pins of the 6-pin connector on the system box. See Appendix D.
	Defective Nighthawk System Box.	Be certain all other possibilities are explored before replacing the Nighthawk System Box.
No video but fans are spinning	HDMI Cable is not connected to the video card HDMI output	Connect the HDMI cable to the Video Card HDMI output. See Appendix D System Diagrams.
	TV is not turned on	Turn on the TV
	The correct video input is not selected on the TV.	Select the correct video input using the TV menu.
	Incorrect video configuration	See Video Problem section

Control Problems		
Symptom	Probable Cause	Solution
Button does not work	Switches Common post is not connected to digital ground.	Verify continuity to digital/power supply ground.
	Signal wire is not connected to the Normally Open post of the switch.	Verify continuity from the I/O board to the Normally Open post of the switch.
	The DC power cable from the computer to the I/O board is not connected	Connect the I/O power cable from the Computer to the I/O board. See Appendix D
	Switch is defective	Replace Defective Switch
Button always indicates closed in the player control test. Pressing it will show it is not depressed.	Signal wire is connected to the Normally Closed post of the switch.	Connect signal wire to the Normally Open post of the switch.
Button always indicates closed in player control test even with the switch disconnected entirely.	The DC power cable from the computer to the I/O board is not connected	Connect the I/O power cable from the Computer to the I/O board. See Appendix D
	Defective I/O board	Test on a known good system. Replace if necessary.
Trackball not functioning in any direction	Trackball is not connected to the I/O board properly.	Verify the trackball is connected to J208 labeled trackball on the I/O Board.
	Defective trackball Interconnect cable	Verify continuity on the trackball Interconnect cable. Repair or replace the cable
	Trackball is defective.	Replace the trackball
Trackball works intermittently	Inside of the trackball is dirty.	Clean the inside of the trackball.
	Rollers are worn	Replace the rollers and bearings.
	Trackball is over-tightened	Do not over-tighten the trackball. Tighten just enough to flatten the lock washers.

Video Problems		
Symptom	Probable Cause	Solution
No picture on monitor	I/O board DIP Switch settings are set wrong.	Adjust DIP Switch settings to match the resolution of the monitor you are using. Refer to I/O DIP Switch Settings in Appendix D.
	HDMI cable is connected to the onboard video output instead of the video card HDMI port.	Connect the HDMI cable to the video card HDMI output indicated on the diagram in Appendix D.
	Bad HDMI cable or not securely connected.	Replace HDMI cable or fully connect the HDMI cable.
	TV input is not selected in the TV menu to match the HDMI input the HDMI cable is physically plugged into.	Select the proper input in the TV menu. Consult the TV menu.
	TV HDMI port is defective	Try another HDMI port on the TV and be sure to select the correct input in the TV menu.
	TV is not on or has no AC power connected.	Turn on TV make sure the TV has AC power.
	Defective TV	Replace the TV
	Defective System Box	Be certain all other possibilities are explored before replacing the Nighthawk System Box.
Scrambled picture	I/O board DIP Switch settings are set wrong.	Adjust DIP Switch settings to match the resolution of the monitor you are using. Refer to DIP Switch Settings in Appendix D.
Entire picture is not seen on the screen or it does not fill the entire screen	Misadjusted monitor.	Adjust the monitor width and height. Refer to the monitor manual. Use video screen adjustment in system tests.
	Game software screen size not at default setting	Adjust screen size in game side in Setup Menu> Trouble Shooting Shortcuts> Screen Size Adjustments
Red Screen: aspect ratio/screen resolution mismatch (16:9 aspect ratio)	DIP switch SW 202 on the I/O board set incorrectly.	Change SW202 DIP position 1 to ON
Red Screen: This is a 16:9 aspect ratio (Wide Screen Game)	Dip switches on the I/O board are set wrong.	Change SW202 DIP position 1 to ON and SW201 DIP settings to display 1280x720
	TV is not 16:9 aspect ratio	Use a wide screen TV
Entire boot sequence is observed and screen goes black after loading game message.	Dip Switches on SW 201 set incorrectly.	Adjust DIP Switch settings to match the resolution of the monitor you are using. Refer to I/O DIP Switch Settings in Appendix D.
	The DC power cable from the computer to the I/O board is not connected	Connect the I/O Power cable from the Computer to the I/O board. See Appendix D

Error Messages		
Symptom	Probable Cause	Solution
Most on screen error messages explain themselves.	Multiple	Follow the onscreen instructions. Many times turning the game off for ten seconds and then turning it back on will solve the error.
Flash code 6 on I/O Board Diode D102	CID is not connected or is defective	Check the USB cable connection. Swap with a known good cable. Call IT Service for further assistance.
Please turn game off, then connect Cabinet Identification Device (CID) then turn game back on.	CID is not connected	Connect CID to the Nighthawk System Box via USB cable.
	CID cable is defective	Try or swap with a known good USB cable.
	If LED is not flashing – Call I.T. Service	IT service will instruct you what to do.
Flash code 1 on I/O board diode D102	This indicates to USB connection fail from System Box to I/O Board.	Connect USB Cable.
Please turn game off, Then connect USB I/O board and then turn game back on.	USB cable is not connected	Connect the USB cable.
	USB cable is Defective	Try with a known good USB cable.
	I/O board has no power connection.	Verify power to the I/O board.
	I/O board is defective	Swap with a known good I/O board. Possibly bad. Call I.T. service.

Flash Code Messages		
Flash Code (I/O Diode D102)	Code Description	Solution
Flash code 2	This indicates to USB connection fail from System Box to I/O board.	Connect USB Cable.
Flash Code 3	INFO: Last reboot due to Watchdog time out.	Turn off game, wait 10 seconds, turn game on. If the problem persists call IT tech support.
Flash Code 4	Error when updating USB CID to latest version.	Turn off game, wait 10 seconds, turn game on. If the problem persists call IT tech support.
Flash Code 5	Updated USB CID was detected.	Turn off game, wait 10 seconds, turn game on. If the problem persists call IT tech support.
Flash code 6	CID is not connected or is defective	Check the USB cable connection. Swap with a known good cable. Call IT Service for further assistance.
Flash Code 7	CID Malfunction.	Make sure all connections are in place. Turn off game, wait 10 seconds, turn game on.
Flash Code 10	Error when updating USB I/O board to latest version.	Turn off game, wait 10 seconds, turn game on. If the problem persists call IT tech support.
Flash Code 11	Updated USB I/O board was detected.	Turn off game, wait 10 seconds, turn game on. If the problem persists call IT tech support.
Flash Code 12	I/O board is disconnected.	Make sure all connections are in place. Turn off game, wait 10 seconds, turn game on.
Flash Code 13	I/O board malfunction.	Make sure all connections are in place. Turn off game, wait 10 seconds, turn game on.
Flash Code 14	Incompatible I/O board.	Make sure all connections are in place. Turn off game, wait 10 seconds, turn game on.

Miscellaneous Problems		
Symptom	Probable Cause	Solution
Unable to exit Operator Menus.	Dipswitch SW202 position 4 is in the on position.	Set position 4 of SW202 to off. Press start to exit.
	Test switch wired from the I/O board is closed.	Verify satellite test switch is not closed.
Coin Meter is not working	Defective Coin Meter	Replace with a known good one.
	Not wired properly	Connect one lead to +5 or +12 volts depending on device. The other lead to coin meter on Service Panel Pin 2.
	Defective I/O board	Replace with a known good board.

APPENDIX B

INPUT/OUTPUT CONNECTIONS (I/O POWER, TRACKBALL, ETC.)

For Standard Online Kit and Deluxe Retrofit Kit

Trackball Harness Connector Pin Outs

I/O Board Connector	Trackball Connector
PIN WIRE #6 – Black	PIN WIRE #1 – Black
PIN WIRE #1 – Red	PIN WIRE #2 – Red
PIN WIRE #2 – Yellow	PIN WIRE #3 – Yellow
PIN WIRE #3 – Green	PIN WIRE #4 – Green
PIN WIRE #5 – Blue	PIN WIRE #5 – Blue
PIN WIRE #4 – Purple	PIN WIRE #6 – Purple

I/O Power Cable Pin Outs

Pin Number	Wire Color	Function
1	Yellow	+ 12 Volts DC
2	Black	Ground
3	Red	+ 5 Volts DC
4	Black	Ground

Control Panel J203 Connector Pin Outs

Pin	Color	Function
1	Green-White	Options
2	Brown-White	Left
3		No Connection
4	Yellow-White	Right
5	Violet-White	Flyby
6	Black	Volume GND
7	Black-White	Spin
8	Blue-White	Help
9	Red-White	Start
10	Black	Ground

Lamps J202 Connector Pin Outs

Pin	Color	Function
1	Red-Black	Lamp Power – Buttons
5	Red-Yellow	Help Lamp
6	Red-Green	Options Lamp

Speakers J301

Pin	Color	Function
1	Yellow-Red	Left Speaker +
2	Yellow-Green	Left Speaker -
3	White-Red	Right Speaker +
4	White-Green	Right Speaker -

Service Panel

Pin	Color	Function
1	Red-Black	Meter Power
2	Red-Green	Coin Meter
3	Orange-White	Volume Up
4	Orange-Yellow	Volume Down
5		No Connection
6	Blue	Test
7	Black	Test Ground

Coin Door J205

Pin	Color	Function
1	Red-Black	Lamp Power – Coin
2	Black	Lamp Ground – Coin
3		N.C.
4	Black	Bill Ground
5	Grey-White	Bill
6		No Connection
7		No Connection
8	Green-Blue	Coin 2
9	Red-Blue	Coin 1
10		No Connection
11	Black	Coin Ground

APPENDIX C REPLACEMENT PART NUMBERS

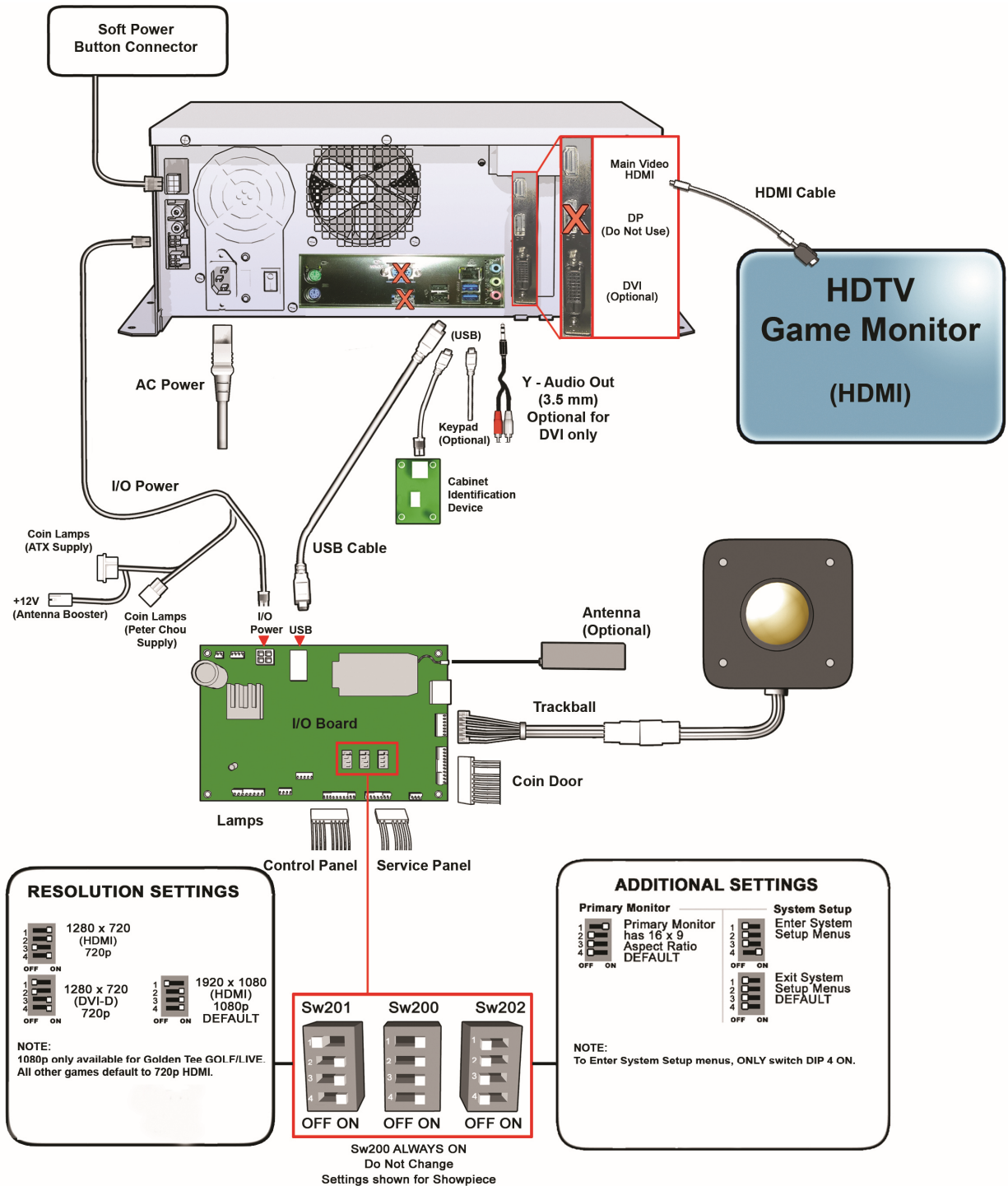
Please refer to these IT part numbers when placing orders.

Showpiece Part Numbers

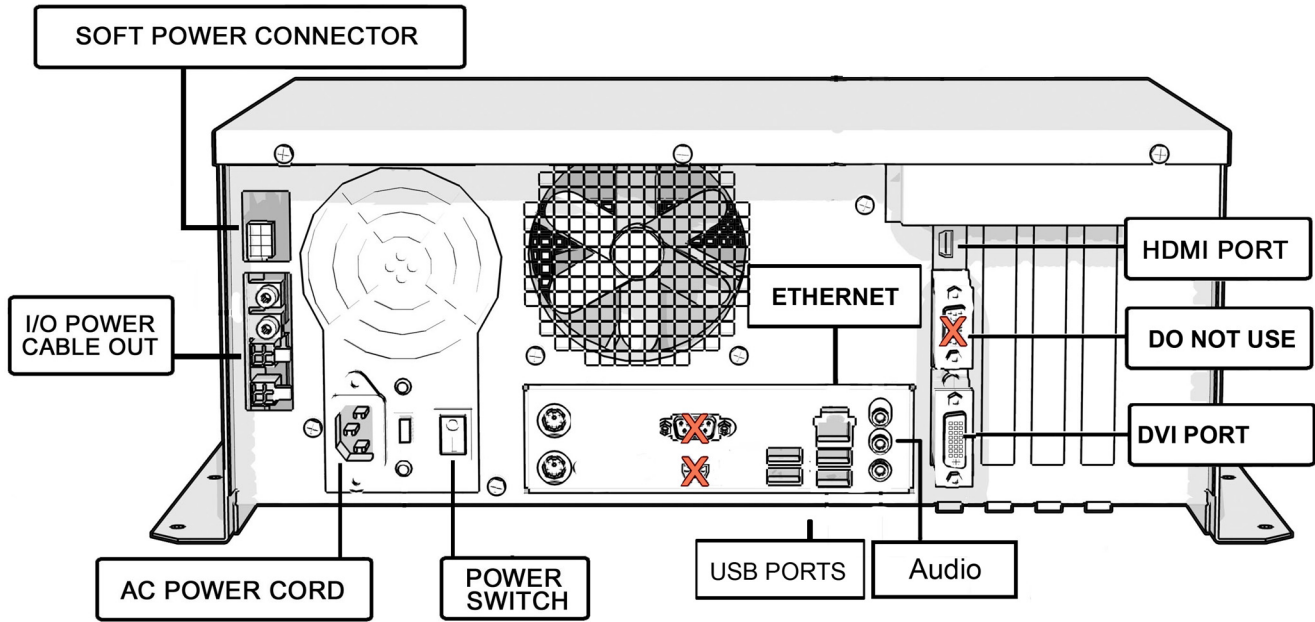
Part Number	Description
925000373	Showpiece, Golden Tee Global 2021
900000304	Showpiece Stand for TV
900146007R	Cabinet Identification Device, Golf Live C.I.D. (Dongle)
900373000	BD ASSY, I/O, GTG 2021, COINS, GLOBAL
900373775	SYSTEM BOX, GT GLOBAL 2021
753304004RB	Filter for system box
915373101	Cable, USB, 3 ft
915415400	Cable, HDMI, 15 ft
815373000	MANUAL, GOLDEN TEE GLOBAL 2021
751304115	Showpiece wing, right side
751304116	Showpiece wing, left side
795000100	Wheel, Black, 3"
752304801R	Leg Leveler support plate for showpiece cabinet
795000150	Leg Leveler (Rubber base) for showpiece cabinet
880000030R	Trackball
885000030R	Trackball plate
850000001R	Pushbutton, Red
850000003R	Pushbutton, White
861000022R	Pushbutton, Blue Round Illuminated
861000025R	Pushbutton, Yellow Round Illuminated
900304012R1K	Keypad Kit for Golf Live
980000800	SHIPPING BOX, SYSTEM BOX KIT
915250304R	CABLE ASSEMBLY, I/O PWR/KIT,G-LIVE
915015400R	CABLE ASSEMBLY, HDMI, 15 FT
915000173R	CABLE ASSEMBLY, TRACKBALL/GUN INTERFACE
900300050	CABLE BAG SUB-ASSY FOR KITS WITH HDMI CABLES
825100344R	CONTROL PNL, GOLF LIVE, DIECUT WITH CONTROL LABELS/TB HOLE
753304004RB	FILTER FOR SYSTEM BOX
915000234R	GROUND WIRE ASSEMBLY
850000001R	PUSHBUTTON ASSY, RED WITH VERTICAL MOUNTED SWITCH
850000003R	PUSHBUTTON ASSY, WHITE WITH VERTICAL MOUNTED SWITCH
861000022R	PUSHBUTTON, BLUE ROUND ILLUM. W/SWITCH AND LED
861000025R	PUSHBUTTON, YELLOW ROUND ILLUM W/SWITCH AND LED
880000030R	TRACKBALL ASSY, 3" WHITE
885000030R	TRACKBALL PLATE FOR 3" TRACKBALL (WITH STANDOFFS)
915250308R	CABLE ASSEMBLY, INPUT/OUTPUT CONNECTIONS
900304012R1K	KEYPAD KIT FOR GOLF LIVE

APPENDIX D SYSTEM DIAGRAMS

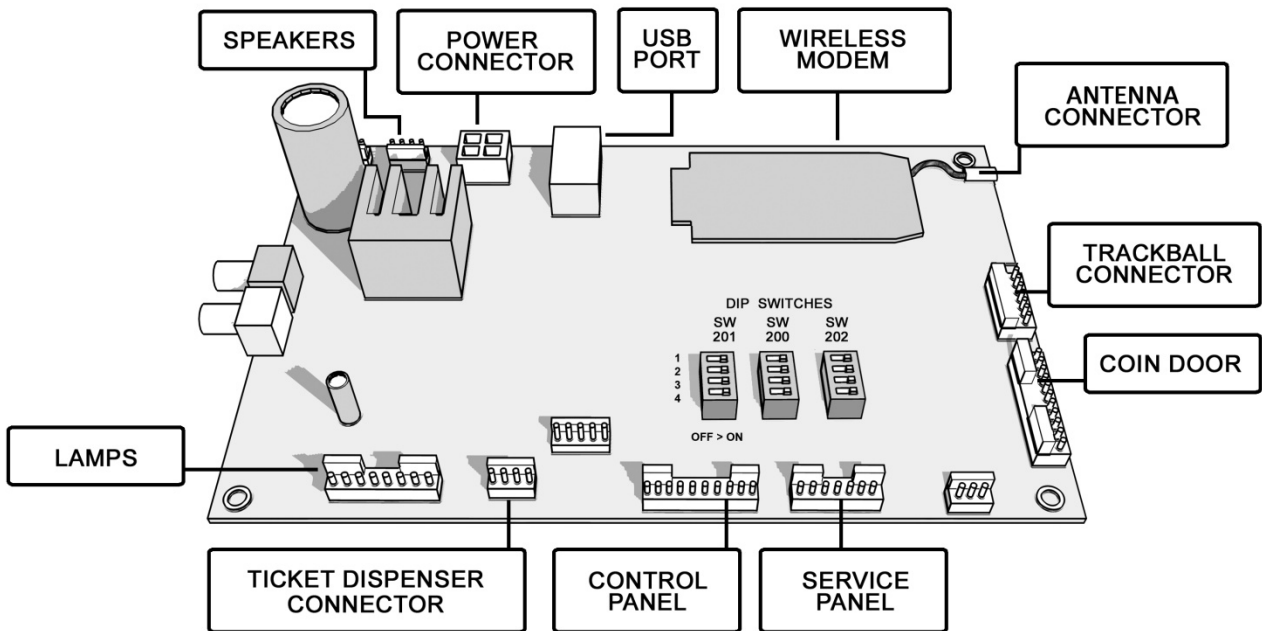
Detailed Cable Connection Diagram



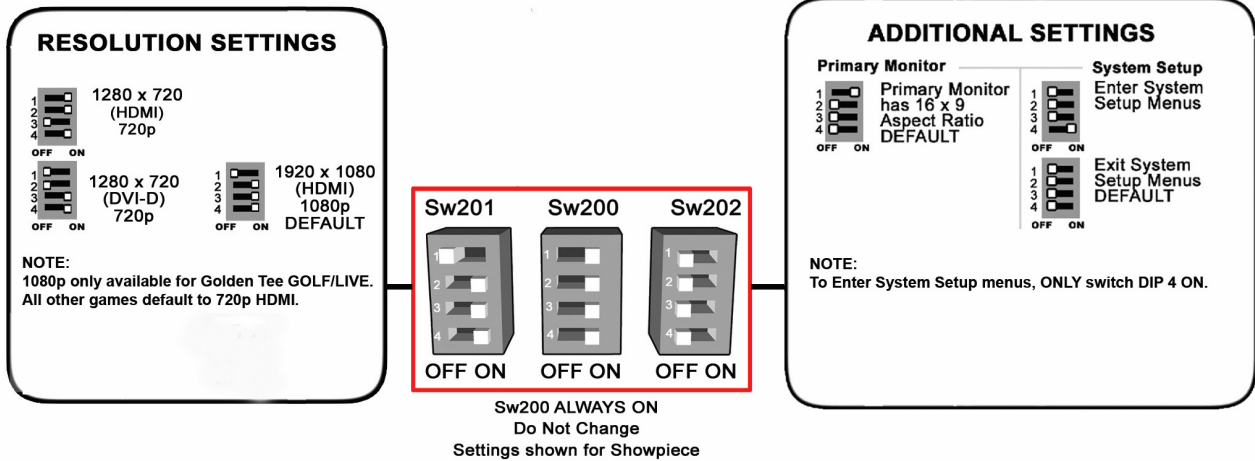
Nighthawk System Box Diagram



I/O Card Diagram



Video and I/O DIP Switch Settings for High Definition Televisions (HDTV)



APPENDIX E

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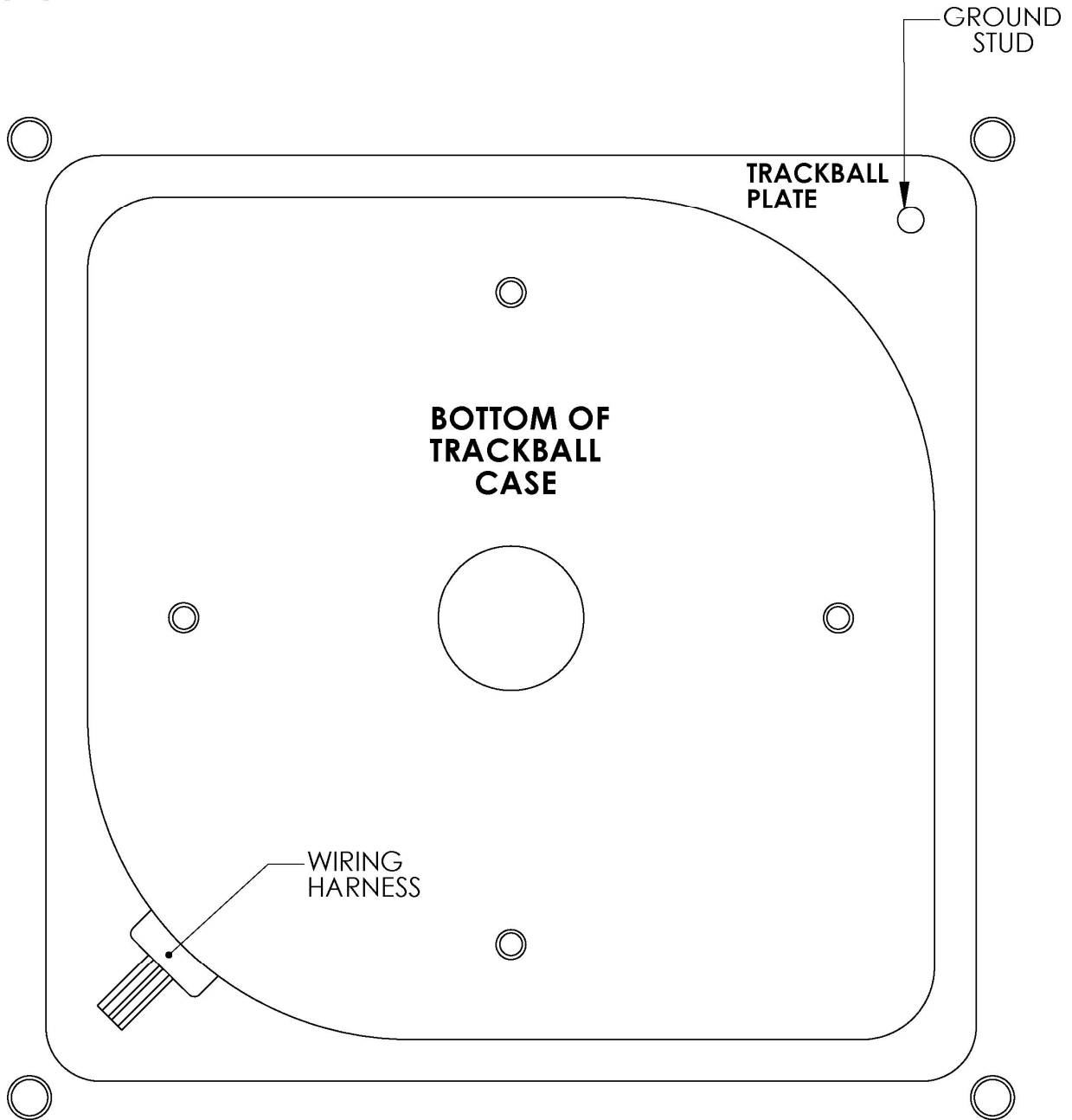
APPENDIX F MOUNTING TEMPLATES



MONITOR
DIRECTION

TRACKBALL ORIENTATION DIAGRAM

(VIEWED FROM UNDERSIDE OF CONTROL PANEL)

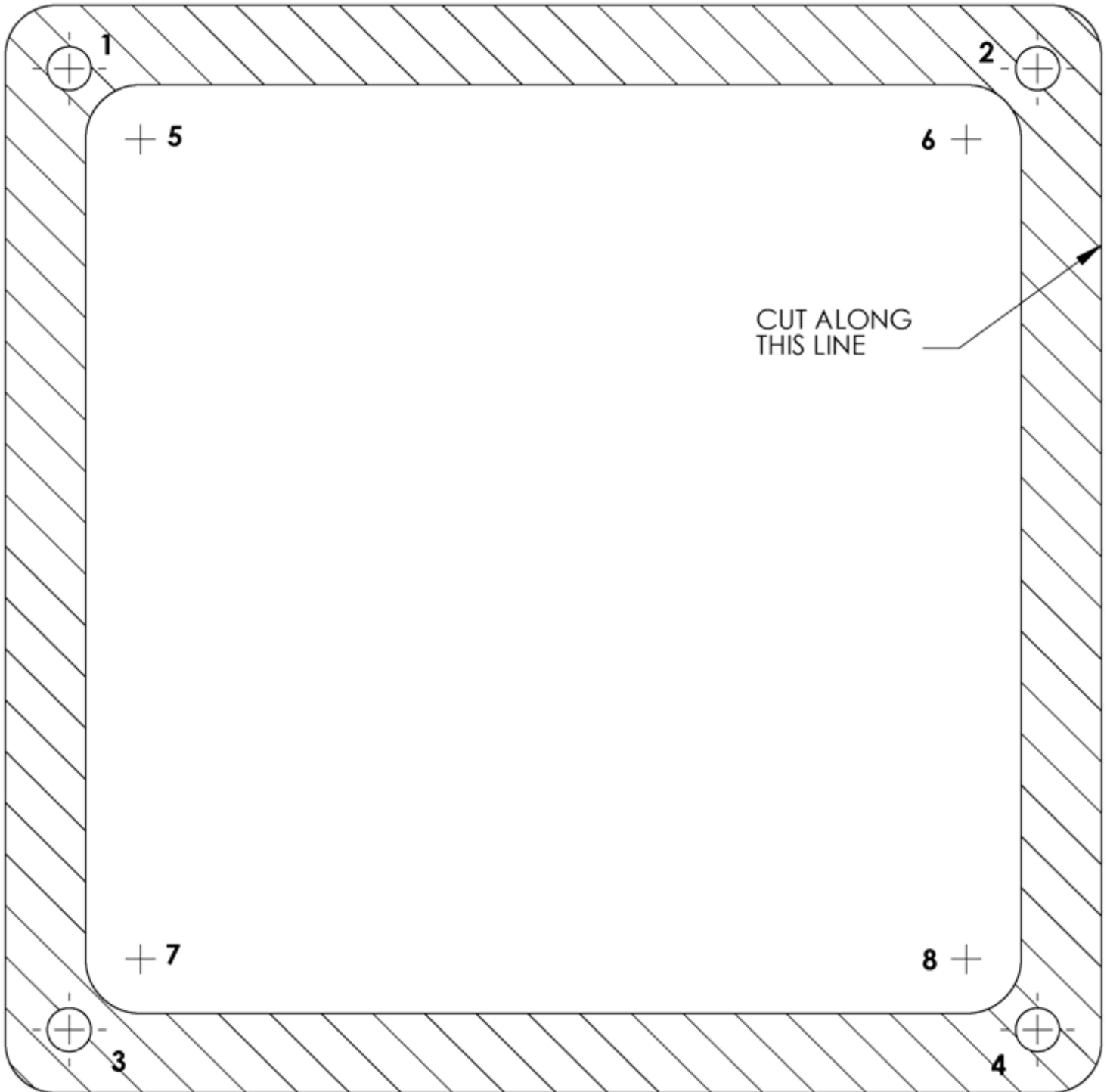


INSTALLATION NOTES:

- 1) THE WIRING HARNESS SHOULD POINT AWAY FROM THE MONITOR AND TO THE LEFT.
- 2) GROUND PIN SHOULD BE TOWARD THE MONITOR AND ON THE RIGHT SIDE.

TRACKBALL MOUNTING TEMPLATE

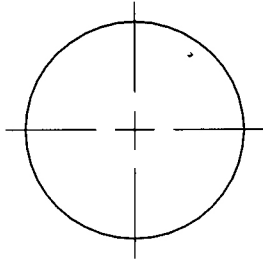
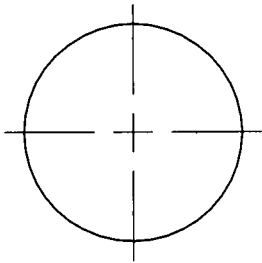
◆ TOOLS REQUIRED: Drill with 9/32" or 5/16" and 3/4" drill bits, Sabre saw, Scissors, Router



INSTRUCTIONS:

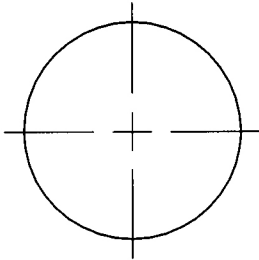
1. CUT THE TEMPLATE OUT WITH A PAIR OF SCISSORS ALONG THE NOTED LINE. TAPE THIS TEMPLATE TO THE TOP OF THE CONTROL PANEL AS FAR FROM THE MONITOR AS POSSIBLE, MAKING SURE THAT THE TRACKBALL CLEARS THE CABINET.
2. USING A SHARP OBJECT, MARK THE EIGHT (8) POINTS SHOWN HERE ON THE CONTROL PANEL. USING A PENCIL TRACE THE OUTSIDE OF THE TEMPLATE AND THEN REMOVE IT.
3. DRILL HOLES 1-4 WITH THE 9/32" OR 5/16" DRILL BIT
4. DRILL HOLES 5-8 WITH THE 3/4" DRILL BIT
5. ROUTE THE CROSSHATCHED REGION TO A DEPTH OF ABOUT .060" (ABOUT THE THICKNESS OF A PENNY).
6. USING THE SABRE SAW CUT OUT THE CENTER PORTION BY CUTTING BETWEEN HOLES 5-8.

LEFT BUTTON DRILL TEMPLATE

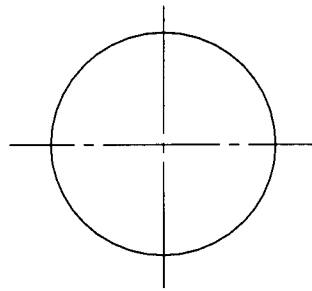


2

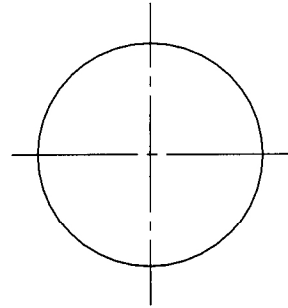
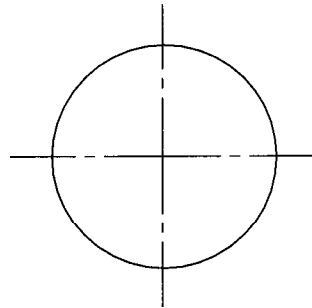
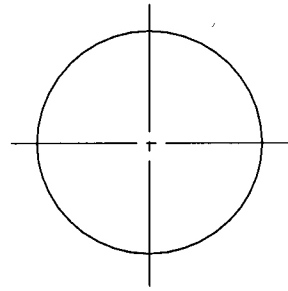
THE CENTER OF
BUTTON #2 SHOULD
BE LOCATED 2.75"
ABOVE, AND 9" TO
THE LEFT OF THE
CENTER OF THE
TRACKBALL.



RIGHT BUTTON DRILL TEMPLATE



1

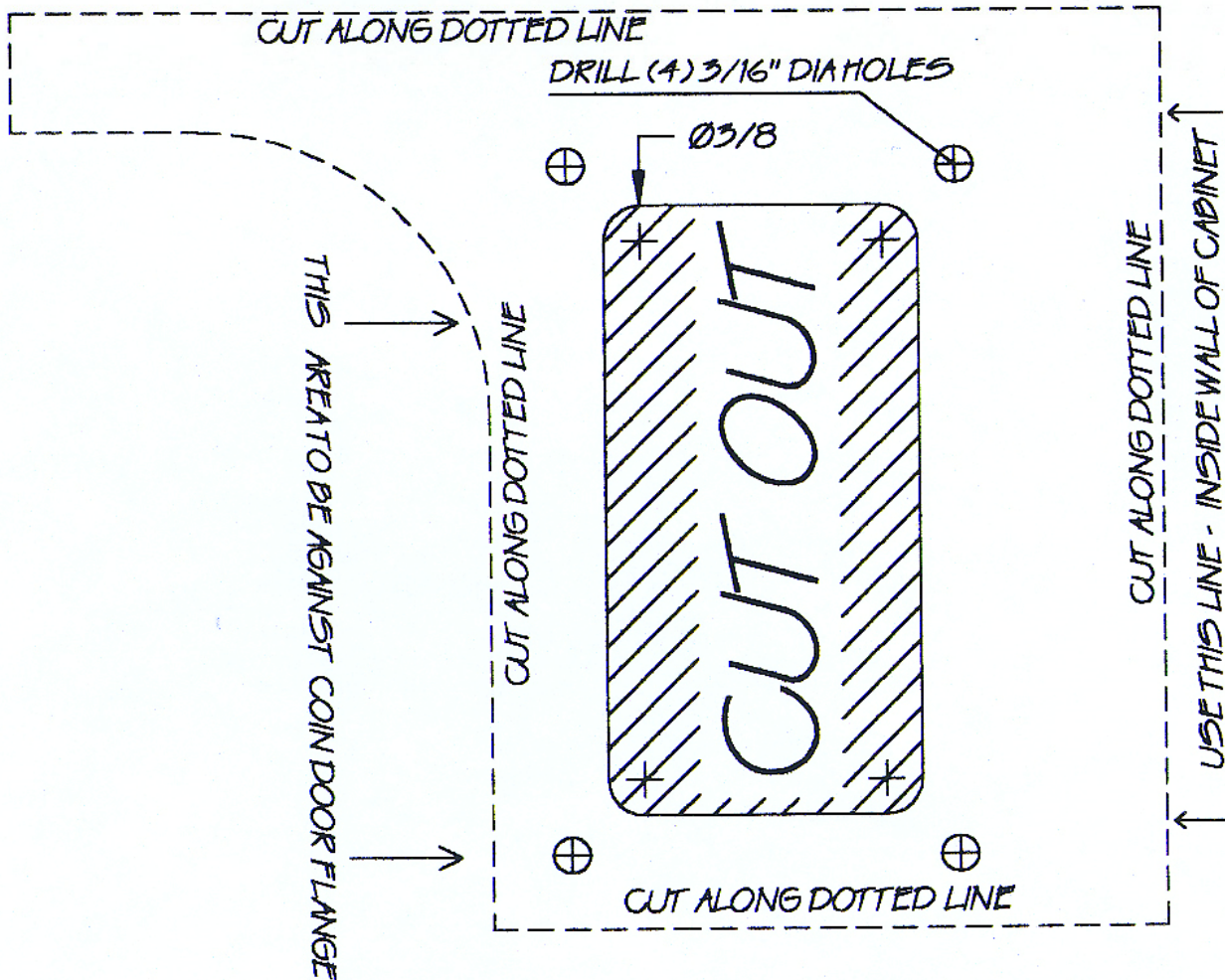


- 1) THE CENTER OF BUTTON #1 SHOULD BE LOCATED APPROX. 8" TO THE RIGHT OF THE CENTER OF THE TRACKBALL WITH THE BUTTONS CENTERED ABOUT THE TRACKBALL VERTICALLY.
- 2) FOR GOLDEN TEE FORE CABINETS THE #1 BUTTON HOLE SHOULD BE ALIGNED WITH THE EXISTING BACKSPIN BUTTON HOLE.

CARD READER MOUNTING TEMPLATE - SHEET A

FOR MODIFICATION OF INCREDIBLE TECHNOLOGIES' CABINET

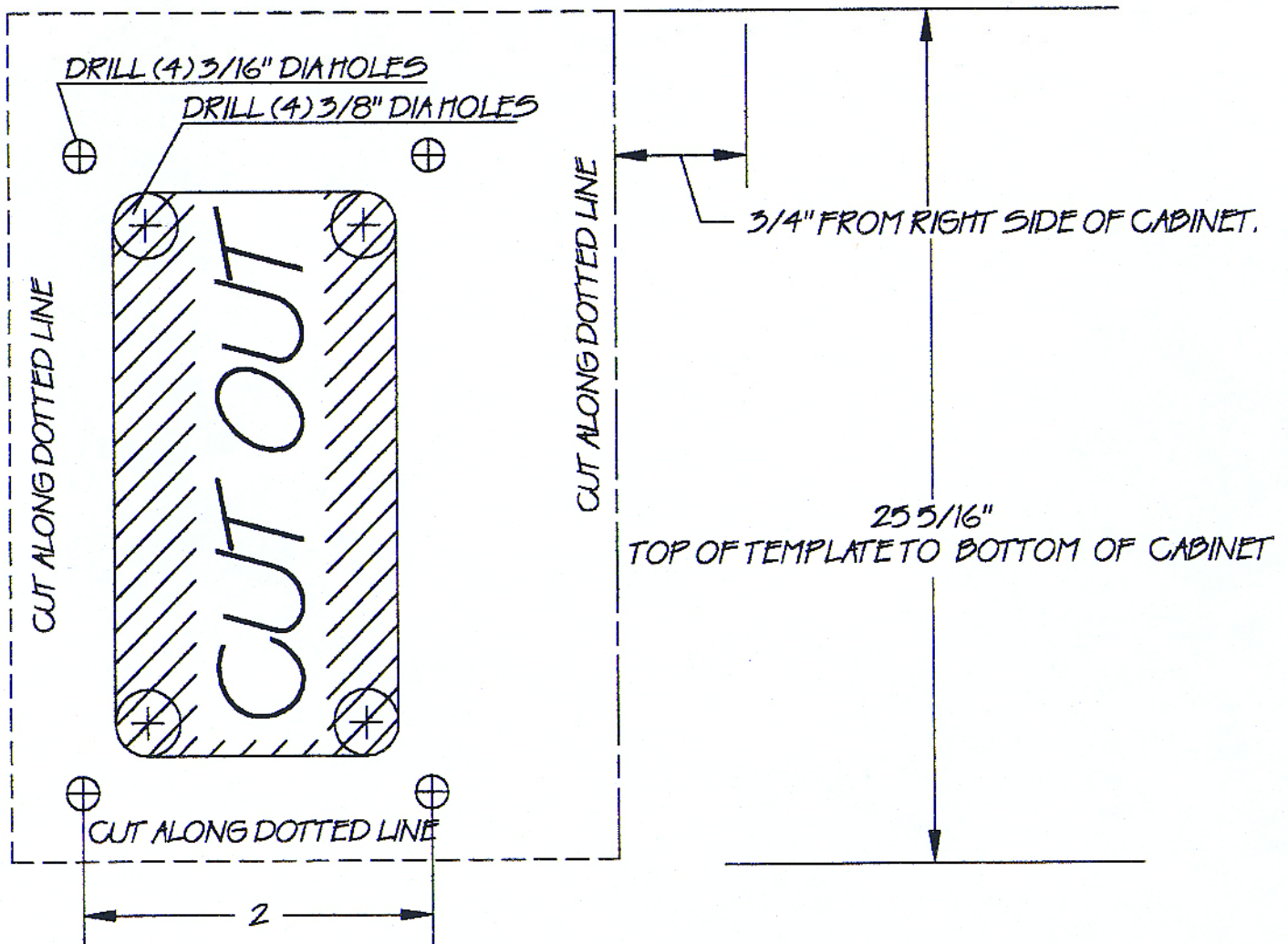
1. CUT OUT AND POSITION TEMPLATE AGAINST COIN DOOR FLANGE AND AGAINST THE INSIDE CABINET WALL.
2. WHILE HOLDING TEMPLATE IN POSITION:
USING AN AWL, MAKE 4 MARKS FOR EACH OF THE PLATE MOUNTING HOLES AND MARK THE CENTER POINTS OF THE CUT OUT.
3. DRILL THE FOUR PLATE MOUNTING HOLES (3/16 DIA).
4. NEXT, DRILL A 3/8" DIA HOLE IN EACH OF THE FOUR CENTER MARKS FOR THE CUT OUT.
5. USING A SMALL SAW, CUT OUT THE AREA BETWEEN DRILLED HOLES.
6. MOUNT CARD READER TO PLATE AND ENTIRE ASSY. TO CABINET.



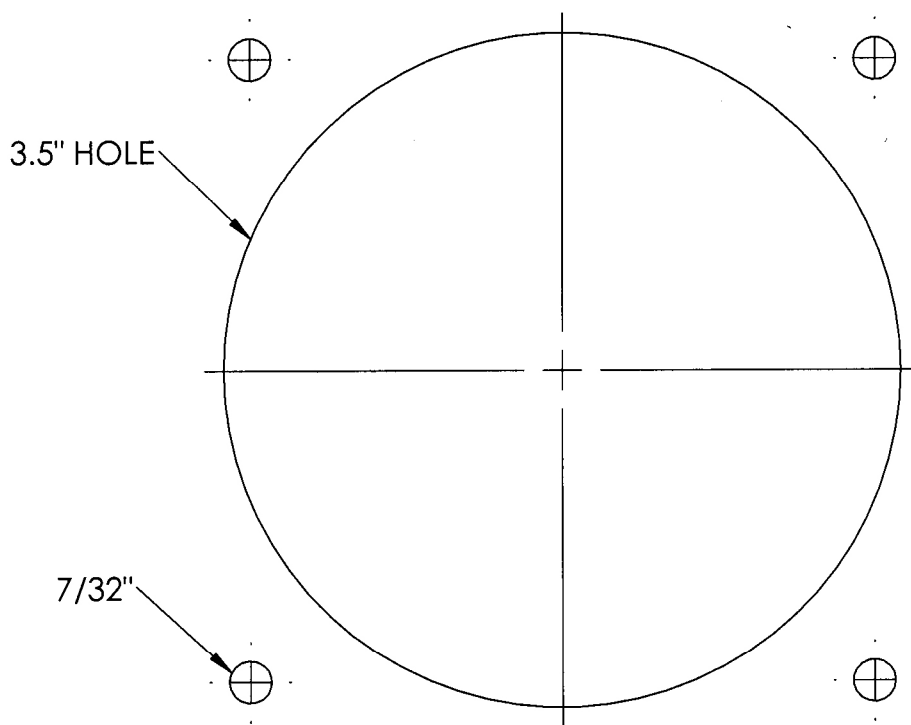
CARD READER MOUNTING TEMPLATE - SHEET B

CARD READER POSITIONING FOR MOST GAME CABINETS

1. CUT OUT TEMPLATE AS SHOWN (along dotted lines).
2. USING A TAPE MEASURE, LOCATE TOP OF CUTOUT TEMPLATE AT $25 \frac{5}{16}$ " FROM THE BOTTOM OF THE CABINET AND $\frac{3}{4}$ " FROM THE RIGHT SIDE OF THE CABINET.
3. WHILE HOLDING TEMPLATE IN POSITION:
USING AN AWL, MAKE 4 MARKS FOR EACH OF THE PLATE MOUNTING HOLES AND MARK THE CENTER POINTS OF THE CUT OUT.
4. DRILL THE FOUR PLATE MOUNTING HOLES ($\frac{3}{16}$ " DIA.).
5. NEXT, DRILL A $\frac{3}{8}$ " DIA. HOLE IN EACH OF THE FOUR CENTER MARKS FOR THE CUT OUT.
USING A SMALL SAW, CUT OUT THE AREA BETWEEN DRILLED HOLES.
6. MOUNT CARD READER TO PLATE AND ENTIRE ASSEMBLY TO CABINET.

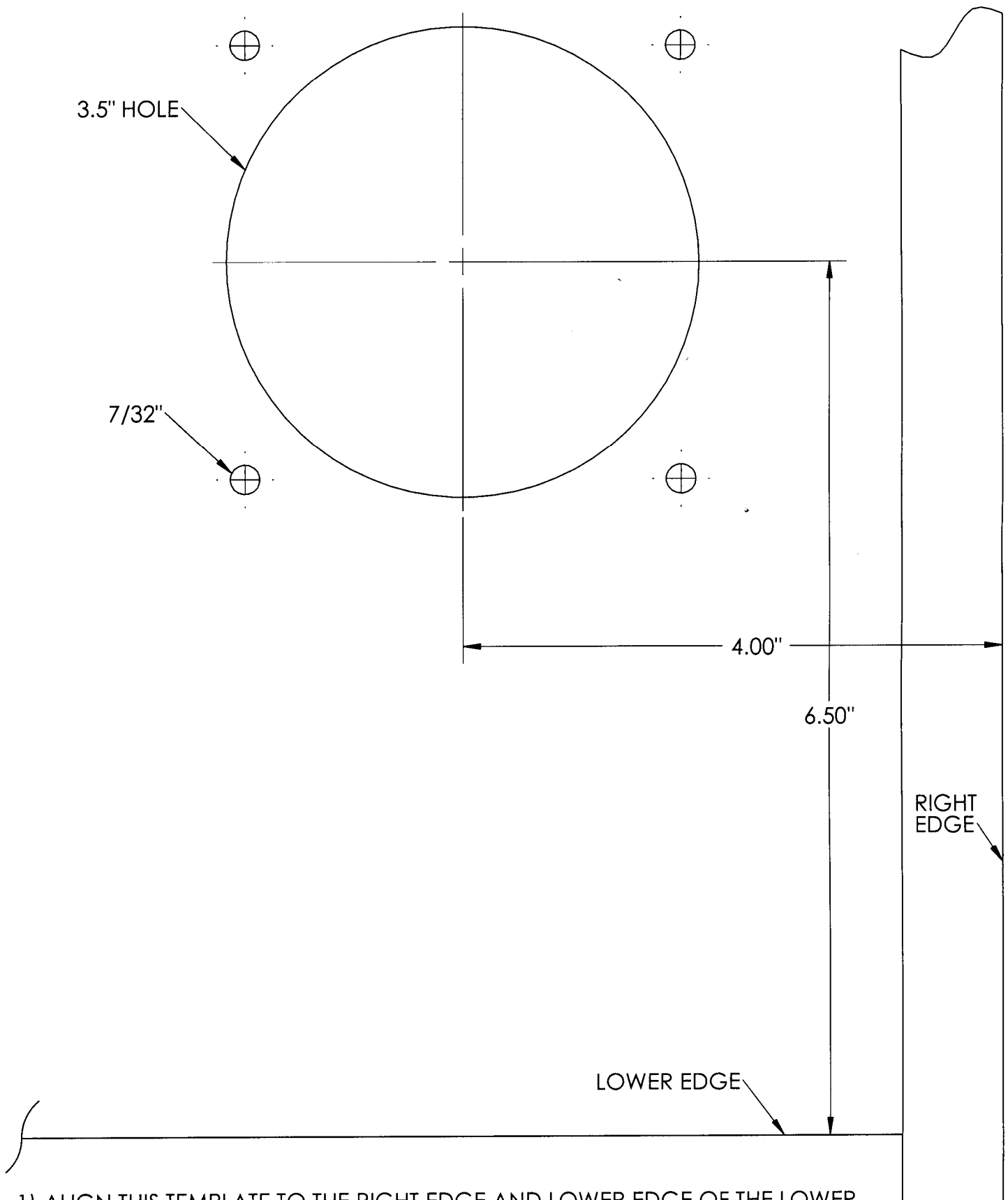


FAN INSTALLATION TEMPLATE - GENERIC CABINET



- 1) PLACE THIS TEMPLATE IN THE LOWER RIGHT BACK SIDE OF THE CABINET AND TAPE IT IN PLACE.
- 2) MARK THE CENTERS OF THE FOUR OUTSIDE HOLES AND THE LARGE CENTER HOLE USING AN AWL, NAIL, OR OTHER SHARP OBJECT. REMOVE THE TEMPLATE.
- 3) DRILL THE FOUR 7/32" HOLES CENTERED ON THE FOUR OUTSIDE MARKS.
- 4) DRILL THE CENTER HOLE USING A 3.5" HOLE SAW.

FAN INSTALLATION TEMPLATE - GT4



- 1) ALIGN THIS TEMPLATE TO THE RIGHT EDGE AND LOWER EDGE OF THE LOWER BACK SIDE OF THE CABINET AND TAPE IT IN PLACE.
- 2) MARK THE CENTERS OF THE FOUR OUTSIDE HOLES AND THE LARGE CENTER HOLE USING AN AWL, NAIL, OR OTHER SHARP OBJECT. REMOVE THE TEMPLATE.
- 3) DRILL THE FOUR 7/32" HOLES CENTERED ON THE FOUR OUTSIDE MARKS.
- 4) DRILL THE CENTER HOLE USING A 3.5" HOLE SAW.

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