

glitchbit



# PRODUCT MANUAL



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# *GLITCHBIT LLC*

## Retro Raccoons Manual



**BEFORE USING YOUR PRODUCT, REVIEW THIS MANUAL TO ENSURE PROPER USAGE.  
THE CONTENTS OF THIS MANUAL ARE SUBJECT TO CHANGE.**



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## “QUICK TIPS” ON OPERATING RETRO RACCOONS

- 1.) The Arcade should be power cycled (turned off & on) every couple days to ensure the best performance of the game & the update process.
- 2.) To correctly shutdown, simply toggle the power switch on the back on the cabinet or unplug the Arcade power cable from wall outlet. Leave off for ~15 sec before powering back on.
- 3.) To power on, plug in the power cable to the outlet and wait ~20 seconds for the arcade to properly startup.
- 4.) For customer support: call 847-870-7027 ext. 380 or email [support@itsgames.com](mailto:support@itsgames.com)
- 5.) After being powered on, the green button (in the security box) must be pressed 3 times to “Agree” to the Terms of Service.
- 6.) **“Cup” and “Cheers” Mode might be prohibited in your region, as indicated in the game settings. Therefore, it is essential to always check with local officials before enabling them in a commercial setting.**
- 7.) Bill Acceptor should be set to “4 Pulses Per Dollar”





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## CABINET – UNBOXING



The Retro Raccoons arcade should be received as the picture shows. To unbox, simply:

- Cut the off the plastic wrap
- Cut the plastic ties
- Unbox the cardboard

Then, the cabinet can be lifted off of the wooden pallet. Use the handles (pictured below) on the sides of the Retro Raccoons cabinet with two adults when moving the product.

**WARNING:** The cabinet weighs a few hundred pounds and should only be handled by adults of high strength.

The handles shown in the photo to the right can help when moving the cabinet.

There are two handles located on each side of the cabinet.



## CABINET – FRONT

| # | Section            |
|---|--------------------|
| 1 | Marquee            |
| 2 | Display            |
| 3 | Splash Guard       |
| 4 | Control Panel      |
| 5 | Control Panel Lock |
| 6 | Cash Door Lock     |
| 7 | Cash Door          |





## POWERING UP



*Power Cable*

### Powering ON Retro Raccoons

- 1.) Plug in power cable.
- 2.) Wait approximately **20 sec** until you see the “Arcade Software License Agreement” page.
- 3.) Agree by pressing the Green Button three times.

If it doesn't power on, confirm the power switch (on the outside of cabinet) & the power strip (on the inside of cabinet) are both in the “ON” position.

#### ARCADE SOFTWARE LICENSE AGREEMENT

##### IMPORTANT - READ CAREFULLY

This Arcade Software License Agreement ("Agreement") is a legal contract between Glitchbit LLC ("Glitchbit") and the entity who owns or controls the Retro Raccoons arcade game equipment ("Equipment") on which Glitchbit's Retro Raccoons proprietary arcade game software ("Software") is installed ("Licensee"). By indicating acceptance of this Agreement to initiate the Equipment boot-up process or otherwise using the Software, you are agreeing that Licensee is bound by and the use of the Software is governed by the terms and conditions of this Agreement and, further, that you are authorized by Licensee to accept this Agreement on behalf of the Licensee.

◀ Page 1 of 11 ▶

Press green button 3 times to agree

*Arcade Software License Agreement page; To “Agree” press Green Button 3 times.*

## POWERING OFF

### Powering OFF Retro Raccoons

1.) Simply change the power switch position found at the bottom of the cabinet OR unplug the Retro Raccoons power cable from the wall outlet.



2.) Wait **10 SEC** for the arcade to shut down properly. You will know the arcade is off when the marquee light turns off and remains off.



*Retro Raccoons Marquee*



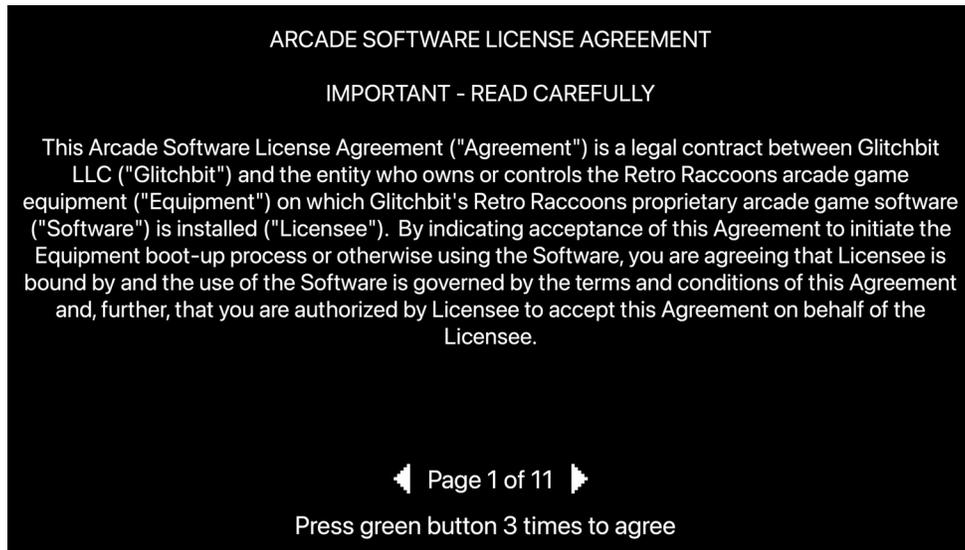
#### Replacing the Power Cord

If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard or equivalent. (10A 125V~ SVT cable)

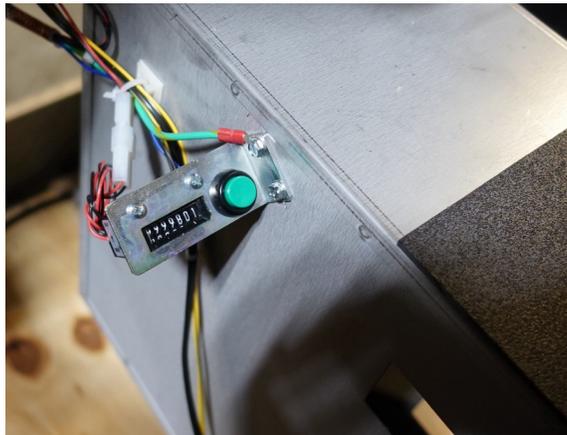


## ACCESSING GAME SETTINGS

Accessing and altering the Game Settings:



1.) When the arcade starts up the “Arcade Software License Agreement” will appear. To agree, you must press the green button three times.



2.) Then press the “Service” button at anytime to enter the menu (the service button is found inside the cabinet under the control panel)



## GAME SETTINGS



- 1.) Volume: Volume can be turned up/down by using any of the joysticks. If the volume is still not loud enough, please use the TV remote to increase the master volume on the TV by pointing the remote at the center bottom of the TV to adjust.
- 2.) Idle Volume: This is for the Idle Volume if the arcade isn't interacted with for a few minutes. Often customers turn the Idle Volume down lower than the Volume so they don't have to hear loud music repeatedly.
- 3.) Mode: Choose from enabling the Cash OR Cup OR Cheers Mode (Note: Enabling "Cup" or "Cheers" Mode might be prohibited in your region.)
- 4.) Amount: How many dollars must be entered to start a game session if Cash Device enabled. If configured to "0" the game will be free (Note: the cash device does not need to be installed to put on "0")
- 5.) Mode Description: Describes the selected game setup.

## ID NUMBER

Your Arcade's ID can be found in a couple of spots in the software:



1.) On the Loading Screen in the bottom right your ID can be seen (starts with "RR".)



2.) On the Select Screen on the right your ID can also be seen (starts with "RR".)

3.) On your Intel computer label your ID can also be found (starts with "RR".)

*When you reach out to customer support, please reference this ID number (starts with "RR".)*

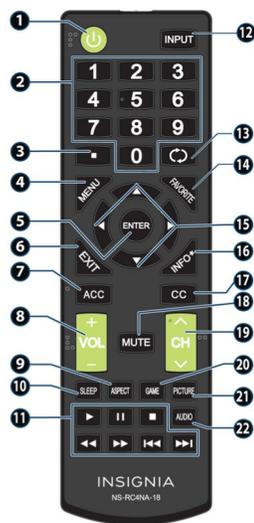
## VOLUME

There are two ways to increase the volume for the arcade.



First it can be adjusted in the Game Setup screen as highlighted in red above.

Remote control



The TV Master Volume can also be adjusted using the TV remote packaged with your arcade by pressing the VOL dial (8 as seen above.) To do this, point the remote at the red target seen above (bottom and center of TV.)

## GAME MODES

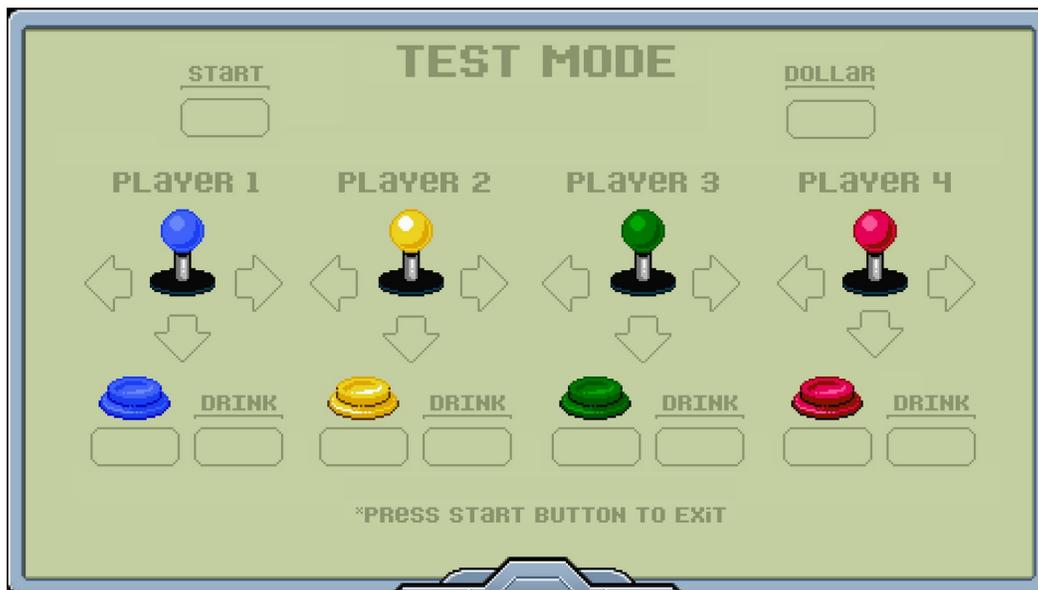
Setup the following:

| Device | Corner  | Icon  | Description   |
|--------|---|---|---|
| CASH   |    |    | <p>Player must insert credits before pressing “Start” to begin a game session. Cup sensors are off when the cash device is on, therefore no drinks required in cup holders.</p> <p>You can control the amount per player \$0.25-\$2.00</p>  |
| CUP    |    |    | <p>Players must insert a drink into cup holders and cash to play. Players won't be asked to remove their drinks from the cup holders during gameplay in this mode.</p> <p>Note: Enabling Cup Mode might be prohibited in your locations &amp; regions. Always check with your local officials before ever enabling this mode in a Commercial setting.</p>   |
| CHEERS |  |  | <p>Players must insert a drink into cup holders to play. During gameplay, players will be asked to “Cheers” meaning remove their drink from the cup holder. Additionally, you can select an amount to charge players.</p> <p>Note: Enabling Cheers Mode might be prohibited in your locations &amp; regions. Always check with your local officials before ever enabling this mode in a Commercial setting.</p> |

After the mode is selected, the mode type will appear in the top left corner of the TV during minigames. Also, the arcade never gives change, therefore any additional money is saved in the game for a future play.

## TEST MODE

On the Test Mode, you can test all of the inputs of the arcade for troubleshooting purposes. After pushing an input (Button, Joystick, Drink Sensor, etc.) the corresponding input should light up on screen. If not, there is a problem with this input.



## PRACTICE MODE

In the Practice Mode, all of your available minigames can be practiced on 4 player mode.



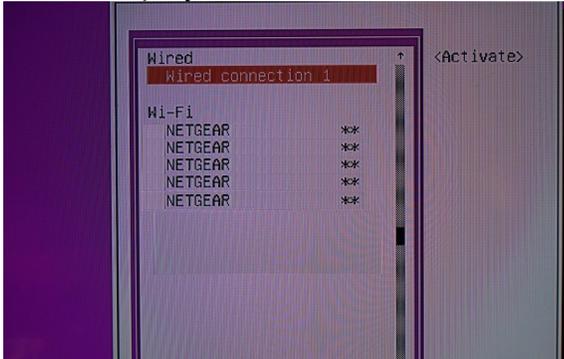


## INTERNET & WIFI

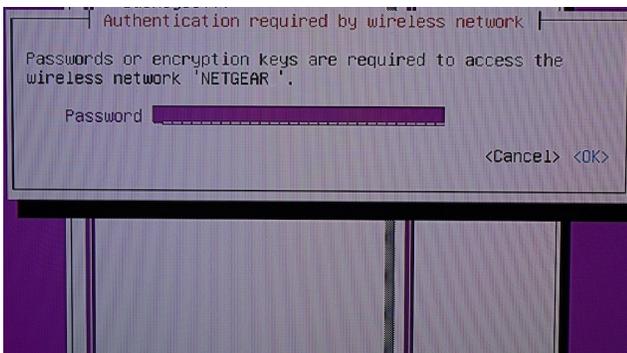
Updates are an important part of the Retro Raccoons gameplay experience & serviceability. Therefore, Retro Raccoons should be connected to the internet as often as possible. Internet can be connected in two ways:

**1.) Ethernet:** Simply plug your ethernet cable into the back of the Computer.

**2.) WIFI:** You must have a USB keyboard to complete this step. First, ensure Retro Raccoons is turned "OFF". Plug a USB keyboard into the Computer. Turn "ON" Retro Raccoons by plugging it in. Press "Enter" on the keyboard a few times during the start up process and you will enter the CPU "Main Menu." Then press "2" and "Enter." Now, the available WIFI networks will be displayed on screen.



Use the arrows on the keyboard to select your network. Press the "Right arrow" on the keyboard and then "Enter" to activate the selected network. If there is a password required, you will be asked to enter it at this time. After entering the password, select Okay by pressing "Enter." Then press "Enter" again and a symbol should appear next to your network. This is now the default network the arcade will connect to, these steps don't need repeated.



\*Note: If your network is not listed, please move your network device into range of Retro Raccoons or consider using an ethernet cable.

When the arcade is connected to the internet via WIFI or Ethernet, a “#” symbol will appear after the Version number as seen below.

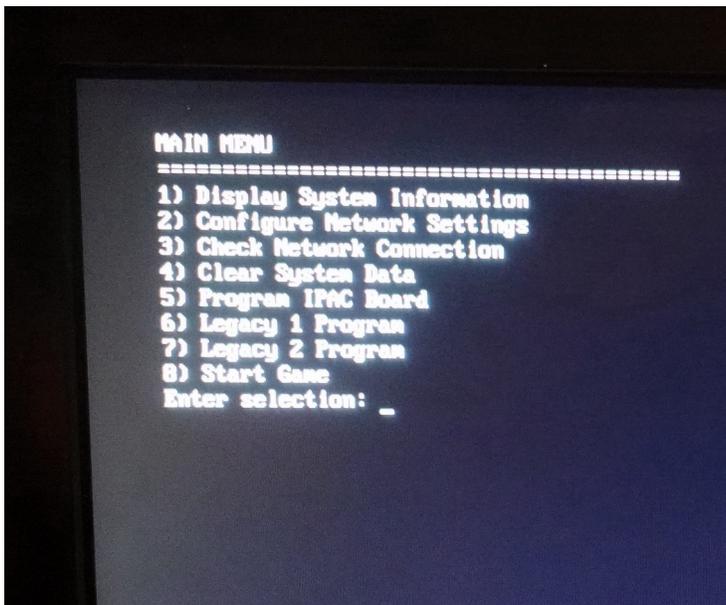


If there is a new update available on the network, a “\*” symbol will appear before the V. Leave the arcade connected to the internet for about 10 minutes to download the new update and then when power cycled, the new update will be installed.

## PROGRAMMING PCB

The IPAC2 can be programmed automatically by the Retro Raccoons computer.

To do this, turn the arcade OFF and plug in a USB keyboard into the computer. Ensure the IPAC PCB is plugged in to the computer too. Turn the arcade ON by plugging it in and then start repeatedly pressing “Enter” to enter the CPU “Main Menu.”



You will see several different options, press the “5” key and the PCB will be automatically programmed. Press any key to return to the CPU “Main Menu” and then press “8” and Enter and the game will begin. As long as you wire the IPAC2 up correctly, as seen in the “Wiring” section, your Retro Raccoons arcade should operate correctly.

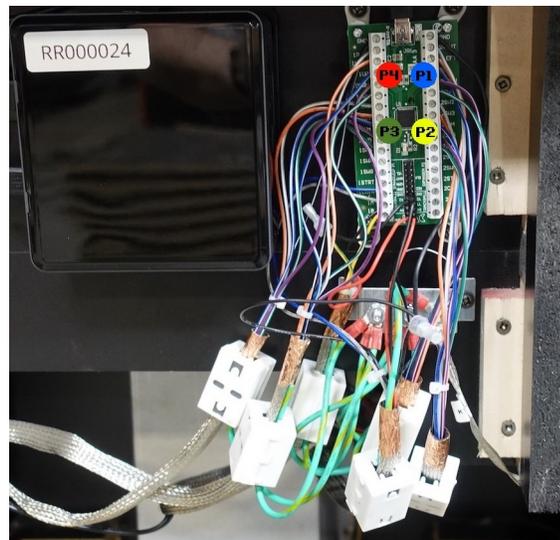
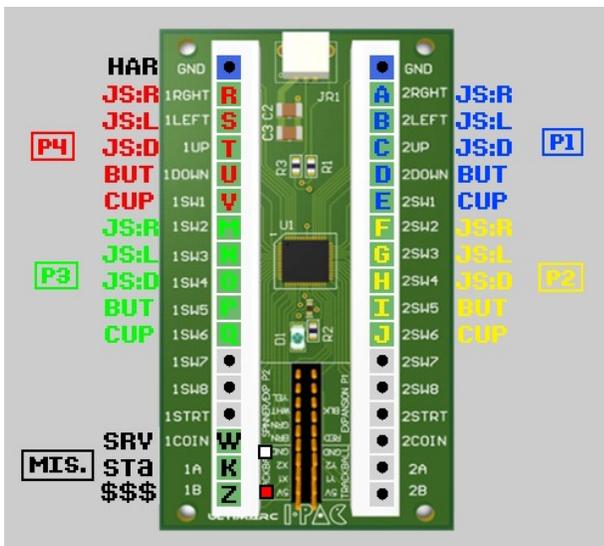
## ELECTRICAL

### Positions on Power Strip

On the Power Strip, the plug configuration is as follows:

| Position 1 | Position 2 | Position 3 | Position 4 | Position 5 | Position 6  |
|------------|------------|------------|------------|------------|-------------|
| -          | Lights     | Computer   | TV         | -          | Cash Device |

The IPAC2 board handles the joysticks, player buttons, cup sensors, Start button, currency counter and Service button. The wires should be configured as follows:



Note: A cable header also goes to the pins directly on the PCB to light up the "Start" Button.

**NOTE:** The header from the "Start" button fits on the section highlighted with Red & White squares. The red wire should be 5V and the black GND.

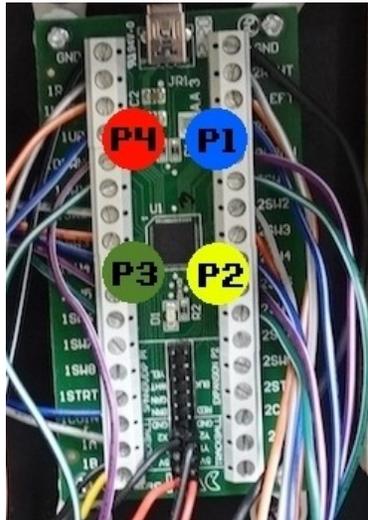
## MICROSWITCHES

There are 3 types of Microswitches used in Retro Raccoons:

| Switch   | Type           | Color | Use      | Picture  | Dot Color     |
|----------|----------------|-------|----------|--|---------------|
| Switch J | Straight Lever | Black | Joystick |    | -             |
| Switch B | Pin            | Black | Buttons  |   | -             |
| Switch C | Pin            | Black | Cups     |  | <b>YELLOW</b> |

Note: Switch types can't be interchanged, most importantly "Switch C" (black, pin switch marked with a **Yellow** dot) always **MUST** be used under the cup holders. Using a different type of switch will cause the game to malfunction and work incorrectly.

## WIRING

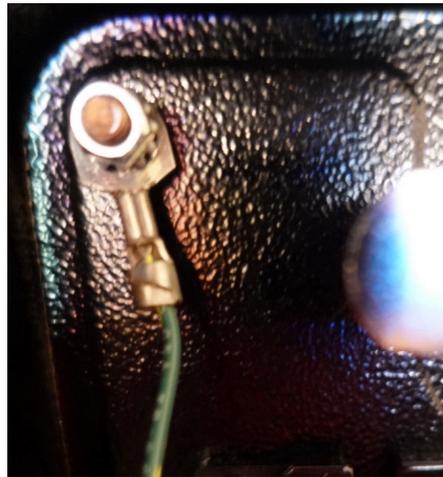


IPAC Config (Standard – for Production)

| Player   | Action   | Key | IPAC  | Wire Color   | Wire Color   | IPAC  | Key | Action   | Player   |
|----------|----------|-----|-------|--------------|--------------|-------|-----|----------|----------|
| -        | -        | -   | GND   | Black        | Black        | GND   | -   | -        | -        |
| Player 4 | JS Right | M   | 1RGHT | Gray/White   | Gray/White   | 2RGHT | A   | JS Right | Player 1 |
| Player 4 | JS Left  | N   | 1LEFT | Orange/White | Orange/White | 2LEFT | B   | JS Left  | Player 1 |
| Player 4 | JS Down  | O   | 1UP   | Blue/White   | Blue/White   | 2UP   | C   | JS Down  | Player 1 |
| Player 4 | Button   | P   | 1DOWN | Purple/White | Purple/White | 2DOWN | D   | Button   | Player 1 |
| Player 4 | Cup      | Q   | 1SW1  | Green/White  | Green/White  | 2SW1  | E   | Cup      | Player 1 |
| Player 3 | JS Right | R   | 1SW2  | Gray/White   | Gray/White   | 2SW2  | F   | JS Right | Player 2 |
| Player 3 | JS Left  | S   | 1SW3  | Orange/White | Orange/White | 2SW3  | G   | JS Left  | Player 2 |
| Player 3 | JS Down  | T   | 1SW4  | Blue/White   | Blue/White   | 2SW4  | H   | JS Down  | Player 2 |
| Player 3 | Button   | U   | 1SW5  | Purple/White | Purple/White | 2SW5  | I   | Button   | Player 2 |
| Player 3 | Cup      | V   | 1SW6  | Green/White  | Green/White  | 2SW6  | J   | Cup      | Player 2 |
|          |          |     | 1SW7  |              |              | 2SW7  |     |          |          |
|          |          |     | 1SW8  |              |              | 2SW8  |     |          |          |
|          |          |     | 1STRT |              |              | 2STRT |     |          |          |
| -        | Service  | W   | 1COIN | Blue         |              | 2COIN |     |          |          |
| -        | Start    | K   | 1A    | Gray         |              | 2A    |     |          |          |
| -        | \$\$\$   | Z   | 1B    | Yellow       |              | 2B    |     |          |          |

**NOTE:** New Switches and other parts can be ordered through [contact@glitchbit.com](mailto:contact@glitchbit.com)

## CASH ACCEPTOR



### Device

A 120V cash device downstacker may be installed (purchased separately). To install, first connect the GND cable, then the wire harness and mount to the four screws and tighten the four nuts.

**WARNING!** You must always connect the GND cable of any cash acceptor to the GND peg on the door (as seen above) to avoid electrical shock as cash acceptors must be properly grounded before use.

### Settings

To set up the cash acceptor correctly, the device should be on “Pulse mode” and only accepts “\$1’s”. Additionally, ensure that the device is set to “4 Pulses Per Dollar” as the arcade expects each pulse to equal \$.25. These changes can usually be made with a coupon or dip switch (often Switch #7, should be “ON”.) Note: 1 Pulse is often equal to 50ms.



## TROUBLESHOOTING

*\*Note: If possible, ensure your internet is connected before calling customer service, as it may be necessary to resolve your issue.*

### **“My Start Up Screen doesn’t look right”**

- Power Off & On Arcade
- Call Customer Service

### **“TV Not Turning On”**

- Power Off & On Arcade
- Using the remote, ensure the TV input is set on the correct input (HDMI 2)
- Ensure the HDMI cable is plugged into the computer and TV
- Call Customer Service

### **“I lost my keys or need a new one”**

- Replacement keys can be mailed to you. A replacement fee will be incurred depending on your location and desired ship time.

### **“A player’s action (jump or movement) isn’t responding”**

- Check the IPAC input for this player and action, perhaps the wire came loose and needs reinserted and tightened using a small screwdriver.
- Check the Joystick or Button microswitch to ensure the wire has not come disconnected from the microswitch.
- Replace the microswitch if it is too sticky, might be ruined.

### **“Many of the player’s actions are not responding”**

- Ensure the Black Ground wire is still connected to the IPAC input
- Check the Ground wire to ensure it hasn’t been severed or damaged

### **“The Arcade’s volume is too soft/loud”**

- This value can be adjusted in the Game Settings
- If it is still not loud enough, use the TV remote to turn up the master volume (although it should already be at 100%)

### **“The screen went black”**

- Power Off & On the arcade as a bug might have been encountered.

*Note: If you would like to help our ongoing development of Retro Raccoons, please inform us of the bug by emailing [contact@glitchbit.com](mailto:contact@glitchbit.com) and we will address the error for the future.*

**“Drink sensors are triggering, even though they are empty”**

-Check and make sure the correct switch (with yellow dot) is being used.

**“Drink sensors are not triggering, even though there are cans half full in the cup holders”**

-Check and make sure the correct switch is being used (with yellow dot)

-Clean the sensors, they might be sticky

-Clean the button under the cup holder, they are probably sticky

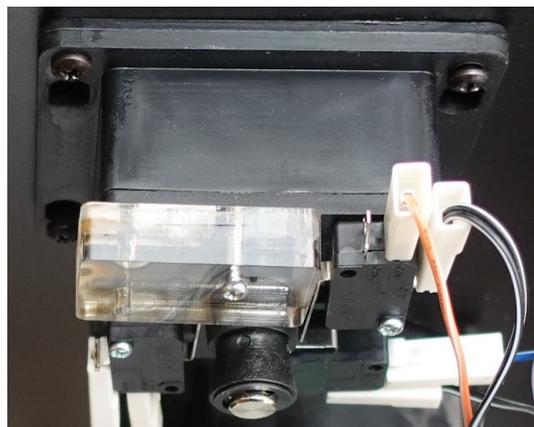
-Replace the switches

**“Can I replace the TV with a different model of TV?”**

-Maybe, dimensions are approximately W35.5” x H21.75” x D3.5” so it would have to fit and the resolution must be 1920x1080. Also, a new TV may function differently than a production one unless settings are changed. Auto Power On, might not be an available feature (but one that is needed.)

**“Is the joystick 4 way or 8 way?”**

-8 Way, this means the fatter part of the joystick should be in contact with the switches (as pictured below.)



## CLEANING



Due to stickiness caused by spills the Buttons, Joysticks or Cup Holders must be cleaned periodically. Therefore, always have paper towels, household cleaner and Q-Tips available.

Also, the control panel should be *regularly* cleaned, for performance and sanitary purposes.



Recommended tools for cleaning & service:

- Phillips screwdriver (Medium size)
- Push Button tightener

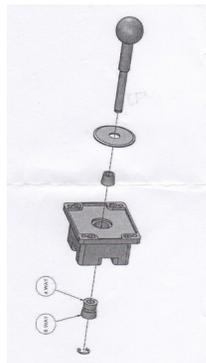
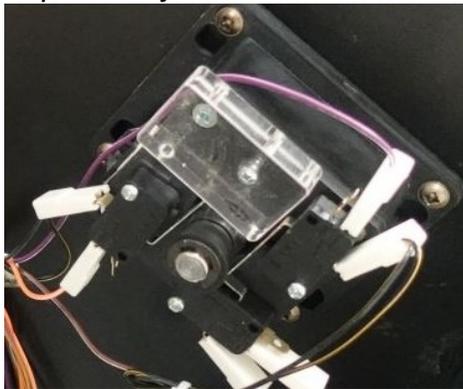
## SERVICE GUIDE

### *Replace Buttons*



- 1.) Slide microswitch out of base.
- 2.) Unscrew plastic nut from base.
- 3.) Slide button out of control panel.
- 4.) Put new base into control panel.
- 5.) Screw plastic nut onto base.
- 6.) Slide microswitch into base.

### *Replace Joysticks*



- 1.) Use screw driver to remove ring
- 2.) Slide Joystick shaft out
- 3.) Unscrew 4 screws

### *Replace Cup Ring*

- 1.) Unscrew four screws on bottom of Cup Ring
- 2.) Remove Cup Ring.

- 3.) Place new Cup Ring on control panel, ensure the holes in the Ring line up with the holes on the control panel.
- 4.) Screw in all 4 screws. Do not over tighten, as this could damage the Cup Ring.

#### *Replace Cup Holder*

- 1.) Unscrew four screws on bottom of Cup Ring
- 2.) Remove Cup Ring and now the Cup Holder can be removed

#### *Replace Cup Sensor*

- 1.) Unscrew four screws on bottom of Cup Ring
- 2.) Put the cup ring and cup holder aside
- 3.) Remove microswitch
- 4.) Unscrew base
- 5.) Slide out base to clean or replace
- 6.) Put base back
- 7.) Slide in switch

#### *Replace TV (requires two people)*

- 1.) Disconnect the Power and HDMI cable from the PC
- 2.) Disconnect all zip ties on the power cable



- 3.) Unscrew the four screws in back while another person holds the TV at the base to ensure it doesn't fall forward, onto the control panel.
- 4.) Once all four screws have been removed, the other person should tilt the TV forward.
- 5.) Remove the HDMI cable from the back of the TV; Take note of where the HDMI cable is plugged in (should be HDMI 2)
- 6.) Guide the power cable through the hole and the person holding the TV moves it away from the arcade.



## REPLACING THE TV

A replacement 40" TV can be purchased at Best Buy, Model #: NS-40D510NA21, it should be priced at under \$200. After buying the TV, the following settings must be followed:

This is the TV's Remote Control. The Menu Button (1) will access the menu while the Enter Button (2) confirms your selection, the arrows move through the menus and Exit Button (3) will exit.

Must do the following changes before installing the TV into the cabinet. I suggest laying the TV on the box on the floor, while the TV has to be powered ON, it does not need plugged into the computer (see video.) You can keep the TV in the dust bag while you do this process so long as you can read the TV screen.

Remote control



Untie the power cable bundle on the back of the remote.

Put the batteries in the remote

Press the Power Button (top left of remote) to turn on the TV, it takes about 10 sec to power on.

Select "English"

Select "No" (to Voice Control)

Select "Eastern"

Select "OFF" for Daylight Savings

Select "Home Use"

Select "Watch TV"

Select "Cable from Wall"

Select "Skip"

Select "Exit"



Select “No” for Scan for Channels

***Now you are complete with the preliminary setup settings.***

Now Press Input on the remote and select [HDMI #2]

Set Volume Level to “85” by pushing the volume up

### PICTURE

|                   |        |
|-------------------|--------|
| Picture Mode      | VIVID  |
| Aspect Ratio      | WIDE   |
| Overscan          | OFF    |
| Color Temperature | NORMAL |



### SETTINGS

|                    |    |
|--------------------|----|
| Auto Input Sensing | ON |
| Button Lock        | ON |

### INLINK CONTROL (under Settings)

|                       |    |
|-----------------------|----|
| InLink Control        | ON |
| Device Auto Power Off | ON |
| TV Auto Power On      | ON |



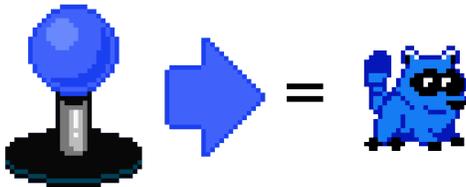
*If something isn't right and you need to return to the default values select Settings and go to Help and go down to “Reset to Default” and select OK.*

## GENERAL CONTROLS

Playing Retro Raccoons is easy as each player only has one button and one joystick.



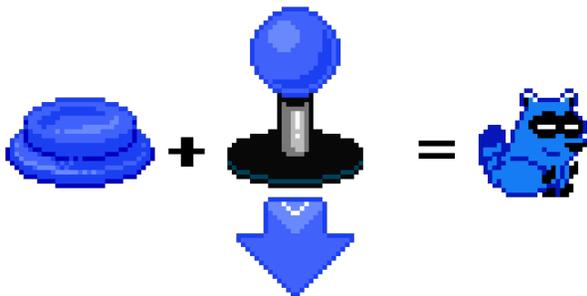
**JUMP/ACTION:** Button.



**MOVE:** Joystick left or right.



**SWIPE:** Press down on the joystick.



**SLAM:** Jump with the button and then pressing down on the joystick in midair.

Minigames display the following information:

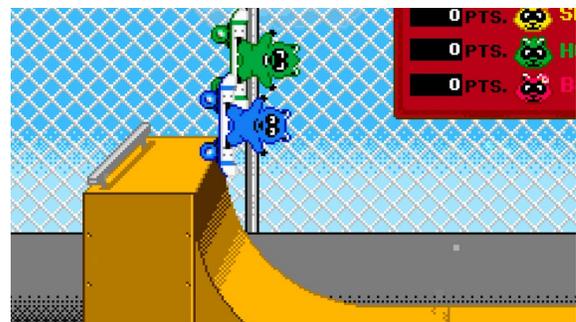


- 1.) Game Timer: A countdown clock that when it hits “0” the minigame is finished. The minigame may finish before this if a win condition is met by enough players.
- 2.) Objective: Briefly describes the objective of the minigame’s win condition.
- 3.) Game Type: Displays if the minigame is a “Free for All” or “Team” minigame.
- 4.) Game Number: Displays the minigame number in the collection of 8 minigames.

## MINIGAMES

Minigames are randomly chosen so it's rare to play the exact same collection of minigames in two different play sessions. New minigames and content may be added over the internet so you may see changes to gameplay over time. Version 1.35.4 of Retro Raccoons currently has 42 Minigames. Additionally, the Minigames have different variations.

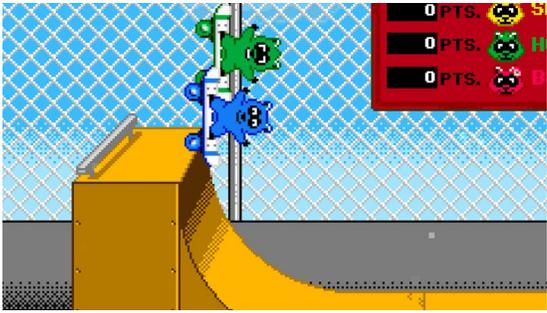
Minigame controls & objectives differ for each minigame but may share some similarities.

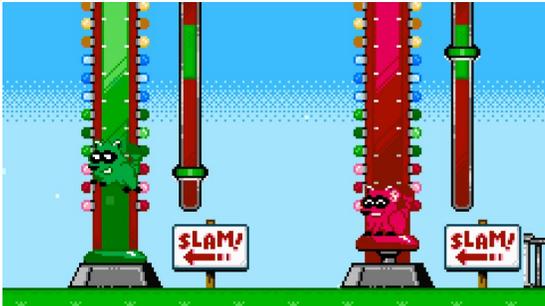


## MINIGAME ROSTER

| <i>Free for All Games</i> |                |                    |  |
|---------------------------|----------------|--------------------|--|
| ID                        | NAME           | DIRECTIONS         | IMAGE  |
| F01                       | Dillo Dodge    | "Dodge the Dillos" |    |
| F02                       | Timer Platform | "Don't Fall Off"   |   |
| F03                       | Keys           | "Enter the Door"   |  |

|     |            |                   |  |
|-----|------------|-------------------|--|
| F04 | Targets    | "Hit the Target"  |  |
| F05 | Crow Count | "Count the Crows" |  |
| F06 | Mining     | "Mine the Stones" |  |
| F07 | Egg Hunt   | "Get the Eggs"    |  |

|     |                |                    |  |
|-----|----------------|--------------------|--|
| F08 | Trivia         | "Stand on Answer"  |    |
| F09 | Zombie Shooter | "Blast the Ghouls" |   |
| F10 | Skateboarding  | "Flip to Score"    |  |
| F11 | Farm Cross     | "Cross Field 1st"  |  |

|     |             |                     |  |
|-----|-------------|---------------------|--|
| F12 | Striker     | "Slam the Pad"      |    |
| F13 | Golf        | "Get on the Greens" |   |
| F14 | Balloon Pop | "Get the Caps"      |  |
| F15 | Bee Shooter | "Squirt the Queen"  |  |

|     |                  |                    |  |
|-----|------------------|--------------------|--|
| F16 | Plate Stack      | "Stack the Most"   |    |
| F17 | King of the Hill | "Stay on Platform" |   |
| F18 | Bird Photography | "Shoot Cardinals"  |  |
| F19 | Gas Pump         | "Slam on \$3.00"   |  |

|     |                 |                  |  |
|-----|-----------------|------------------|--|
| F20 | Possum Feed     | “Feed the Most”  |    |
| F21 | Fishing         | “Catch the Most” |   |
| F22 | Color Platforms | “Stand on Color” |  |
| F23 | Baseball        | “Hit Homeruns”   |  |

|     |            |                   |  |
|-----|------------|-------------------|--|
| F24 | Woodchucks | "Slam Woodchucks" |  |
| F25 | Drones     | "Race to Finish"  |  |
| F26 | Surfing    | "Avoid Jellyfish" |  |
| F27 | Putt Putt  | "Putt in 3 Shots" |  |

|     |              |                     |   |
|-----|--------------|---------------------|---|
| F28 | Temple Smash | "Don't Get Smashed" |   |
| F29 | Frogman      | "Dodge the Frogman" |  |

| <i>Team Games</i> |                  |                   |              |
|-------------------|------------------|-------------------|--------------|
| <b>ID</b>         | <b>Name</b>      | <b>DIRECTIONS</b> | <b>IMAGE</b> |
| T01               | Hot Air Balloons | “Jump In Basket”  |              |
| T02               | Colored Doors    | “Open the Doors”  |              |
| T03               | Tug Of War       | “Tug the Rope”    |              |

|     |            |                 |  |
|-----|------------|-----------------|--|
| T04 | Volleyball | "Bump the Ball" |    |
| T05 | Basketball | "Make a Basket" |   |
| T06 | Spellers   | "Spell It"      |  |
| T07 | Football   | "Score a TD"    |  |

|     |            |                   |  |
|-----|------------|-------------------|--|
| T08 | Whale Slam | "Slam Together"   |    |
| T09 | Ping Pong  | "Bump the Ball"   |   |
| T10 | Soccer     | "Score a Goal"    |  |
| T11 | Pinball    | "Hit the Enemies" |  |

|     |               |                    |  |
|-----|---------------|--------------------|--|
| T12 | Badminton     | "Hit the Birdie"   |  |
| T13 | Can Recycling | "Recycle the Cans" |  |
| T14 | Apple Catch   | "Catch the Apples" |  |

*Note: All Minigames listed above are available in 4 Player Mode however only "Free for All" Minigames are featured in 2P & 3P Modes (as Teams require 2v2.) Additional 1P Mode only features a select number of "Free For All" Minigames with modified win conditions.*

## PLAYER COUNT

Retro Raccoons can now be played by 1-4 Players as of the latest update (v1.36.2).

On “Cash” Mode player must select the number of participating players.



On “Cup” & “Cheers” Modes the number of participating players is selected by the number of drinks inserted into the cup holders once they insert money and press “Start”.





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## TECHNICAL SPECS

### Size & Weight

Cabinet Size: H 72" x W 38" x D 27.5"

Cabinet Size (Boxed on pallet): H 79" x W 46" x D 32"

Cabinet Weight (Boxed on pallet): 256 lbs

### Electrical

Electrical Requirements: 120V, 2 Amps, 240 Watts

ETL Certified for Commercial & Home Use

Conforms to UL STDs 22 & 62368-1





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## CUSTOMER SUPPORT

CALL: 847-870-7027 ext. 380

EMAIL: [support@itsgames.com](mailto:support@itsgames.com)



## **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 \$75.00 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 Cabinet Identification Device number available when calling for an RMA number.
- 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 Intel NUC 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.
- All repairs and/or replacements will ship as soon as possible after receipt or request (subject to availability).



## LEGAL NOTICES

### Warning

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

### Copyright

Retro Raccoons is a trademark of Glitchbit and its affiliated companies.

Developed by Glitchbit LLC.

PO Box #216 Tallmadge, OH 44278

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### Patents

Covered by U.S. Patent Number 10,188,954 "Arcade Game With Integrated Beverage Sensor" & 10,799,801 "Electronic Game with Integrated Beverage Sensor"



Retro Raccoons is a trademark of Glitchbit.

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