

For more information, visit [www.itsgames.com](http://www.itsgames.com).

Incredible Technologies, Inc., 3333 N. Kennicott Ave., Arlington Heights, IL 60004 847.870.7027 F. 847.870.0120

**1999**

- PlayMeter Magazine, Operator's Choice Award: Best Video Kit, Golden Tee 3D Golf
- AMOA: Most Played Video Game, Golden Tee '99
- AMOA: Most Played Conversion Kit, Golden Tee '99
- AAMA: Gold Achievement Award, Golden Tee 3D Golf Kit
- AAMA: Gold Achievement Award, Golden Tee 3D Golf Updates
- AAMA: Silver Achievement Award, Golden Tee 3D Golf Dedicated
- AAMA: Silver Achievement Award, Golden Tee '99 Golf Updates

**1998**

- PlayMeter Magazine, Operator's Choice Award: Best Video Kit, Golden Tee '98
- AMOA: Most Played Video Game, Golden Tee '98
- AMOA: Most Played Conversion Kit, Golden Tee '98
- AAMA: Gold Achievement Award, Golden Tee 3D Golf Dedicated
- AAMA: Gold Achievement Award, Golden Tee 3D Golf Kit
- AAMA: Gold Achievement Award, Golden Tee '98 Golf Kit
- AAMA: Gold Achievement Award, Golden Tee 3D Golf Updates
- Computer Gaming World: CGW Star and Choice Awards, Peter Jacobsen's Golden Tee Golf for PC
- Software Publishers Association, Excellence in Software Award

**1997**

- PlayMeter Magazine Operator's Choice Award: Best Video Game Kit, Golden Tee '97
- AAMA: Gold Achievement Award, Golden Tee 3D Golf Dedicated
- AAMA: Platinum Achievement Award, Golden Tee 3D Golf Kit
- AMOA: Most Played Conversion Kit, Golden Tee '97
- Rolling Meadows Chamber of Commerce: Small Business of the Year, Incredible Technologies, Inc

**1996**

- AAMA: Manufacturer of the Year, Incredible Technologies, Inc
- AAMA: Platinum Achievement Award, Golden Tee 3D Golf

**1993**

- Inc. Magazine/Ernst & Young: Entrepreneur of the Year Award Finalist, Elaine Hodgson, Incredible Technologies, Inc
- Illinois Department of Commerce & Community Affairs: Illinois Top 25 Women Exporters, Elaine Hodgson, Incredible Technologies, Inc.
- AAMA: Gold Achievement Award, Time Killers
- AAMA: Gold Achievement Award, Golden Tee Golf Kit

**1993**

- Inc. Magazine/Ernst & Young: Entrepreneur of the Year Award Finalist, Elaine Hodgson, Incredible Technologies, Inc

**1991**

- Inc. Magazine: Inc. 500, America's 500 Fastest Growing Private Companies, Incredible Technologies, Inc, Ranked 64th
- Inc. Magazine/Ernst & Young: Entrepreneur of the Year Award Finalist, Elaine Hodgson, Incredible Technologies, Inc

- Arlington Heights Frontier Days Festival: Silver Award, Incredible Technologies, Inc

**1989**

- Computer Entertainer: Sports Program of the Year, Grave Yardage (published by Activision)

**1987**

- Software Publishers Association: Best Sound Award, Three Stooges (published by CinemaWare)



Incredible Technologies, Inc (IT), located in the Chicago suburb of Arlington Heights, Illinois, specializes in the design and development of entertainment hardware and software for the coin-operated entertainment industry. Currently the largest U.S. designer and manufacturer of coin-operated video games, IT employs nearly 120 designers, programmers, artists, animators, sound engineers, service technicians, sales and service reps and production personnel. Loyalty, versatility and hard work are the hallmarks of IT employees. The company's current strategy is to diversify within the entertainment arena with the development of low-cost, high-performance computer hardware and software that offers innovative technology and exceptional return on investment.

**COMPANY HISTORY**

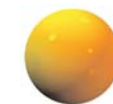
Elaine Hodgson and Richard Ditton began Incredible Technologies in 1985. Both were experienced designers and programmers within the video game industry. Early projects found the company developing the operating systems and programming of Data East's first pinball games, and a number of consumer games on the Apple II, Commodore 64 and Commodore Amiga for various publishers. Within six months, the company had doubled in size, and IT's design and development skills were in continual demand. The next few years found IT's designers diversifying into numerous areas, including hardware and software for the original

networked BattleTech system, highly acclaimed Amiga games for CinemaWare, more programming for Data East's pinball line, and operating systems and animating graphics for Brunswick's BowlerVision. In 1988, IT developed with manufactured an inexpensive hardware platform and unique game play for its first coin-op game, Capcom Bowling. Due to compelling game play and exceptional return on investment, this now-classic bowling video was a huge success and sold consistently for many years.

With the success of Capcom Bowling, Incredible Technologies expanded its coin-op development, adopting the brand name Strata for these internally generated products. The focus of most of these games, including the original Golden Tee Golf, Strata Bowling, HotShots Tennis, Arlington Horse Racing, and Rim Rockin' Basketball, was directed to an older audience typically found in "street" locations such as bars, taverns and restaurants. Other Strata games were positioned for the then active arcade market, including Time Killers, BloodStorm and NFL Hard Yardage.

Incredible Technologies has produced and manufactured over 30 coin-op games in the last 21 years. Eventually the Strata label was dropped, and new games like Golden Tee LIVE and Silver Strike Bowler's Club now appear under the Incredible Technologies name. Golden Tee Golf, IT's flagship product, is now in its fifth generation, and home computer, Sony PlayStation, and plug and play versions of the game have also been released. In 2004 a handheld version and a downloadable version of Golden Tee were developed for cellular phones.

In keeping with the tradition of strong and innovative support to street locations and the amusement industry, IT developed a revolutionary system named ITNet that connects video games and other coin-op devices to servers where tournament statistics, audits, player data and other information can be tracked and transferred between the games and IT. This connectivity provides tens of thousands of locations and millions of players around the world with a plethora of exciting opportunities for future projects.

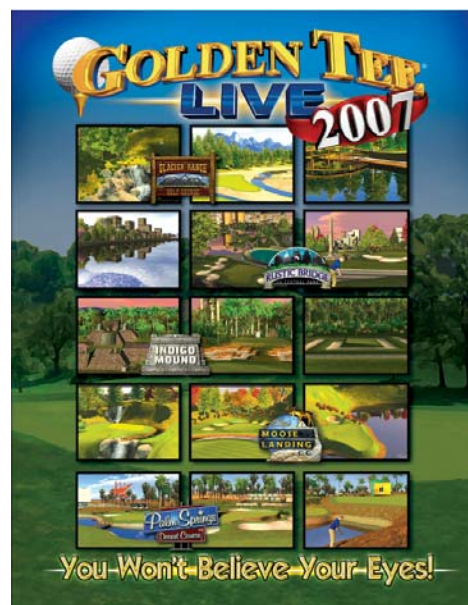


### New Games

In 2005, IT expanded on the Golden Tee Golf brand and their famed tournament system with the release of its revolutionary next generation golf game: Golden Tee LIVE. LIVE utilizes wireless cellular technology to connect players in bars and taverns around the globe in real time video golf tournaments. This groundbreaking technology is the first of its kind in the on-premise video game industry and has blazed a new path of excitement among a world of gamers. Golden Tee LIVE 2007 was released in the fall of 2006 to rave reviews and blockbuster earnings.

In 2006 IT released the online version of its hit bowling game when it released Silver Strike Bowler's Club. SSBC allows players to track their statistics and averages and to become more intimately involved with the game. But SSBC's major innovation is the weekly SSBC sweepstakes that awards lucky players with huge cash prizes. Other prizes range from World Series and Super Bowl packages to fabulous trips. In early 2007 players also had a chance to win a new Mustang and a Harley-Davidson motorcycle. The SSBC sweepstakes brings an entirely new dimension to coin-operated games - linking huge prizes with compelling game play - with the result being big earnings for operators and locations.

In early 2007 the newest game from IT was released. Target Toss PRO: Bags is a video version of the hot new bar and tailgating game. TTP: Bags mimics perfectly the game play that's sweeping taverns and stadium parking lots from coast-to-coast. Early returns show that IT has another smash on their hands with TTP: Bags and operators and locations are cashing in big on the craze.



### 2006

- Play Meter Magazine, 2005 Operator's Choice Award: Best Video Game, Silver Strike Bowling.
- Wal-Mart, Video Manufacturer of the Year – 2005, Big Buck Hunter II
- AAMA Platinum Sales Leadership Award – 2005, Silver Strike Bowling Kits
- AAMA Diamond Sales Leadership Award – 2005, Golden Tee LIVE Dedicated
- AAMA Silver Sales Leadership Award – 2005, Golden Tee LIVE Retro Kits
- AAMA Silver Sales Leadership Award – 2005, Silver Strike Bowling Dedicated

### 2005

- AMOA Innovator Award: Golden Tee LIVE Cashless Revenue System
- AAMA Platinum Sales Leadership Award – 2004, Golden Tee Fore! 2005 Kits
- AAMA Gold Sales Leadership Award – 2004, Golden Tee Fore! 2005 Dedicated
- AAMA Gold Sales Leadership Award – 2004, Silver Strike Bowling Kits
- AAMA Silver Sales Leadership Award – 2004, Silver Strike Bowling Dedicated

### 2004

- AMOA Innovator Award: Golden Tee LIVE
- Play Meter Magazine, 2004 Operator's Choice Award: Best Video Game, Golden Tee Fore! 2005
- Deloitte & Touche Chicagoland Fast 50: Ranked 16th
- Fast Company Magazine Fast 50 2004 Finalist

### 2003

- Deloitte & Touche Chicagoland Fast 50: Ranked 27th
- AAMA: Platinum Achievement Award, Golden Tee Fore! 2004 Update
- AAMA: Platinum Achievement Award, Golden Tee Fore! 2004 Dedicated
- AAMA: Gold Achievement Award, Big Buck Hunter Kit
- AAMA: Silver Achievement Award, Golden Tee Fore! Kit

### 2002

- University of Illinois Chicago's Entrepreneurship Hall of Fame, Elaine Hodgson and Richard Ditton, Incredible Technologies, Inc.
- Ernst & Young's Illinois Entrepreneur of the Year in Technology, Elaine Hodgson, Incredible Technologies, Inc.
- US Department of Commerce Export Achievement Award
- Deloitte & Touche Chicagoland Fast 50: Ranked 30th

### 2001

- KPMG: Illinois High Tech Entrepreneur Award winner, Elaine Hodgson, Incredible Technologies, Inc.
- PlayMeter Magazine, Operator's Choice Award: Best Dedicated Video Game, Golden Tee Fore!
- AAMA: Diamond Achievement Award, Golden Tee Fore! Dedicated
- AAMA: Gold Achievement Award, Golden Tee Fore! Kit
- AAMA: Gold Achievement Award, Big Buck Hunter Kit
- AAMA: Silver Achievement Award, Golden Tee Fore! 2002 Update
- The Business Ledger's Influential Women in Business Award, Elaine Hodgson, Incredible Technologies, Inc.
- Deloitte & Touche Chicagoland Fast 50: Ranked 17th

### 2000

- Deloitte & Touche Chicagoland Fast 50: Ranked 17th
- PlayMeter Magazine, Operator's Choice Award: Best Dedicated Video Game, Golden Tee Fore!
- AMOA: Most Played New Technology, Golden Tee Fore!
- AMOA: Most Played Conversion Kit, Golden Tee 2K
- Note: 2000 was the last year AMOA was awarded
- AAMA: Diamond Achievement Award, Golden Tee Fore! Tournament Edition
- AAMA: Gold Achievement Award, Golden Tee Fore! Dedicated
- AAMA: Silver Achievement Award, Golden Tee Fore! Kit
- AAMA: Silver Achievement Award, Golden Tee 2K Update Set



Since its introduction in the spring of 2004, Silver Strike Bowling has grown to become one of the most popular on-premise video games in restaurants and bars across the U.S. To attest to its popularity, operators voted it the Video Game of the Year for 2005 by Play Meter Magazine.

With the release of the online version, Silver Strike Bowler's Club, SSBC has made it possible for players to track statistics and averages and to compete in

FACTS-based tournaments and contests. But the real power of SSBC is the weekly sweepstakes that awards lucky players with cash and prizes every Friday night. Players are entered into the sweepstakes by simply playing a game. The more games played the better the chance to win. Prizes range from weekly cash awards of \$3,000 to monthly mega-prizes of trips to the World Series or Super Bowl. In early 2007 players had the chance to win a new Ford Mustang or Harley-Davidson Sportster.



Elaine A. Hodgson



Richard A. Ditton



Lawrence Hodgson



Scott Morrison

● Elaine Hodgson, President & CEO, is a co-founder of IT and has served as President and Chief Executive Officer since IT's inception in 1985. Hodgson draws upon years of experience in entertainment and business product development. She oversees strategic planning and marketing of IT services along with client interfacing. A graduate of Purdue University with a degree in biochemistry, Hodgson began her technical career as an industrial chemist at the Kennedy Space Center. Under her direction, IT has grown from a \$150,000 start-up to a multi-million dollar enterprise.

● Richard Ditton, Executive Vice President and co-founder, draws upon an extensive technical development background and many years of business experience to lead internal project teams and vendor relationships. He has been the key developer of hardware and software tools, including a proprietary operating system used in a wide range of products. Ditton has designed and programmed a number of successful coin-op and consumer games, including Capcom Bowling. Ditton was the initial designer of the ITS, the first commercially successful online tournament system. Ditton earned a B.S. in mathematics and a M.S. in computer science from Purdue University. Early in his career he worked for IBM as a designer of launch software for the Space Shuttle at NASA.

● Lawrence Hodgson, Vice President of Product Development, joined IT in 1987 and was appointed Vice President of Product Development in 1996. Prior to joining IT Hodgson had formed his own company that designed unique game software for use on the Commodore 64, strong interest in computer based entertainment led to his pioneering real-time, modem-based games. His primary responsibility at IT is to oversee the teams that design and develop original IT games and simulation products. He has been the key designer, programmer, and director of development for several IT-produced sports games, including Golden Tee Golf, and is responsible for much of the software implementing 3-D simulations. He studied computer science and psychology at Prairie State College in Chicago Heights, Ill.

● Scott Morrison, Vice President of Marketing, joined IT in 1987 as an artist and game designer. Before this time, Morrison had been in the video game industry since 1981 as a designer and artist on numerous coin-op games. Currently Morrison's main focus is coordinating marketing and public relations efforts for IT. Morrison also contributes to the design, development and production aspects of many of the products created at IT. Morrison earned a B.F.A. degree in graphic design from the University of Illinois at Urbana. Morrison earned a B.F.A. degree in graphic design from the University of Illinois at Urbana.



Steven Jaskowiak



James Doré



Donald Pesceone

● Steve Jaskowiak, Vice President of Engineering, joined IT in 1987 as a hardware engineer. Currently he leads the engineering, prototyping and development of new products and directs IT's technical support group. Jaskowiak's background prior to joining IT includes the development of automotive test equipment and mobile cellular radios. Jaskowiak has directed the hardware development of three generations of IT's custom graphics chips as well as the entire family of IT's computer boards. He earned a B.S. in electrical engineering and an M.S.E.E. from the University of Illinois at Urbana.

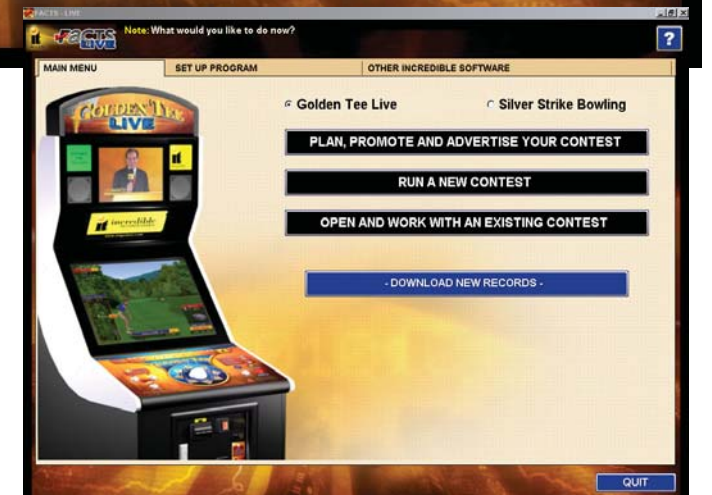
● James Dore, CFO, COO, joined IT in 1999. Previously, Doré was CFO at Gloria Jean's Gourmet Coffee, VP/CFO at Classics International Entertainment, and VP/Administration at Trendler Components in Chicago. Doré is responsible for all day-to-day operations of IT as well as production, forecasting, and budgeting. A 1979 graduate of the University of Illinois with a B.S. in accountancy, Doré also earned an MBA from Northern Illinois University and is a CPA.

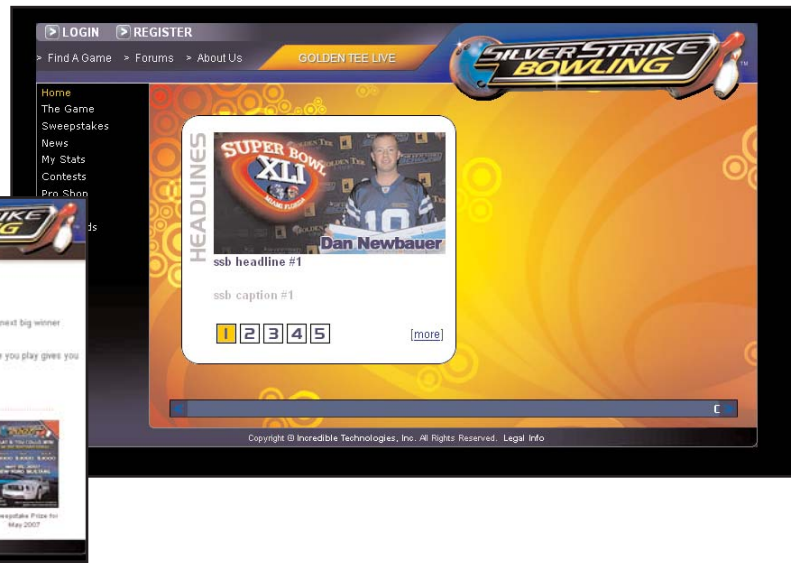
● Donald Pesceone, Senior Vice President of Sales, joined the Incredible Technologies management team in 2001 and leads IT's growing global sales force. He has over 15 years experience as a successful leader of sales organizations in the business-to-business direct marketing, telecom and healthcare industries. Pesceone, an avid video game player, studied design and painting at the Art Institute of Chicago and business and marketing at the College of DuPage. His strategy for success is based on strong relationships and an emphasis on increased bottom line profitability.



**F.A.C.T.S**

Savvy amusement operators know that conducting contests and promotions on their games increases revenue. Incredible Technologies has made it simple and easy for operators to do just that. By utilizing the FACTS (Free Automated Contest and Tournament Software) program, operators can easily track game play data, rank players and create leaderboards. This new level of competition generates big earnings and player loyalty. It's also the perfect way for operators to bring more value to their locations thereby strengthening important business relationships.





**Goldentee.com and Silverstrikebowling.com**

The most-visited websites in the amusement industry are the hub for players of Golden Tee LIVE and Silver Strike Bowler's Club. Here players check statistics and averages, learn tips and tricks of game play and communicate with each other about the games they love. Both websites were updated in early 2007.



**Arcade Games**

- 2007 – Target Toss PRO: Bags
- 2006 – Golden Tee LIVE 2007
- 2006 – Silver Strike 2007 Bowler's Club
- 2005 – Golden Tee Fore! Complete (IT)
- 2005 – Call of the Wild: BBH 2006 (IT)(PlayMechanix)
- 2005 – Golden Tee LIVE (IT)
- 2004 - Silver Strike Bowling (IT)
- 2004 - Golden Tee Fore! 2005 (IT)
- 2003 - Golden Tee Fore! 2004 EXtra (IT)
- 2003 - Golden Tee Fore! 2004 (IT)
- 2003 - Touch-IT (IT)
- 2002 - Carnival King (IT)
- 2002 - Big Buck Hunter II (IT) (PlayMechanix)
- 2002 - Golden Tee Fore! 2003 (IT)
- 2001 - Big Buck Hunter Shooter's Challenge (IT) (PlayMechanix)
- 2001 - Golden Tee Classic (IT)
- 2001 - Golden Tee Fore! 2002 (IT)
- 2000 - Golden Tee Fore! (IT)
- 2000 - Golden Tee 2K (IT)
- 2000 - Big Buck Hunter (IT)
- 1999 - Golden Tee '99 Tournament Edition (IT)
- 1999 - Golden Tee '99 (IT)
- 1998 - Golden Tee '98 Tournament Edition (IT)
- 1998 - Golden Tee '98 (IT)
- 1997 - Shuffle Shot (IT)
- 1997 - World Class Bowling (IT)
- 1997 - Golden Tee '97 Tournament Edition (IT)
- 1997 - Golden Tee '97 (IT)
- 1996 - Golden Tee 3D Golf Tournament Edition (IT)
- 1995 - Golden Tee 3D Golf (IT)
- 1995 - Street Fighter "The Movie" (Capcom)
- 1994 - Pairs (Strata)
- 1994 - BloodStorm (Strata)
- 1993 - Driver's Edge (Strata)
- 1993 - Hard Yardage (Strata)
- 1992 - Time Killers (Strata)
- 1992 - Neck-N-Neck (Bundra Games)
- 1992 - Golden Tee Golf II (Strata)
- 1991 - Ninja Clowns (Strata)
- 1991 - Rim Rockin' Basketball (Strata)
- 1991 - Poker Dice (Strata)
- 1991 - Peggle (Strata)

- 1990 - Golden Tee Golf (Strata)
- 1990 - Hot Shots Tennis (Strata)
- 1990 - Arlington Horse Racing (Strata)
- 1990 - Strata Bowling (Strata)
- 1990 - Dyno Bop (Grand)
- 1990 - Slick Shot (Grand)
- 1990 - Wheel of Fortune (Gametech)
- 1989 - Coors Light Bowling (Capcom)
- 1988 - Capcom Bowling (Capcom)

**Others**

- 2001 - Silent Partner (Acquired by IT)
- 1988 - Rom-IT - EPROM Emulator (IT)

**PC**

- 2000 - World Class Bowling (WizardWorks)
- 1998 - Peter Jacobsen's Golden Tee Golf (IT)
- 1990 - Balance of the Planet (Chris Crawford)
- 1990 - Duck Tales: The Quest for Gold (Walt Disney)
- 1989 - Grave Yardage (Activision)
- 1989 - Harley Davidson: The Road to Sturgis (Mindscape)
- 1989 - Snow Strike (Epyx)
- 1987 - The Three Stooges (Cinemaware)

**Commodore 64**

- 1990 - Duck Tales: The Quest for Gold (Walt Disney)
- 1989 - Snow Strike (Epyx)
- 1989 - Grave Yardage (Activision)
- 1987 - The Three Stooges (Cinemaware)

**Commodore Amiga**

- 1990 - Duck Tales: The Quest for Gold (Walt Disney)
- 1987 - The Three Stooges (Cinemaware)

**Nintendo**

- 1991 - American Gladiators (GameTek)

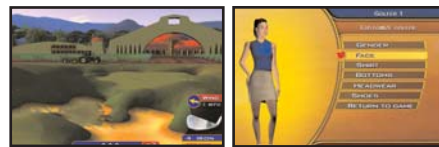
**PSX**

- 2000 - Peter Jacobsen's Golden Tee Golf (IT)

**NEC Turbografx-16**

- 1990 - Battle Royale (NEC)

# GOLDEN TEE LIVE 2007



Golden Tee Golf has become a staple in bars and pubs around the world during the past ten years. With more than one billion games played to date, Golden Tee Golf has generated over \$2 billion in revenue for thousands of small business owners around the globe, making it the most successful game in coin-operated amusement history.

Golden Tee has been featured in a multitude of media including ESPN, MTV, The Golf Channel, TIME, CNN, CBS, NBC, Sports Illustrated, Esquire, GQ and hundreds more magazines and daily newspapers. Golden Tee has been christened "the pool table of the next generation" and its acclaim has reached an iconic status in today's popular culture.

In April of 2005 IT released Golden Tee LIVE, the next iteration of the video golf phenomenon. LIVE utilizes wireless technology to allow players to compete in real-time, worldwide Golden Tee tournaments. This groundbreaking feature is the first of its kind in coin-operated amusement and earned the Amusement and Music Operators Association's Innovator Awards for 2004 and 2005.

LIVE is also the first on-premise entertainment video game to accept credit cards and gift cards for payment, as well offer players the ability to compete with real-life golf equipment provided by Top Flite®. LIVE's cutting-edge features have revolutionized the coin-operated amusement industry and single handedly raised the bar for the future of on-premise video games.



The name that pioneered route management software over 20 years ago has once again revolutionized the way today's operators do business.

Silent Partner EX is the newest version of the acclaimed management software and marks the most extensive refinement in the product's long, auspicious history. EX integrates traditional route management tools with a new user interface to bring the software to the quality level expected in today's tech-savvy global marketplace.

Along with the comprehensive business modules that made Silent Partner an integral business utility in the past, EX now lets operators analyze their business more thoroughly than ever before. With the ability to create more extensive reports and design detailed route schedules through a simple user menu, operators can now track and manage every facet of their business.

As a member of the Incredible Technologies product family, Silent Partner EX is supported with a full development and customer service team to ensure operators get the most value for their investment. Silent Partner EX is versatile and adaptable and can be customized for the individual needs of any amusement or vending business.



For over a decade, groundbreaking game designs and state-of-the-art online tournament technology have allowed Incredible Technologies to lead the coin-operated amusement industry in a technological renaissance. The basis for this leadership is a revolutionary system that connects thousands of games and millions of players: ITNet.

Through the ITNet system hundreds of thousands of players have been awarded over \$15 million in prize money during the past 10 years, and millions more have had the opportunity to track game play and statistics.

For years Incredible Technologies has equipped games with analog modems to communicate statistics to ITNet servers. With the launch of Golden Tee LIVE in April of 2005 the IT Net system matured with real-time communication that utilizes cutting edge CDMA technology. The Golden Tee LIVE ITNet system instantly connects millions of players without the use of a phone line or Internet connection.

The IT Net system has been a critical component of IT's success and continues to forge a new standard for the future of on-premise entertainment video games.

