

Please read the instructions carefully before installation

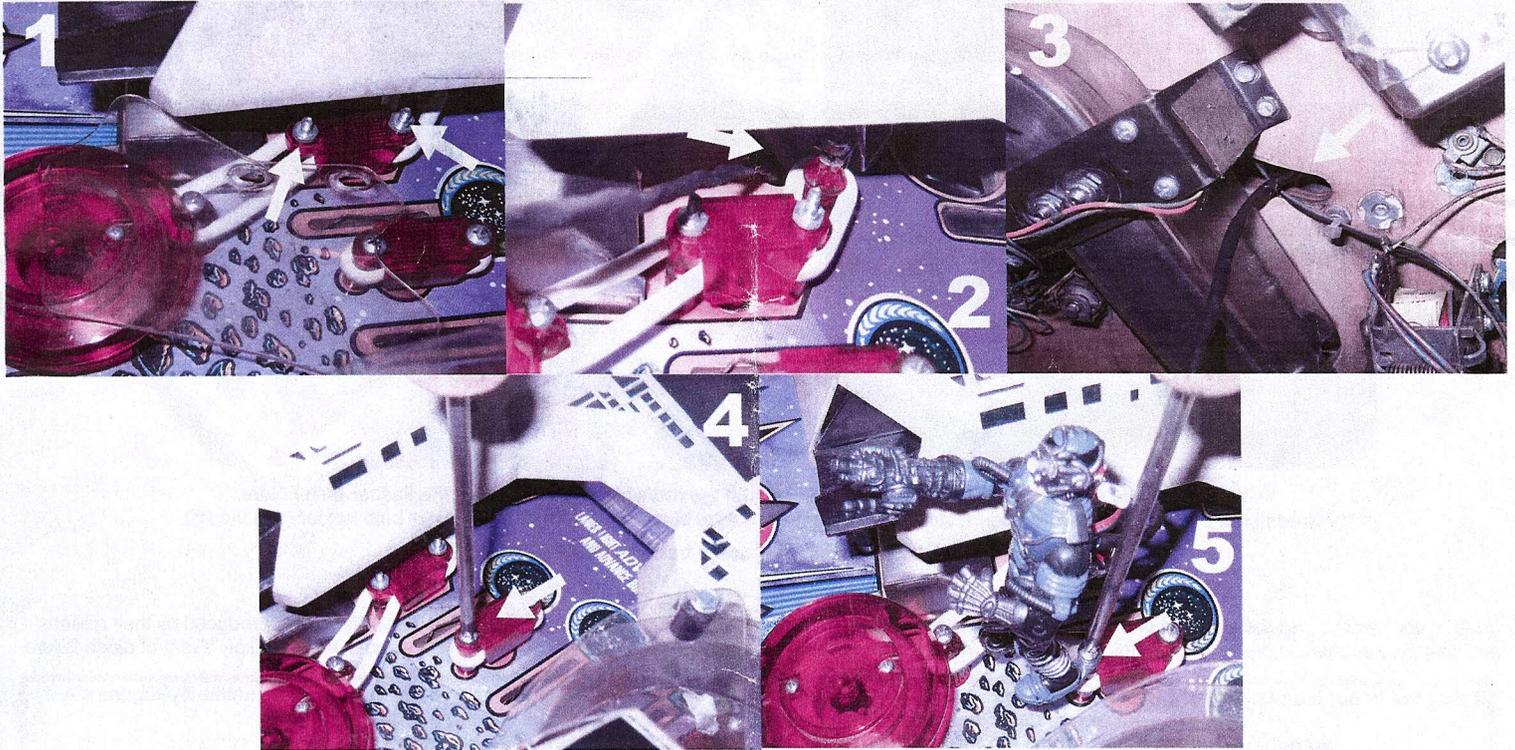
MAKE SURE THAT YOUR MACHINE IS TURNED OFF BEFORE YOU WORK ON IT. NEVER WORK ON A PIN WHILE IT IS POWERED UP

Open coin door, slide lever to release lockdown bar, remove playfield glass & balls. Remove the two screws securing the plastic protector and remove the protector (pic 1).

Split all 3 cables @ the red JST connectors fitted & feed the cables through the hole in the playfield (pic 2)

Pull the harness gently underneath the playfield to take up the slack (pic 3) reconnect the bulb holder portion of the cables via the red connectors & the feed the cable underneath the existing wiring loom up towards the flippers (pic 3)

Remove the bolt as in pic 4, fit through hole in mod base and refit the bolt (pic 5).



The blue & orange sets of wires connect to the lighting board underneath the playfield, the blue wires/holder are connected to the "search the galaxy" holder in this example, (remove existing bulb holder, remove bulb, fit bulb in new soldered holder and refit...notice that the solid colour wire is hooked up to the bottom terminal on the pc board (pic11), they will only work in one direction unlike bulbs which are unidirectional (pic 11), the orange pair connect to the "Rescue", solid colour is on top in this example,(pic11) (you can use any holders) (reset the wires and rotate the holder 180 degrees if it does not illuminate,



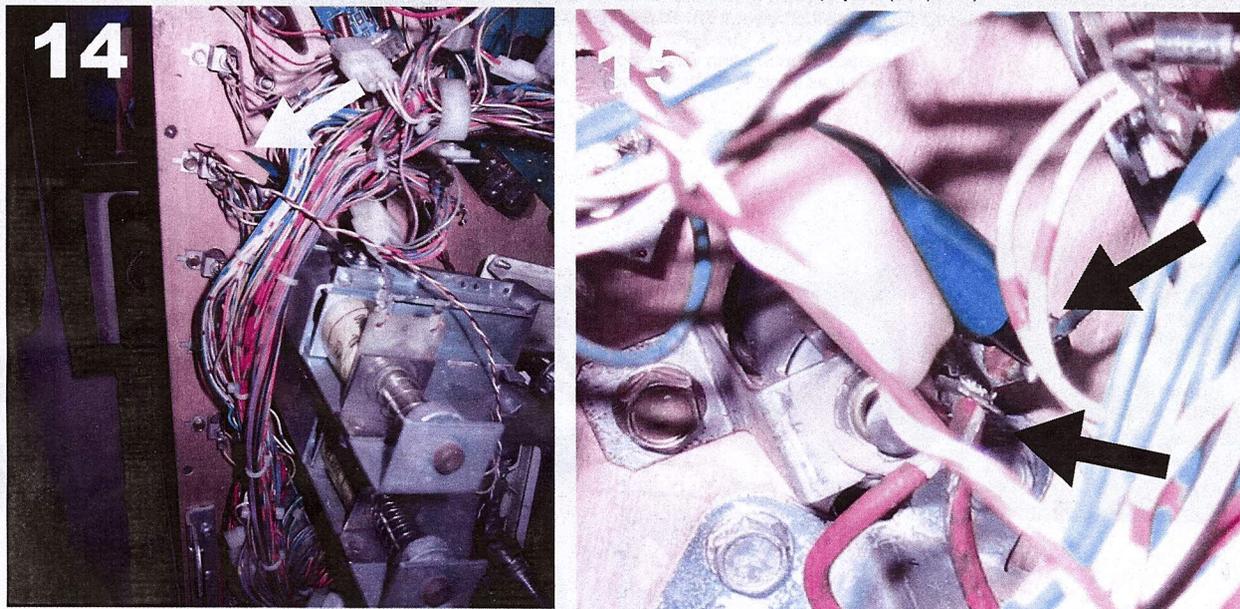
That takes care of two of the circuits, now for no 3 (brown pair), this connects to a flasher circuit.

You can connect the 3rd bulb holder (green) to any available 555 bulb holder on the PCB board, just remember to rotate 180degrees if it does not work

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Connect the croc clips to the flasher located on the left hand side of the playfield (see pic 14)



Yellow croc clip is +ve which connects to the solder joint on the red/white striped wire on the flasher bulb holder, Green croc clip is -ve which then connects to the solder joint on the blue/brown wire on the flasher bulb holder (see pic 15)

Refit the playfield, balls, glass, lockdown bar... ALL DONE, Have Fun !!

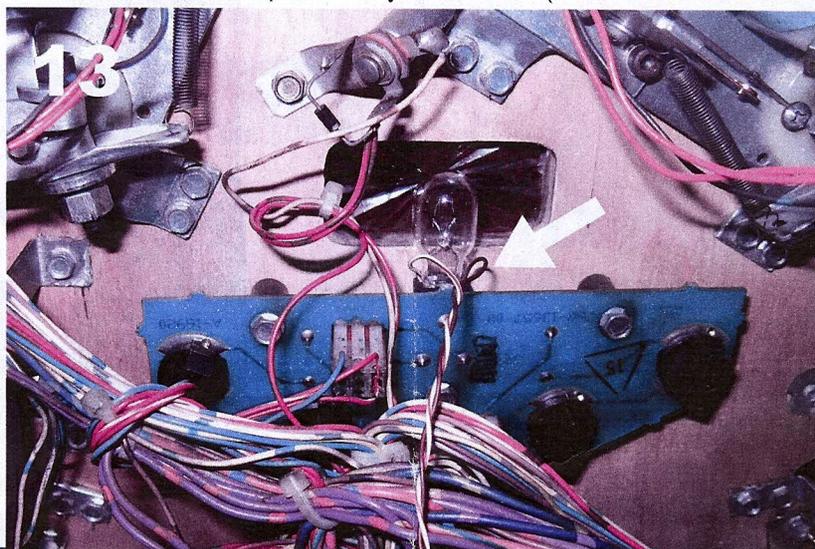
Problem solving

Led's don't work..... all the led's are protected by a resistor so they are unlikely to fail although they sometimes do as these things are produced by their millions and cost zero so there is plenty of room for failure, all my mods are designed to be serviceable, all components are replaceable in the unlikely event of diode failure.

If a circuit is not illuminating it is more than likely due to no circuit being made , remove the bulb holder & rotate 180 degrees, unlike bulbs, led's only accept power in one direction, also ensure that you don't screw the holder too far, basically you can go right over the far ends of the solder pads on the board and over shoot the circuit area (unlikely but not impossible) also make sure the red connectors are pushed in as far as they will go

BORG IN THE VIDEO WIRING

In the video on the listing, the mod is wired to a different flasher terminal, it is wired to the return to duty flasher bulb holder, this is quite fiddly but can be achieved by removing the croc connectors and making a circuit inside the holder using a **similar** technique as below, not recommended but an option which will result more frequent activity of this circuit (this is for the white LED flashers on the back of the Borg)



DISCLAIMER. As with any pinball mod whether it is a Robby the robot, Rocket or any other which requires power from the pin, these were not included in the original design and thus I take no responsibility for any loss, damage or injuries which may occur as a result of modifying your machine from standard form.