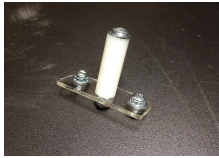


INSTALLING THE TRON ARCADE MINI-CABINET

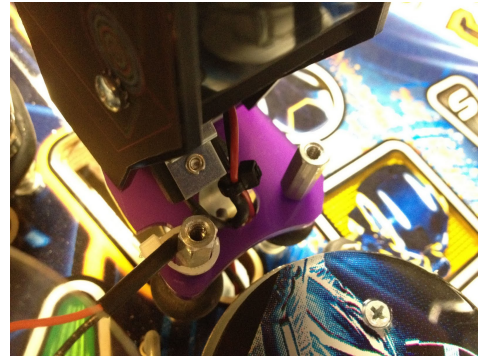
Rev. 2, Custom cabinet w/OLED screen

NOTE: The software this screen runs is a clone of the original Tron arcade attract mode, written by Eli Curtz of nuprometheus.com. He spent countless hours writing and optimizing the code in the 4DGL language, and he deserves all the credit for what you see on screen.



1. To remove the Stern mini-cabinet from the game, raise the playfield and detach the flasher connector (and LCD power if you've previously installed the LCD mod), then lower the playfield and remove the two screws holding the bounce protector from behind the arcade cabinet.

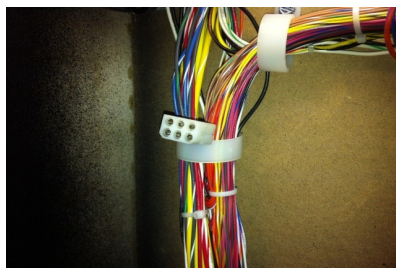
Lastly remove the two long hex screws that secure the blue plastic holding the mini-cabinet. You may need to hold the posts beneath the blue plastic with needle nose pliers to keep them from turning when you remove the hex screws. (NOTE: You don't need to cut the zip tie that's holding wires to the hex screw -- just slide it off and you can slide it back on later.) Gently lift off the cabinet and extract the flasher wire from the playfield hole.



2. Insert both sets of wires on the new cabinet through the playfield hole and seat the base on the two screw posts. Replace the hex screws and slide the zip tie back on. Reattach the bounce protector *in reverse*, with the curved side facing away from the mini-cabinet.



3. Lift the playfield and connect the new flasher. Plug the other connector into the provided extension harness and run the harness all the way down the playfield, using zip ties as necessary, and up the large hole in the rear to the back box. Remember to leave enough slack to account for a fully raised playfield. Remove the backglass and open the back box.



Plug the extension harness into the 6-pin Molex connector on the left, just below the fluorescent lamp.



4. Lower the playfield and close up the game. **Congratulations! You're done!**

