

E.1 Removing the Castle Playfield

Preparations: Ensure that all 5 pinballs are in the trough or completely removed from the game (not held in any of the playfield ball locks). Go into the Winged Monkey Device Test and move the winged monkey downward, away from the castle mini playfield. Power down the game. If power cannot be applied to the game, manually turn the shaft on the winged monkey motor (in a CCW direction) until the monkey is approximately 3 inches away from the edge of the castle playfield.

Tools Required:

Wire cutters
 Magnetic pickup tool (optional)
 1/4" nutdriver or #2 Phillips screwdriver
 11/32" nutdriver
 11/32" open-end wrench

1) Raise the playfield and lean it against the backbox as shown in figure E1; locate the two holes circled in the illustration. Unplug the inline connectors for the mechanisms on or under the castle playfield, 6 connectors through the larger hole, 2 through the smaller hole:

Larger Hole

12-pin, WHT/GRY/BLU wires
 9-pin, BLU/VIO wires
 4-pin, RED/BLK/GRN/WHT wires
 3-pin, VIO wires
 2-pin BLU/BLK wires
 2-pin, VIO/BLK wires

Smaller Hole

3-pin, PNK wires
 2-pin, BLK wires

Use wire cutters to carefully cut any nylon ties holding cables/wires still attached to the castle playfield.

2) Unplug the data cable from the red connector on single RGB LED board number 12 (circled in figure E1); this cable will remain connected to the castle playfield as it is removed (pulled through the larger playfield hole). Cut any wire ties holding this cable underneath the playfield. Push all unplugged connectors and cables up through the holes in the main playfield.

Lower the main playfield, resting the back set of support rail rubber feet in the lockdown bar channel.

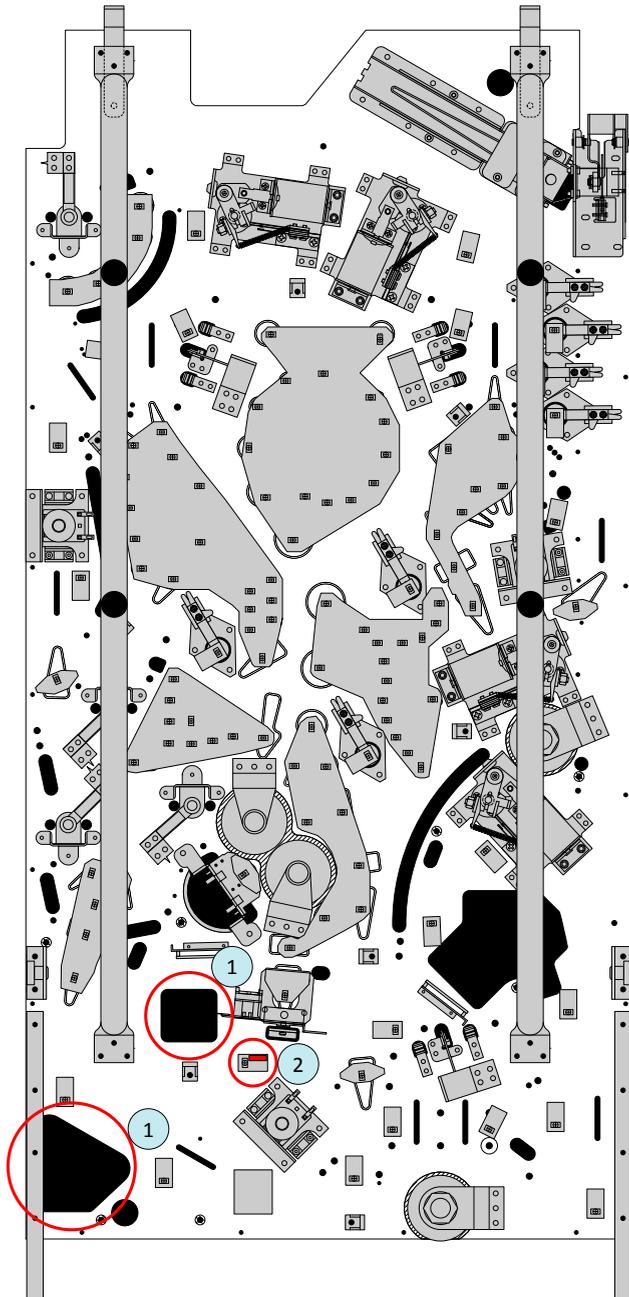


Figure E1. Castle playfield removal, illustration 1.

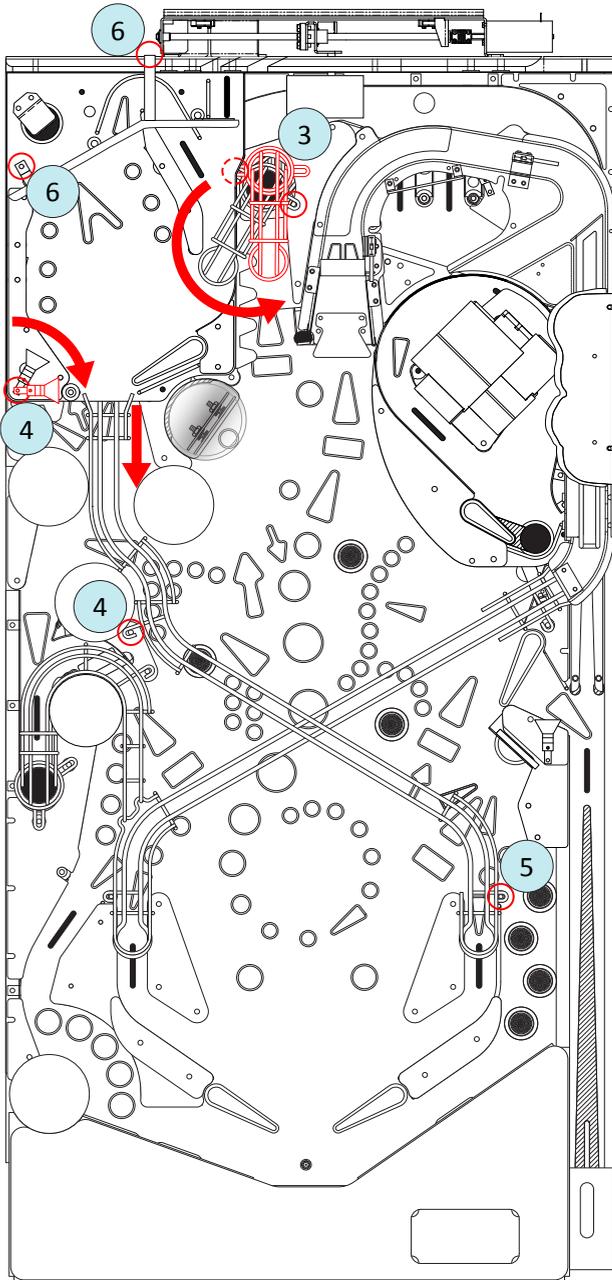


Figure E2. Castle playfield removal, illustration 2.

3) Using an 11/32" nutdriver, loosen the left-side locknut on the winkie guard VUK wire guide until it is near the top of its threaded post (see figure E2). Completely remove the right-side locknut and the flat washer underneath it (a magnetic pickup tool can be used to avoid dropping the loose pieces as they are removed).

Tilt the wire guide to the left until the right-side attachment point clears the top of its threaded post, then rotate it CCW until it clears the side of the castle playfield (as shown in the illustration, left).

4) With the same nutdriver, remove the locknut and flat washer holding the castle exit wire ramp, near the crystal ball (circled in figure E2). Loosen the locknut holding the spotlight in the lower left hand corner of the castle playfield. Twist the spotlight CW to gain access to one of the screws holding the playfield in place.

5) Using an 11/32" open-end wrench, remove the locknut and flat washer holding the end of the castle exit wire ramp next to the right outlane (circled in figure E2). Once loosened with the wrench, a nutdriver may be used to completely remove the locknut (by gently flexing the wire ramp).

Lift the castle exit wire ramp up over its attachment posts and carefully slide it straight out the end of the castle playfield. Carefully lay the ramp onto the main playfield; do not put excessive tension on the wires running to the ramp opto switch.

6) Using a 1/4" nutdriver or #2 Phillips screwdriver, remove the 2 screws holding the upper castle wall brackets in place (one of the screws is on the outside of the back panel). Remove the upper castle wall assembly and set it safely aside.

7) Using a 1/4" nutdriver or #2 Phillips screwdriver, remove the 4 screws holding the castle playfield down (see figure E3).

Carefully - and slowly - lift the castle playfield straight up, away from the main playfield, ensuring that all cables, connectors and wiring remain free during the process.

8) While lifting the castle playfield, reach under its front left corner and unplug the cable from the red connector on single RGB LED board number 30 (circled in figure E4). This cable will remain connected to the main playfield.

To reinstall the castle playfield, repeat the steps above, in reverse order.

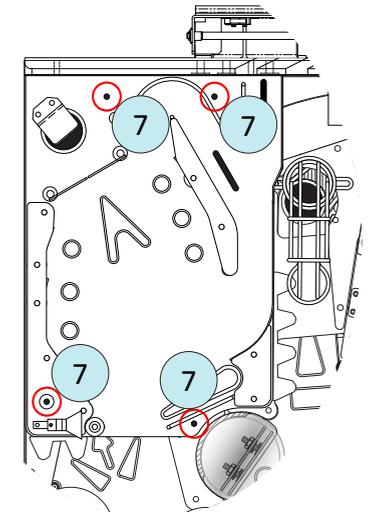


Figure E3. Castle playfield removal, illustration 3.

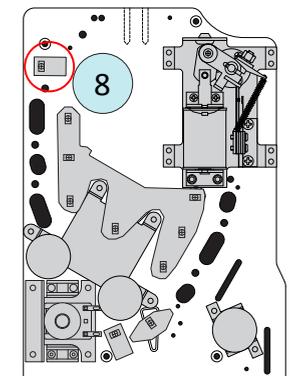


Figure E4. Castle playfield removal, illustration 4.