

# How to Create a Complete SD Card for a SPIKE System Pinball Machine

## Requirements:

- A built-in or external SD Card reader/writer – external USB based devices are available at local electronics stores and online resellers

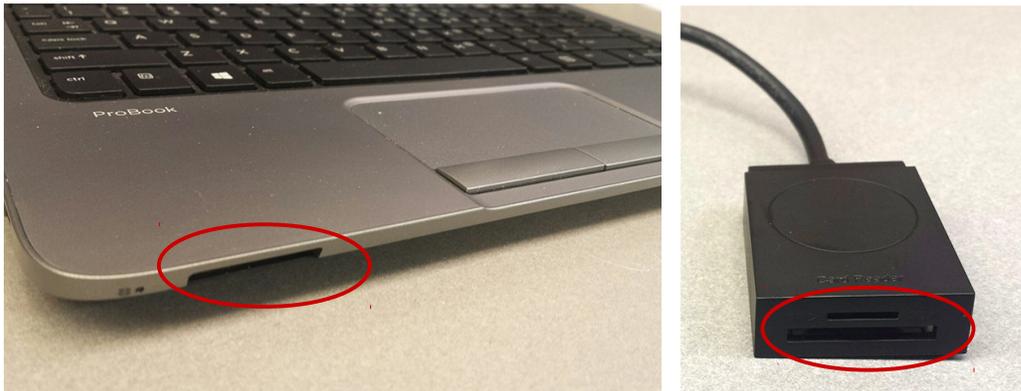


Figure 1

- Etcher software – available for Windows, macOS, and Linux at <https://etcher.io/>
- SD Card Image file – available on the Stern Pinball website: <https://sternpinball.com/support/sd-cards/>
- SD Card – it is recommended you use the same SD Card brand, size, and part number that was provided with your pinball machine. Spike pinball machines require a **“Class 10” rated SD Card** of appropriate size for proper operation.

## Instructions:

Download and install Etcher on your computer. Etcher is a free and easy to use application that enables you to write (also referred to as burn or flash) complete game OS (operating system) images to an SD Card.

Download and unzip the appropriate game SD Card image file from the Game Code section on the Stern website (Default method in Windows – right click the zip file and select “Extract All”).

**NOTE: The extraction process can take several minutes to complete. Wait until the file is fully extracted before proceeding.**

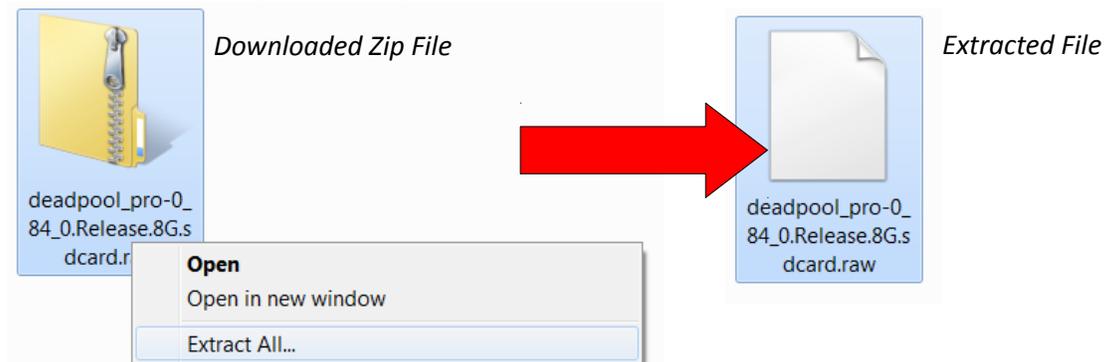
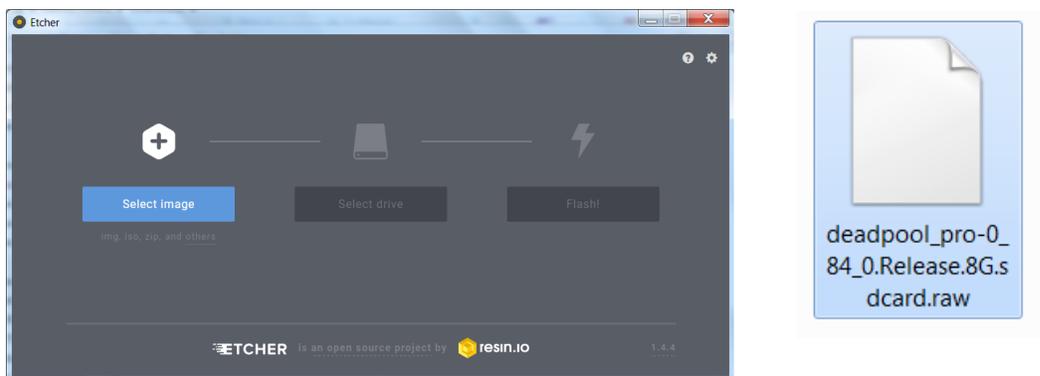


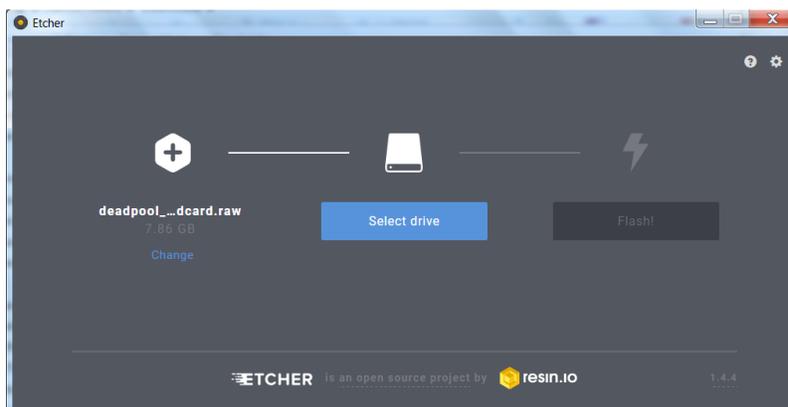
Figure 2

## Run Etcher:

1. Click “Select image” – select the extracted game SD card image from earlier (see Figure 2).



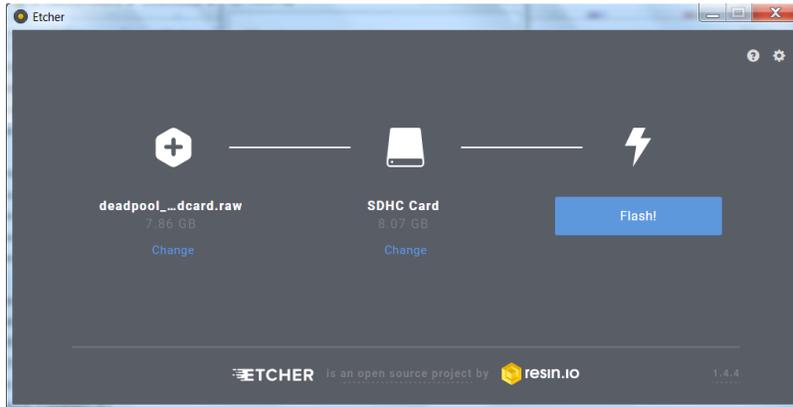
2. Insert the SD Card into the SD Card reader/writer.



*No SD Card Inserted*

The SD Card should automatically be selected.

**CAUTION - Verify this is the correct device! Ensure this is not one of your computer's hard drives as this would overwrite computer system files and may render it inoperable.**



*SD Card Inserted*

3. Click “Flash!”



4. Wait for the SD Card to be written and verified. **NOTE: The complete process to write and verify the card can take up to 45 minutes.**

5. Remove the SD Card from the reader/writer device. With the pinball machine turned off, insert the SD Card into the pinball machine's SD Card slot (CN13) and turn on game.