

CABINET (15-20 hrs)

- Cabinet protectors, Install the metal PBL ones
- Cabinet, clean and wax
- Cabinet, troll it for parts with magnetic wand, and vacuum/clean it out
- Cabinet wires, clean them for appearance
- Cabinet wires, ensure the 4 harnesses move freely when playfield is rotated up/down
- Coin door carriage bolts, remove and clean or polish them
- Coin door flap, remove and de-rust it (if stainless steel)
- Coin door, clean it (clean up old stickers if needed)
- Coin door, check wiring and ensure it's all zip-tied away from the LDB arm
- Coin door, remove any dents
- Coin door, operator settings switches, ensure they work -- repair wires/switches
- Furniture glides, ensure all are installed properly
- Instruction Cards, make new ones, and ensure you have new acetate covers for them
- Leg bolts, polish and reinstall
- Legs, de-rust, polish and wax. Install new leg levelers and floor sliders
- Legs, set pitch and level
- Lockdown bar, de-rust, clean and install new foam
- Lockdown bar receiver, de-rust, clean and reinstall it
- Paint pen black inside and outside of cabinet, coin door, and head edges
- Playfield glass channel, polish it
- Playfield guides and edges inside the cabinet, clean/wax them for ease of movement
- Playfield, ensure what is mounted to the rear of the game -- (ramps, plastics, etc)
- Plug, ensure it's in good shape, or replace
- Power, check all board Test Point's (TPs) against spec
- Power switch, clean it and the bracket, and rotate it so forward = "on"
- Shooter, ultrasonic, and re-install; replace 1" spring if needed
- Speaker panel trim, clean and polish it
- Slam Tilt (put shrink-tubing, tape or rubber around for home use)
- Tilt bob - center it, and ensure the ring has no tape or crap on it
- Transformer board, remove and clean under it, (sand and varnish if possible)
- Transformer brackets, ultrasonic and reassemble, clean up transformer

HEAD / BACKBOX (10-15 hrs)

- Backglass, add foam insulation on the lamp board and display edges
- Backbox, clean and vacuum it
- Backbox, clean the lamp board, tumble and reassemble door brackets
- Backglass, clean both sides carefully
- Backglass, install new grip tape to better hold the backglass channel and trim
- Backglass channel, (if stainless steel) polish, clean or replace
- Battery pack, install remote one
- Connectors, check all connectors for burn, and replace connectors where needed
- Dipswitches, set them for freeplay, correct game, sound, and/or set functions
- Display test
- Displays, wipe down glass and rubber
- Displays, review displays for rubber gaskets and replace with strips of weather ins.
- Fuses, review and replace to spec
- Fuses, review recommended upgrades to improve safety and add a few if advised
- GI lamp board, get it to proper level and height so the displays line up properly
(on 80s Williams games, remove 1 screw and move the lower bracket BACK 1/8")
- GI lamp board, remove all bulbs, and install only 10 (my personal taste)
- GI lamp board, verify no sockets twist or move when installing a cleaned up 47 bulb
- Grounding mods, study what can help the integrity of the machine, and perform them
- MPU -- Check female molex connectors for keys
- Power board, replace 30 year old caps
- Power board, repair any and all direct-solder hacks on the (GI is often a culprit)
- Solder joints, check all boards for cold solder joints and reflow as needed

PLAYFIELD (15-30 hrs)

- Acorns, install new set to match plastics
- Alignment, review any shots that send balls at the flippers, and adjust alignments
- Apron, and shooter gauge clean them
- Apron (under), clean all trough parts and re-sleeve trough solenoid
- Ball stops (above saucers), ensure they are polished and clean and reinstalled
- Bulbs, install ultrasoniced 44s and a few LEDs where needed
- Drop target assemblies, molex, ultrasonic and reassemble (wax surfaces that rub)
- Drop target stickers replace (if needed)
- Flipper assemblies, molex and rebuild
- Flipper button switches, replace with new parts
- Flipper buttons, ultrasonic and reinstall
- Flipper return frames, remove bells, and install new set from Cliffy, align
- GI, add any new GI sockets with speaker wire to brighten up dark plastics
- Inlane switches, set to perfection so that moonwalking is easy and likely.
- Inserts, clean back of each one with a Q-tip!
- Inserts, ensure they are all flat. Adjust and re-glue any that are not
- Lamp (controlled) test
- Lamp sockets, review that all work properly, and clean/replace any that need it
- Lamp sockets, verify none twist or move when trying to install a cleaned up 44 bulb
- Nuts (missing), check for missing nuts on all under playfield solenoid brackets and pops, etc.
- Orbit bar (if it exists), buff and polish
- Plastic protectors, create new ones from scratch for vulnerable high use areas
- Plastics, clean and flatten
- Plastics, check all OLD plastics for screw wear spots, and protect the new plastics
- Plastics, install new ones where needed, and verify you have the supporting hardware
- Playfield brackets, (that seat in the lockdown bar) tumble and reassemble
- Playfield, clean and wax
- Pops, molex and rebuild all three and adjust all leaves to hair-trigger perfection
- Pops, install new skirts and lamp sockets
- Posts, tighten, tumble and re-fill all stripped holes
- Posts, Ensure all posts are in the correct spot with healthy screws. Unscrew/screw
- Ramps, remove and clean and reassemble, polish or regain if stainless steel
- Rubber kit, check manual for any rubbers BIGGER than slings
- Rubber kit, install new one
- Shooter Lane protector, polish and reinstall
- Slings, tune properly
- Solenoid test
- Solenoid check, ensure they are all to spec (not too strong not too weak)
- Solenoid sleeves, review them all, and clean or replace them
- Spinner, paint strip it, spray paint it, bake on the paint, and reassemble it
- Star posts, clean and wax, and reinstall
- Stationary targets, ensure they have good foam behind them, clean, and adjust them
- Switch adjustments (1-2-3 lanes, inlanes, outlanes)
- Switch test (ensure CPU and Physical switches all register each switch)
- Wires, inspect EVERY wire termination for breaks/fraying and cut/re-solder as needed
- Wires, check all GI and ground wires on the sides of the playfield, and all staples
- Woodrails, ensure they look good, and don't scrape the edge of the cabinet
- Woodrails, ensure all screws are in all the way and NOT stripped