

Installation

XPS-BLY6803-PM

- **Installation Time:** About 10 minutes
 - **Tools Required:** 1/4" Nut-driver, Phillips screwdriver
1. Unplug the AC power from your pinball machine. Remove game back glass. Open back box.
 2. Remove OEM A080-91785-D000 board.
 3. Verify Fuse Load per Game Manual. Fuses designators are the same.
 4. Mount board into game.
 5. Connect all connectors as indicated. Make sure to observe all polarizations keys when connecting.
 6. Double-check all connections, plug in the machine, and turn the game on.
 7. All systems should be operational! Play on!

Verify Fuse Load

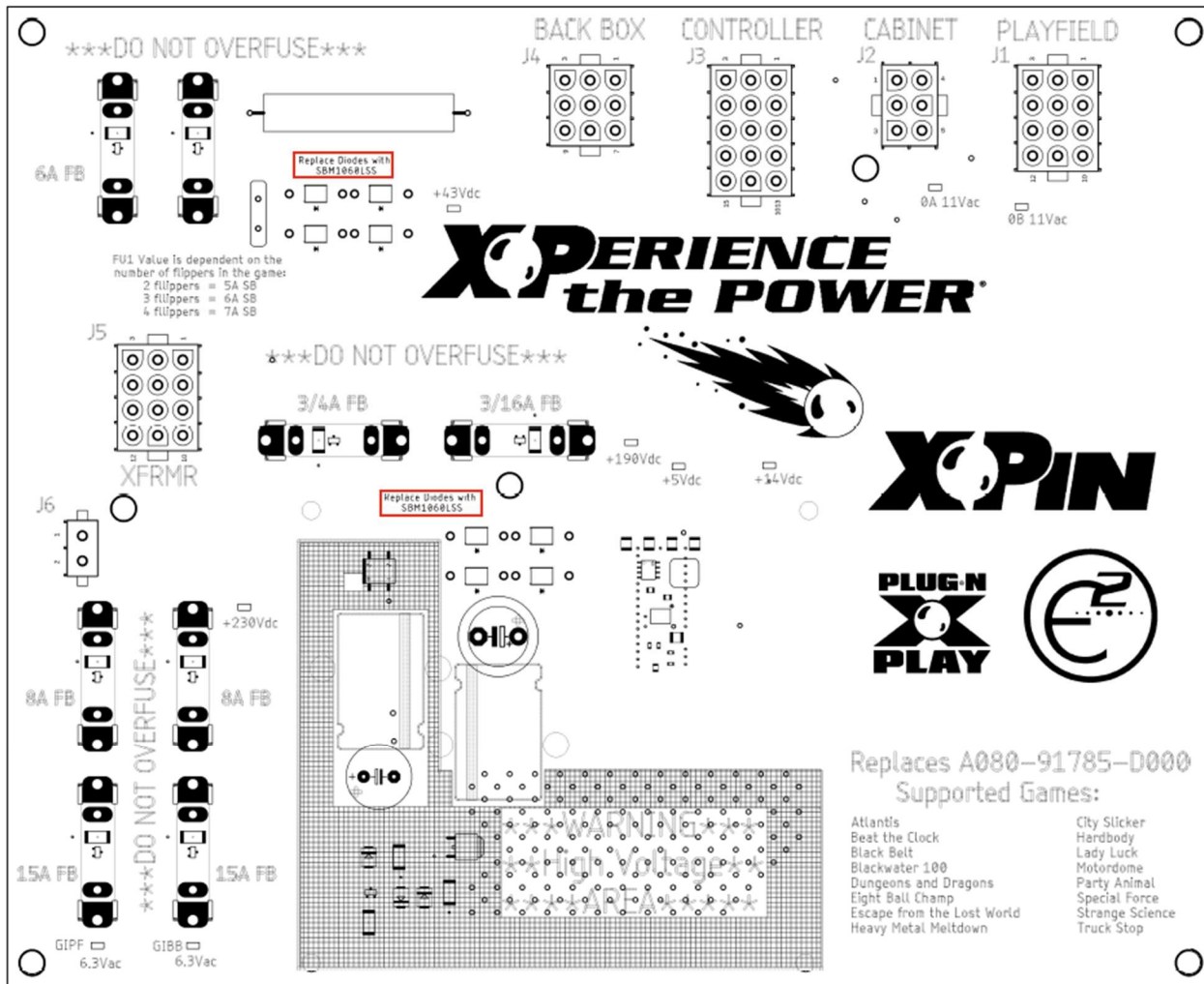
FU1 is the flipper fuse and the size of the fuse is based on the number of flippers in the game. The default fuse shipped with the board is a 5A Slow Blow suitable for games with 2 flippers. Please confirm the fuse size based on your game manual.

LED's, Features, Testing

- There are LED's under all fuses. If the LED is on, the fuse is good.
- Voltage Test points exist on the board. Assume a +/- 10% tolerance because all transformers will have a variance dependent on the line voltage. When measuring use the ground reference braid in the backbox.
- solenoid table to help determine what button activates what solenoid.
- Certain components have through hole equivalents. Please use only the components encircled by red blocks below.
- DO NOT OVERFUSE!!! This is a power supply. If fuses do blow, this does not mean it is a board problem. Fuses protect the system from damage. 99% of the time when a fuse does blow it is not the board but something else has failed causing the fuse to fail.
- If LED displays are installed in the game, remove FU2 and FU8. These are fuses associated with the high voltage needed for OEM display boards.



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