MARVEL

SPIDER-MAN

The Pin ™

A Stern Home Arcade Original

SETUP GUIDE

1-800-KICKERS - parts.service@sternpinball.com
www.sternpinball.com - facebook.com/sternpinball

Stern pinball ®

IMPORTANT SAFETY INSTRUCTIONS - PLEASE READ FIRST

⚠️

1. Read these instructions.

2. Save these instructions.

3. Heed all warnings.

4. Follow all instructions.

5. Do not operate this apparatus near water.

6. Clean only with a dry cloth.

7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.

8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9. Do not defeat the safety purpose of the grounding type plug. A grounding type plug has two blades and a third grounding prong. The third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. The pinball machine shall be connected to a mains socket outlet with a protective earthing connection.

11. Protect the power cord from being walked on or pinched particularly at the plugs, convenience receptacles, and the point where they exit from the apparatus.

12. Only use attachments/accessories specified by the manufacturer.

13. Use only legs specified by the manufacturer, or those sold with the apparatus.

14. Unplug this apparatus during lightning storms or when unused for long periods of time.

15. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as if the power-supply cord or plug has been damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

16. WARNING: To reduce the risk of fire or electric shock, do not expose apparatus to rain or moisture.

17. DO NOT expose the pinball machine to dripping and splashing. DO NOT put objects filled with liquids, such as vases, on the machine.

18. Do not expose the battery on the CPU board, located in the top backbox, to excessive heat such as direct sunlight, fire, or other heat sources.

19. The DPDT rocker switch located under the backbox of the game turns the unit on and off. This switch cuts off both the Hot and Neutral electrical lines. This is the power switch. When the switch is depressed in the "1" position the power is ON. When depressed in the "O" position, the power is off. The power switch shall remain operable.

20. CAUTION: To reduce the risk of electric shock, servicing other than mentioned in the operating instructions should only be done by qualified service personnel unless you are qualified to do so.

⚡ Lightning in a triangle warns that there is dangerous electricity inside an appliance or product.

⚠️ An exclamation mark in a triangle mean there are important instructions you should read.

CLEANING/CARE

GLASS SURFACE
USE A STANDARD HOUSEHOLD GLASS CLEANER WITH A SOFT CLOTH.

PLAYFIELD AND PLASTICS SURFACE
USE A SOFT DRY MICROFIBER CLOTH - AVOID ANY LIQUIDS!

PLAYFIELD AND PLASTICS SURFACE
USE A HOUSEHOLD FURNITURE POLISH APPLIED TO A CLEAN MICROFIBER CLOTH. DO NOT SPRAY DIRECTLY ONTO SURFACE OR PLAYFIELD.

FOR OPTIMAL PERFORMANCE AND GAMEPLAY IT IS STRONGLY ADVISED TO CLEAN THE PLAYING SURFACE REGULARLY (I.E. EVERY 2-4 WEEKS IF USED FREQUENTLY)

LIMITED CONSUMER WARRANTY
60 DAYS LABOR
60 DAYS PARTS
9 MONTHS DISPLAY
ANY QUESTIONS CALL:
1-800-KICKERS
(542-5377)

The **Pin**™
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PARTS LIST

1 GAME CABINET

1 MARQUEE BACKBOX

8 CABINET LEG BOLTS

4 LEGS AND LEVELERS

POWER CORD

2 WASHERS

1 ALLEN WRENCH

SPIDER-MAN
Pin
SETUP GUIDE

SETUP GUIDE

4 PINBALLS

2 WING NUTS

INDEX

INITIAL SETUP

❶ OPEN CARTON

REMOVE SMALLER BOX FROM CARTON
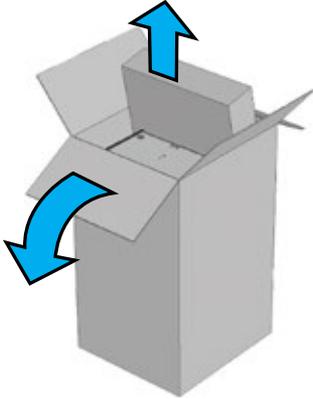
CAREFULLY TILT CARTON FORWARD ONTO THE FLOOR

❷ UNBOX GAME
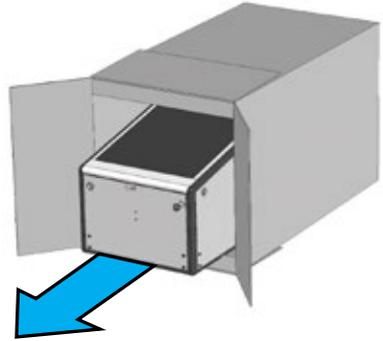
GRAB UNDER FRONT OF CABINET AND PULL GAME OUT FROM CARTON

❸ REMOVE 4 LEGS FROM CARTON

CHECK THAT BOTTOM LEG LEVELERS ARE FULLY SEATED

❹ STAND GAME ON END

INSTALL EACH FRONT LEG USING 2 OF THE 8 BOLTS SUPPLIED WITH THE GAME

5 WITH ASSISTANCE
ROCK THE CABINET FORWARD
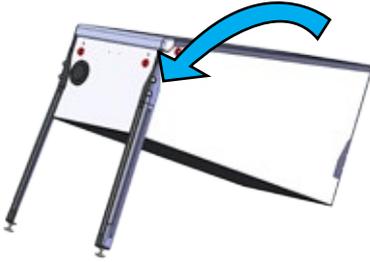
UNTIL THE FRONT LEGS ARE ON THE FLOOR

6 AGAIN, WITH ASSISTANCE, CAREFULLY LIFT THE BACK OF THE CABINET AND PLACE ON A STURDY SUPPORT OBJECT

SUPPORT HERE
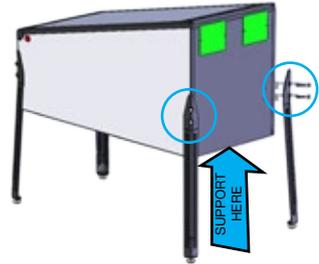
INSTALL AND TIGHTEN BOTH BACK LEGS USING 2 BOLTS EACH

7

TWO PERSONS WILL BE NEEDED TO INSTALL THE BACKBOX
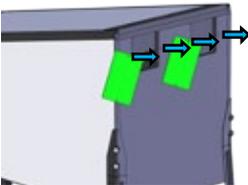
REMOVE THE 4 PHILLIPS SCREWS HOLDING THE 2 PLASTIC COVERS ON THE BACK OF THE CABINET BEFORE ATTACHING BACKBOX

8 **NOTE: USE CAUTION AS TO NOT PINCH ANY WIRES**

GUIDE WIRES THROUGH THE HOLE INTO THE CABINET FIRST
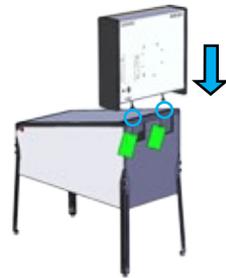
ALIGN THE 2 BACKBOX BOLTS OVER THE 2 HOLES ON THE TOP OF THE MAIN GAME CABINET

LOWER THE BACKBOX ONTO THE GAME CABIENT

9

ATTACH WASHERS AND WING NUTS TO THE BACKBOX BOLTS INSIDE THE CABINET TO SECURE BACKBOX
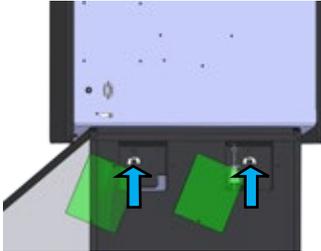
PLUG 3 CABLE CONNECTORS TOGETHER

NOTE: EACH CONNECTOR IS UNIQUE TO ITS PANEL CONNECTOR

BACKBOX ACCESS
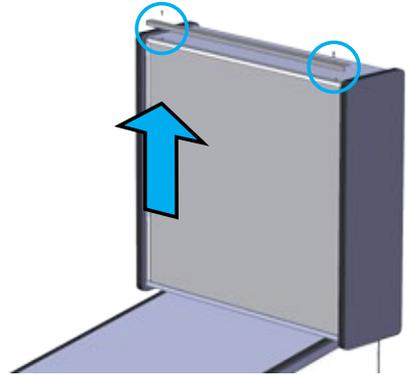
REMOVE 2 PHILLIPS SCREWS ON THE TOP OF THE BACKBOX

REMOVE GLASS BRACKET AND LIFT GLASS UP AND OUT

PLAYFIELD ACCESS/INSTALLING PINBALLS

1

REMOVE THE 2 ALLEN HEAD SCREWS ON THE FRONT OF THE CABINET WITH THE ALLEN WRENCH PROVIDED
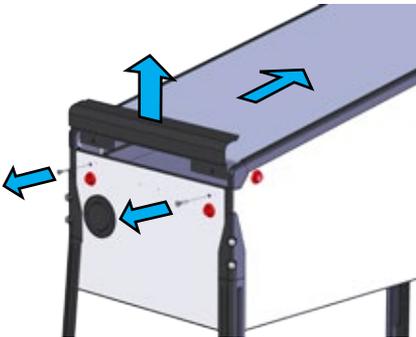
SLIDE PLAYFIELD GLASS SLIGHTLY TOWARDS THE BACKBOX THEN LIFT OFF THE FRONT MOLDING

2 TO INSTALL PINBALLS

SLIDE PLAYFIELD GLASS DOWN PARTIALLY AND PLACE THE PINBALLS INTO THE PLAYFIELD AREA
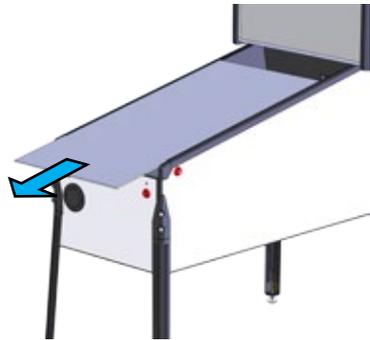
SLIDE PLAYFIELD GLASS COMPLETELY OUT FROM THE FRONT AND PLACE IN A SAFE AREA IF ACCESS TO THE PLAYFIELD IS NEEDED

3 REMOVE THE PLAYFIELD SCREW AT THE BOTTOM CENTER OF THE PLAYFIELD
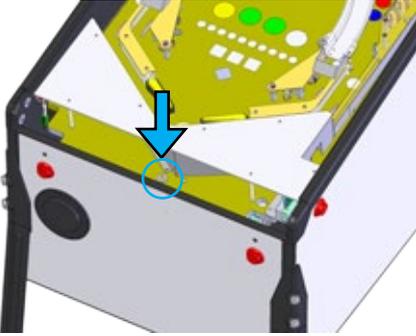
4 **CAUTION: DO NOT LIFT THE PLAYFIELD BY THE PLASTIC ARCH**
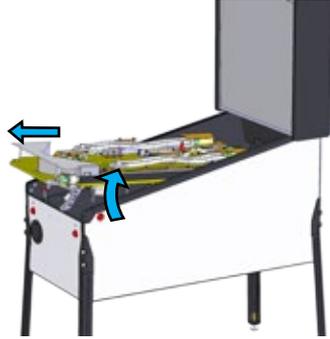
LIFT THE PLAYFIELD UP AND THEN PULL SLIGHTLY TOWARDS YOU

PLAYFIELD SHOULD STOP SLIDING AT A NOTCH ABOUT A FOOT AWAY FROM THE BACK OF THE CABINET

5 LIFT THE PLAYFIELD UP ON ITS END RESTING IT AGAINST THE BACKBOX
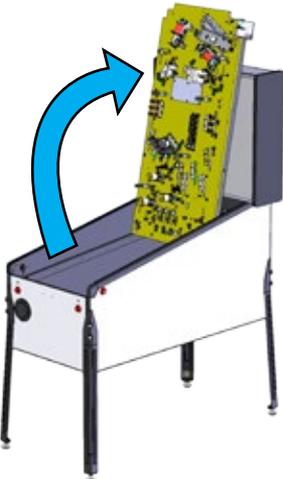
CAUTION: TAKE CARE AS PINBALLS COULD FALL OUT OF THE BALL TROUGH WHILE LIFTING THE PLAYFIELD

TILT ADJUSTMENT

1 FROM THE BACK REMOVE THE 2 PHILLIPS SCREWS HOLDING THE PLASTIC COVER ON THE RIGHT SIDE OF THE CABINET
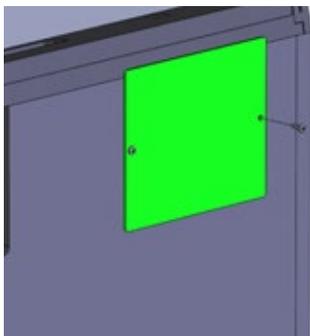
REMOVE ANY PACKAGING MATERIAL THAT MAY BE SURROUNDING THE PLUMB BOB

2 TO SET THE SENSITIVITY OF THE PLUMB BOB, LOOSEN THE THUMB SCREW, SLIDE THE PLUMB BOB UP OR DOWN THE HANGER TO THE DESIRED SENSITIVITY AND RETIGHTEN

NOTE: DO NOT OVERTIGHTEN
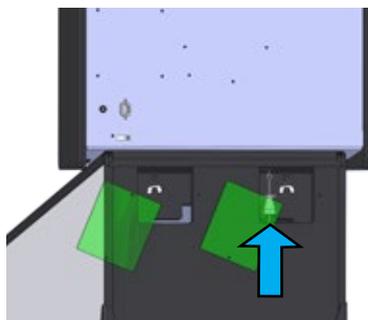
REPLACE PLASTIC COVER WITH THE 2 PHILLIPS SCREWS

INITIALIZATION
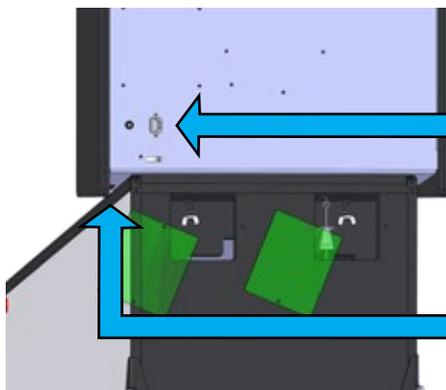
ATTACH THE POWERLINE CORD TO THE BACK OF THE GAME ON THE BACKBOX AND PLUG THE CORD INTO A 3-PRONG POWER OUTLET

FLIP THE POWER SWITCH LOCATED ON THE UNDERSIDE OF THE RIGHT EDGE OF THE BACKBOX TO POWER ON THE GAME

VOLUME ADJUSTMENT

Volume Menu Control:

Start -	Start Game
Left Flipper -	Decrease Volume
Right Flipper -	Increase Volume
Launch -	Exit to Attract Mode

Press both flipper buttons at the same time. Hold for a few seconds and a menu with 'Service' and 'Volume' should appear. Press the right flipper button to enter the Volume Adjustment Menu. In this menu, the left flipper button decreases the volume of the game while the right flipper button increases the volume. Press the launch button on the front of the cabinet when the desired volume level is set in order to exit back to Attract Mode.

VOLUME ⟶

⟵ SERVICE

SERVICE MENU

Service Menu Control:

Start -	Enter/Select
Left Flipper -	Left/Minus
Right Flipper -	Right/Plus
Launch -	Back/Escape

Press both flipper buttons at the same time. Hold for a few seconds and a menu with 'Service' and 'Volume' should appear. Press the left flipper button to enter the Service Menu. Press the start button to continue into the menu. The left and right flipper buttons are used to browse the options within the Service Menu. Use the start button on the front of the game to select an item in the menu. The launch button on the front of the game is used to back out of menu options, returning to the previous screen. To exit out of the Service menu, press the launch button until the game goes back into attact mode.

DIAGNOSTICS

The Diagnostics Menu is used to access various tests to verify that your machine is working properly or to help diagnose potential problems.

SWITCH

Switch Test: Close each switch by hand and observe the display. If the switch is working properly it will display the name and corresponding number of the switch when it is actived.

Active Switch Test: Shows all active switches on the playfield. This test is useful for identifying if a switch is stuck.

COIL

Coil Test: Used to test individual coils on the playfield. Use the left and right flippers to select a coil to test. Press the start button to fire the coil. CAUTION: Keep hands clear from playfield while testing coils.

Cycle Coil Test: Automatically cycles through all coils on the game to verify complete functionality. Observe the playfield and make sure each corresponding coil fires as the game cycles through each.

LAMP

LED Test: Selects individual lights to flash on the playfield. Use the left and right flippers to cycle through all the lights on the game. The corresponding light flashes as it is displayed on the screen.

All LED Test: The CPU will illuminate all LEDs on the playfield. Useful for identifying possible non-functioning LEDs without cycling through every light.

G.I. (General Illumination): Lights the three general illumination areas of the playfield at the lower, middle, and upper areas of the game. Use the flipper buttons to cycle through each.

NODE

Node Test: Checks the status of the node boards. In this case the CPU Node 0 and the Playfield Core Node 8.

GAME

Bank: Tests the functionality of the 3-Bank Drop Target Assembly. Manually hit the drop targets and watch the display. The display should indicate any dropped targets. Useful for checking the functionality of switches in the drop target bank. If any of the targets are recessed, press the start button to reset them.

CLEAR TROUGH

Clear Trough Test: This test allows for a simple method of removing pinballs from the trough and making sure the trough correctly detects any pinballs it is currently holding. The display should indicate if and how many pinballs are installed as well as the corresponding activated switches. Press the start button to activate the autolauncher and remove pinballs from the trough. It is a good idea to do this before intending to lift the playfield.

DOT MATRIX

Dot Matrix Test: Exercises the dot matrix display to test the illumination of all pixels in the display. No interaction is necessary. The test will continue to loop on its own. Press the launch button to exit out of the test.

SERVICE MENU ADJUSTMENTS

ADJUSTMENTS

The Adjustments Menu is used to makes changes to settings related to the gameplay of the pinball machine. Use the flipper buttons to cycle through all the game options. Press the start button to select an adjustment. The adjustment will flash when it is selected. Use the flipper buttons to change the selected adjustment and hit the start button to save the changes.

STANDARD ADJUSTMENTS

ID	Adjustment Name	Default Setting
1	EXTRA BALL LIMIT	5
2	EXTRA BALL PERCENTAGE	25%
3	BALLS PER GAME	3
4	TILT WARNINGS	2
5	ALLOW HIGH SCORES	YES
6	GRAND CHAMPION SCORE	3,000,000
7	HIGH SCORE #1	2,500,000
8	HIGH SCORE #2	2,000,000
9	HIGH SCORE #3	1,500,000
10	HIGH SCORE #4	1,000,000
11	HSTD INITIALS	3 INITIALS
12	HSTD RESET COUNT	OFF
13	LANGUAGE	ENGLISH
14	PLAYER LANGUAGE SELECT	NO
15	CUSTOM MESSAGE	ON
16	KNOCKER VOLUME	NORMAL
17	GAME RESTART	YES
18	BALL SAVE TIME	0:08
19	TIMED PLUNGER	OFF
20	FLIPPER BALL LAUNCH	OFF
21	TIME FORMAT	12-HOUR
22	LOST BALL RECOVERY	YES
23	BACKBOX BRIGHTNESS	100%
24	SERVICE MENU B.BOX BRIGHTNESS	2%

FEATURE ADJUSTMENTS

ID	Adjustment Name	Default Setting
1	Double Bonus Timer	20 seconds
		Range: 10-30 seconds
2	Vengeance Timer	60 (seconds for Villain Vengeance Multiball)
		Range: 30-90 seconds
3	Spider Difficulty	EASY/MEDIUM/HARD/EXTRA HARD
		Easy - 1st set of targets requires 2 hits, 2nd set requires 2 of the 3 targets be hit, additional sets requires all 6 targets
		Medium - 1st set requires 2 of 3 targets, additional sets require all 6 targets
		Hard - All 6 targets must be hit
		Extra Hard - Adjacent targets are not scored
4	Villain Difficulty	EASY/HARD
		Easy - Shooting either villain arrow spots that villain
		Hard - All villain shots must be made in order to defeat that villain
5	Rescue MJ	EASY/HARD
		Easy - Villain shot spots both villain shots (4 shots required) for MJ jackpot
		Hard - All 7 Villain shots required for MJ jackpot
6	Doc Ock Hits	1-5
		Number of times Doc Ock must be hit before Doc Ock multiball begins
7	Game Tutorial	YES/NO (YES)
		Enables additional help text and speech
8	Disable Drop Targets	YES/NO (NO)
9	Disable Right Control Gate	YES/NO (NO)

DRIVER REFERENCE
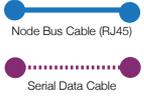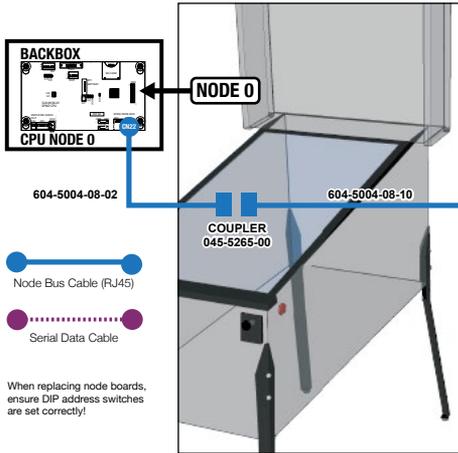
SPIDER-MAN
THE PIN
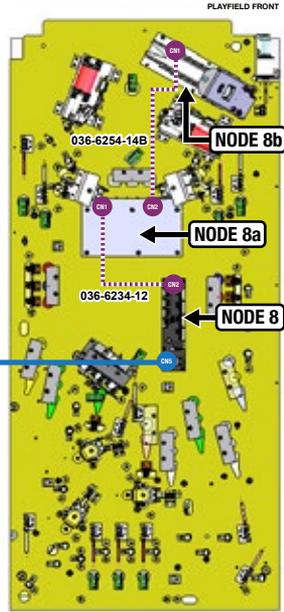
ID	DIP Address	Description	Location	Part Number
Node 0	n/a	SPIKE CPU Node	Backbox	520-6936-01
Node 8	OFF-OFF-OFF-OFF	Lower Playfield 48V 8-Driver Node	Lower Playfield	520-7017-72
8a	n/a	Serial LED board - PLFD-Lower	Playfield	520-7008-00
8b	n/a	Serial LED Trough Serial Opto Receiver Extensionboard - PLFD-lower	Lower Playfield Ball Trough	520-7001-00

ID	Name	Node	Connector	Ret. Pin	Ret. Wire	Voltage	V+ Pin	V+ Color	Location	Type	Address	Part Number
1	Trough	8	CN8	7	ORG GRY	48V	3/4	GRY ORG	Playfield	Coil - 27-1500	8-DR-1	090-5004-ND
2	Auto Plunger	8	CN8	9	ORG WHT	48V	3/4	GRY ORG	Playfield	Coil - 26-1200	8-DR-4	090-5001-ND
3	Left Flipper Power	8	CN8	6	ORG YEL	48V	2	GRY ORG	Playfield	Coil - 23-900	8-DR-5	090-5020-30-ND
4	Right Flipper Power	8	CN8	5	ORG GRN	48V	1	GRY ORG	Playfield	Coil - 23-900	8-DR-0	090-5020-30-ND
5	Left/Right Slingshot	8	CN7	4	ORG BLU	48V	1	GRY ORG	Playfield	Coil - 26-1200	8-DR-7	090-5044-ND
6												
7	Left/Right Pop Bumper	8	CN7	3	ORG BLK	48V	1	GRY ORG	Playfield	Coil - 26-1200	8-DR-6	090-5044-ND
8	Bottom Pop Bumper	8	CN7	2	ORG RED	48V	1	GRY ORG	Playfield	Coil - 26-1200	8-DR-8	090-5044-ND
9	3-Bank Drop Reset	8	CN8	11	ORG BRN	48V	3/4	GRY ORG	Playfield	Coil - 25-1240	8-DR-3	090-5034-ND
10	Control Gates	8	CN8	10	ORG VIO	48V	3/4	GRY ORG	Playfield	Coil - 32-1250	8-DR-2	090-5060-01-ND
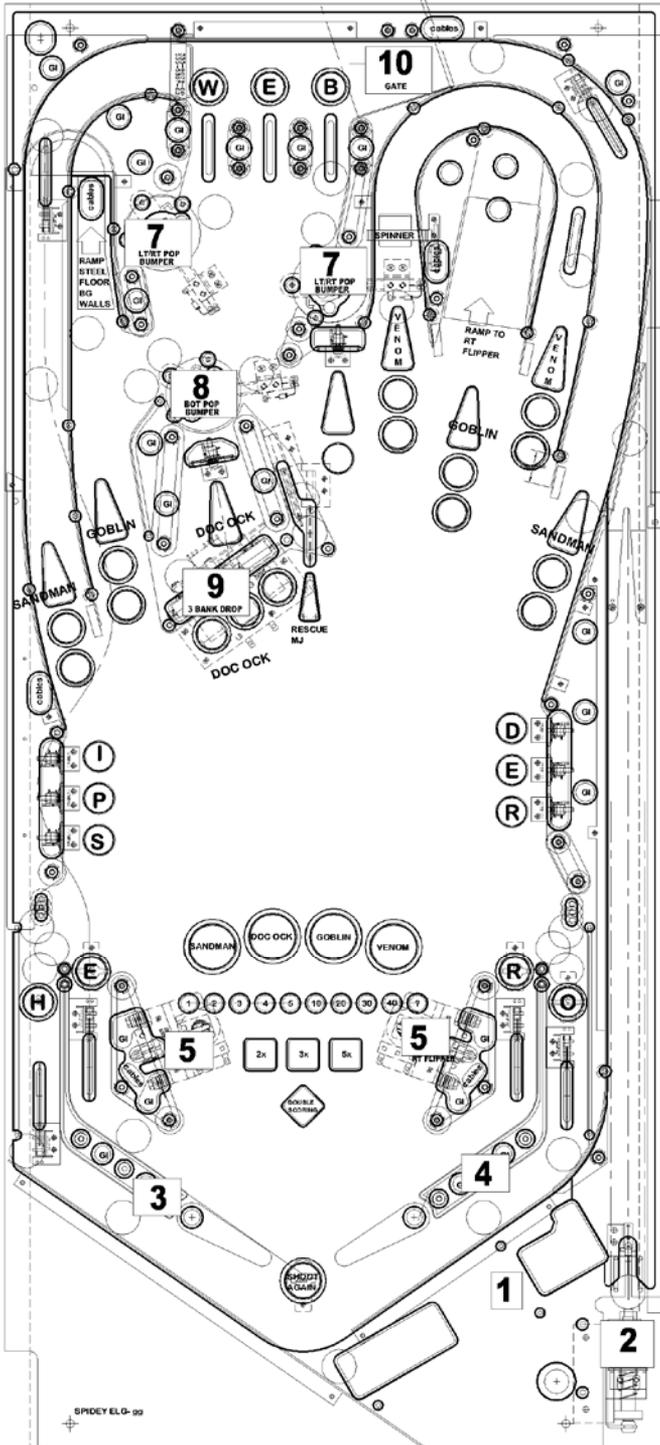
Driver Location Map

SWITCH REFERENCE

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
1	Shooter Lane	8	-	CN10	2	GRY WHT	7/8/9	BLK GRN	Playfield	Rollover	8-SW-28	500-9935-03
2	(H)ERO	8	-	CN11	4	LGN RED	11	BLK ORG	Playfield	Rollover	8-SW-17	500-9935-03
3	H(E)RO	8	-	CN11	5	LGN ORG	11	BLK ORG	Playfield	Rollover	8-SW-18	500-9935-03
4	HE(R)O	8	-	CN11	6	LGN YEL	11	BLK ORG	Playfield	Rollover	8-SW-19	500-9935-03
5	HER(O)	8	-	CN11	7	LGN BLU	11	BLK ORG	Playfield	Rollover	8-SW-20	500-9935-03
6	Left/Right Slingshot	8	-	CN10	3	GRY BLU	7/8/9	BLK GRN	Playfield	Leaf	8-SW-29	180-5231-00
7												
8	L Flipper Button	8	-	CN9	4	GRY BRN	7	BLK GRN	Cabinet	Leaf	8-SW-25	180-5160-01
9	Left Flipper EOS	8	-	CN10	6	GRY YEL	7/8/9	BLK GRN	Playfield	Leaf	8-SW-16	180-5149-00
10	R Flipper Button	8	-	CN9	3	GRY RED	7	BLK GRN	Cabinet	Leaf	8-SW-24	180-5160-01
11	Right Flipper EOS	8	-	CN10	5	GRY GRN	7/8/9	BLK GRN	Playfield	Leaf	8-SW-31	180-5149-00
12												
13	Start Button	8	-	CN10	4	GRY VIO	7	BLK GRN	Cabinet	Leaf	8-SW-30	180-5160-01
14	Tilt Pendulum	8	-	CN9	6	GRY BLK	7	BLK GRN	Cabinet	Plumb Bob	8-SW-27	516-0007-00
15	Launch Button	8	-	CN9	5	GRY ORG	7	BLK GRN	Cabinet	Leaf	8-SW-26	180-5160-01
16	Trough 6	8	8b	CN2	-		-		Playfield	Opto	8-SW-40	520-5344-00 tx 520-7001-00 rx
17	Trough 5	8	8b	CN2	-		-		Playfield	Opto	8-SW-41	520-5344-00 tx 520-7001-00 rx
18	Trough 4	8	8b	CN2	-		-		Playfield	Opto	8-SW-42	520-5344-00 tx 520-7001-00 rx
19	Trough 3	8	8b	CN2	-		-		Playfield	Opto	8-SW-43	520-5344-00 tx 520-7001-00 rx
20	Trough 2	8	8b	CN2	-		-		Playfield	Opto	8-SW-44	520-5344-00 tx 520-7001-00 rx
21	Trough 1	8	8b	CN2	-		-		Playfield	Opto	8-SW-45	520-5344-00 tx 520-7001-00 rx
22	Trough Jam	8	8b	CN2	-		-		Playfield	Opto	8-SW-46	520-5344-00 tx 520-7001-00 rx
23												
24	(S)PIDER Target	8	8a	CN10	2	TAN BLK	10	BLK YEL	Playfield	Leaf, Target	8-SW-32	515-9783-00-00
25	S(P)IDER Target	8	8a	CN10	3	TAN RED	10	BLK YEL	Playfield	Leaf, Target	8-SW-33	515-9783-00-00
26	SP(I)DER Target	8	8a	CN10	4	TAN ORG	10	BLK YEL	Playfield	Leaf, Target	8-SW-34	515-9783-00-00
27	SPI(D)ER Target	8	8a	CN10	5	TAN YEL	10	BLK YEL	Playfield	Leaf, Target	8-SW-35	515-9783-00-00
28	SPID(E)R Target	8	8a	CN10	6	TAN GRN	10	BLK YEL	Playfield	Leaf, Target	8-SW-36	515-9783-00-00
29	SPIDE(R) Target	8	8a	CN10	7	TAN BLU	10	BLK YEL	Playfield	Leaf, Target	8-SW-37	515-9783-00-00
30												
31	Left Orbit	8	-	CN13	5	PNK ORG	10	BLK BRN	Playfield	Rollover	8-SW-3	500-9935-03
32	Doc Ock Target	8	-	CN13	6	PNK YEL	10	BLK BRN	Playfield	Leaf, Target	8-SW-4	515-9784-00-00
33	Left Ramp Exit	8	-	CN13	3	PNK BRN	10	BLK BRN	Playfield	Opto	8-SW-1	515-0215-00 tx 515-0215-01 rx
34	(W)EB Lane	8	-	CN13	7	PNK GRN	10	BLK BRN	Playfield	Rollover	8-SW-5	500-9935-03
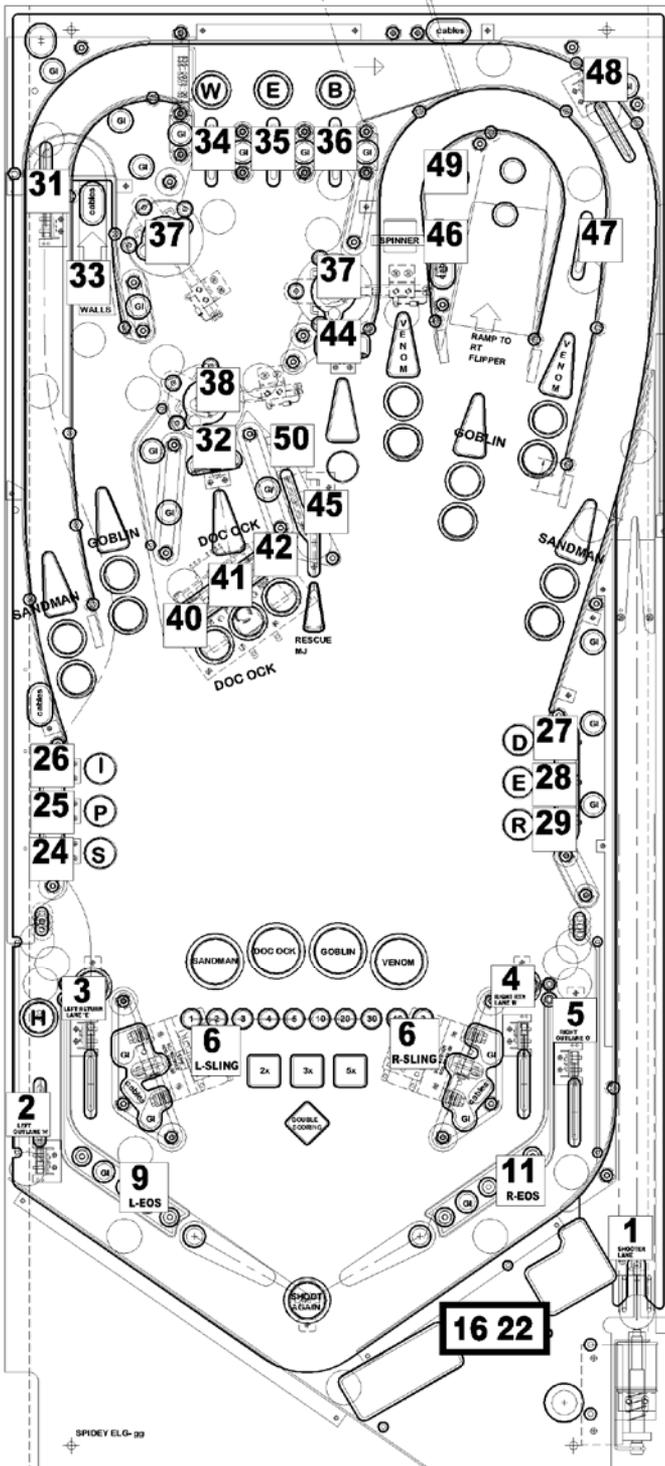
Switch Location Map
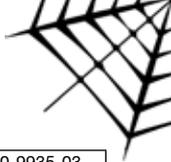
35	W(E)B Lane	8	-	CN13	8	PNK BLU	10	BLK BRN	Playfield	Rollover	8-SW-6	500-9935-03
36	WE(B) Lane	8	-	CN13	9	PNK VIO	10	BLK BRN	Playfield	Rollover	8-SW-7	500-9935-03
37	Left/Right Pop Bumper	8	-	CN13	2	PNK BLK	10	BLK BRN	Playfield	Leaf	8-SW-0	180-5232-00
38	Bottom Pop Bumper	8	-	CN13	4	PNK RED	10	BLK BRN	Playfield	Leaf	8-SW-2	180-5232-00
39												
40	3-Bank Drop Tgt Left	8	-	CN11	8	LGN VIO	12	BLK ORG	Playfield	Opto	8-SW-21	520-5252-13
41	3-Bank Drop Tgt Center	8	-	CN11	9	LGN GRY	12	BLK ORG	Playfield	Opto	8-SW-22	520-5252-13
42	3-Bank Drop Tgt Right	8	-	CN11	10	LGN WHT	12	BLK ORG	Playfield	Opto	8-SW-23	520-5252-13
43												
44	Center Target	8	-	CN12	2	WHT BRN	10	BLK RED	Playfield	Leaf, Target	8-SW-8	515-9784-00-00
45	Rescue MJ	8	-	CN12	3	WHT RED	10	BLK RED	Playfield	Rollover	8-SW-9	180-5157-00
46	Venom Spinner	8	-	CN12	4	WHT ORG	10	BLK RED	Playfield	Micro	8-SW-10	180-5010-00
47	Venom Orbit	8	-	CN12	5	WHT YEL	10	BLK RED	Playfield	Rollover	8-SW-11	500-9935-03
48	Right Orbit	8	-	CN12	6	WHT GRN	10	BLK RED	Playfield	Rollover	8-SW-12	500-9935-03
49	Right Ramp Exit	8	-	CN12	7	WHT BLU	10	BLK RED	Playfield	Opto	8-SW-13	515-0215-00 tx 515-0215-01 rx
50	Rescue MJ 2	8	-	CN12	8	WHT VIO	10	BLK RED	Playfield	Rollover	8-SW-14	180-5157-00
51												
C1	DIP 1	0	-	-	-		-		CPU Node		0-SW-0	-
C16	DC Sense	0	-	CN7	4	GRY RED	1	BLK			0-SW-16	-
C2	DIP 2	0	-	-	-		-		CPU Node		0-SW-1	-
C3	DIP 3	0	-	-	-		-		CPU Node		0-SW-2	-
C4	DIP 4	0	-	-	-		-		CPU Node		0-SW-3	-
C5	DIP 5	0	-	-	-		-		CPU Node		0-SW-4	-
C6	DIP 6	0	-	-	-		-		CPU Node		0-SW-5	-
C7	DIP 7	0	-	-	-		-		CPU Node		0-SW-6	-
C8	DIP 8	0	-	-	-		-		CPU Node		0-SW-7	-

LIGHT REFERENCE

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
1	(H)ERO	8	-	CN14	6	ORG VIO	7/8	YEL	Playfield	Feature	White	8-LP-3	520-5307-00
2	H(E)RO	8	-	CN14	5	ORG BLU	7/8	YEL	Playfield	Feature	White	8-LP-4	520-5307-00
3	HE(R)O	8	-	CN14	4	ORG YEL	7/8	YEL	Playfield	Feature	White	8-LP-5	520-5307-00
4	HER(O)	8	-	CN14	3	ORG	7/8	YEL	Playfield	Feature	White	8-LP-6	520-5307-00
5	Shoot Again	8	-	CN14	2	ORG RED	7/8	YEL	Playfield	Feature	White	8-LP-7	520-5307-00
6													
7													
8													
9													
10	Sandman Mode	8	8a	-	LED11	-	-	-	Playfield	Feature	White	8-LP-18	520-7008-00
11	Doc Ock Mode	8	8a	-	LED12	-	-	-	Playfield	Feature	White	8-LP-19	520-7008-00
12	Goblin Mode	8	8a	-	LED13	-	-	-	Playfield	Feature	White	8-LP-20	520-7008-00
13	Venom Mode	8	8a	-	LED14	-	-	-	Playfield	Feature	White	8-LP-21	520-7008-00
14	Bonus 1	8	8a	-	LED1	-	-	-	Playfield	Feature	White	8-LP-8	520-7008-00
15	Bonus 2	8	8a	-	LED2	-	-	-	Playfield	Feature	White	8-LP-9	520-7008-00
16	Bonus 3	8	8a	-	LED3	-	-	-	Playfield	Feature	White	8-LP-10	520-7008-00
17	Bonus 4	8	8a	-	LED4	-	-	-	Playfield	Feature	White	8-LP-11	520-7008-00
18	Bonus 5	8	8a	-	LED5	-	-	-	Playfield	Feature	White	8-LP-12	520-7008-00
19	Bonus 10	8	8a	-	LED6	-	-	-	Playfield	Feature	White	8-LP-13	520-7008-00
20	Bonus 20	8	8a	-	LED7	-	-	-	Playfield	Feature	White	8-LP-14	520-7008-00
21	Bonus 30	8	8a	-	LED8	-	-	-	Playfield	Feature	White	8-LP-15	520-7008-00
22	Bonus 40	8	8a	-	LED9	-	-	-	Playfield	Feature	White	8-LP-16	520-7008-00
23	Bonus ?	8	8a	-	LED10	-	-	-	Playfield	Feature	White	8-LP-17	520-7008-00
24													
25	2x	8	8a	CN3	2	YEL BRN	1	RED	Playfield	Feature	White	8-LP-22	520-7011-00
26	3x	8	8a	CN3	3	YEL ORG	1	RED	Playfield	Feature	White	8-LP-23	520-7011-00
27	5x	8	8a	CN3	4	YEL GRN	1	RED	Playfield	Feature	White	8-LP-24	520-7011-00
28	Double Scoring	8	8a	CN3	5	ORG WHT	1	RED	Playfield	Feature	White	8-LP-25	520-5307-00
29													
30	(S)PIDER	8	8a	CN4	2	BRN BLK	1	RED	Playfield	Feature	White	8-LP-26	520-7011-00
31	S(P)IDER	8	8a	CN4	3	BRN	1	RED	Playfield	Feature	White	8-LP-27	520-7011-00
32	SP(I)DER	8	8a	CN4	4	BRN RED	1	RED	Playfield	Feature	White	8-LP-28	520-7011-00
33	SPI(D)ER	8	8a	CN9	8	GRN VIO	1	RED	Playfield	Feature	White	8-LP-61	520-7011-00
34	SPID(E)R	8	8a	CN9	9	GRN GRY	1	RED	Playfield	Feature	White	8-LP-62	520-7011-00
35	SPIDE(R)	8	8a	CN9	10	GRN WHT	1	RED	Playfield	Feature	White	8-LP-63	520-7011-00
36													
37	Left Sandman Arrow	8	8a	CN4	5	BRN ORG	1	RED	Playfield	Feature	White	8-LP-29	520-7011-00
38	Left Sandman Circle 1	8	8a	CN4	6	BRN YEL	1	RED	Playfield	Feature	White	8-LP-30	520-7011-00
39	Left Sandman Circle 2	8	8a	CN4	7	BRN GRN	1	RED	Playfield	Feature	White	8-LP-31	520-7011-00
40													
41	Left Goblin Arrow	8	8a	CN4	8	BRN BLU	1	RED	Playfield	Feature	White	8-LP-32	520-7011-00
42	Left Goblin Circle 1	8	8a	CN4	9	BRN VIO	1	RED	Playfield	Feature	White	8-LP-33	520-7011-00
43	Left Goblin Circle 2	8	8a	CN4	10	BRN GRY	1	RED	Playfield	Feature	White	8-LP-34	520-7011-00
44													
45	3-Bank Drop Tgt Left	8	8a	CN7	4	BLU ORG	1	RED	Playfield	Feature	White	8-LP-44	520-7011-00
46	3-Bank Drop Tgt Center	8	8a	CN7	3	BLU RED	1	RED	Playfield	Feature	White	8-LP-43	520-7011-00
47	3-Bank Drop Tgt Right	8	8a	CN7	2	BLU BRN	1	RED	Playfield	Feature	White	8-LP-42	520-7011-00
48													
49	Doc Ock	8	8a	CN6	7	ORG GRN	1	RED	Playfield	Feature	White	8-LP-40	520-5307-00
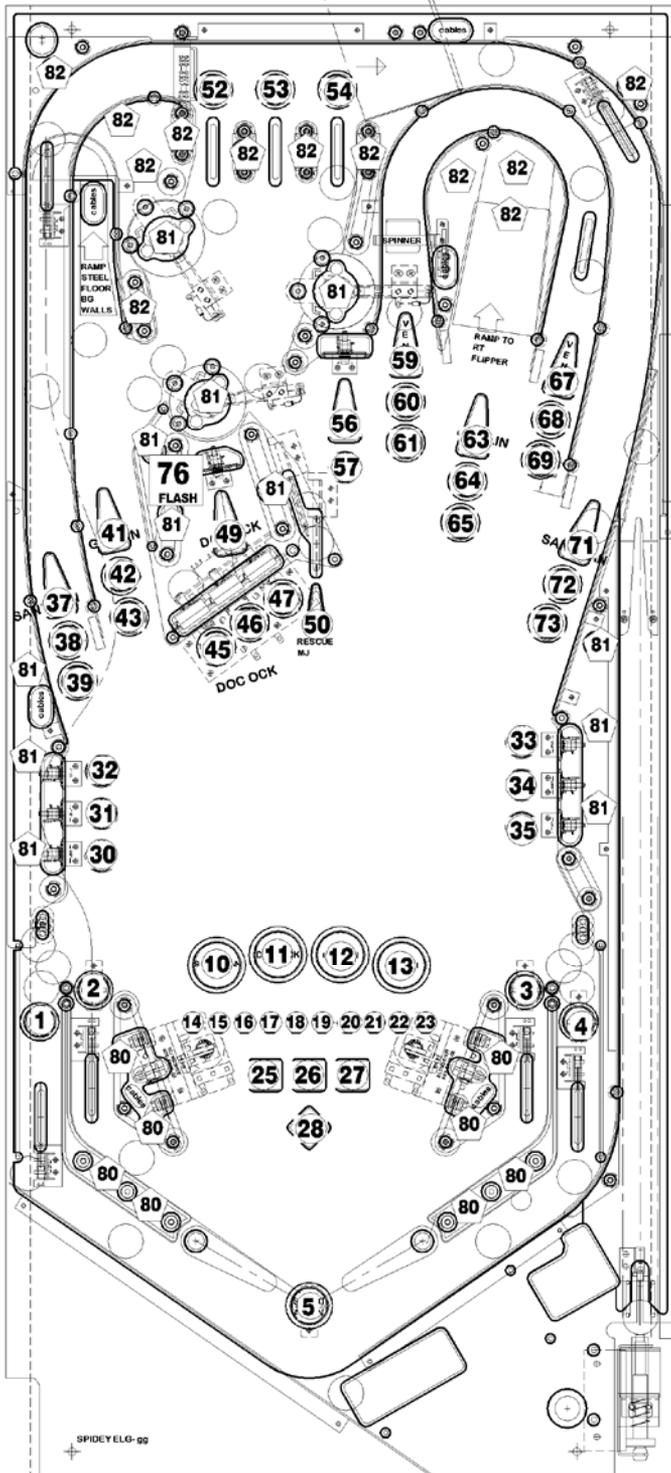
Light Location Map

50	Rescue MJ	8	8a	CN6	8	ORG GRY	1	RED	Playfield	Feature	White	8-LP-41	520-5307-00
51													
52	(W)EB	8	8a	CN6	2	YEL VIO	1	RED	Playfield	Feature	White	8-LP-35	520-5307-00
53	W(E)B	8	8a	CN6	3	YEL GRY	1	RED	Playfield	Feature	White	8-LP-36	520-5307-00
54	WE(B)	8	8a	CN6	4	YEL WHT	1	RED	Playfield	Feature	White	8-LP-37	520-5307-00
55													
56	Center Arrow	8	8a	CN6	6	ORG BRN	1	RED	Playfield	Feature	White	8-LP-39	520-7011-00
57	Center Circle	8	8a	CN6	5	ORG BLK	1	RED	Playfield	Feature	White	8-LP-38	520-7011-00
58													
59	Venom Spinner Arrow	8	8a	CN7	5	BLU YEL	1	RED	Playfield	Feature	White	8-LP-45	520-7011-00
60	Venom Spinner Circle 1	8	8a	CN7	6	BLU GRN	1	RED	Playfield	Feature	White	8-LP-46	520-7011-00
61	Venom Spinner Circle 2	8	8a	CN7	7	BLU	1	RED	Playfield	Feature	White	8-LP-47	520-7011-00
62													
63	Right Goblin Arrow	8	8a	CN7	8	BLU VIO	1	RED	Playfield	Feature	White	8-LP-48	520-7011-00
64	Right Goblin Circle 1	8	8a	CN7	9	BLU GRY	1	RED	Playfield	Feature	White	8-LP-49	520-7011-00
65	Right Goblin Circle 2	8	8a	CN7	10	BLU WHT	1	RED	Playfield	Feature	White	8-LP-50	520-7011-00
66													
67	Venom Arrow	8	8a	CN9	2	GRN BRN	1	RED	Playfield	Feature	White	8-LP-55	520-7011-00
68	Venom Circle 1	8	8a	CN9	3	GRN RED	1	RED	Playfield	Feature	White	8-LP-56	520-7011-00
69	Venom Circle 2	8	8a	CN9	4	GRN ORG	1	RED	Playfield	Feature	White	8-LP-57	520-7011-00
70													
71	Right Sandman Arrow	8	8a	CN9	5	GRN YEL	1	RED	Playfield	Feature	White	8-LP-58	520-7011-00
72	Right Sandman Circle 1	8	8a	CN9	6	GRN	1	RED	Playfield	Feature	White	8-LP-59	520-7011-00
73	Right Sandman Circle 2	8	8a	CN9	7	GRN BLU	1	RED	Playfield	Feature	White	8-LP-60	520-7011-00
74													
75													
76	Doc Ock Flash	8	8a	CN8	2	GRN BLK	1	RED	Playfield	Flash	White	8-LP-51	520-7000-00
77													
78													
79													
80	Playfield GI 1	8	-	CN15	5	WHT BLK	1	YEL BLK	Playfield	G.I.	White	8-LP-0	112-5034-08
81	Playfield GI 2	8	-	CN15	6	RED BLK	2	YEL RED	Playfield	G.I.	White	8-LP-1	112-5034-08
82	Playfield GI 3	8	-	CN15	7	BLU BLK	3	YEL BLU	Playfield	G.I.	White	8-LP-2	112-5034-08

PLAYFIELD TOP ASSEMBLIES
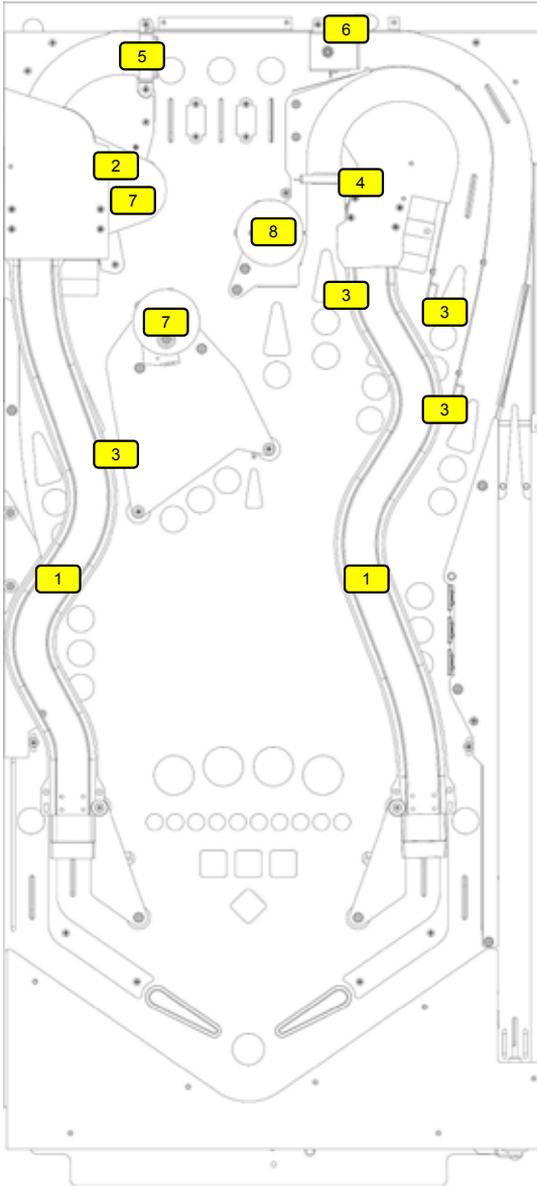
ID	Part Number	Description	Qty
1	545-9908-00	Universal Ramp	2
2	880-6180-03	Doc Ock	1
3	626-5057-01	Rubber Pads	4
4	511-7781-00	Spinner Assembly	1
5	535-9079-00	1-Way Gate Assembly - Bracket Gate	1
	535-5307-02	1-Way Gate Assembly - Wire Gate	1
6	511-5033-01	Electric Gate Assembly	1
7	516-0033-WHT	Pop Bumper - Top Assembly	2
8	516-6794-08	Pop Bumper - Top Assembly	1
	260-5000-00	Pinballs	4
	830-7041-XX	Butyrate Set	-
	820-8397-XX	Decal Set	-

PLAYFIELD BOTTOM ASSEMBLIES
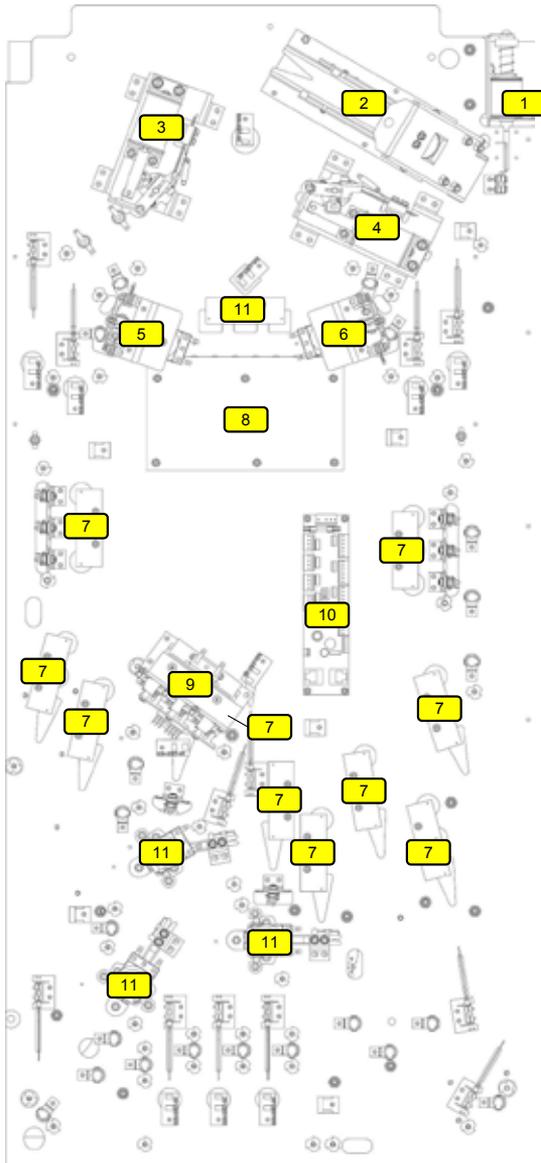
ID	Part Number	Description	Qty
1	511-1013-02	Auto Launch Assembly	1
2	500-9820-4BALL	Trough Assembly	1
3	500-6543-13-ND	Left Flipper Assembly	1
4	500-6543-03-ND	Right Flipper Assembly	1
5	500-9920-01	Left Slingshot	1
6	500-9920-01	Right Slingshot	1
7	520-7011-00	3-LED Board	11
8	520-7008-00	Center LED Board	1
9	500-7216-13	Drop Target Assembly	1
10	520-7017-72	Core Node Board	1
11	515-6459-04-ND	Pop Bumper - Bottom Assembly	3

PLAYFIELD RUBBER PARTS
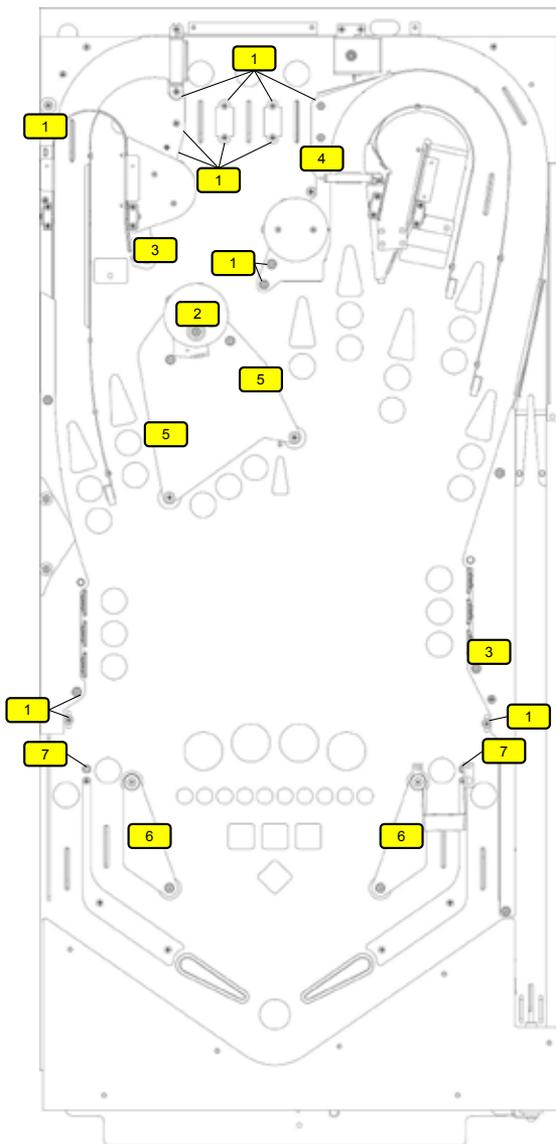
ID	Qty	Size (ID)	Size (OD)	Durometer	Color	Part Number
1	14	3/16"		50	Black	545-5348-01
2	1	5/16"		50	Black	545-5348-02
3	2	3/4"		50	Black	545-5348-04
4	1	1"		50	Black	545-5348-05
5	2	1-1/2"		50	Black	545-5348-07
6	2	2-1/2"		50	Black	545-5348-09
7	2		7/16"	50	Black	545-5348-17

ID	Qty	Description		Color	Part Number
11	1	Kicker Tip		Black	545-5216-01
12	2	Flipper Rubber		Black	545-5277-00
13	2	Bumper Pad (Sub assemblies)		Black	545-5105-00
14	2	Bumper Pad (Flippers)		Black	545-5428-00

Stern *pinball*