

# POKÉMON

## SERVICE AND OPERATION MANUAL



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### WARNING

**IMPORTANT HEALTH WARNING: PHOTOSENSITIVE SEIZURES** - A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns. Even people with no history of seizures of epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" due to certain visual images, flashing lights or patterns. Symptoms can include lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR IF YOU EXPERIENCE ANY OF THESE SYMPTOMS.

### ATTENTION! IMPORTANT WARRANTY INFORMATION

The electronics system, node network architecture, mechanical devices and associated software control systems in this pinball machine are designed to work with genuine Stern Pinball accessories and devices.

Installation of non-authorized accessories, lamps, LED's, motors or other devices or modification of electro-mechanical devices may damage the system and may void your warranty.

Stern Pinball machines are assembled in Elk Grove Village, Illinois, USA. Stern Pinball has inspected each game element to ensure it meets our quality standards.

Each pinball machine has unique characteristics that make it a one-of-a-kind American made product. Each will have variations in appearance resulting from differences in the machine's particular wood parts, individual printed art and mechanical assemblies. No playfield is perfectly flat and varies depending on the season. Game play will result in playfield dimpling as the harder steel ball contacts the wood and coating; over time multiple dimples will blend to make them less noticeable. Normal plastic insert crazing (tiny stress cracks) and ghosting (small cloudy areas around insert edges) are often seen in pinball machines, due to a combination of plastic mold stress, pushing of inserts into purposely undersized holes, and heating and breaking of inserts' plastic "skin" when the playfield is sanded.

Games configured for North America operate on 60 cycle electricity only. These games will not operate in countries with 50 cycle electricity (Europe, UK, Australia).

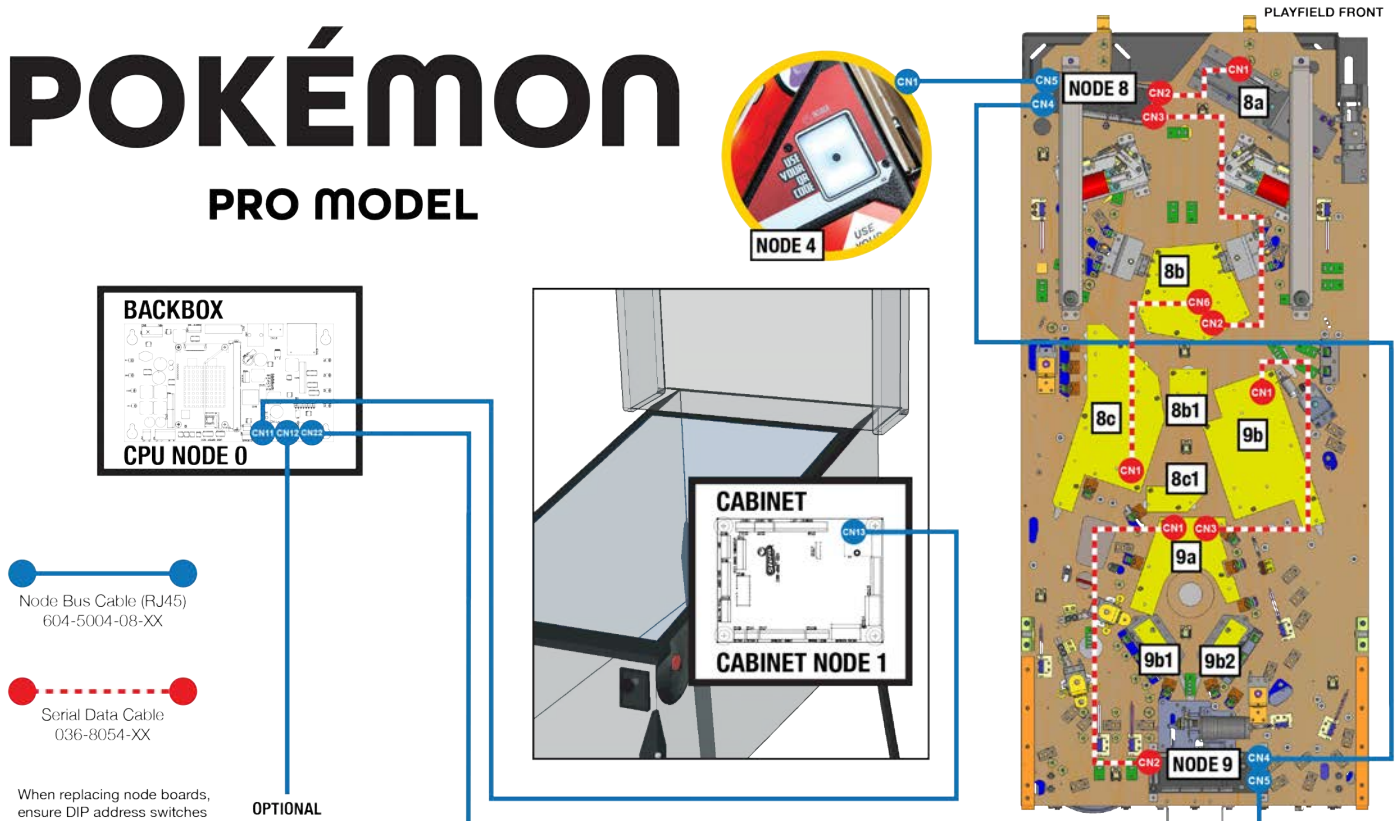


MANUAL #780-50AG-00  
POKÉMON Pro #500-55AG-01

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# 3. LIGHT, SWITCH, AND DRIVER REFERENCE

# POKÉMON PRO MODEL



## 3.1 SPIKE NODE BOARDS

ID	DIP Address	Description	Location	Part Number
Node 0	n/a	SPIKE 3 CPU Node	Backbox	524-1002-00
Node 1	n/a	Cabinet Node	Cabinet	520-6967-72
Node 4	n/a	QR Reader Node	Bottom Arch	524-1001-00
Node 8	OFF-OFF-OFF-OFF	Core - Driver Node	Lower Playfield	520-1070-00 520-1057-00
8a	n/a	Trough Serial Opto Receiver Extension	Playfield	520-8516-00
8b	n/a	LED Board -12W BC	Playfield	520-7474-00
8b1	n/a	LED Board -4W MC	Playfield	520-5801-00
8c	n/a	LED Board -6R 4W ML	Playfield	520-9875-00
8c1	n/a	LED Board -1R 4W ML	Playfield	520-9886-00
Node 9	OFF-OFF-ON-OFF	Core - Driver Node	Playfield	520-1070-00 520-1057-00
9a	n/a	LED Board -5R TC-S3	Playfield	520-9880-00
9b	n/a	LED Board -6R 4W MR	Playfield	520-9874-00
9b1	n/a	LED Board -3R TC	Playfield	520-9885-00
9b2	n/a	LED Board -3R TC	Playfield	520-9885-00
Node 0(2)	n/a	(LE Option)	Cabinet-Expression	
Node 0(7)	n/a	(LE Option)	Speaker-Expression	
Node 12	ON-OFF-OFF-OFF	Topper-Lamps(Optional)	Topper	
Node 13	ON-OFF-ON-OFF	Topper-Servo(Optional)	Topper	
Node 14	ON-ON-OFF-OFF	Universal Topper (Optional)	Topper	



### 3.2 DRIVER REFERENCE

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	1-4	GRY ORG	Playfield	Coil - 27-1500	8-DR-1	090-5004-ND
2	Auto Plunger	8	CN8	9	ORG WHT	48V	1-4	GRY ORG	Playfield	Coil - 23-800	8-DR-4	090-5001-ND
3	Left Flipper	8	CN8	6	ORG YEL	48V	1-4	GRY ORG	Playfield	Coil - 23-900	8-DR-5	090-5020-30-ND
4	Right Flipper	8	CN8	5	ORG GRN	48V	1-4	GRY ORG	Playfield	Coil - 23-900	8-DR-0	090-5020-30-ND
5	Left Slingshot	8	CN8	11	ORG BLU	48V	1-4	GRY ORG	Playfield	Coil - 26-1200	8-DR-3	090-5044-ND
6	Right Slingshot	8	CN8	10	ORG VIO	48V	1-4	GRY ORG	Playfield	Coil - 26-1200	8-DR-2	090-5044-ND
7	Shaker Motor	1	CN16	1	BLU	48V	5	RED	Cabinet	Motor	1-DR-0	041-5029-04
8												
9	Left Ramp Up Post	8	CN7	4	YEL BRN	48V	1	GRY ORG	Playfield	Coil - 26-1200	8-DR-7	090-5044-ND
10												
11	Top Pop Bumper	9	CN8	10	ORG BLK	48V	1-4	GRY BRN	Playfield	Coil - 26-1200	9-DR-2	090-5044-ND
12	Bottom Pop Bumper	9	CN8	9	ORG RED	48V	1-4	GRY BRN	Playfield	Coil - 26-1200	9-DR-4	090-5044-ND
13	Top Gate	9	CN8	5	YEL VIO	48V	1-4	GRY BRN	Playfield	Coil - 32-1250	9-DR-0	090-5060-01-ND
14												
15	Pikachu Up Post	9	CN7	3	YEL GRN	48V	1	GRY BRN	Playfield	Coil - 26-1200	9-DR-6	090-5044-ND
16	Meowth Balloon Motor	9	CN7	4	BRN BLK	48V	1	GRY BRN	Playfield	Motor - 041-5132-00	9-DR-7	511-1081-00 (WithCaps&Motor)
17												
18	Right Eject	9	CN7	2	YEL ORG	48V	1	GRY BRN	Playfield	Coil - 26-1200	9-DR-8	090-5044-ND
19												
20												
21												
22												
23												
24												
25												
26												
27												
28												
29												
30												
31												
32												
33	Coin Meter	1	CN3	2	BLK	12V	1	RED	Cabinet	Digital Out	1-DR-2	500-9946-00
34	Ticket Meter	1	CN4	2	BLK	12V	1	RED	Cabinet	Digital Out	1-DR-3	500-9946-00
35	Ticket Dispenser	1	CN11	3		12V	1		Cabinet	Digital Out	1-DR-4	

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DRIVER REFERENCE CONTINUED

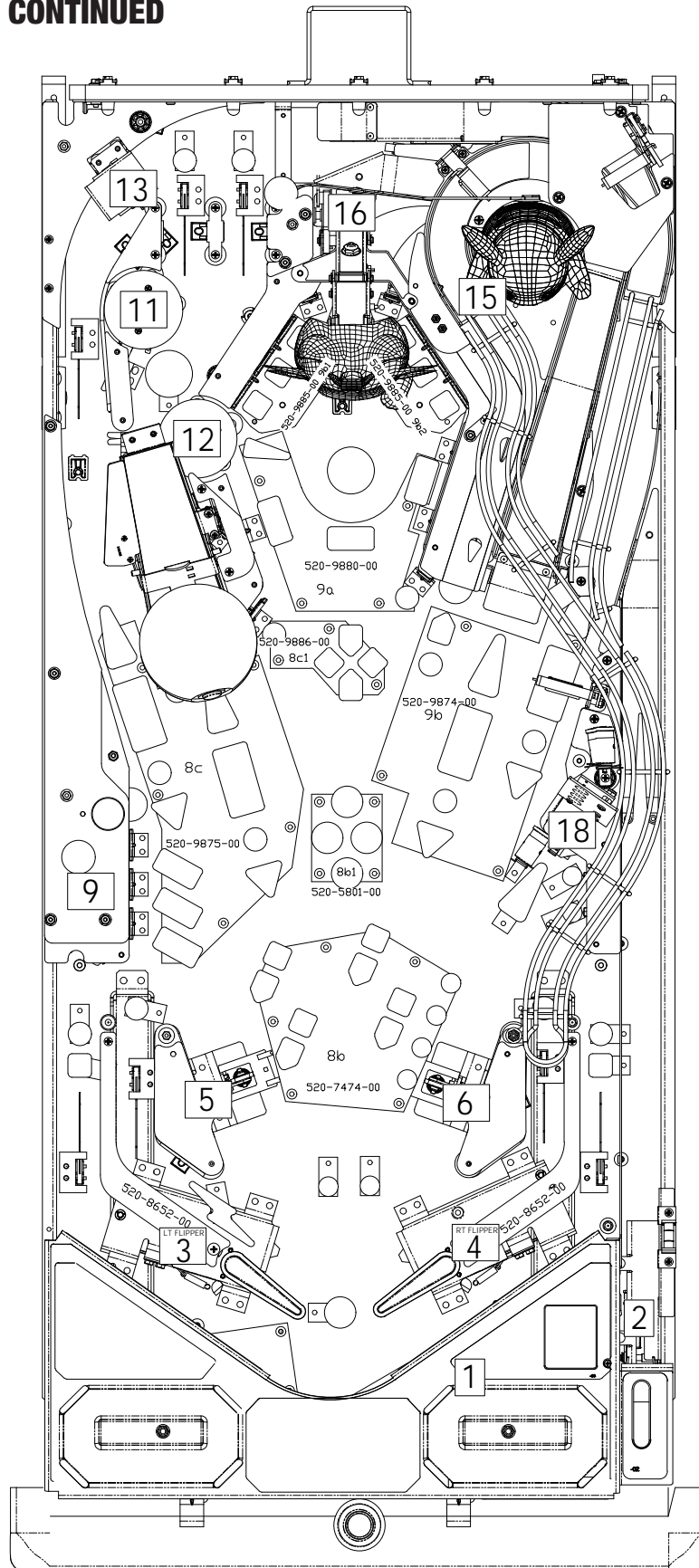


Figure 3.2.1. Playfield driver locations (top view).

### 3.3 SWITCH REFERENCE

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
1	Left Outlane	8	-	CN11	4	LGN RED	11/12	BLK ORG	Playfield	Rollover	8-SW-17	500-2567-04
2	Left Return Lane	8	-	CN11	5	LGN ORG	11/12	BLK ORG	Playfield	Rollover	8-SW-18	500-2567-04
3												
4												
5	Right Return Lane	8	-	CN11	6	LGN YEL	11/12	BLK ORG	Playfield	Rollover	8-SW-19	500-2567-04
6	Right Outlane	8	-	CN11	7	LGN BLU	11/12	BLK ORG	Playfield	Rollover	8-SW-20	500-2567-04
7	Left Slingshot	8	-	CN10	4	GRY BLU	8	BLK GRN	Playfield	Leaf	8-SW-30	180-5231-00
8	Right Slingshot	8	-	CN10	3	GRY VIO	8	BLK GRN	Playfield	Leaf	8-SW-29	180-5231-00
9	Left Flipper Button	8	-	CN9	4	GRY BRN	7	BLK GRN	Cabinet	Leaf	8-SW-25	180-5160-01
10	Right Flipper Button	8	-	CN9	3	GRY RED	7	BLK GRN	Cabinet	Leaf	8-SW-24	180-5160-01
11	Left Flipper EOS	8	-	CN10	6	GRY YEL	9	BLK GRN	Playfield	Leaf	8-SW-16	180-5149-00
12	Right Flipper EOS	8	-	CN10	5	GRY GRN	9	BLK GRN	Playfield	Leaf	8-SW-31	180-5149-00
13												
14												
15	Trough 6	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-32	520-5344-00 tx 520-8516-00 rx
16	Trough 5	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-33	520-5344-00 tx 520-8516-00 rx
17	Trough 4	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-34	520-5344-00 tx 520-8516-00 rx
18	Trough 3	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-35	520-5344-00 tx 520-8516-00 rx
19	Trough 2	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-36	520-5344-00 tx 520-8516-00 rx
20	Trough 1	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-37	520-5344-00 tx 520-8516-00 rx
21	Trough Jam	8	8a	CN14	-	-	-	-	Playfield	Opto	8-SW-38	520-5344-00 tx 520-8516-00 rx
22	Shooter Lane	8	-	CN10	2	GRY WHT	7	BLK GRN	Playfield	Micro	8-SW-28	180-5157-01
23												
24												
25												
26												
27	Berry Target Left	8	-	CN12	3	WHT RED	10	BLK RED	Playfield	Leaf, Target	8-SW-9	515-9785-00-00
28	Berry Target Center	8	-	CN12	4	WHT ORG	10	BLK RED	Playfield	Leaf, Target	8-SW-10	515-9784-00-00
29	Left Ramp Enter Opto	8	-	CN12	5	WHT YEL	10	BLK RED	Playfield	Opto	8-SW-11	515-0215-00 tx 515-0215-01 rx
30	Left Ramp Made 2 Gate	8	-	CN12	6	WHT GRN	10	BLK RED	Playfield	Micro	8-SW-12	180-5087-00
31												
32												
33	Lower Left Target-Top	8	-	CN13	2	PNK RED	10	BLK BRN	Playfield	Leaf, Target	8-SW-0	515-9783-00-00
34	Lower Left Target-Mid	8	-	CN13	3	PNK ORG	10	BLK BRN	Playfield	Leaf, Target	8-SW-1	515-9783-00-00
35	Lower Left Target-Bot	8	-	CN13	4	PNK YEL	10	BLK BRN	Playfield	Leaf, Target	8-SW-2	515-9783-00-00
36	Lower Right Target-Top	8	-	CN13	5	PNK GRN	10	BLK BRN	Playfield	Leaf, Target	8-SW-3	515-9783-00-00
37	Lower Right Target-Bot	8	-	CN13	6	PNK BLU	10	BLK BRN	Playfield	Leaf, Target	8-SW-4	515-9783-00-00
38												
39												
40	Psyduck Target	8	-	CN13	7	PNK VIO	10	BLK BRN	Playfield	Leaf, Target	8-SW-5	510-8032-00
41	Right Eject	9	-	CN13	3	PNK ORG	10	BLK BRN	Playfield	Micro	9-SW-1	180-5209-00
42												
43												
44	Left Orbit	9	-	CN12	2	WHT BRN	10	BLK WHT	Playfield	Rollover	9-SW-8	500-2567-04

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## SWITCH REFERENCE CONTINUED

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
45	Left Ramp Made 1 Opto	9	-	CN12	3	WHT RED	10	BLK WHT	Playfield	Opto	9-SW-9	515-0215-00 tx 515-0215-01 rx
46	Rear Ramp Made	9	-	CN10	3	GRY BRN	7/8/9	BLK BLU	Playfield	Micro	9-SW-29	180-5087-00
47												
48												
49	Arena Left 10 Pt Sw	9	-	CN12	7	WHT BLU	10	BLK WHT	Playfield	Leaf	9-SW-13	180-5231-00
50	Arena Right 10 Pt Switch	9	-	CN12	8	WHT VIO	10	BLK WHT	Playfield	Leaf	9-SW-14	180-5231-00
51	(B)ATTLE Target	9	-	CN11	2	TAN BLK	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-26	515-9783-00-00
52	B(A)TTLE Target	9	-	CN11	3	TAN RED	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-27	515-9783-00-00
53	BA(T)TLE Target	9	-	CN11	4	TAN ORG	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-17	515-9783-00-00
54	BAT(T)LE Target	9	-	CN11	5	TAN YEL	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-18	515-9783-00-00
55	BATT(L)E Target	9	-	CN11	6	TAN GRN	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-19	515-9783-00-00
56	BATT(L)E Target	9	-	CN11	7	TAN BLU	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-20	515-9783-00-00
57	Team Rocket Target Left	9	-	CN11	8	TAN VIO	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-21	515-9785-00-00
58	Team Rocket Target Right	9	-	CN11	9	TAN WHT	11/12	BLK GRY	Playfield	Leaf, Target	9-SW-22	515-9785-00-00
59	Meowth Hit Opto	9	-	CN11	10	TAN	11/12	BLK GRY	Playfield	Opto	9-SW-23	520-8069-00 tx 520-8068-00 rx
60	Meowth Up	9	-	CN9	3	LGN ORG	7/8	BLK BLU	Playfield	Magnet Switch	9-SW-24	520-8470-00
61	Meowth Down	9	-	CN9	4	LGN YEL	7/8	BLK BLU	Playfield	Magnet Switch	9-SW-25	520-8470-00
62												
63	Top Pop Bumper	9	-	CN10	2	GRY BLK	7/8/9	BLK BLU	Playfield	Leaf	9-SW-28	180-5232-00
64	Bot Pop Bumper	9	-	CN10	4	GRY RED	7/8/9	BLK BLU	Playfield	Leaf	9-SW-30	180-5232-00
65												
66	Top Lane Left	9	-	CN12	4	WHT ORG	10	BLK WHT	Playfield	Rollover	9-SW-10	500-2567-04
67	Top Lane Right	9	-	CN12	5	WHT YEL	10	BLK WHT	Playfield	Rollover	9-SW-11	500-2567-04
68												
69												
70	Berry Target Right	9	-	CN13	2	PNK RED	10	BLK BRN	Playfield	Leaf, Target	9-SW-0	515-9785-00-00
71	Captive Ball-Lower	9	-	CN13	6	PNK BLU	10	BLK BRN	Playfield	Rollover	9-SW-4	180-5178-00
72	Captive Ball-Upper	9	-	CN13	7	PNK VIO	10	BLK BRN	Playfield	Rollover	9-SW-5	500-2567-04
73	Captive Ball-Target	9	-	CN13	8	PNK GRY	10	BLK BRN	Playfield	Leaf, Target	9-SW-6	515-9785-00-00
74	Right Ramp Hold	9	-	CN12	9	WHT GRY	10	BLK WHT	Playfield	Micro	9-SW-15	180-5183-00
75												
76	Right Ramp Made Opto	9	-	CN10	5	GRY ORG	7/8/9	BLK BLU	Playfield	Opto	9-SW-31	515-0215-00 tx 511-5815-01 (520-8116-00w/ cable)
77												
78	Spinner Opto	9	-	CN13	9	PNK WHT	10	BLK BRN	Playfield	Opto	9-SW-7	511-2785-01
79	Team Rocket Enter	9	-	CN13	4	PNK YEL	10	BLK BRN	Playfield	Rollover	9-SW-2	500-2567-04
80	Right Orbit	9	-	CN13	5	PNK GRN	10	BLK BRN	Playfield	Rollover	9-SW-3	500-2567-03
81												
82												
83												
84												
85												
86												
87												
88												
89												

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SWITCH REFERENCE CONTINUED

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
90	Action Button	1	-	CN7	10	TAN WHT	9	BLK WHT	Cabinet	Leaf	1-SW-2	180-5218-00
91												
92												
93	Start Button	1	-	CN6	11	GRY	12	BLK WHT	Cabinet	Micro	1-SW-11	500-1060-44-LED
94	Tournament Start Button	1	-	CN6	9	-	5	-	Cabinet	Micro	1-SW-12	
95												
96	Left Coin	1	-	CN5	9	PNK BRN	3	BLK	Coin Door	Micro	1-SW-16	
97	Right Coin	1	-	CN5	7	PNK ORG	3	BLK	Coin Door	Micro	1-SW-18	
98	Center Coin	1	-	CN5	8	PNK RED	3	BLK	Coin Door	Micro	1-SW-17	
99	Fourth Coin	1	-	CN5	6	-	-	-	Coin Door	-	1-SW-19	
100	Fifth Coin	1	-	CN5	5	-	-	-	Coin Door	-	1-SW-20	
101	Tilt Pendulum	1	-	CN6	7	WHT	5	BLK WHT	Cabinet	Plumb Bob	1-SW-14	516-0007-00
102	Sixth Coin	1	-	CN9	5	-	-	-	Cabinet	-	1-SW-21	
103	Ticket Notch	1	-	CN11	5	-	-	-	Cabinet	-	1-SW-8	
104	Slam Tilt	1	-	CN5	4	-	3	-	Cabinet	-	1-SW-22	
105	Ticket Low	1	-	CN2	2	-	1	-	Cabinet	-	1-SW-7	
106												
107												
108												
109												
110												
C10	Service Plus	0	-	CN25	2	LGN VIO	11	BLK WHT	Coin Door		0-SW-9	515-1963-00
C11	Service Minus	0	-	CN25	3	LGN BLU	11	BLK WHT	Coin Door		0-SW-10	515-1963-00
C12	Service Back	0	-	CN25	4	LGN BLK	11	BLK WHT	Coin Door		0-SW-11	515-1963-00
C17	Headphone Detect	0	-	-	-	-	-	-	Coin Door		0-SW-16	-
C18	Headphone Kit Cable Detect	0	-	CN3	5	BLK	4	BLK	Coin Door		0-SW-17	-
C19	Volume Encoder 1	0	-	CN3	6	WHT	1	DRAIN	Coin Door		0-SW-18	-
C20	Volume Encoder 2	0	-	CN3	7	GRN	1	DRAIN	Coin Door		0-SW-19	-
C21	Jumper LVDS Resolution 1	0	-	-	-	-	-	-	CPU Node		0-SW-20	-
C22	Jumper LVDS Resolution 2	0	-	-	-	-	-	-	CPU Node		0-SW-21	-
C23	Jumper Unused	0	-	-	-	-	-	-	CPU Node		0-SW-22	-
C24	Coin Door Power Interlock	0	a	CN4	1	WHT GRY	4	BLK WHT	Cabinet		0-SW-23	-
C9	Service Select	0	-	CN25	1	LGN GRY	11	BLK WHT	Coin Door		0-SW-8	515-1963-00

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SWITCH REFERENCE CONTINUED

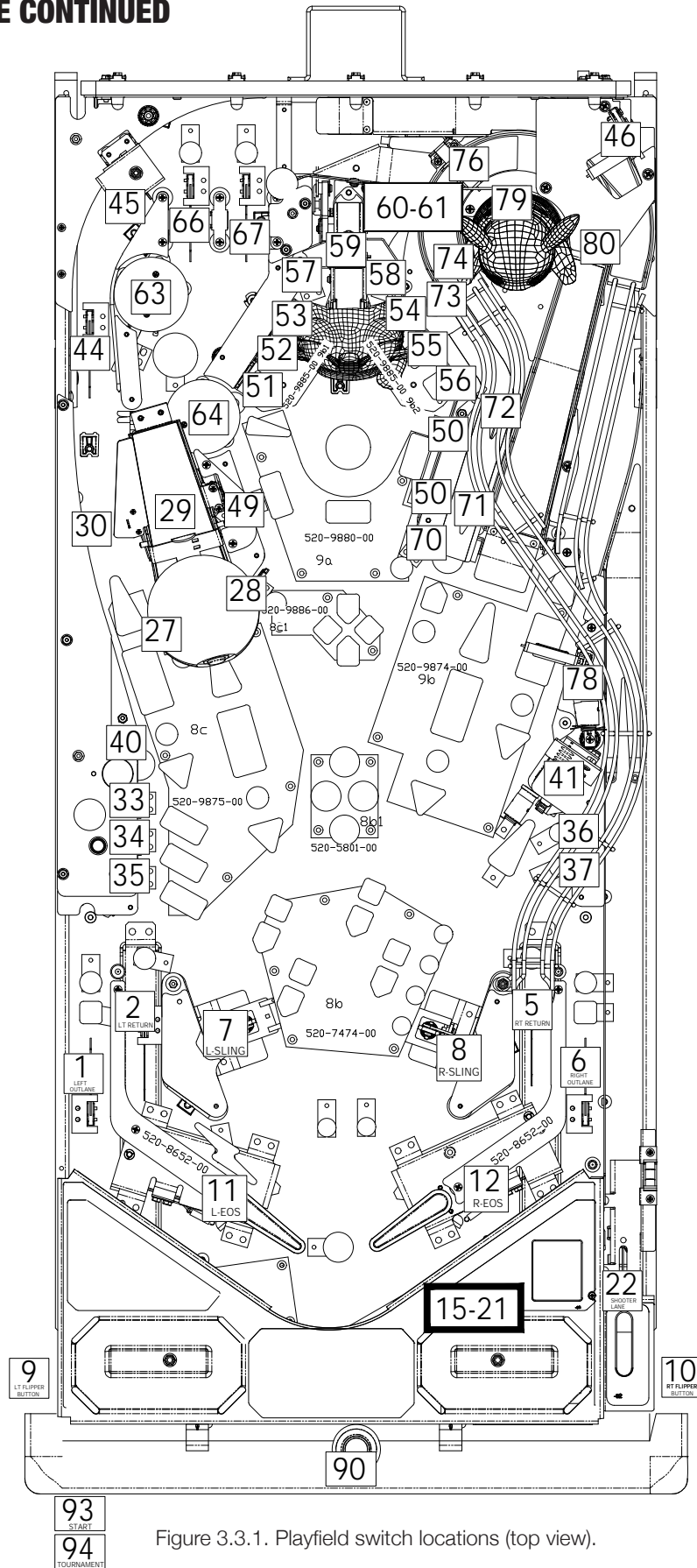


Figure 3.3.1. Playfield switch locations (top view).

### 3.4 LIGHT REFERENCE

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
1	Coin Enable	1	-	CN8	6	BLK GRY	2	GRY RED	Coin Door	Digital Out		1-LP-0	
2	Start Button	1	-	CN6	3	YEL BRN	1	RED	Cabinet	Feature	White	1-LP-2	113-5071-00
3	Tournament Start	1	-	CN6	2	YEL RED	1	RED	Cabinet	Feature	White	1-LP-3	112-5031-01
4	Action Button-R	1	-	CN7	2	RED WHT	1	RED	Cabinet	Feature	RGB	1-LP-5	520-5333-00
5	Action Button-G	1	-	CN7	3	GRN WHT	1	RED	Cabinet	Feature	RGB	1-LP-4	520-5333-00
6	Action Button-B	1	-	CN7	4	BLU WHT	1	RED	Cabinet	Feature	RGB	1-LP-7	520-5333-00
7													
8													
9													
10													
11	Left Ball Save	8	c	CN4	5	BRN ORG	1/2/3	RED	Playfield	Feature	White	8-LP-84	520-5307-00
12	Right Ball Save	8	b	CN5	3	BLU RED	1/2	RED	Playfield	Feature	White	8-LP-31	520-5307-00
13	(T)EAM	8	c	CN4	4	BRN RED	1/2/3	RED	Playfield	Feature	White	8-LP-83	520-5307-00
14	T(E)AM	8	c	CN4	6	BRN YEL	1/2/3	RED	Playfield	Feature	White	8-LP-85	520-5307-00
15	TE(A)M	8	b	CN1	4	YEL BLU	1/2	RED	Playfield	Feature	White	8-LP-11	520-5307-00
16	TEA(M)	8	b	CN5	4	BLU ORG	1/2	RED	Playfield	Feature	White	8-LP-32	520-5307-00
17	Electric Hurry Up	8	b	CN4	5	YEL VIO	1/2/3	RED	Playfield	Feature	White	8-LP-30	520-5307-00
18	Shoot Again	8	b	CN4	4	YEL RED	1/2/3	RED	Playfield	Feature	White	8-LP-29	520-5307-00
19													
20													
21													
22													
23													
24													
25													
26													
27													
28													
29													
30													
31													
32													
33													
34	Pikachu Cheek L	8	b	CN5	13	BRN VIO	1/2/3	RED	Playfield	Feature	White	8-LP-40	520-5307-00
35	Pikachu Cheek R	8	b	CN5	14	BRN GRY	1/2/3	RED	Playfield	Feature	White	8-LP-41	520-5307-00
36	Forest Rival	8	b	LED9	-	-	-	-	Playfield	Feature	White	8-LP-16	520-7474-00
37	Forest	8	b	LED19	-	-	-	-	Playfield	Feature	White	8-LP-26	520-7474-00
38	Lake Rival	8	b	LED20	-	-	-	-	Playfield	Feature	White	8-LP-27	520-7474-00
39	Lake	8	b	LED21	-	-	-	-	Playfield	Feature	White	8-LP-28	520-7474-00
40	Mountain Rival	8	b	LED1	-	-	-	-	Playfield	Feature	White	8-LP-8	520-7474-00
41	Mountain	8	b	LED2	-	-	-	-	Playfield	Feature	White	8-LP-9	520-7474-00
42	Desert Rival	8	b	LED38	-	-	-	-	Playfield	Feature	White	8-LP-45	520-7474-00
43	Desert	8	b	LED36	-	-	-	-	Playfield	Feature	White	8-LP-43	520-7474-00
44													
45	Discover	8	b	LED40	-	-	-	-	Playfield	Feature	White	8-LP-47	520-7474-00
46	Catch	8	b	LED39	-	-	-	-	Playfield	Feature	White	8-LP-46	520-7474-00
47	Train	8	b	LED37	-	-	-	-	Playfield	Feature	White	8-LP-44	520-7474-00
48	Battle	8	b	LED35	-	-	-	-	Playfield	Feature	White	8-LP-42	520-7474-00
49	Pikachu Vs Charizard	8	b	CN1	6	ORG RED	1/2	RED	Playfield	Feature	White	8-LP-13	520-5801-00
50	Pikachu Vs Lucario	8	b	CN1	7	ORG YEL	1/2	RED	Playfield	Feature	White	8-LP-14	520-5801-00
51	Pokémon Arena	8	b	CN1	5	ORG BRN	1/2	RED	Playfield	Feature	White	8-LP-12	520-5801-00

Continued on next page...

## LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
52	Pokémon Master	8	b	CN1	8	ORG GRN	1/2	RED	Playfield	Feature	White	8-LP-15	520-5801-00
53	Training 1-R	8	c	LED1	-	-	-	-	Playfield	Feature	RGB	8-LP-48	520-9875-00
54	Training 1-G	8	c	LED1	-	-	-	-	Playfield	Feature	RGB	8-LP-49	520-9875-00
55	Training 1-B	8	c	LED1	-	-	-	-	Playfield	Feature	RGB	8-LP-50	520-9875-00
56	Training 2-R	8	c	LED2	-	-	-	-	Playfield	Feature	RGB	8-LP-51	520-9875-00
57	Training 2-G	8	c	LED2	-	-	-	-	Playfield	Feature	RGB	8-LP-52	520-9875-00
58	Training 2-B	8	c	LED2	-	-	-	-	Playfield	Feature	RGB	8-LP-53	520-9875-00
59	Training 3-R	8	c	LED3	-	-	-	-	Playfield	Feature	RGB	8-LP-54	520-9875-00
60	Training 3-G	8	c	LED3	-	-	-	-	Playfield	Feature	RGB	8-LP-55	520-9875-00
61	Training 3-B	8	c	LED3	-	-	-	-	Playfield	Feature	RGB	8-LP-56	520-9875-00
62													
63	Town Target Top	9	b	CN4	6	YEL BLU	1	RED	Playfield	Feature	White	9-LP-63	520-5307-00
64	Town Target Bottom	9	b	CN4	7	YEL VIO	1	RED	Playfield	Feature	White	9-LP-64	520-5307-00
65	Town-R	8	b	CN5	9	RED WHT	1/2/3	RED	Playfield	Feature	RGB	8-LP-36	520-5333-00
66	Town-G	8	b	CN5	10	GRN WHT	1/2/3	RED	Playfield	Feature	RGB	8-LP-37	520-5333-00
67	Town-B	8	b	CN5	11	BLU WHT	1/2/3	RED	Playfield	Feature	RGB	8-LP-38	520-5333-00
68	Town Billboard 1	9	b	CN4	2	YEL BRN	1	RED	Playfield	Feature	White	9-LP-59	520-1076-00
69	Town Billboard 2	9	b	CN4	3	YEL RED	1	RED	Playfield	Feature	White	9-LP-60	520-1076-00
70	Town Billboard 3	9	b	CN4	4	YEL ORG	1	RED	Playfield	Feature	White	9-LP-61	520-1076-00
71	Town Billboard 4	9	b	CN4	5	YEL GRN	1	RED	Playfield	Feature	White	9-LP-62	520-1076-00
72													
73	Left Orbit-R	8	c	LED7	-	-	-	-	Playfield	Feature	RGB	8-LP-62	520-9875-00
74	Left Orbit-G	8	c	LED7	-	-	-	-	Playfield	Feature	RGB	8-LP-63	520-9875-00
75	Left Orbit-B	8	c	LED7	-	-	-	-	Playfield	Feature	RGB	8-LP-64	520-9875-00
76	Bulbasaur	8	c	LED6	-	-	-	-	Playfield	Feature	White	8-LP-61	520-9875-00
77	Left Orbit Combo-R	8	c	LED5	-	-	-	-	Playfield	Feature	RGB	8-LP-58	520-9875-00
78	Left Orbit Combo-G	8	c	LED5	-	-	-	-	Playfield	Feature	RGB	8-LP-59	520-9875-00
79	Left Orbit Combo-B	8	c	LED5	-	-	-	-	Playfield	Feature	RGB	8-LP-60	520-9875-00
80	Left Orbit Shot X	8	c	LED4	-	-	-	-	Playfield	Feature	White	8-LP-57	520-9875-00
81													
82	Berry Target Left-R	8	c	LED8	-	-	-	-	Playfield	Feature	RGB	8-LP-65	520-9875-00
83	Berry Target Left-G	8	c	LED8	-	-	-	-	Playfield	Feature	RGB	8-LP-66	520-9875-00
84	Berry Target Left-B	8	c	LED8	-	-	-	-	Playfield	Feature	RGB	8-LP-67	520-9875-00
85	Left Ramp-R	8	c	LED9	-	-	-	-	Playfield	Feature	RGB	8-LP-68	520-9875-00
86	Left Ramp-G	8	c	LED9	-	-	-	-	Playfield	Feature	RGB	8-LP-69	520-9875-00
87	Left Ramp-B	8	c	LED9	-	-	-	-	Playfield	Feature	RGB	8-LP-70	520-9875-00
88	Squirtle	8	c	LED17	-	-	-	-	Playfield	Feature	White	8-LP-78	520-9875-00
89	Left Ramp Combo-R	8	c	LED18	-	-	-	-	Playfield	Feature	RGB	8-LP-79	520-9875-00
90	Left Ramp Combo-G	8	c	LED18	-	-	-	-	Playfield	Feature	RGB	8-LP-80	520-9875-00
91	Left Ramp Combo-B	8	c	LED18	-	-	-	-	Playfield	Feature	RGB	8-LP-81	520-9875-00
92	Left Ramp Shot X	8	c	LED19	-	-	-	-	Playfield	Feature	White	8-LP-82	520-9875-00
93													
94	Poké Ball-R	9	a	CN2	3	RED BLK	1/2	RED	Playfield	Feature	RGB	9-LP-20	520-5333-00
95	Poké Ball-G	9	a	CN2	4	GRN BLK	1/2	RED	Playfield	Feature	RGB	9-LP-21	520-5333-00
96	Poké Ball-B	9	a	CN2	5	BLU BLK	1/2	RED	Playfield	Feature	RGB	9-LP-22	520-5333-00
97	Berry Target Center-R	8	c	CN2	7	RED WHT	1/2	RED	Playfield	Feature	RGB	8-LP-75	520-9886-00
98	Berry Target Center-G	8	c	CN2	8	GRN WHT	1/2	RED	Playfield	Feature	RGB	8-LP-76	520-9886-00
99	Berry Target Center-B	8	c	CN2	9	BLU WHT	1/2	RED	Playfield	Feature	RGB	8-LP-77	520-9886-00
100	Team Rocket 1	8	c	CN2	3	GRN BRN	1/2	RED	Playfield	Feature	White	8-LP-71	520-9886-00
101	Team Rocket 2	8	c	CN2	4	GRN RED	1/2	RED	Playfield	Feature	White	8-LP-72	520-9886-00
102	Team Rocket 3	8	c	CN2	5	GRN ORG	1/2	RED	Playfield	Feature	White	8-LP-73	520-9886-00

Continued on next page...



LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
103	Team Rocket 4	8	c	CN2	6	GRN YEL	1/2	RED	Playfield	Feature	White	8-LP-74	520-9886-00
104													
105	Berry Target Right-R	9	a	LED4	-	-	-	-	Playfield	Feature	RGB	9-LP-17	520-9880-00
106	Berry Target Right-G	9	a	LED4	-	-	-	-	Playfield	Feature	RGB	9-LP-18	520-9880-00
107	Berry Target Right-B	9	a	LED4	-	-	-	-	Playfield	Feature	RGB	9-LP-19	520-9880-00
108	Captive Ball 1-R	9	b	LED34	-	-	-	-	Playfield	Feature	RGB	9-LP-71	520-9874-00
109	Captive Ball 1-G	9	b	LED34	-	-	-	-	Playfield	Feature	RGB	9-LP-72	520-9874-00
110	Captive Ball 1-B	9	b	LED34	-	-	-	-	Playfield	Feature	RGB	9-LP-73	520-9874-00
111	Captive Ball 2-R	9	b	LED36	-	-	-	-	Playfield	Feature	RGB	9-LP-77	520-9874-00
112	Captive Ball 2-G	9	b	LED36	-	-	-	-	Playfield	Feature	RGB	9-LP-78	520-9874-00
113	Captive Ball 2-B	9	b	LED36	-	-	-	-	Playfield	Feature	RGB	9-LP-79	520-9874-00
114													
115	Right Ramp-R	9	b	LED35	-	-	-	-	Playfield	Feature	RGB	9-LP-74	520-9874-00
116	Right Ramp-G	9	b	LED35	-	-	-	-	Playfield	Feature	RGB	9-LP-75	520-9874-00
117	Right Ramp-B	9	b	LED35	-	-	-	-	Playfield	Feature	RGB	9-LP-76	520-9874-00
118	Pikachu	9	b	LED13	-	-	-	-	Playfield	Feature	White	9-LP-46	520-9874-00
119	Right Ramp Combo-R	9	b	LED2	-	-	-	-	Playfield	Feature	RGB	9-LP-33	520-9874-00
120	Right Ramp Combo-G	9	b	LED2	-	-	-	-	Playfield	Feature	RGB	9-LP-34	520-9874-00
121	Right Ramp Combo-B	9	b	LED2	-	-	-	-	Playfield	Feature	RGB	9-LP-35	520-9874-00
122	Right Ramp Shot X	9	b	LED1	-	-	-	-	Playfield	Feature	White	9-LP-32	520-9874-00
123													
124	Right Orbit-R	9	b	LED33	-	-	-	-	Playfield	Feature	RGB	9-LP-68	520-9874-00
125	Right Orbit-G	9	b	LED33	-	-	-	-	Playfield	Feature	RGB	9-LP-69	520-9874-00
126	Right Orbit-B	9	b	LED33	-	-	-	-	Playfield	Feature	RGB	9-LP-70	520-9874-00
127	Charmander	9	b	LED32	-	-	-	-	Playfield	Feature	White	9-LP-67	520-9874-00
128	Right Orbit Combo-R	9	b	LED23	-	-	-	-	Playfield	Feature	RGB	9-LP-56	520-9874-00
129	Right Orbit Combo-G	9	b	LED23	-	-	-	-	Playfield	Feature	RGB	9-LP-57	520-9874-00
130	Right Orbit Combo-B	9	b	LED23	-	-	-	-	Playfield	Feature	RGB	9-LP-58	520-9874-00
131	Right Orbit Shot X	9	b	LED12	-	-	-	-	Playfield	Feature	White	9-LP-45	520-9874-00
132													
133	Arena Pop-R	9	a	LED1	-	-	-	-	Playfield	Feature	RGB	9-LP-8	520-9880-00
134	Arena Pop-G	9	a	LED1	-	-	-	-	Playfield	Feature	RGB	9-LP-9	520-9880-00
135	Arena Pop-B	9	a	LED1	-	-	-	-	Playfield	Feature	RGB	9-LP-10	520-9880-00
136	Arena Left 10 Point-R	9	a	LED2	-	-	-	-	Playfield	Feature	RGB	9-LP-11	520-9880-00
137	Arena Left 10 Point-G	9	a	LED2	-	-	-	-	Playfield	Feature	RGB	9-LP-12	520-9880-00
138	Arena Left 10 Point-B	9	a	LED2	-	-	-	-	Playfield	Feature	RGB	9-LP-13	520-9880-00
139	Team Rocket-R	9	a	LED3	-	-	-	-	Playfield	Feature	RGB	9-LP-14	520-9880-00
140	Team Rocket-G	9	a	LED3	-	-	-	-	Playfield	Feature	RGB	9-LP-15	520-9880-00
141	Team Rocket-B	9	a	LED3	-	-	-	-	Playfield	Feature	RGB	9-LP-16	520-9880-00
142	Arena Right 10 Point-R	9	a	LED14	-	-	-	-	Playfield	Feature	RGB	9-LP-29	520-9880-00
143	Arena Right 10 Point-G	9	a	LED14	-	-	-	-	Playfield	Feature	RGB	9-LP-30	520-9880-00
144	Arena Right 10 Point-B	9	a	LED14	-	-	-	-	Playfield	Feature	RGB	9-LP-31	520-9880-00
145													
146	(B)ATTLE-R	9	b	CN2	4	RED BRN	1/2/3	RED	Playfield	Feature	RGB	9-LP-36	520-9885-00
147	(B)ATTLE-G	9	b	CN2	5	GRN BRN	1/2/3	RED	Playfield	Feature	RGB	9-LP-37	520-9885-00
148	(B)ATTLE-B	9	b	CN2	6	BLU BRN	1/2/3	RED	Playfield	Feature	RGB	9-LP-38	520-9885-00
149	B(A)TTLE-R	9	b	CN2	7	RED YEL	1/2/3	RED	Playfield	Feature	RGB	9-LP-39	520-9885-00
150	B(A)TTLE-G	9	b	CN2	8	GRN YEL	1/2/3	RED	Playfield	Feature	RGB	9-LP-40	520-9885-00
151	B(A)TTLE-B	9	b	CN2	9	BLU YEL	1/2/3	RED	Playfield	Feature	RGB	9-LP-41	520-9885-00

Continued on next page...



# LIGHT, SWITCH, AND DRIVER REFERENCE

## LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
152	BA(T)TLE-R	9	b	CN2	10	RED VIO	1/2/3	RED	Playfield	Feature	RGB	9-LP-42	520-9885-00
153	BA(T)TLE-G	9	b	CN2	11	GRN VIO	1/2/3	RED	Playfield	Feature	RGB	9-LP-43	520-9885-00
154	BA(T)TLE-B	9	b	CN2	12	BLU VIO	1/2/3	RED	Playfield	Feature	RGB	9-LP-44	520-9885-00
155	BAT(T)LE-R	9	b	CN3	2	RED ORG	1	RED	Playfield	Feature	RGB	9-LP-47	520-9885-00
156	BAT(T)LE-G	9	b	CN3	3	GRN ORG	1	RED	Playfield	Feature	RGB	9-LP-48	520-9885-00
157	BAT(T)LE-B	9	b	CN3	4	BLU ORG	1	RED	Playfield	Feature	RGB	9-LP-49	520-9885-00
158	BATT(L)E-R	9	b	CN3	5	RED VIO	1	RED	Playfield	Feature	RGB	9-LP-50	520-9885-00
159	BATT(L)E-G	9	b	CN3	6	GRN VO	1	RED	Playfield	Feature	RGB	9-LP-51	520-9885-00
160	BATT(L)E-B	9	b	CN3	7	BLU VIO	1	RED	Playfield	Feature	RGB	9-LP-52	520-9885-00
161	BATTL(E)-R	9	b	CN3	8	RED GRY	1	RED	Playfield	Feature	RGB	9-LP-53	520-9885-00
162	BATTL(E)-G	9	b	CN3	9	GRN GRY	1	RED	Playfield	Feature	RGB	9-LP-54	520-9885-00
163	BATTL(E)-B	9	b	CN3	10	BLU GRY	1	RED	Playfield	Feature	RGB	9-LP-55	520-9885-00
164	Team Rocket Jackpot-R	9	a	CN2	9	RED BLU	1/2	RED	Playfield	Feature	RGB	9-LP-26	520-5333-00
165	Team Rocket Jackpot-G	9	a	CN2	10	GRN BLU	1/2	RED	Playfield	Feature	RGB	9-LP-27	520-5333-00
166	Team Rocket Jackpot-B	9	a	CN2	11	BLU	1/2	RED	Playfield	Feature	RGB	9-LP-28	520-5333-00
167													
168	Pop-R	9	a	CN2	6	RED WHT	1/2	RED	Playfield	Feature	RGB	9-LP-23	520-5333-00
169	Pop-G	9	a	CN2	7	GRN WHT	1/2	RED	Playfield	Feature	RGB	9-LP-24	520-5333-00
170	Pop-B	9	a	CN2	8	BLU WHT	1/2	RED	Playfield	Feature	RGB	9-LP-25	520-5333-00
171	Top Lane Left	9	b	CN4	8	YEL GRY	1	RED	Playfield	Feature	White	9-LP-65	520-5307-00
172	Top Lane Right	9	b	CN4	9	YEL WHT	1	RED	Playfield	Feature	White	9-LP-66	520-5307-00
173													
174													
175													
176													
177	Coin Door Gl	1	-	CN5	2	YEL	1	YEL-WHT	Coin Door	G.I.	White	1-LP-1	112-5033-08
178	Bottom Gl	8	-	CN15	5	WHT BLK	1	YEL BLK	Playfield	G.I.	White	8-LP-0	520-8722-08 520-5307-00 520-8652-00
179	Bottom Arch Gl	8	-	CN15	6	RED BLK	2	YEL RED	Playfield	G.I.	White	8-LP-1	520-7000-00
180													
181													
182	Top Left Gl	9	-	CN15	5	WHT BLK	1	YEL BLK	Playfield	G.I.	White	9-LP-0	520-8722-08
183	Top Right Gl	9	-	CN15	6	RED BLK	2	YEL RED	Playfield	G.I.	White	9-LP-1	520-8722-08
184	Backpanel Gl	9	-	CN15	7	BLU BLK	3	YEL BLU	Playfield	G.I.	White	9-LP-2	520-8722-08
185													
186													
187													
188													
189	Left Eject Flash	8	c	CN4	7	BRN GRN	1/2/3	RED	Playfield	Flash	White	8-LP-86	520-7000-00
190	Lower Left Spot	8	c	CN4	8	BRN RED	1/2/3	RED	Playfield	Flash	White	8-LP-87	113-5032-08
191	Lower Right Spot	8	b	CN1	3	YEL GRN	1/2	RED	Playfield	Flash	White	8-LP-10	113-5032-08
192	Poké Ball Spot	9	b	CN5	4	ORG RED	1/2/3	RED	Playfield	Flash	White	9-LP-80	520-7000-00
193	Spinner Flash	9	b	CN5	5	BRN YEL	1/2/3	RED	Playfield	Flash	White	9-LP-81	520-7000-00
194	Right Eject Flash	8	b	CN5	12	BRN ORG	1/2/3	RED	Playfield	Flash	Red	8-LP-39	113-5045-02
195	Meowth Balloon Spot	9	b	CN5	6	BRN GRN	1/2/3	RED	Playfield	Flash	White	9-LP-82	520-7000-00
196													
197	Top Pop Flash	9	b	CN5	10	BRN BLK	1/2/3	RED	Playfield	Flash	White	9-LP-86	520-8059-00
198	Bottom Pop Flash	9	b	CN5	9	BRN RED	1/2/3	RED	Playfield	Flash	White	9-LP-85	520-8059-00
199	Pikachu Spot	9	b	CN5	8	ORG BRN	1/2/3	RED	Playfield	Flash	White	9-LP-84	113-5045-08

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# 5. PARTS REFERENCE

## 5.1 PLAYFIELD RUBBER PARTS

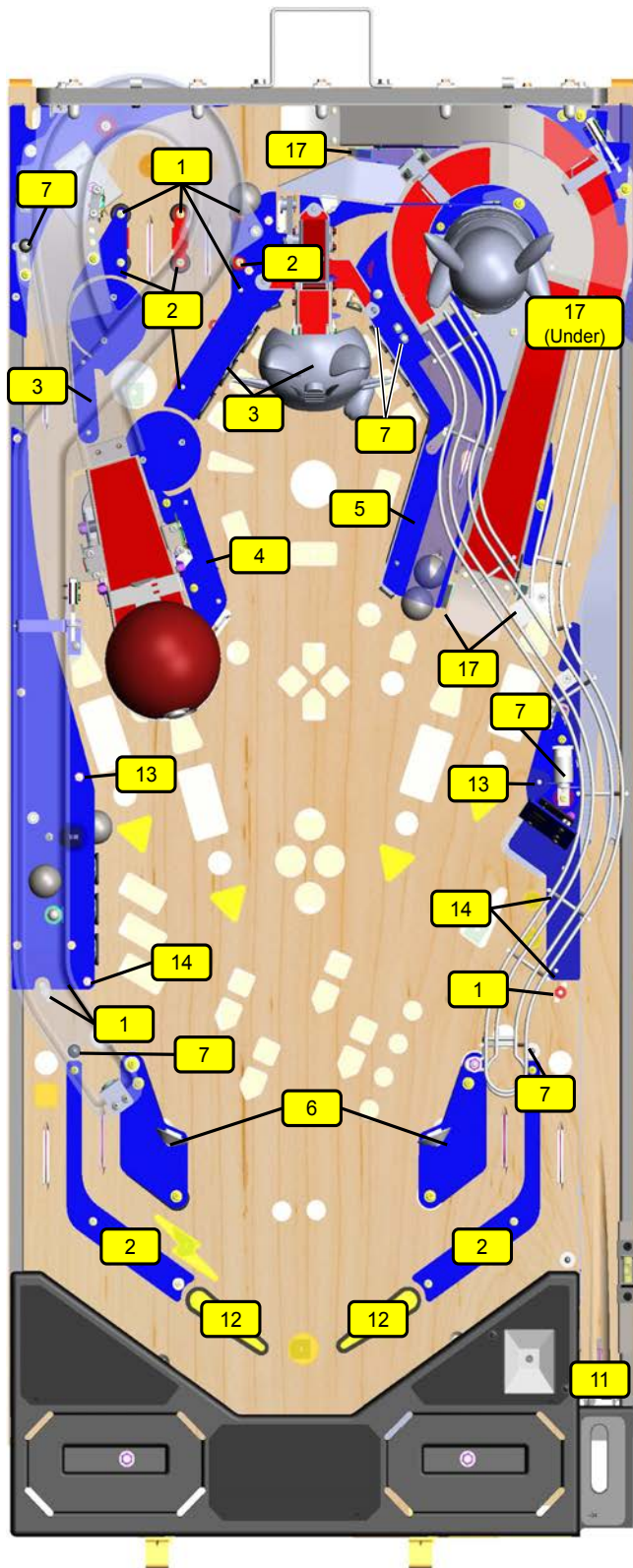


Figure 5.1.1. Rubber o-ring part locations

### RUBBER O-RINGS

ID	Qty	Size (ID)	Size (OD)	Durometer	Color	Part Number
1	7	3/16"		50	Black	545-5348-01
2	6	5/16"		50	Black	545-5348-02
3	4	1 - 1/4"		50	Black	545-5348-06
4	1	1 - 1/2"		50	Black	545-5348-07
5	1	1 - 3/4"		50	Black	545-5348-21
6	2	2 - 1/2"		50	Black	545-5348-09
7	6		7/16"	50	Black	545-5348-17

Figure 5.1.2. Rubber o-ring part numbers and usage. ID: Inner Diameter, OD: Outer Diameter, Durometer: Higher number is firmer, less bounce, and more durable.

ID	Qty	Description	Color	Part Number
11	1	Plunger Tip	Black	545-5276-00
12	2	Flipper Rubber	Black	545-5277-00
13	2	Post Sleeve	Red	545-9994-02
14	3	Post Sleeve	Black	545-5308-00
15	5	Bumper Pad (Sub assemblies)	Black	545-5105-00
16	2	Bumper Pad (Flippers)	Black	545-5428-00
17	4	Bumper Pad (Ball Guide)	Black	626-5057-01

Figure 5.1.3. Other rubber part numbers and usage

### 5.2 RUBBER SIZE CHART

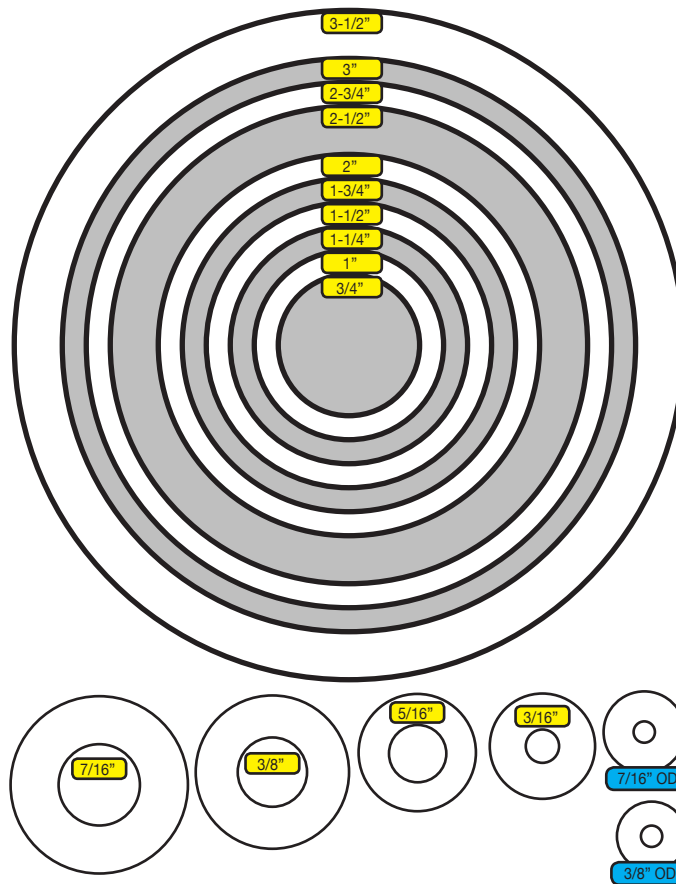


Figure 5.2.1. Rubber ring inner diameter sizing tool. Hold ring up to chart and read largest size on inside of ring. Dimensions are Inner Diameter (ID) unless otherwise noted as Outer Diameter (OD).

# 6. SPECIFICATIONS

500-55AG-01

## SPECIFICATIONS, MECHANICAL, GAME SETUP

Specification	Imperial	Metric
Weight	210 lbs	96 kg
Max dimensions, leg levers extended (h, w, d)	78 x 27.75 x 57 in	198 x 70.5 x 145 cm
Minimum game dimensions (h, w, d)	76 x 27.75 x 57 in	193 x 70.5 x 145 cm
Minimum room dimensions per game (h, w, d)	80 x 36 x 84 in	203 x 91 cm x 214 cm

- (h, w, d) = height, width, depth.

## SPECIFICATIONS, MECHANICAL, BOXED

Specification	Imperial	Metric
Weight, boxed (without pallet)	230 lbs	105 kg
Box dimensions (h, w, d)	56.5 x 31 x 31 in	144 x 79 x 79 cm
Minimum dimensions (h, w, d)	76 x 26 x 57 in	193 x 66 x 145 cm

- (h, w, d) = height, width, depth.

## SPECIFICATIONS, ELECTRICAL

Specification	North America - 120VAC	International - 240VAC
Line Voltage, Nominal	120 VAC	240 VAC
Line Voltage Range	90 VAC - 250 VAC	90 VAC - 250 VAC
Line Frequency *	60 Hz	50 Hz, 60 Hz
Line Power, Current - attract mode	70 W, 0.6 A @ 120 VAC	70 W, 0.3 A @ 240 VAC
Line Power, Current - nominal	360 W, 3 A @ 120 VAC	360 W, 1.5 A @ 240 VAC
Line Power, Current - peak, <100 ms	540 W, 4.5 A @ 120 VAC	540 W, 2.25 A @ 240 VAC

\* NOTE: Games designed for 60hz operation (e.g. North America games) will not function correctly on 50hz power and vice versa.

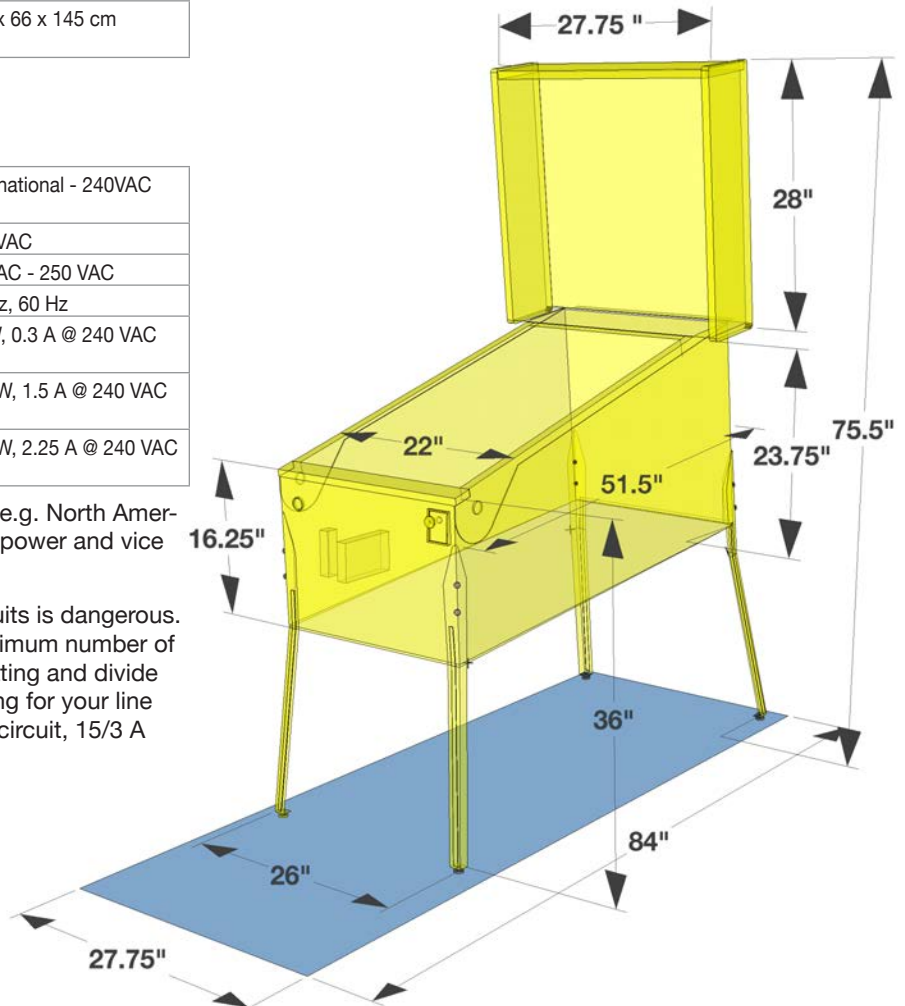
**WARNING:** Overloading electrical supply circuits is dangerous. Do not overload circuits. To calculate the maximum number of games for a circuit, check circuit amperage rating and divide by the game Nominal Line Power Current rating for your line voltage. For example, a 15A 120V household circuit,  $15/3$  A (nominal current) = 5 games maximum.

## SPECIFICATIONS, ENVIRONMENT

	Minimum	Maximum
Temperature, Operating	32 °F / 0 °C	104 °F / 40 °C
Temperature, Storage	32 °F / 0 °C	104 °F / 40 °C
Relative Humidity, Operating	5%	95% non-condensing
Relative Humidity, Storage	5%	95% non-condensing

- (a) "The appliance has to be placed in a horizontal position."
- (b) If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified person in order to avoid hazard.

### 6.1 GAME DIMENSIONS



## 6.2 WARRANTY

Stern Pinball machines are assembled in Elk Grove Village, Illinois, USA; each pinball machine has unique characteristics that make it a one-of-a-kind American-made product. Each machine will have variations in appearance resulting from differences in the machine's particular wood parts, individual silk screened art and mechanical assemblies. Stern Pinball has inspected each game element to ensure it meets stringent quality and playability standards.

### STERN PINBALL INC LIMITED WARRANTY

For warranty information, please visit:

[sternpinball.com/support/warranty](http://sternpinball.com/support/warranty)

### ATTENTION! IMPORTANT WARRANTY INFORMATION

**The electronics system, node network architecture, mechanical devices and associated software control systems in this pinball machine are designed to work with genuine Stern Pinball accessories and devices.**

**Installation of non-authorized accessories, lamps, LED's, motors or other devices or modification of electro-mechanical devices may damage the system and may void your warranty.**

## 6.3 WARNINGS, COMPLIANCE, AND LEGAL NOTICES

### PHOTOSENSITIVE SEIZURES HEALTH WARNING



A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns. Even people with no history of seizures of epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" due to certain visual images, flashing lights or patterns. Symptoms can include lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR IF YOU EXPERIENCE ANY OF THESE SYMPTOMS.

### PARTS SUBSTITUTIONS



For safety and reliability, substitute parts and equipment modifications are not recommended and may void any and all warranties. Use of Non-Stern Pinball Inc Parts or Modifications of game circuitry may adversely affect game play or game safety. Transport pinball machines with hinged backbox in the down position only! Always take great care when servicing any game. Always read the service manual before replacing or servicing components. Substitutions of parts or equipment modifications may void FCC type acceptance.

Always disconnect the line voltage before servicing. Some parts may remain energized when unplugged. Take great caution when servicing any electrical components.

**PERCHLORATE MATERIAL** - Special handling may apply. See [www.dtsc.ca.gov/hazardouswaste/perchlorate](http://www.dtsc.ca.gov/hazardouswaste/perchlorate)

### FCC CLASS A SUBPART J COMPLIANCE



This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### RF INTERFERENCE NOTICE

The cable harness placements, ground strap routing, and other shielding have been designed to keep RF radiation and conduction within levels accepted by FCC rules. To maintain these levels, factory harness position, shielding, and ground straps must be installed in their factory locations should they become disconnected during maintenance.

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## 6.4 STERN PINBALL END USER LICENSE AGREEMENT

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**BY USING YOUR STERN PINBALL MACHINE, YOU AGREE TO THE TERMS OF THIS AGREEMENT.** If you do not agree to the terms of this Agreement, do not use your Stern Pinball Machine or any Authorized Updates. Please read this entire Agreement, which governs your use of the Stern Pinball Machine, Stern Pinball Software and all Authorized Updates.

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- e. “Unauthorized Content” means all content, including but not limited to graphics, images, music, vocals and voices, that does not comprise Authorized Content or an Authorized Update.
- f. “Unauthorized Software” means any software (including but not limited to firmware) not pre-installed by Stern Pinball on a Stern Pinball Machine or that does not comprise Authorized Content or Authorized Update.
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