HOME EDITION PLUS

GENUINE STERN PINBALL MACHINE

GAME INFORMATION

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

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, digital art and mechanical assemblies. Stern Pinball has inspected each game element to ensure it meets our quality standards.

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WARNINGS AND 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.

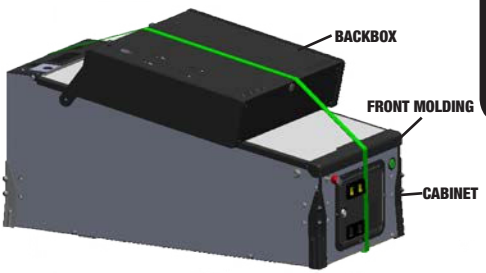
PARTS SUBSTITUTIONS

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 ready 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.

PARTS LIST

TOOLS REQUIRED:
- Box Cutter
- 5/8" Open End Wrench
- 5/8" Socket and Ratchet
- Diagonal Cutter
- 6" Torpedo Level
- Cloth



1 GAME CABINET

4 LEGS AND LEVELERS

POWER CORD

8 CABINET LEG BOLTS AND WASHERS

4 PINBALLS

2 BACKBOX BOLTS AND WASHERS

ENGLISH

IMPORTANT SAFETY INSTRUCTIONS - PLEASE READ FIRST

1. READ, FOLLOW, and KEEP these instructions.
2. Heed all warnings.
3. Do not operate this apparatus near water.
4. Clean only with a dry cloth.
5. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
6. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
7. 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.
8. 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.
9. Only use attachments/accessories specified by the manufacturer.
10. Unplug this apparatus during lightning storms or when unused for long periods of time.
11. 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.
12. The pinball machine shall be connected to a mains socket outlet with a protective earthing connection.
13. WARNING: To reduce the risk of fire or electric shock, do not expose apparatus to rain or moisture.
14. DO NOT expose the pinball machine to dripping and splashing. DO NOT put objects filled with liquids, such as vases, on the machine.
15. 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.
16. 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.
17. Use only legs specified by the manufacturer, or those sold with the apparatus.

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

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

ADVERTENCIAS Y AVISOS

ADVERTENCIA DE SALUD DE CONVULSIONES FOTOSENSIBLES

Un porcentaje muy pequeño de las personas pueden experimentar una convulsión cuando se exponen a ciertas imágenes visuales, incluidas las luces o patrones intermitentes. Aun personas sin historial de convulsiones o epilepsia pueden tener una condición no diagnosticada que puede causar “convulsiones epilépticas fotosensibles” debido a ciertas imágenes visuales, luces o patrones intermitentes. Los síntomas pueden incluir aturdimiento, alteraciones de la vista, espasmos oculares o faciales, movimientos involuntarios o sacudidas de brazos o piernas, desorientación, confusión, pérdida de consciencia momentánea, y pérdida del conocimiento o convulsiones que pueden llevar a lesiones por caídas o golpes con objetos cercanos.

DEJE DE JUGAR INMEDIATAMENTE Y CONSULTE A UN MÉDICO SI EXPERIMENTA CUALQUIERA DE ESTOS SÍNTOMAS.

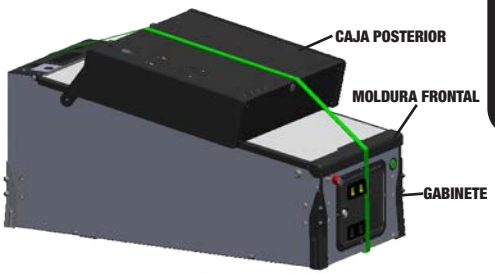
SUSTITUCIONES DE PIEZAS

Por seguridad y confiabilidad, no se recomiendan sustitutos de piezas ni modificaciones del equipo y pueden anular cualquiera y todas las garantías. El uso de piezas que no sean de Stern Pinball Inc. o las modificaciones de los circuitos del juego pueden afectar de forma adversa el juego o la seguridad del juego. ¡Transporte las máquinas de pinball únicamente con la caja posterior con las bisagras en posición hacia abajo! Siempre tenga cuidado al reparar cualquier juego. Lea siempre el manual de servicio antes de reemplazar o reparar componentes. La sustitución de piezas o las modificaciones del equipo pueden anular la aceptación del tipo FCC.

Desconecte siempre la línea de voltaje antes de realizar el servicio. Algunas partes pueden permanecer con energía cuando se desconectan. Tenga cuidado al reparar cualquier componente eléctrico.

LISTA DE PIEZAS

HERRAMIENTAS REQUERIDAS:
- Cortador de cajas
- Llave abierta de 5/8”
- Llave de copa y trinquete de 5/8”
- Cortador diagonal
- Nivel de torpedo de 6”
- Paño



1 GABINETE DE JUEGO

4 PATAS Y NIVELADORES

CABLE DE ALIMENTACIÓN

8 PERNOS Y ARANDELAS PARA LAS PATAS DEL GABINETE

4 PINBALLS

2 PERNOS Y ARANDELAS PARA LA CAJA POSTERIOR

ESPAÑOL

INSTRUCCIONES IMPORTANTES DE SEGURIDAD - LÉALAS CON ATENCIÓN

1. Lea estas instrucciones.
2. Guarde estas instrucciones.
3. Respete todas las advertencias.
4. Siga todas las instrucciones.
5. No use este aparato cerca del agua.
6. Límpielo únicamente con un trapo seco.
7. No bloquee ningún orificio de ventilación. Instálelo de acuerdo con las instrucciones del fabricante.
8. No lo instale cerca de fuentes de calor como radiadores, registros de calefacción, estufas u otros aparatos (incluso amplificadores) que generen calor.
9. No anule el mecanismo de seguridad del enchufe con conexión a tierra. El enchufe con conexión a tierra tiene dos paletas y una tercera clavija de conexión a tierra. La tercera clavija es para su seguridad. Si el enchufe proporcionado no entra en su tomacorriente, consulte a un electricista para que le cambie el tomacorriente obsoleto.
10. Evite que pisen o aprieten el cable, especialmente las paletas, los receptáculos de las tomas y el lugar desde donde salen del aparato.
11. Use únicamente los dispositivos/accesorios especificados por el fabricante.
12. Desenchufe este aparato durante una tormenta eléctrica o cuando no se use por períodos largos de tiempo.
13. Derive los servicios de mantenimiento a personal de servicio calificado. Es necesario realizar servicios de mantenimiento cuando el aparato se ha dañado de alguna manera, por ejemplo, si se han dañado el cable de suministro de energía o el enchufe, se han derramado líquidos o se han caído objetos sobre el aparato, si el aparato estuvo expuesto a la lluvia o a la humedad, si no funciona normalmente o si se ha caído.
14. La máquina de pinball se debe conectar a un tomacorriente de toma de red con conexión a tierra para mayor protección.
15. ADVERTENCIA: Para reducir el riesgo de incendio o descarga eléctrica, no exponga el aparato a la lluvia o la humedad.
16. NO exponga la máquina de pinball a derrames y salpicaduras. NO coloque objetos con líquido, como vasos, sobre la máquina.
17. El interruptor oscilante DPDT ubicado debajo de la caja posterior del juego enciende y apaga la unidad. Este interruptor corta las líneas eléctricas Caliente y Neutral. Este es el interruptor de corriente. Cuando el interruptor está en la posición “1”, la corriente está ENCENDIDA. Cuando el interruptor está en la posición “O”, la corriente está APAGADA. El interruptor de corriente debe permanecer operativo.
18. PRECAUCIÓN: Para reducir el riesgo de descarga eléctrica, solo el personal de servicio calificado podrá realizar el mantenimiento que no esté mencionado en las instrucciones de funcionamiento, a menos que usted esté calificado para hacerlo.
19. Use solo las patas especificadas por el fabricante o las que se venden con el aparato.

Un rayo en un triángulo advierte que hay electricidad peligrosa dentro de un aparato o producto.

Un signo de exclamación en un triángulo significa que hay instrucciones importantes que debe leer.

AVERTISSEMENTS ET AVIS

AVERTISSEMENT CONCERNANT LA SANTÉ : CRISES D'ÉPILEPSIE DUES À UNE PHOTOSENSIBILITÉ

Un très faible pourcentage de personnes peuvent souffrir de crises d'épilepsie quand elles sont exposées à certains phénomènes visuels, comme des lumières clignotantes ou certains dessins. Même des individus qui n'ont jamais eu de crise d'épilepsie peuvent présenter une pathologie non diagnostiquée qui peut provoquer des « crises d'épilepsie dues à une photosensibilité » quand ils sont exposés à certaines images, à des lumières clignotantes ou à certains dessins. Les symptômes comprennent des étourdissements, des troubles de la vision, des contractions musculaires des yeux ou du visage, une désorientation, une confusion, une perte momentanée de conscience, une perte de connaissance ou des convulsions qui peuvent provoquer des blessures à cause d'une chute ou d'un heurt contre des objets.

ARRÊTER IMMÉDIATEMENT DE JOUER ET CONSULTER UN MÉDECIN EN CAS D'APPARITION DE CES SYMPTÔMES.

REMPLACEMENTS DE PIÈCES

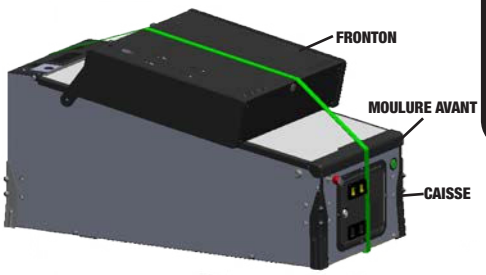
Pour assurer sécurité et fiabilité, il est recommandé de ne pas remplacer de pièces ni de modifier l'équipement. Utiliser des pièces autres que les pièces de Stern Pinball Inc. ou modifier le circuit du jeu peut nuire au jeu ou à la sécurité. Transporter les billards électriques uniquement avec le fronton descendu! Toujours faire preuve d'une grande prudence pour entretenir le jeu. Toujours lire le manuel de maintenance avant de remplacer ou de réparer des composants. La substitution de pièce ou la modification de l'équipement peuvent annuler les homologations de type FCC.

Toujours débrancher la tension de secteur avant d'effectuer la maintenance. Certaines pièces peuvent rester alimentées même quand la machine est débranchée. Faire preuve d'une grande prudence pendant la maintenance des composants électriques.

LISTE DES PIÈCES

OUTILS REQUIS :

- Couteau à lame rétractable
- Clé ouverte de 5/8 po (15,9 mm)
- Cliquet et douille de 5/8 po (15,9 mm)
- Couteau diagonal à lame rétractable
- Niveau Torpedo de 15,2 cm (6 po)
- Chiffon



1 CAISSE DE JEU

4 PIEDS ET NIVELEURS

CORDON D'ALIMENTATION

8 BOULONS ET RONDELLES POUR LES PIEDS DE LA CAISSE

4 BILLES DU BILLARD ÉLECTRIQUE

2 BOULONS ET RONDELLES POUR LE FRONTON

FRANÇAIS

CONSIGNES IMPORTANTES DE SÉCURITÉ – À LIRE EN PREMIER

1. Lire ces instructions.
2. Conserver ces instructions.
3. Tenir compte de tous les avertissements.
4. Suivre toutes les instructions.
5. Ne pas utiliser cet appareil près d'eau.
6. Nettoyer l'appareil uniquement avec un chiffon sec.
7. Ne pas bloquer d'ouverture de ventilation. Installer cet appareil conformément aux instructions du fabricant.
8. Ne pas l'installer près de sources de chaleur comme les radiateurs, les registres de chaleur, les cuisinières ou d'autres appareils (y compris les amplificateurs) qui produisent de la chaleur.
9. Toujours utiliser le système de sécurité de mise à la terre de la fiche. Une fiche avec mise à la terre est équipée de deux lames et d'une troisième broche de terre. La troisième broche assure la sécurité. Si la fiche fournie ne rentre pas dans la prise, consulter un électricien pour remplacer cette dernière qui doit être obsolète.
10. Protéger le cordon d'alimentation pour que personne ne marche dessus et pour qu'il ne soit pas pincé au niveau de la fiche, des systèmes de branchement ou de son extrémité qui pénètre dans l'appareil.
11. Utiliser uniquement des accessoires spécifiés par le fabricant.
12. Débrancher cet appareil pendant les orages ou s'il ne sera pas utilisé pendant longtemps.
13. Faire appel à un technicien qualifié pour la maintenance. Il est nécessaire d'effectuer la maintenance de l'appareil quand il a été endommagé d'une quelconque façon : quand le cordon d'alimentation ou la fiche ont été endommagés, quand du liquide a été déversé ou quand quelque chose est tombé sur l'appareil, quand l'appareil a été exposé à la pluie ou à l'humidité, quand il ne fonctionne pas correctement ou après sa chute.
14. Le flipper doit être branché à une prise principale avec une protection par mise à la terre.
15. MISE EN GARDE : pour réduire le risque d'incendie ou de choc électrique, ne pas exposer l'appareil à la pluie ou à l'humidité.
16. NE PAS exposer le flipper à des déversements ou à des éclaboussures. NE PAS poser de récipients qui contiennent un liquide, comme les vases, sur le flipper.
17. L'interrupteur à bascule DPDT situé sous le fronton permet de mettre en marche et d'éteindre le flipper. Cet interrupteur coupe les lignes électriques principales et neutres. Il s'agit de l'interrupteur de courant. Quand l'interrupteur est placé sur la position « 1 », le flipper est en marche. Quand l'interrupteur est placé sur la position « 0 », le flipper est éteint. L'interrupteur de courant doit rester en état de fonctionnement.
18. AVERTISSEMENT : pour réduire le risque de choc électrique, l'entretien autre que celui décrit dans les instructions de fonctionnement doit être effectué par un technicien qualifié.
19. Utiliser uniquement les pieds spécifiés par le fabricant ou ceux vendus avec l'appareil.

Un éclair dans un triangle avertit de la présence d'un système électrique dangereux à l'intérieur d'un appareil.

Un point d'exclamation dans un triangle signifie que des instructions importantes supplémentaires doivent être lues.

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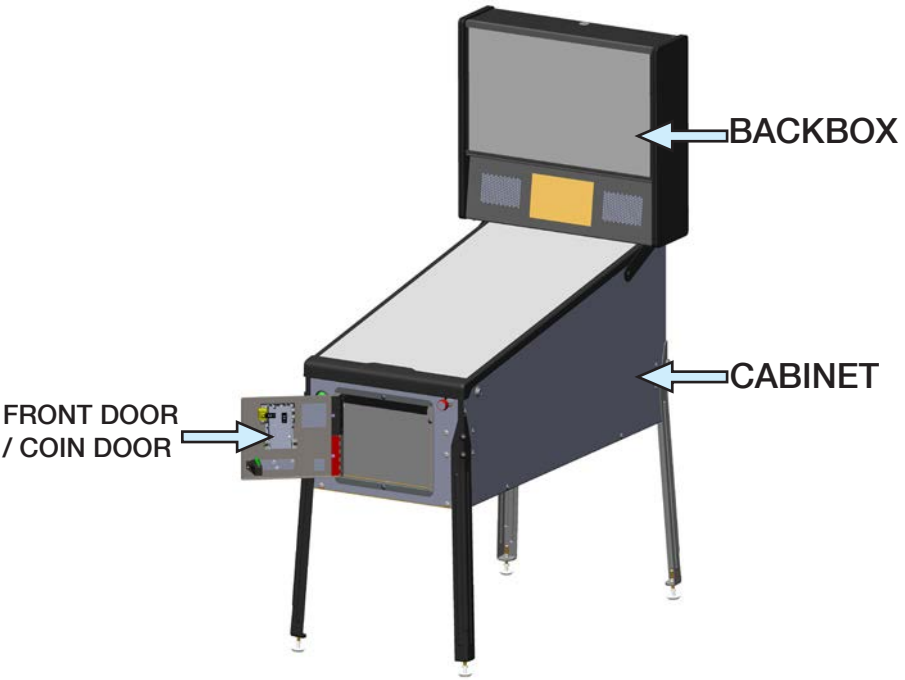
MAINTENANCE PARTS

Description	Part Number
Cabinet Decal Left	820-92AK-03
Cabinet Decal Right	820-92AK-04
Cabinet Decal Front	820-92AK-05
Backbox Decal Left	820-92AK-01
Backbox Decal Right	820-92AK-02
Playfield Plastic Set	830-8586-XX
Playfield Decal Set	820-6965-XX
Backglass Translite	830-1039-L8
Coin Funnel Assembly (On Coin Door)	500-3641-00



CLEANING/CARE

GLASS SURFACE

USE A STANDARD HOUSEHOLD GLASS CLEANER WITH A SOFT CLOTH.

PLAYFIELD

USE NOVUS 2 APPLIED TO A SOFT CLEAN MICROFIBER CLOTH. DO NOT SPRAY DIRECTLY ONTO SURFACE OR PLAYFIELD. AVOID WAX CONTACT TO ANY SWITCHES SENSORS OR LIGHTS ON THE PLAYFIELD AS THIS TENDS TO CAUSE FALSE SWITCH READINGS OR LAMPS TO GET HOTTER AND FAIL.

PLASTICS SURFACE

USE NOVUS 1 ACRYLIC CLEANER APPLIED TO A SOFT CLEAN MICROFIBER CLOTH. DO NOT SPRAY DIRECTLY ONTO SURFACE OR PLASTICS. THIS PRODUCT WILL CLEAN AND SHINE THE PLASTICS ON YOUR GAME.

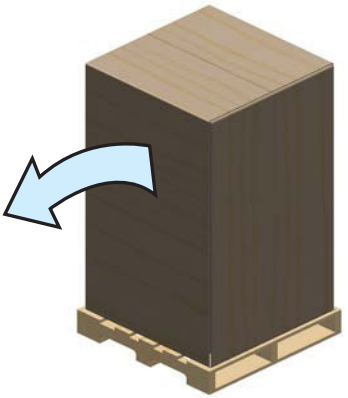
FOR OPTIMAL PERFORMANCE AND GAMEPLAY IT IS STRONGLY ADVISED TO CLEAN THE PLAYING SURFACE REGULARLY (APPROXIMATELY EVERY 5000 GAMES PLAYED)

INITIAL SETUP (2 PEOPLE REQUIRED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS)

INSTALLATION INITIALE (2 PERSONNES REQUISES)

1



Carefully cut the straps that hold the box to the pallet. Remove the box from the pallet.

Corte cuidadosamente las correas que sostienen la caja a la estiba. Retire la caja de la estiba.

Couper avec prudence les sangles qui maintiennent le carton sur la palette. Retirer le carton de la palette.

2

Open the top of the box. Remove packaging materials. Push the boxes with the legs away from the side labeled [TRUCK THIS SIDE ONLY]

Abra la parte superior de la caja. Retire el material de empaque. Empuje las cajas con las patas alejadas del lado con la etiqueta [TRUCK THIS SIDE ONLY] (MONTACARGAS ÚNICAMENTE DE ESTE LADO)

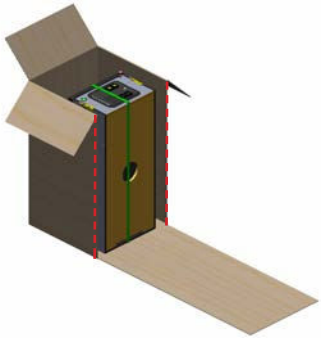
Ouvrir le dessus du carton. Sortir les matériaux d'emballage. Pousser les cartons avec les pieds pour les éloigner du côté marqué [TRUCK THIS SIDE ONLY] (NE TRANSPORTER SUR UN DIABLE QUE SUR CE CÔTÉ).

INITIAL SETUP (2 PEOPLE REQUIRED) (CONTINUED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS) (CONTINUACIÓN)

INSTALLATION INITIALE (2 PERSONNES REQUISES) (SUITE)

3



Carefully cut along the dotted lines. Carefully slide the game out of the box. **DO NOT** cut the shipping strap around the game.

Corte cuidadosamente a lo largo de las líneas punteadas. Deslice cuidadosamente el juego fuera de la caja. NO corte la correa de envío alrededor del juego.

Couper avec prudence le long des lignes en pointillés. Faire glisser doucement le jeu pour le sortir du carton. **NE PAS** couper la sangle de transport autour du jeu.

4

Remove the legs from their boxes. Check that the leg levelers are fully secured. Use the 5/8" Open End Wrench if adjustments are needed.

Saque las patas de sus cajas. Verifique que los niveladores de las patas estén bien asegurados. Utilice la llave abierta de 5/8" si se requieren ajustes.

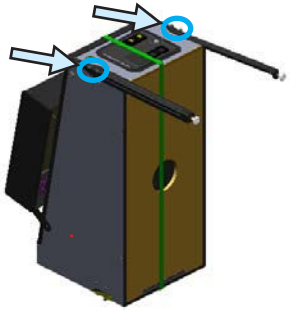
Sortir les pieds des cartons. Vérifier que les niveleurs sont bien fixés aux pieds. Utiliser la clé ouverte de 5/8 po (15,9 mm) si des ajustements sont nécessaires.

INITIAL SETUP (2 PEOPLE REQUIRED) (CONTINUED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS) (CONTINUACIÓN)

INSTALLATION INITIALE (2 PERSONNES REQUISES) (SUITE)

5

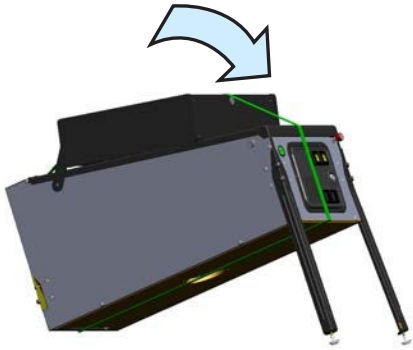


Use the 5/8” socket and ratchet to remove the 4 bolts and washers from the front of the cabinet. Install two legs onto the front of the cabinet using the same bolts and washers.

Utilice la llave de copa y trinquete de 5/8” para retirar los cuatro pernos y arandelas del frente del gabinete. Instale dos patas sobre el frente del gabinete utilizando los mismos pernos y arandelas.

Utiliser la douille et le cliquet de 5/8 po (15,9 mm) pour retirer les 4 boulons et rondelles de l’avant de la caisse. Installer deux pieds à l’avant de la caisse en utilisant ces mêmes boulons et rondelles.

6



Gently lower the front of the cabinet until the front legs are resting on the ground.

Baje suavemente el frente del gabinete hasta que las patas del frente se apoyen sobre el suelo.

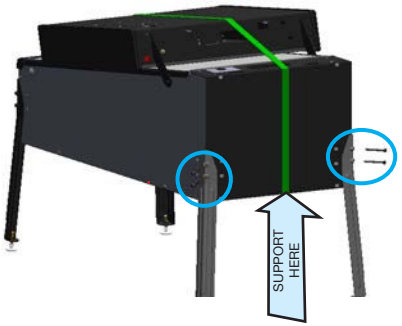
Abaisser doucement l’avant de la caisse jusqu’à ce que les pieds avant reposent sur le sol.

INITIAL SETUP (2 PEOPLE REQUIRED) (CONTINUED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS) (CONTINUACIÓN)

INSTALLATION INITIALE (2 PERSONNES REQUISES) (SUITE)

7

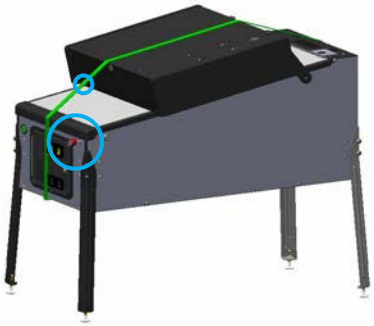


The game is heavy. Do not perform this step without assistance. Use the 5/8" socket and ratchet to remove the 4 bolts and washers from the back of the cabinet. The back of the cabinet should be raised higher than the front of the cabinet. Install two legs to the back of the cabinet using the same bolts and washers.

El juego es pesado. No realice este paso sin ayuda. Utilice la llave de copa y trinquete de 5/8" para retirar los cuatro pernos y arandelas de la parte posterior del gabinete. La parte posterior del gabinete debe levantarse más que el frente del gabinete. Instale dos patas a la parte posterior del gabinete utilizando los mismos pernos y arandelas.

Le jeu est lourd. Ne pas réaliser cette étape sans l'aide de quelqu'un. Utiliser la douille et le cliquet de 5/8 po (15,9 mm) pour retirer les 4 boulons et rondelles de l'arrière de la caisse. L'arrière de la caisse doit être plus haut que l'avant de la caisse. Installer deux pieds à l'arrière de la caisse en utilisant ces mêmes boulons et rondelles.

8



Cut the strap securing the backbox to the cabinet. Cut the zip tie securing the keys to the shooter assembly and open the coin door.

Corte la correa que asegura la caja posterior al gabinete. Corte el amarre que asegura las llaves al conjunto del disparador y abra la puerta para monedas.

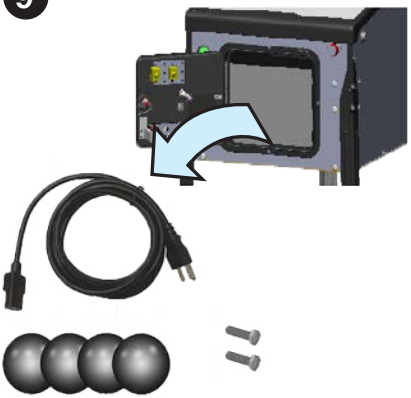
Couper la sangle qui maintient le fronton attaché à la caisse. Couper l'attache autobloquante qui attache les clés à l'ensemble du lance-billes et ouvrir la porte pour pièces.

INITIAL SETUP (2 PEOPLE REQUIRED) (CONTINUED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS) (CONTINUACIÓN)

INSTALLATION INITIALE (2 PERSONNES REQUISES) (SUITE)

9

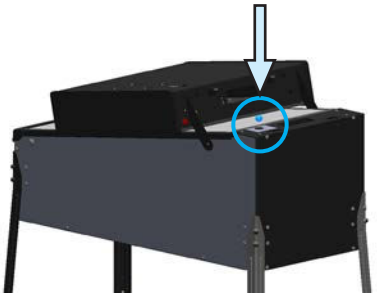


Remove the supply bag from the cabinet. Check contents of the supply bag:
- (4) Pinballs
- (1) Power Cord
- (2) Backbox Bolts & Washers

Retire la bolsa de suministros del gabinete. Verifique el contenido de la bolsa de suministros:
- (4) Pinballs
- (1) Cable de alimentación
- (2) Pernos y arandelas para la caja posterior

Sortir le sac d'accessoires de la caisse. Vérifier le contenu du sac d'accessoires:
- (4) Billes du billard électrique
- (1) Cordon d'alimentation
- (2) Boulons et rondelles pour fronton

10



Use a cloth to clean the oil from the balls. Install them into the game through the hole labeled "PINBALLS HERE."

Utilice un paño para limpiar el aceite de las bolas. Instálelas dentro del juego a través del agujero etiquetado como "PINBALLS HERE" ("PINBALLS AQUÍ").

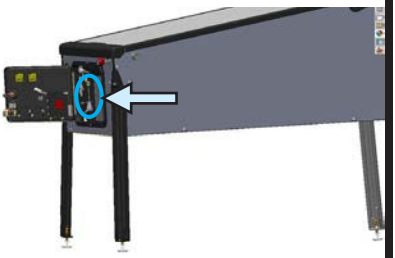
Utiliser le chiffon pour essuyer l'huile sur les billes. Les insérer dans le jeu dans le trou marqué par « PINBALLS HERE » (BILLES ICI).

INITIAL SETUP (2 PEOPLE REQUIRED) (CONTINUED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS) (CONTINUACIÓN)

INSTALLATION INITIALE (2 PERSONNES REQUISES) (SUITE)

11

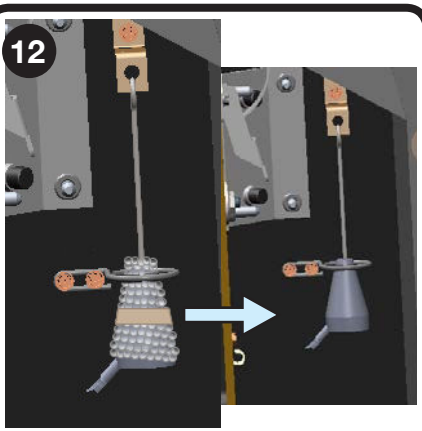


Locate the hanging wire inside the cabinet, to the left. This is for the tilt assembly.

Localice el alambre de colgado dentro del gabinete, a la izquierda. Éste es para el montaje de la inclinación.

Trouver le fil suspendu sur la gauche à l'intérieur de la caisse. Il sert à l'ajustement de l'inclinaison.

12



Remove packaging materials from the plumb bob.

Retire los materiales de embalaje de la plomada.

Retirez les matériaux d'emballage du fil à plomb.

INITIAL SETUP (2 PEOPLE REQUIRED) (CONTINUED)

CONFIGURACIÓN INICIAL (SE REQUIEREN 2 PERSONAS) (CONTINUACIÓN)

INSTALLATION INITIALE (2 PERSONNES REQUISES) (SUITE)

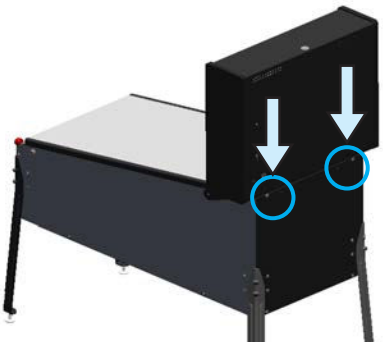
13

Carefully lift the backbox up. Make sure the cables are not pinched.

Levante cuidadosamente la caja posterior. Asegúrese de que los cables no estén pellizcados.

Soulever prudemment le fronton vers le haut. S'assurer de ne pas pincer les câbles.

14

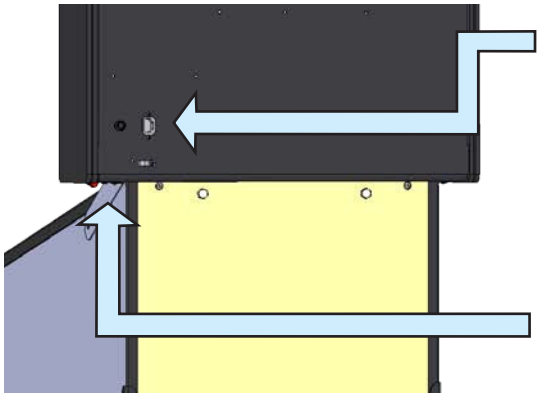


Use the 5/8" socket and ratchet to install the bolts and washers from the supply bag.

Utilice la llave de copa y trinquete de 5/8" para retirar los pernos y arandelas de la bolsa de suministros.

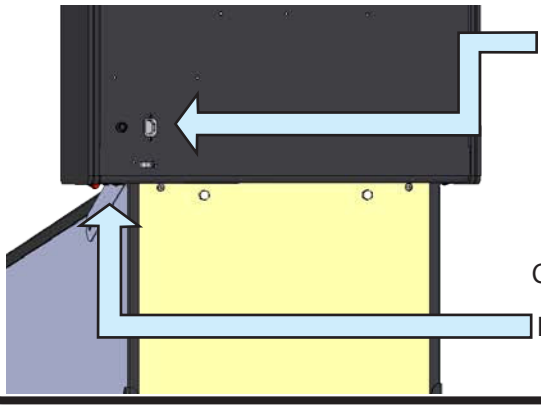
Utiliser la douille et le cliquet de 5/8 po (15,9 mm) pour installer les boulons et rondelles qui se trouvent dans le sac d'accessoires.

INITIALIZATION / INICIO / INITIALISATION



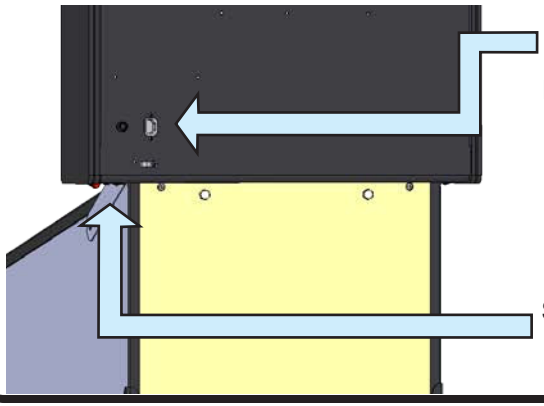
ATTACH THE POWERLINE CORD TO THE BACK OF THE GAME ON THE BACKBOX AND PLUG THE CORD INTO A 3-PRONG POWER OUTLET

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



COLOQUE EL CABLE DE CORRIENTE EN LA PARTE TRASERA DEL JUEGO EN LA CAJA POSTERIOR Y ENCHUFE EL CABLE EN UN TOMACORRIENTE DE 3 CLAVIJAS

PRENDA EL INTERRUPTOR DE CORRIENTE UBICADO EN EL LADO INFERIOR DEL BORDE DERECHO DE LA CAJA POSTERIOR PARA ENCENDER EL JUEGO

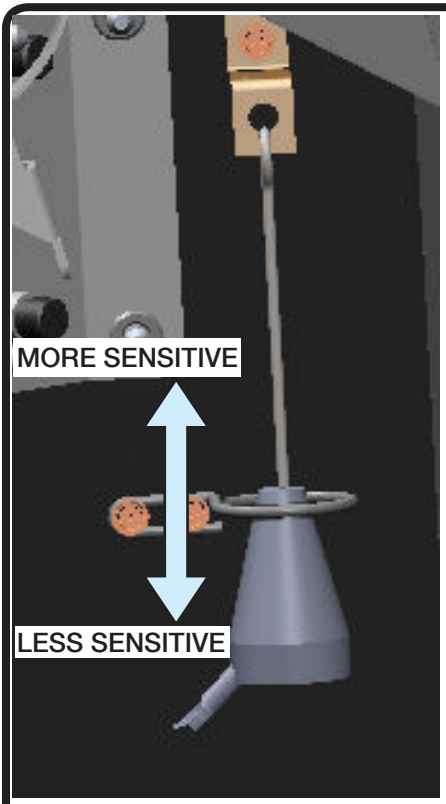


ATTACHER AU FRONTON LE CORDON D'ALIMENTATION AU DOS DU JEU ET LE BRANCHER À UNE PRISE À 3 BROCHES.

FAIRE BASCULER L'INTERRUPTEUR SITUÉ SOUS LE BORD DROIT DU FRONTON POUR METTRE LE JEU EN MARCHE.

TILT ADJUSTMENT

AJUSTE DE LA INCLINACIÓN / AJUSTEMENT DE L'INCLINAISON



- ENGLISH -

1. LOCATE THE TILT SENSOR INSIDE THE FRONT DOOR BY THE LEFT SIDE PANEL.

2. LOOSEN THUMB SCREW, ADJUST THE PLUMB BOB HEIGHT, AND RE-TIGHTEN.

   THE VERTICAL POSITION OF THE PLUMB BOB AFFECTS TILT SENSITIVITY - HIGHER MAKES THE GAME MORE SENSITIVE TO TILTING.

- ESPAÑOL -

1. LOCALICE EL SENSOR DE INCLINACIÓN DENTRO DE LA PUERTA FRONTAL JUNTO AL PANEL LATERAL IZQUIERDO.

2. AFLOJE EL TORNILLO MARIPOSA, AJUSTE LA ALTURA DE LA PLOMADA Y VUELVA A APRETAR.

   LA POSICIÓN VERTICAL DE LA PLOMADA AFECTA LA SENSIBILIDAD DE LA INCLINACIÓN; MÁS ALTA HACE QUE EL JUEGO SEA MÁS SENSIBLE A LA INCLINACIÓN.

- FRANÇAIS -

1. TROUVER LE CAPTEUR D'INCLINAISON DANS LA PORTE AVANT À CÔTÉ DU PANNEAU LATÉRAL GAUCHE.

2. DÉVISSER LA VIS PAPILLON, RÉGLER LA HAUTEUR DU FIL À PLOMB ET RESSERRER LA VIS.

   LA HAUTEUR DU FIL À PLOMB INFLUENCE LA SENSIBILITÉ À L'INCLINAISON : PLUS IL EST ÉLEVÉ, PLUS LE JEU EST SENSIBLE À L'INCLINAISON.

LEVELING
NIVELACIÓN / MISE À NIVEAU

- ENGLISH -

1. ADJUST THE FRONT OR REAR LEVELERS AS NECESSARY TO POSITION THE PLAYFIELD BUBBLE LEVEL, LOCATED ON THE FRONT RIGHT OF THE PLAYFIELD NEXT TO THE SHOOTER LANE, TO FLOAT BETWEEN THE TWO (2) BLACK LINES. THIS WILL PLACE THE PLAYFIELD AT THE RECOMMENDED 6.5° PITCH.

2. FOR SIDE-TO-SIDE LEVELING, USE AN EXTERNAL BUBBLE LEVEL, DIGITAL LEVEL, OR SMARTPHONE LEVEL APP.

- ESPAÑOL -

1. AJUSTE LOS NIVELADORES FRONTAL O POSTERIOR SEGÚN SEA NECESARIO PARA POSICIONAR EL NIVEL DE BURBUJA DEL CAMPO DE JUEGO, UBICADO EN LA PARTE DELANTERA DERECHA DEL CAMPO DE JUEGO, AL CARRIL DEL TIRADOR, PARA QUE FLOTE ENTRE LAS DOS (2) LÍNEAS NEGRAS. ESTO PONDRÁ EL CAMPO DE JUEGO A LA PENDIENTE RECOMENDADA DE 6.5°.

2. PARA LA NIVELACIÓN DE LADO A LADO, USE UN NIVEL DE BURBUJA EXTERNO, UN NIVEL DIGITAL, O UNA APP DE NIVEL PARA TELÉFONOS INTELIGENTES.

- FRANÇAIS -

1. RÉGLER LES NIVELEURS AVANT ET ARRIÈRE COMME NÉCESSAIRE POUR QUE LE NIVEAU À BULLE DU TABLEAU DE JEU, SITUÉ À L'AVANT DE CE DERNIER, À CÔTÉ DE LA LIGNE DE TIR, FLOTTE ENTRE LES DEUX (2) LIGNES NOIRES. CELA POSITIONNERA LE TABLEAU DE JEU AVEC UNE INCLINAISON DE 6,5° COMME RECOMMANDÉ.

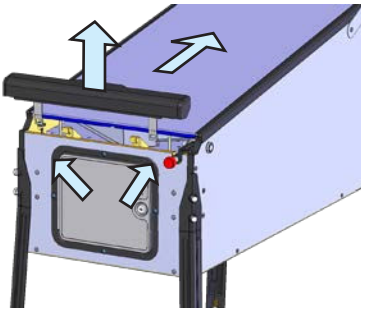
2. POUR LA MISE À NIVEAU HORIZONTALE, UTILISER UN NIVEAU À BULLE, UN NIVEAU NUMÉRIQUE OU LE NIVEAU D'UNE APPLICATION TÉLÉPHONIQUE.

PLAYFIELD ACCESS

(FOR QUALIFIED SERVICE PERSONNEL ONLY)

1

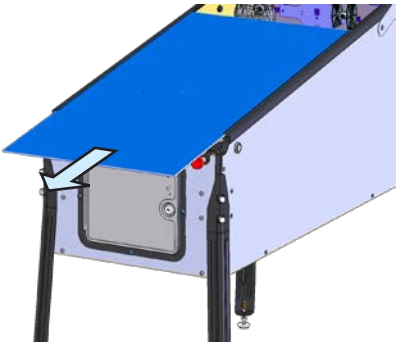
REACH INSIDE THE CABINET AND LIFT THE TWO LATCHES LOCATED ON EITHER SIDE OF THE FRONT DOOR



SLIDE PLAYFIELD GLASS SLIGHTLY TOWARDS THE BACKBOX THEN LIFT UP THE FRONT MOLDING

2

SLIDE PLAYFIELD GLASS COMPLETELY OUT FROM THE FRONT AND CAREFULLY PLACE IN A SAFE AREA

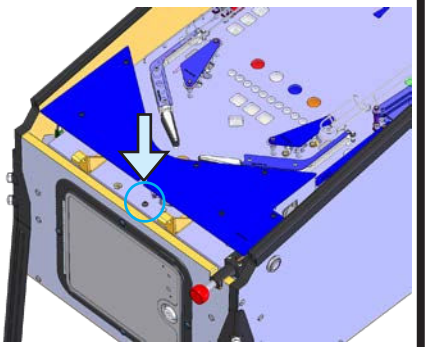


CAUTION: PLAYFIELD GLASS IS MADE FROM HIGH-STRENGTH TEMPERED GLASS. TEMPERED GLASS IS SENSITIVE TO EXTREME TEMPERATURE SHIFTS AND CORNER NICKS, WHICH CAN CAUSE THE GLASS TO FAIL CATASTROPHICALLY. TAKE CARE TO STORE THE GLASS ON A SOFT, ROOM-TEMPERATURE SURFACE AND PREVENT THE CORNERS FROM BEING DAMAGED.

PLAYFIELD ACCESS CONTINUED

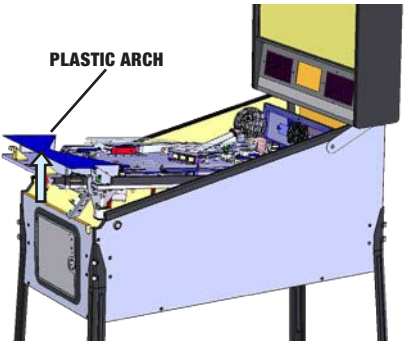
3

USING 7/16” SOCKET WRENCH, REMOVE THE PLAYFIELD SCREW AT THE BOTTOM CENTER OF THE PLAYFIELD.



4

CAREFULLY LIFT THE PLAYFIELD BY THE MIDDLE OF THE PLASTIC ARCH

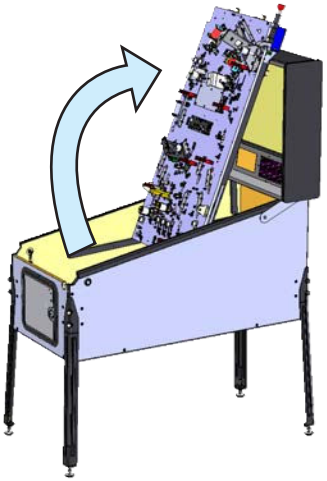


LIFT THE PLAYFIELD UP AND THEN PULL SLIGHTLY TOWARDS YOU

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

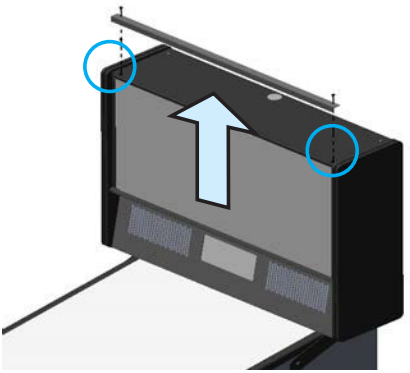
5

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

BACKBOX ACCESS



IF ACCESS TO THE BACKBOX IS NECESSARY, REMOVE 2 PHILLIPS SCREWS ON THE TOP OF THE BACKBOX

REMOVE GLASS BRACKET AND LIFT GLASS UP AND OUT

VOLUME ADJUSTMENT

Volume Menu Control:

Green -	Exit to Attract Mode
Left Red -	Decrease Volume
Right Red -	Increase Volume
Black -	Enter Service Menu

Open the door on the front of the machine to gain access to the service control buttons. The four buttons for changing settings will be located on the inside of the front door. Press the right red button to increase the volume of the game. Press the left red button to decrease the volume. The current volume will be shown on the main display.

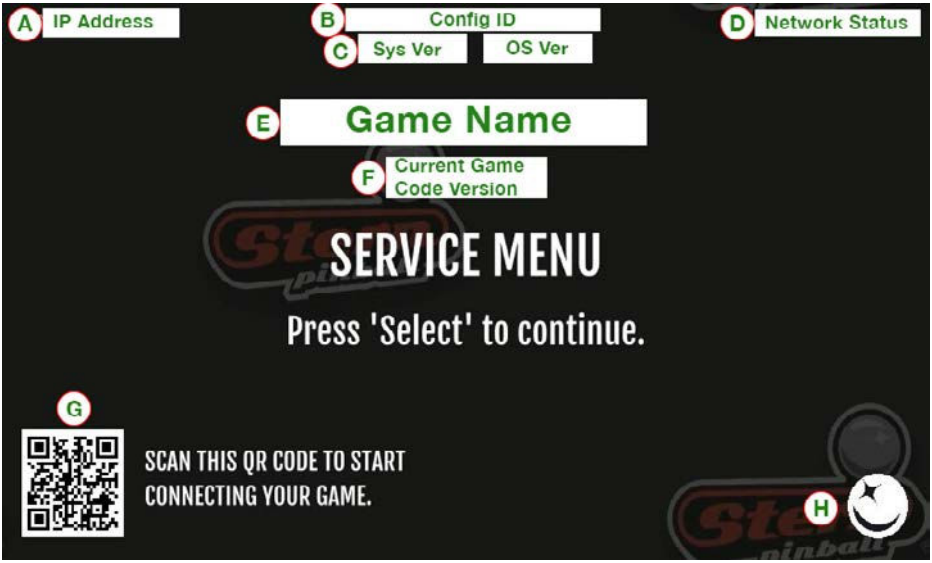
SERVICE MENU

Service Menu Control:

Green -	Back/Escape
Left Red -	Left/Minus
Right Red -	Right/Plus
Black -	Enter/Select

Open the door on the front of the machine to gain access to the service control buttons. Press the black button to continue into the Service Menu. The left and right red buttons are used to browse the options within the Service Menu. Use the black button to select an item in the menu and see available options. The green button is used to back out of menu options, returning to the previous screen. To exit out of the Service Menu, press the green button until the game goes back into Attract Mode.

SERVICE MENU CONTINUED



The first screen when entering the Service Menu contains information about your game.

A. IP Address - Shows the current IP Address the game is receiving from the network.

B. Config ID - Your game's unique identifier to the servers. This comes from the CPU and game version.

C. Firmware Versions - This will have two versions shown, they are for the overall software running the game.

D. Network Status - Shows the current Wi-Fi signal and network name, or Wired Connection.

E. Game Title - Shows the game title and version. This comes from the software installed.

F. Game Code - Shows the current software version installed.

G. QR Code - Scanning this QR Code will bring you directly to Insider Connected.

H. Status Symbol - This is a quick glance to see if the game is registered.

H

Not Registered

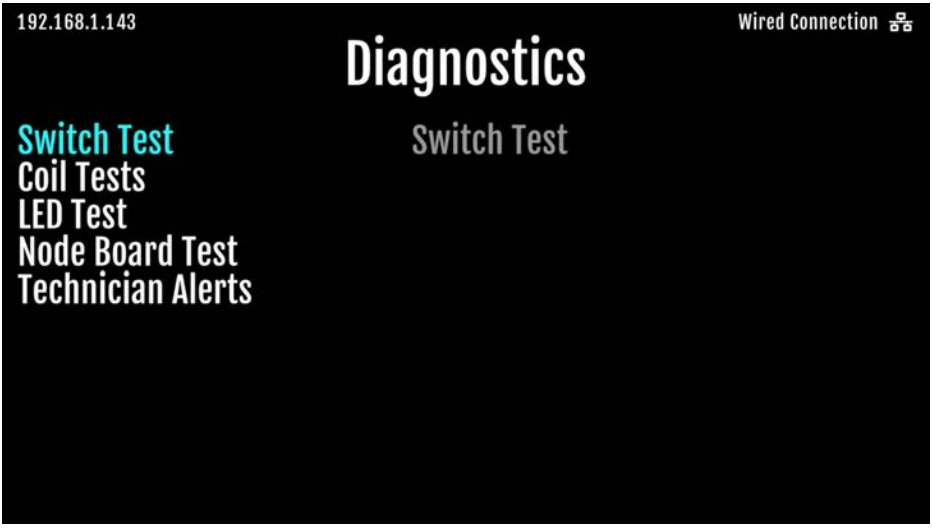
Registered

SERVICE MENU CONTINUED

Pressing the Select button will bring you to the Main Menu. While in the Main Menu, pressing the Back/Escape button will exit back to the game.

Using the volume buttons, you change what menu option is selected. In the image above, Diagnostics is highlighted, and pressing the Select button will enter that menu.

The Diagnostics menu and Device Tests menu are used to access various tests to verify that your machine is working properly or to help diagnose potential problems.



SERVICE MENU CONTINUED

Pressing Back/Escape from the Diagnostics menu will bring you back to the Main Menu. From there, you can use the volume buttons to select different menus.

Going down from Diagnostics, you can select the Audits menu. Pressing the Select button will enter into the Audits menu.

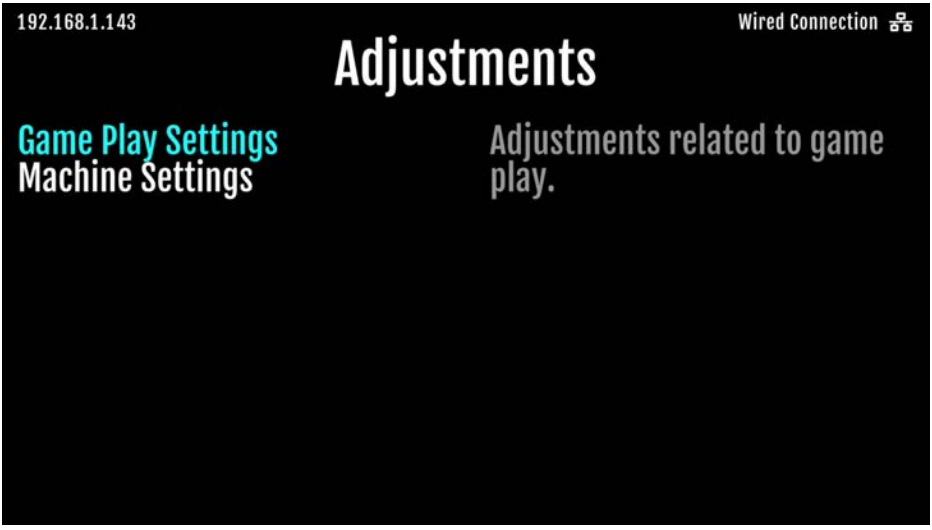
The Audits menu contains various statistics accumulated over the lifetime of the game.

SERVICE MENU CONTINUED

Pressing Back / Escape from the Audits menu will bring you back to the Main Menu. Using the volume buttons, you can select different menus.

Going down from Audits, you can select the Adjustments menu. Pressing the Select button will enter into the Adjustments menu.

The Adjustment menu is used to makes changes to settings related to the gameplay of the pinball machine. Game Play has various settings for the software side, like number of balls and mode rewards. Machine has the settings for the devices of the game, like LED brightness and Coil strength.

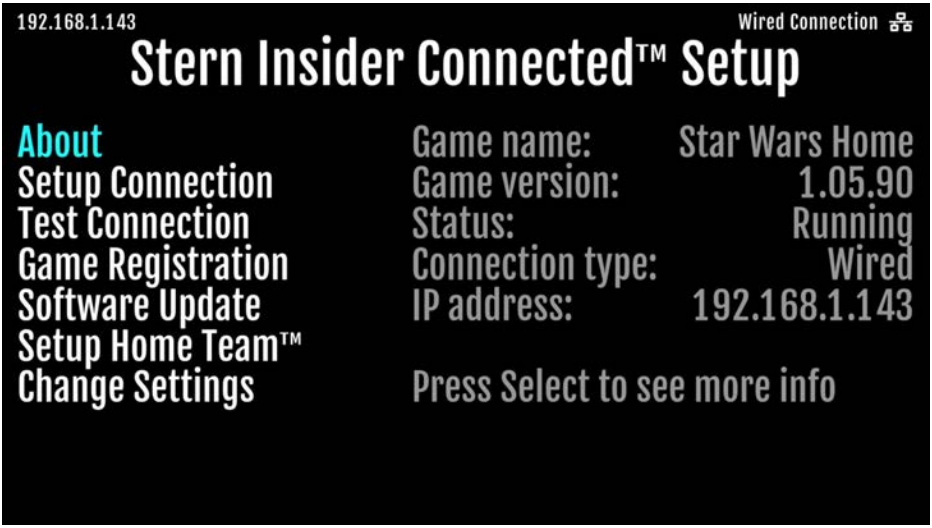


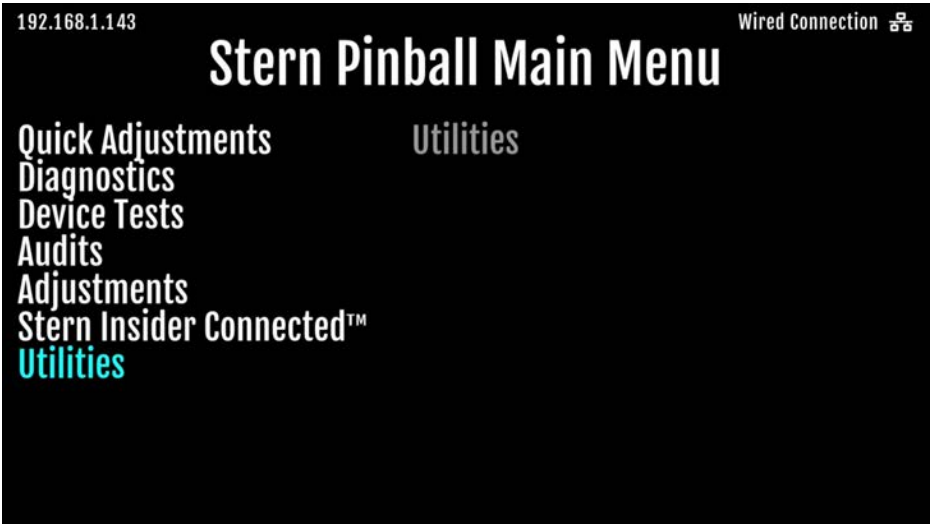
SERVICE MENU CONTINUED

Pressing Back / Escape from the Adjustments menu will bring you back to the Main Menu. Using the volume buttons, you can select different menus.

Going down from Adjustments, you can select the Stern Insider Connected menu. Pressing the Select button will enter into the Stern Insider Connected Setup menu.

The Stern Insider Connected Setup menu is used to makes changes to settings related to the game connecting to the Internet, and Insider Connected.

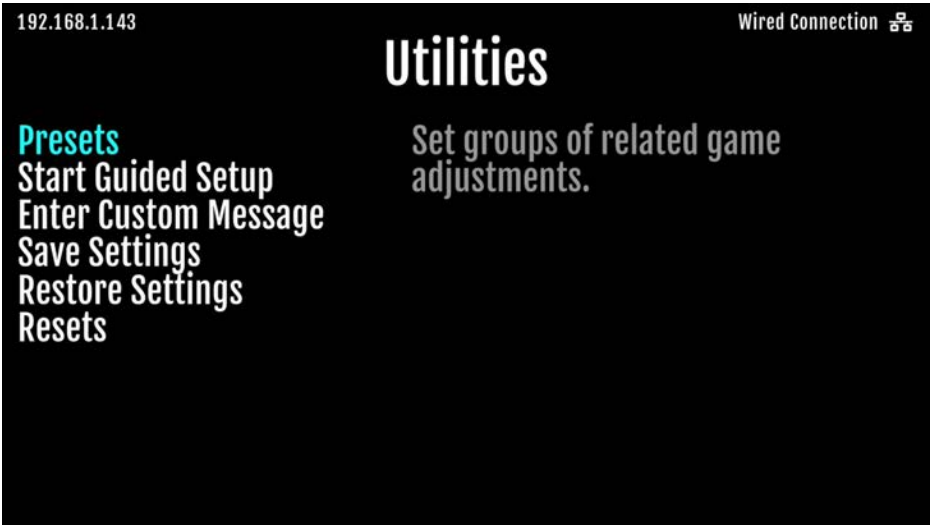




Pressing Back / Escape from the Stern Insider Connected Setup menu will bring you back to the Main Menu. Using the volume buttons, you can select different menus.

Going down from Net Setup, you can select the Utilities menu. Pressing the Select button will enter into the Utilities menu.

The Utilities menu has various options not directly related to gameplay. Presets replaces Installs from previous versions of our menu. It has some quick one-button settings you can use for changing mulitlpe settings.



SERVICE MENU CONTINUED

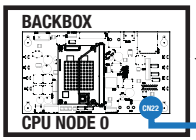
Going down from Presets, you can select Start Guided Setup. Pressing the Select button will bring you back to the initial setup screen.

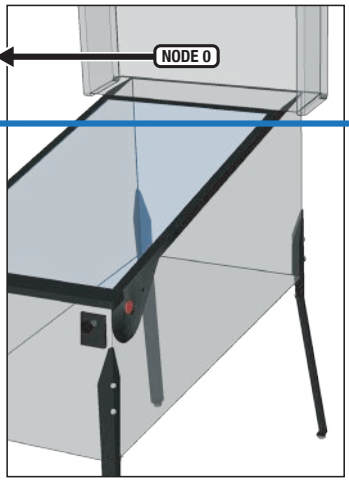
The Game Setup screen is also the screen that first comes up when the game is brand new. Re-entering the screen this way allows you to come back to the screen if you exited it during the inital setup.

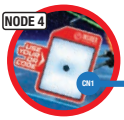
Scanning the QR Code on this screen will bring you to download the Insider Connected app. Through there, you can follow the steps to get the game online and registered.

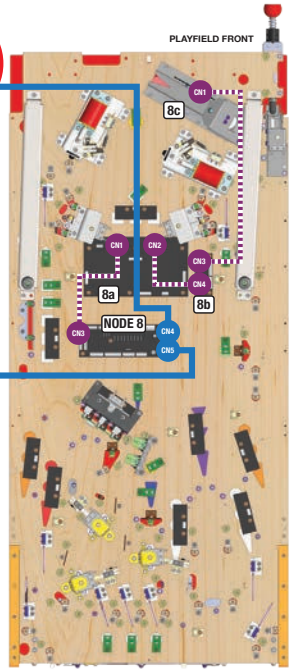
PLAYFIELD & CABINET ELECTRICAL

STAR WARS HOME EDITION PLUS









PLAYFIELD REAR

Node Bus Cable (RJ45)
604-5004-08-XX

Serial Data Cable
036-8054-XX

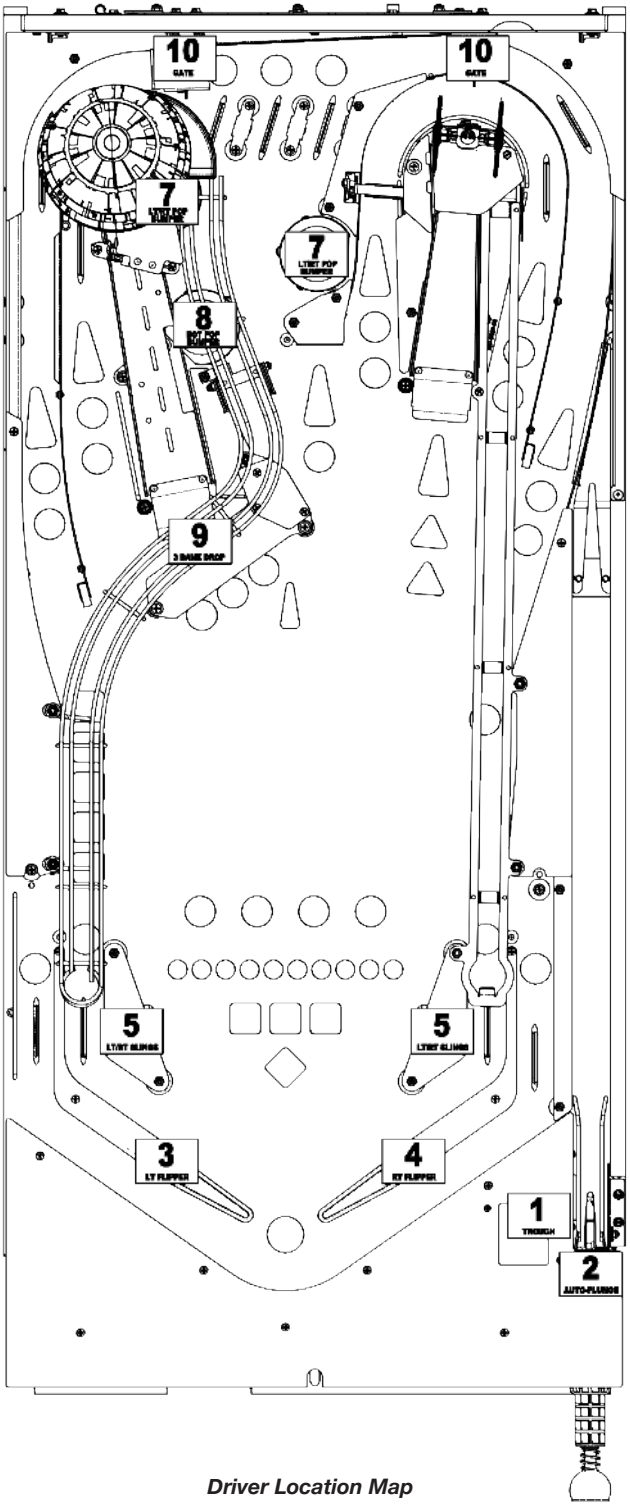
When replacing node boards, ensure DIP address switches are set correctly!

NODE REFERENCE

ID	DIP ADDRESS	DESCRIPTION	LOCATION	PART NUMBER
NODE 0	N/A	SPIKE 3 CPU NODE	BACKBOX	509-1007-42
NODE 4	N/A	QR READER NODE	BOTTOM ARCH	509-2020-00
NODE 8	OFF-OFF-OFF-OFF	CORE - DRIVER NODE	PLAYFIELD	520-1070-00 520-1057-00
8A	N/A	SERIAL LED BOARD - PLAYFIELD-LOWER	PLAYFIELD	520-7008-00
8B	N/A	SERIAL 16 LED BOARD	PLAYFIELD	520-8623-00
8C	N/A	TROUGH SERIAL OPTO RECEIVER EXTENSION	PLAYFIELD	520-8516-00
NODE 14	ON-ON-OFF-OFF	EXPRESSION TOPPER (OPTIONAL)	TOPPER	

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	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 - 24-940	8-DR-4	090-5036-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	Drop Target Reset	8	CN8	11	ORG BRN	48V	3/4	GRY ORG	Playfield	COIL - 25-1240	8-DR-3	090-5034-ND
10	Left/Right Control Gates	8	CN8	10	ORG VIO	48V	3/4	GRY ORG	Playfield	COIL - 32-1250	8-DR-2	511-7510-02 (090-5060-01-FC WITH PINS&CON.)



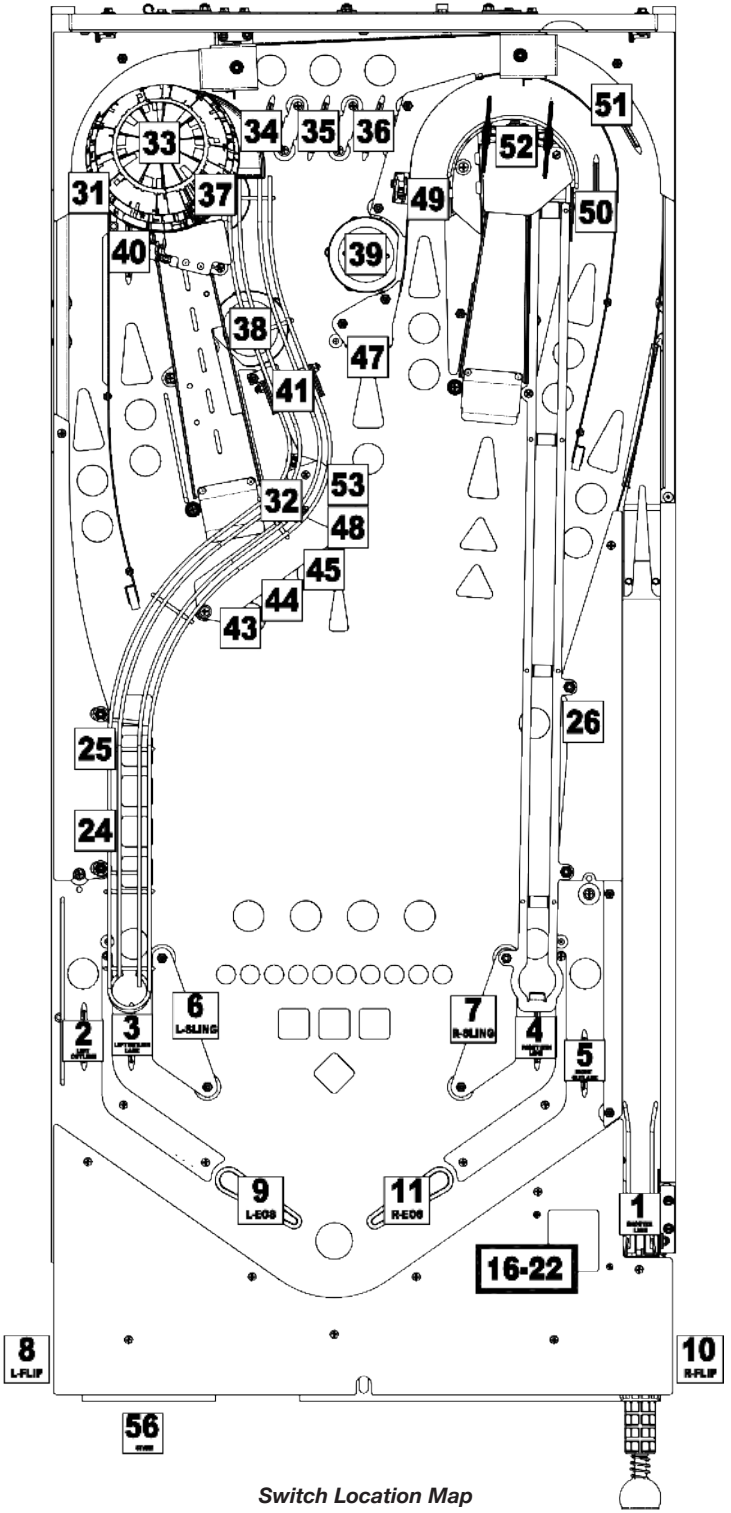
Driver Location Map

SWITCH REFERENCE

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
1	Shooter Lane Opto	8	-	CN10	2	GRY WHT	7/8/9	BLK GRN	Playfield	Opto	8-SW-28	511-5815-00 TX 511-5815-01 RX
2	Left Outlane	8	-	CN11	4	LGN RED	11	BLK ORG	Playfield	Rollover	8-SW-17	500-9935-03
3	Left Return Lane	8	-	CN11	5	LGN ORG	11	BLK ORG	Playfield	Rollover	8-SW-18	500-9935-03
4	Right Return Lane	8	-	CN11	6	LGN YEL	11	BLK ORG	Playfield	Rollover	8-SW-19	500-9935-03
5	Right Outlane	8	-	CN11	7	LGN BLU	11	BLK ORG	Playfield	Rollover	8-SW-20	500-9935-03
6	Left Slingshot	8	-	CN10	4	GRY BLU	7/8/9	BLK GRN	Playfield	Leaf	8-SW-30	180-5231-00
7	Right Slingshot	8	-	CN10	3	GRY VIO	7/8/9	BLK GRN	Playfield	Leaf	8-SW-29	180-5231-00
8	L Flipper Button	8	-	CN9	4	GRY BRN	7	BLK GRN	Cabinet	Leaf	8-SW-25	180-5160-01R
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	180-5160-01R
11	Right Flipper EOS	8	-	CN10	5	GRY GRN	7/8/9	BLK GRN	Playfield	Leaf	8-SW-31	180-5149-00
12												
13												
14												
15												
16	Trough 6	8	8C	CN4	-		-		Playfield	Opto	8-SW-40	520-5344-00 TX 520-8516-00 RX
17	Trough 5	8	8C	CN4	-		-		Playfield	Opto	8-SW-41	520-5344-00 TX 520-8516-00 RX
18	Trough 4	8	8C	CN4	-		-		Playfield	Opto	8-SW-42	520-5344-00 TX 520-8516-00 RX
19	Trough 3	8	8C	CN4	-		-		Playfield	Opto	8-SW-43	520-5344-00 TX 520-8516-00 RX
20	Trough 2	8	8C	CN4	-		-		Playfield	Opto	8-SW-44	520-5344-00 TX 520-8516-00 RX
21	Trough 1	8	8C	CN4	-		-		Playfield	Opto	8-SW-45	520-5344-00 TX 520-8516-00 RX
22	Trough Jam	8	8C	CN4	-		-		Playfield	Opto	8-SW-46	520-5344-00 TX 520-8516-00 RX
23												
24	FORCE Target Bottom	8	8A	CN10	2	TAN BLK	10	BLK YEL	Playfield	Leaf, Target	8-SW-32	511-2777-00
25	FORCE Target Top	8	8A	CN10	3	TAN RED	10	BLK YEL	Playfield	Leaf, Target	8-SW-33	511-2777-00
26	Yoda Mystery Target	8	8A	CN10	4	TAN ORG	10	BLK YEL	Playfield	Leaf, Target	8-SW-34	515-9784-00-00
27												
28												
29												
30												
31	Left Luke Orbit	8	-	CN13	5	PNK ORG	10	BLK BRN	Playfield	Rollover	8-SW-3	500-9935-04
32	Hidden Target	8	-	CN13	6	PNK YEL	10	BLK BRN	Playfield	Leaf, Target	8-SW-4	515-9783-00-00
33	Death Star Target	8	-	CN13	3	PNK BRN	10	BLK BRN	Playfield	Leaf, Target	8-SW-1	515-9784-00-01
34	Top Lane Left	8	-	CN13	7	PNK GRN	10	BLK BRN	Playfield	Rollover	8-SW-5	500-9935-03
35	Top Lane Center	8	-	CN13	8	PNK BLU	10	BLK BRN	Playfield	Rollover	8-SW-6	500-9935-03
36	Top Lane Right	8	-	CN13	9	PNK VIO	10	BLK BRN	Playfield	Rollover	8-SW-7	500-9935-03
37	Left Pop Bumper	8	-	CN12	9	WHT GRY	10	BLK RED	Playfield	Leaf	8-SW-15	180-5232-00
38	Bottom Pop Bumper	8	-	CN13	4	PNK RED	10	BLK BRN	Playfield	Leaf	8-SW-2	180-5232-00

SWITCH REFERENCE CONTINUED

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
39	Right Pop Bumper	8	-	CN13	2	PNK BLK	10	BLK BRN	Playfield	Leaf	8-SW-0	180-5232-00
40	Han Ramp Enter	8	-	CN11	2	LGN BLK	11/12	BLK ORG	Playfield	Rollover	8-SW-26	500-9935-03
41	Han Ramp Exit Opto	8	-	CN11	3	LGN BRN	11/12	BLK ORG	Playfield	Opto	8-SW-27	520-8115-00 TX 520-8116-00 RX
42												
43	Drop Target Left	8	-	CN11	8	LGN VIO	12	BLK ORG	Playfield	Opto	8-SW-21	520-8497-00
44	Drop Target Center	8	-	CN11	9	LGN GRY	12	BLK ORG	Playfield	Opto	8-SW-22	520-8497-00
45	Drop Target Right	8	-	CN11	10	LGN WHT	12	BLK ORG	Playfield	Opto	8-SW-23	520-8497-00
46												
47	Center Target	8	-	CN12	2	WHT BRN	10	BLK RED	Playfield	Leaf, Target	8-SW-8	515-9784-00-00
48	R2-D2 Lock 1	8	-	CN12	3	WHT RED	10	BLK RED	Playfield	Opto	8-SW-9	515-0223-00 TX 520-8116-00 RX
49	Leia Spinner Opto	8	-	CN12	4	WHT ORG	10	BLK RED	Playfield	Opto	8-SW-10	511-2785-01
50	Leia Orbit	8	-	CN12	5	WHT YEL	10	BLK RED	Playfield	Rollover	8-SW-11	500-9935-03
51	Right Luke Orbit	8	-	CN12	6	WHT GRN	10	BLK RED	Playfield	Rollover	8-SW-12	500-9935-03
52	Right Ramp Target	8	-	CN12	7	WHT BLU	10	BLK RED	Playfield	Leaf, Target	8-SW-13	515-9784-00-01
53	R2-D2 Lock 2	8	-	CN12	8	WHT VIO	10	BLK RED	Playfield	Opto	8-SW-14	515-0223-00 TX 520-8116-00 RX
54												
55												
56	Start Button	8	8A	CN10	5	GRY	10	BLK YEL	Cabinet	Micro	8-SW-35	500-1060-44-LED
57												
58	Tilt Pendulum	8	8A	CN10	6	WHT	10	BLK YEL	Cabinet	Plumb Bob	8-SW-36	516-0007-00
59												
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
C13	Door Switch Opto	0	-	CN25	5	LGN BRN	12	BLK WHT	Coin Door		0-SW-12	515-0215-00 TX 515-0215-01 RX
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	-
C9	Service Select	0	-	CN25	1	LGN GRY	11	BLK WHT	Coin Door		0-SW-8	515-1963-00



Switch Location Map

LIGHT REFERENCE

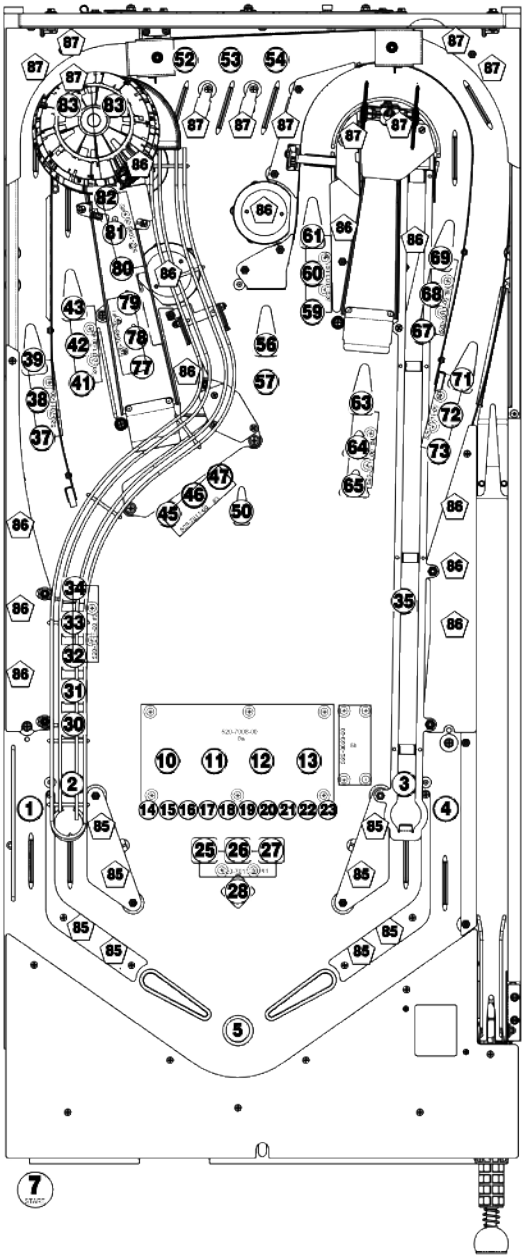
ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
1	Left Outlane	8	-	CN14	6	ORG VIO	7/8	YEL	Playfield	Feature	White	8-LP-3	520-5307-00
2	Left Return Lane	8	-	CN14	5	ORG BLU	7/8	YEL	Playfield	Feature	White	8-LP-4	520-5307-00
3	Right Return Lane	8	-	CN14	4	ORG YEL	7/8	YEL	Playfield	Feature	White	8-LP-5	520-5307-00
4	Right Outlane	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	Start Button	8	8B	CN2	1	YEL BRN	7/8	RED	Cabinet	Feature	White	8-LP-70	500-1060-44-LED
8													
9													
10	HAN	8	8A	-	LED11	-	-	-	Playfield	Feature	White	8-LP-18	520-7008-00
11	LEIA	8	8A	-	LED12	-	-	-	Playfield	Feature	White	8-LP-19	520-7008-00
12	R2-D2	8	8A	-	LED13	-	-	-	Playfield	Feature	White	8-LP-20	520-7008-00
13	LUKE	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	Double Scoring	8	8A	CN3	4	YEL GRN	1	RED	Playfield	Feature	White	8-LP-24	520-7011-00
28	Jedi Multiball	8	8A	CN3	5	ORG GRY	1	RED	Playfield	Feature	White	8-LP-25	520-5307-00
29													
30	(F)ORCE	8	8A	CN9	9	GRN GRY	1	RED	Playfield	Feature	White	8-LP-62	520-5307-00
31	F(O)RCE	8	8A	CN9	10	GRN WHT	1	RED	Playfield	Feature	White	8-LP-63	520-5307-00
32	FO(R)CE	8	8A	CN4	2	BRN BLK	1	RED	Playfield	Feature	White	8-LP-26	520-7011-00
33	FOR(C)E	8	8A	CN4	3	BRN	1	RED	Playfield	Feature	White	8-LP-27	520-7011-00
34	FORC(E)	8	8A	CN4	4	BRN RED	1	RED	Playfield	Feature	White	8-LP-28	520-7011-00
35	Yoda Mystery	8	8A	CN9	8	GRN VIO	1	RED	Playfield	Feature	White	8-LP-61	520-5307-00
36													
37	Left Luke 10K	8	8A	CN4	5	BRN ORG	1	RED	Playfield	Feature	White	8-LP-29	520-7011-00
38	Left Luke 25K	8	8A	CN4	6	BRN YEL	1	RED	Playfield	Feature	White	8-LP-30	520-7011-00
39	Left Luke Arrow	8	8A	CN4	7	BRN GRN	1	RED	Playfield	Feature	White	8-LP-31	520-7011-00
40													
41	Left Han 10K	8	8A	CN4	8	BRN BLU	1	RED	Playfield	Feature	White	8-LP-32	520-7011-00
42	Left Han 25K	8	8A	CN4	9	BRN VIO	1	RED	Playfield	Feature	White	8-LP-33	520-7011-00
43	Left Han Arrow	8	8A	CN4	10	BRN GRY	1	RED	Playfield	Feature	White	8-LP-34	520-7011-00
44													
45	Drop Target Left	8	8A	CN7	4	BLU ORG	1	RED	Playfield	Feature	White	8-LP-44	520-7011-00
46	Drop Target Center	8	8A	CN7	3	BLU RED	1	RED	Playfield	Feature	White	8-LP-43	520-7011-00

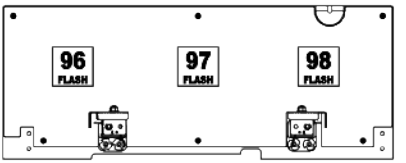
LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
47	Drop Target Right	8	8A	CN7	2	BLU BRN	1	RED	Playfield	Feature	White	8-LP-42	520-7011-00
48													
49													
50	R2-D2 Multiball	8	8A	CN6	8	ORG GRY	1	RED	Playfield	Feature	White	8-LP-41	520-5307-00
51													
52	Top Lane Left	8	8A	CN6	2	YEL VIO	1	RED	Playfield	Feature	White	8-LP-35	520-5307-00
53	Top Lane Center	8	8A	CN6	3	YEL GRY	1	RED	Playfield	Feature	White	8-LP-36	520-5307-00
54	Top Lane Right	8	8A	CN6	4	YEL WHT	1	RED	Playfield	Feature	White	8-LP-37	520-5307-00
55													
56	R2-D2 Arrow	8	8A	CN6	6	ORG BRN	1	RED	Playfield	Feature	White	8-LP-39	520-5307-00
57	Extra Ball	8	8A	CN6	5	ORG BLK	1	RED	Playfield	Feature	White	8-LP-38	520-5307-00
58													
59	Leia Spinner 10K	8	8A	CN7	5	BLU YEL	1	RED	Playfield	Feature	White	8-LP-45	520-7011-00
60	Leia Spinner 25K	8	8A	CN7	6	BLU GRN	1	RED	Playfield	Feature	White	8-LP-46	520-7011-00
61	Leia Spinner Arrow	8	8A	CN7	7	BLU	1	RED	Playfield	Feature	White	8-LP-47	520-7011-00
62													
63	Right Ramp Arrow	8	8A	CN7	8	BLU VIO	1	RED	Playfield	Feature	White	8-LP-48	520-7011-00
64	TIE Fighter Multiball	8	8A	CN7	9	BLU GRY	1	RED	Playfield	Feature	White	8-LP-49	520-7011-00
65	TIE Fighter Hurry Up	8	8A	CN7	10	BLU WHT	1	RED	Playfield	Feature	White	8-LP-50	520-7011-00
66													
67	Leia 10K	8	8A	CN9	2	GRN BRN	1	RED	Playfield	Feature	White	8-LP-55	520-7011-00
68	Leia 25K	8	8A	CN9	3	GRN RED	1	RED	Playfield	Feature	White	8-LP-56	520-7011-00
69	Leia Arrow	8	8A	CN9	4	GRN ORG	1	RED	Playfield	Feature	White	8-LP-57	520-7011-00
70													
71	Right Luke Arrow	8	8A	CN9	5	GRN YEL	1	RED	Playfield	Feature	White	8-LP-58	520-7011-00
72	Right Luke 25K	8	8A	CN9	6	GRN	1	RED	Playfield	Feature	White	8-LP-59	520-7011-00
73	Right Luke 10K	8	8A	CN9	7	GRN BLU	1	RED	Playfield	Feature	White	8-LP-60	520-7011-00
74													
75													
76													
77	Ramp 1	8	8B	CN2	2	YEL RED	8/9	RED	Playfield	Feature	White	8-LP-69	520-1048-00
78	Ramp 2	8	8B	CN2	3	YEL ORG	8/9	RED	Playfield	Feature	White	8-LP-68	520-1048-00
79	Ramp 3	8	8B	CN2	4	YEL GRN	8/9	RED	Playfield	Feature	White	8-LP-67	520-1048-00
80	Ramp 4	8	8B	CN2	5	YEL BLU	8/9	RED	Playfield	Feature	White	8-LP-66	520-1048-00
81	Ramp 5	8	8B	CN2	6	YEL VIO	8/9	RED	Playfield	Feature	White	8-LP-65	520-1048-00
82	Ramp 6	8	8B	CN2	7	YEL GRY	8/9	RED	Playfield	Feature	White	8-LP-64	520-1048-00
83	Death Star (X2)	8	8A	CN8	2	GRN BLK	1	RED	Playfield	Feature	Green	8-LP-51	520-5333-00
84													

LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
85	Playfield GI 1 (x10)	8	-	CN15	5	WHT BLK	1	YEL BLK	Playfield/ Coin Door	G.I.	White	8-LP-0	112-5034-08F 112-5034-08 520-7000-00 (COIN DOOR)
86	Playfield GI 2 (x12)	8	-	CN15	6	RED BLK	2	YEL RED	Playfield	G.I.	White	8-LP-1	112-5034-08 520-8059-00(POPS) 520-5307-00(TOP GI)
87	Playfield GI 3 (x10)	8	-	CN15	7	BLU BLK	3	YEL BLU	Playfield	G.I.	White	8-LP-2	112-5034-08
88													
95													
96	Backpanel Flash L	8	8A	CN8	3	ORG RED	1	RED	Playfield	Flash	White	8-LP-52	520-7000-00
97	Backpanel Flash C	8	8A	CN8	4	ORG YEL	1	RED	Playfield	Flash	White	8-LP-53	520-7000-00
98	Backpanel Flash R	8	8A	CN8	5	ORG BLU	1	RED	Playfield	Flash	White	8-LP-54	520-7000-00
99													





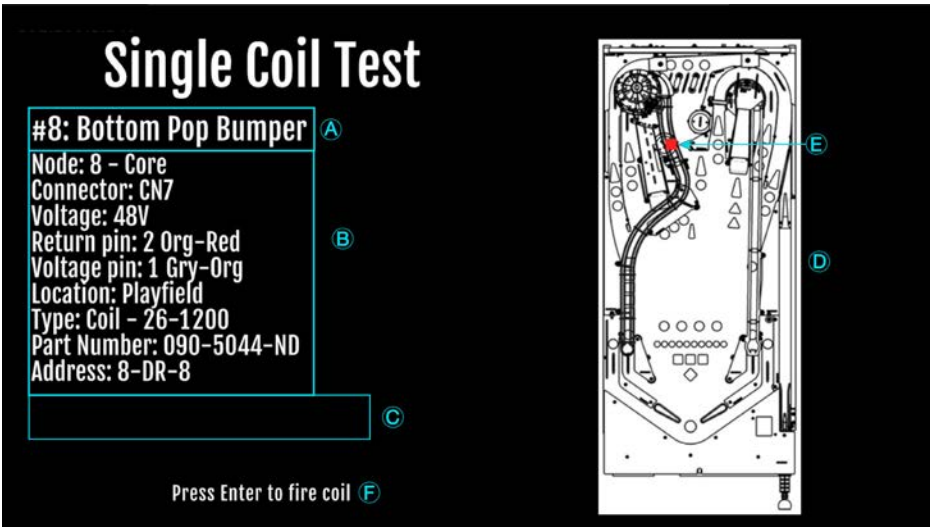
FLASH LAMP

LAMP

GI

Light Location Map

DIAGNOSTICS MENU REFERENCE



A. This is the currently selected Coil. Use the - / + Volume buttons to go to the previous / next coil.

B. This is the information for the currently selected coil.
-Node is the board that controls it, and the Connector is the connector on that board the output is coming from.

-Voltage is how much voltage is output to the coil. Measuring voltage from the Voltage Pin to a ground connection should measure close to the Voltage listed. Voltage pin is typically live while the controlling board is active.

-Return and Voltage Pins show the exact pin of the connector, and the color of the wires for each pin. The return wire completes the circuit to energize / activate the coil.

-Type and Part Number show what the wires are going to. In this case, it shows that it is a coil made up of wire that is 26 gauge thick, with 1,200 windings,. The Stern part number for the specific coil used is 090-5044-ND.

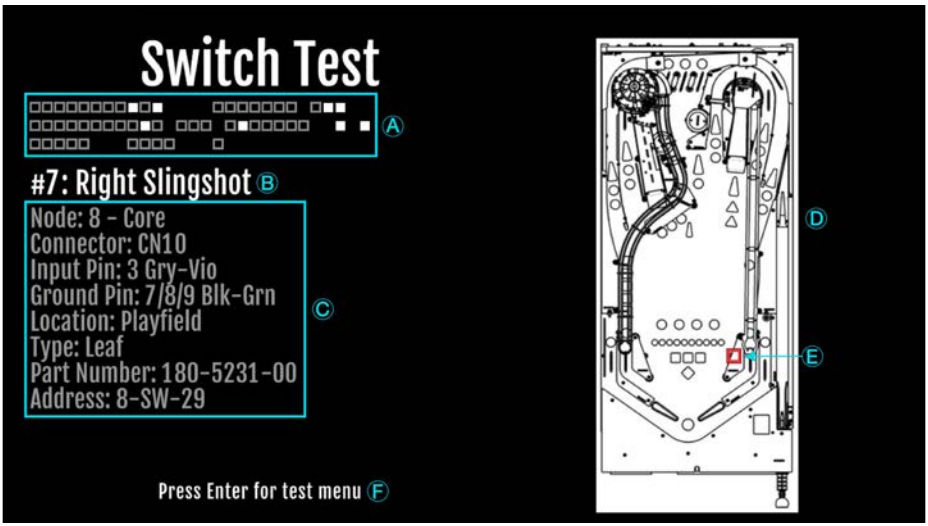
C. This is a brief description of what the Coil does when activated. May not be present for all Coils.

D. This is a map of the playfield. The image will change to help show location of currently selected Coil.

E. This is the relative position of the currently selected Coil.

F. Pressing the Select button will cause the game to briefly energize the Coil.
-For magnets that only hold the ball when energized, this may not be long enough to hold the ball. Instead, place a ball near the magnet and see if the ball is affected by the magnet when energized.

DIAGNOSTICS MENU REFERENCE CONTINUED



A. This top area shows all the currently active switches. The filled boxes are currently registering as active, and the empty boxes are not being registered. It updates live, so blocking an optic sensor's path or pressing a switch will cause its box to fill in.
-Some inputs are normally active, such as device position switches, and the DIP switches on the main CPU Node 0.

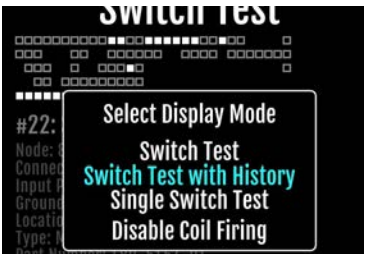
B. This is the last switch input the game registered. In this sample image, we pressed the Right Slingshot to activate it.

C. This is the switch input's information. Node is the board the switch plugs into, and Connector is where the switch plugs into that circuit board. Input and Ground Pin shows what pin and color wire goes into that connector.
-In this sample image, the text is greyed out because the input is not currently active.

D. This is a map of the playfield. The image will change to help show location of currently selected switch.

E. The last active input will show up highlighted. If it is currently active, it will be a full shape. In the sample, it is a hollow box because the input is not currently being triggered.

F. Pressing the Select button will pop up a menu for other testing options.



The starting screen is Switch Test.

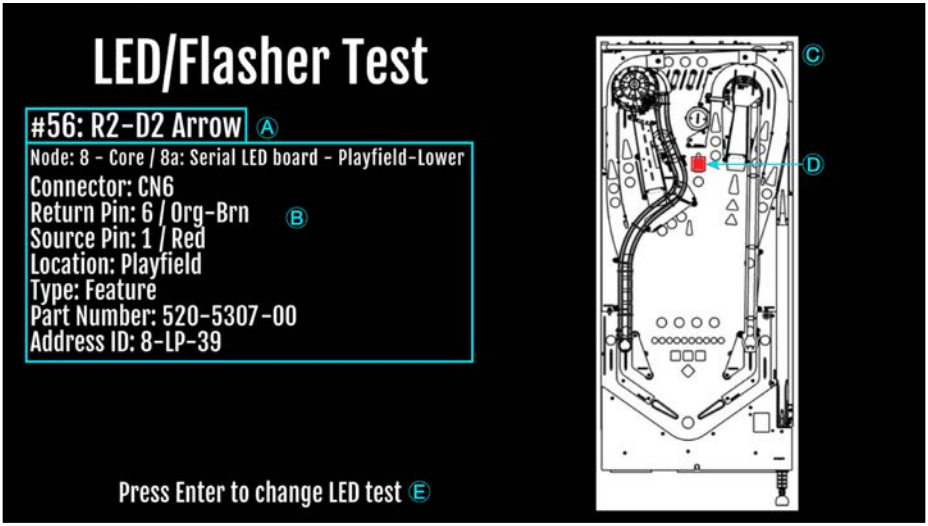
Switch Test with History will show a list of the previously activated switches.

Single Switch Test allows the - / + Volume buttons to scroll through the boxes in the top area.

Disable Coil Firing will stop coils from firing when their respective switch is activated. For example, that would mean the Slingshot would not fire when the one of the Slingshot switches are activated.

After disabling the coils, re-entering the menu will show the bottom option as Enable Coil Firing to turn that feature back on.

DIAGNOSTICS MENU REFERENCE CONTINUED



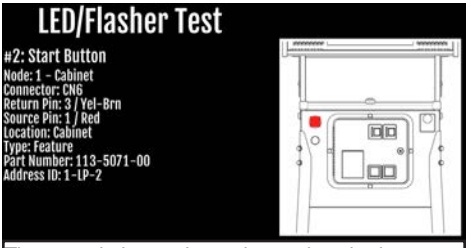
A. This is the currently selected LED. Use the - / + Volume buttons to go to the previous / next LED.

B. This is the information for the currently selected LED.
-Node is the board that controls it, and the Connector is the labeled connector on that board. In this sample, LED Serial board 8a, which is connected to Node 8, is what turns this LED On / Off.
-Return and Source Pins show the exact pin of the connector, and the color of the wires that go to the LED. The source wire is typically live, and the return wire is what completes the circuit to turn on the LED. Org-Brn means it is an orange wire, with a brown stripe.
-Type and Part Number show what type of light is selected, and the Stern part number for the board or light bulb.

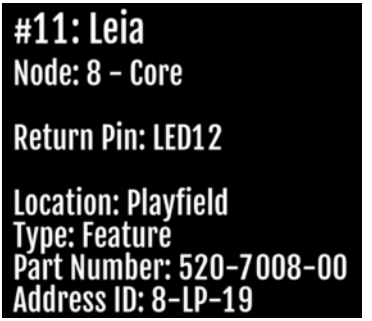
C. This is a map of the playfield. The image will change to help show location of currently selected LED.

D. This is the relative position of the currently selected LED.

E. Pressing the Select button will cause a small menu to pop up. You can change to G.I. test and ALL LEDS from the pop up menu.



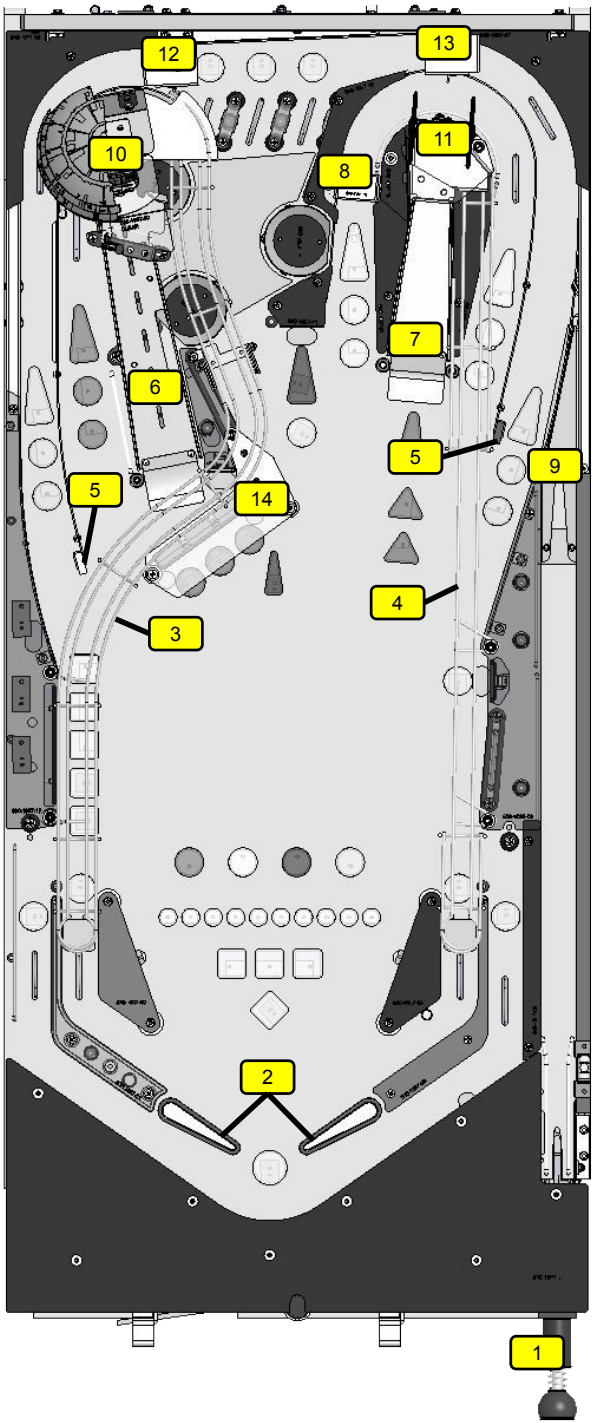
The sample image here shows that the image on-screen for the Start Button shows the cabinet instead of the playfield.



The sample image here shows an LED that is a part of the LED serial board. The Connector instead shows what LED on the board is selected. There are no Return or Source Pins listed since the LED is directly on the board, and there are no wires going to the light.

PLAYFIELD TOP ASSEMBLIES

ID	PART NUMBER	DESCRIPTION	QTY
1	500-3651-AK	SHOOTER ROD ASSEMBLY	1
2	515-5133-08-06	FLIPPER BAT	2
3	511-2778-00	LEFT WIREFORM RAMP	1
4	515-2077-00	RIGHT WIREFORM RAMP	1
5	626-5057-01	RUBBER PAD	2
6	510-1017-00	LEFT RAMP	1
7	510-1018-00	RIGHT RAMP	1
8	511-2775-00	SPINNER ASSEMBLY	1
9	535-9051-00	SHOOTER LANE RAMP	1
10	511-7989-00	DEATH STAR (LEFT)	1
	511-1050-01	DEATH STAR (RIGHT)	1
11	500-2487-00	TIE FIGHTER	1
12	511-2781-00	GATE ASSEMBLY (LEFT)	1
13	511-5096-01-L8	GATE ASSEMBLY (RIGHT)	1
14	511-0047-32	PLASTIC ASSEMBLY 32 (HAS BOTH RECEIVERS WITH HARNESS FOR R2 D2 LOCK)	1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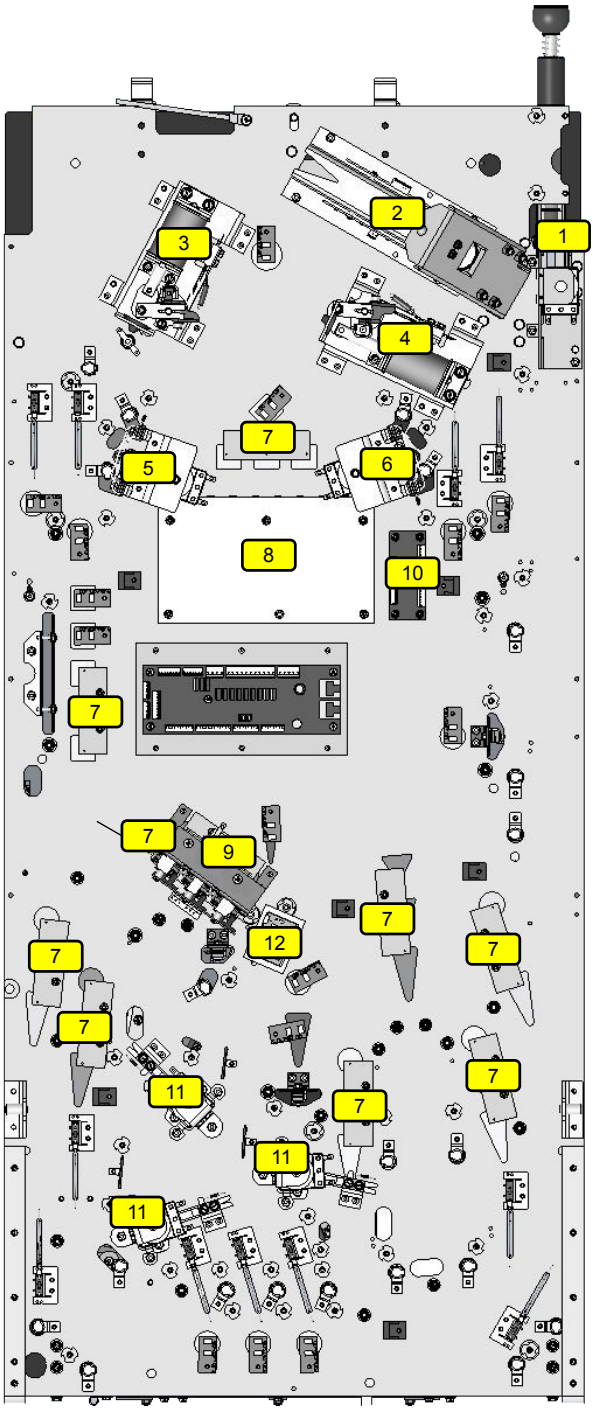
PLAYFIELD BOTTOM ASSEMBLIES

ID	PART NUMBER	DESCRIPTION	QTY
1	500-1177-00	AUTO LAUNCH ASSEMBLY	1
2	500-9820-M8	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	9
8	520-7008-00-L8	CENTER LED BOARD	1
9	500-1110-03-AK	DROP TARGET ASSEMBLY	1
10	520-6831-01	SERIAL LED BOARD	1
11	515-6459-04-ND	POP BUMPER - BOTTOM ASSEMBLY	3
12	511-2771-31	OPTIC SWITCH	1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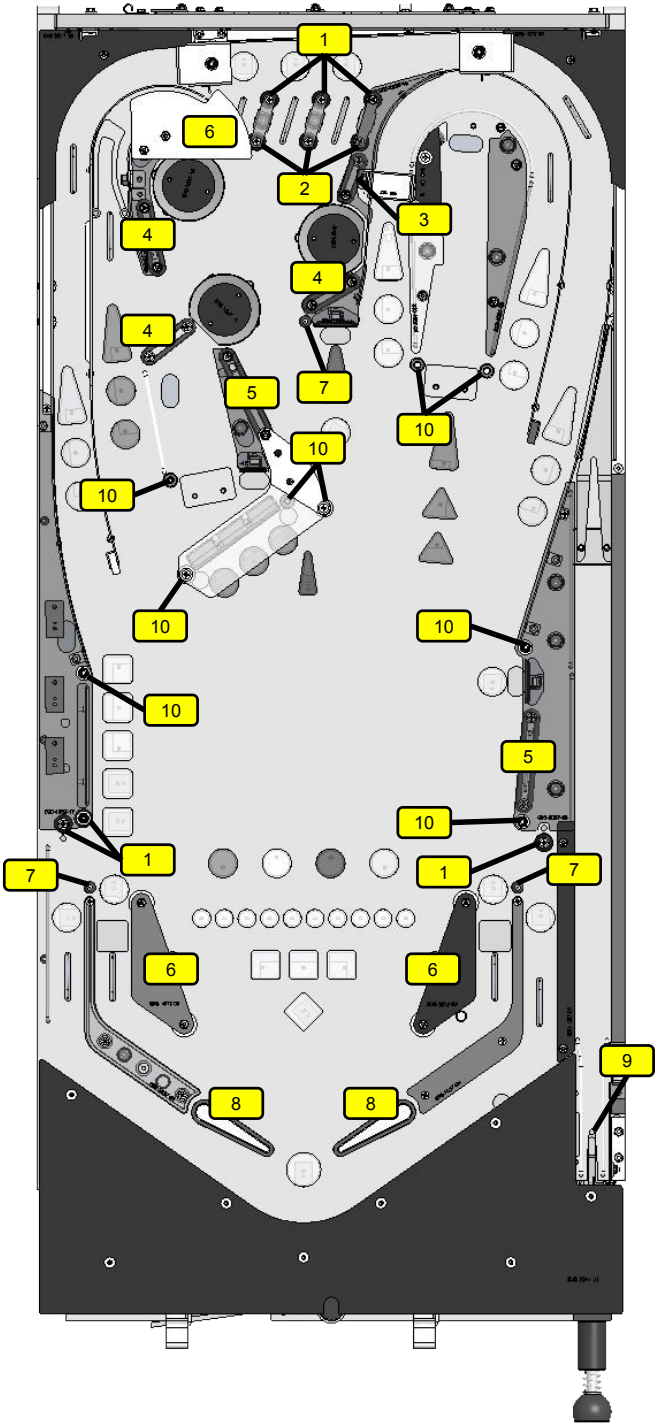
PLAYFIELD RUBBER PARTS

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

ID	Qty	Description	Color	Part Number
8	2	Flipper Rubber	Black	545-5277-00
9	1	Plunger Tip	Black	545-5276-00
10	9	Post Rubber	Black	545-5308-00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STERN PINBALL LIMITED WARRANTY

WHAT IS COVERED

This limited warranty is valid only in the USA and Canada, and only applies when the pinball machine is used in the USA or Canada by the original purchaser for personal or household use, not for commercial or other use, or for resale. Stern Pinball, Inc. ("Stern Pinball") warrants solely to the original purchaser of this pinball machine that the parts listed below are free from defects in material and workmanship under normal use for its intended purpose and in accordance with product instructions and manuals for one (1) year from the date of original purchase:

- Printed circuit boards (CPU, Node boards, LED boards, Optical Sensors).
- LCD display.
- Power supply.
- Playfield assembly with associated parts.
- Backbox.
- Backglass.
- Cabinet.
- Pinball machine legs.

The period of this limited warranty is effective for a period of one (1) year from the date of the original purchase of the pinball machine only (i) from Costco or (ii) directly from Stern Pinball.

You may REGISTER your purchase by providing your email address and other requested information at **warranty@sternpinball.com** with PROOF of PURCHASE to help facilitate our limited warranty service. If you do not register, you are responsible to provide proof of purchase as the original purchaser if/when seeking warranty service. Warranty may not be transferred.

WARRANTY REMEDIES

Stern Pinball's sole liability shall be, at its option, to repair or replace parts which are returned to Stern Pinball during the limited warranty period, provided:

1. Stern Pinball is notified promptly upon discovery by purchaser that covered parts are suspected to be defective; and
2. Such parts are properly packaged and then returned to Stern Pinball after first consulting with the company per the "How to Make a Claim" section below.

YOUR SOLE AND EXCLUSIVE REMEDY UNDER THIS LIMITED WARRANTY SHALL BE REPAIR OR REPLACEMENT OF ANY LISTED PARTS DETERMINED BY STERN PINBALL TO BE DEFECTIVE AS PROVIDED HEREIN.

HOW TO MAKE A CLAIM

If you believe your pinball machine has a covered defect or is otherwise malfunctioning, please contact Stern Pinball's service department to diagnose the issue:

- Phone: 1-800-542-5377 (1-800 Kickers)
- Email: **service@sternpinball.com**

Stern Pinball's service department will issue a return-merchandise authorization (RMA) for parts that are determined or reasonably suspected by Stern Pinball to be faulty, or for return of the entire machine, if necessary, for inspection. A preliminary determination prior to actually inspecting a returned item is not final; Stern Pinball's final determination after receiving any item for inspection will be binding on whether the item in fact was defective and whether any remedy is available under this limited warranty.

WHAT IS NOT COVERED

- Commercial, non-residential use or use inconsistent with product instructions and manuals.
- Consumable parts (e.g., playfield decals, rubbers and pinballs).
- Defects or damage resulting from accident, misuse, abuse, alteration, fire, floods, acts of God, improper installation or repair, or use with non-genuine Stern Pinball parts or accessories.
- Cosmetic variations in parts made of natural products, such as wood, that do not affect the playability of the pinball game.
- Cosmetic damage (e.g., scratches, dents, chips, and other damages to the finish of the pinball game) unless such damage results from defects in materials and workmanship and is promptly reported to Stern Pinball.
- Parts damaged due to improper handling, installation, usage or alteration.
- Alterations or modifications to a pinball machine, or any of its parts, not undertaken or authorized by Stern Pinball.

LIMITATION OF IMPLIED WARRANTIES AND DAMAGES

EXCEPT AS SET FORTH ABOVE AND TO THE EXTENT PERMITTED BY LAW (NOT APPLICABLE IN SK AND QC), THE LIMITED WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES AND REMEDIES. WITHOUT LIMITING THE FOREGOING, IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY OR IMPLIED WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE, ARE DISCLAIMED IN FULL OR OTHERWISE LIMITED TO THE SHORTEST PERIOD ALLOWED BY LAW. IN ADDITION, REGARDLESS OF WHETHER ANY ACTION OR CLAIM IS BASED ON NEGLIGENCE, WARRANTY, CONTRACT, TORT OR OTHERWISE, UNDER NO CIRCUMSTANCES SHALL STERN PINBALL'S TOTAL LIABILITY EXCEED THE PRICE PAID BY CUSTOMER FOR THE PINBALL MACHINE, AND IN NO CASE SHALL CONSEQUENTIAL, SPECIAL, INCIDENTAL OR PUNITIVE DAMAGES BE RECOVERABLE. SOME JURISDICTIONS DO NOT ALLOW EXCLUSIONS OR LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, OR EXCLUSION OF CONSEQUENTIAL DAMAGES, SO THE FOREGOING LIMITATIONS MAY NOT BE APPLICABLE TO YOU.

HOW LOCAL LAW APPLIES

This limited warranty gives you specific legal rights, and you may also have other rights that vary by jurisdiction.

Stern Pinball, Inc.
1001 Busse Rd
Elk Grove Village, IL 60007
United States
1-800-542-5377

SPECIFICATIONS

SPECIFICATIONS, MECHANICAL, GAME SETUP

Specification	Imperial	Metric
Weight	210 lbs	96 kg
Max dimensions, leg levelers extended (h, w, d)	74 x 27.75 x 57 in	198 x 70.5 x 145 cm
Minimum game dimensions (h, w, d)	71 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.

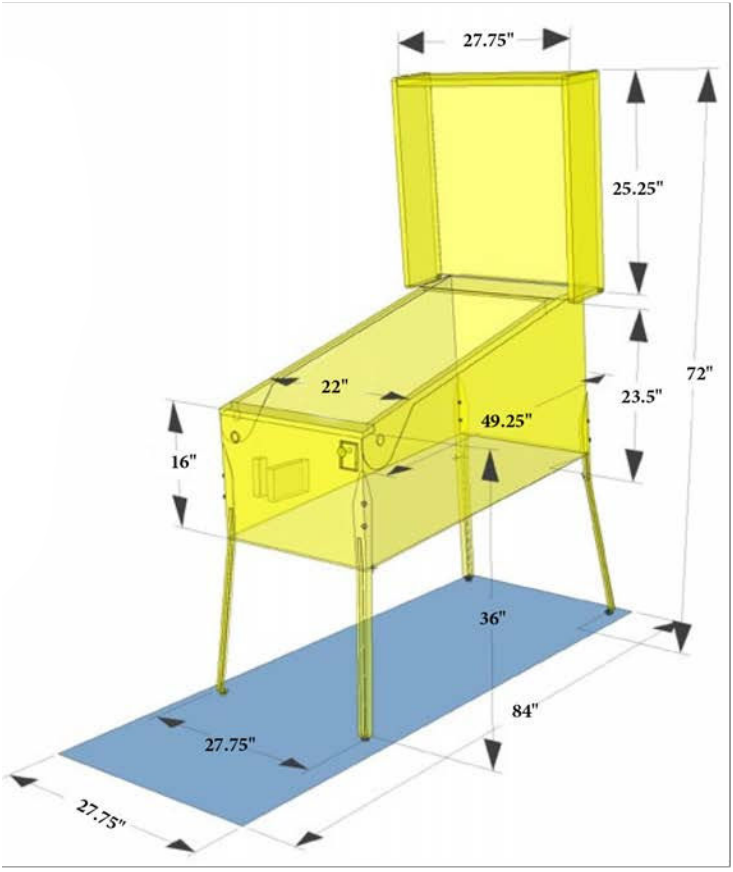
WARNING: Overloading electrical supply circuits is dangerous. Do not overload circuits. To calculate the maximum number of games for a circuit, check circuit amperage rating and divide by the game Nominal Line Power Current rating for your line voltage. For example, a 15A 120V household circuit, 15/3 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) "This appliance is not to be cleaned by a Water Jet."
- (i) "Do not locate this appliance in an area where a Water Jet is used."
- (ii) "Do not clean this appliance with a Water Jet."
- (b) If the supply cord is damaged, it must be replaced in order to avoid a hazard.

GAME DIMENSIONS



1-800-KICKERS
SERVICE@STERNPINBALL.COM
WWW.STERNPINBALL.COM
FACEBOOK.COM/STERNPINBALL

SW HOME EDITION #500-55AK-01
SW HOME MANUAL #780-50AK-00