



barrels of fun

GOBLIN TOPPER



Installation Tips

Kit Contents

1. Topper
2. Circuit Board
3. Circuit Board Cables
 - (1) Ethernet Cable
 - (1) Black & Yellow Cable

NOTE: Mounting screws are pre-installed in the top of the backbox and circuit board mounting clips are pre-installed inside the backbox



Tools

- Flathead Screwdriver
- Phillips Screwdriver
- Step Stool or Ladder
- *(Recommended) Ask a friend for a hand to help position the topper and guide the wires*
- *(Optional) Wiring Tie Wraps*
- *(Optional, But Overwhelmingly Recommended) Scissors & Hair Spray*

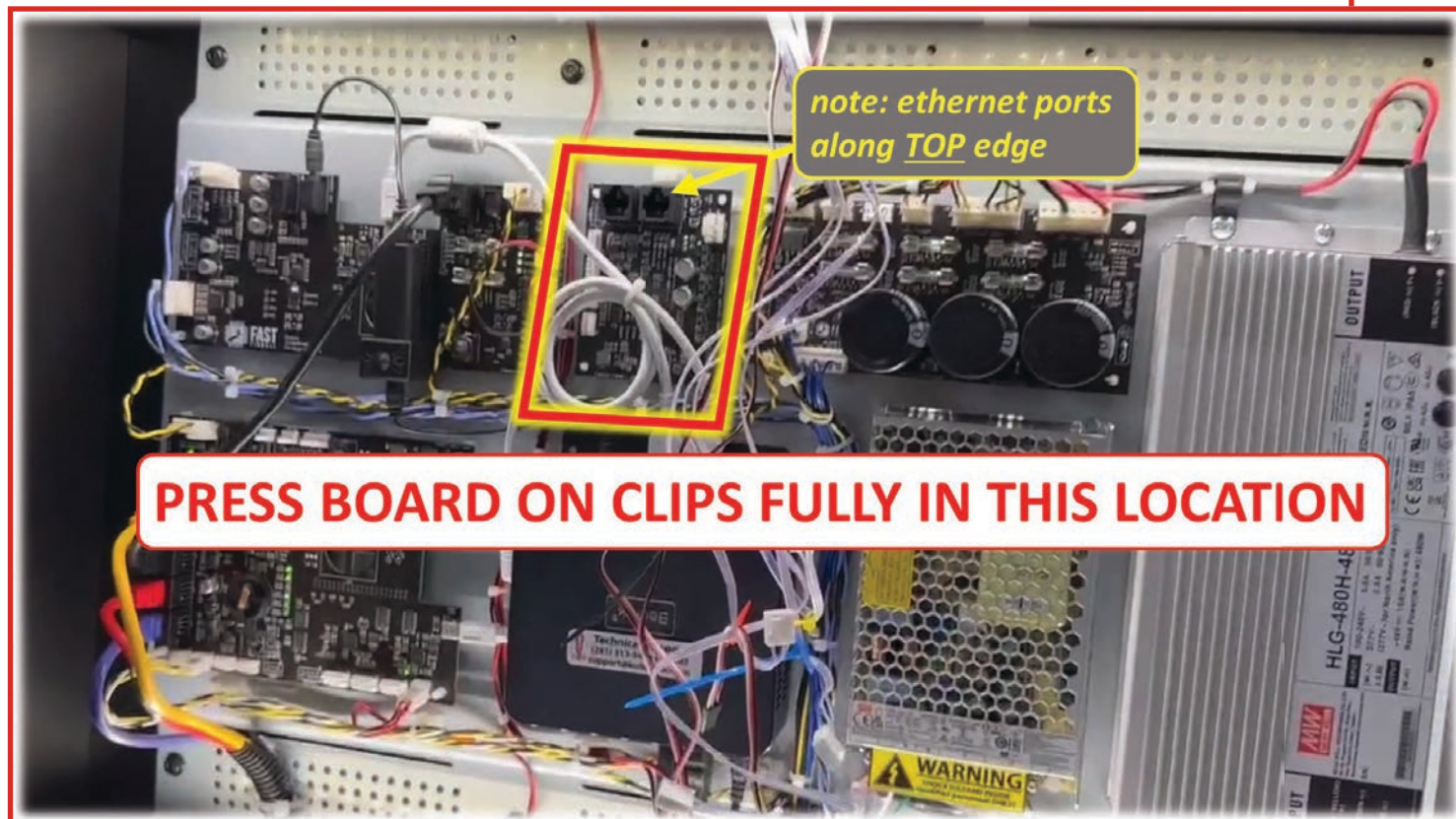
Preparing the Machine

1. Turn off and unplug power from the machine
2. Remove and save pre-installed mounting screws from top of the backbox/head
 - a. Four (4) black Phillips head 10-32 x 1/2" screws
3. Unlock and open speaker panel (keys are located on the inside of the coin door)
4. Carefully remove the backglass and set aside
 - a. **CAREFUL - IT'S REAL GLASS! Do NOT set on hard surface; glass can shatter!**
5. Remove large circular hole plug from top of the backbox/head
 - a. Push up from below or use a flathead screwdriver to lift
 - b. Plug can be saved in case the topper is removed in the future

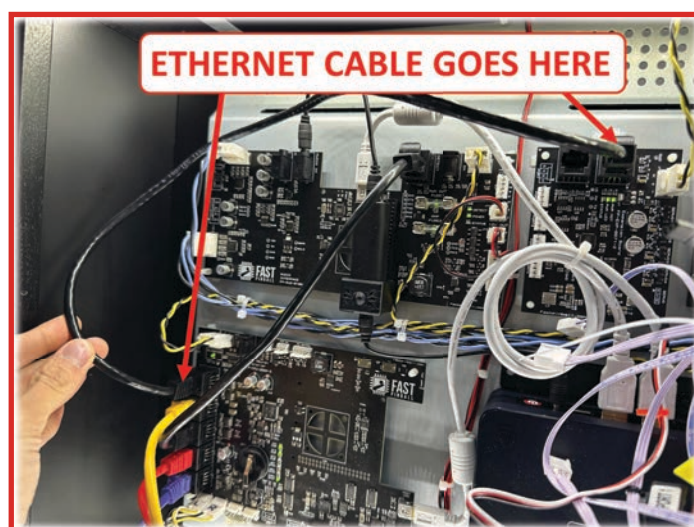
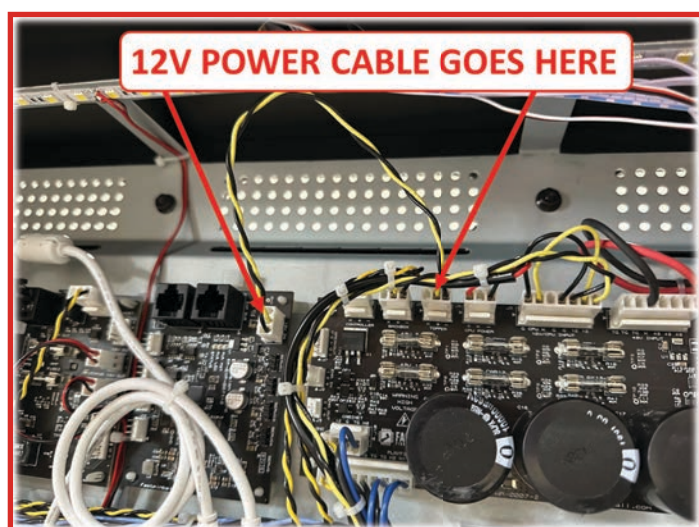


Installing the Topper Circuit Board

6. Press the circuit board onto the plastic standoffs as shown below
 - a. The standoffs should each "click" into place to hold the board securely



7. Use the provided cables to connect the circuit board to the existing game circuit boards as show below



Goblin Hairstyling!!

8. We know it's hard to tell, but Froggie and Snarf actually wear hair pieces (*Ssshhhh!*) and your family can style them however you like!!
9. Go with the traditional / canon bed head look or something more avant garde... *Emo' Froggie?... Punk Rock Snarf?...* With some scissors and hair spray, the possibilities are endless!

NOTE: Avoid using direct heat - the wig hair can melt!



Post your goblins' rad hairdos to the Barrels of Fun Facebook and Instagram pages to show off your results! Be sure to tag us with hashtag: **#goblinstyle**



Mounting the Topper

10. A friend and a step stool will help! Do **NOT** fold the backbox / head down.
11. Place the topper on top of the machine while guiding the wires through the large hole in the top of the backbox

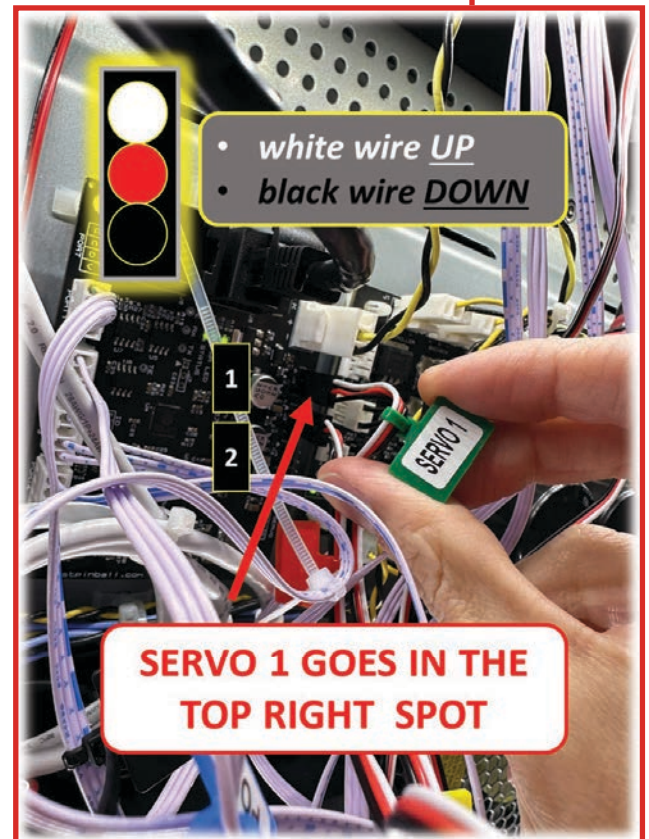
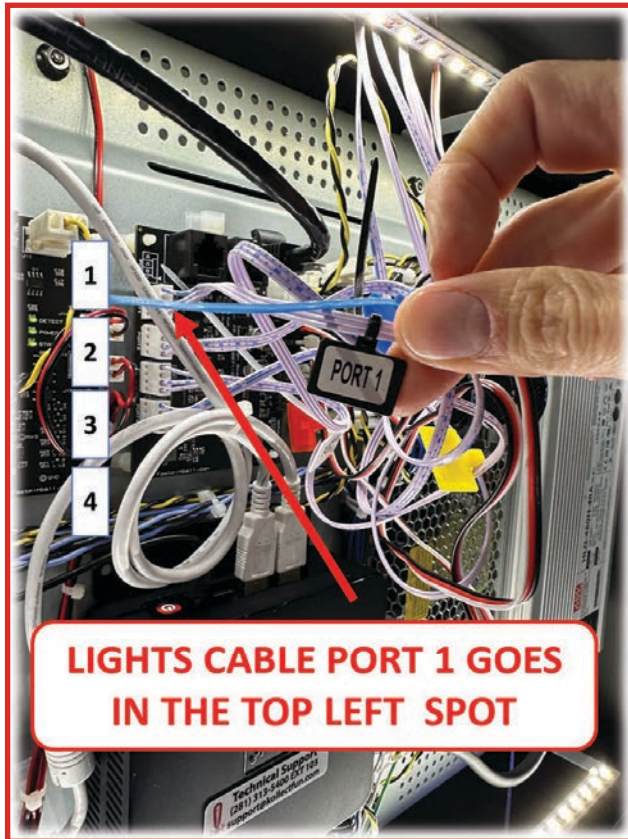
NOTE: It is desirable to route the wires **BEHIND** the LED strip so they don't block the light and cast shadows on the backglass

12. With a Phillips head screwdriver, find the four (4) black screws you removed from the top of the head and use them to mount the topper securely in place.



Topper Circuit Board Connections

13. Mate the topper connectors to the circuit board as shown below



14. Use tie-wraps to tidy up the wiring (optional)

Reassemble the Machine

15. Re-install the backglass and close/lock the speaker panel

Best Practice: Replace the speaker panel keys where they came from on the hook on the coin mech inside the coin door (so you or your tech can always find them)

16. Plug in and power on the pinball machine

Enable and Test the Topper

In these steps, you will use the menu system (coin door buttons) to locate the topper settings and test features to make sure the lights and motion are operating as expected.

- First, check the software version/date (shown on the main service menu page in the upper right)
- If you have a build dated 2023.12.15 or older, skip to part 2 of step 17 (it is recommended you always update to the latest code version when possible)



17. ENABLE TOPPER AND ADJUST ATTRACT SETTING

1. Enable the topper in settings (for software builds dated newer than 2023.12.15)
 - a. Enter the service menu and select **SETTINGS** and then **TOPPER**
 - b. Topper Enable is the first setting in the list and must be **ON** for the topper to work
2. Optionally, enable the topper shows during attract mod
 - a. Enter the service menu and select **SETTINGS** and then **TOPPER**
 - b. Set the "Topper Shows During Attract" setting to **ON**
3. Adjust the "Attract Loops Before Next Topper Scene" setting to whatever value you'd like.
NOTE: This will change how frequently the game plays topper show

18. TEST (AND OPTIONALLY ADJUST) TOPPER FUNCTIONS

1. Once the settings are taken care of, go to the test menu to verify proper operation of the topper
2. Enter the service menu
3. Select **TESTS** and then **TOPPER**
4. Press **ENTER** or **START** when "Run Topper Test" is selected to cycle the various functions of the topper.
 - The LED strip will cycle colors
 - The 2 outer heads will move LEFT - CENTER - RIGHT - CENTER (in a repeating loop)
 - The character eyes will cycle through various brightness levels
5. You can press **EXIT** or **DOUBLE-FLIP** at any time to exit the test.

19. TOPPER TIPS

1. Two important settings in the **SETTINGS** -> **STANDARD SETTINGS** menu:
 - The volume level for the topper callouts is "Volume: Topper Voice"
 - The "Voice Callout Ducking" is how quiet the regular callouts get, while the topper is talking.

NOTE: The higher the ducking number is, the more the voice callouts get turned down. You can adjust these two settings to tune things to your liking.

In the **SETTINGS** -> **TOPPER** menu there are a number of settings to let you fine tune how much the topper talks. The most important one is the "Topper Cool Down Time." Whatever you have that set to is how long (in seconds) after a topper show plays before another one can play at all. If a reaction would be triggered before that time expires, the trigger is ignored completely. The "Reaction Percentage" settings in that menu are how you can adjust how often the topper will react to specific game events. If you're hearing one too often and it's getting tiresome, you can dial that percentage down -- or if you have a favorite, you can dial that percentage up!

NOTE: IT IS NOT RECOMMENDED TO ADJUST THE MOTION OF THE GOBLINS,
but if they are colliding or not centered properly, there are menu adjustments available as follows:

The topper menu can also be used to adjust how far the left and right moving heads will turn toward the center, as well as the "face forward" position of each moving head. The distance they will move outward from the center is a mirror of the toward the center setting, so that one isn't adjustable. If you adjust the 'toward center' position, make sure each head does not turn too far and collide with the center (non-moving) character.

Technical Support

If any issues are detected during the installation or checkout, please, first, double check all connections in the back box and, if the issue is not resolved, contact us for help! <https://shop.kollectfun.com/technical-support/>

(Scan this QR code with your phone's camera to get a direct link to the Technical Support page)

