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PINBALL MACHINE OWNERS' MANUAL

BON JOVI™

Purpose: Provide important guidance and safety information for the setup, operation, maintenance and transportation of your pinball machine.

Description: This guide will help you safely set up your machine and play your first games! We will also describe some basic maintenance such as cleaning the machine and freeing a ball that has become trapped on the playfield. We describe steps to take to break down your machine for transportation and, lastly, provide a copy of the machine warranty information.



APPLICABLE GAMES

BON JOVI™
Serial numbers: All

CONTENTS:

1. Safety
2. Setup
3. Operation
4. Maintenance
5. Transportation
6. Warranty

SUPPORT: If issues or questions arise, please contact us for help!
https://shop.kollectfun.com/technical-support/

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

1: SAFETY

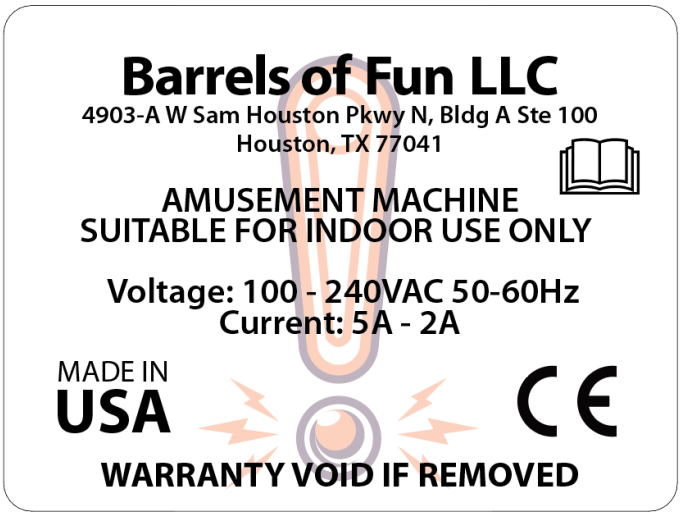
ELECTRICAL





- This pinball machine operates using high voltage (from 100-240 VAC 50-60Hz) and is intended for service by qualified personnel ONLY.
- Turn off the power switch and disconnect the power cable before servicing. Some electrical circuits can remain energized when unplugged, so remain vigilant when performing maintenance near electrical/electronic parts.
- The main input fuse of the pinball machine is rated for 8 Amps and up to 250VAC. To avoid risk of fire, do not replace with a fuse of higher current rating (i.e. no greater than 8 Amps) or of a lower voltage rating (i.e. no less than 250VAC).





MECHANICAL

- Never try to lift or maneuver the pinball machine alone. Due to the bulk and heavy weight of a pinball machine (over 200 lbs.), an assistant is needed to safely lift or maneuver the machine.

IMPORTANT SAFETY NOTICE

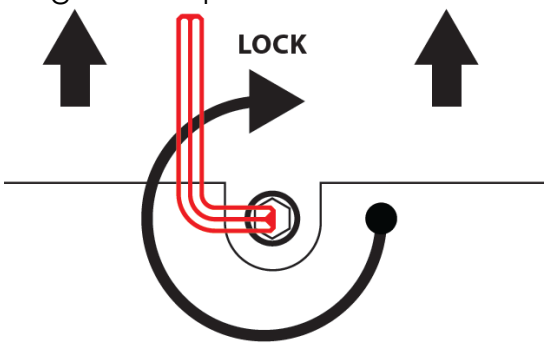
Transportation: Under no circumstances should you transport a pinball machine with the backbox in an upright position. Lower the backbox gently onto the base cabinet using protective material to avoid damage. Then secure the backbox to the cabinet with an appropriate strap. Remove any "topper" accessory from the machine before transporting.

Lifting up the Backbox: Check for snagged wires when raising the backbox to the upright postion to ensure proper function and prevent hazards.

Secure Backbox with Roto Lock: Properly engage the Roto Lock (clockwise ¾ turn) to secure the backbox to the base cabinet. This is crucial for safe machine operation, grounding, and preventing forward falling, avoiding serious damage or personal injury.

Your safety matters to us. Always follow these instructions for a safe and enjoyable pinball experience.

- Only operate the pinball machine with all eight leg bolts installed and securely tightened. If the pinball machine were to become unstable and fall, it could cause serious injury and damage to the pinball machine.
- Do not leave the backbox raised and unattended when it is unlatched from the cabinet and do not play the pinball machine when the backbox is raised but unlatched.
- Turn the latch clockwise ¾ of a turn (270 degrees) and check to ensure the backbox is fully immobilized before playing a game or leaving the backbox unattended. If the backbox were to fall, it could cause serious injury and damage to the pinball machine.

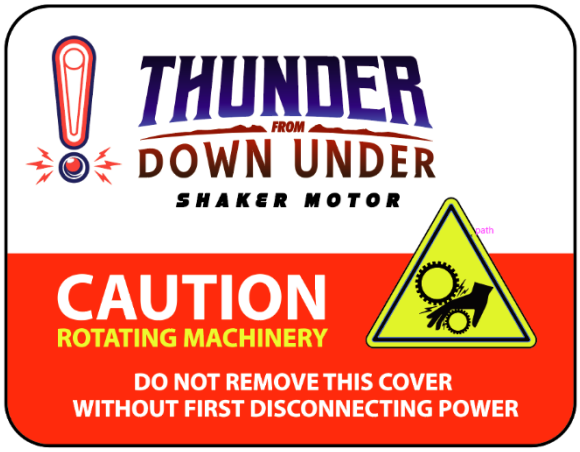


Roto Lock

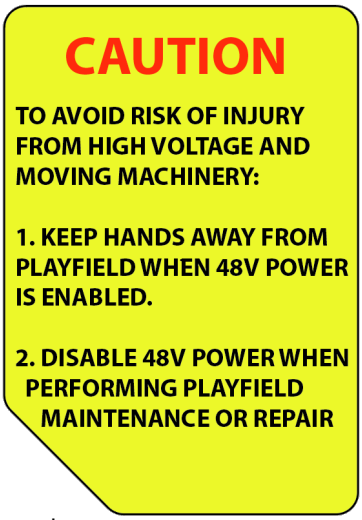
3/4 Turn to lock Backbox to Base Cabinet

- Never transport the pinball machine with the backbox raised or with a topper accessory installed. Fold down the backbox and secure it with straps before transporting the machine. If the backbox were to fall, it could cause serious injury and damage to the pinball machine.

- When playfield glass is removed, only set it on a carpeted or other soft surface. Playfield glass is tempered for safety, but can shatter catastrophically if its edge or corner is set on a hard surface or nicked/bumped with a hard object.



- The shaker motor assembly uses offset weights spun by an electric motor to generate vibrations during gameplay. To protect yourself from possible injury caused by the spinning weights, do not remove the cover from the shaker motor before first removing power from the motor (turn the power switch off and/or unplug the motor). Replace the cover before restoring power to the motor.
- There are a variety of electromechanical devices on the playfield powered by the 48-volt system that should be disabled when performing service on the playfield. The pinball machine includes a switch that disables 48V output from to the playfield whenever the coin door is open, but this can be overridden for certain testing and troubleshooting scenarios. Any time 48V is enabled to the playfield, keep hands away from the playfield. When servicing the playfield, ensure the 48V power is disabled. Turn off the pinball machine during maintenance and repair whenever possible.



ELECTROMAGNETIC INTERFERENCE

- Following any machine service, all original wire routing, ground strapping, and harness shielding must be re-established to maintain RF radiation/conduction within tested and approved limits.
- 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 their own expense.

PHOTOSENSITIVE SEIZURES

Video display content and flashing light patterns created by a pinball machine may potentially trigger seizures for people with photosensitive epilepsy. Discontinue use and contact your doctor if experiencing any symptoms.

AUTHORIZED PARTS & ACCESSORIES

Installation of parts and accessories other than those provided by Barrels of Fun is not recommended and voids the warranty. Non-factory electrical and electromechanical parts may create safety hazards and cause improper machine operation.

STORAGE AND PLAY LOCATION

Pinball machines are designed to be stored and operated in climate controlled commercial and residential environments and protected from extreme temperatures, moisture, and direct sunlight. Exposure to high levels of moisture/humidity can cause damage to your machine. Pinball machines should never be cleaned using water or stored in an area where they could be sprayed with water.

2: SETUP

COMPONENTS

1. Pinball machine
2. Leg Box
    a. Legs (4), Leg bolts (8), and felt cabinet protectors (4)
3. AC power cord
4. Parts and accessories inside of the coin box (behind the locked coin door)
    a. Backbox-to-cabinet latch hex key
    b. Pinballs (6) (note: there is a 7th "captive" ball already installed on the playfield)
    c. Tilt bob plumb bob weight
    d. Barrels logo polishing cloth
5. Inner art blade protectors (one Left and one Right, rolled up)

SPECIFICATIONS

- Dimensions:
    - Boxed for shipping: 32″ x 32″ x 62″ tall
    - Ready to play: 28.75″ x 55" x 76.5″ tall
- Shipping Weight:
    - Machine: 360 lbs.
- Supported Power:
    - North America: 120VAC 60Hz
    - Europe & Australia: 240VAC 50Hz

TOOLS

1. Two friends!
2. Scissors, knife, or angle cutters
3. Pliers (for removing box staples on EU/AUS games)
4. 5/8" wrench (ratchet/socket preferred)
5. 5/8" open end wrench
6. A stool (28"-30" tall and less than 18" wide is ideal)

UNBOXING

Duration: The setup process can take between 10 and 30 minutes to complete.

1. The pinball machine will arrive in a corrugated cardboard box on a pallet.



DOMESTIC – LARGER BOX LID SECURED WITH STRAPS



INTERNATIONAL – COMPACT BOX LID SECURED WITH STAPLES

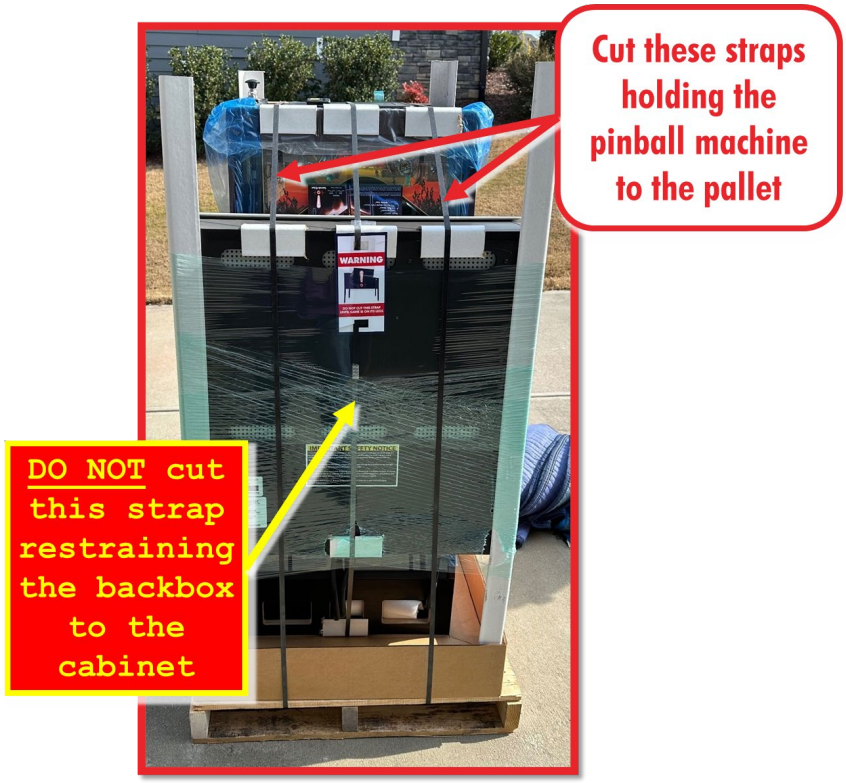
2. Using scissors or other cutting tool, cut the straps off of the cardboard box, or (for international deliveries) use pliers to remove the staples holding the box lid to its base.
3. Lift the cardboard box enclosure up high off of the pinball machine and set aside.
4. Unpack the leg box and any other loose accessories from the box and set aside.

CAUTION

DO NOT CUT THE STRAP RESTRAINING THE BACKBOX TO THE CABINET

- Cutting the strap that restrains the backbox now can cause injury and severe damage to the machine.

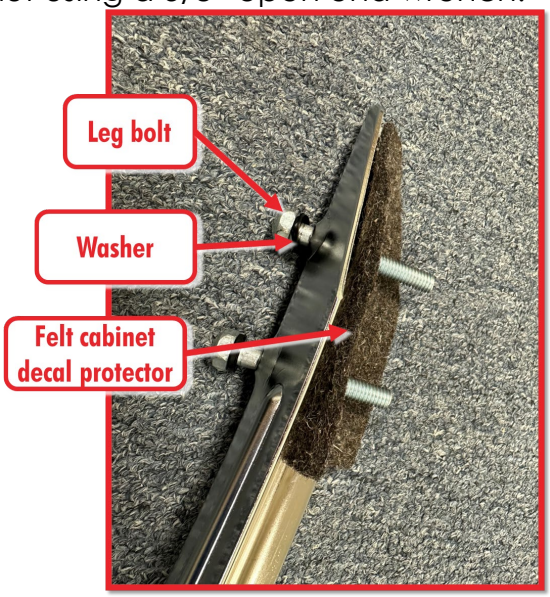
5. The pinball machine will be strapped to the pallet. Cut the two straps holding the pinball machine to the pallet, but DO NOT cut the strap restraining the pinball machine backbox to the cabinet.



CABINET LEGS INSTALLATION

6. Open the leg box and install the front two legs on the pinball machine using the provided leg bolts, felt protectors, and a 5/8" wrench as shown. Tighten leg bolts securely. The starting adjustment for the front leg levelers is with them screwed all the way in (making the front legs as short as possible overall). Don't forget to tighten the jam nut using a 5/8" open end wrench.







7. Carefully tip the pinball machine down onto its front legs



CAUTION

DO NOT ATTEMPT TO LIFT A PINBALL MACHINE ALONE.

- Two people are required to lift the rear end of the pinball machine due to its heavy weight.

8. Using two people, lift the rear of the machine to allow a third person to move the pallet aside and to position a stool or similar support structure under the rear of the machine. Set the rear of the machine down gently on the stool.



9. Locate the other two legs from the leg box and install the leg levelers all the way in (same as front legs) and tighten the jam nut using a 5/8" open end wrench.



10. Install the rear two legs on the pinball machine using the provided leg bolts, felt protectors, nylon nuts, and a 5/8" wrench. Tighten leg bolts securely.
11. Again, using two people to lift the rear of the machine, have a third person remove the stool and set it aside. Set the pinball machine gently down on its rear legs.

BACKBOX RAISING

12. With the pinball machine supported by all four legs, it is now safe to cut the strap around the pinball machine that restrains the backbox down on the cabinet.
13. Cut the zip tie holding the coin door keys to the shooter knob and unlock/open the coin door to access the coin box. The coin box is secured by tape and a cotter pin that must be removed and then the coin box can be pulled up and out of the coin door. Do not lose the cotter pin; it will need to be reinstalled if the game is transported again in the future.





14. Slide the lid forward off of the coin box and locate the hex key wrench and insert it into the latch on the back of the cabinet (but do not turn the latch yet).
15. Lift the backbox to its upright position while observing the wires between the backbox and the cabinet to ensure no pinching occurs.

CAUTION

BACKBOX MUST BE SECURELY LATCHED AND IMMOBILE

- If the backbox were to fall, it could cause serious personal injury and severe damage to the pinball machine.

16. Once the backbox is fully upright, rotate the hex key wrench ¾ of a turn (270 degrees) to lock it in place. ENSURE THE LATCH CONNECTION IS FULLY SECURE BY TESTING THAT THE BACKBOX IS IMMOBILIZED AND CANNOT BE LOWERED.
17. Remove the hex key tool from the back of the cabinet and store for future use (the coin box is a convenient storage location for games that will not be coin operated).



PLAYFIELD PREPARATION

CAUTION

PLAYFIELD GLASS CAN SHATTER IF DROPPED OR SET ON A HARD SURFACE

- Never set playfield glass on a hard surface and ensure it is stored in a secure place when not installed in the pinball machine.

18. Remove the pinball machine playfield glass by:
    a. Removing all protective tape and literature
    b. Releasing the two lockdown bar latches (one to the left and another to the right inside the coin door opening)
    c. Removing the lockdown bar
        i. CAUTION!: ONCE THE LOCKDOWN BAR IS REMOVED, THE PLAYFIELD GLASS CAN SLIDE OUT AND RISK SHATTERING, SO DO NOT LEAVE THE MACHINE UNATTENDED UNTIL THE GLASS IS REMOVED.
    d. Closing/locking the coin door
    e. Sliding the glass towards the front and out of the machine and setting it on a soft surface such as carpet, blankets or similar surface.
        i. CAUTION!: NEVER SET PLAYFIELD GLASS DOWN ON A HARD SURFACE AND RISK SHATTERING



19. Remove any foam and tape restraints from the playfield
20. Locate the pinballs in the coin box, wipe them off with a clean cloth to remove any machine oil and inspect them for rust/tarnish. *If any pinball feels rough or shows signs of rust, do not install it and contact technical support for a replacement (the rough rusty surface will cause premature wear on your playfield's finish)*.

CHECKING PLAYFIELD INCLINE AND LEVEL

21. (optional) While the glass is off, this is a convenient time to check the playfield inclination/level and adjust the leg levelers as desired. Uneven or sloping floors can affect playfield inclination and level. *Note: the pinball machine should never teeter or wobble*.
    a. To adjust the leg levelers, weight must be taken off of the legs (for example, by lifting the machine onto a stool like when installing the back legs). Never try to lift a pinball machine alone – lifting a pinball machine requires two people.
    b. Leg levelers are adjusted in and out by loosening the jam nut with a 5/8" end wrench, twisting the leg leveler to the desired length, and then re-tightening the jam nut up against the leg. *Note: the jam nut should be between the leg leveler foot and the leg, <u>not</u> above the leg weld nut.*
    c. The starting place for pinball leg leveling should be with all 4 levelers all the way in (overall legs as short as possible). On a level floor, this should be level left-to-right and produce 6.5 degrees of playfield inclination (*note: this is the playfield inclination, <u>not</u> the glass inclination*).

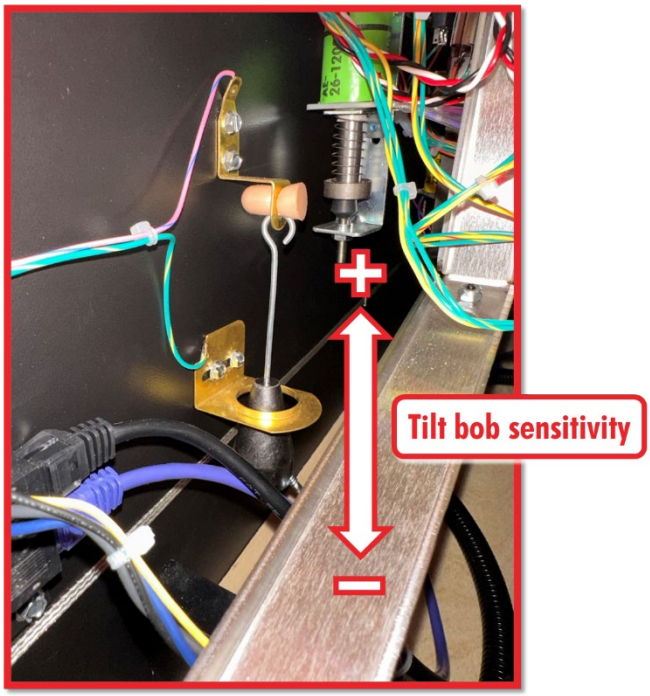
d. For uneven floors, or to fine tune the incline to your liking, extend the levelers as needed and check the results with a digital level/inclinometer.
e. It is important that the playfield be level/flat left-to-right. Side-to-side level can be roughly checked without an inclinometer by watching a pinball roll down from the top of the playfield to the bottom to see if it veers left or right.

REINSTALLING PLAYFIELD GLASS

22. Slide the playfield glass back into the machine by aligning it in the two plastic channels and gently and evenly sliding the glass up the channels. DO NOT FORCE. *(if the glass feels stuck, it is likely slightly crooked in the glass channels; slight adjustments up, down, left or right should free it)*
23. Re-install and re-latch the playfield lockdown bar. *(The glass must be slid all the way up in its channels for the lockdown bar to seat properly for latching. Use one hand to slide the glass up while installing the lockdown bar with the other. Once the lockdown bar is seated, the two latches can be re-latched)*

TILT BOB INSTALLATION & ADJUSTMENT

24. Locate the plumb bob weight (with thumb screw) provided in the coin box.
25. Locate the tilt bob assembly (inside the coin door and on the right inside wall of the cabinet).
26. Unscrew the thumb screw (which acts as a set screw) until it is almost all of the way unscrewed from the plumb bob weight
27. Slide the plumb bob weight (pointy end up) onto the dangling brass wire and tighten the thumb screw.
28. Adjust the tilt bob sensitivity by unscrewing the thumb screw ½ turn, sliding the weight up or down on the brass wire and re-tightening the thumb screw securely.
    a. *Note: This adjustment affects how hard a player is permitted to nudge/move the machine before receiving a Warning. The higher up the weight is on the wire, the more sensitive the tilt sensor will be and vice versa.*



POWER CONNECTION & FIRST GAME

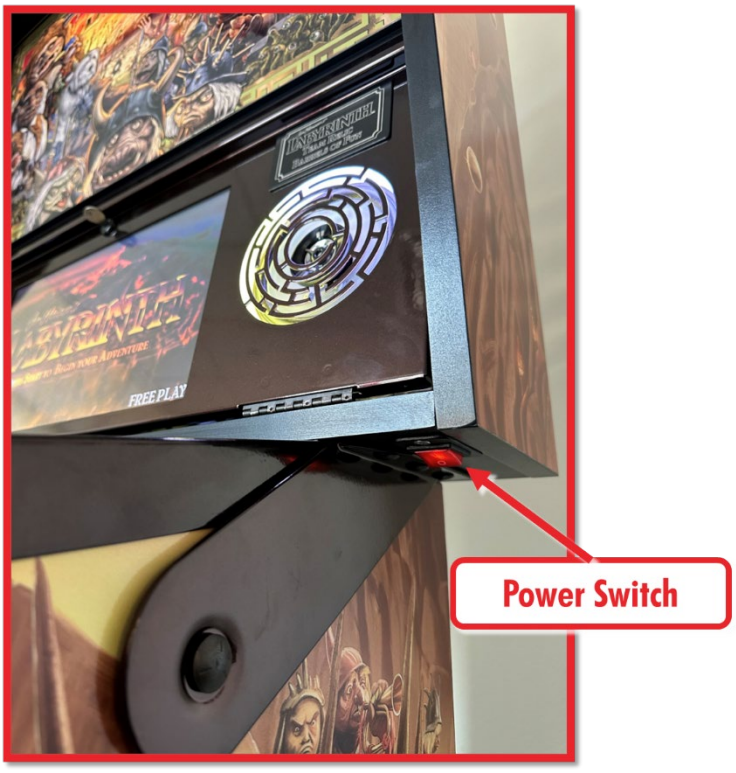
29. Locate the power cable in the machine box and inspect it for damage. Contact Barrels of Fun Technical Support for a replacement if any damage to the cable is detected.
30. Plug the cable into the back of the backbox and into a wall outlet that is grounded and protected by a circuit breaker with a current rating of 15 Amps (16 Amps in the EU) or lower value. DO NOT use a cheater plug that defeats the ground/third pin on the power cable.

CAUTION

FACILITY OUTLET CIRCUIT PROTECTION MUST BE GROUNDED AND RATED FOR 15 AMPS OR LESS TO AVOID ELECTRICAL SHOCK HAZARD AND RISK OF SMOKE/FIRE.

- The pinball machine's power system requires grounding for electrical shock and fire hazard safety and is rated for up to 15 Amps from facility power outlet.

31. Re-install the coin box in the machine and close/lock the coin door.
32. Locate the main power switch for the pinball machine on the right bottom side of the backbox and switch the game power on.
33. After a minute or so, the computer will finish booting and the machine will be ready for you to play the first game!



3: OPERATION

PHYSICAL CONTROLS (LOCATIONS)

1. Power switch (on the bottom right side of the backbox)
2. Start button (front of the cabinet)
3. Flipper buttons (sides of the cabinet)
4. Service Menu buttons (back side of the coin door)



POWERING UP

5. With the coin door closed and the machine power cord plugged in, switch the machine on using the power switch on the bottom right side of the backbox. The game software boots and automatically enters "Attract" mode.

ATTRACT MODE

6. Attract mode displays messages, high score leader boards and other helpful information to encourage prospective players to start a game.

AUDIO VOLUME ADJUSTMENT

7. To adjust the audio volume, open the coin door and, without pressing the menu button, use the red (middle two) coin door buttons to adjust the volume up and down as indicated.
8. Close the coin door to exit volume adjustment.

ADDING CREDITS

9. If the game software is not set to "Free Play", players will need to insert sufficient coins into the coin slot or otherwise add "Credits". One Credit allows for one player to play a single game. Note: the default setting is set to Free Play and pricing settings are available in the service menu system.

STARTING A GAME

10. Press the "Start" button. Pressing the Start button more than one time will add additional players and consume an additional Credit for each additional player. Note that additional players can be added up until the first player loses their first ball.
11. The first pinball for the first player will be automatically ejected into the shooter lane and the player pulls the plunger to enter the ball into play. The player interacts with the flippers on the machine using the flipper buttons on the left and right sides of the cabinet.

TILTS

12. Players are offered two tilt warnings (closures of the tilt bob switch), but then on the third tilt warning will lose the ball currently in play. The player can continue to play any remaining balls in that game.
    Note: this pinball machine does not have a "slam tilt" sensor that would fully end a game upon triggering.

FREE GAME OPPORTUNITIES

13. For games not operated on "Free Play", players may earn Credits by achieving a "Replay" high score or by chance in the "Match" feature. Settings for Replay scores and Match percentage likelihood are available in the service menu system.

GAME OVER

14. At the end of the game, scoring totals are displayed and players may have an opportunity to enter their initials if their scores are high enough to post to the high score displays in Attract mode. Players will follow the on-screen instructions to enter their initials.

QUITTING A GAME

15. It is possible to quit a game prematurely and re-enter Attract mode by holding down the left flipper button and the start button for a few seconds. Credits are forfeited when using this method to end a game. This method for ending a game bypasses the "Game-over" displays.

POWERING OFF THE MACHINE

16. When the pinball machine will not be in use for an extended period, it can be safely powered off using the main power switch on the bottom right side of the backbox.

TROUBLESHOOTING

17. **SMOKE:** If you see or smell smoke, power off the machine **IMMEDIATELY** and do not power it back on until a qualified repair technician can inspect the machine and resolve any issues.
18. **LOCK UP:** If you detect the pinball machine is not operating normally, such as if the flippers are not functioning, the display is frozen, the audio is not outputting, or the playfield lights are not changing, the first step for resolution should be to power the machine off at the main power switch (leave it off for a few seconds) and then power it back on. This can resolve temporary issues caused by a power surge or software/computer issue. If the issues recur, please visit https://shop.kollectfun.com/technical-support/ and reach out to our technical support team.

4: MAINTENANCE

REGULAR MAINTENANCE

The following should be performed monthly for games with frequent use or around once every 500 games for games played infrequently. For instructions on removing the playfield glass and accessing the service menu buttons behind the coin door, see section 2. SETUP and section 3. OPERATION, above. Be aware that the pinball machine playfield contains moving mechanical parts and that accessing the playfield for maintenance should only be done with the machine powered off or with 48V power disabled.

1. Remove and clean both sides of the playfield glass.
    - **ONLY** use ammonia-free glass cleaner (such as Sprayway or Sparkle cleaners). Ammonia and other harsh chemicals will degrade the anti-reflective properties of your "Infinity" anti-reflective playfield glass.
    - CAUTION!: Never set playfield glass down on a hard surface or where it might fall because it can shatter. Set it down in a secure location on a soft surface such as carpet, a blanket or similar.
2. Remove the pinballs from the machine.
    - Using the service menu, navigate to the "Empty Balls" function in the Utilities menu and activate it. Close the coin door and the pinball machine will begin to eject one ball at a time into the shooter lane. Plunge each ball and collect it from the playfield before it drains.
    - CAUTION!: Keep hands away from playfield mechanisms while collecting balls.
3. Inspect the machine for stuck/extra pinballs. Turn off the machine and remove any, if found.
4. Clean pinballs and inspect for rust, tarnish, or scuffs. Replace rusty or damaged pinballs immediately to avoid premature playfield wear.
5. Install software updates.
    - USB update instructions are located at https://shop.kollectfun.com/code-update/

CAUTION

ACCESSING THE PLAYFIELD EXPOSES MOVING MECHANICAL PARTS THAT COULD CAUSE INJURY IF THEY OPERATE DURING MAINTENANCE.

1. REMOVE POWER FROM THE PINBALL MACHINE WHEN POWER IS NOT NEEDED.
2. STAY CLEAR OF THE PLAYFIELD MECHANISMS WHENEVER THE COIN DOOR INTERLOCK SWITCH IS OVERRIDDEN FOR MECHANISM TESTING.

6. Clean the playfield by spraying a cleaner such as Novus 1 or Wizard's Mist and Shine on a microfiber cloth, wiping the surface to gently remove

stubborn carbon trails and to clean dirty rubbers/targets. NEVER USE WATER OR ANY CLEANER DILUTED IN WATER. DO NOT USE ABRASIVE CLEANERS.

7. Inspect the playfield for items requiring repair or replacement such as worn/broken rubbers and loose posts/screws. If repairs are required, have a trained and qualified pinball machine technician perform the appropriate repairs before continuing to use the machine. For replacement rubbers, reference the table below.

PART NUMBER	DESCRIPTION	QTY
000-RUB-0001-42	FLIPPER RUBBER, 3-INCH, RED	2
000-RUB-0002-58	FLIPPER RUBBER, MINI 1", BLACK	2
000-RUB-0004-42	SILICONE POST RUBBER, 7/16-INCH OD, RED (METAL SPIKE POST RUBBERS)	5
000-RUB-0005-70	SILICONE POST RUBBER, 3/16" ID, TRANSLUCENT SILICONE	1
000-RUB-0010-58	RUBBER RING, 3/4" ID, BLACK SILICONE	2
000-RUB-0012-58	RUBBER RING, 1-1/4" ID, BLACK SILICONE	1
000-RUB-0015-58	RUBBER RING, 2" ID, BLACK SILICONE	2
000-RUB-0016-70	RUBBER RING, 2-1/2-INCH, TRANSLUCENT SILICONE	2

8. In the Service Menu, use the Lamp tests and Switch tests to check for faulty lamps and switches, following the on-screen instructions. Using a pinball (vs your finger) to actuate switches can help ensure issues are accurately detected.
9. Check the coin slot for proper function (if used).
10. Play a test game and ensure all features and mechanisms are operating as intended.
11. [FOR TRAINED AND QUALIFIED PINBALL MACHINE TECHNICIANS ONLY] Raise the playfield. Inspect the underside of the playfield for loose parts/screws, broken wires, or any other abnormalities and tighten/correct as needed. Look for any loose parts fallen down in the bottom of the cabinet and locate/repair those assemblies.
12. Count the number of pinballs and ensure it matches the number called for on the sticker on the lockdown bar receiver and drop them back into the drain to reload the ball trough.
13. Replace the playfield glass and remember to latch the lockdown bar and close/lock the coin door.

FREEING A TRAPPED BALL

14. While we strive to eliminate ball traps in your machine by design, the chaotic nature of pinball will find a way to cause a ball to be trapped eventually.
    a. Note: The software for this machine does include “Lost Ball Compensation”, which can allow for play to continue despite a stuck ball for a time, but the ball will need to be freed on the next power cycle or if another ball becomes stuck.
15. If a ball becomes trapped during play, you will need to open the coin door, unlatch and remove the lockdown bar, and remove the playfield glass.

b. CAUTION!: Never set playfield glass down on a hard surface or where it might fall because it can shatter. Set it down in a secure location on a soft surface such as carpet, a blanket or similar.
c. CAUTION!: To protect your hands from injury, do not close the coin door or otherwise re-enable 48V power to the playfield when manually retrieving a stuck ball.

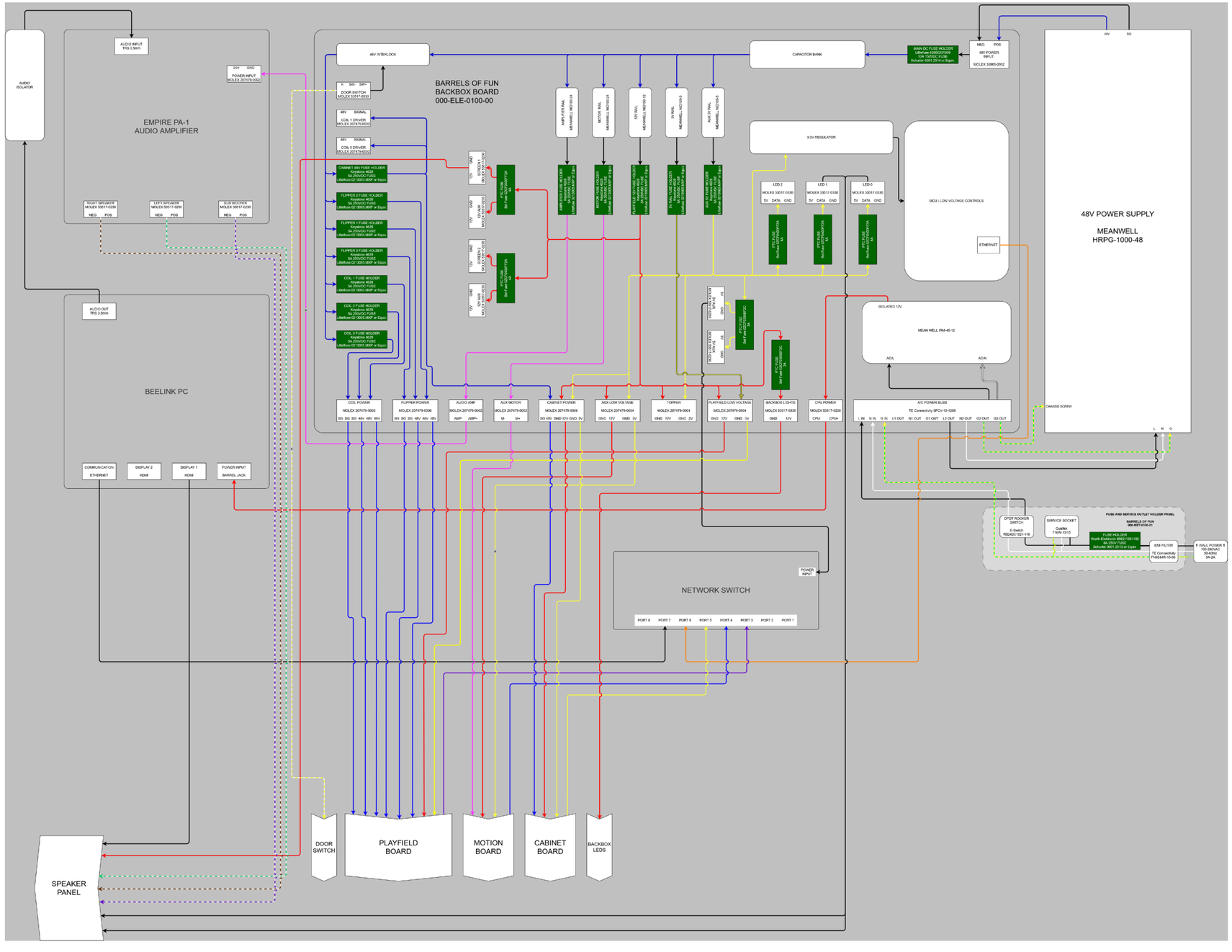
16. Once located and freed, return the ball to either the drain or the shooter lane.
17. Re-install the playfield glass and re-install/re-latch the lockdown bar. Close and lock the coin door and resume play.

REPAIR AND INFREQUENT MAINTENANCE

18. Pinball mechanisms and other features can collect carbon dust and wear/degrade over thousands of plays and should be inspected by a trained and qualified repair technician annually for games with frequent use or around once every 6,000 plays for games played infrequently.

    Note: ART BLADE PROTECTORS ARE INCLUDED WITH EVERY GAME: Before lifting the playfield into a service position for maintenance or repair, please slide the art blade protectors into position before lifting the playfield to prevent scratching the artwork.

19. [FOR TRAINED AND QUALIFIED PINBALL MACHINE TECHNICIANS ONLY] A simplified schematic of backbox wiring and fusing information is shown below. The graphic focuses on the connections to the backbox power filter controller, power supplies, and fuses. All fuses are 5x20mm cartridge style and slow blow. Never replace a fuse with one of a different type or value. Do not modify or alter the wiring or its routing from the factory design/configuration.
20. Fuse List
    - 5A Slow Blow
        - Littelfuse 0213005.MXP or Equivalent
        - QTY 12
        - Coil and Backbox Output Power Supplies
    - 8A Slow Blow
        - Schurter 0001.2513 or Equivalent
        - QTY 1
        - A/C Power Input
    - 10A Slow Blow
        - Schurter 0001.2514 or Equivalent
        - QTY 1
        - Power Input to Backbox Board


AUDIO ISOLATOR
AUDIO INPUT
TRS 3.5mm
24V GND
POWER INPUT
MOLEX 207479-0002
EMPIRE PA-1
AUDIO AMPLIFIER
RIGHT SPEAKER
MOLEX 53517-0230
NEG POS
LEFT SPEAKER
MOLEX 53517-0230
NEG POS
SUB WOOFER
MOLEX 53517-0230
NEG POS
AUDIO OUT
TRS 3.5mm
BEELINK PC
COMMUNICATION
ETHERNET
DISPLAY 2
HDMI
DISPLAY 1
HDMI
POWER INPUT
BARREL JACK
48V INTERLOCK
K SIG SIG
DOOR SWITCH
MOLEX 53517-0333
48V SIGNAL
COIL 1 DRIVER
MOLEX 207479-0002
48V SIGNAL
COIL 0 DRIVER
MOLEX 207479-0002
BARRELS OF FUN
BACKBOX BOARD
000-ELE-0100-00
CABINET 48V FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
FLIPPER 2 FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
FLIPPER 1 FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
FLIPPER 3 FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
COIL 1 FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
COIL 2 FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
COIL 3 FUSE HOLDER
Keystone 4628
5A 250VDC FUSE
Littelfuse 021305.MXP or Equiv.
12V GND
MOLEX 53517-0330
12V SCREEN 1
MOLEX 53517-0330
12V GND
MOLEX 53517-0330
12V SCREEN 2
MOLEX 53517-0330
12V GND
MOLEX 53517-0330
PTC FUSE
Bel Fuse 0ZCG0200FF2C
2A
PTC FUSE
Bel Fuse 0ZCG0400FF2C
4A
AMP RAIL
MEANWELL MCP350-24
MAIN FUSE HOLDER
Keystone 4628
20A 250VDC FUSE
Littelfuse 021020.MXP or Equiv.
AMPLIFIER RAIL
MEANWELL MCP350-24
MOTOR RAIL
MEANWELL MCP350-24
MOTOR FUSE HOLDER
Keystone 4628
20A 250VDC FUSE
Littelfuse 021020.MXP or Equiv.
12V RAIL
MEANWELL MCP350-12
PLAYFIELD 12V FUSE HOLDER
Keystone 4628
20A 250VDC FUSE
Littelfuse 021020.MXP or Equiv.
5V RAIL
MEANWELL MCP350-5
5V RAIL FUSE HOLDER
Keystone 4628
20A 250VDC FUSE
Littelfuse 021020.MXP or Equiv.
AUX 5V RAIL
MEANWELL MCP350-5
AUX FUSE HOLDER
Keystone 4628
20A 250VDC FUSE
Littelfuse 021020.MXP or Equiv.
CAPACITOR BANK
MAIN DC FUSE HOLDER
Littelfuse 5100E3150VP
15A 150VDC FUSE
Schurter 0001.2314 or Equiv.
NEG POS
48V POWER INPUT
MOLEX 39965-0002
3.3V REGULATOR
LED 2
MOLEX 53517-0330
5V DATA GND
LED 1
MOLEX 53517-0330
5V DATA GND
LED 0
MOLEX 53517-0330
5V DATA GND
MCU / LOW VOLTAGE CONTROLS
ETHERNET
48V
SG
48V POWER SUPPLY
MEANWELL
HRPG-1000-48
ISOLATED 12V
MEAN WELL RM-45-12
AC/L
AC/N
COIL POWER
MOLEX 207479-0006
SIG SIG SIG 48V 48V 48V
FLIPPER POWER
MOLEX 207479-0006
SIG SIG SIG 48V 48V 48V
AUDIO AMP
MOLEX 207479-0002
AMP- AMP+
AUX MOTOR
MOLEX 207479-0002
M- M+
CABINET POWER
MOLEX 207479-0006
SIG 48V GND 12V GND 5V
AUX LOW VOLTAGE
MOLEX 207479-0004
GND 12V GND 5V
TOPPER
MOLEX 207479-0004
GND 12V GND 5V
PLAYFIELD LOW VOLTAGE
MOLEX 207479-0004
GND 12V GND 5V
BACKBOX LIGHTS
MOLEX 53517-0330
GND 12V
CPU POWER
MOLEX 53517-0230
CPU- CPU+
A/C POWER BUSS
TE Connectivity 6PCV-10-1269
L IN N IN G IN L1 OUT N1 OUT G1 OUT L2 OUT N2 OUT G2 OUT G3 OUT
CN40555 SCREW
L N G
NETWORK SWITCH
POWER INPUT
PORT 8 PORT 7 PORT 6 PORT 5 PORT 4 PORT 3 PORT 2 PORT 1
FUSE AND SERVICE OUTLET HOLDER PANEL
BARRELS OF FUN
000-MST-0100.01
DPDT ROCKER SWITCH
E-Switch
RB2AZC-1Q21-11N
SERVICE SOCKET
Qualtek
7190N 53YS
FUSE HOLDER
Wurth-Elektronik 6562110021152
6A 250V 5*20
Schurter 3001.2515 or Equiv.
EMI FILTER
TE Connectivity
FN3224R5-10-06
WALL POWER
100-240VAC
50-60Hz
5A-2A
SPEAKER PANEL
DOOR SWITCH
PLAYFIELD BOARD
MOTION BOARD
CABINET BOARD
BACKBOX LEDS

5: TRANSPORTATION

TOOLS

1. Two friends!
2. Pinball Armor™ or blankets/padding
3. Two strong straps
4. 5/8" wrench (ratchet/socket preferred)
5. A stool (28"-30" tall and less than 18" wide is ideal)
6. A dolly / hand truck

PREPARE THE MACHINE

1. Remove the playfield glass.
2. Remove all pinballs from the machine.
    - Using the service menu, navigate to the "Empty Balls" function in the Utilities Menu and activate it. Close the coin door and the pinball machine will begin to eject one ball at a time into the shooter lane. Plunge each ball and collect it from the playfield before it drains.
    - Keep hands away from playfield mechanisms while collecting pinballs.
3. Re-install the playfield glass and re-install and latch both latches on the lockdown bar.

CAUTION

FAILING TO LATCH BOTH LATCHES ON THE LOCKDOWN BAR BEFORE TRANSPORTING YOUR MACHINE COULD CAUSE THE PLAYFIELD TO BECOME FREE, RESULTING IN SERIUOS INJURY AND DAMAGE TO THE PINBALL MACHINE.

4. Empty the coin box of small items or bag them and secure the coin box to the restraint bracket with the provided cotter pin or a tie wrap / zip tie.

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PINBALL ARMOR™

To protect your pinball machine during transportation with the least amount of hassle, consider using Pinball Armor™ as part of your transportation solution.



https://shop.kollectfun.com/product/pinball-armor-full-set/

FOLD DOWN THE BACKBOX

5. Install Pinball Armor™ on the machine or lay a soft blanket across the playfield glass and side trim to protect them from rubbing/damage during transportation.
    - DO NOT use cardboard. The rough surface of the cardboard may still damage the surfaces.
6. Locate the hex key tool that came with your machine (check inside the coin box) and insert it in the backbox latch
7. While holding the backbox with one hand, unlatch the backbox latch (3/4 turn counterclockwise) until it is free to rotate.
8. Along with a friend, carefully lower the backbox down onto the cabinet, carefully monitoring the wires and cables between the backbox and the cabinet to ensure they do not snag or become taut as it is lowered.
9. Secure the backbox to the cabinet with the Pinball Armor™ hook-and-loop fastener straps or secure it with two strong straps. If using separate straps, protect the decals and corners of the pinball cabinet and backbox by wrapping them in soft cloth blankets or similar before tightening the straps.

REMOVE THE REAR LEGS

CAUTION

DO NOT ATTEMPT TO LIFT A PINBALL MACHINE ALONE.

- Two people are required to lift the rear end of the pinball machine due to its heavy weight.

10. Using two people, lift the rear of the machine to allow a third person to move a stool or similar support structure under the rear of the machine to lift the legs off of the ground. Set the rear of the machine down gently on the stool.
11. With a 5/8" wrench, unscrew the four rear leg bolts and remove the legs, bolts, felt protectors, and nylon nuts. Wrap each leg in a soft blanket or insert into the Pinball Armor ™ carrier and bag the other components to prevent loss.
12. Again, using two people, lift the rear of the machine to allow a third person to move the stool aside. If on a carpeted surface, go ahead and slowly place the rear of the machine on the ground. If on a hard/rough surface such as concrete, protect the back edge of the machine by first laying a soft blanket on the ground.

LIFT THE MACHINE ON ITS BACK

13. With one person to lift/pivot (using the front legs as leverage) and another person to guide, slowly lift the machine up onto its back side.

REMOVE THE FRONT LEGS

14. Remove and safely store the front legs in the same manner as the rear legs.

TRUCK THE MACHINE

15. Using a hand truck or similar dolly, truck the machine from the bottom side.

6: WARRANTY

Barrels of Fun, LLC Limited Warranty

Barrels of Fun, LLC ("Barrels") warrants to the Reseller that each Pinball Machine delivered to Reseller is free from defects in workmanship and free from defects in materials, pursuant to the terms and conditions set forth in this Limited Warranty.

- **COVERAGE:** Barrels machines are assembled in the USA; each machine has unique characteristics that make them one-of-a-kind. Machines may have variations in appearance resulting from differences in the machine's wood parts, printed art and mechanical assemblies. Each machine has been inspected to ensure that it meets our quality and playability standards. The Limited Warranty covers defective workmanship and materials as follows to original purchaser of the Machine:
    - All parts of the Pinball Machine, excluding standard plastics, bumper posts, rubber rings, and wear & tear parts for 1 year from the date of invoice or shipment by Reseller.
    - The LCD monitor for 6 months from the date of invoice or shipment by Reseller.
    - Playfields are not covered under warranty as they are considered a wear & tear part.
- **CONDITIONS:** The original purchaser must register the Limited Manufacturer's Warranty by completing the Product Registration Form on the Barrels website https://www.kollectfun.com/support/register within fifteen days of purchase or invoice.
    - In the event of a warranty claim, for the above Coverage to apply, the Original Purchaser must open a support ticket at https://shop.kollectfun.com/technical-support/
    - Defective parts need to be sent to Barrels at the purchaser's expense. If the defective parts cannot be removed, the entire Pinball Machine will need to be returned to the Reseller for repair or replacement. All parts returned must be properly packaged with an RMA tag/Trouble ticket then returned freight prepaid to the Barrels' facility.
    - Any modification of the Pinball Machine or its software, improper repairs or attempts at repairs with non-Barrels parts will void the Limited Warranty.
- **EXCLUSIONS:** The Limited Warranty does not cover service, labor, or shipping and handling. Damage, wear, and/or breakage not caused by defective materials or workmanship shall not be covered by the Limited Warranty. Damage incurred during shipping and handling shall not be covered by the Limited Warranty.
- **DISCLAIMER OF IMPLIED WARRANTY:** The Limited Warranty, as set forth in this document, is the only warranty. **ALL IMPLIED WARRANTIES ARE DISCLAIMED. THE WARRANTY OF MERCHANTABILITY IS DISCLAIMED. THE WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS DISCLAIMED.**
- **DISCLAIMER OF DAMAGES:** This Warranty does not apply to any parts damaged due to improper handling or due to improper installation, usage or alteration. In no event shall the Seller be held liable for any anticipated profits, loss of profits,

loss of use, accidental or consequential damages or any other losses incurred by the customer regarding the purchase of a Barrels product.