DEADPOOL
SERVICE AND OPERATION MANUAL

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

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

ATTENTION! IMPORTANT WARRANTY INFORMATION

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

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

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

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

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

MANUAL #780-50K1-00
DEADPOOL PRO #500-55K1-01

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

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1. SETUP AND MOVING

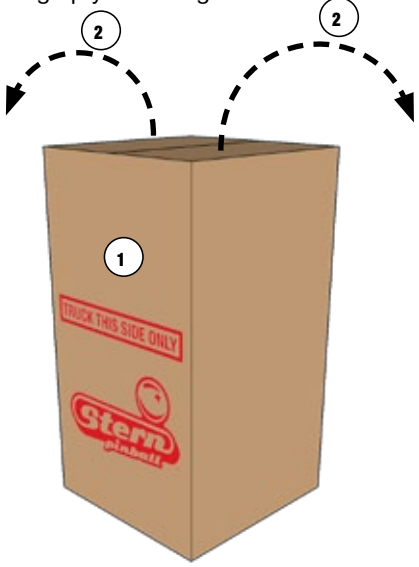
1.1 FIRST-TIME SETUP INSTRUCTIONS

Your brand new Stern Pinball Machine is carefully packed for safety and security. For your safety, exercise caution and use the correct tools and sufficient help when setting up your new game.

TOOLS REQUIRED

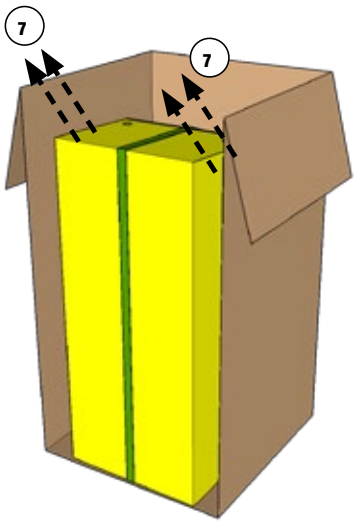
- 5/8" Socket Wrench
- Utility Knife
- Snips
- An Assistant

CAUTION: AT LEAST TWO (2) PEOPLE ARE REQUIRED TO MOVE AND MANEUVER THE GAME. USE PROPER MOVING EQUIPMENT AND EXTREME CARE WHILE HANDLING. STERN PINBALL MACHINES WEIGH OVER 250LBS BOXED.

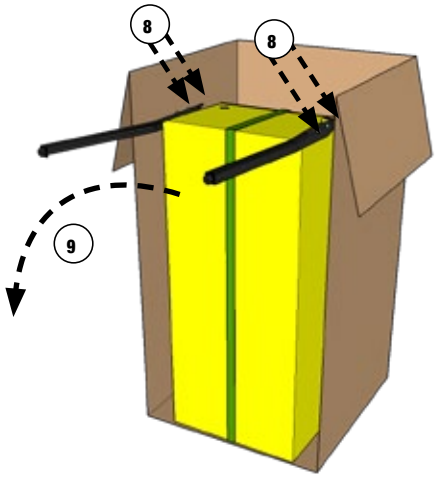


1. Locate the side labeled "TRUCK THIS SIDE ONLY". The bottom of the game faces this side.
2. Open the top box flaps by pulling hard in an upward motion on each flap. If the flaps are taped, cut the tape first, taking care to avoid the box staples.

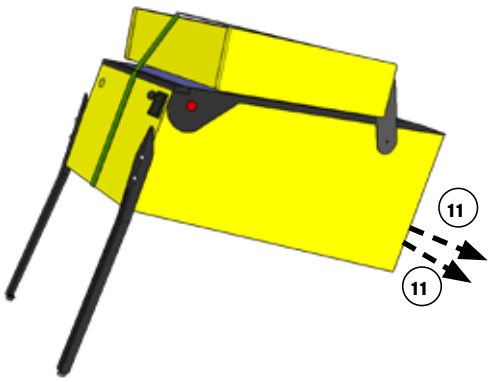
3. Remove the four (4) foam pieces and two (2) narrow box tubes which contain the four (4) identical legs with levelers.
4. DO NOT CUT STRAPPING YET. Keep backbox secured in the down position.
5. With the utility knife, carefully cut down the left and right corners of the box.



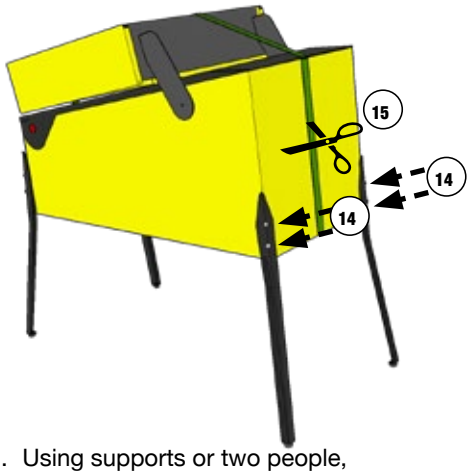
6. Let the face fall forward and remove the entire side by carefully cutting the bottom.
7. With the game still in its folded position, use a ⅝" wrench to loosen and remove the 2 leg bolts on each side of the front cabinet. Ensure the leg levelers are screwed all the way into the legs.



8. Install front legs using the bolts removed from the cabinet. Secure tightly.
9. Have someone help you carefully set the game down on the front legs.

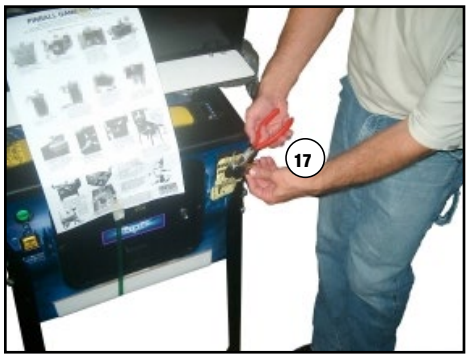


10. Set aside the open box.
11. With a ⅝" socket wrench, loosen and remove the 2 leg bolts on each side of the rear cabinet, 4 total.

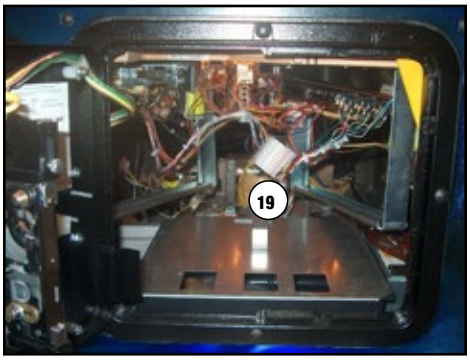


12. Using supports or two people, prop the rear of the cabinet up.
13. Ensure the rear leg levelers are screwed all the way into the legs.
14. Install rear legs using the 4 bolts removed from step 11.

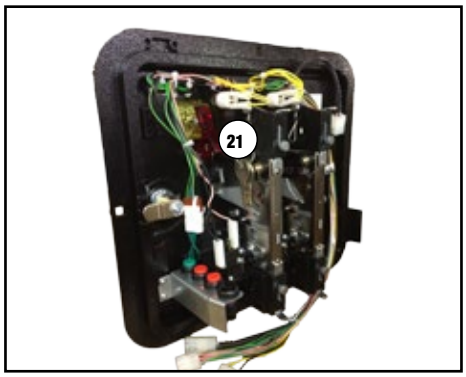
FIRST-TIME SETUP CONTINUED



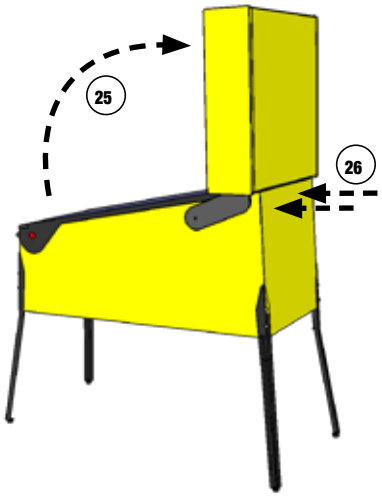
15. Cut nylon strapping and remove protective strap corner guards.
16. Locate the factory keys, either on the shooter rod or taped to the playfield glass.
17. Using snips, cut the tie-wrap securing the keys if required. One set of keys is for the front coin door, the other set of keys is for accessing components in the backbox.



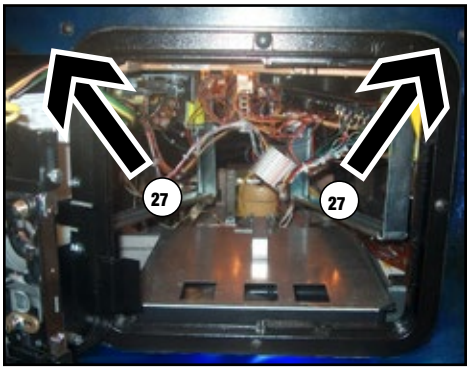
18. Open the front coin door.
19. Reach into the game and remove the retaining clip at the rear of the cash box.
20. Remove the cash box lid by sliding it toward you.



21. Store the backbox keys, if desired, on the metal hook located in the coin door.
22. Locate and remove the pinballs, plumb bob, and backbox bolts from the cash box.
23. Replace the cash box lid and retaining clip for future use.



24. Locate the two (2) backbox bolts in the cash box.
25. Carefully raise backbox to upright position while ensuring that cables are not pinched.
26. Use the ⅝" wrench to Install the two (2) backbox bolts to secure the backbox as indicated on the back of the cabinet.



27. Reach inside the cabinet and lift the two latches located on either side of the coin door.
28. Remove the front top molding.

29. Remove the playfield glass by sliding it toward you and carefully place it in a safe location. Remove all playfield shipping tie downs, shipping blocks, and packing foam, and follow any game-specific unpacking instructions included in the playfield, if present.

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.

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FIRST-TIME SETUP CONTINUED

30. If pinballs were already installed into the lower ball trough, remove them before lifting the playfield.
31. Grasp the lower arch between the flippers, and firmly but gently pull directly up to raise the playfield 8 to 12 inches.
32. While holding the playfield up, pull the playfield toward you until the two playfield supports are over the front edge of the cabinet.
33. Rest the playfield on the front edge of the cabinet.
34. Raise the playfield and rest it against the backbox.
35. Visually inspect all cabinet cables and connector terminations; ensure no wires or cables are pinched and that cable harnesses are not pulled tight.
36. Locate the plumb bob in the parts bag in the cash box.
37. Slide plumb bob onto the hanger wire. Note: the vertical position of the plumb bob affects tilt sensitivity - higher makes the game more sensitive to tilting.
38. Tighten the thumb screw finger-tight.
39. Install the correct number of pinballs. Refer to the decal on the lock down assembly for the correct number of pinballs.

LOCATING, LEVELING, AND FINAL SETUP

1. Select a location that is indoors, out of direct sunlight, and climate controlled. Excessive moisture/humidity can cause long-term damage to your game.
2. Adjust the front or rear levelers as necessary to position the playfield level bubble, 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. Playfield angles greater than 6.5° can be achieved by turning out the rear leg leveler(s) for increased difficulty and faster gameplay.
3. Use a pinball to roll down the center of the playfield for side-to-side leveling, or use an external bubble level, digital level, or smartphone level app.
4. Plug into a grounded outlet and check for proper operation through DIAGNOSTICS.
5. Check the coin door: With the door closed, insert coins to verify proper operation.
6. Play game: Check for satisfactory operation and adjust game volume (push the Red Buttons inside the Coin Door).
7. If desired, perform any game diagnostics, game adjustments, and pricing settings at this time.

SPIKE PINBALL SOFTWARE UPDATE INSTRUCTIONS

1. Obtain game software update file (filename ends in “.spk”) from www.sternpinball.com or from authorized Stern distributor.
2. Place game software update file (“.spk”) in root directory of a blank FAT32-formatted USB flash drive
3. Use backbox power switch to turn off game
4. Plug in USB flash drive to CPU board USB connector (CN20 or CN21). Refer to www.sternpinball.com
5. Turn on game
6. The game will automatically begin software update
7. Select the correct .spk update file from list.
8. Press Enter on the service switches to start update
9. When the display indicates “Update Complete”, turn off game
10. Remove USB flash drive from CPU board
11. Turn game on to complete the update and play pinball!
12. Detailed instructions and troubleshooting tips are available in the game manual, www.sternpinball.com and authorized Stern distributors.

1.2 ADJUSTMENTS MENU

STANDARD ADJUSTMENTS

Perform the below steps to review the adjustments.

Enter the Service Menu, then enter the Standard Adjustments Menu.

Press SELECT. Press BACK to exit or escape at any time.

Press [>]. Go to the ADJ icon. Press SELECT.

Go to the S.P.I. icon. Press SELECT.

STANDARD ADJUSTMENT #1 appears with the adjustment name flashing. While the adjustment name is flashing press [<] [>] to move between adjustments.

To change the adjustment setting press SELECT. While the adjustment setting is flashing, press [<] [>] repeatedly until the desired setting appears. Press the SELECT button to "install" the change. The adjustment comment (bottom line) will indicate if the factory default setting is selected or will display INSTALLED if the change is not a factory default setting.

ID	Adjustment Name	Default Setting
1	REPLAY TYPE	AUTO
2	REPLAY PERCENTAGE	10%
3	REPLAY AWARD	CREDIT
4	REPLAY LEVELS	1
5	AUTO REPLAY START	20,000,000
6	DYNAMIC REPLAY START	60,000,000
7	REPLAY LEVEL #1	15,000,000
8	REPLAY LEVEL #2	30,000,000
9	REPLAY LEVEL #3	45,000,000
10	REPLAY LEVEL #4	60,000,000
11	REPLAY BOOST	YES
12	SPECIAL LIMIT	1
13	SPECIAL PERCENTAGE	10%
14	SPECIAL AWARD	CREDIT
15	FREE GAME LIMIT	5
16	EXTRA BALL LIMIT	5
17	EXTRA BALL PERCENTAGE	25%
18	GAME PRICING	USA 11
19	MATCH PERCENTAGE	9%
20	MATCH AWARD	CREDIT
21	BALLS PER GAME	3
22	TILT WARNINGS	2
23	CREDIT LIMIT	30
24	ALLOW HIGH SCORES	YES
25	HIGH SCORE AWARD	CREDIT
26	GRAND CHAMPION AWARDS	1
27	HIGH SCORE #1 AWARDS	1
28	HIGH SCORE #2 AWARDS	0
29	HIGH SCORE #3 AWARDS	0
30	HIGH SCORE #4 AWARDS	0
31	GRAND CHAMPION SCORE	75,000,000
32	HIGH SCORE #1	55,000,000
33	HIGH SCORE #2	40,000,000
34	HIGH SCORE #3	30,000,000
35	HIGH SCORE #4	25,000,000
36	HSTD INITIALS	3 INITIALS
37	HSTD RESET COUNT	2000
38	FREE PLAY	NO
39	LANGUAGE	ENGLISH
40	PLAYER LANGUAGE SELECT	YES
41	CUSTOM MESSAGE	ON
42	FLASH LAMP POWER	NORMAL
43	COIL PUSLE POWER	NORMAL
44	KNOCKER VOLUME	NORMAL
45	GAME RESTART	YES
46	BILL VALIDATOR	NO
47	MUSIC VOLUME	1
48	BALL SAVE TIME	0:05
49	TIMED PLUNGER	OFF
50	FLIPPER BALL LAUNCH	OFF
51	COINDOOR BALL SAVER	NO
52	COMPETITION MODE	NO
53	CONSOLATION BALL	YES
54	FAST BOOT	YES
55	Q24 OPTION	COIN METER
56	TICKET DISPENSER	NO
57	PLAYER COMPETITION	YES
58	TEAM SCORES	NO
59	LOCATION ID	0
60	GAME ID	0
61	TIME FORMAT	12-HOUR
62	COIN INPUT DELAY	30
63	LOST BALL RECOVERY	YES
64	COIN DOOR DISABLE TILT	NO
65	BACKBOX BRIGHTNESS	100%
66	COIN DOOR OPEN B.BOX BRIGHTNESS	10%

FEATURE ADJUSTMENTS

Each table has feature adjustments specific to the characteristics of that game. To access feature adjustments enter the Service Menu and then enter the Adjustments Menu.

Press SELECT to access the Service Menu. Press BACK to exit or escape at any time.

Press [>]. Go to the ADJ icon. Press SELECT.

Go to the game icon. Press SELECT.

FEATURE ADJUSTMENT #1 appears with the adjustment name flashing. With the adjustment name flashing press [<] [>] to move between adjustments. Feature adjustments are changed similarly to standard adjustments using the SELECT button to choose options and the [<] [>] buttons to cycle through available settings.

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1.3 TRANSPORTING THE GAME

When transporting the game, such as in the back of a truck or with a hand truck, the game's backbox must be secured to prevent damage to the side rails.

CAUTION

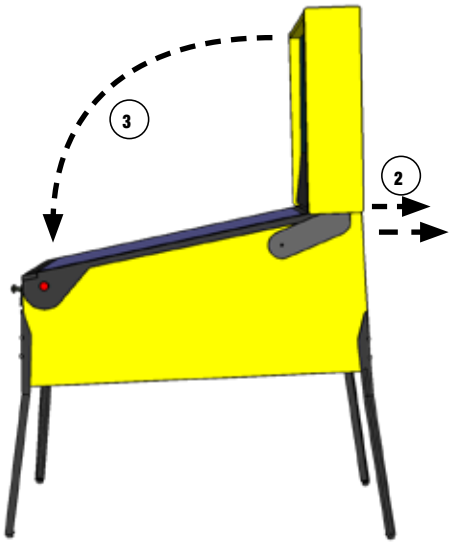
NEVER TRANSPORT THE GAME IN A MOVING VEHICLE WITH THE BACKBOX RAISED! TWO PEOPLE ARE REQUIRED TO REMOVE THE LEGS!

1. SECURE THE BACKBOX

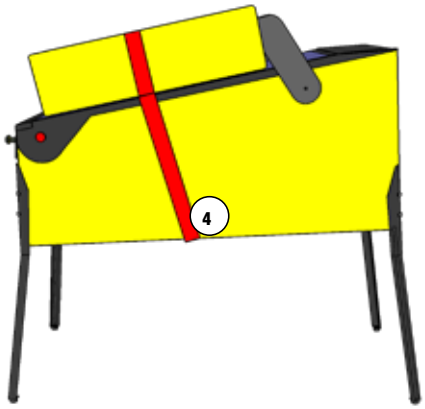
TOOLS REQUIRED

- **STRAP (500LB OR GREATER)**
- **AN ASSISTANT**
- **HAND TRUCK**

1. Ensure that the pinballs are removed from the playfield, and secure any free-moving mechanisms that may get damaged in transport

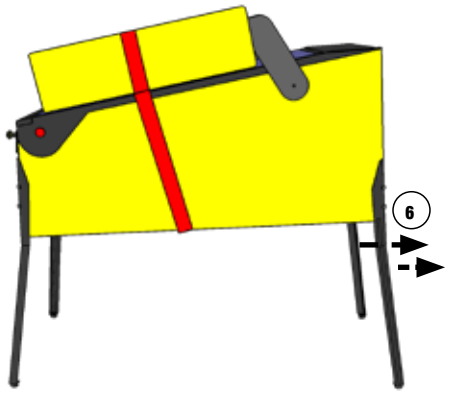


2. Remove the backbox securing bolts
3. Carefully lower the backbox onto the side rails. Use a piece of cardboard or suitable padding between the backbox and the game.

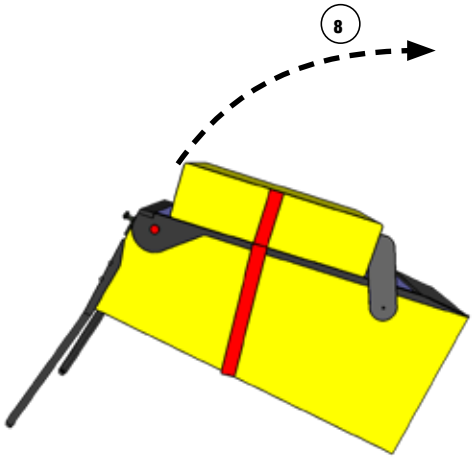


4. Securely strap the back box to the game
5. The game may be transported with the legs on. If the legs must be removed, follow the remaining steps.

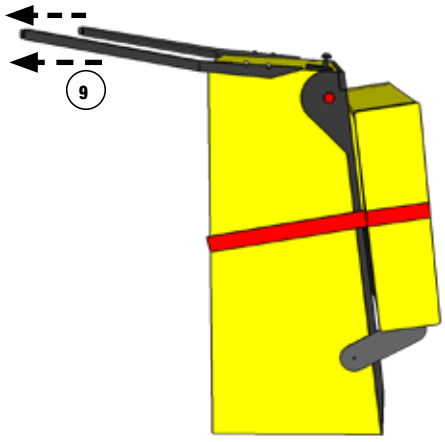
2. REMOVE THE LEGS AND STAND UP



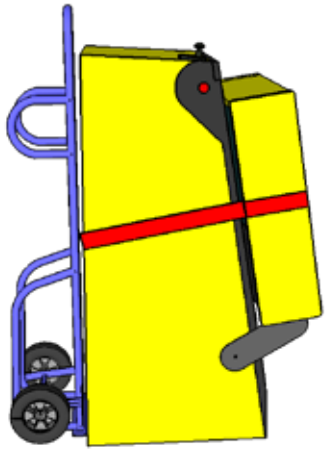
6. Remove the legs, rear legs first. Use a stool or a friend to support the rear of the game.
7. Rest the rear of the game on the ground.



8. Stand the game up on its back.



9. Remove the front two legs.



10. Secure all loose parts and transport with a hand truck in the upright position.

1.4 MAINTENANCE

REGULAR MAINTENANCE - (MONTHLY/500 GAMES)

- Remove the playfield glass
- Enter the software diagnostics menu, start lamp test, then clean and wax the playfield.
- While cleaning the playfield, identify and repair malfunctioning lights, loose parts, cracked plastics and worn rubber parts.
- While in diagnostics, enter the switch test (Select the "SW" Icon, then "TEST" Icon).
- Use a pinball to actuate all switches and verify the correct switch registers with the switch test.
- The game will play a sound to confirm the switch.
- Lift the playfield and inspect all assemblies for loose parts, broken wires or excessive wear. Look at the bottom of the cabinet for any parts that may have worked loose, then find the source.
- Check all coin door mechanisms and bill acceptor (if installed) for proper operation
- Play the game to ensure all coils and features are working
- Check the playfield to ensure it is level and set to the proper pitch using the bubble level on the right side wood rail.
- Check game audits: Replay % and Ball Time and note abnormal values which can indicate problems.
- Ensure game volume is set appropriately for the location.
- Clean both sides of the playfield glass and reinstall.
- Check and clean pinballs and replace if excessively worn or scuffed. Dirty pinballs accelerate game wear.

OVERHAUL MAINTENANCE - (5000 GAMES)

- Verify latest game software is installed
- Check flippers for excessive wear. Excessive flipper sloppiness (vertical or horizontal) or weakness indicates a flipper rebuild is required.
- Clean machine inside and out and check leg levelers for free operation.
- Visual check for loose or broken playfield and cabinet parts and repair as necessary.
- Electrical check: Plug into grounded outlet and check for proper operation through DIAGNOSTICS.
- Replace worn or dirty rubbers.
- Replace pinballs.
- Check all playfield switches with a pinball.
- Check all settings (refer to manual for factory settings).
- Check coin door: With door closed, insert coins to verify proper operation.
- Check for proper adjustment of the plumb bob tilt.
- Play game: Check for satisfactory operation.

COMMON PINBALL TOOLS

- Common nut drivers (¼”, 5/16”, 11/32", ⅜”)
- Phillips screwdriver
- Standard Allen wrench/Hex key set
- ⅝” Socket with ratchet
- Adjustable wrench (5/8" & 9/16")
- 6" Torpedo Level (or use a pinball
- Flashlight or headlamp
- Soldering Iron (60w with flat tip), lead-free solder
- Wire cutter
- Wire stripper
- Long nose (“needle nose”) pliers

1.5 MAINTENANCE KITS

Description	Part Number
Deadpool Maintenance Kit 8 oz pinball playfield wax (Novus # 2) (675-0003-01) Standard Pinball (260-5000-00) Cleaning Cloth All Playfield Rubber Rings Spare Fuses	502-6002-K1
Deadpool Deluxe Maintenance Kit All standard kit items, plus: Flipper rebuild kits, Left and Right (500-6307-10,-00)	502-6003-K1
Deadpool Playfield Plastics Kit	803-5000-K1
Deadpool Playfield Decals Kit	802-5000-K1
Deadpool Backbox Decal Left	820-78K1-01
Deadpool Backbox Decal Right	820-78K1-02
Deadpool Cabinet Decal Left	820-78K1-03
Deadpool Cabinet Decal Right	820-78K1-04
Deadpool Cabinet Decal Front	820-78K1-05
Deadpool Playfield, Bare	830-5100-K1
Deadpool Translite	830-52K1-00

1.6 COMMON PARTS

Description	Part Number
8 oz Pinball Playfield wax (Novus # 2)	675-0003-01
Standard Pinball, 1-1/16 in	260-5000-00
Flipper Rebuild Kit Left (Standard)	500-6307-10
Flipper Base Plate Kit Left	515-6617-01
Flipper Rebuild Kit Right	500-6307-00
Flipper Base Plate Kit Right	515-6617-00

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2. SPIKE SYSTEM AND NODE GUIDE

2.1 SPIKE SYSTEM OVERVIEW

The SPIKE Pinball system is a rugged, distributed, and embedded platform custom-designed for the rigors of the pinball machine environment. SPIKE takes advantage of modern technologies to deliver an immersive pinball experience that supports modern features, reduces cabling, and increases serviceability and reliability.

A Stern Pinball machine based on the SPIKE system will have at least two nodes networked together with the SPIKE node bus, a custom industrial pinball control bus that is designed around industry standards and optimized for the pinball environment. The primary CPU node is networked to one or more input/output nodes over standard Category 5 UTP (unshielded twisted pair) ethernet cabling.

There are five primary types of nodes that are found in the game.

- CPU node (Node 0) - The primary node that controls other nodes in the system. Contains the primary game software for the system and provides SPIKE node bus power for other nodes.
- Cabinet 48V node (Node 1) - Specialized node with specific inputs and outputs for coin doors, tilt mechanisms, and other bottom-cabinet devices.
- 48V playfield node - Controls high power devices such as coils and flashers, and also supports a few switch and low-power outputs. Powered by the system 48V power supply.
- Light and switch node - High-density switch and low-power LED outputs, bus-powered from the node bus. These boards contain as many 32 switch inputs and light outputs.
- Node extensions - These sub-nodes add additional low-power input and outputs to a specific Power or I/O node and are connected with simple serial bus.

2.2 NODE BUS CABLING

The SPIKE node bus utilizes standard Ethernet-style RJ45 8-pin modular jacks, and off-the-shelf Category 5e or better ethernet cabling. The node bus is electrically different from Ethernet and does not utilize Ethernet or TCP/IP protocols or signaling standards. SPIKE nodes are not compatible with standard computer networking equipment.

CAUTION: Plugging a SPIKE Node or CPU board into a standard Ethernet port may damage one or both devices and void your warranty.

2.3 SYSTEM POWER

The SPIKE System is powered from an 48V DC power supply bus. Each SPIKE node converts this voltage to lower voltages required by the node and its specific components. A SPIKE 48V node typically controls high-power outputs such as game coil mechanisms and high-brightness LEDs. These powered nodes are supplied directly with 48V system power. SPIKE standard I/O nodes are low-power nodes that read switch inputs and output to standard-brightness LEDs. Standard I/O nodes use the node bus power, which is supplied by the main CPU node over the node bus modular jack connectors.

2.4 SPIKE NODE ADDRESSES

Each SPIKE node has a unique address ranging from 0 to 15. Not all addresses are used in all games. Nodes can be of the same part number, so the address is specified on the DIP switches on each node. When replacing a node, be certain that the correct address is set. Nodes can have 3-position and 4-position DIP switches. Refer to the appropriate table to set the address for each type of Node. The correct address for a node can be found in the SPIKE node reference section of the manual or in the game diagnostic software. Address 0 is reserved for the backbox CPU node, where the game software resides. Address 1 is reserved for the cabinet node, located inside the coin door. These two nodes do not have DIP switches as their address is not configurable.

Address	1	2	3
8	OFF	OFF	OFF
9	OFF	OFF	ON
10	OFF	ON	OFF
11	OFF	ON	ON
12	ON	OFF	OFF
13	ON	OFF	ON
14	ON	ON	OFF
15	ON	ON	ON

SPIKE node addresses for nodes with 3-position DIP switches. Addresses 0-7 are not used by SPIKE nodes with 3-position DIP switches.

Address	1	2	3	4
8	OFF	OFF	OFF	OFF
9	OFF	OFF	ON	OFF
10	OFF	ON	OFF	OFF
11	OFF	ON	ON	OFF
12	ON	OFF	OFF	OFF
13	ON	OFF	ON	OFF
14	ON	ON	OFF	OFF
15	ON	ON	ON	OFF

SPIKE node addresses for nodes with 4-position DIP switches. Addresses 0-7 are reserved for fixed-function nodes and do not require configuration.

SPIKE SYSTEM AND NODE GUIDE CONTINUED

2.5 SPIKE NODE PROGRAMMING

The SPIKE nodes are smart nodes that have on-board processors and run embedded code. The nodes are programmed automatically by the CPU node whenever software updates are installed to the CPU. When replacing a node, the CPU node will detect and update the node to the latest software with no user intervention. Always replace nodes with the power to the game turned OFF.

2.6 SPIKE SYSTEM TERMINOLOGY

MULTI GENERAL ILLUMINATION LIGHTING

General Illumination Lighting is two or more lights powered by one control source. These are often a number of LEDs connected in parallel and the system controls these as one large LED. A missing LED will not affect these circuits, however a shorted LED can cause the entire string of LEDs to turn off.

SINGLE LIGHTS

Single lights and LEDs are direct-controlled from SPIKE node boards. A common power source is grounded by individual transistors to turn individual LEDs on and off. Groups of LEDs, usually by node connector, share a common power source, so if a group of LEDs is out, check the wiring for the power source.

FLASHERS

SPIKE games treat flashers the same as single LEDs that draw more power. Flashers are controlled from the same circuits that power regular lights.

DRIVERS

A driver is a circuit that controls a high power-device such as a coil, magnet, or motor. Each device has a common 48V power source that is then connected to ground by a dedicated control transistor. Each driver is protected against shorting, static electricity, and over-current conditions. Take caution as 48V is always present on a device even when it is not energized.

OPTOS

Certain types of optical switches (“optos”) require external signal conditioning. For these optos, they will interface to a SPIKE node via an opto signal conditioning board. Other optical switches connect directly to the Spike node board.

System Protections

CAUTION: Unless explicitly directed by an Authorized Stern Repair technician, perform ALL work on your pinball machine with the power disabled!

INPUT/OUTPUT PROTECTIONS

SPIKE features built-in short-circuit, static electricity, and other protections to maximize reliability. If an LED, coil or other device shorts, it will be disabled but will not shut down the entire system in most circumstances. Groups of LEDs, coils, and switches often share common power supplies or other circuits, so it is possible that a bad device will affect the group of related devices and require removal or repair to fix the group. The system diagnostics will inform the technician of shorted or otherwise malfunctioning devices whenever possible. While the system is protected against permanent damage, it is strongly recommended to repair or replace these bad components as soon as possible to minimize downtime and maximize game earnings.

2.7 COMMON SPIKE NODE BOARDS

Description	Type	Part Number
SPIKE CPU Node	Node	509-1003-01
Cabinet Node	Node	520-6967-72
Playfield 48V Core-Driver Node	Node	520-7017-72
Trough Serial Opto Receiver Extension	Extension	520-7001-00

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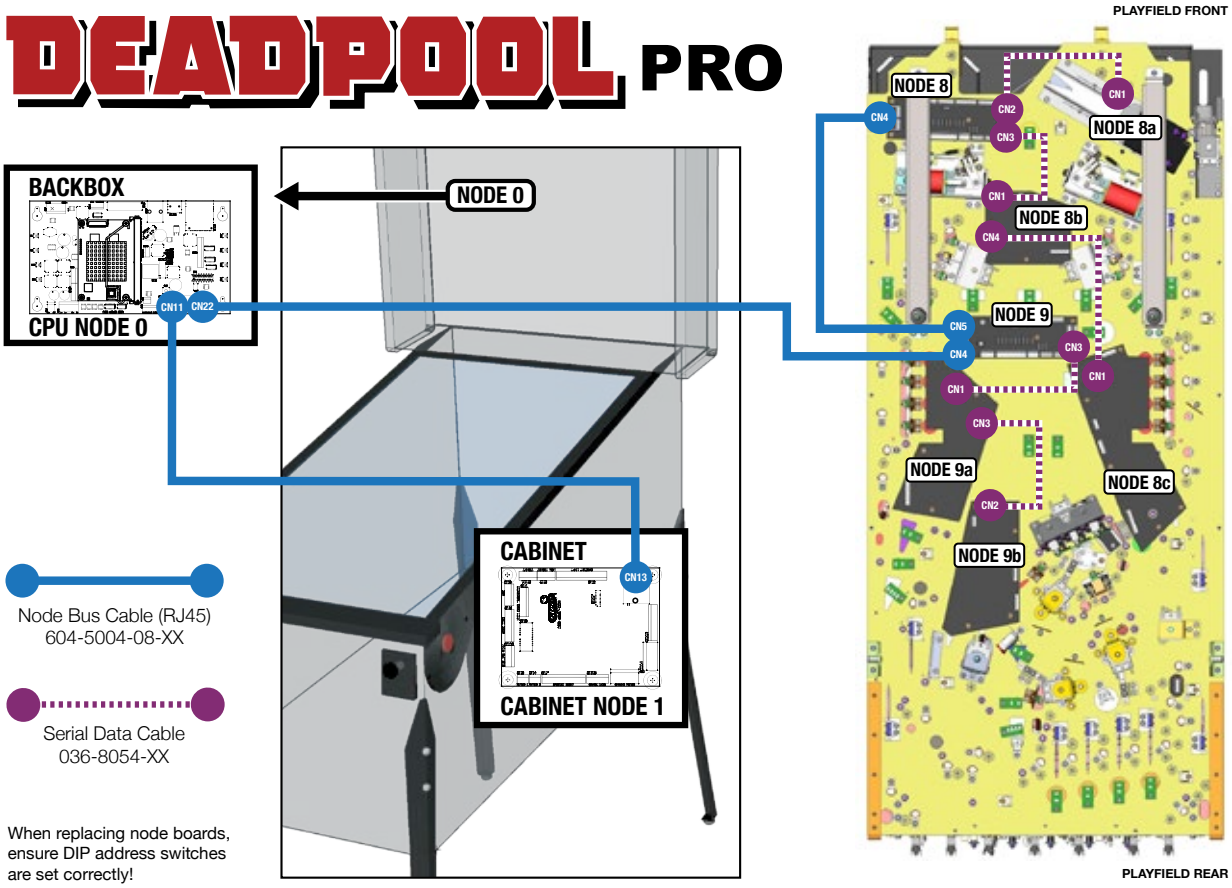
3. LIGHT, SWITCH, AND DRIVER REFERENCE



3.1 SPIKE NODE BOARDS

ID	DIP Address	Description	Location	Part Number
Node 0	n/a	SPIKE CPU Node	Backbox	509-1003-01
Node 1	n/a	Cabinet Node	Cabinet	520-6967-72
Node 8	OFF-OFF-OFF-OFF	Playfield 48V Core-Driver Node	Lower Playfield	520-7017-72
8a	n/a	Trough Serial Opto Receiver Extension	Playfield	520-7001-00
8b	n/a	LED Lower Board	Playfield	520-8045-00
8c	n/a	LED Right Board	Playfield	520-8047-00
Node 9	OFF-OFF-ON-OFF	Playfield 48V Core-Driver Node	Playfield	520-7017-72
9a	n/a	LED Left Board	Playfield	520-8046-00
9b	n/a	LED Upper Board	Playfield	520-8048-00

3.2 DRIVER REFERENCE

ID	Name	Node	Connector	Ret. Pin	Ret. Wire	Voltage	V+ Pin	V+ Color	Location	Type	Address	Part Number
1	Trough	8	CN8	7	ORG GRY	48V	1-4	GRY ORG	Playfield	Coil - 27-1500	8-DR-1	090-5004-ND
2	Auto Plunger	8	CN8	9	ORG WHT	48V	1-4	GRY ORG	Playfield	Coil - 23-800	8-DR-4	090-5001-ND
3	Left Flipper	8	CN8	6	ORG YEL	48V	1-4	GRY ORG	Playfield	Coil - 22-900	8-DR-5	090-5020-20-ND
4	Right Flipper	8	CN8	5	ORG GRN	48V	1-4	GRY ORG	Playfield	Coil - 22-1080	8-DR-0	090-5032-ND
5	Left Slingshot	8	CN8	11	ORG BLU	48V	1-4	GRY ORG	Playfield	Coil - 26-1200	8-DR-3	090-5044-ND
6	Right Slingshot	8	CN8	10	ORG VIO	48V	1-4	GRY ORG	Playfield	Coil - 26-1200	8-DR-2	090-5044-ND
7	Shaker Motor	1	CN2	1	BLU	48V	5	RED	Cabinet	Motor	1-DR-0	041-5029-04
8												
9												
10												
11												
12												
13												
14												
15	Lil' Deadpool 3 Bank Drop Trip	8	CN7	4	YEL BLK	48V	1	GRY ORG	Playfield	Coil - 32-1800	8-DR-7	090-5031-00-ND
16	Lil' Deadpool 3 Bank Drop Reset	8	CN7	2	YEL RED	48V	1	GRY ORG	Playfield	Coil - 25-1240	8-DR-8	090-5034-ND
17												
18	Hell House Eject	8	CN7	3	YEL BRN	48V	1	GRY ORG	Playfield	Coil - 26-1200	8-DR-6	090-5044-ND
19	Left Pop Bumper	9	CN8	10	ORG BLK	48V	1-4	GRY BRN	Playfield	Coil - 26-1200	9-DR-2	090-5044-ND
20	Right Pop Bumper	9	CN8	11	ORG BRN	48V	1-4	GRY BRN	Playfield	Coil - 26-1200	9-DR-3	090-5044-ND
21	Bottom Pop Bumper	9	CN8	9	ORG RED	48V	1-4	GRY BRN	Playfield	Coil - 24-940	9-DR-4	090-5036-ND
22												
23	Lock Post	9	CN8	5	BLU RED	48V	1-4	GRY BRN	Playfield	Coil - 26-1200	9-DR-0	090-5044-ND
24	Left Control Gate	9	CN7	3	YEL GRN	48V	1	GRY BRN	Playfield	Coil - 32-1250	9-DR-6	090-5060-01-ND
25												
26												
27												
28												
29												
30												
31												
32												
33	Coin Meter	1	CN3	2	BLK	12V	1	RED	Cabinet	Digital Out	1-DR-2	500-9946-00
34	Ticket Meter	1	CN4	2	BLK	12V	1	RED	Cabinet	Digital Out	1-DR-3	500-9946-00
35	Ticket Dispenser	1	CN11	3		12V	1		Cabinet	Digital Out	1-DR-4	

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DRIVER REFERENCE CONTINUED

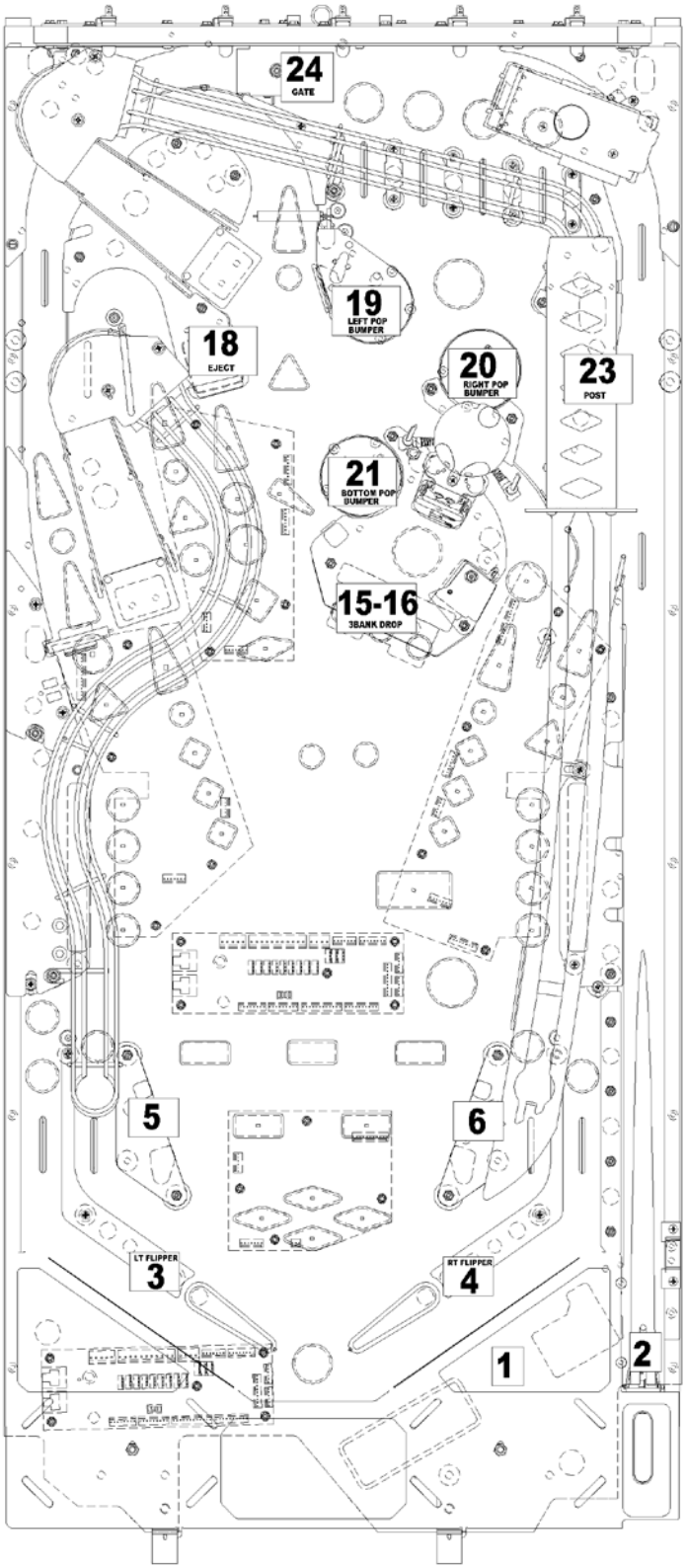

Figure 3.2.1. Playfield driver locations (top view).

3.3 SWITCH REFERENCE

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
1	Left Outlane	8		CN11	4	LGN RED	11-12	BLK ORG	Playfield	Rollover	8-SW-17	500-9935-03
2	Left Return Lane	8		CN11	5	LGN ORG	11-12	BLK ORG	Playfield	Rollover	8-SW-18	500-9935-03
3												
4												
5	Right Return Lane	8	-	CN11	6	LGN YEL	11-12	BLK ORG	Playfield	Rollover	8-SW-19	500-9935-03
6	Right Outlane	8	-	CN11	7	LGN BLU	11-12	BLK ORG	Playfield	Rollover	8-SW-20	500-9935-04
7	Left Slingshot	8	-	CN10	4	GRY BLU	8	BLK GRN	Playfield	Leaf	8-SW-30	180-5231-00
8	Right Slingshot	8	-	CN10	3	GRY VIO	8	BLK GRN	Playfield	Leaf	8-SW-29	180-5231-00
9	Left Flipper Button	8	-	CN9	4	GRY BRN	7	BLK GRN	Cabinet	Leaf	8-SW-25	180-5160-01
10	Right Flipper Button	8	-	CN9	3	GRY RED	7	BLK GRN	Cabinet	Leaf	8-SW-24	180-5160-01
11	Left Flipper EOS	8	-	CN10	6	GRY YEL	9	BLK GRN	Playfield	Leaf	8-SW-16	180-5149-00
12	Right Flipper EOS	8	-	CN10	5	GRY GRN	9	BLK GRN	Playfield	Leaf	8-SW-31	180-5149-00
13												
14												
15												
16												
17												
18												
19												
20	Trough 6	8	8a	CN14	-		-		Playfield	Opto	8-SW-32	520-5344-00 tx 520-7001-00 rx
21	Trough 5	8	8a	CN14	-		-		Playfield	Opto	8-SW-33	520-5344-00 tx 520-7001-00 rx
22	Trough 4	8	8a	CN14	-		-		Playfield	Opto	8-SW-34	520-5344-00 tx 520-7001-00 rx
23	Trough 3	8	8a	CN14	-		-		Playfield	Opto	8-SW-35	520-5344-00 tx 520-7001-00 rx
24	Trough 2	8	8a	CN14	-		-		Playfield	Opto	8-SW-36	520-5344-00 tx 520-7001-00 rx
25	Trough 1	8	8a	CN14	-		-		Playfield	Opto	8-SW-37	520-5344-00 tx 520-7001-00 rx
26	Trough Jam	8	8a	CN14	-		-		Playfield	Opto	8-SW-38	520-5344-00 tx 520-7001-00 rx
27	Shooter Lane	8	-	CN10	2	GRY WHT	7/8/9	BLK GRN	Playfield	Micro	8-SW-28	180-5157-01
28	Shooter Lane 2	9	-	CN11	10	TAN	11/12	BLK GRY	Playfield	Rollover	9-SW-23	500-9935-03
29												
30	(D)EAD Target	9	-	CN12	2	WHT BRN	10	BLK WHT	Playfield	Leaf, Target	9-SW-8	515-9783-00-00
31	D(E)AD Target	9	-	CN12	3	WHT RED	10	BLK WHT	Playfield	Leaf, Target	9-SW-9	515-9783-00-00
32	DE(A)D Target	9	-	CN12	4	WHT ORG	10	BLK WHT	Playfield	Leaf, Target	9-SW-10	515-9783-00-00
33	DEA(D) Target	9	-	CN12	5	WHT YEL	10	BLK WHT	Playfield	Leaf, Target	9-SW-11	515-9783-00-00
34	(P)OOL Target	9	-	CN12	6	WHT GRN	10	BLK WHT	Playfield	Leaf, Target	9-SW-12	515-9783-00-00
35	P(O)OL Target	9	-	CN12	7	WHT BLU	10	BLK WHT	Playfield	Leaf, Target	9-SW-13	515-9783-00-00
36	PO(O)L Target	9	-	CN12	8	WHT VIO	10	BLK WHT	Playfield	Leaf, Target	9-SW-14	515-9783-00-00
37	POO(L) Target	9	-	CN12	9	WHT GRY	10	BLK WHT	Playfield	Leaf, Target	9-SW-15	515-9783-00-00
38												
39	Dazzler Spinner	8	-	CN12	5	WHT YEL	10	BLK RED	Playfield	Micro	8-SW-11	180-5010-04
40	Left Orbit	9	-	CN9	3	LGN BLK	7/8	BLK BLU	Playfield	Rollover	9-SW-24	500-9935-04
41												
42	Left Ramp Opto	8	-	CN12	7	WHT BLU	10	BLK RED	Playfield	Opto	8-SW-13	515-0215-00 tx 515-0215-01 rx
43	Lower Inside Loop	8	-	CN12	6	WHT GRN	10	BLK RED	Playfield	Rollover	8-SW-12	500-9935-03
44	Hell House Eject	8	-	CN12	3	WHT RED	10	BLK RED	Playfield	Micro	8-SW-9	180-5209-00

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SWITCH REFERENCE CONTINUED

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
45	Top Left Ramp Opto	9	-	CN13	3	PNK BRN	10	BLK BRN	Playfield	Opto	9-SW-1	515-0215-00 tx 515-0215-01 rx
46	Wolverine Spinner	9	-	CN10	6	GRY YEL	7/8/9	BLK BLU	Playfield	Micro	9-SW-16	180-5010-04
47												
48	Lil' Deadpool Drop Target Left	8	-	CN13	2	PNK GRN	10	BLK YEL	Playfield	Opto	8-SW-0	520-5252-13
49	Lil' Deadpool Drop Target Center	8	-	CN13	3	PNK BLU	10	BLK YEL	Playfield	Opto	8-SW-1	520-5252-13
50	Lil' Deadpool Drop Target Right	8	-	CN13	4	PNK VIO	10	BLK YEL	Playfield	Opto	8-SW-2	520-5252-13
51												
52	Super Jackpot Target	9	-	CN13	2	PNK BLK	10	BLK BRN	Playfield	Leaf, Target	9-SW-0	515-9785-00-00
53	Lil' Deadpool Target	8	-	CN12	2	WHT BRN	10	BLK RED	Playfield	Leaf, Target	8-SW-8	515-9784-00-02
54	Lil' Deadpool Lock Opto	8	-	CN12	4	WHT ORG	10	BLK RED	Playfield	Opto	8-SW-10	511-2738-00 tx 511-2738-01 rx
55	Right Katana Lane Opto	8	-	CN12	9	WHT GRY	10	BLK RED	Playfield	Opto	8-SW-15	515-0215-00 tx 515-0215-01 rx
56												
57	Left Pop Bumper	9	-	CN10	2	GRY BLK	7/8/9	BLK BLU	Playfield	Leaf	9-SW-28	180-5232-00
58	Right Pop Bumper	9	-	CN10	3	GRY BRN	7/8/9	BLK BLU	Playfield	Leaf	9-SW-29	180-5232-00
59	Bottom Pop Bumper	9	-	CN10	4	GRY RED	7/8/9	BLK BLU	Playfield	Leaf	9-SW-30	180-5232-00
60												
61	Lock 1	9	-	CN11	6	TAN GRN	11/12	BLK GRY	Playfield	Opto	9-SW-19	520-7065-00 tx 520-7064-00 rx
62	Lock 2	9	-	CN11	7	TAN BLU	11/12	BLK GRY	Playfield	Opto	9-SW-20	520-7065-00 tx 520-7064-00 rx
63	Lock 3	9	-	CN11	8	TAN VIO	11/12	BLK GRY	Playfield	Opto	9-SW-21	520-7065-00 tx 520-7064-00 rx
64	Lock 4	9	-	CN11	9	TAN WHT	11/12	BLK GRY	Playfield	Opto	9-SW-22	520-7065-00 tx 520-7064-00 rx
65												
66	Top Target	9	-	CN10	5	GRY ORG	7/8/9	BLK BLU	Playfield	Leaf, Target	9-SW-31	515-9784-00-00
67	Top Lane Left	9	-	CN11	2	TAN BLK	11/12	BLK GRY	Playfield	Rollover	9-SW-26	500-9935-03
68	Top Lane Left Center	9	-	CN11	3	TAN RED	11/12	BLK GRY	Playfield	Rollover	9-SW-27	500-9935-03
69	Top Lane Right Center	9	-	CN11	4	TAN ORG	11/12	BLK GRY	Playfield	Rollover	9-SW-17	500-9935-03
70	Top Lane Right	9	-	CN11	5	TAN YEL	11/12	BLK GRY	Playfield	Rollover	9-SW-18	500-9935-04
71	Right Orbit	9	-	CN9	4	LGN BRN	7/8	BLK BLU	Playfield	Rollover	9-SW-25	500-9935-03
72												
73												
74												
75												
76												
77												
78												
79												
80	Lockdown Button	1	-	CN7	8	TAN WHT	5	BLK WHT	Cabinet	Leaf	1-SW-2	180-5218-00
81												
82												
83	Start Button	1	-	CN6	10	GRY	5	BLK WHT	Cabinet	Micro	1-SW-11	180-5174-00
84	Tournament Start Button	1	-	CN6	9	GRY WHT	5	BLK WHT	Cabinet	Micro	1-SW-12	180-5174-00
85												
86	Left Coin	1	-	CN5	9	PNK BRN	3	BLK	Cabinet	Micro	1-SW-16	

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SWITCH REFERENCE CONTINUED

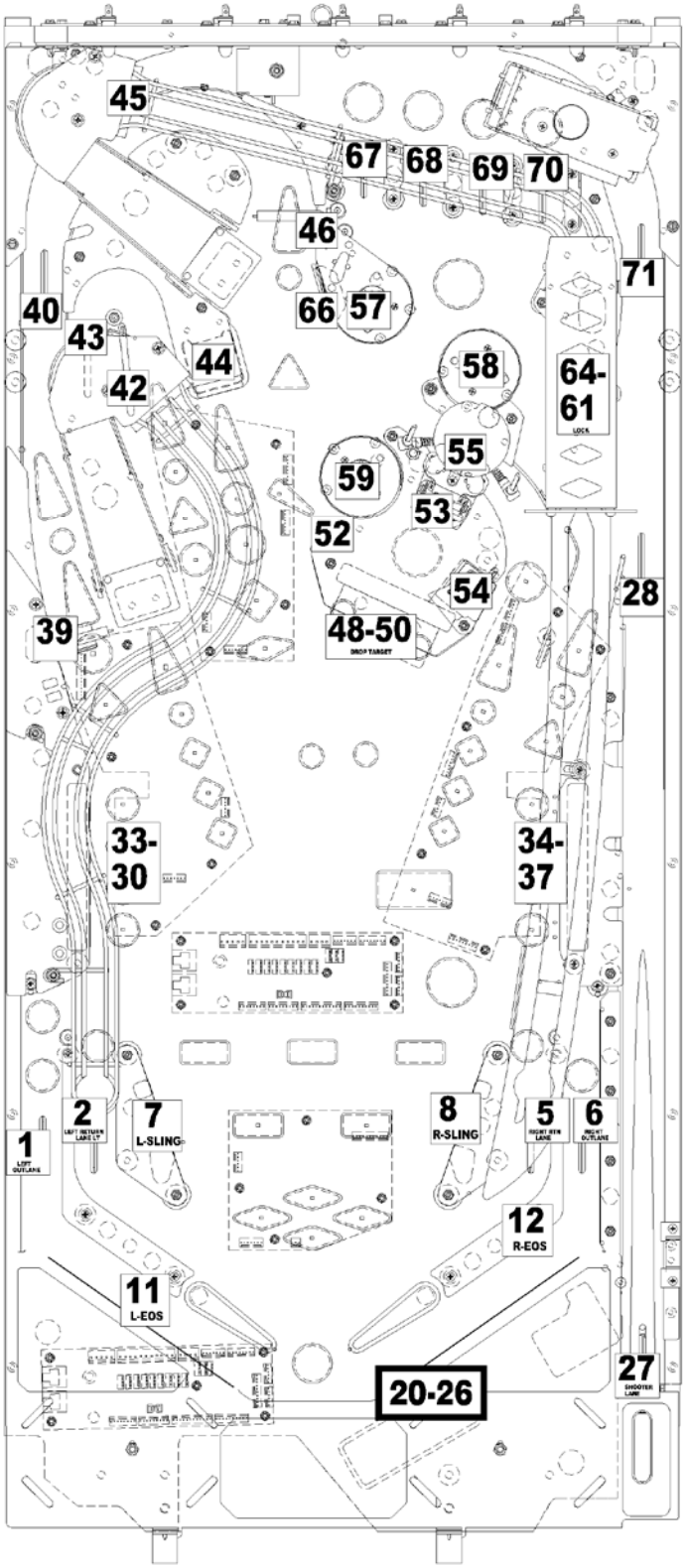

Figure 3.3.1. Playfield switch locations (top view).

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SWITCH REFERENCE CONTINUED

ID	Name	Node	Node Ext	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
87	Right Coin	1	-	CN5	7	PNK ORG	3	BLK	Cabinet	Micro	1-SW-18	
88	Center Coin	1	-	CN5	8	PNK RED	3	BLK	Cabinet	Micro	1-SW-17	
89	Fourth Coin	1	-	CN5	6		-		Cabinet	-	1-SW-19	
90	Fifth Coin	1	-	CN5	5		-		Cabinet	-	1-SW-20	
91	Tilt Pendulum	1	-	CN6	7	WHT	5	BLK WHT	Cabinet	Plumb Bob	1-SW-14	516-0007-00
92	Sixth Coin	1	-	CN9	5		-		Cabinet	-	1-SW-21	
93	Ticket Notch	1	-	CN11	5		-		Cabinet	-	1-SW-8	
94	Slam Tilt	1	-	CN5	4	LGN RED	3	BLK	Cabinet	-	1-SW-22	
95												
96												
97												
98												
99												
C1	DIP 1	0	-	-	-		-		CPU Node		0-SW-0	-
C10	Service Plus	0	-	CN25	3	LGN VIO	6	BLK	Coin Door		0-SW-9	180-5192-02
C11	Service Minus	0	-	CN25	2	LGN BLU	6	BLK	Coin Door		0-SW-10	180-5192-02
C12	Service Back	0	-	CN25	1	LGN BLK	6	BLK	Coin Door		0-SW-11	180-5192-00
C17	Headphone Detect	0	-	-	-	-	-	-	Coin Door		0-SW-16	-
C18	Headphone Kit Cable Detect	0	-	CN3	5	BLK	4	BLK	CPU Node		0-SW-17	-
C19	Volume Encoder 1	0	-	CN3	6	WHT	1	DRAIN	CPU Node		0-SW-18	-
C2	DIP 2	0	-	-	-		-		CPU Node		0-SW-1	-
C20	Volume Encoder 2	0	-	CN3	7	GRN	1	DRAIN	CPU Node		0-SW-19	-
C24	DC Sense	0	-	CN7	4	GRY RED	1	BLK	-		0-SW-23	-
C3	DIP 3	0	-	-	-		-		CPU Node		0-SW-2	-
C4	DIP 4	0	-	-	-		-		CPU Node		0-SW-3	-
C5	DIP 5	0	-	-	-		-		CPU Node		0-SW-4	-
C6	DIP 6	0	-	-	-		-		CPU Node		0-SW-5	-
C7	DIP 7	0	-	-	-		-		CPU Node		0-SW-6	-
C8	DIP 8	0	-	-	-		-		CPU Node		0-SW-7	-
C9	Service Select	0	-	CN25	4	LGN GRY	6	BLK	Coin Door		0-SW-8	180-5192-04

3.4 LIGHT REFERENCE

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
1	Coin Enable	1	-	CN8	6	BLK GRY	2	GRY RED	Coin Door	Digital Out		1-LP-0	
2	Start Button	1	-	CN6	3	YEL BRN	1	RED	Cabinet	Feature	White	1-LP-2	112-5033-08
3	Tournament Start	1	-	CN6	2	YEL RED	1	RED	Cabinet	Feature	White	1-LP-3	112-5033-08
4	Lockdown Button-R	1	-	CN7	2	RED WHT	1	RED	Cabinet	Feature	RGB	1-LP-5	520-5333-00
5	Lockdown Button-G	1	-	CN7	3	GRN WHT	1	RED	Cabinet	Feature	RGB	1-LP-4	520-5333-00
6	Lockdown Button-B	1	-	CN7	4	BLU WHT	1	RED	Cabinet	Feature	RGB	1-LP-7	520-5333-00
7													
8													
9													
10													
11	Left Outlane	8	b	CN3	4	ORG BLK	1/2	RED	Playfield	Feature	White	8-LP-16	520-5307-00
12	Left Inlane	8	b	CN3	5	ORG BRN	1/2	RED	Playfield	Feature	White	8-LP-17	520-5307-00
13	Right Inlane	8	b	CN3	10	ORG RED	1/2	RED	Playfield	Feature	White	8-LP-22	520-5307-00
14	Right Outlane	8	b	CN3	11	ORG YEL	1/2	RED	Playfield	Feature	White	8-LP-23	520-5307-00
15	Regenerate	8	b	CN3	3	ORG GRN	1/2	RED	Playfield	Feature	White	8-LP-15	520-5307-00
16													
17													
18	Juggernaut	8	b	CN3	6	GRN BLU	1/2	RED	Playfield	Feature	White	8-LP-18	520-5307-00
19	Mystique	8	b	CN3	7	GRN VIO	1/2	RED	Playfield	Feature	White	8-LP-19	520-5307-00
20	Sabretooth	8	b	CN3	8	GRN GRY	1/2	RED	Playfield	Feature	White	8-LP-20	520-5307-00
21	T-Rex	8	b	-	LED2	-	-	-	Playfield	Feature	White	8-LP-9	520-8045-00
22	Megalodon	8	b	-	LED1	-	-	-	Playfield	Feature	White	8-LP-8	520-8045-00
23	3X	8	b	-	LED3	-	-	-	Playfield	Feature	White	8-LP-10	520-8045-00
24	5X	8	b	-	LED5	-	-	-	Playfield	Feature	White	8-LP-12	520-8045-00
25	4X	8	b	-	LED7	-	-	-	Playfield	Feature	White	8-LP-14	520-8045-00
26	2X	8	b	-	LED6	-	-	-	Playfield	Feature	White	8-LP-13	520-8045-00
27	Shoot Again	8	b	CN2	3	ORG	1	RED	Playfield	Feature	White	8-LP-11	520-5307-00
28													
29													
30	(D)EAD	9	a	-	LED1	-	-	-	Playfield	Feature	White	9-LP-8	520-8046-00
31	D(E)AD	9	a	-	LED8	-	-	-	Playfield	Feature	White	9-LP-15	520-8046-00
32	DE(A)D	9	a	-	LED7	-	-	-	Playfield	Feature	White	9-LP-14	520-8046-00
33	DEA(D)	9	a	-	LED6	-	-	-	Playfield	Feature	White	9-LP-13	520-8046-00
34													
35	(P)OOL	8	c	-	LED18	-	-	-	Playfield	Feature	White	8-LP-41	520-8047-00
36	P(O)OL	8	c	-	LED17	-	-	-	Playfield	Feature	White	8-LP-40	520-8047-00
37	PO(O)L	8	c	-	LED2	-	-	-	Playfield	Feature	White	8-LP-25	520-8047-00
38	POO(L)	8	c	-	LED1	-	-	-	Playfield	Feature	White	8-LP-24	520-8047-00
39													
40	Sauron	8	b	CN3	9	GRN WHT	1/2	RED	Playfield	Feature	White	8-LP-21	520-5307-00
41	Mr Sinister	8	c	-	LED9	-	-	-	Playfield	Feature	White	8-LP-32	520-8047-00
42													
43	Dazzler Team Up	9	a	-	LED11	-	-	-	Playfield	Feature	White	9-LP-20	520-8046-00
44	Disco	9	a	CN2	4	BLU GRN	1/2/3	RED	Playfield	Feature	White	9-LP-21	520-5307-00
45	Left Orbit Weapon	9	a	CN2	5	BLU	1/2/3	RED	Playfield	Feature	White	9-LP-22	520-5307-00
46	Left Orbit Arrow-R	9	a	CN2	6	RED ORG	1/2/3	RED	Playfield	Feature	RGB	9-LP-23	520-5333-00
47	Left Orbit Arrow-G	9	a	CN2	7	GRN ORG	1/2/3	RED	Playfield	Feature	RGB	9-LP-24	520-5333-00
48	Left Orbit Arrow-B	9	a	CN2	8	BLU ORG	1/2/3	RED	Playfield	Feature	RGB	9-LP-25	520-5333-00
49													
50													
51	Left Katana 1	9	a	-	LED2	-	-	-	Playfield	Feature	White	9-LP-9	520-8046-00

Continued on next page...

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LIGHT REFERENCE CONTINUED

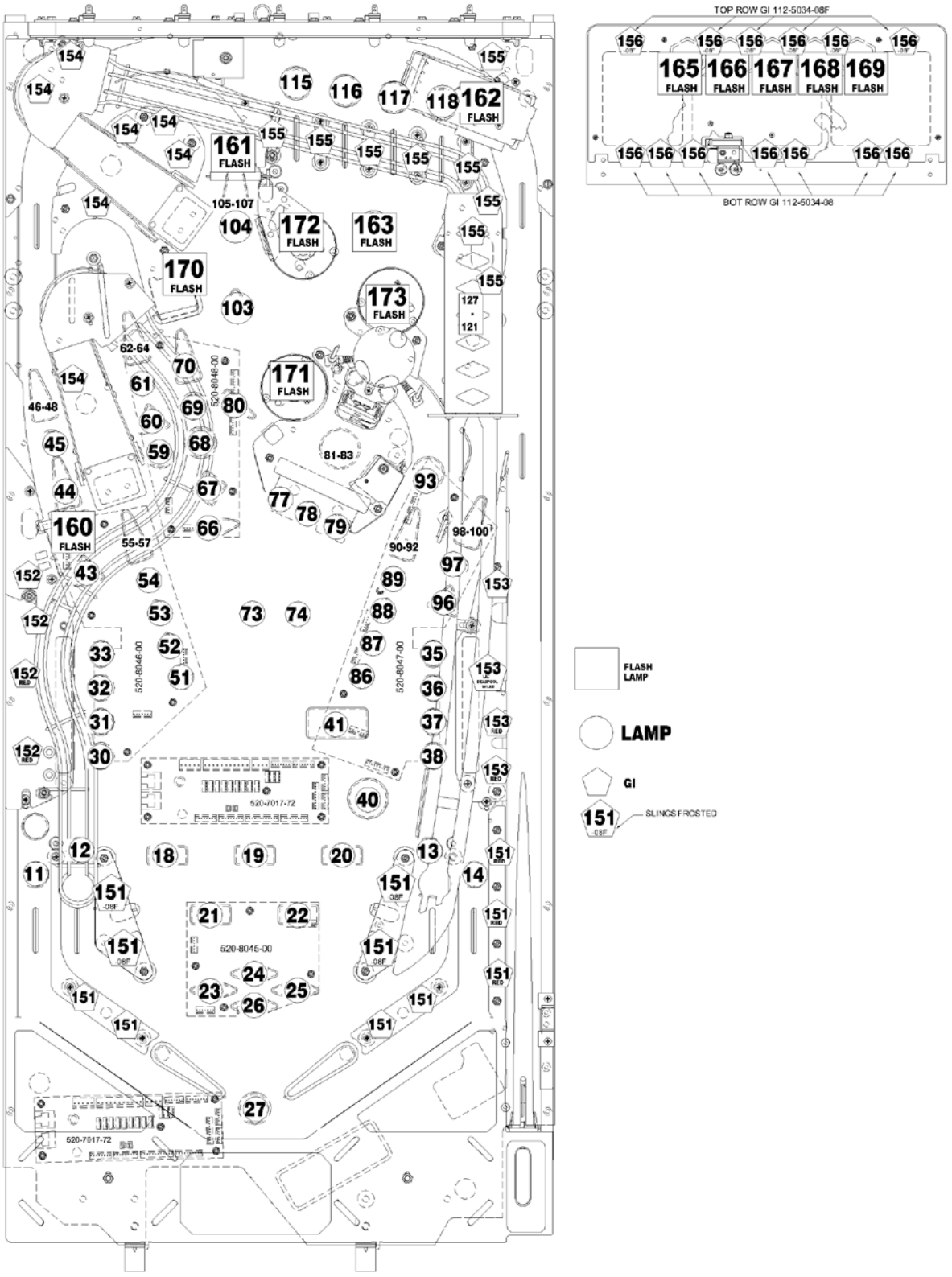

Figure 3.4.1. Playfield light locations (top view).

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LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
52	Left Katana 2	9	a	-	LED3	-	-	-	Playfield	Feature	White	9-LP-10	520-8046-00
53	Left Katana 3	9	a	-	LED4	-	-	-	Playfield	Feature	White	9-LP-11	520-8046-00
54	Left Ramp Weapon	9	a	-	LED5	-	-	-	Playfield	Feature	White	9-LP-12	520-8046-00
55	Left Ramp Arrow-R	9	a	-	LED9	-	-	-	Playfield	Feature	RGB	9-LP-18	520-8046-00
56	Left Ramp Arrow-G	9	a	-	LED9	-	-	-	Playfield	Feature	RGB	9-LP-17	520-8046-00
57	Left Ramp Arrow-B	9	a	-	LED9	-	-	-	Playfield	Feature	RGB	9-LP-16	520-8046-00
58													
59	Special	9	b	-	LED2	-	-	-	Playfield	Feature	White	9-LP-33	520-8048-00
60	Colossus Team Up	9	b	-	LED1	-	-	-	Playfield	Feature	White	9-LP-32	520-8048-00
61	Lower Inside Loop Weapon	9	b	-	LED22	-	-	-	Playfield	Feature	White	9-LP-55	520-8048-00
62	Lower Inside Loop Arrow-R	9	b	-	LED21	-	-	-	Playfield	Feature	RGB	9-LP-52	520-8048-00
63	Lower Inside Loop Arrow-G	9	b	-	LED21	-	-	-	Playfield	Feature	RGB	9-LP-53	520-8048-00
64	Lower Inside Loop Arrow-B	9	b	-	LED21	-	-	-	Playfield	Feature	RGB	9-LP-54	520-8048-00
65													
66	Quest	9	b	-	LED3	-	-	-	Playfield	Feature	White	9-LP-34	520-8048-00
67	Mystery	9	c	-	LED4	-	-	-	Playfield	Feature	White	9-LP-35	520-8048-00
68	Extra Ball	9	c	-	LED5	-	-	-	Playfield	Feature	White	9-LP-36	520-8048-00
69	Weapon Jackpot	9	c	-	LED12	-	-	-	Playfield	Feature	White	9-LP-43	520-8048-00
70	Battle	9	a	-	LED20	-	-	-	Playfield	Feature	White	9-LP-51	520-8048-00
71													
72													
73	Left Eye	8	c	CN3	4	ORG YEL	1/2/3	RED	Playfield	Feature	White	8-LP-35	520-5307-00
74	Right Eye	8	c	CN3	5	ORG GRN	1/2/3	RED	Playfield	Feature	White	8-LP-36	520-5307-00
75													
76													
77	3-Bank Drop Target Left	8	c	CN3	6	BLU VIO	1/2/3	RED	Playfield	Feature	White	8-LP-37	520-7092-00
78	3-Bank Drop Target Center	8	c	CN3	7	BLU GRY	1/2/3	RED	Playfield	Feature	White	8-LP-38	520-7092-00
79	3-Bank Drop Target Right	8	c	CN3	8	BLU WHT	1/2/3	RED	Playfield	Feature	White	8-LP-39	520-7092-00
80	Colossal Jackpot	9	c	-	LED13	-	-	-	Playfield	Feature	White	9-LP-44	520-8048-00
81	Lil' Deadpool Flood-R	8	-	CN14	6	RED BRN	7/8	YEL	Playfield	Feature	RGB	8-LP-3	520-8051-00
82	Lil' Deadpool Flood-G	8	-	CN14	5	GRN BRN	7/8	YEL	Playfield	Feature	RGB	8-LP-4	520-8051-00
83	Lil' Deadpool Flood-B	8	-	CN14	4	BLU BRN	7/8	YEL	Playfield	Feature	RGB	8-LP-5	520-8051-00
84													
85													
86	Right Katana 1	8	c	-	LED10	-	-	-	Playfield	Feature	White	8-LP-33	520-8047-00
87	Right Katana 2	8	c	-	LED11	-	-	-	Playfield	Feature	White	8-LP-34	520-8047-00
88	Right Katana 3	8	c	-	LED22	-	-	-	Playfield	Feature	White	8-LP-47	520-8047-00
89	Right Ramp Weapon	8	c	-	LED23	-	-	-	Playfield	Feature	White	8-LP-48	520-8047-00
90	Right Ramp Arrow-R	8	c	-	LED24	-	-	-	Playfield	Feature	RGB	8-LP-51	520-8047-00
91	Right Ramp Arrow-G	8	c	-	LED24	-	-	-	Playfield	Feature	RGB	8-LP-50	520-8047-00
92	Right Ramp Arrow-B	8	c	-	LED24	-	-	-	Playfield	Feature	RGB	8-LP-49	520-8047-00
93	Lock	8	c	-	LED36	-	-	-	Playfield	Feature	White	8-LP-63	520-8047-00
94													
95													
96	Domino Team Up	8	c	-	LED19	-	-	-	Playfield	Feature	White	8-LP-42	520-8047-00
97	Right Orbit Weapon	8	c	-	LED20	-	-	-	Playfield	Feature	White	8-LP-43	520-8047-00
98	Right Orbit Arrow-R	8	c	-	LED21	-	-	-	Playfield	Feature	RGB	8-LP-44	520-8047-00
99	Right Orbit Arrow-G	8	c	-	LED21	-	-	-	Playfield	Feature	RGB	8-LP-45	520-8047-00
100	Right Orbit Arrow-B	8	c	-	LED21	-	-	-	Playfield	Feature	RGB	8-LP-46	520-8047-00
101													
102													

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LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
103	Wolverine Team Up	9	b	CN3	4	ORG VIO	1/2/3	RED	Playfield	Feature	White	9-LP-45	520-5307-00
104	Center Loop Weapon	9	b	CN3	5	ORG GRY	1/2/3	RED	Playfield	Feature	White	9-LP-46	520-5307-00
105	Center Loop Arrow-R	9	b	CN3	6	RED YEL	1/2/3	RED	Playfield	Feature	RGB	9-LP-47	520-5333-00
106	Center Loop Arrow-G	9	b	CN3	7	GRN YEL	1/2/3	RED	Playfield	Feature	RGB	9-LP-48	520-5333-00
107	Center Loop Arrow-B	9	b	CN3	8	BLU YEL	1/2/3	RED	Playfield	Feature	RGB	9-LP-49	520-5333-00
108													
109													
110													
111													
112													
113													
114													
115	Top Lane Left	8	c	CN2	4	ORG BLK	1/2/3	RED	Playfield	Feature	White	8-LP-26	520-5307-00
116	Top Lane Left Center	8	c	CN2	5	ORG BRN	1/2/3	RED	Playfield	Feature	White	8-LP-27	520-5307-00
117	Top Lane Right Center	8	c	CN2	6	ORG RED	1/2/3	RED	Playfield	Feature	White	8-LP-28	520-5307-00
118	Top Lane Right	8	c	CN2	7	ORG	1/2/3	RED	Playfield	Feature	White	8-LP-29	520-5307-00
119													
120													
121	Katana Handle 1	8	c	CN5	4	GRN BRN	1	RED	Playfield	Feature	White	8-LP-52	520-8041-00
122	Katana Handle 2	8	c	CN5	5	GRN RED	1	RED	Playfield	Feature	White	8-LP-53	520-8041-00
123	Katana Handle 3	8	c	CN5	6	GRN ORG	1	RED	Playfield	Feature	White	8-LP-54	520-8041-00
124	Katana Handle 4	8	c	CN5	7	GRN YEL	1	RED	Playfield	Feature	White	8-LP-55	520-8041-00
125	Katana Handle 5	8	c	CN5	8	GRN	1	RED	Playfield	Feature	White	8-LP-56	520-8041-00
126	Katana Handle 6	8	c	CN5	9	GRN BLU	1	RED	Playfield	Feature	White	8-LP-57	520-8041-00
127	Katana Handle 7	8	c	CN5	10	GRN VIO	1	RED	Playfield	Feature	White	8-LP-58	520-8041-00
128													
129													
130													
131													
132													
133													
134													
135													
136													
137													
138													
139													
140													
141													
142													
143													
144													
145													
146													
147													
148													
149													
150	Coin Door GI	1	-	CN5	2	YEL	1	YEL-WHT	Coin Door	G.I.	White	1-LP-1	112-5033-08
151	Bottom GI	8	-	CN15	5	WHT BLK	1	YEL BLK	Playfield	G.I.	White	8-LP-0	112-5034-08 (WHT) 112-5034-02 (RED) 112-5034-08F (Slingshots)

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LIGHT REFERENCE CONTINUED

ID	Name	Node	Node Ext.	Conn.	Ret. Pin	Ret. Wire	Src. Pin	Src. Wire	Location	Type	Light Color	Address	Part Number
152	Mid Left GI	8	-	CN15	6	RED BLK	2	YEL RED	Playfield	G.I.	White	8-LP-1	112-5034-08 (WHT) 112-5034-02 (RED)
153	Mid Right GI	8	-	CN15	7	BLU BLK	3	YEL BLU	Playfield	G.I.	White	8-LP-2	112-5034-08 (WHT) 112-5034-02 (RED) 515-1895-01 (Lil' Deadpool Spot)
154	Upper Left GI	9	-	CN15	5	GRN BLK	1	YEL GRN	Playfield	G.I.	White	9-LP-0	112-5034-08
155	Upper Right GI	9	-	CN15	6	RED BLK	2	YEL RED	Playfield	G.I.	White	9-LP-1	112-5034-08
156	Backpanel GI	9	-	CN15	7	WHT BLK	3	YEL BLK	Backpanel	G.I.	White	9-LP-2	112-5034-08 112-5034-08F
157													
158													
159													
160	Dazzler Spinner Flash	9	a	-	LED10	-	-	-	Playfield	Flash	White	9-LP-19	520-8046-00
161	Wolverine Spinner Flash	9	b	CN3	9	ORG WHT	1/2/3	RED	Playfield	Flash	White	9-LP-50	113-5045-08
162	Truck Flash	8	c	CN2	8	BRN BLK	1/2/3	RED	Playfield	Flash	White	8-LP-30	520-7000-00
163	Pop Bumper Flash	9	b	CN1	6	BRN ORG	1/2	RED	Playfield	Flash	White	9-LP-40	113-5045-08
164													
165	T. Rex Backpanel Flash	9	-	CN14	6	BRN GRN	7/8	YEL	Backpanel	Flash	White	9-LP-3	520-7000-00
166	Juggernaut Backpanel Flash	9	-	CN14	5	BRN BLU	7/8	YEL	Backpanel	Flash	White	9-LP-4	520-7000-00
167	Mystique Backpanel Flash	9	-	CN14	4	BRN VIO	7/8	YEL	Backpanel	Flash	White	9-LP-5	520-7000-00
168	Sabretooth Backpanel Flash	9	-	CN14	3	BRN GRY	7/8	YEL	Backpanel	Flash	White	9-LP-6	520-7000-00
169	Megalodon Backpanel Flash	9	-	CN14	4	BRN WHT	7/8	YEL	Backpanel	Flash	White	9-LP-7	520-7000-00
170	Eject Flash	9	b	CN1	7	BRN YEL	1/2	RED	Playfield	Flash	White	9-LP-41	113-5045-02
171	Bottom Pop Bumper	9	b	CN1	3	BRN RED	1/2	RED	Playfield	Flash	White	9-LP-37	520-8059-00
172	Left Pop Bumper	9	b	CN1	4	BRN BLK	1/2	RED	Playfield	Flash	White	9-LP-38	520-8059-00
173	Right Pop Bumper	9	b	CN1	5	BRN	1/2	RED	Playfield	Flash	White	9-LP-39	520-8059-00
174													
175													
176													
177													
178													
179													

3.5 MOTOR REFERENCE

MOTOR A		Coast	Brake	Brake	Dir. 1	Dir. 2
x-LP-0	Enable A	H	L	L	L	L
x-LP-1	Control 1A	H	L	H	L	H
x-LP-2	Control 2A	H	L	H	H	L
			L/Low=Lamp On			
			H/High=Lamp Off			
MOTOR B		**Coast**	**Brake**	**Brake**	**Dir. 1**	**Dir. 2**
x-LP-3	Enable B	H	L	L	L	L
x-LP-4	Control 1B	H	L	H	L	H
x-LP-5	Control 2B	H	L	H	H	L
x=Node #			L/Low=Lamp On			
			H/High=Lamp Off			

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4. ELECTRONIC PINOUTS AND SCHEMATICS

4.1 SPIKE-2 CPU NODE 0

509-1003-01

DIRECT SWITCH MAPPING (CN25)

The coin-door diagnostic switches are connected directly to the CPU node via the Cabinet Node. Note that both the CPU and Cabinet nodes are required for diagnostic switch operation.

ID	Name	Conn.	Input Pin	Input Wire	GND Pin	Ground Wire	Location	Type	Address	Part Number
C1	DIP 1	-	-	-	-	-	CPU Node		0-SW-0	-
C2	DIP 2	-	-	-	-	-	CPU Node		0-SW-1	-
C3	DIP 3	-	-	-	-	-	CPU Node		0-SW-2	-
C4	DIP 4	-	-	-	-	-	CPU Node		0-SW-3	-
C5	DIP 5	-	-	-	-	-	CPU Node		0-SW-4	-
C6	DIP 6	-	-	-	-	-	CPU Node		0-SW-5	-
C7	DIP 7	-	-	-	-	-	CPU Node		0-SW-6	-
C8	DIP 8	-	-	-	-	-	CPU Node		0-SW-7	-
C9	Service Select	CN25	1	LGN-GRY	11	BLK-WHT	Coin Door		0-SW-9	180-5192-04
C10	Service Plus	CN25	2	LGN-VIO	11	BLK-WHT	Coin Door		0-SW-10	180-5192-02
C11	Service Minus	CN25	3	LGN-BLU	11	BLK-WHT	Coin Door		0-SW-11	180-5192-02
C12	Service Back	CN25	4	LGN-BLK	11	BLK-WHT	Coin Door		0-SW-12	180-5192-00

CONNECTORS

ID	Connector Type	Description
CN1	5-Pin .156” Header	Backbox 2-channel amplified speaker out
CN2	3-Pin .100” Header	Console Port
CN3	7-Pin .100” Header	Headphone connector
CN4	2-Pin .156”	Cabinet 1-channel amplified speaker out
CN5	7-Pin .100” Header	Line In/Out
CN6	34 Pin 2.00mm Header	LCD display connector
CN7	5-Pin .156” Header	48V supply from main power supply
CN8	6-Pin .100” Header	SPI Serial
CN9	USB	USB connector - for software updates, audit dumps, and expansion modules
CN9	USB	USB connector - for software updates, audit dumps, and expansion modules
CN10	HDMI	HDMI Out
CN11	RJ45	SPIKE node bus - to cabinet node N1
CN12	RJ45	SPIKE node bus - To Topper accessory Kit
CN13	SD CARD	SD Card connector
CN14	5-Pin .100” Header	LCD Backlight
CN15	3-Pin .100” Header	Backbox Light
CN16	4-Pin .100” Header	3.3v / 5v / 12v
CN17	ETHERNET	ETHERNET connector
CN21	SATA Header	SATA connector
CN22	RJ45	SPIKE node bus - to playfield node
CN25	12-Pin .100” Header	Dedicated switch inputs - service, volume switches

COMPONENTS

ID	Name
S1	DIP Switches
S2	Reset Switch
SD CARD (CN13)	For system SD card. Note: only to be removed if instructed to by Stern Service.
BT1	BR1225 3V Lithium battery for game clock between power cycles

STATUS LEDS

LED ID	Name	Color	Description
48V	+48V Supply In	Red	ON: Main system power is connected, OFF: No 48V system power. Check power supply connections, cables, and fuses.
24V	+24V Audio Power	Red	ON: Audio power supply is good, OFF: Audio power supply off, call tech support.
9V	+9V Node Bus Power	Red	ON: Node bus power supply is good, OFF: Node bus power supply bad, call tech support.
5V		Red	ON: Logic power supply is good. OFF: Logic power supply bad, call tech support.
TxD	Node bus transmit	Red	Node bus transmit activity
RxD	Node bus receive	Red	Node bus receive activity
Status	System status	Red	Constant double blink - game software running
Netstat	Network status	Red	Communication bridge activity

SPIKE-2 CPU NODE 0 CONTINUED

AUDIO PINOUTS

ID	Type	Pin	Description	Minimum Impedance	Max Power (RMS)
CN1	.156" 5-pin Header	1	Speaker Right Ground (-)	4 Ohms	-
		2	Speaker Right (+)	4 Ohms	20W
		3	n/c	-	-
		4	Speaker Left Ground (-)	4 Ohms	-
		5	Speaker Left (+)	4 Ohms	20W
CN3	.100" 7-pin Header	1	n/c	-	-
		2	L-HP	16 Ohms	15 mW
		3	R-HP	16 Ohms	15 mW
		4	n/c	-	-
		5	Headphone Detect	-	-
		6	Headphone vol +	-	-
		7	Headphone vol -	-	-
CN4	.156" 2-pin Header	1	Woofer Ground (-)	8 Ohms	-
		2	Woofer Out (+)	8 Ohms	40W
CN5	.100" 7-pin Header	1	n/c	-	-
		2	L-IN	30K Ohms	0.6VRMS
		3	R-IN	30K Ohms	0.6VRMS
		4	n/c	-	-
		5	L-OUT	10K Ohms	1.5V
		6	R-OUT	10K Ohms	1.5V
		7	Woofer Line Out	10K Ohms	1.5V

COUNTRY CODES (DIP S2)

	DIP S2							
Country	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
USA	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
Austria	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF
Australia	ON	OFF	ON	ON	OFF	OFF	OFF	OFF
Belgium	OFF	ON	OFF	OFF	OFF	OFF	OFF	OFF
Canada 1	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF
Canada 2	OFF	ON	OFF	ON	ON	OFF	OFF	OFF
China	OFF	OFF	ON	ON	ON	OFF	OFF	OFF
Croatia	OFF	ON	ON	OFF	ON	OFF	OFF	OFF
Denmark	ON	OFF	OFF	ON	OFF	OFF	OFF	OFF
Finland	ON	OFF	ON	OFF	OFF	OFF	OFF	OFF
France	OFF	ON	ON	OFF	OFF	OFF	OFF	OFF
Germany	ON	ON	ON	OFF	OFF	OFF	OFF	OFF
Greece	ON	ON	ON	ON	OFF	OFF	OFF	OFF
Italy	OFF	OFF	OFF	ON	OFF	OFF	OFF	OFF
Japan	ON	OFF	ON	OFF	ON	OFF	OFF	OFF
Middle East	ON	ON	ON	OFF	ON	OFF	OFF	OFF
Netherlands	OFF	OFF	ON	OFF	OFF	OFF	OFF	OFF
New Zealand	OFF	OFF	OFF	OFF	ON	OFF	OFF	OFF
Norway	OFF	ON	OFF	ON	OFF	OFF	OFF	OFF
Portugal	ON	OFF	OFF	OFF	OFF	ON	OFF	OFF
Russia	ON	OFF	OFF	ON	ON	OFF	OFF	OFF
S. Africa	OFF	OFF	ON	OFF	ON	OFF	OFF	OFF
Spain	OFF	ON	OFF	OFF	ON	OFF	OFF	OFF
Sweden	ON	ON	OFF	ON	OFF	OFF	OFF	OFF
Switzerland	OFF	OFF	ON	ON	OFF	OFF	OFF	OFF
Taiwan	OFF	OFF	OFF	ON	ON	OFF	OFF	OFF
United Kingdom	OFF	ON	ON	ON	OFF	OFF	OFF	OFF

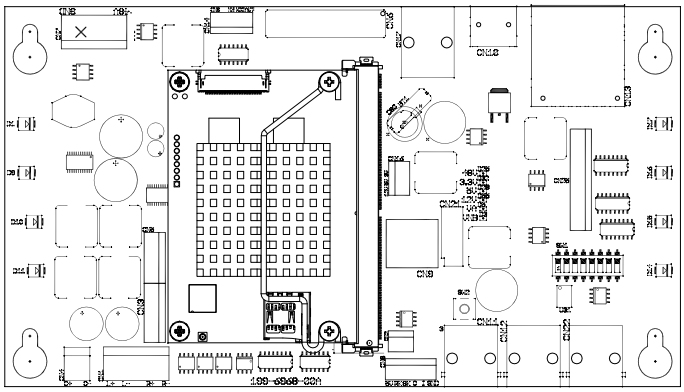

Figure 4.1.1. SPIKE 2 CPU Node connector detail.

COIN DOOR SERVICE SWITCH WIRING

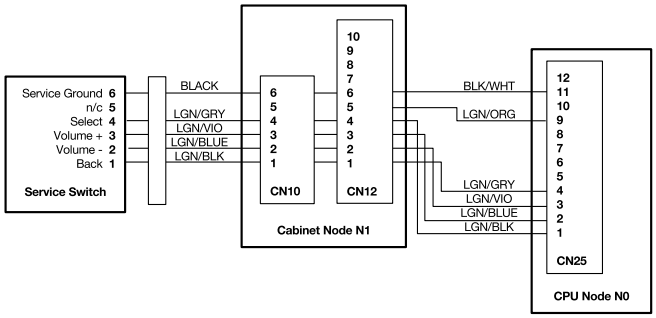

Figure 4.1.2. Service switch wiring. Note that the Cabinet Node must be present and CN10 and CN12 connected for the Coin Door Service Switches to function correctly.

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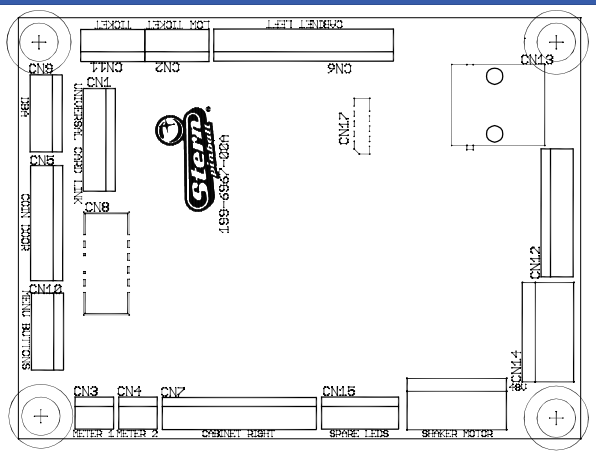
4.2 CABINET NODE 1

520-6967-72

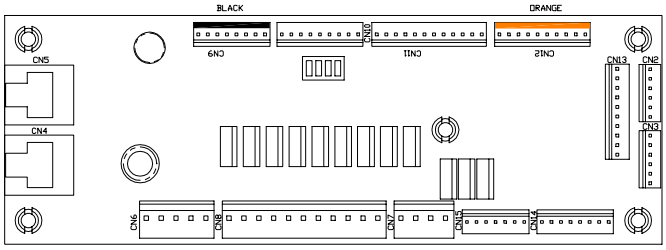
ID	Type	Pin	Description	Wire Color
CN1	.100" 8-Pin Header Universal Card Link	1	12V	-
		2	Coin 1	-
		3	Meter 1	-
		4	N/C	-
		5	Notch	-
		6	Coin Enable	-
		7	Ticket Enable	-
		8	Ground	-
CN2	.100" 5-Pin Header low ticket	1	Ground	-
		2	Ticket Low sw.	-
		3	Key	-
		4	Ticket Low	-
		5	5V Out	-
CN3	.100" 3-Pin Header Meter 1	1	Meter 12V (+)	RED
		2	Meter (-)	BLK
		3	N/C	-
CN4	.100" 3-Pin Header Meter 2	1	Meter 12V (+)	RED
		2	Meter (-)	BLK
		3	N/C	-
CN5	.100" 9-Pin Header	1	5V Out	YEL/WHT
		2	Coin LED Out	YEL
		3	Ground	BLK
		4	Slam Tilt In	LGN/RED
		5	Coin 5	PNK/GRN*
		6	Coin 4	PNK/YEL*
		7	Coin 3	PNK/ORN*
		8	Coin 2	PNK/RED*
		9	Coin 1	PNK/BRN*
CN6	.100" 14-Pin Header Cabinet Left	1	5V LED Power	RED
		2	Start 2 LED	YEL-RED
		3	Start 1 LED	YEL-BRN
		4	Spare LED	-
		5	Ground	BLK-WHT
		6	Spare Left	-
		7	Tilt Input	WHT
		8	Door Open	-
		9	Start 2 Switch	GRY-WHT
		10	Start 1 Switch	GRY
		11	N/C	-
		12	N/C	-
		13	N/C	-
		14	N/C	-
CN7	.100" 12-Pin Header Cabinet Right	1	5V LED Power	RED
		2	Plunge 2 LED	RED-WHT
		3	Plunge 1 LED	GRN-WHT
		4	Spare LED 2	BLU-WHT
		5	Ground	BLK-WHT
		6	Spare Right In	-
		7	Plunge 2 Switch	-
		8	Plunge 1 Switch	TAN-WHT
		9	N/C	-
		10	N/C	-
		11	N/C	-
		12	N/C	-
CN8	.100" 10-Pin Header dual row. Electronic Coin Mech	1	Ground	-
		2	12V	-
		3	Coin 5	-
		4	Coin 6	-
		5	N/C	-
		6	Coin Enable/Inhibit (+)	-
		7	Coin 1	-
		8	Coin 2	-
		9	Coin 3	-
		10	Coin 4	-



CN9	.100" 6-Pin Header Dollar Bill Acceptor	1	Coin Enable/DBA Inhibit (-)	-
		2	Coin Enable/DBA Inhibit (+)	-
		3	Key	Key
		4	DBA 12V	-
		5	Coin 6 / DBA Credit	-
		6	Ground	-
CN10	.100" 6-Pin Header Service Switch In	1	Service Back (To Coindoor)	LGN-BLK
		2	Service Down (To Coindoor)	LGN-BLU
		3	Service Up (To Coindoor)	LGN-VIO
		4	Service Select (To Coindoor)	LGN-GRY
		5	Key	Key
		6	Service Ground (To Coindoor)	BLK
CN11	.100" 5-Pin Header Ticket Dispenser	1	12V	RED
		2	N/C	-
		3	Ticket Dispenser Enable	WHT
		4	Ground	BLK
		5	Ticket Dispenser Notch	BLU
CN12	.100" 10-Pin Header CPU Direct Switches	1	Service Back (To CPU)	LGN-BLK
		2	Service Down (To CPU)	LGN-BLU
		3	Service Up (To CPU)	LGN-VIO
		4	Service Select (To CPU)	LGN-GRY
		5	Power Present	LGN-ORG
		6	Service Ground (To CPU)	BLK-WHT
		7	N/C	-
		8	N/C	-
		9	N/C	-
		10	N/C	-
CN14	.156" 5-Pin Header Power Input	1	Ground	BLK
		2	Key	Key
		3	N/C	-
		4	N/C	-
		5	48VDC In	GRY-YEL
CN15	.100" 6-Pin Header Spare LED's	1	5V LED Power	-
		2	Key	Key
		3	Spare LED 3	-
		4	Spare LED 4	-
		5	Spare LED 5	-
		6	Spare LED 6	-
CN16	.156" 5-Pin Header Shaker Motor	1	Shaker Motor (-)	BLU
		2	Shaker Motor (-)	-
		3	Shaker Motor (+)	-
		4	Key	Key
		5	Shaker Motor (+)	RED
			*Varies by country model	

4.3 LOWER PLAYFIELD 48V DRIVER PINOUT NODE 8

520-7017-72



ID	Type	Pin	Description	Wire Color
SW1	Address DIP	-	Node 8 - OFF-OFF-OFF-OFF	-
CN4	RJ45	-	SPIKE Node Bus	Multi
CN5	RJ45	-	SPIKE Node Bus	Multi
CN6	.156" 5-Pin Header Node Power	1	Ground	BLK
		2	Key	Key
		3	N/C	-
		4	N/C	-
		5	48VDC In	GRY
CN7	.156" 4-Pin Header (White)	1	48V Driver Power	GRY-ORG
		2	8-DR-8 Driver Return	YEL-RED
		3	8-DR-6 Driver Return	YEL-BRN
		4	8-DR-7 Driver Return	YEL-BLK
CN8	.156 11-Pin Header (White)	1	48V Driver Power	GRY-ORG
		2	48V Driver Power	GRY-ORG
		3	48V Driver Power	GRY-ORG
		4	48V Driver Power	GRY-ORG
		5	8-DR-0 Driver Return	ORG-GRN
		6	8-DR-5 Driver Return	ORG-YEL
		7	8-DR-1 Driver Return	ORG-GRY
		8	8-DR-8 Driver Return	-
		9	8-DR-4 Driver Return	ORG-WHT
		10	8-DR-2 Driver Return	ORG-VIO
		11	8-DR-3 Driver Return	ORG-BLU
CN9	.100" 8-Pin Header	1	V+	-
		2	V+	-
		3	8-SW-24 Switch	GRY-RED
		4	8-SW-25 Switch	GRY-BRN
		5	8-SW-26 Switch	NC
		6	8-SW-27 Switch	NC
		7	Ground	BLK-GRN
		8	Ground	-
CN10	.100" 9-Pin Header	1	V+	-
		2	8-SW-28 Switch	GRY-WHT
		3	8-SW-29 Switch	GRY-VIO
		4	8-SW-30 Switch	GRY-BLU
		5	8-SW-31 Switch	GRY-GRN
		6	8-SW-16 Switch	GRY-YEL
		7	Ground	BLK-GRN
		8	Ground	BLK-GRN
		9	Ground	BLK-GRN
CN11	.100" 12-Pin Header	1	V+	-
		2	8-SW-26 Switch	-
		3	8-SW-27 Switch	-
		4	8-SW-17 Switch	LGN-RED
		5	8-SW-18 Switch	LGN-ORG
		6	8-SW-19 Switch	LGN-YEL
		7	8-SW-20 Switch	LGN-BLU
		8	8-SW-21 Switch	-
		9	8-SW-22 Switch	-
		10	8-SW-23 Switch	-
		11	Ground	BLK-ORG
		12	Ground	BLK-ORG
CN12	.100" 10-Pin Header (Orange)	1	V+	RED
		2	8-SW-8 Switch	WHT-BRN
		3	8-SW-9 Switch	WHT-RED
		4	8-SW-10 Switch	WHT-ORG
		5	8-SW-11 Switch	WHT-YEL
		6	8-SW-12 Switch	WHT-GRN
		7	8-SW-13 Switch	WHT-BLU
		8	8-SW-14 Switch	-
		9	8-SW-15 Switch	WHT-GRY
		10	Ground	BLK-RED
CN13	.100" 10-Pin Header	1	V+	RED
		2	8-SW-0 Switch	PNK-GRN
		3	8-SW-1 Switch	PNK-BLU
		4	8-SW-2 Switch	PNK-VIO
		5	8-SW-3 Switch	-
		6	8-SW-4 Switch	-
		7	8-SW-5 Switch	-
		8	8-SW-6 Switch	-
		9	8-SW-7 Switch	-
		10	Ground	BLK-YEL
CN14	.100" 8-Pin Header	1	Ground	-
		2	8-LP-7 Driver Return	-
		3	8-LP-6 Driver Return	-
		4	8-LP-5 Driver Return	BLU-BRN
		5	8-LP-4 Driver Return	GRN-BRN
		6	8-LP-3 Driver Return	RED-BRN
		7	LED V+	-
		8	LED V+	YEL
CN15	.100" 7-Pin Header	1	LED V+	YEL-BLK
		2	LED V+	YEL-RED
		3	LED V+	YEL-BLU
		4	-	-
		5	8-LP-0 GI Return	WHT-BLK
		6	8-LP-1 GI Return	RED-BLK
		7	8-LP-2 GI Return	BLU-BLK
CN2	.100" 6-Pin Header, Node Extension Bus	1	Ground	BLK
		2	DIN	VIO-BLK
		3	DOUT	VIO-BRN
		4	SCK	VIO-RED
		5	RCK	VIO-ORG
		6	V+	RED
CN3	.100" 6-Pin Header, Node Extension Bus	1	Ground	BLK
		2	DIN	VIO-BLK
		3	DOUT	VIO-BRN
		4	SCK	VIO-RED
		5	RCK	VIO-ORG
		6	V+	RED

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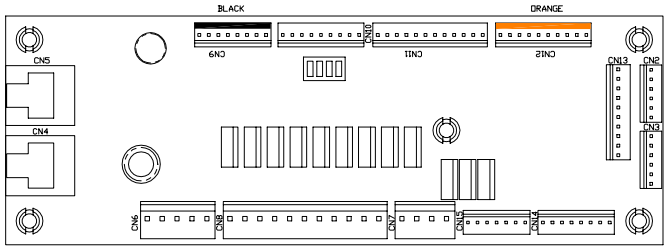
4.4 MID UPPER PLAYFIELD 48V DRIVER PINOUT NODE 9

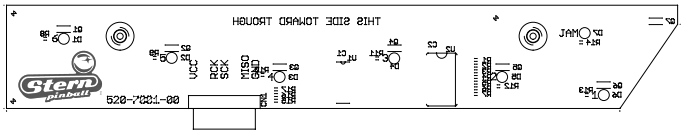
520-7017-72



ID	Type	Pin	Description	Wire Color
SW1	Address DIP	-	Node 9 - OFF-OFF-ON-OFF	-
CN4	RJ45	-	SPIKE Node Bus	Multi
CN5	RJ45	-	SPIKE Node Bus	Multi
CN6	.156" 5-Pin Header Node Power	1	Ground	BLK
		2	Key	Key
		3	N/C	-
		4	N/C	-
		5	48VDC In	GRY
CN7	.156" 4-Pin Header (White)	1	48V Driver Power	GRY-BRN
		2	9-DR-8 Driver Return	-
		3	9-DR-6 Driver Return	BLU-BRN
		4	9-DR-7 Driver Return	-
CN8	.156 11-Pin Header (White)	1	48V Driver Power	GRY-BRN
		2	48V Driver Power	GRY-BRN
		3	48V Driver Power	GRY-BRN
		4	48V Driver Power	GRY-BRN
		5	9-DR-0 Driver Return	BLU-RED
		6	9-DR-5 Driver Return	-
		7	9-DR-1 Driver Return	-
		8	9-DR-8 Driver Return	-
		9	9-DR-4 Driver Return	ORG-RED
		10	9-DR-2 Driver Return	ORG-BLK
		11	9-DR-3 Driver Return	ORG-BRN
CN9	.100" 8-Pin Header	1	V+	-
		2	V+	-
		3	9-SW-24 Switch	LGN-BLK
		4	9-SW-25 Switch	LGN-BRN
		5	9-SW-26 Switch	-
		6	9-SW-27 Switch	-
		7	Ground	BLK-BLU
		8	Ground	BLK-BLU
CN10	.100" 9-Pin Header	1	V+	RED
		2	9-SW-28 Switch	GRY-BLK
		3	9-SW-29 Switch	GRY-BRN
		4	9-SW-30 Switch	GRY-RED
		5	9-SW-31 Switch	GRY-ORG
		6	9-SW-16 Switch	GRY-YEL
		7	Ground	BLK-BLU
		8	Ground	BLK-BLU
		9	Ground	BLK-BLU
CN11	.100" 12-Pin Header	1	V+	RED
		2	9-SW-26 Switch	TAN-BLK
		3	9-SW-27 Switch	TAN-RED
		4	9-SW-17 Switch	TAN-ORG
		5	9-SW-18 Switch	TAN-YEL
		6	9-SW-19 Switch	TAN-GRN
		7	9-SW-20 Switch	TAN-BLU
		8	9-SW-21 Switch	TAN-VIO
		9	9-SW-22 Switch	TAN-WHT
		10	9-SW-23 Switch	TAN
		11	Ground	BLK-GRY
		12	Ground	BLK-GRY
CN12	.100" 10-Pin Header (Orange)	1	V+	RED
		2	9-SW-8 Switch	WHT-BRN
		3	9-SW-9 Switch	WHT-RED
		4	9-SW-10 Switch	WHT-ORG
		5	9-SW-11 Switch	WHT-YEL
		6	9-SW-12 Switch	WHT-GRN
		7	9-SW-13 Switch	WHT-BLU
		8	9-SW-14 Switch	WHT-VIO
		9	9-SW-15 Switch	WHT-GRY
		10	Ground	BLK-WHT
CN13	.100" 10-Pin Header	1	V+	RED
		2	9-SW-0 Switch	PNK-BLK
		3	9-SW-1 Switch	PNK-BRN
		4	9-SW-2 Switch	-
		5	9-SW-3 Switch	-
		6	9-SW-4 Switch	-
		7	9-SW-5 Switch	-
		8	9-SW-6 Switch	-
		9	9-SW-7 Switch	-
		10	Ground	BLK-BRN
CN14	.100" 8-Pin Header	1	Ground	-
		2	9-LP-7 Driver Return	BRN-WHT
		3	9-LP-6 Driver Return	BRN-GRY
		4	9-LP-5 Driver Return	BRN-VIO
		5	9-LP-4 Driver Return	BRN-BLU
		6	9-LP-3 Driver Return	BRN-GRN
		7	LED V+	-
		8	LED V+	YEL
CN15	.100" 7-Pin Header	1	LED V+	YEL-GRN
		2	LED V+	YEL-RED
		3	LED V+	YEL-BLK
		4	-	-
		5	9-LP-0 GI Return	GRN-BLK
		6	9-LP-1 GI Return	RED-BLK
		7	9-LP-2 GI Return	WHT-BLK
CN2	.100" 6-Pin Header, Node Extension Bus	1	Ground	-
		2	DIN	-
		3	DOUT	-
		4	SCK	-
		5	RCK	-
		6	V+	-
CN3	.100" 6-Pin Header, Node Extension Bus	1	Ground	BLK
		2	DIN	VIO-BLK
		3	DOUT	VIO-BRN
		4	SCK	VIO-RED
		5	RCK	VIO-ORG
		6	V+	RED

4.5 TROUGH SERIAL OPTO RECEIVER EXTENSION 8A

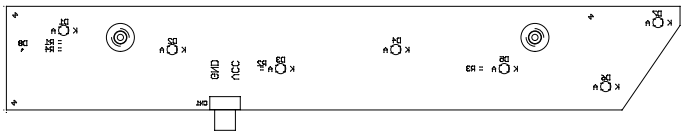
520-7001-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 7-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	-
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	N/C	-
		7	+5 VDC IN	RED

4.6 TROUGH SERIAL OPTO TRANSMITTER

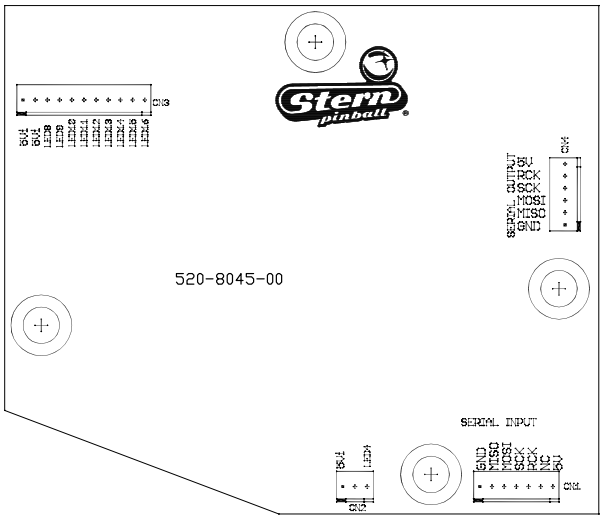
520-5344-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 3-Pin Header	1	Ground	BLK
		2	N/C	-
		3	+5 VDC IN	RED

4.7 LOWER LED BOARD 8B

520-8045-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 7-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	VIO-BRN
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	n/c	-
		7	+5 VDC IN	RED
CN2	.100" 3-Pin Header	1	+5 VDC	RED
		2	n/c	-
		3	LP-4 Light Return	ORG
CN3	.100" 11-Pin Header	1	+5 VDC	RED
		2	+5 VDC	RED
		3	LP-8 Light Return	ORG-GRN
		4	LP-9 Light Return	ORG-BLK
		5	LP-10 Light Return	ORG-BRN
		6	LP-11 Light Return	GRN-BLU
		7	LP-12 Light Return	GRN-VIO
		8	LP-13 Light Return	GRN-GRY
		9	LP-14 Light Return	GRN-WHT
		10	LP-15 Light Return	ORG-RED
		11	LP-16 Light Return	ORG-YEL
CN4	.100" 6-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	VIO-BRN
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	V+	RED

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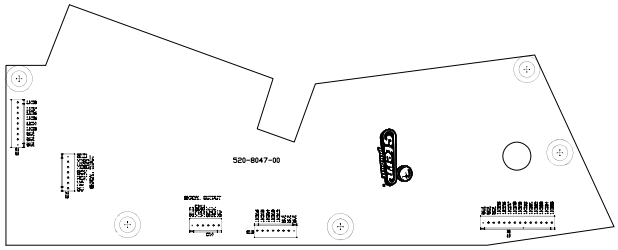
4.8 RIGHT LED BOARD 8C

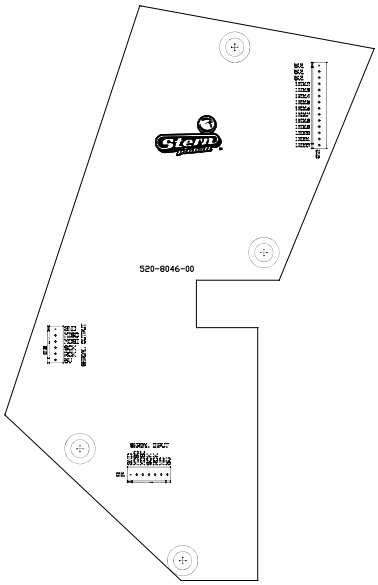
520-8047-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 7-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	VIO-BRN
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	n/c	-
		7	+5 VDC IN	RED
CN2	.100" 9-Pin Header	1	+5 VDC	RED
		2	+5 VDC	RED
		3	+5 VDC	-
		4	LP-3 Light Return	ORG-BLK
		5	LP-4 Light Return	ORG-BRN
		6	LP-5 Light Return	ORG-RED
		7	LP-6 Light Return	ORG
		8	LP-7 Light Return	BRN-BLK
		9	LP-8 Light Return	-
CN3	.100" 8-Pin Header	1	+5 VDC	RED
		2	+5 VDC	RED
		3	+5 VDC	RED
		4	LP-12 Light Return	ORG-YEL
		5	LP-13 Light Return	ORG-GRN
		6	LP-14 Light Return	BLU-VIO
		7	LP-15 Light Return	BLU-GRY
		8	LP-16 Light Return	BLU-WHT
CN4	.100" 6-Pin Header	1	Ground	-
		2	MISO Output Data	-
		3	MOSI Input Data	-
		4	SCK Serial Clock	-
		5	RCK Register Clock	-
		6	V+	-
CN5	.100" 14-Pin Header	1	+5 VDC	RED
		2	+5 VDC	-
		3	+5 VDC	-
		4	LP-25 Light Return	GRN-BRN
		5	LP-26 Light Return	GRN-RED
		6	LP-27 Light Return	GRN-ORG
		7	LP-28 Light Return	GRN-YEL
		8	LP-29 Light Return	GRN
		9	LP-30 Light Return	GRN-BLU
		10	LP-31 Light Return	GRN-VIO
		11	LP-32 Light Return	-
		12	LP-33 Light Return	-
		13	LP-34 Light Return	-
		14	LP-35 Light Return	-

4.9 LEFT LED BOARD 9A

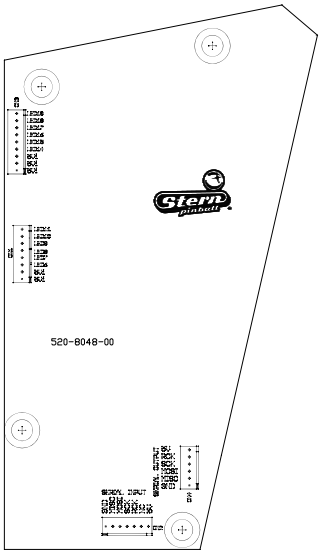
520-8046-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 7-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	VIO-BRN
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	n/c	-
		7	+5 VDC IN	RED
CN2	.100" 14-Pin Header	1	+5 VDC	RED
		2	+5 VDC	RED
		3	+5 VDC	RED
		4	LP-12 Light Return	BLU-GRN
		5	LP-13 Light Return	BLU
		6	LP-14 Light Return	RED-ORG
		7	LP-15 Light Return	GRN-ORG
		8	LP-16 Light Return	BLU-ORG
		9	LP-17 Light Return	-
		10	LP-18 Light Return	-
		11	LP-19 Light Return	-
		12	LP-20 Light Return	-
		13	LP-21 Light Return	-
		14	LP-22 Light Return	-
CN3	.100" 6-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	VIO-BRN
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	V+	RED

4.10 RIGHT LED BOARD 9B

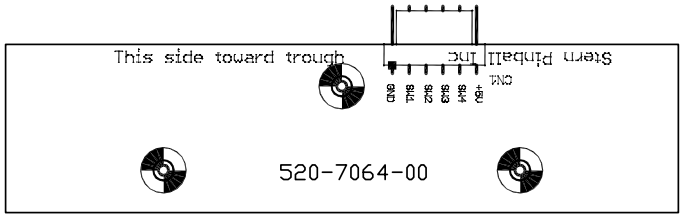
520-8048-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 8-Pin Header	1	+5 VDC	RED
		2	+5 VDC	RED
		3	LP-6 Light Return	BRN-RED
		4	LP-7 Light Return	BRN-BLK
		5	LP-8 Light Return	BRN
		6	LP-9 Light Return	BRN-ORG
		7	LP-10 Light Return	BRN-YEL
		8	LP-11 Light Return	-
CN2	.100" 7-Pin Header	1	Ground	BLK
		2	MISO Output Data	VIO-BLK
		3	MOSI Input Data	VIO-BRN
		4	SCK Serial Clock	VIO-RED
		5	RCK Register Clock	VIO-ORG
		6	n/c	-
		7	+5 VDC IN	RED
CN3	.100" 9-Pin Header	1	+5 VDC	RED
		2	+5 VDC	RED
		3	+5 VDC	RED
		4	LP-14 Light Return	ORG-VIO
		5	LP-15 Light Return	ORG-GRY
		6	LP-16 Light Return	RED-YEL
		7	LP-17 Light Return	GRN-YEL
		8	LP-18 Light Return	BLU-YEL
		9	LP-19 Light Return	ORG-WHT
CN4	.100" 6-Pin Header	1	Ground	-
		2	MISO Output Data	-
		3	MOSI Input Data	-
		4	SCK Serial Clock	-
		5	RCK Register Clock	-
		6	V+	-

4.11 BALL LOCK OPTO RECEIVER

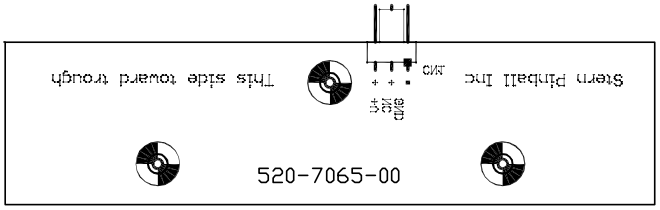
520-7064-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 6-Pin Header	1	Ground	BLK-GRY
		2	MISO Output Data	TAN-WHT
		3	MOSI Input Data	TAN-VIO
		4	SCK Serial Clock	TAN-BLU
		5	RCK Register Clock	TAN-GRN
		6	+5 VDC IN	RED

4.12 BALL LOCK OPTO EMITTER

520-7065-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 3-Pin Header	1	Ground	BLK-GRY
		2	N/C	-
		3	+5 VDC IN	RED

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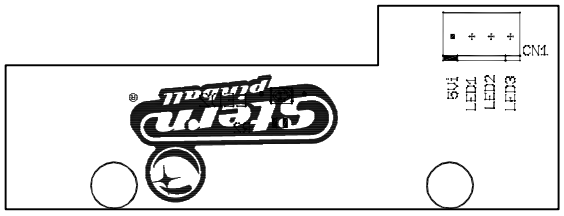
4.13 KATANA BALL LOCK LED BOARD

520-8041-00

ID	Type	Pin	Description	Wire Color
CN1	.100" 8-Pin Header	1	+5 VDC	RED
		2	LED 1	GRN-BRN
		3	LED 2	GRN-RED
		4	LED 3	GRN-ORG
		5	LED 4	GRN-YEL
		6	LED 5	GRN
		7	LED 6	GRN-BLU
		8	LED 7	GRN-VIO

4.14 3-BANK LED BOARD

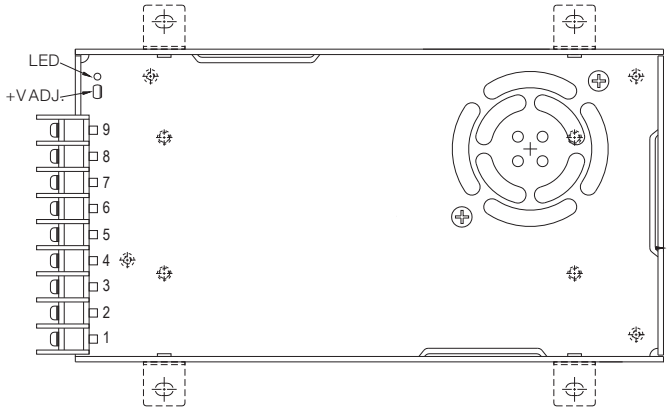
520-7092-00



ID	Type	Pin	Description	Wire Color
CN1	.100" 4-Pin Header	1	+5 VDC	RED
		2	LED 1	BLU-VIO
		3	LED 2	BLU-GRY
		4	LED 3	BLU-WHT

4.15 MAIN POWER SUPPLY

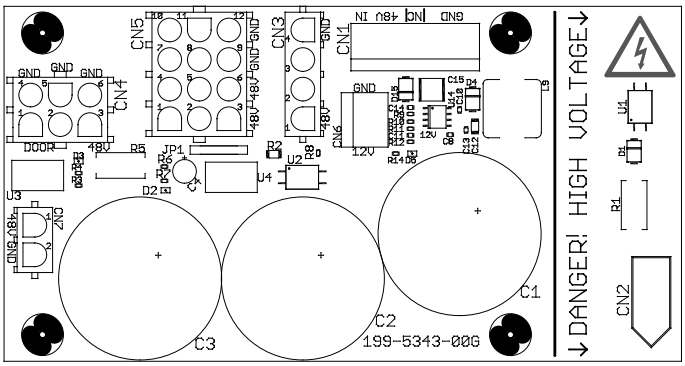
011-5003-00



ID	Type	Pin	Description	Wire Color
CN1	Screw Terminal	1	AC Line Hot In	BLK
		2	AC Line Neutral In	WHT
		3	Earth Ground In	GRN
		4	DC Ground	BLK
		5	DC Ground	BLK
		6	DC Ground	BLK
		7	+48 V System Power	GRY
		8	+48 V System Power	GRY
		9	+48 V System Power	GRY

4.16 POWER DISTRIBUTION BOARD

520-5343-01



ID	Type	Pin	Description	Wire Color
CN1	.156 in 7-Pin Housing Plug: 045-5259-07 Pin: 055-5331-00 Key: 060-5013-00	1	+48 VDC IN	GRY
		2	+48 VDC IN	GRY
		3	+48 VDC IN	GRY
		4	Key (n/c)	-
		5	Ground	BLK
		6	Ground	BLK
		7	Ground	BLK
CN2	.093 in 3-Pos Plug Plug: 045-5003-03 Pin: 055-5013-09	1	Line In (100-240 VAC)	BLK
		2	Neutral	WHT
		3	Earth Ground	GRN
CN3	0.084 in 4-Pos Plug Plug: 045-5200-04 Pin: 055-5033-08	1	+48 VDC to CPU Node	GRY
		2	Door Interlock Switch Status	GRY/RED
		3	Line Voltage Status	VIO
		4	Ground	BLK
CN4	0.084 in 6-Pos Plug Plug: 045-5200-06 Pin: 055-5033-08	1	Door Interlock Switch +48V	-
		2	Door Interlock Switch +48V	-
		3	Switched 48V Out (to Node 1)	GRY/YEL
		4	Door Interlock Return Ground	-
		5	Door Interlock Return Ground	-
		6	Ground (to Node 1)	BLK
CN5	0.084 in 12-Pos Plug Plug: 045-5200-12 Pin: 055-5033-08	1	Switched 48V Node Power	GRY
		2	Switched 48V Node Power	GRY
		3	Switched 48V Node Power	GRY
		4	Switched 48V Node Power	GRY
		5	Switched 48V Node Power	GRY
		6	Switched 48V Node Power	GRY
		7	Node Ground	BLK
		8	Node Ground	BLK
		9	Node Ground	BLK
		10	Node Ground	BLK
		11	Node Ground	BLK
		12	Node Ground	BLK
CN6	.156 in 3-Pos Plug: 045-5259-03 Pin:055-5331-00 (18awg)	1	Ground	-
		2	Ground	-
		3	+12VDC	-
CN7	.084 2-Pos Plug: 045-5200-02 Pin:055-5033-08	1	+48 VDC to CPU Node	-
		2	Ground	-

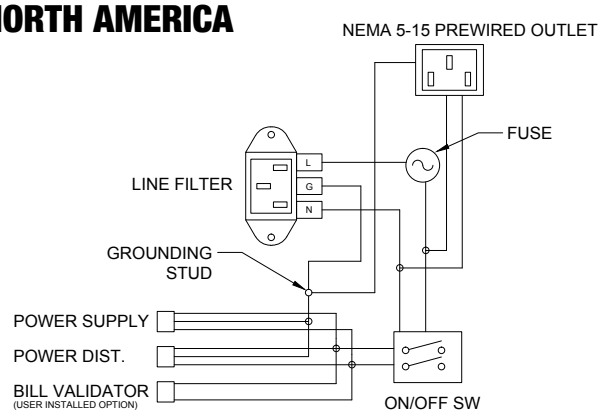
4.17 POWER PLUG WIRING

CAUTION

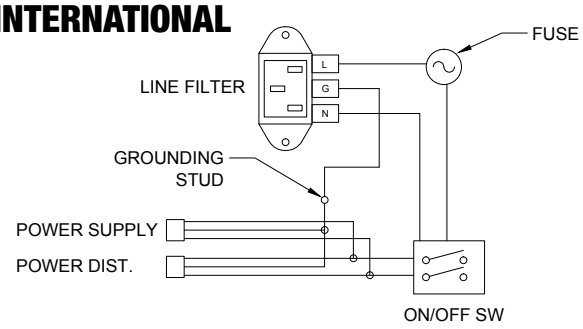
TO MAINTAIN SAFETY, GROUND WIRE FROM LINE FILTER IS TO BE MOUNTED FIRST ON GROUNDING STUD AND SECURED WITH NUT. ALL OTHER GROUNDS MAY THEN BE ATTACHED TO GROUNDING STUD.

REPLACE ALL FUSES WITH CORRECT CURRENT RATINGS!

NORTH AMERICA



INTERNATIONAL



LINE CORDS

Part Number	Description
034-6012-00	Line Cord, 3m, 5-15P USA
034-6012-01	Line Cord, 3m, CEE77P EUROPE
034-6012-02	Line Cord, 3m, BS1363P United Kingdom
034-6012-03	Line Cord, 3m, AS-NZS4417P Australia
034-6012-04	Line Cord, 3m, CEI23-16P Italy
034-6012-05	Line Cord, 3m, SEV1011P Switzerland
034-6012-06	Line Cord, 3m, JIS8303P Japan
034-6012-07	Line Cord, 3m, SI32P Israel
034-6012-08	Line Cord, 3m, BS546P S Africa, India
034-6012-09	Line Cord, 3m, IS6538P S. India

LINE FUSES

Line Voltage (Region)	Fuse Current	Type	Part Number
120V (North America)	8 A	Slow Blow MDL	200-5000-05
220/240v (Europe, Australia, UK)	5 A	Slow Blow MDL	200-5000-01

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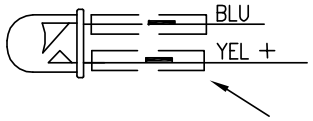
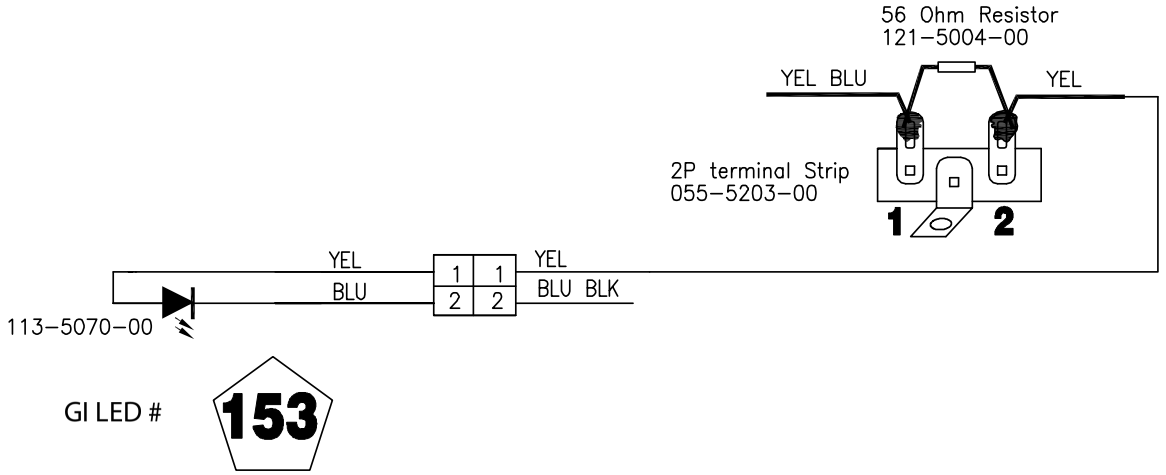
Terminal Strip Assembly
LIL' DEADPOOL GI LED

PRO



605-5002-16-Cover W/Shrink Tubing 1/8"



GI LED # **153**

Item	Part Number	Description	Qty
1	055-5203-00	2-Pos terminal strip	1
2	121-5004-00	56 Ohm 1/4w Resistor	1

DWN.	DATE 07-16-18		TITLE Terminal Strip Assy
1st USE PRO	SCALE -	REV A	
Stern Pinball, Inc. 2001 Lunt AVE., Elk Grove, IL. 60007			PART NO. x

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5. PARTS REFERENCE

5.1 PLAYFIELD RUBBER PARTS

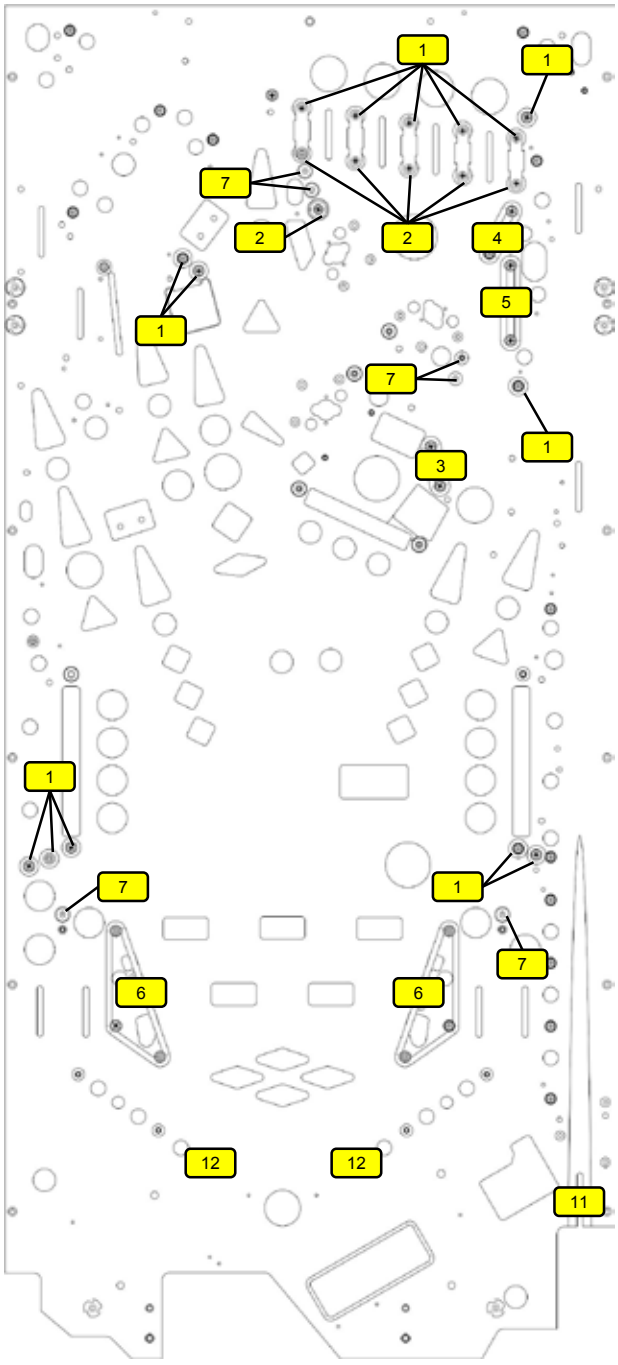

Figure 5.1.1. Rubber o-ring part locations

RUBBER O-RINGS

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

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

ID	Qty	Description	Color	Part Number
11	1	Plunger Tip	Black	545-5276-00
12	2	Flipper Rubber	Black	545-5277-00
13	4	Bumper Pad (Sub assemblies)	Black	545-5105-00
14	4	Bumper Pad (Flippers)	Black	545-5428-00

Figure 5.1.3. Other rubber part numbers and usage

5.2 RUBBER SIZE CHART

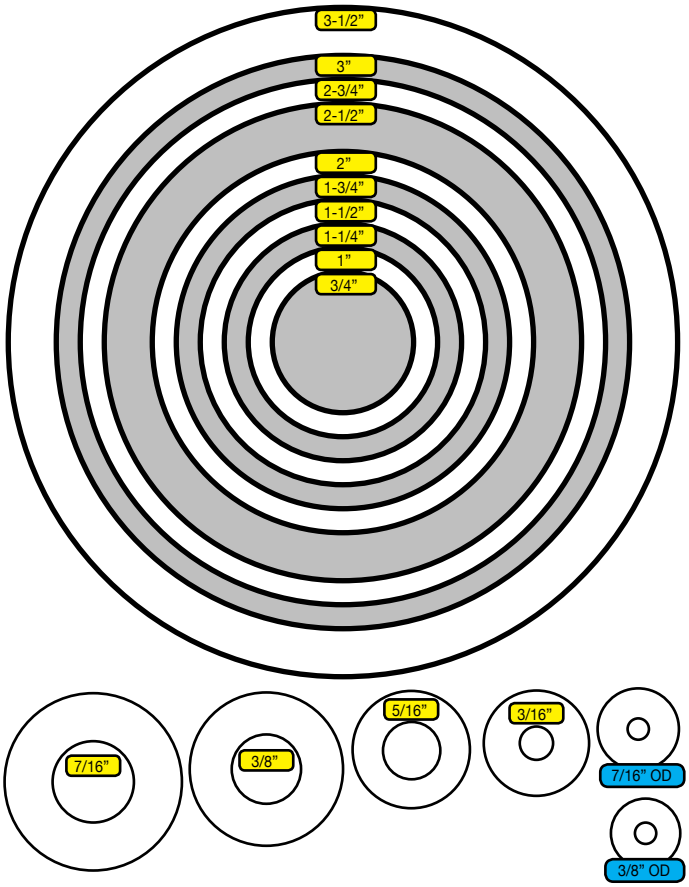

Figure 5.2.1. Rubber ring inner diameter sizing tool. Hold ring up to chart and read largest size on inside of ring. Dimensions are Inner Diameter (ID) unless otherwise noted as Outer Diameter (OD).

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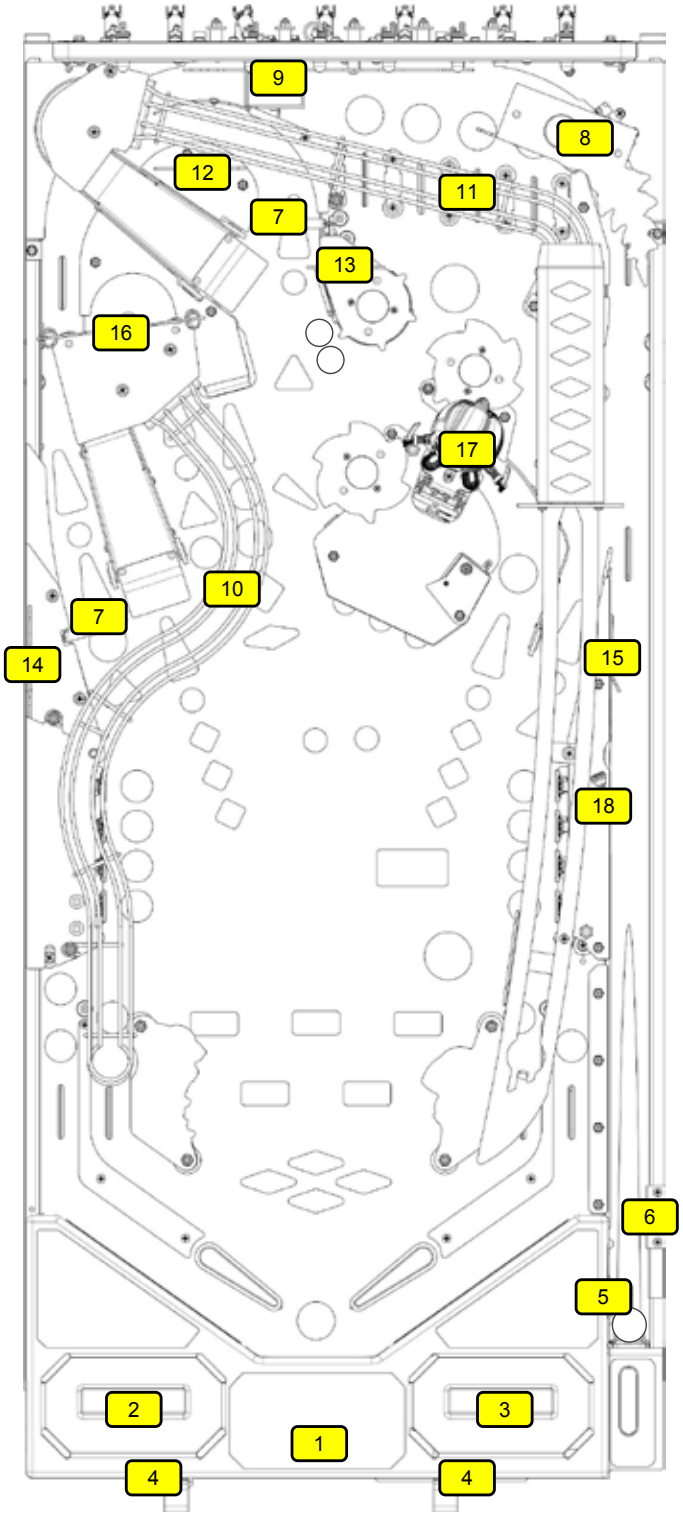
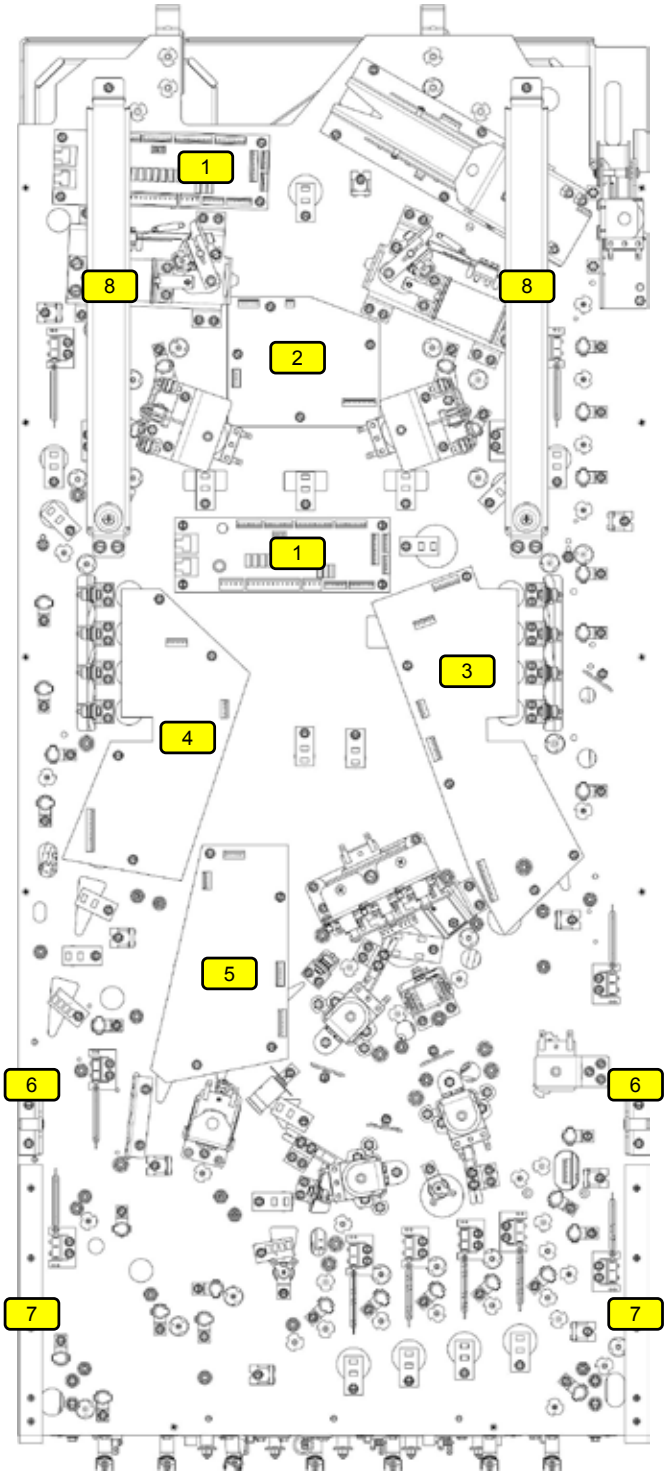
5.3 PLAYFIELD ASSEMBLIES, TOP



ID	Part Number	Description	Qty
1	545-5995-02	Bottom Arch Assembly	1
2	755-51K1-12-Y	Instruction Card	1
3	755-5400-02-Y	Coin Card (USA)	1
4	535-8385-00	Welded Hanger Bracket	2
5	260-5000-00	Pinballs	6
6	500-6815-00	Bubble Level Assembly	1
7	511-7877-00	Spinner Bracket	2
8	511-1940-01	Taco Truck Electric Gate	1
9	511-5096-00-GE	Electric Gate	1
10	515-1922-00	Left Wire Ramp	1
11	515-1923-00	Right Wire Ramp	1
12	830-8378-76	Colossus Plastic	1
13	830-8378-75	Wolverine Plastic	1
14	830-8378-73	Dazzler	1
15	830-8378-77	Domino	1
16	511-7801-47	Deadpool Hammock	1
17	511-1954-00	Lil Deadpool Bash Toy	1
18	515-1895-01	Spotlight	1

Figure 5.3.1. Major playfield assemblies, Top locations.

5.4 PLAYFIELD ASSEMBLIES, BOTTOM



ID	Part Number	Description	Qty
1	520-7017-72	Core-Driver Node Board	2
2	520-8045-00	LED Lower Board	1
3	520-8047-00	LED Right Board	1
4	520-8046-00	LED Left Board	1
5	520-8048-00	LED Upper Board	1
6	500-5329-03	Pivot Pin	2
7	535-5988-01	Edge Slide Bracket	2
8	535-6862-05	Rail	2

Figure 5.4.1. Major playfield assemblies, Bottom locations.

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5.5 BACKBOX PARTS

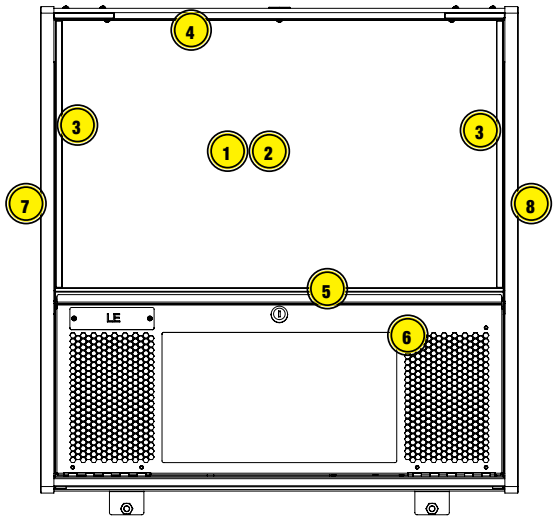


Figure 5.5.1. Backbox external assemblies and components

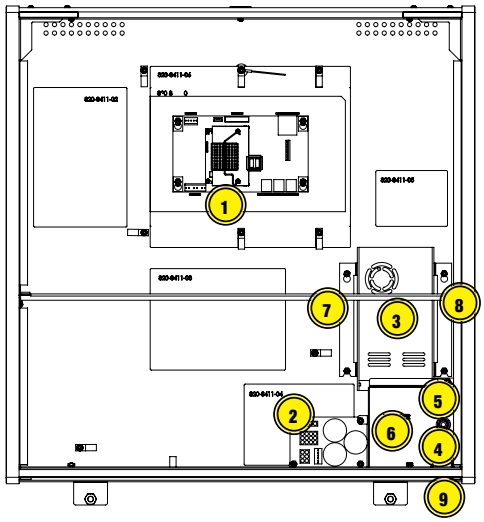


Figure 5.5.2. Backbox internal assemblies and components

EXTERNAL

ID	Part Number	Description	Qty
1	660-5052-00	Backglass	1
2	830-8427-K1	Translite Art	1
3	545-5018-17	Plastic Extrusion 15-.450"	2
4	545-5018-15	Glass Channel 26"	1
5	545-6313-01	Glass Lift Channel 26"	1
6	500-9996-K2	LCD Speaker Panel Assembly	1
7	820-78K1-01	Left Backbox Decal	1
8	820-78K1-02	Right Backbox Decal	1

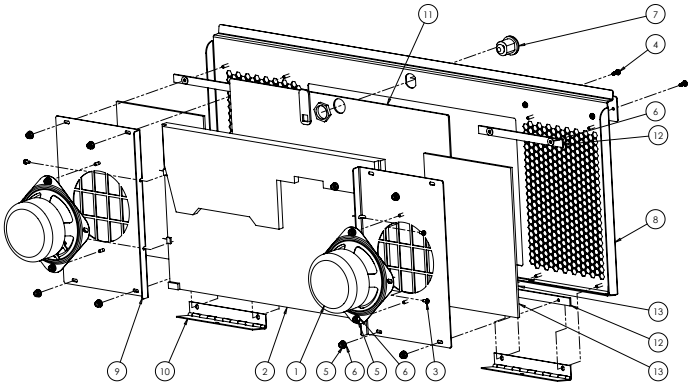
INTERNAL

ID	Part Number	Description	Qty
1	509-1003-01	CPU Node Board	1
2	520-5343-01	Power Distribution Board	1
3	011-5003-00	Power Supply 48V/500W	1
4	515-9769-00	Utility Outlet (USA)	1
5	205-5001-00	Fuse Holder-Screw in	1
	200-5000-05	8A Fuse	1
6	535-1130-00	Cover AC	1
7	535-1129-00	Power supply bracket	1
8	535-1129-01	Power supply bracket	1
9	180-5001-03	Power Switch	1
	034-6012-00	Line Cord-3M 5-15P/C13RA*	1

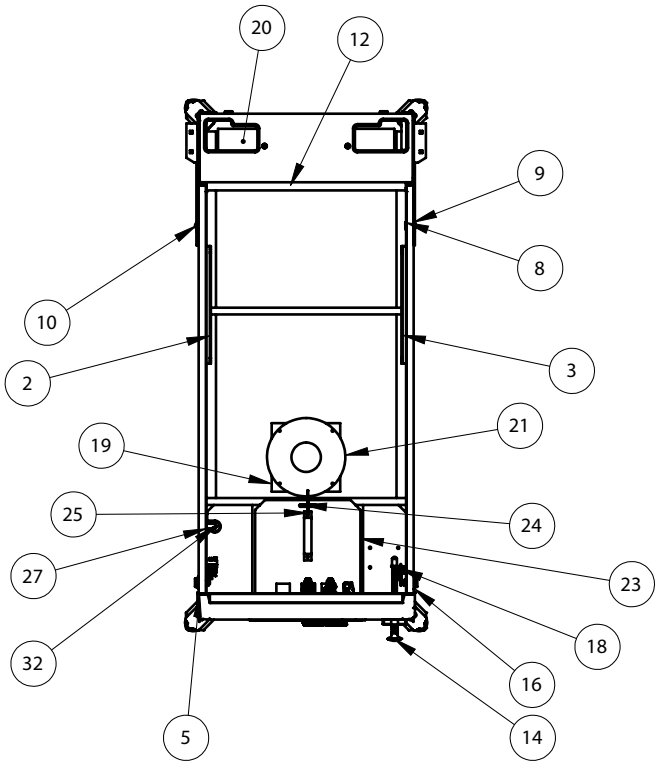
5.6 SPEAKER PANEL PARTS

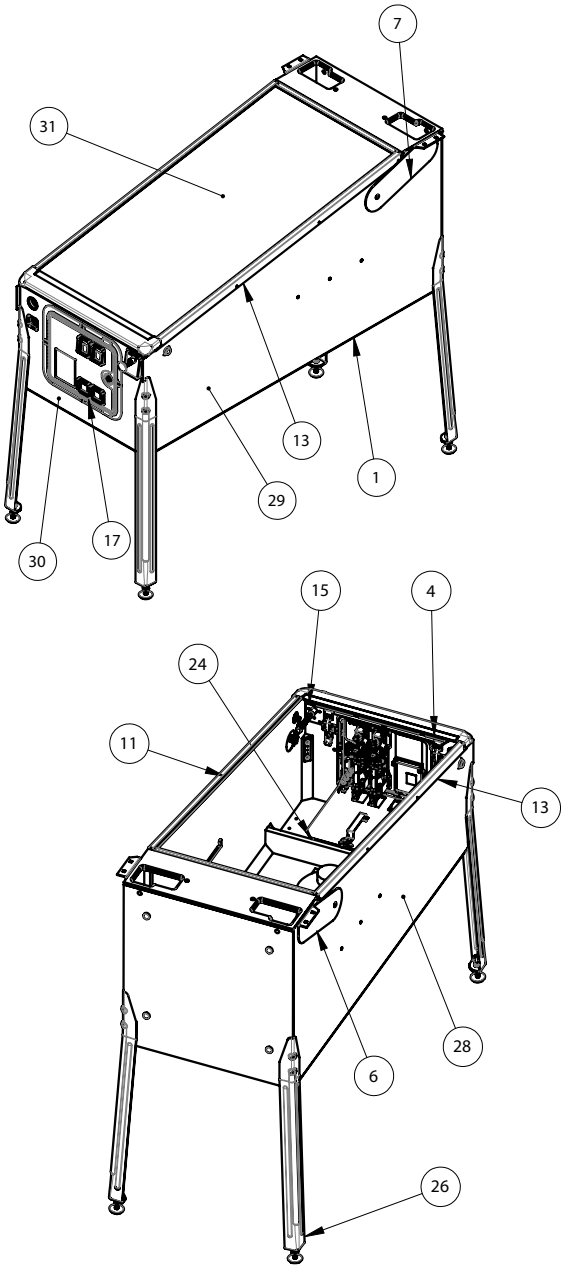
500-9996-K1

ID	Part Number	Description	Qty
1	031-5004-02	Speaker	2
2	116-0023-00	1366 x 768 Display LCD Panel	1
3	237-6188-01	Screw, M3x0.5 X 6MM PPH Sems Zinc	4
4	237-6307-06	6-32 X 3/8" Torx Stainless Steel Screw	2
5	240-5005-00	6-32 Nylon Stop Nut	12
6	242-5001-00	#6 Washer	16
7	355-5168-00-00	Nut: Lock w/ Cam	1
8	515-9842-00	Speaker Panel-LCD	1
9	515-9843-00	Speaker Plate	2
10	515-9845-00	Hinge, Speaker Panel, LCD	2
11	545-9877-00	LCD Window	1
12	545-9877-01	Spacer, Small - LCD Speaker Panel	4
13	626-5109-00	Speaker Foam - LCD Panel	2



5.7 CABINET PARTS





ID	Part Number	Description	Qty
1	525-6011-00	Cabinet (Plunger & Two Buttons)	1
2	535-5989-00	Slide & Pivot Bracket - Left Side	1
3	535-5990-00	Slide & Pivot Bracket - Right Side	1
4	500-7243-33	Cabinet Playfield Support Bracket	1
5	500-1144-K1-00	Front Molding Assembly - Wrinkle Black	1
6	535-7999-00	Pivot Hinge, Left - Wrinkle Black	1
7	535-7999-01	Pivot Hinge, Right - Wrinkle Black	1
8	254-5042-00	Spacer Nut, Hex, 1/2"OD, 1/4-20	2
9	242-5084-00	Washer, 1/2" I.D., 3/16" THK	2
10	231-5072-00	1/4-20 X 1/2" Carriage Bolt	2
11	545-5017-00	Plastic Channel	2
12	545-5038-00	Glass Rear Extrusion	1
13	535-7297-02	Side Armor - Wrinkle Black	2
14	500-6146-00-07	Ball Shooter Assembly	1
15	535-5027-01	Plunger Support Plate, Notched	1
16	500-5026-32	Flipper Button Assembly (Red)	2
17	501-5018-173	Coin Door 2-Chute No Emboss	1
18	180-5160-01	Flipper Switch, Single	2
19	545-5072-03	Grill - Speaker / Vent	1
20	545-5072-02	Grill - Speaker / Vent	1
21	031-5007-01	Speaker, Cabinet 8" Round, 4 ohm	1
22	545-5090-00	Cash Box - Plastic	1
23	535-5013-03	Cash Box Cover	1
24	535-7562-00	Cash Box Lock Bracket Wire	1
25	535-7772-00	Hair Pin Clip	1
26	500-5921-50	Leg Assembly - Wrinkle Black	4
27	516-0007-00	Tilt Assembly	1
28	820-78K1-03	Decal, Cabinet Left, Deadpool	1
29	820-78K1-04	Decal, Cabinet Right, Deadpool	1
30	820-78K1-05	Decal, Cabinet Front, Deadpool	1
31	660-5001-00	Playfield Glass	1
32	520-6967-72	Cabinet Node Board	1
	820-78K1-XX	Cabinet Decal Replacement Set, Speaker Panel Decal Not Included	

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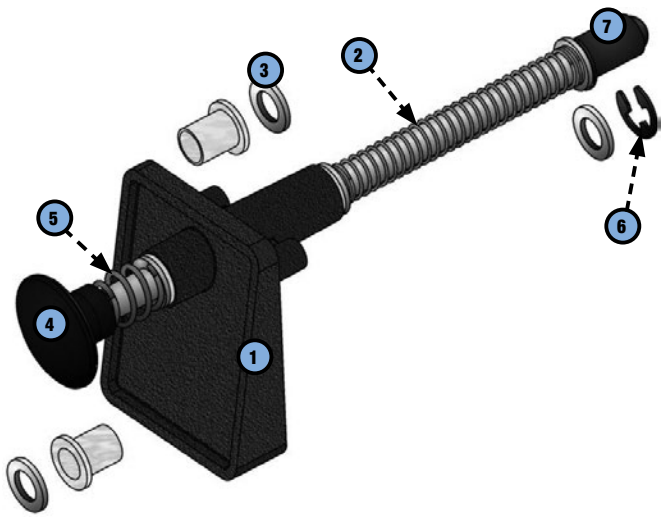
5.8 BALL SHOOTER ASSEMBLY

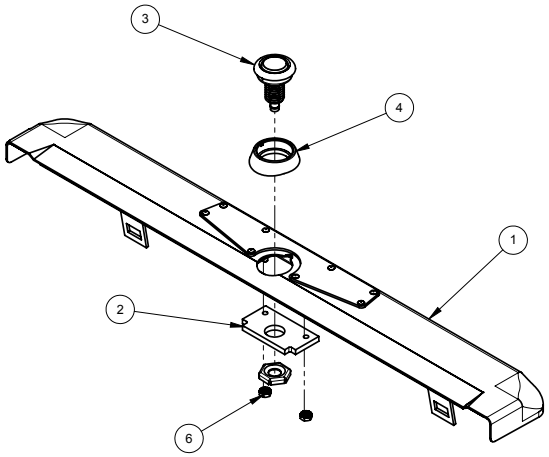
500-6146-00-07



ID	Part Number	Description	Qty
1	535-5067-02	Housing Assembly	1
2	266-5001-07	Compressed Spring (Long) - Orange	1
3	242-5014-00	Washer 3/8 ID x 5/8 OD x 1/16	3
4	515-6557-00	Rod Assembly	1
5	266-5010-00	Compressed Spring (Short)	1
6	270-5012-00	Retaining Ring, 3/8"	1
7	545-5276-00	Rubber Tip	1

5.9 FRONT MOLDING ASSEMBLY

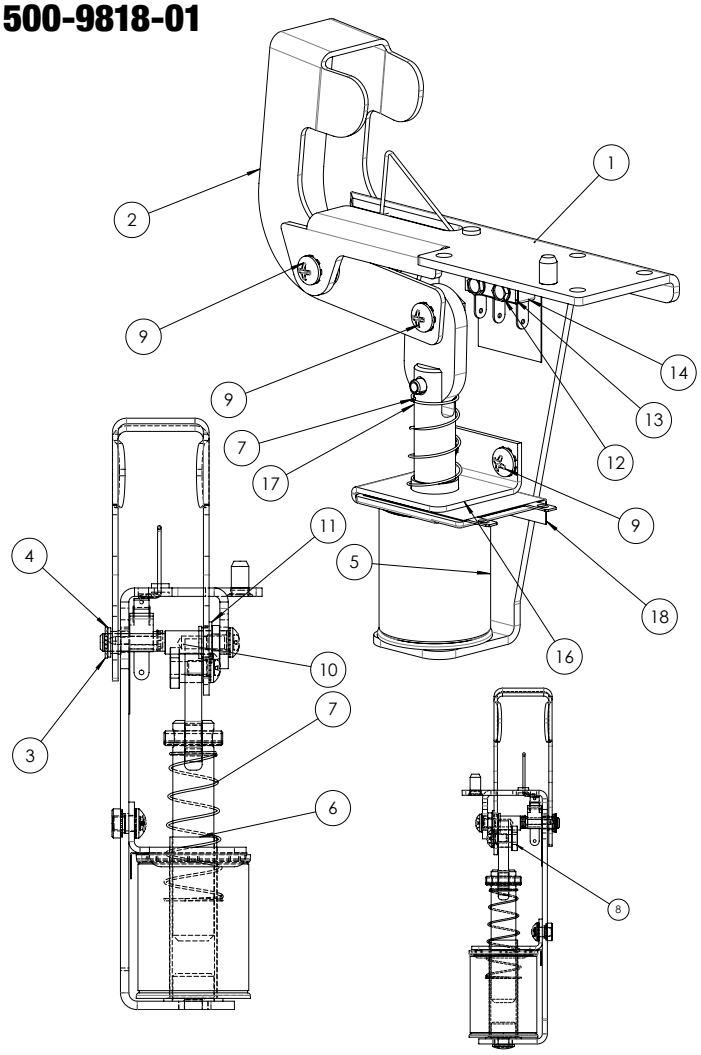
500-1144-K1



ID	Part Number	Description	Qty
1	511-1116-K1	FRONT MOLD ASSEMBLY, LATCH W/ BTN, PLASTIC PLATE, DEADPOOL	1
2	545-7291-00	TOP BUTTON BAR	1
3	515-7791-00	BUTTON ASSY - CLEAR	1
4	545-7292-10	TOP BUTTON SPACER-MOLDED	1
5	240-5003-01	PAL NUT	1
6	240-5104-00	8-32 KEPS NUT	2

5.10 AUTO LAUNCH ASSEMBLY

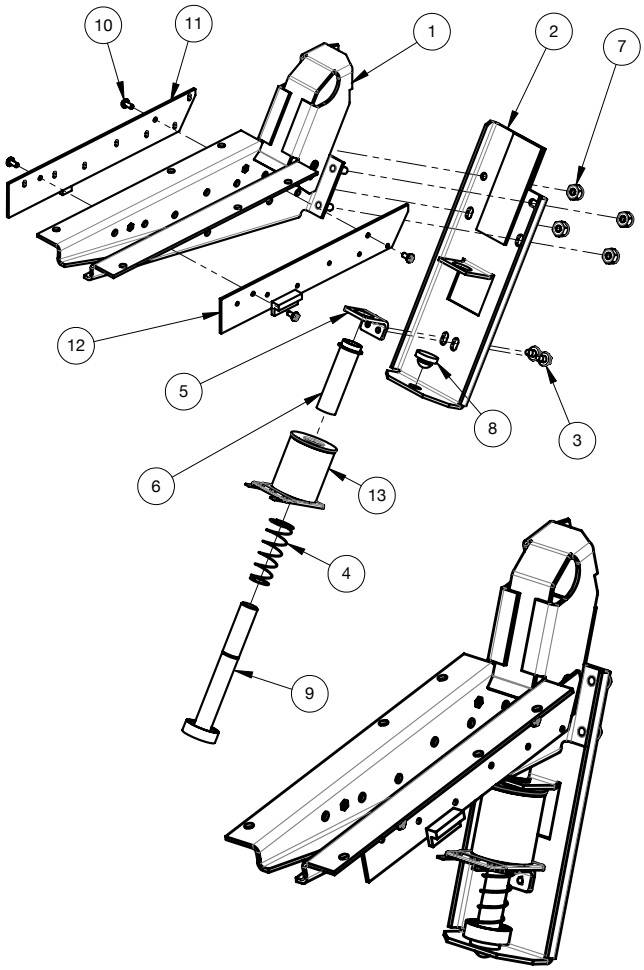
500-9818-01



ID	Part Number	Description	Qty
1	515-9689-00	MAIN BRKT: AUTO-PLUNGER	1
2	535-0728-00	KICKER ARM, AUTO-PLUNGER	1
3	270-5001-00	RETAINING E-RING, 3/16" SHAFT OD	1
4	545-5352-00	NYLINER, 3/16" SHAFT	1
5	090-5044-ND	COIL - 23-800, NO DIODE	1
6	545-5411-00	COIL SLEEVE	1
7	266-5020-00	COMPRESSION SPRING-CONICAL	1
8	530-7834-00	PIN: KICKER ARM, AUTO-PLUNGER	1
9	232-5300-00	SCREW, 8-32 X 1/4" PPH SEMS	4
10	530-7835-00	PIVOT, AUTO-PLUNGER	1
11	545-5423-00	NYLINER, 1/4" SHAFT, 4L1-FF	1
12	237-5937-02	SCREW, 2-56 X 1/2" HWH MS	2
13	535-6539-00	SWITCH BODY PROTECT PLATE	1
14	180-5157-01	SHOOTER SWITCH - SHORT ARM	1
15	545-6268-00	FISCHE PAPER	1
16	535-0762-00	COIL BRACKET-AUTOPLUNGER	1
17	515-6304-03	PLUNGER / LINK ASSEMBLY	1
18	545-0762-00	FISCHE PAPER: AUTO-LAUNCHER	1

5.11 BALL TROUGH ASSEMBLY

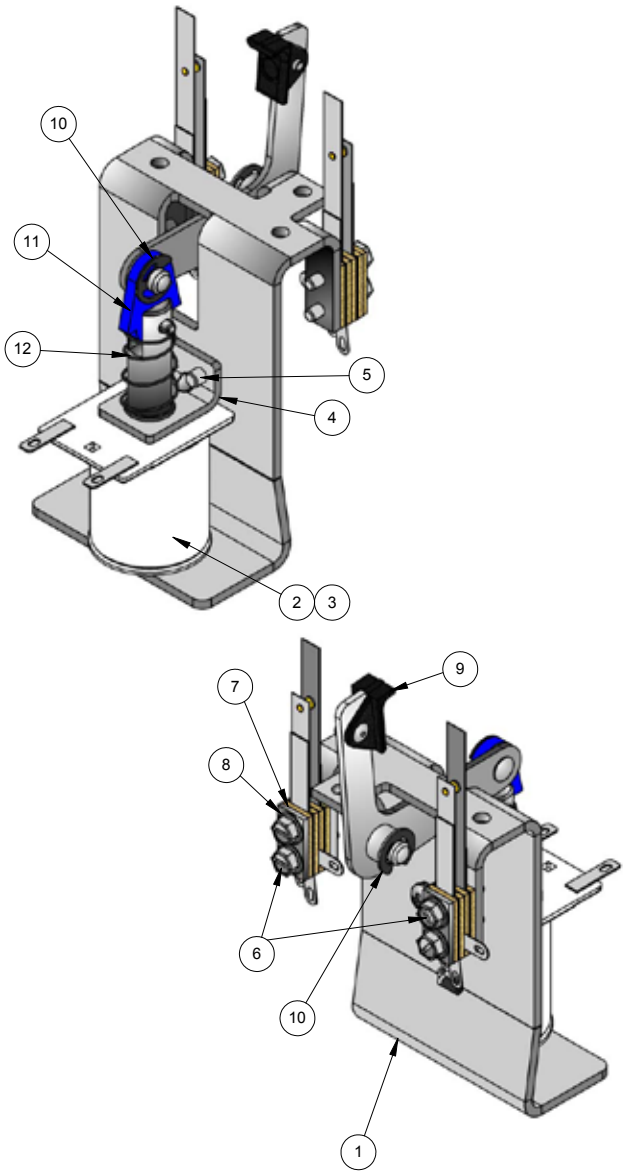
500-9820-00



ID	Part Number	Description	Qty
1	515-7811-00	MAIN BRKT. BALL TROUGH	1
2	515-7812-00	COIL BRACKET, BALL TROUGH	1
3	237-5975-04	SCREW, 8-32 X 1/4" HWH SWAGE SERR	2
4	266-5020-00	COMPRESSION SPRING-CONICAL	1
5	535-5203-03	COIL RETAINING BRACKET	1
6	545-5076-01	COIL SLEEVE	1
7	240-5102-00	8-32 NYLON LOCK NUT	4
8	545-5105-00	RUBBER BUMPER	1
9	515-7309-01	PLUNGER ASSEMBLY	1
10	237-5909-00	SCREW, 4-40 X 1/4" PPH SEMS	4
11	520-5344-00	TROUGH BOARD #1 - ILED TRANSMITTER	1
12	520-7001-00	TROUGH BOARD #2 - RECEIVER	1
13	090-5004-ND	COIL 27-1500 - NO DIODE	1
98*	605-5006-00	SHRINK TUBING 1/8"	.42 FT.
99*	036-5611-11-F5	CABLE TROUGH OPTOS	1

5.12 SLINGSHOT ASSEMBLY

500-9920-01



ID	Part Number	Description	Qty
1	515-5339-01	SLINGSHOT BRACKET ASSEMBLY	1
2	090-5044-ND	COIL 26-1200 - NO DIODE	1
3	545-5031-00	COIL SLEEVE	1
4	535-5203-03	COIL RETAINER BRACKET	1
5	232-5301-00	8-32 X 3/8 PPH MS EXT SEMS ZC	2
6	180-5231-00	SWITCH SLING SHOT 2 LUG CENTER	2
7	535-5045-00	SWITCH PLATE	2
8	237-5976-04	6-32 X 5/8 SLOT SER HWH SW	4
9	515-5340-01	ARM & TIP ASSEMBLY	1
10	270-5002-00	RETAINING RING - 1/4 DIA	2
11	515-5338-00	PLUNGER & LINK ASSEMBLY	1
12	266-5020-00	COMP SPRING CONICAL	1
13	036-5604-00	4" GENERIC JUMPER	2

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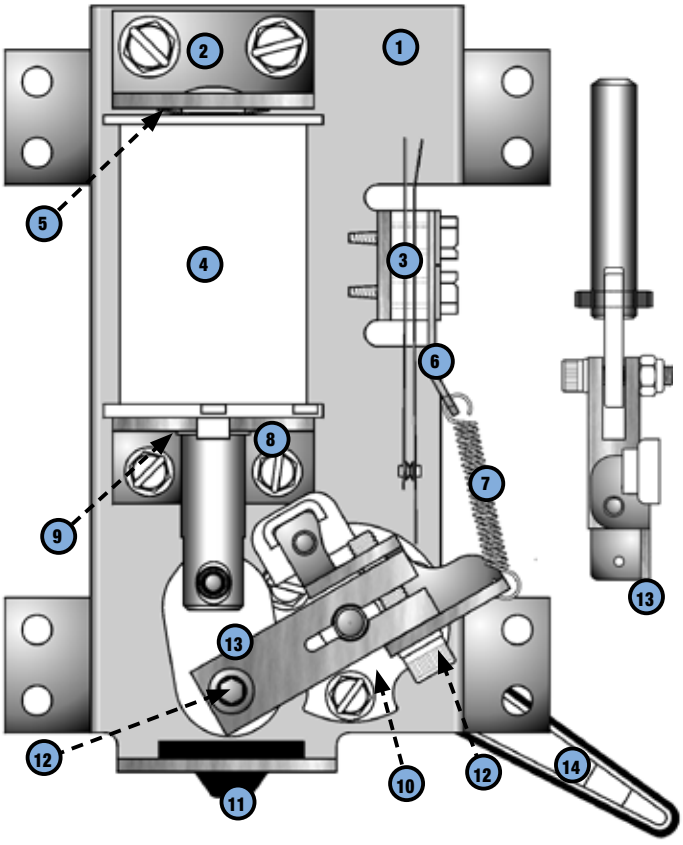
5.13 FLIPPER ASSEMBLY, LEFT

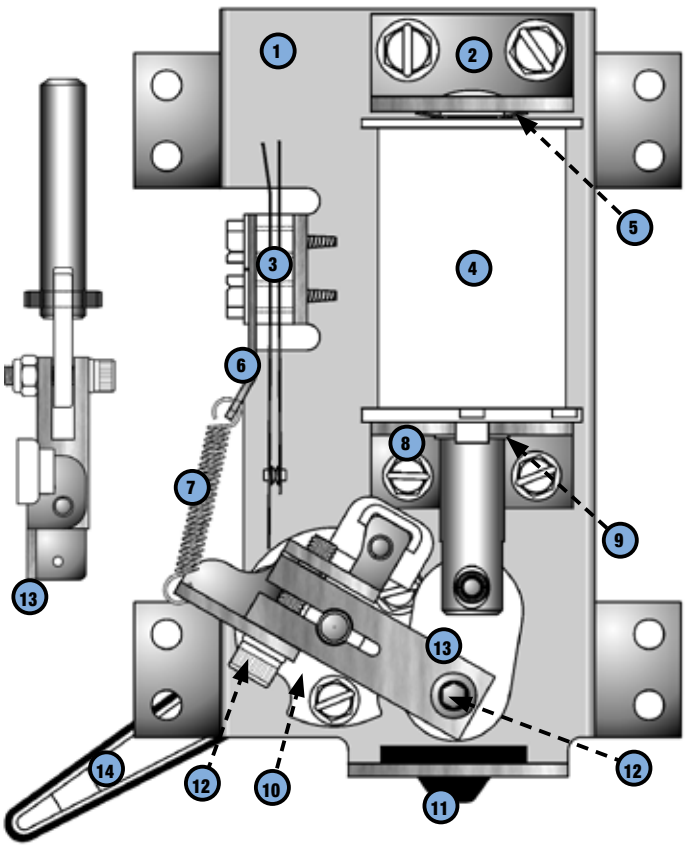
500-6543-11-ND



ID	Part Number	Description	Qty
1	515-6617-01	FLIPPER BASE PLATE LEFT KIT W/ BRACKET MOUNT HARDWARE	1
2	515-6308-01	COIL STOP BRACKET	1
3	180-5149-00	SWITCH - END OF STROKE N/C	1
4	090-5020-20-ND	COIL	1
5	269-5002-00	SPRING WASHER	1
6	535-7354-00	SWITCH RETURN SPRING BRACKET	1
7	265-5035-00	SPRING FLIPPER RETURN	1
8	535-7356-00	COIL SUPPORT BRACKET	1
9	545-5388-00	COIL SLEEVE, FLIPPER	1
10	545-5070-00	FLIPPER BAT BUSHING	1
11	545-5428-00	FLIPPER BUMPER PAD	1
12	237-6144-00	SET SCREW #10-32 x 3/4" SOCKET	2
13	515-7203-01	PLUNGER/CRANK ASSEMBLY, LEFT	1
14	515-5133-08-06	FLIPPER BAT AND SHAFT*	1
	500-6307-10	FLIPPER REBUILD KIT, LEFT	
		* Refer to game rubber chart for flipper rubber color and part number.	

5.14 FLIPPER ASSEMBLY, RIGHT

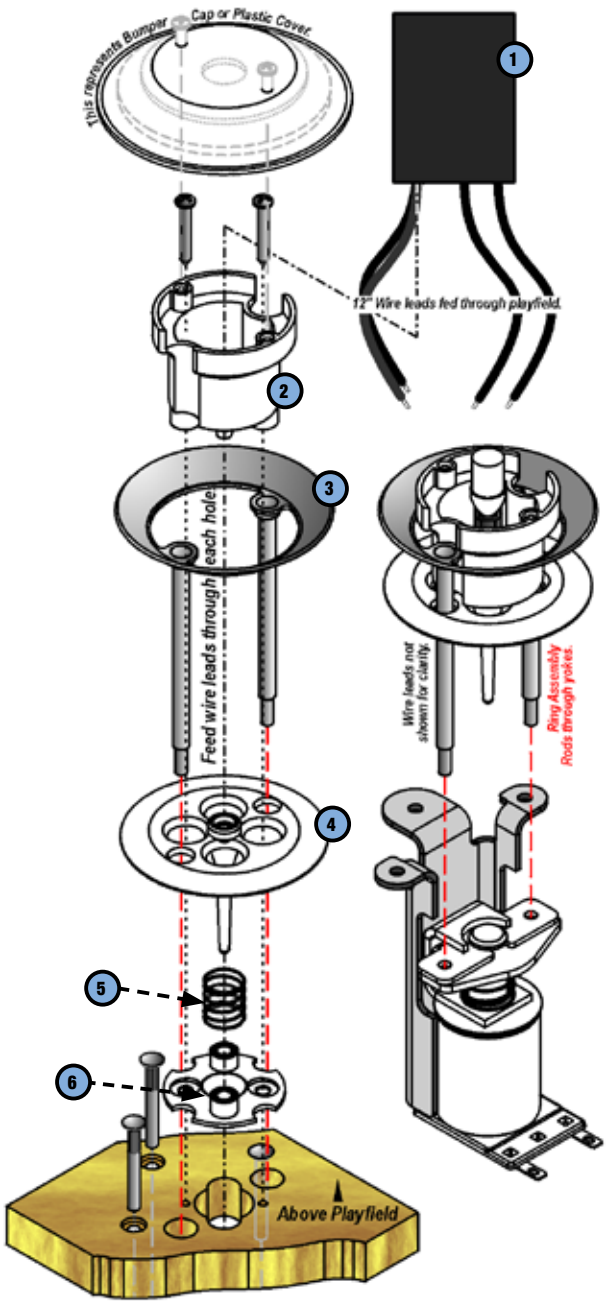
500-6543-02-ND



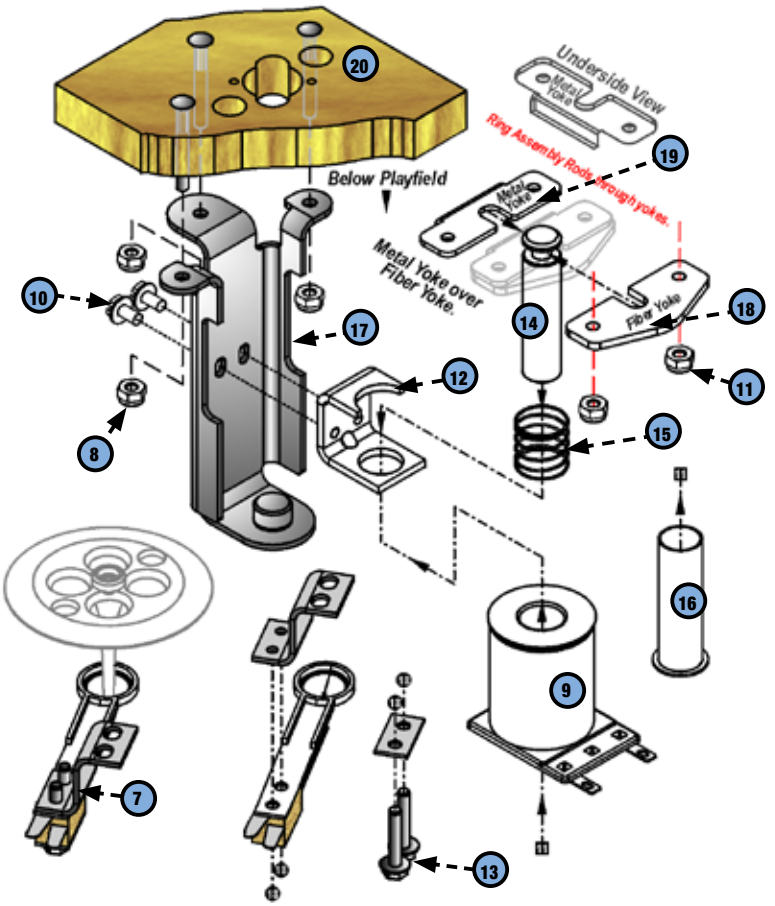
ID	Part Number	Description	Qty
1	515-6617-00	FLIPPER BASE PLATE RIGHT KIT W/ BRACKET MOUNTING HARDWARE	1
2	515-6308-01	COIL STOP BRACKET	1
3	180-5149-00	SWITCH - END OF STROKE N/C	1
4	090-5032-ND	COIL	1
5	269-5002-00	SPRING WASHER	1
6	535-7354-00	SWITCH RETURN SPRING BRACKET	1
7	265-5035-00	SPRING FLIPPER RETURN	1
8	535-7356-00	COIL SUPPORT BRACKET	1
9	545-5388-00	COIL SLEEVE, FLIPPER	1
10	545-5070-00	FLIPPER BAT BUSHING	1
11	545-5428-00	FLIPPER BUMPER PAD	1
12	237-6144-00	SET SCREW #10-32 x 3/4" SOCKET	2
13	515-7203-00	PLUNGER/CRANK ASSEMBLY	1
14	515-5133-08-06	FLIPPER BAT AND SHAFT*	1
	500-6307-00	FLIPPER REBUILD KIT, RIGHT	
		* Refer to game rubber chart for flipper rubber color and part number.	

5.15 POP BUMPER ASSEMBLY

516-6784-XX



ID	Part Number	Description	Qty
1	520-5307-03	POP BUMPER LED MODULE	1
2	545-5197-00	BUMPER BODY	1
3	515-5085-00	RING AND ROD ASSY	1
4	545-5607-00	BUMPER SKIRT	1
5	266-5048-00	BUMPER SKIRT COMP SPRING	1
6	545-5195-00	BUMPER BASE	1



Part Number	Description	Qty
515-6459-01L	BUMPER/RING TOP ASSY, W/ LED 1	1
515-6459-04-ND	BUMPER BOTTOM ASSY, NO DIODE	1

ID	Part Number	Description	Qty
7	500-9934-01	POP BUMPER SWITCH ASSY-2 - LUG-LEFT	1
8	240-5005-00	6-32 NYLON STOP NUT	3
9	090-5044-ND	COIL - 26-1200	1
10	237-5976-01	#6-32 X 1/4" SHWH SWAGE ZN	2
11	240-5005-00	#6-32 NYLON STOP NUT	2
12	535-7347-00	METAL YOKE STOP	1
13	234-5101-00	* 8 X 1/2 SLT	6
14	530-5348-00	PLUNGER, POP BUMPER	1
15	266-5047-00	COMPRESSION SPRING, POP BUMPER	1
16	545-5031-00	COIL SLEEVE	1
17	515-5939-00	COIL BRACKET POP BUMPER ASSY	1
18	545-5609-00	FIBER YOKE	1
19	535-7346-00	METAL YOKE	1
20	237-5957-00	#6-32 x 1-3/16" SPIRAL FIN SHANK SCREW	3

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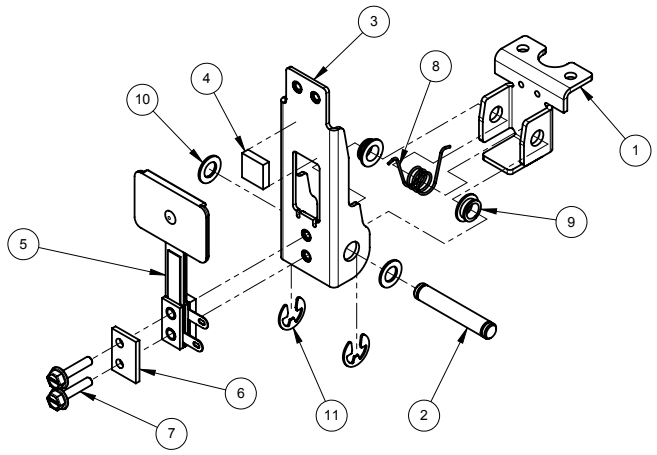
5.16 BASH PIVOT ASSEMBLY

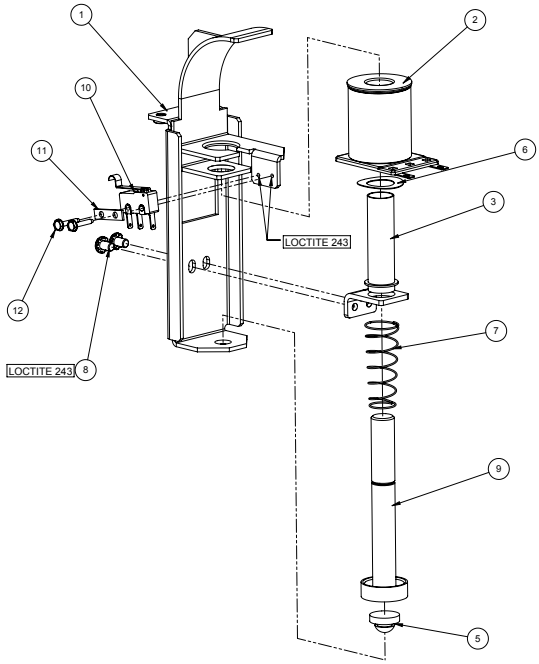
500-1126-00



ID	Part Number	Description	Qty
1	535-1894-00	BRACKET, BASH PIVOT MOUNT, DEAD-POOL	1
2	530-7865-01	PIVOT PIN-.250" DIA.	1
3	535-1895-00	BRACKET, BASH TARGET MOUNT, DEADPOOL	1
4	626-5029-00	FOAM PAD	1
5	515-9784-00-02	1" X 1-1/2" RECT. TARGET SWITCH - 2 LUG - ANTILOFT - BLACK	1
6	830-6117-00	SWITCH SPACER	1
7	237-5976-04	SCREW, 6-32 X 5/8" HWH SWAGE	2
8	267-5013-00	SPRING, TORSION, BASH TOY, DEAD-POOL	1
9	545-5423-00	NYLINER, 1/4" SHAFT, 4L1-FF	2
10	242-5012-00	WASHER, 1/4 X 7/16 X 1/32	2
11	270-5002-00	RETAINING RING - 1/4"	2
99*	036-6274-18-K2	CABLE, BASHPOOL TARGET	1

5.17 EJECT VUK ASSEMBLY

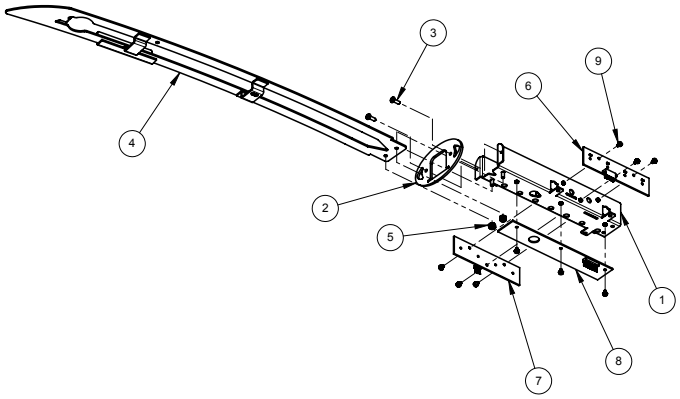
500-1050-00



ID	Part Number	Description	Qty
1	515-9984-00	BRACKET - EJECT	1
2	090-5004-ND	COIL 27-1500 - NO DIODE	1
3	545-5076-01	COIL SLEEVE	1
4	535-5203-03	COIL RETAINING BRACKET	1
5	545-5105-00	RUBBER BUMPER	1
6	269-5002-00	SPRING WASHER	1
7	266-5020-00	COMPRESSION SPRING-CONICAL	1
8	232-5300-00	SCREW, 8-32 X 1/4" PPH SEMS	2
9	515-7309-00	PLUNGER ASSEMBLY	1
10	180-5209-00	SUB MINIATURE SWITCH - SIM. ROLLER	1
11	535-6539-00	SWITCH BODY PROTECT PLATE	1
12	237-5937-02	SCREW, 2-56 X 1/2" HWH MS	2
	036-5541-00	GENERIC COIL CABLE	1

5.18 KATANA TROUGH ASSEMBLY

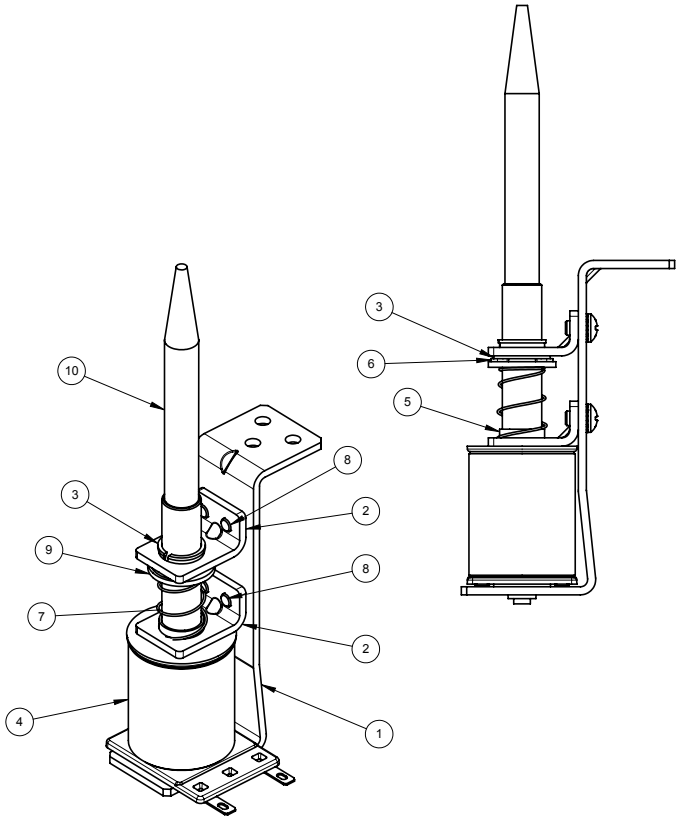
511-1914-00



ID	Part number	Description	Qty
1	515-1920-00	BRACKET, KATANA BALL TROUGH, DEADPOOL	1
2	545-1039-00	PLATE, KATANA HILT, DEADPOOL	1
3	237-6307-06	SCREW, 6-32 X 3/8" PAN TORX SS	2
4	515-1921-00	WELDMENT, KATANA BLADE RAMP, DEADPOOL	1
5	240-5005-00	6-32 NYLON STOP NUT	2
6	520-7064-00	PCB, 4-OPTO RECEIVER	1
7	520-7065-00	PCB, 4-OPTO TRANSMITTER	1
8	520-8041-00	PCB, KATANA BALL LOCK 7-LED	1
9	237-5884-00	SCREW, 4-40 X 3/16" PPH SEMS	9
97*	036-6274-15-K2	CABLE, TROUGH OPTO EMITTER	1
98*	036-6274-16-K2	CABLE, TROUGH OPTO RECEIVER	1
99*	036-6274-21-K2	CABLE, KATANA TROUGH LEDS	1

5.19 KATANA LOCK DOWN POST ASSEMBLY

500-6752-02



ID	Part Number	Description	Qty
1	515-7132-00	BALL LOCK MTG. BRKT SUB-ASSY	1
2	535-5203-03	COIL RETAINING BRACKET	2
3	545-5418-01	NYLINER - PLASTIC, 7/16"	1
4	090-5044-ND	COIL 26-1200 - NO DIODE	1
5	545-5411-00	COIL SLEEVE	1
6	270-5005-00	RETAINING E-RING, 7/16" SHAFT OD	1
7	266-5020-00	COMPRESSION SPRING-CONICAL	1
8	232-5300-00	SCREW, 8-32 X 1/4" PPH SEMS	4
9	242-5081-00	WASHER - NYLON .75 OD x .44 ID	1
10	515-7350-00	DOWN-POST PLUNGER SUB-ASSY	1

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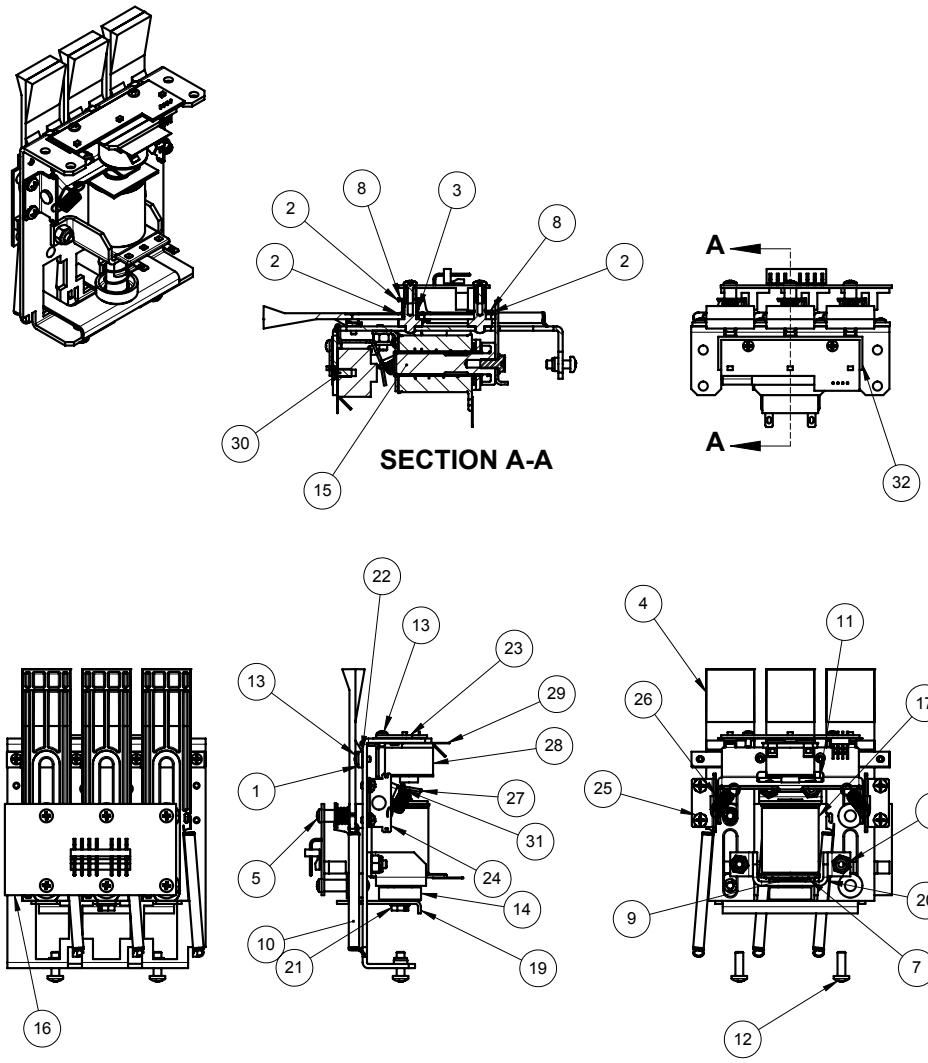
5.20 3-BANK DROP TARGET W/ TRIP ASSEMBLY

500-1083-03-00

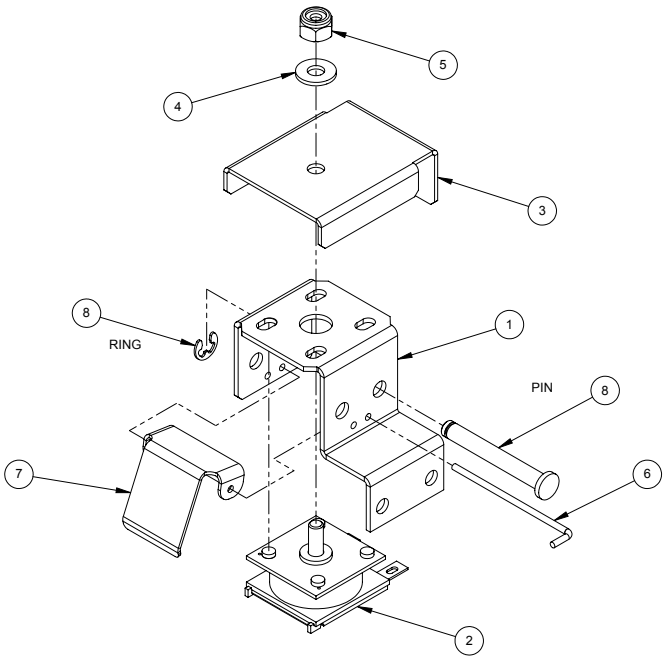


ID	Part Number	Description	Qty
1	545-6163-03	LEDGE, 3-BANK DROP TARGET	1
2	242-5091-00	WASHER, 1/2 X 17/64 X .03 - DT	9
3	266-5089-00	SPRING COMPRESSION - DT	3
4	545-6305-00	TARGET - ROLLOVER - BLACK	3
5	237-5501-00	SCREW, 6-32 X 3/8" PPH MS ZINC	6
6	240-5102-00	8-32 NYLON LOCK NUT	4
7	269-5002-00	SPRING WASHER	1
8	270-5002-00	RETAINING RING - 1/4"	6
9	266-5020-00	COMPRESSION SPRING-CONICAL	1
10	265-5003-02	TARGET RESET SPRING	3
11	535-9959-00	STOP BRKT	1
12	237-5602-00	SCREW, 8-32 X 1/2" PPH MS ZINC	2
13	237-6169-00	SCREW, 4-40 X 1/4 PPH MS	6
14	530-5757-00	PLUNGER - D.T. ASSY.	1
15	545-5076-01	COIL SLEEVE	1
16	520-5252-13	3 BANK DROP TARGET PCB-OPTO, W/ RIGHT ANGLE CONN	1

17	090-5034-ND	COIL 25-1240 - NO DIODE	1
18	515-7771-03	FRAME ASSY, 3-BANK DROP TARGET W/ TRIP	1
19	535-9996-03	LIFT BRACKET - 3 BANK	1
20	535-9995-01	COIL BRACKET	1
21	237-5985-00	SCREW, 10-32 X 3/8" HWH SWAGE	1
22	545-6798-00	SHIM - FICHE PAPER - D.T. SINGLE	2
23	520-7092-00	PCB, 3-BANK DT WHITE LED	1
24	515-9960-00	PIVOT BRACKET - RESET D.T.	2
25	232-5209-00	SCREW, 6-32 X 3/16" PPH SEMS	4
26	545-9794-00	SPLIT BEARING - 4MM	2
27	535-1470-03	RESET ACTUATOR - 3 BANK D.T.	1
28	090-5031-00-ND	COIL, 32-1800, NO DIODE	1
29	545-9930-00	FISH PAPER	1
30	237-6030-00	SCREW, 8-32 X 3/8" PFH 82° U/C MS	1
31	265-5002-00	TRIP SPRING - TARGET	2
32	545-9930-01	FISH PAPER, 3-BANK LED PCB	1

5.21 ELECTRIC GATE ASSEMBLY

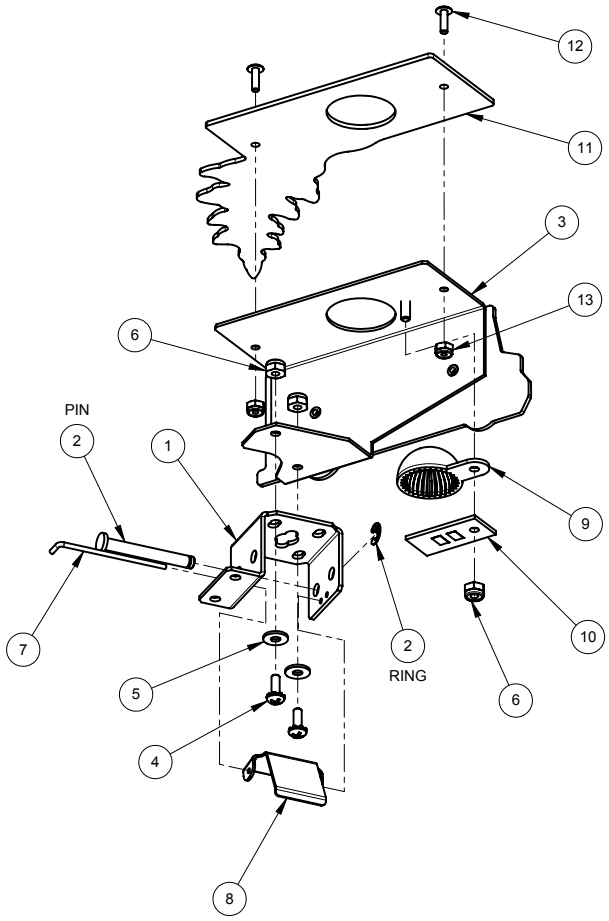
511-5096-00



ID	Part Number	Description	Qty
1	535-0134-00	BRACKET, ELEC GATE, BK. PANEL MNT	1
2	090-5060-01-ND	MINI-COIL W/CORE, ND - 32-1250, YELLOW	1
3	535-9577-00	COVER, ELECTRIC GATE	1
4	242-5005-00	#8 WASHER	1
5	240-5102-00	8-32 NYLON LOCK NUT	1
6	535-5372-00	REBOUND HINGE PIN	1
7	535-9682-00	GATE - ELECTRIC (MAGNET)	1
8	530-5702-01	CLEVIS PIN W/ RING, 3/16"D X 1-1/2"	1

5.22 TRUCK & ONE-WAY GATE ASSEMBLY

511-1940-01



ID	Part Number	Description	Qty
1	535-9847-00	BRACKET, ELEC GATE, RAIL MOUNT	1
2	530-5702-01	CLEVIS PIN W/ RING, 3/16"D X 1-1/2"	1
3	510-7691-67	RIVETED ASSY, TRUCK & BRACKET, DEADPOOL PRO	1
4	232-5201-00	SCREW, 6-32 X 3/8" PPH MS SEMS	2
5	242-5001-00	#6 WASHER	2
6	240-5005-00	6-32 NYLON STOP NUT	3
7	535-5372-00	REBOUND HINGE PIN	1
8	535-9682-00	GATE - ELECTRIC (MAGNET)	1
9	550-5510-02	HAT - TRIMMED - RED SB	1
10	520-7000-00	SINGLE FLASH LED BOARD	1
99*	036-6243-10	CABLE, GENERIC LAMP 2-PIN	1
11	830-8378-68	PLASTIC #68, TRUCK ROOF, DEAD-POOL PRO	1
12	237-6154-01	SCREW, 4-40 X 3/8" PTH MS - BLACK	2
13	240-5303-00	4-40 NYLON LOCK NUT	2

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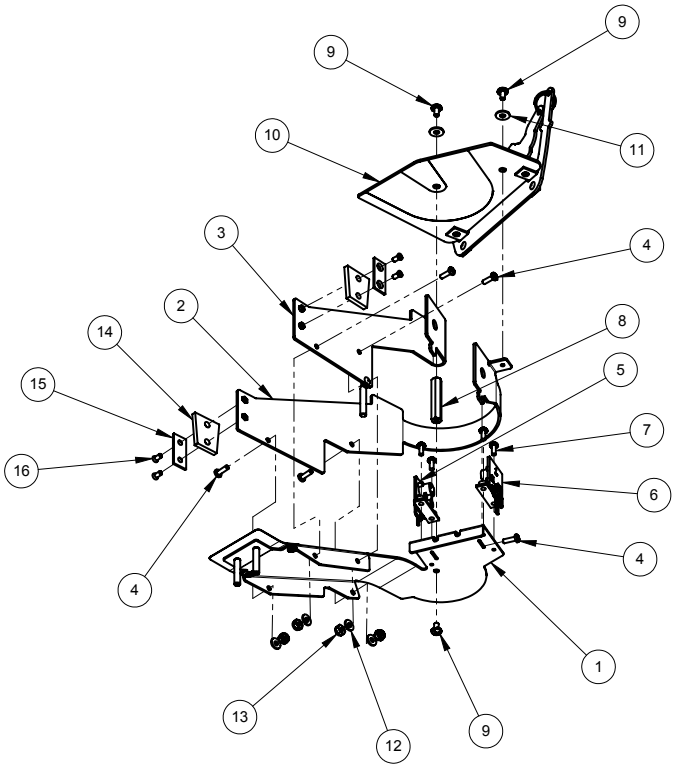
5.23 LEFT RAMP ASSEMBLY

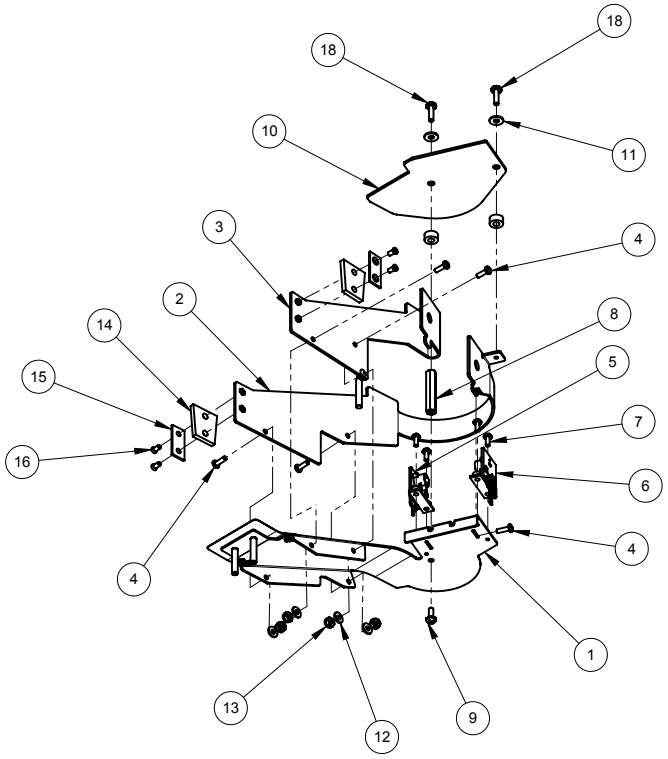
500-1104-01



ID	Part Number	Description	Qty
1	510-7736-00	RIVETED ASSY, METAL RAMP FLOOR, DEADPOOL	1
2	535-1808-00	METAL RAMP LEFT WALL, DEADPOOL	1
3	535-1809-00	METAL RAMP RIGHT WALL, DEADPOOL	1
4	237-5997-00	SCREW, 4-40 X 3/8" PPH MS BLACK	5
5	515-0215-00	LONG RANGE OPTO EMITTER ASSEMBLY	1
6	515-0215-01	LONG RANGE OPTO RECEIVER ASSEMBLY	1
7	237-5882-00	SCREW, #4-40 X 5/16 PRH SEMS	4
8	254-5008-33	HEX SPACER - 1 3/8 "	1
9	232-5200-00	SCREW, 6-32 X 1/4" PPH SEMS	3
10	511-7801-47	ASSEMBLY, PLASTIC #47, DEADPOOL PRO	1
11	242-5001-00	#6 WASHER	2
12	242-5002-00	#4 FLAT WASHER - 5/16" O.D.	4
13	240-5303-00	4-40 NYLON LOCK NUT	4
14	626-5067-00	RUBBER BUMPER - BLUE - FASTENED	2
15	535-9648-00	BUMPER HOLDER - FASTENED	2
16	237-5983-02	SCREW, 4-40 x 1/4" PFH MS - BLACK	4
99*	040-5001-00	CABLE TIE 4"	1

5.24 RIGHT RAMP ASSEMBLY

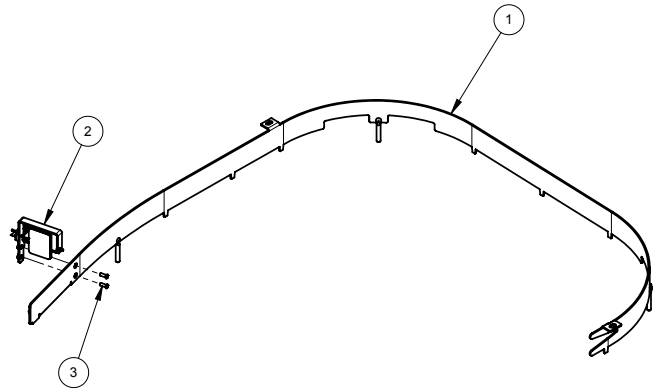
500-1105-01



ID	Part Number	Description	Qty
1	510-7736-00	RIVETED ASSY, METAL RAMP FLOOR, DEADPOOL	1
2	535-1808-00	METAL RAMP LEFT WALL, DEADPOOL	1
3	535-1809-00	METAL RAMP RIGHT WALL, DEADPOOL	1
4	237-5997-00	SCREW, 4-40 X 3/8" PPH MS BLACK	5
5	515-0215-00	LONG RANGE OPTO EMITTER ASSEMBLY	1
6	515-0215-01	LONG RANGE OPTO RECEIVER ASSEMBLY	1
7	237-5882-00	SCREW, #4-40 X 5/16 PRH SEMS	4
8	254-5008-33	HEX SPACER - 1 3/8 "	1
9	232-5201-00	SCREW, 6-32 X 3/8" PPH MS SEMS	1
10	830-8378-46	PLASTIC #46, REAR METAL RAMP COVER, DEADPOOL PRO	1
11	242-5001-00	#6 WASHER	2
12	242-5002-00	#4 FLAT WASHER - 5/16" O.D.	4
13	240-5303-00	4-40 NYLON LOCK NUT	4
14	626-5067-00	RUBBER BUMPER - BLUE - FASTENED	2
15	535-9648-00	BUMPER HOLDER - FASTENED	2
16	237-5983-02	SCREW, 4-40 x 1/4" PFH MS - BLACK	4
17	254-5000-18	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 3/16"	2
18	232-5202-00	SCREW, 6-32 X 1/2" PPH MS SEMS	2
99*	040-5001-00	CABLE TIE 4"	1

5.25 BALL GUIDE #3 & SPINNER ASSEMBLY

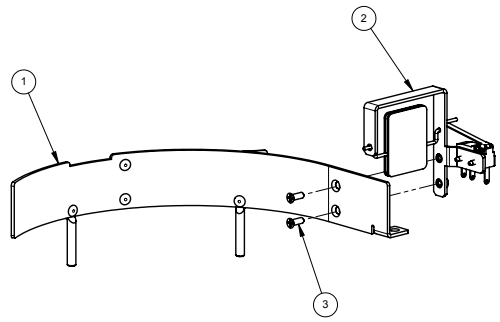
511-7800-23



ID	Part Number	Description	Qty
1	535-1461-23	BALL GUIDE #3, DEADPOOL	1
2	511-7877-00	SPINNER ASSY, BALL GUIDE MNT	1
3	237-6151-00	SCREW, 4-40 X 5/16" PFH U/C MS	2

5.26 BALL GUIDE #4 & SPINNER ASSEMBLY

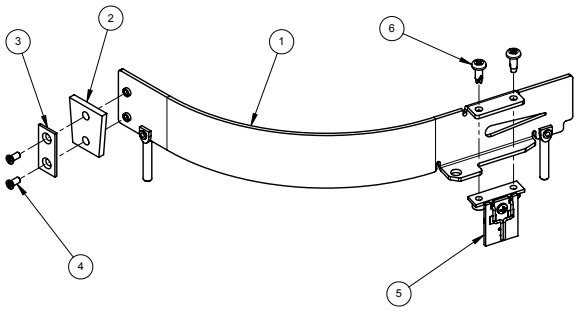
511-7800-24



ID	Part Number	Description	Qty
1	510-7690-24	RIVETED ASSY, BALL GUIDE #4, DEAD-POOL	1
2	511-7877-00	SPINNER ASSY, BALL GUIDE MNT	1
3	237-6151-00	SCREW, 4-40 X 5/16" PFH U/C MS	2

5.27 BALL GUIDE #8 & OPTO ASSEMBLY

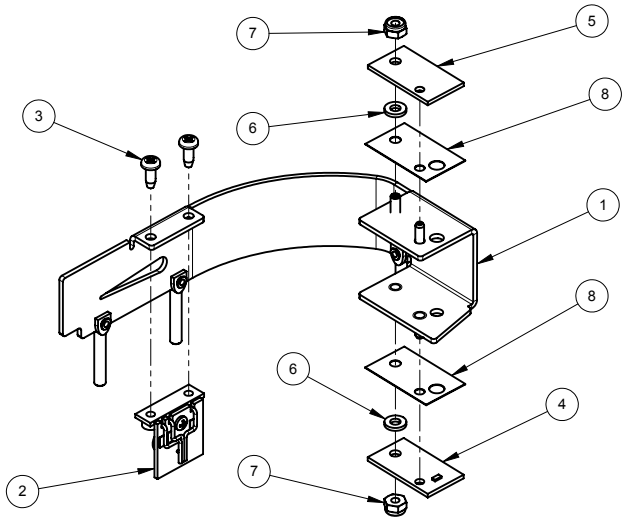
511-7800-28



ID	Part Number	Description	Qty
1	535-1461-28	BALL GUIDE #8, DEADPOOL	1
2	626-5067-00	RUBBER BUMPER - BLUE - FASTENED	1
3	535-9648-00	BUMPER HOLDER - FASTENED	1
4	237-5983-02	SCREW, 4-40 x 1/4" PFH MS - BLACK	2
5	515-0215-00	LONG RANGE OPTO EMITTER ASSEMBLY	1
6	237-5880-00	SCREW, #6 X 3/8 PPH T-25	2

5.28 BALL GUIDE #9 & OPTO ASSEMBLY

511-7800-29



ID	Part Number	Description	Qty
1	535-1461-29	BALL GUIDE #9, DEADPOOL	1
2	515-0215-01	LONG RANGE OPTO RECEIVER ASSEMBLY	1
3	237-5880-00	SCREW, #6 X 3/8 PPH T-25	2
4	520-8040-00	OPTO EMITTER - SINGLE SMT	1
5	520-8039-00	OPTO RECEIVER - SINGLE SMT	1
6	242-5079-00	WASHER, .150 I.D. X .312 O.D. X .050 THICK	2
7	240-5005-00	6-32 NYLON STOP NUT	2
8	545-1066-00	FISH PAPER, SMT OPTO INSULATOR	2

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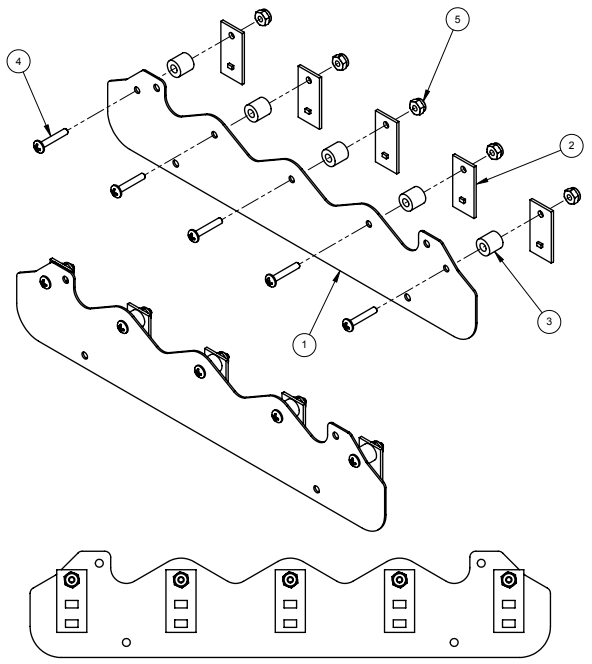
5.29 BACK PANEL DIFFUSER & LED

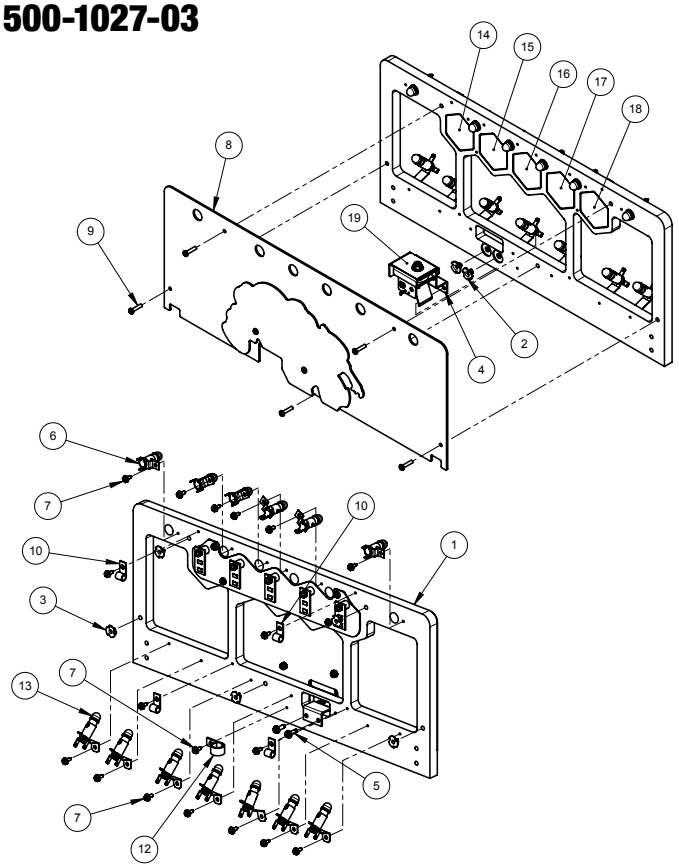
511-7949-00



ID	Part Number	Description	Qty
1	545-1086-00	COVER, BACK PANEL DIFFUSER, DEAD-POOL	1
2	520-5307-00	SINGLE LED PCB	5
3	254-5000-12	NYLON SPACER - BLACK - 3/8 OD X .175 ID X 3/8"	5
4	237-5504-00	SCREW, 6-32 X 3/4" PPH MS	5
5	240-5005-00	6-32 NYLON STOP NUT	5

5.30 BACK PANEL ASSEMBLY

500-1027-03



ID	Part Number	Description	Qty
1	525-9707-02	BACK PANEL, DEADPOOL	1
2	240-5101-00	8-32 T-NUT	2
3	240-5002-00	6-32 T-NUT	5
4	511-5096-00-GE	ASSY, ELEC GATE LEFT W/ CABLE	1
5	237-5975-01	SCREW, 8-32 x 1/2 HWH SLOT SERR SW ZINC	2
6	519-5223-8F-LED	2 LUG SOCKET/LED ASSEMBLY - FROSTED WHITE	6
7	234-5000-00	SCREW, #6 X 3/8" HWH	22
8	511-7801-64	ASSEMBLY, PLASTIC #64, BACK PANEL, DEADPOOL PRO	1
9	237-5503-01	SCREW, 6-32 X 5/8" PPH MS BLACK	5
10	040-5000-03	1/4" CABLE CLAMP	4
11	511-7949-00	ASSEMBLY, BP DIFFUSER & LEDS, DEAD-POOL	1
12	040-5000-06	1/2" CABLE CLAMP	1
13	519-5035-08-WHT	SCKT/BULB 45-DEG LED 5034-08 NO DIODE	7
14	550-5097-11	HEXAGON INSERT - STIPPLE - FLUOR. GREEN	1
15	550-5097-07	HEXAGON INSERT - STIPPLE - ORANGE	1
16	550-5097-01	HEXAGON INSERT - STIPPLE - CLEAR	1
17	550-5097-06	HEXAGON INSERT - STIPPLE - YELLOW	1
18	550-5097-05	HEXAGON INSERT - STIPPLE - BLUE	1
98*	605-5004-16	TUBING, HEAT SHRINK 1/4 I.D., FLASH / GI	19
99*	036-6274-14-K2	CABLE, BACK PANEL, DEADPOOL	1
19	820-8423-36	DECAL #36, DEADPOOL	1

6. SPECIFICATIONS

500-55K1-01

SPECIFICATIONS, MECHANICAL, GAME SETUP

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

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

SPECIFICATIONS, MECHANICAL, BOXED

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

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

SPECIFICATIONS, ELECTRICAL

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

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

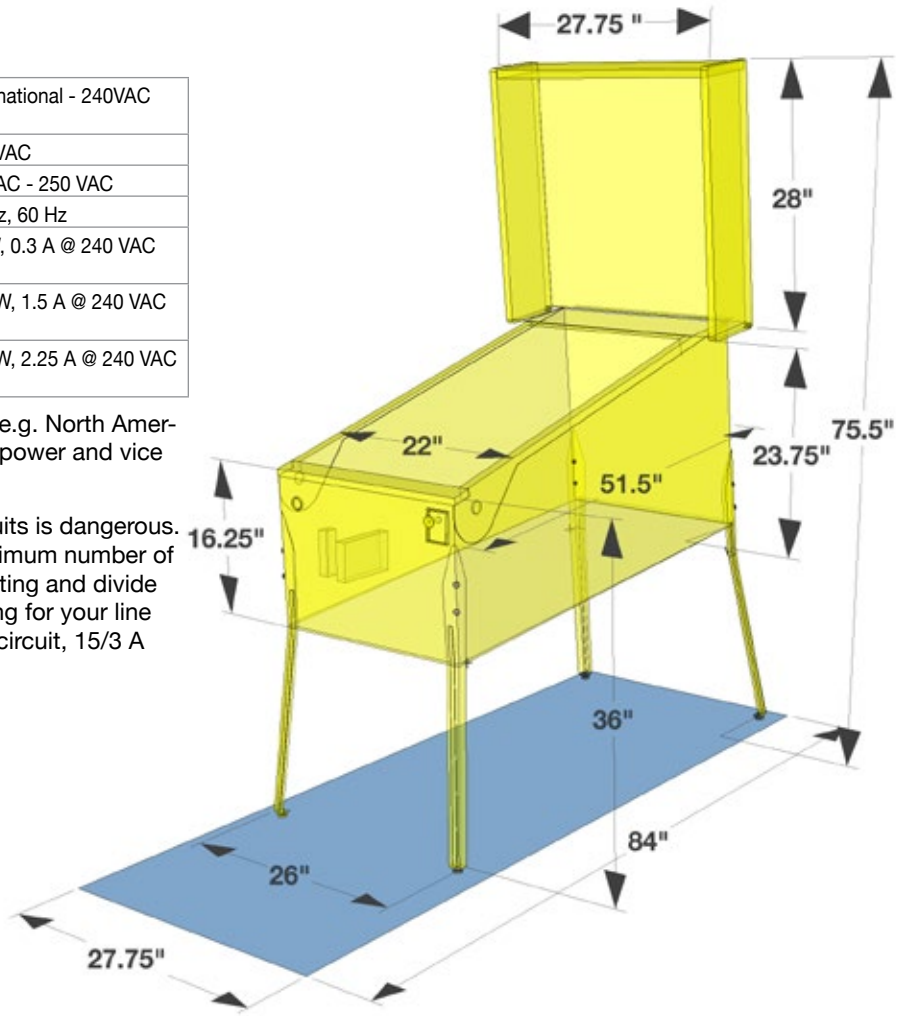
WARNING: Overloading electrical supply circuits is dangerous. Do not overload circuits. To calculate the maximum number of games for a circuit, check circuit amperage rating and divide by the game Nominal Line Power Current rating for your line voltage. For example, a 15A 120V household circuit, 15/3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

SPECIFICATIONS, ENVIRONMENT

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

- (a) "The appliance has to be placed in a horizontal position."
- (b) "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.

6.1 GAME DIMENSIONS



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6.2 WARRANTY

500-55K1-01

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

STERN PINBALL INC LIMITED WARRANTY

Stern Pinball Inc ('SELLER') warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty period specified:

- Printed circuit boards (game logic): 2 months
- Dot Matrix / LCD Display: 9 months

No other parts of seller's product are warranted.

Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to seller during the warranty periods specified, provided:

1. Seller is notified promptly upon discovery by purchaser that stated products are defective.
2. Such products are properly packaged and then returned freight prepaid, to seller's plant.

This warranty does not apply to any parts damaged during shipment and/or due to improper handling, or due to improper installation or usage, or alteration. In no event shall the seller be liable for any anticipated profits, loss of profits, loss of use, accidental or consequential damages, or any other losses incurred by the customer in connection with the purchase of a Stern Pinball Inc Product.

WARRANTY DISCLAIMER

Except as specifically provided in a written contract between seller and purchaser, there are no other warranties, express or implied, including any implied warranties of merchantability or fitness for a particular purpose.

This Game Service Manual and all other documents relating to this product, playfield components, features, rules, programming, and operation are subject to change without notice (Service Bulletins, if applicable, available through official Stern Pinball website).

ATTENTION!
IMPORTANT WARRANTY INFORMATION

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

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

6.3 WARNINGS, COMPLIANCE, AND LEGAL NOTICES

PHOTOSENSITIVE SEIZURES HEALTH WARNING

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

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

PARTS SUBSTITUTIONS

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

FCC CLASS A SUBPART J COMPLIANCE

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

RF INTERFERENCE NOTICE

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

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DEADPOOL PRO #500-55K1-01
MANUAL #780-50K1-00