



WHITE WOLF SPEED SHOP STERN TMNT CHANNEL 6 BUILDING MOD KIT

Thank you for purchasing my Stern TMNT Channel 6 mod! I hope you enjoy it.

If you have any issues please reach out to me on Pinside under “Wolffcub” and I will respond as quick as I can.

Disclaimer:

This modification is not a factory component. Any damage caused to a machine during the installation process, or damage caused to the machine by the modification itself is not to be deemed the modification creators responsibility. By installing this modification, you as the owner of the machine, or the buddy that got suckered into doing it, take full responsibility / ownership of any damage or issues that may arise due to the installation of this modification or outlined installation procedures.

Installation of this mod takes about 15 minutes and some basic tools. I have tested this mod and installed one myself on a Pro and Premium and it fits without any complications.

Tools required:

5/16” nut driver or socket, 1/4” nut driver or socket, Philips Screwdriver (medium head)

Please read each step fully before proceeding!!!! Each step may have multiple instructions that work hand in hand.

So I bet you panicked and thought the mod broke during shipping because you can hear something rattling around inside of the building. That rattling you are hearing is the LED wedge and the inside of the building so it can not go missing during unpacking. The get it out take your screwdriver (make sure its long enough and has a blunt end) invert the building, place the screwdriver thru the slot (not the small circular hole) and push the screwdriver up into the roof. This will cause the roof to pop off!!!!!! And does not need to!!!!!! The wedge will have a piece of double sided tape already installed. This tape is plastic friendly and can be easily removed from the machine if you go back to stock.



Step 1

Pull machine away from adjacent items and remove glass. You will need to have access to the right side of the machine during the installation. Remove ALL the balls from the ball trough prior to flipping the playfield full up later in the installation.

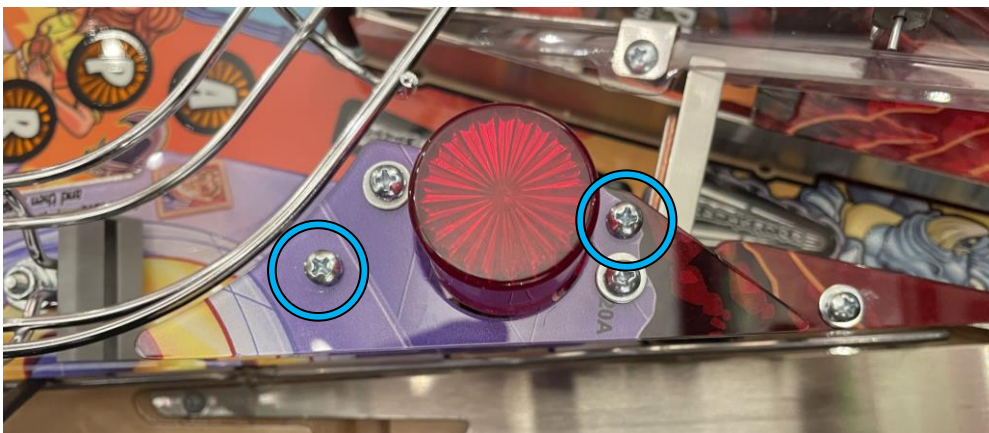
Flip the playfield all the way up and against the head to expose its underside and its juicy tender underbelly of things that go click, clank, and flash.

Locate the connection CN4 on the board that is on the right side when the playfield is up and disconnect it. This orange and red wire is the one that goes to the red flasher next to the spinner. Make sure this wire is free of other wires and zip ties as you will need to pull it out from the top side in step 3.



Step 2

Bring the playfield back down so you can access the top side of the playfield. Remove the two (2) screws that are circled. You can now lift and remove the plastic and flasher LED board assembly.



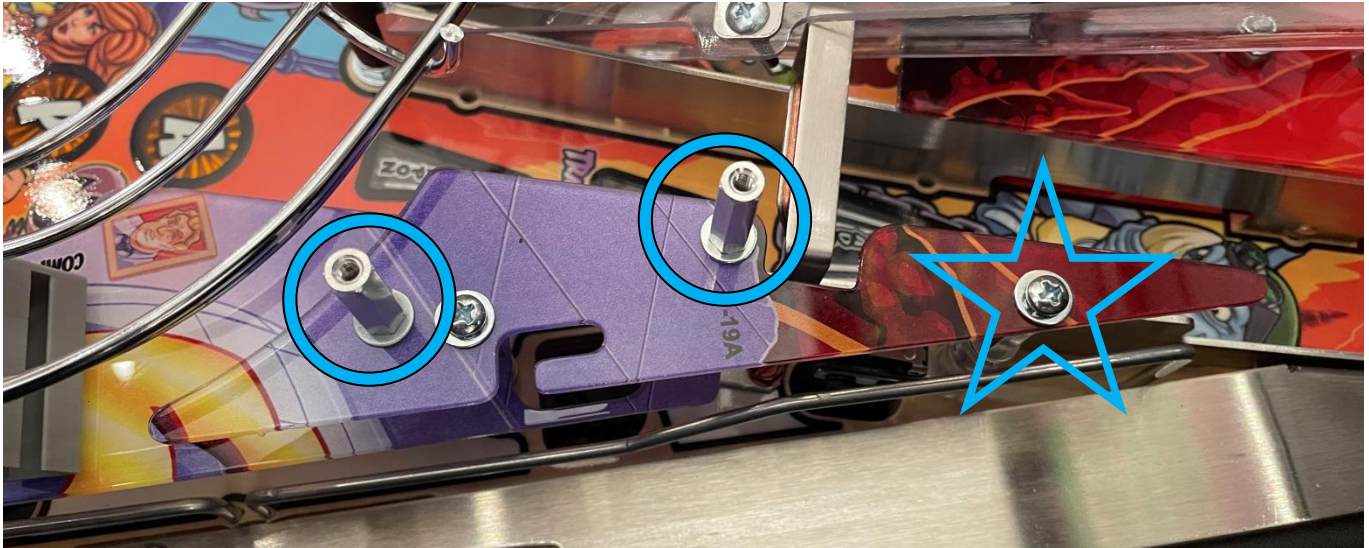
Step 3

Once the plastic is removed and the wire is pulled up thru the playfield remove the two (2) retaining screws that hold the red plastic flasher cap and the LED board together. Retain the LED flasher for step 5 and put the rest to the side.



Step 4

Next remove the second level of plastics by removing the items circled. Keep the screw and washer in the star as they are needed in step 7.



Once the second layer of plastics are removed you will have two (2) hex posts left that looks like the picture below. These two post need to remain and do **NOT** get removed

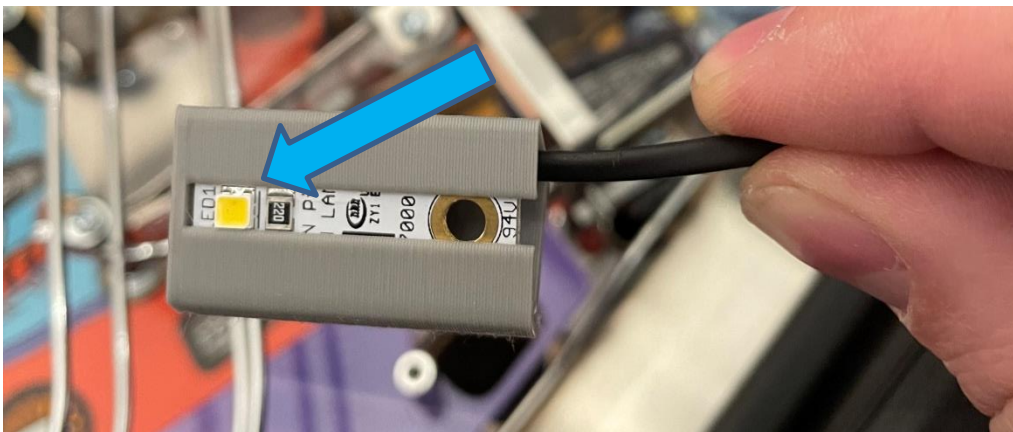


Step 5

Take the LED flasher board and orientate it as shown and carefully bend the wires towards the end that has the hole. Take the included wedge holder that you extracted from the building inside and slide the LED board in all the way.



After the board is pushed all the way in it should look like this from the front of the wedge. The LED is facing out.



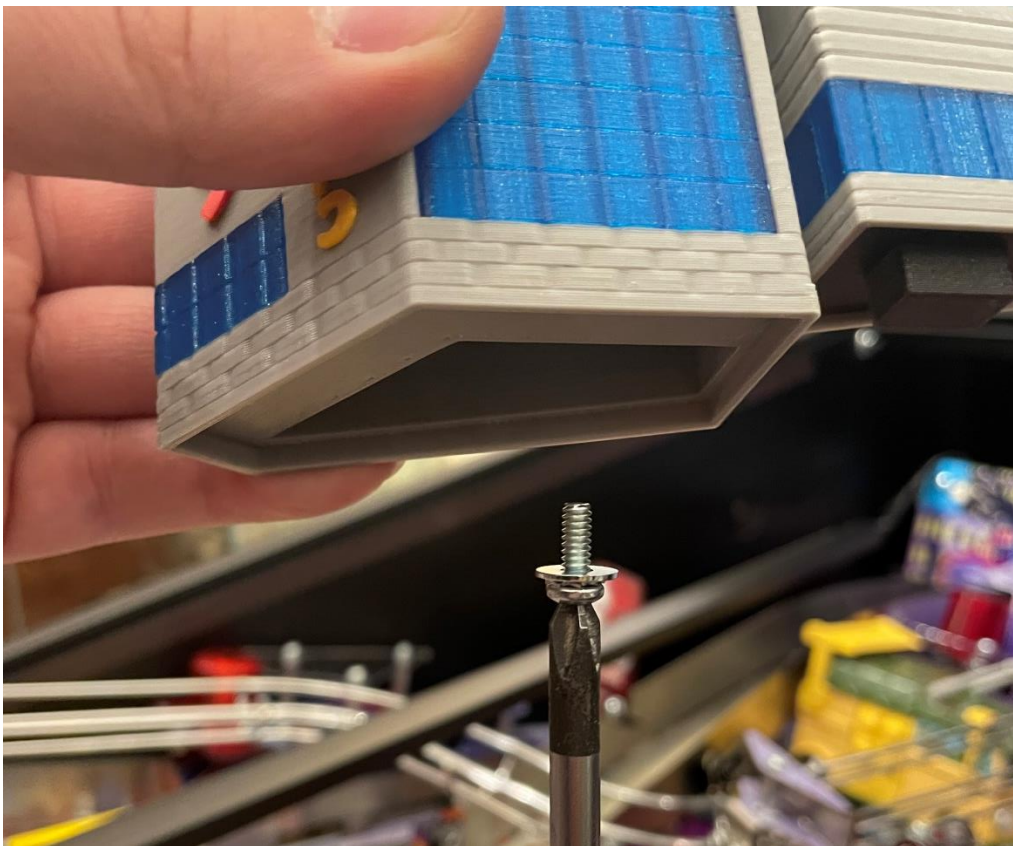
Next you will need to fish the wire end thru a different hole in the playfield that is under the turtle selection board that's located over the shooter lane. After the wire is inserted peel the backing from the double sided tape and stick the wedge on the plastic directly up against the wire form leg. This led location spot will cause the front of the building to flash when you rip the spinner.



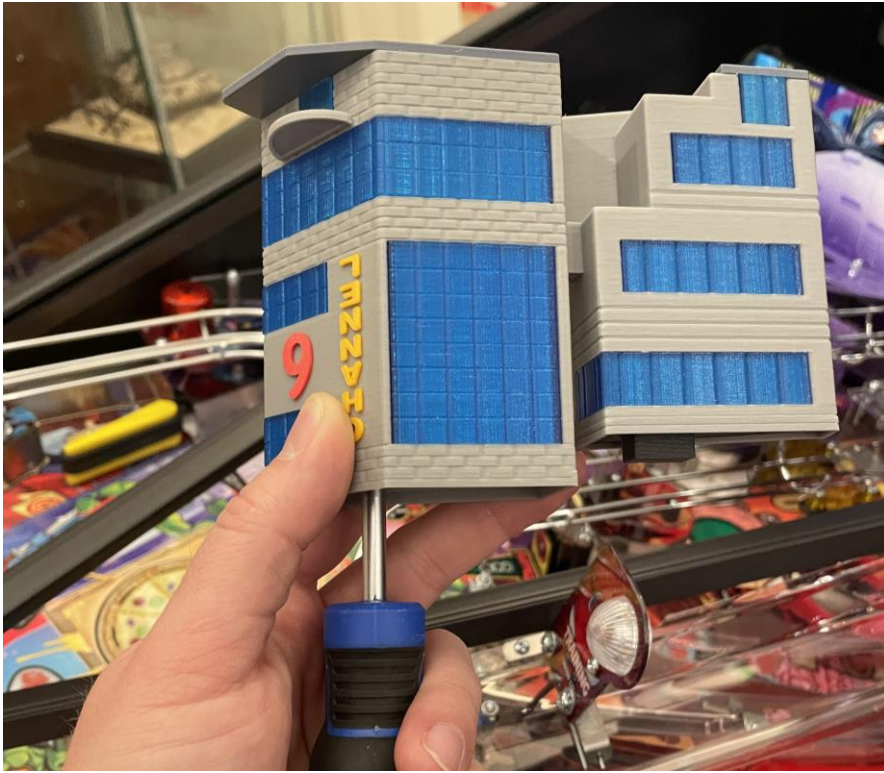
Take a look at the inside of the building from the top. You will see a slot and a round hole. The round hole is what you are aiming for what's coming up next.



Take the screw and washer from step 4 and place it on the tip of the screwdriver inverted as shown below.



Take the channel 6 building and turn it upside down and feed the screwdriver up and get the screw thru that hole. Hold the screwdriver and building together as shown to keep the screw in position.



Flip the building and screwdriver back over keeping the screwdriver pressed inside with the screw and lower the building over the two (2) screw posts that were remaining in step 4. Tighten the screw to the hex post snug.



Step 8

Take the building roof and carefully press it back into position. If you want to remove the roof again later you can use some pliers to pull up on the rear box. Please use a rag to cover the box or the pliers alone can cause marks and damage.



Step 9

Raise the playfield back up fully and locate the wire you fished thru the playfield in step 6. Take a moment to carefully route the wire around and back to the board that it came from.

