



WHITE WOLF SPEED SHOP STERN GHOSTBUSTERS FIREHOUSE MOD KIT

Thank you for purchasing my Stern Ghostbusters Firehouse mod! I hope you enjoy it.

Every mod with LED's installed is fully bench tested to ensure all lights and connections are working correctly. 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 an hour and some basic tools. I have tested this mod and installed one myself on a Pro and Premium and it fits without any complications. Step 3 can be omitted if you are installing this mod on a Premium or Limited machine.

Tools required:

5/16" nut driver or socket, 1/4" nut driver or socket, Philips Screwdriver (Small head), Philips screwdriver (Med head), Long Flat (blade) screwdriver

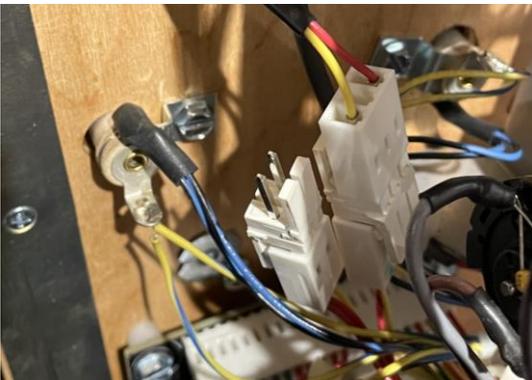
Please read each step fully before proceeding!!!! Each step may have multiple instructions that work hand in hand.

Step 1

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

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

Locate the two (2) white connections that are in the playfield back left corner and disconnect them. One connection will be 2 prong wide (old firehouse GI circuit) and one a 3 prong wide (old firehouse roof flasher circuit). Ensure that the wires that lead back up to the old fire house are not tangled as you will need to carefully pull them up in from the top side in the upcoming steps.

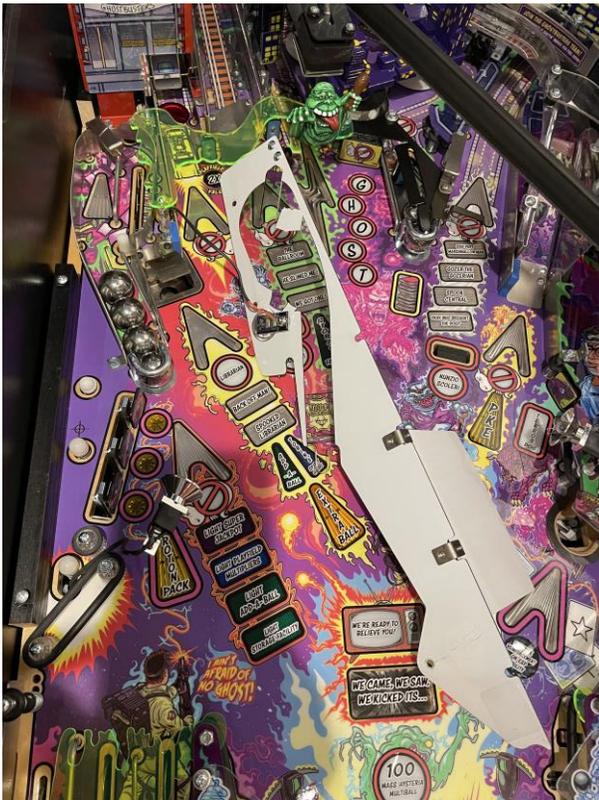


Step 2

Lower the playfield back into its playing position and remove the single spot light next to the library stand ups, the two 5/16" retaining nuts and the 2 Philips screws in the side rail that hold down the library plastic. There is one single Philips screw that holds the clear dome lens on to this plastic, there is **no** need to remove it.



Flip the plastic over so it lays in the center playfield area.



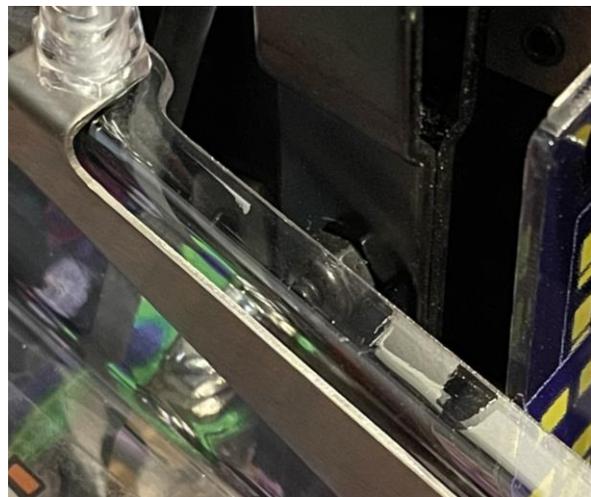
Note: with this plastic removed the 3 trapped balls can and will fall out if you raise the playfield completely up for any reason. I suggest removing them and set them aside.

Step 3 (Skip this if you have a Limited or a Premium)

Using the small Philips screw driver remove the 2 recessed screws that hold the ramp to the playfield and put them aside.

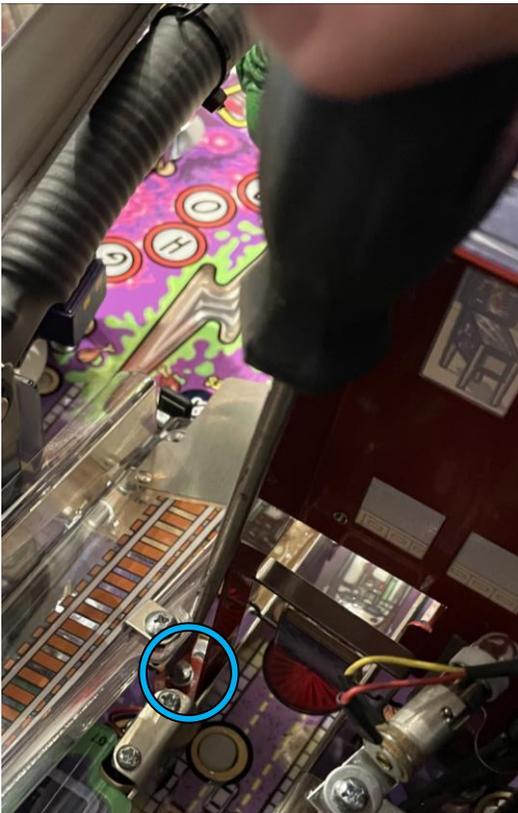


The ramp is now slightly free and will be able to slightly lift and move side to side. Carefully move the ramp so the ramp lip that is closest to slimmer goes from under the nut head to above the nut head. See the pictures below. Doing this will give you more room to use the screwdriver in the next step



Step 4

Using a long and preferably thick or blunt flat screwdriver insert it between the ramp and the old firehouse Leg. If possible a screwdriver that allows you to reach the screw and have the handle above the old fire house roof line will make this step easier. This area is too tight to get a nut driver in so that's why I used a flat head screwdriver. Keep firm down pressure while turning as this will help keep the screwdriver on the screw head. Remove this screw and retain as you will need this for the relocated roof flasher LED board.



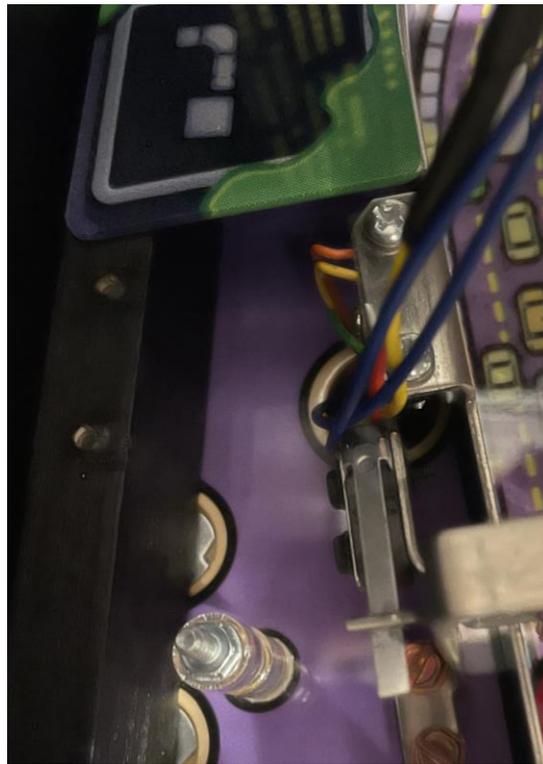
Next jump to the front of the old fire house and remove the 2 screws that are on the front leg and retain them for future use for the new firehouse install.



Step 5

Cut the existing 2 zip ties and remove the existing rear ball deflector and short metal lamp stand assembly by removing the two Philips screws located on the wood side rail. This assembly will now lift out of place. Be careful when pulling up on the wires that you disconnected from step one to ensure they don't snag anything, or damage the adjacent spinner switch. Retain the two screws removed from the wood rail as these will be required to install the new firehouse.

The tall metal post is now what is left. Remove the screw from the top and remove the LED flasher board and retain for later installation. Be careful when pulling up on the wires that you disconnected from step one to ensure they don't snag anything, or damage the adjacent spinner switch. Remove the metal post, the lower stud and clear post can remain in position.



Step 6

Take the new firehouse assembly and remove the accessory parts that are secured to the side of the firehouse with the blue tape. Set these accessories to the side as you will need them in the final step. Remove the roof by unscrewing the two ¼" metal screws and flip over the roof.

Note: Do not try to pull the roof wires out completely from the new firehouse. The wire assemblies are all tied together so pulling hard on them and trying to separate them will cause damage.

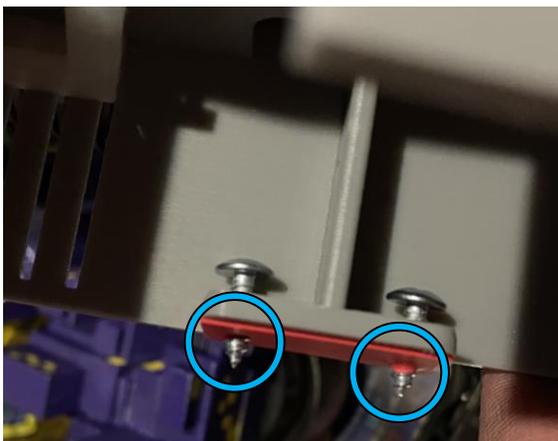
Relocate the LED board it to the underside of the new roof as shown in the picture (do not over tighten, snug only!) Reuse the one single screw that you retained from the firehouse leg in step 4 to hold the LED board in place. The baffle has a hole for the LED to go into so the board and lay flush. Do not over tighten, snug is fine. Fish the flashed board wires down the false rear wall in the firehouse so it comes out the bottom.



Step 7

Take a Philips screwdriver and carefully insert it thru the slotted hols that are located on the firehouse outer side wall. Take the 2 retained Philips head screws removed from the wood rail in step 5 and screw them into the red holding plate so they stick out about 1/8". This step will hold the screws so they don't flop around causing grief if you were to try to feed them downward without a magnetic screwdriver.

Note: This part is red so I know I don't miss it when doing the final assembly.

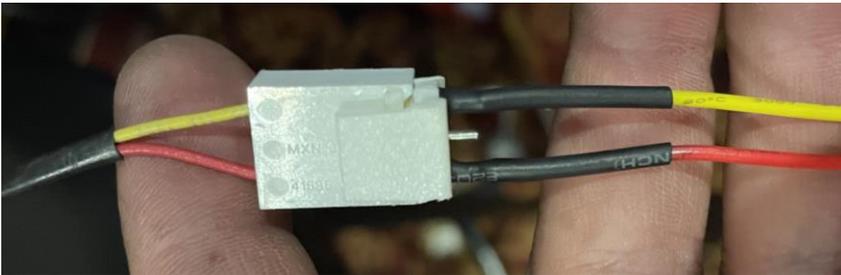


Step 8

Temporarily reinstall the roof back onto the firehouse ensuring any loose wires are being fed thru the false wall located at the rear of the fire house and install one roof screw a few turns to hold the roof on.

Locate the supplied flasher wire extension supplied in my kit and plug this into the end of the existing relocated flasher

Note: **Observe the wire colours and polarity!!!** I have used a red a Yellow wire for a reason as they need to be connected correctly. The connector will also have a tab that will lock onto the existing flasher wire end.



Step 9

Move the playfield to the intermediate position so its sitting on the factory legs. With the fire house in hand and standing on the left side of the machine take the 2 wire assemblies that are running from the bottom of the fire house and feed them carefully down thru the hole in the playfield where the old wires came out. (**Feed one at a time**) Push as much as you can into the hole so you don't have too much slack above the playfield that can get tangled when you pull them out from the underside later.

This next part is the hardest of them all and requires patience.

Carefully lower the firehouse down into its position. While doing this use the front leg with the long slot on the new firehouse as a guide to roughly get you in the right spot by comparing it to the two holes in the playfield from the old firehouse front leg , and also watching the side of the firehouse so it lines up with the outside face of the black wood side rail.

The two screw tips that are sticking out of the bottom of the red retainer 1/8" will drop into the existing screw holes in the wood rail and you will feel the firehouse sit into position. Once it sits you will know because you can no longer slide it around from playfield front to back.

Remove all children from the room as this next procedure can cause an abundance of profanity. With one hand holding the side of the fire house and pushing down use the other hand to pop the roof off without lifting the full firehouse and flip the roof back and out of the way. Take a long Philips screw driver and insert it down the side wall slots, and like a surgeon become one with your screwdriver tip and try to get it to lock into the Philips screw heads and tighten them 1 or two turns at a time alternating back and forth between them. Do not over tighten, snug is fine.

Move to the firehouse front leg and install the 2 retained ¼" metal screws from step 4. Very minor flexing of the leg might be required to line up.



Take the roof and now fit it back on to the firehouse while ensuring the wires are still running nicely down the rear false wall and reinstall the screws. Do not over tighten, snug is fine.

Step 10

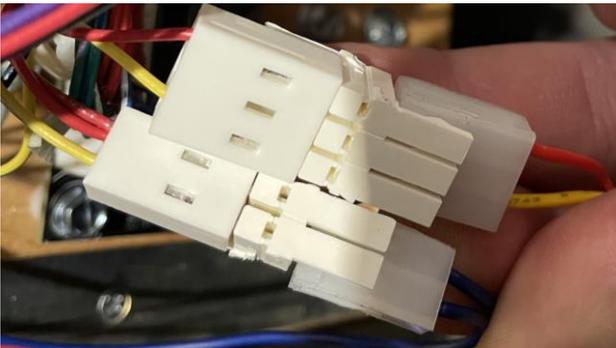
Carefully take the ramp that you slightly moved out of the way and rested on the nut and put it back into place. Reinstall the two screws retained from step 3.

Step 11

Install the three retained balls back into the trap area and reinstall the library plastic and spot light using the screws you retained from step 2.

Flip the playfield all the way back up to its uppermost position so you can make the firehouse wire connections to the playfield harness. Connect the firehouse double connector to the existing double connector. It should fit only one way due to the connector tab but polarity is not important on this one.

Connect the firehouse triple connector to the existing triple connector. **Observe the wire colours and polarity!!!** **!!!** I have used a red a Yellow wire for a reason as they need to be connected correctly. The connector will also have a tab that will lock onto the existing playfield connection.



Tidy any extra wire and zip tie them with the provided zip ties so they do not snag or hook the cabinet slider rails. Return the playfield back to the playing position.

Verify your connections!!! I take no responsibility for any damaged components on the mod or your machine.

Step 12

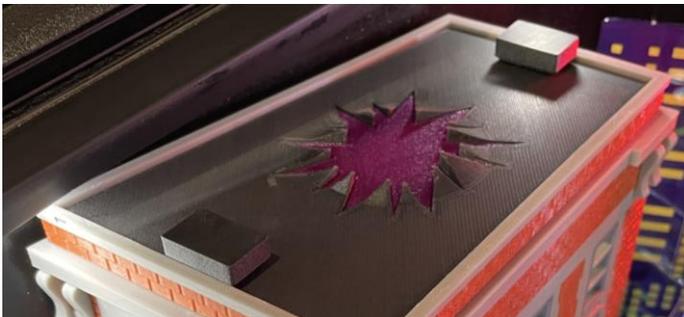
Lower the playfield back to the intermediate level. This level is best as you can smell "burnt" faster and its not trapped under the playfield and glass. Reinstall the removed game balls back into the trough.

Power up the machine while carefully listening, and watching for anything abnormal.

During the boot the flashers will cycle and the firehouse blast hole led should flash. After the boot the GI lights located in the fire house will blink in the attract mode, and during game play they start off solid and then do whatever the magical unicorns make them do during the game modes.

Step 13

The end is near! Take the accessories that were removed from the firehouse side during step 6. The back accessories have magnets in them and those will go on the roof screws to hide them.



The signage needs to be installed to the side of the firehouse just above the ramp. It will be a snug fit but if you like you can use glue to help secure it. I recommend standard kids white glue as CA glue (crazy glue) can cause hazing of adjacent surfaces if there is no constant air movement around it as it cures. When you install the signage use a rocking up and down motion to help it seat in the slot and **not** a forward back motion as you might snap the blade off.



Step 14

If you have Stadium lighting you might want to mask off the section above the roof. This will stop that area from looking bright and reduce reflection on the roof as you play. I used black electrical tape and just stuck it on the frosted lens and left the UV strip exposed.

