



STERN GB SHOOTER LANE PRO, PREM / LE GHOST TRAP INSTRUCTIONS

Thank you for purchasing my **SHOOTER LANE** Sten GB Pro / Prem / LE Ghost Trap kit. This kit is designed to work with your machine without any un-reversible modifications so at any time you can revert back to a factory layout if you wish.

Installation is easy and all you need is a Robertson #1 (green) screw driver. New longer screws are supplied and all existing removed items can be put aside as they will no longer be used. Open your kit and verify the components. You will have the following, Ghost trap (pre-wired), zip ties, two new longer wood screws, and a power cable adapter.

Please note: Pictures for install are shown on a PRO machine but are the same as a Prem and LE machine.

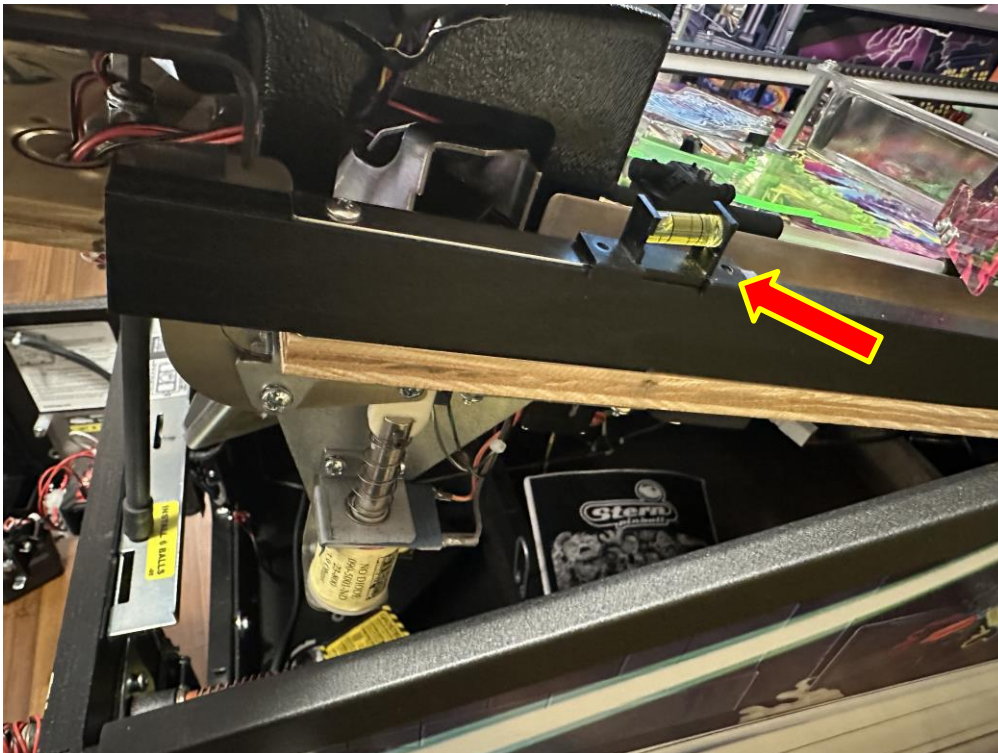
Please read each step fully before proceeding, better yet take 5 min to read the full instructions prior to starting anything so you know what is next and you can prepare for it !!!! Each step may have multiple instructions that work hand in hand.

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. All mods are tested on my end to ensure they work correctly prior to shipping.

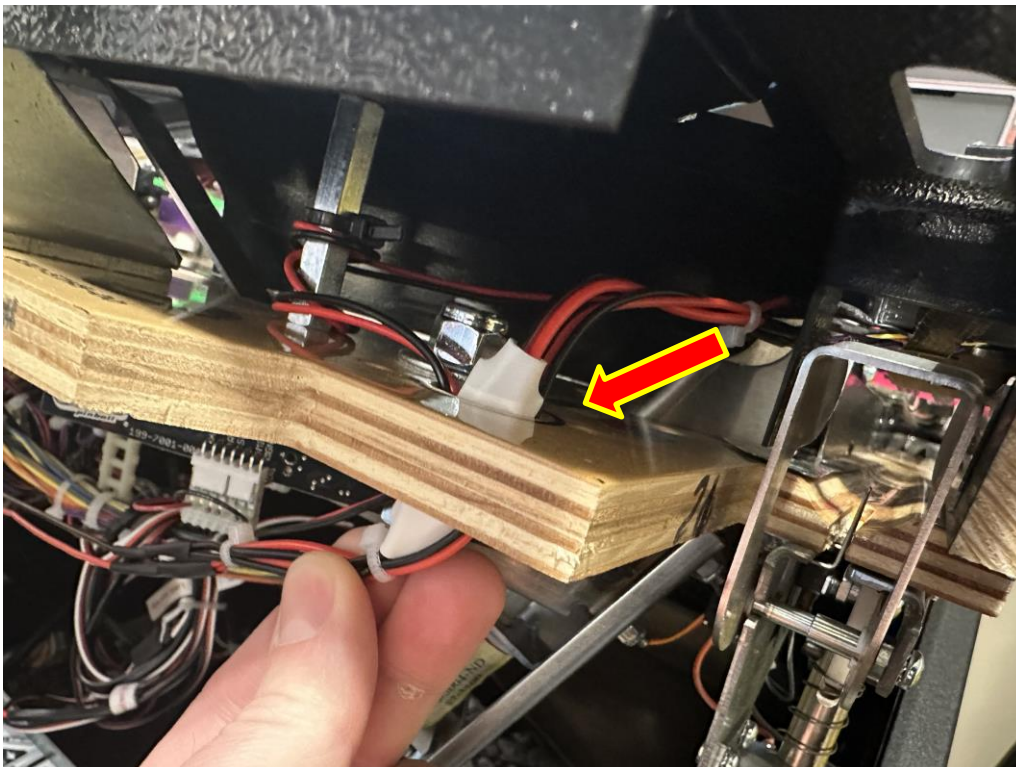
Step #1

Remove glass and pull playfield up to the low position. Remove the existing level from the shooter lane side rail by removing the two existing wood screws. You will not require these parts anymore so they can be put aside.



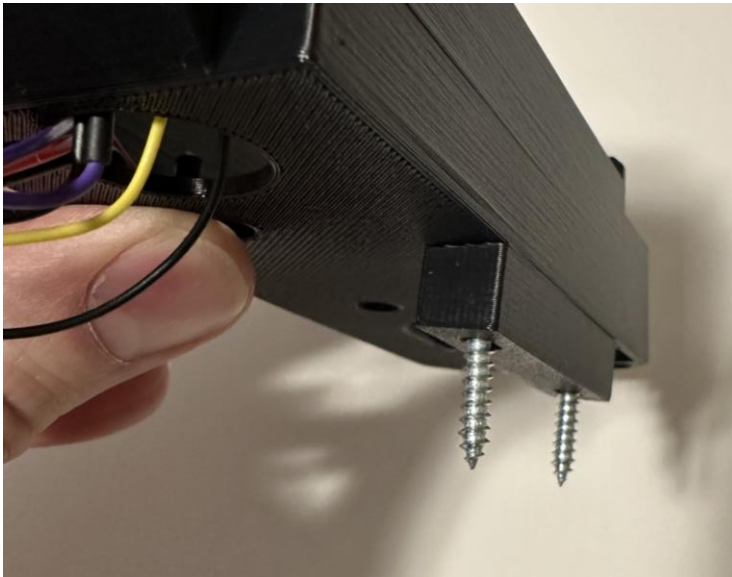
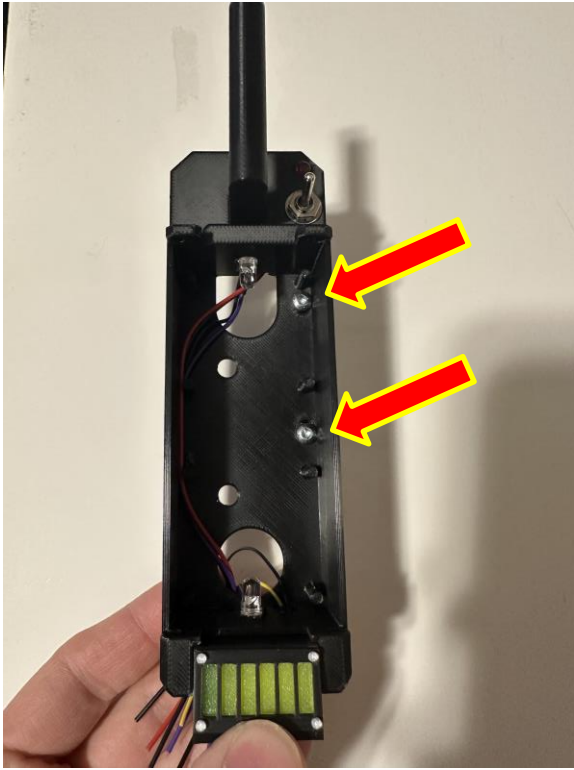
Step #2

Take the trap and feed the plug end of the mod thru the opening between the apron and ball mech closest to the front of the machine. Refer to picture. Pull the wire under the apron and thru the round hole in the playfield that is located under the apron right side. Pull the wire thru until the white led control is just thru the hole in the playfield.



Step #3

Carefully open the ghost trap flaps slightly and pull out the white stuffing. Take the two new longer wood screws and feed them thru the small holes that are marked in the picture. Take the spacer log and orientate it so the sloped side is at the top and it it looks like the picture and pass it over the screws. This spacer log is required to keep the trap high enough and also gives it a slight inward lean so it does not hit the inside of the cabinet face when the playfield is down.



Step #4

Carefully lower the ghost trap down onto the side rail and align the two new longer screws with the existing level screw holes. You will also have to take up some of the wire slack by pulling the wire thru the playfield round hole so the wire does not bunch up. Tighten the two wood screws but do not overtighten!!!! Double check that the wires under the trap are not low and in the way of the ball path. Take the removed white stuffing and reinstall into the trap and close the trap doors leaving a slight opening. **Ensure trap doors are closed enough so when you reinstall the pinball glass you do not hit them but open enough so you can see the glowing inside.**



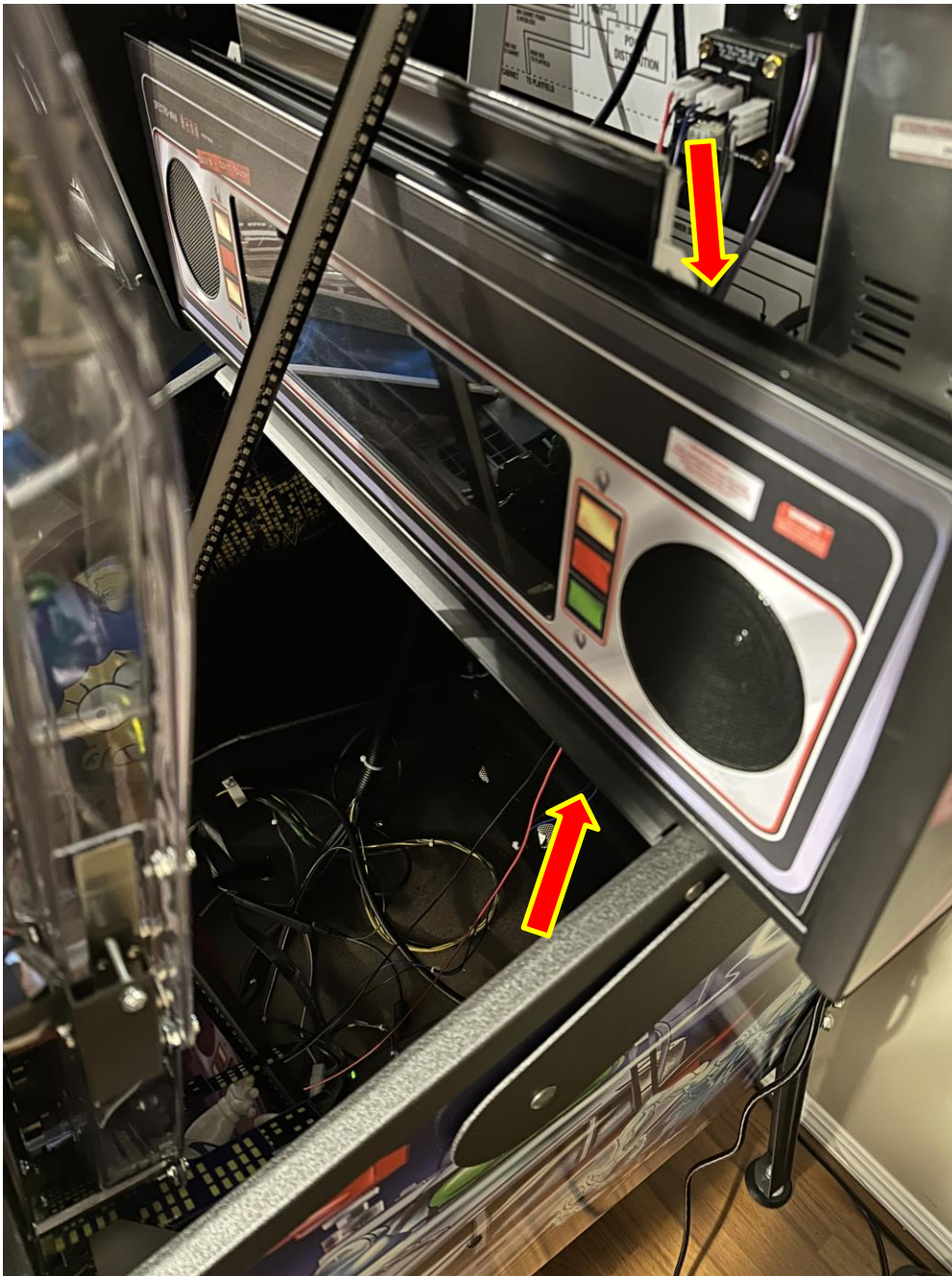
Step #5

Remove the back glass from the head and keep the speaker panel in position so you can gain access to the head area when fishing the wire harness. Now lift the playfield up completely and run the wire harness from the trap as shown in the picture and attach it to the existing wires in a few areas as required with the supplied zip ties. The wire harness will exit at the bottom of the playfield in the center. The rest of the wire harness can now be gathered and put towards the furthest rear part of the interior of the cabinet.



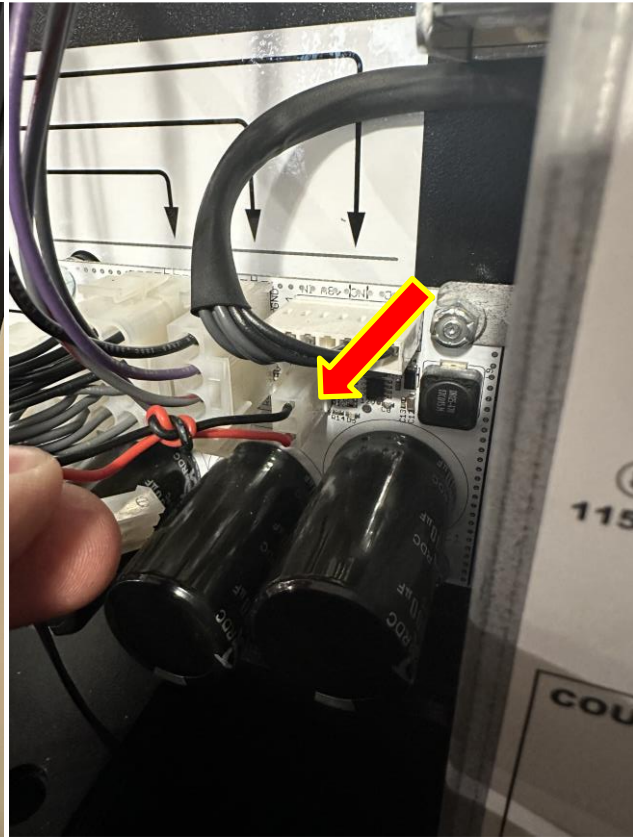
Step #6

Access the side of your machine with the playfield up and reach in and take the harness and fish it up and thru the hole in the cabinet on the right side of the head next to the power supply. You will need to reach behind the speaker panel a bit to pull the wire up.

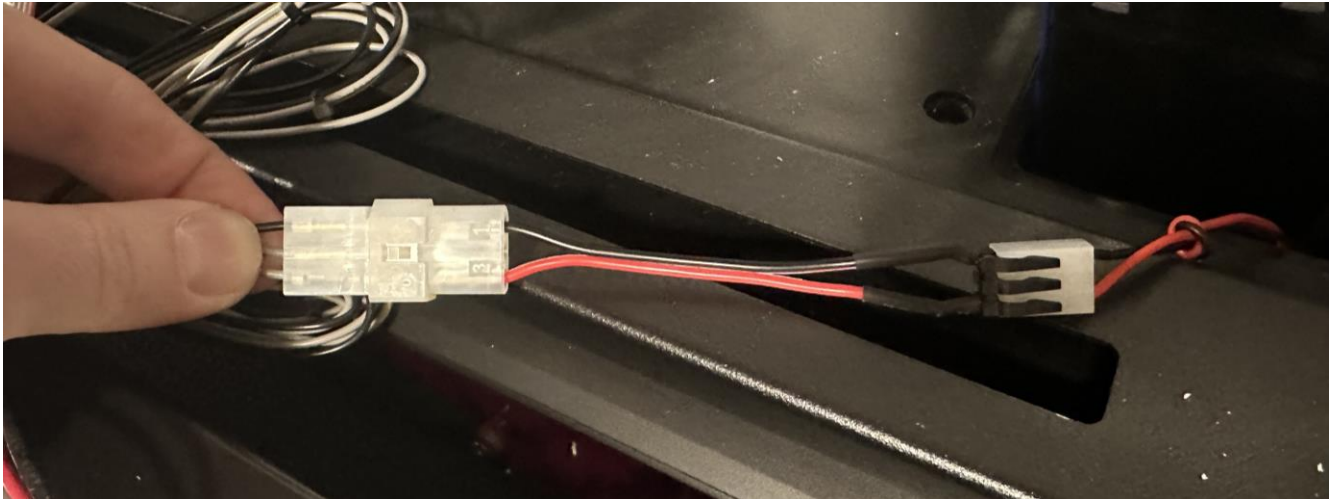


Step #7

Lower the playfield back into the low position (not full down) and remove your speaker panel and lay it down on the cabinet. Use something soft like a pin mat or a towel over the side rails so you do not scratch your speaker / display panel. Take the wire harness that you fed up next to the power supply and plug it into connector CN6 on the power board. The plug should be installed so the white plug tangs are on the side of the tangs on the power board (**RED** wire to **BOTTOM** and **BLACK** wire to **TOP**)



Please note: Due to the amount of other pin mods that others make I do not know if you are already using connection CN6 on the board for something else. This CN6 connection is used for colour LCD screens so it might already be used but the colour DMD kit should have come with a splitter. You can still my kit with the adapter that I include. See Picture.



Step #8

With the playfield still in the service low position turn on the machine and verify that the trap works. The red LED will be blinking and the UV LED lights will glow. I have preset the white LED module that is on the harness near the trap to have a slow pulse effect. You can change the mode and mode speed by pressing the buttons. The last setting you have it set to will be stored in the module automatically and will recalled the next time you power up the machine.

