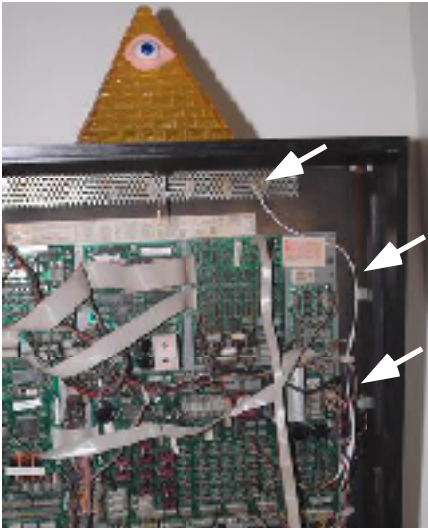


TZ Pyramid Topper Installation

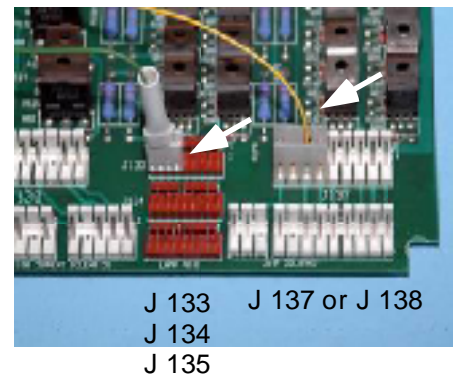
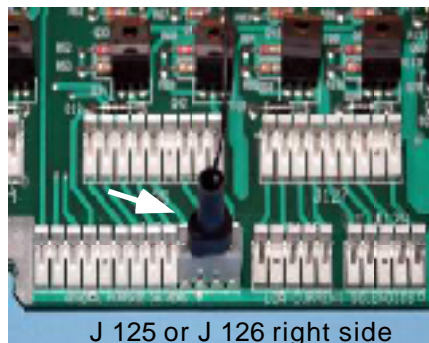
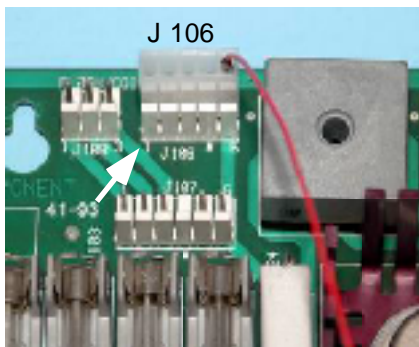
Caution: The Pyramid is FRAGILE! Do Not Drop!

1. Mount the pyramid to the top and center of the back box before proceeding. Install the cup hook in the center of the top of the backbox. Carefully stretch the spring to and hook the cuphook. Do not just set the pyramid on the top of the backbox un-secured. When transporting the machine the pyramid should be removed and the spring makes this easy. If you break the pyramid - repair it with two part epoxy.



2. Open the backbox and remove the screws on the right side and middle of the ventilation grille near the top of the backbox. A plug connection has been added to the cable so the Pyramid can be easily disconnected and removed. Connect the cable and route it in through one of the vent holes and replace the grille screws. If one of our fan kits is installed over the outside vents, you will have to remove the fan first and notch it for the cable and re-install it.

3. with the game turned off route the cable around the right side of the circuit boards and hold it in place using the cable clips that are already there. Follow the pictures of the control board and connect each wire with plug to the unused row if pins specified. When more than one J number is specified, they are connected together on the circuit board and will work equally well.



Red wire with 5 pin plug - plug onto J106 (top of the board) with the wire to the right of the connector.

Black wire with 4 pin plug and black tubing - plug onto J125 or J126 right side.

Green wire with small 4 pin plug - plug onto the left side of J133, J134 or J135 along the bottom right side of the board.

Yellow or White wire with 4 pin plug - plug onto J137 or J138 left side with the wire in position 3 to the right of the plug.

4. Turn the game on and check the following conditions: The eye should be lit (only) when the game is on but not in play. All lights should be off when the game begins play. The flashers and eye should flash during play. The eye should blink continuously during battle the power on the upper playfield.

5. Close up the game and enjoy.

6. Replacement flash lamps are number 906 and the eye bulb is number 86 - the same as used in the clock. The bulb holder in the eye ball is held with a twist.