

Theatre of Magic Tiger Saw Motor with Blade and Marquee Mirror Instructions

Remove the cover glass from the base cabinet and pull the playfield out and up onto the tilt rails. Remove the tiger saw bracket assembly by removing two screws that hold it to the rear of the playfield back. Remove the tiger saw plastic and the saw blade. Re-install the tiger saw plastic using the long screw from the kit and the 2 new spacers. Leave the screws holding the tiger saw plastic loose and install the bracket back in the game. Shift the plastic and bracket to get a good fit around the mirror and ramp that the tiger saw plastic is cut to accommodate. Tighten the bracket mounting screws and then snug up the tiger plastic screws.

Slip the new saw and motor assembly over the bracket. It will rest on the two board spacers and the notch in the rear board will rest over the old tiger saw nut to position it. Feed the cable from the motor board out thru the hole in the back near the bracket. Slip the white cable clamp over the cable and mount it on the end of the long screw that holds the tiger saw plastic using the nut supplied. Position the cable in the clamp so the motor rests on the bracket properly and tighten the nut. Route the cable plug into the backbox on the left side of the large cable hole.

If you are installing the Marquee Mirror, exchange it with the original mirror and route the cable out the hole with the saw motor cable and into the backbox. The screw holes are slotted to make installation easier. Lift up on the bottom of the mirror when tightening the screws. Roll a ball under the mirror to be sure it is high enough not to catch the ball.

The controller board will be plugged onto the CPU board to the left of the power driver board. The connectors are just below the battery box. There is a gap between the 7 pin and 5 pin connectors on the controller board. This gap aligns with the gap between J206 and J208 just below the battery box on the CPU board. Carefully line up this gap and insert the controller board connectors onto the CPU board pins. Loosen the board mounting screw on the left side of the big power driver board just below J113. Slip the lug that is on the black wire under the screw and re-tighten it. Clip the red alligator clip onto Test Point TP-1 next to the large round capacitor on the left upper edge of the board. The yellow wire and connector are for connecting to J125 on the power driver board when ROM 1.4H is used. See the last page of the online pdf for instructions. There is no connection need for ROMs 1.3X and below. A long ty-wrap has been included to lace the cable(s) going to the backbox to the bundle from the playfield and small ty-wrap and adhesive block has been provided to secure the cable(s) to the back of the saw bracket or playfield backboard as you desire. The saw motor cable has a 2 pin connector that connects to the two pins on the right area of the controller board. The Marquee Mirror cable has a 4 pin connector that connects to the 4 pins on the right area of the controller board. The ridge on the front edge of the connectors should point to the right edge of the

controller board. Make these connections and route the cables neatly. Ty-wraps are included to tie them as desired.

Installation is complete. You can close up the game. When the captive balls are hit hard the blade will run for a few seconds and shut off. If the captive balls are hit several times in a row, the blade will run faster and faster.

If the saw does not run, check connections, and check to make sure the roll over switch for the captive ball is functioning properly. The ball must be struck hard enough to cause it to roll to the top of the travel and roll over the switch.

The Marquee Lights will CHASE when the trunk is open, FLASH when the target is forward, and DIM and BRIGHTEN when the green bulb is forward. A center loop shot will cause a short chase clockwise. A center staircase shot will cause a short flash sequence. A right staircase shot will cause a short chase counter clockwise. The trunk being in a light control situation will over ride any of these shots. Lights are normally off when the trunk is closed. If your ramp or loop shots do not cause light reactions as described, check the operation of your switches and adjust accordingly.

If you have miss-plugged the controller onto the CPU board the above description will not be what is happening for you. You are off one pin to the right or left. Try again even if you think you did it right, you did not. When you get it right, the above description of operation will be what you get.

Theatre of Magic Tiger Saw Motor and Blade Installation

New Spacers and screw

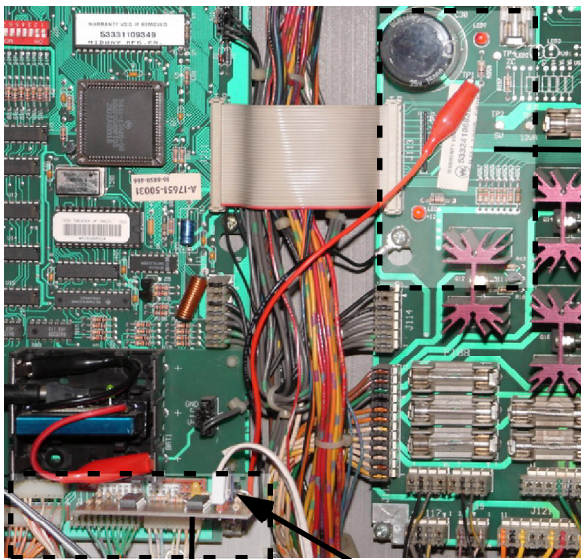
Ty-Mount

Hole Cable clamp and nut

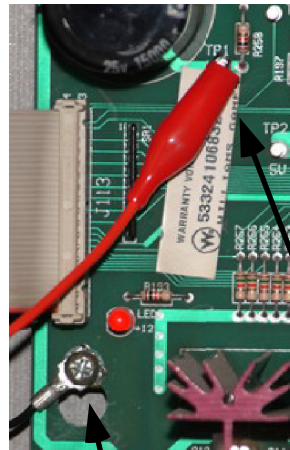


Align motor on nut

Remove original saw blade and screw

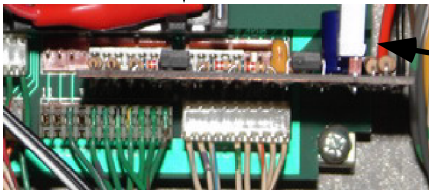


CPU Board



Lug under screw

Alligator on Test point TP-1

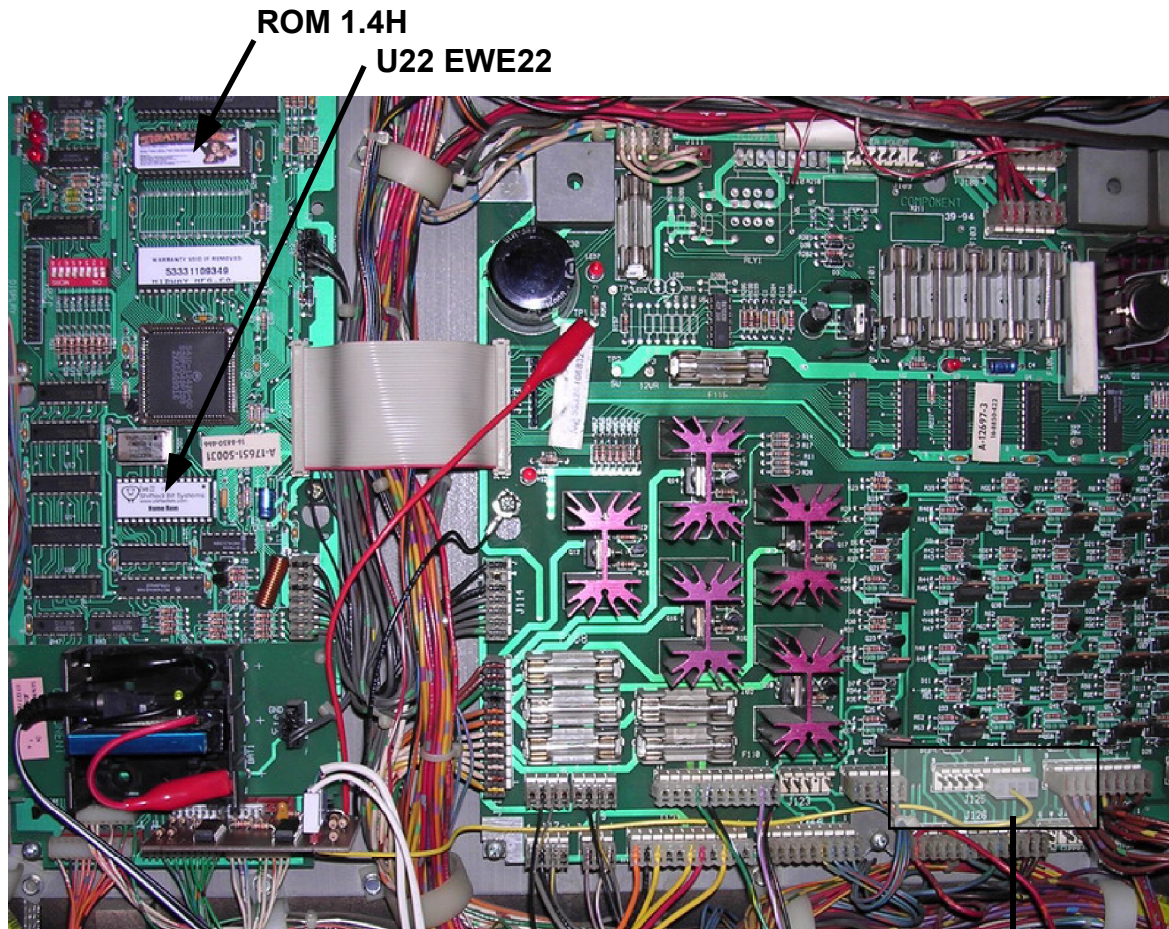


Controller board plugs on J206 and J208. Align gaps in the pair of connectors.

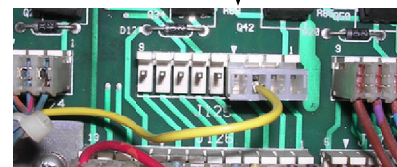
The 4 pin plug and the two pin plug - plug onto the pins with the ramp key facing the edge of the board.

This instruction is for hookup with ROM 1.4H and U22/EWE22 installed

The yellow wire connects to J125 pin 3 so the computer can turn on the saw during the Tiger Saw modes. Install the controller and Motorized Saw per the previous instructions. Connect the yellow wire as shown below. No other boards or parts need to be added.



Plug the yellow wire onto J125 only if ROM 1.4H and EWE22 is installed on the CPU board. It has NO effect with 1.3X and below ROMs.



**Plug onto right side of J125
Wire goes on pin 3 from the end**

The 1.4H ROM software is available on the pinballresource web page. Programmed ROMs are available from www.pinballrom.com or kvertin70@yahoo.com. The EWE22 is available at www.shiftedbits.com