

INSTALLING ColorDMD LED DISPLAY IN BALLY GAMES WITH DISPLAY ON LAMP BOARD

These instructions are for mounting a ColorDMD LED display in a Bally game that has the display mounted on the swinging backbox lamp board (Gilligan, Black Rose, Party Zone)

WHAT YOU'LL NEED

- * ColorDMD LED Display for WPC
- * 4 - #6 self tapping screws 1/2" to 3/4" long
- * 1/2" Thick weather stripping (OPTIONAL -- NOT INCLUDED)

THE PROCESS

- * Remove the original display
- * Disconnect the ColorDMD circuit board from the display
- * Mount the ColorDMD in place of the old display
- * Mount the ColorDMD circuit board on the back of the lamp board

REMOVE THE ORIGINAL DISPLAY

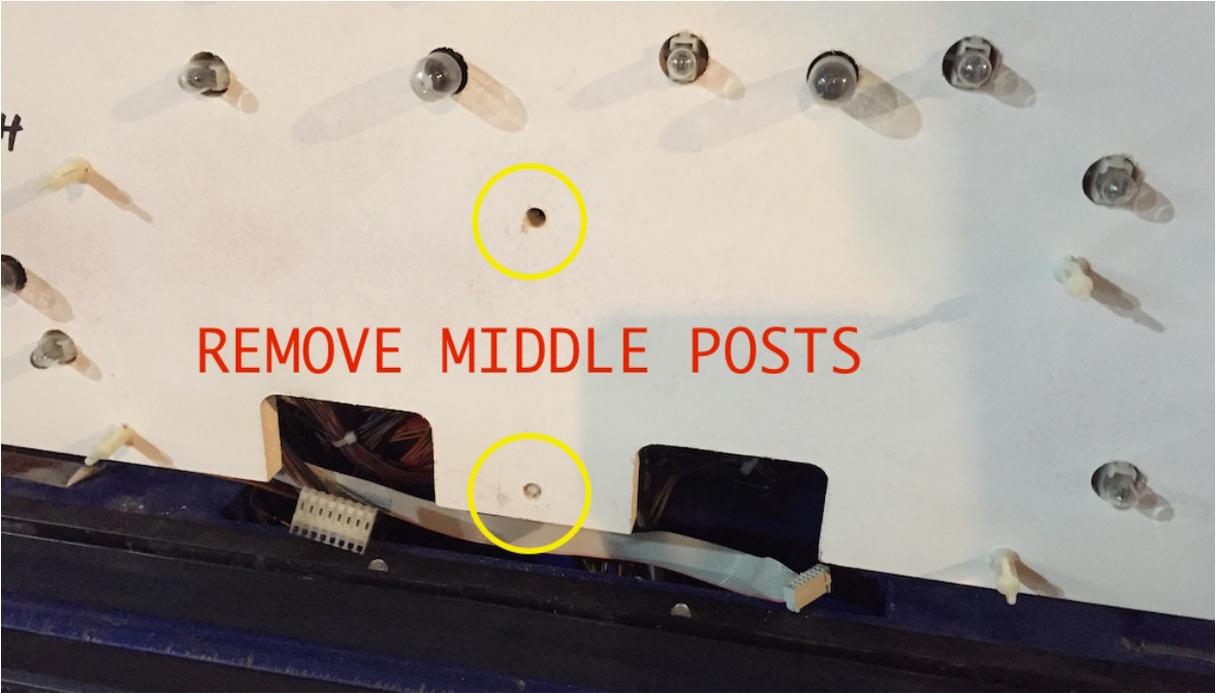
- * Open the backbox and remove the backglass/translite
- * Swing the lamp board door open and disconnect the Signal and Power connections on the DMD



- * Close the lamp board door

— BE VERY CAREFUL WITH THIS NEXT PART —

- * Remove the original display by squeezing the plastic pin flange in so the pin can pop through the hole
 - These pegs are likely to be brittle due to age, be gentle with them
 - Work your way around the display popping the 6 pegs free
 - The pegs are press fit into the lamp board, not screw in, if they come loose, they likely aren't going back in solid.
- * Once the display is removed, you need to remove the 2 center plastic pegs
 - You can try to wiggle them out gently, but chances are they'll be destroyed in the process
 - The pegs are press fit and intended for single use



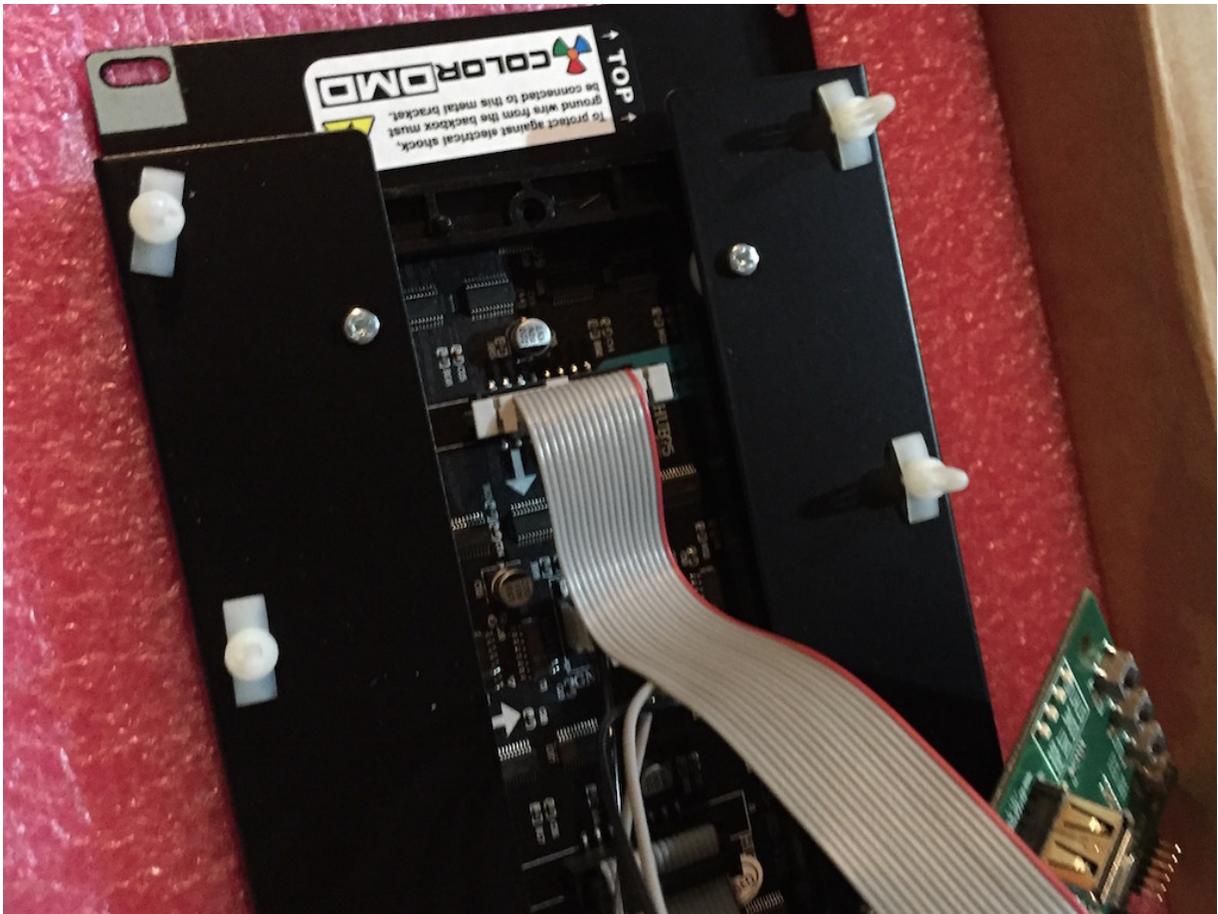
- * You should be left with the 4 corner posts, hopefully still in good condition
- * You may want to use a toothpick or tiny screw driver to push out the pin flanges gently so they clip better on the new display.

DISCONNECT THE ColorDMD CIRCUIT BOARD

- * The ColorDMD circuit board is held on to the frame by the same type of pegs.
- * Use the same process of squeezing the pin closed and popping off the circuit board, carefully.



- * Once you have the board removed, you'll have 4 plastic posts — those have to go.
- * You don't have to disconnect the circuit board cables — just be careful handling it.
- * These pegs are intended to be single use, the easiest thing to do is grab them with a pliers and snap them off.



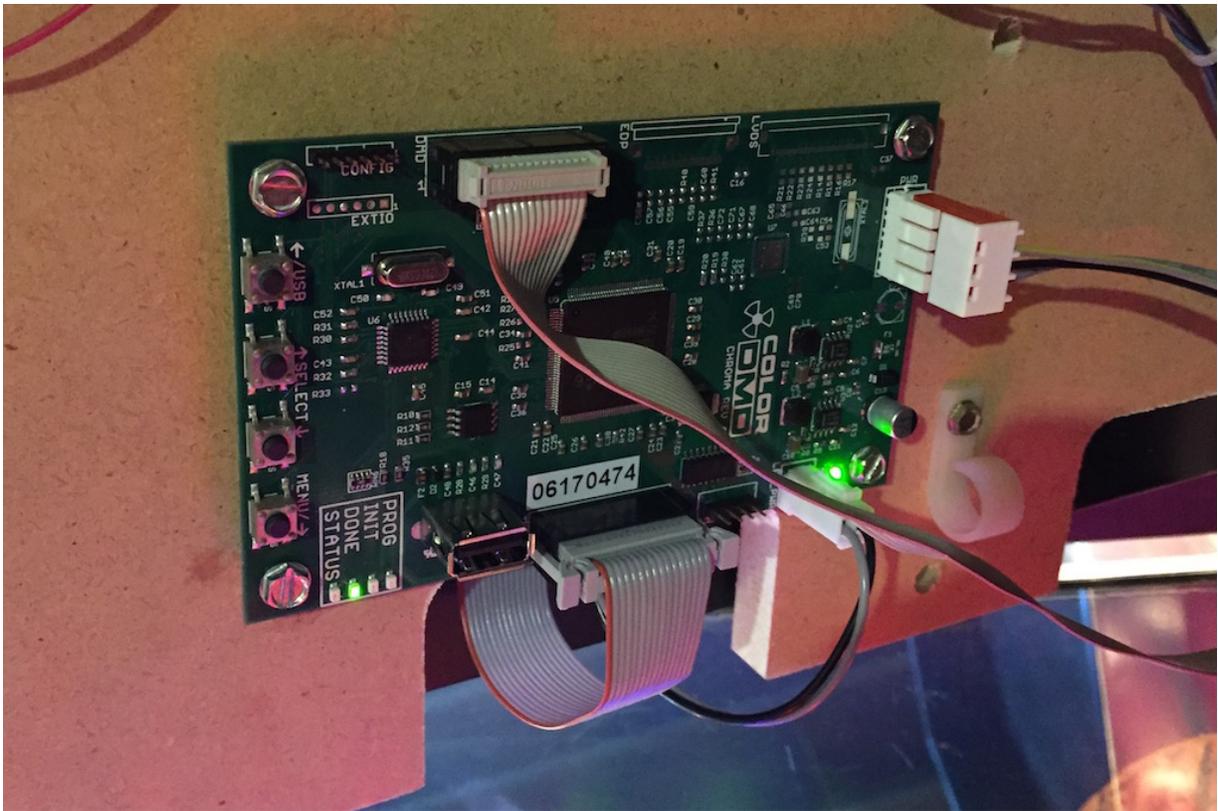
MOUNT THE ColorDMD ON THE LAMP BOARD

- * The fit of the ColorDMD LED display on the original pegs is a bit snug.
- * You may want to use your thumb to press down the wires on the various plugs a bit to lower their profile.
- * Fit one end of the included ground strap (Green cable) onto the plastic post on the lower left.
- * Align the Circuit board cable so that the circuit board is off the bottom of the display
- * Align the ColorDMD LED display over the plastic mounting pegs and snap into place
 - The ColorDMD LED circuit board should be below the display (Picture does not show ground strap - be sure not to forget that)



MOUNT THE ColorDMD LED DISPLAY CIRCUIT BOARD ON THE BACK OF THE LAMP BOARD

- * CAREFULLY open the backbox lamp board door so you can get to the back of it
- * Use the 4 included 1/4" spacers and 4 screws to mount the circuit board to the back of the lamp board
 - #6 screws will fit through the holes on the circuit board easily
 - DON'T FORCE SCREWS AND DAMAGE THE BOARD
 - 1/2" screws will work, but 5/8" or 3/4" would hold better
 - Don't over tighten! The lamp board is particle board and can strip out easily



- * Connect the DMD signal cable from the game to the DMD in connection on the Circuit board with the RED line towards the buttons
- * Locate the included 4-pin ColorDMD LED power cable. One end of the cable has a single connector. Plug this connector into the PWR header on the ColorDMD LED.
- * Plug the other end of the ColorDMD LED Power Cable into J-116 on WPC games or J-138 on WPC95 games. If an existing cable is currently plugged into J-116 / J-138, disconnect it before connecting ColorDMD LED Power Cable and use the included male-to-male adapter to also re-connect the existing cable to the ColorDMD LED Power Cable.

With everything connected, you can close the lamp board and power up the game.

