

# Mr. Tantrum's Getaway Pinball MOD Installation Instructions

## GENERAL DECALS

1. Clean surface where decals will be applied with alcohol or other cleaning liquid that does not leave residue.
2. Test the position of the decal before removing backing.
3. Peel backing from decal being careful not to touch adhesive surface.
4. Carefully align decal above surface then apply.
5. Apply pressure and/or wipe entire surface of decal to ensure maximum adhesion.

## TARGET DECALS

1. Before applying clean all target surfaces thoroughly with alcohol as most I've seen are pretty dirty
2. Test position the decal before you remove the backing to make sure you can easily mount/reach where you are going to apply
3. When applying to target you must get it right the first time as the mounting tape is incredibly sticky and you could destroy the target decal if you try to remove it. Very lightly position and place the decal onto the target. Adjust position until you are satisfied, and then while supporting the backside of the target firmly press the decal in place making sure you cover the entire surface area.
4. Note that all decals have an orientation to them. The gauges are obvious (be sure to decide the order of the 3 different gauges on both target banks before applying), but you will want to make sure you orient all of the stop light colors the same (even though I include up arrows on the back of the decals, it really doesn't matter which side is up/down, just make sure they are all the same). Otherwise, they will not look good if they are all misaligned to one another.

## PLASTICS

1. Remove protective coating from top of plastics (if applied).
2. Remove existing screws/nuts from existing posts (or if missing you will need to supply them).
3. For the center target plastic, this replaces the metal piece - do not install both at the same time).
4. When securing the plastics, do not overtighten or they will crack.

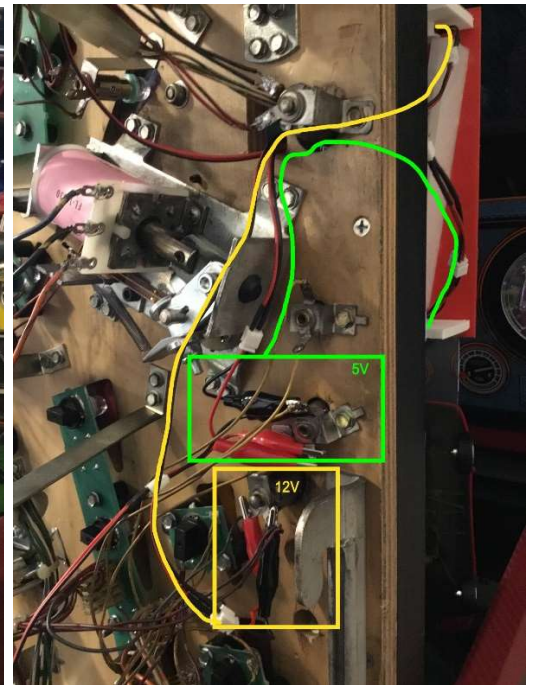
## 3D TRAFFIC LIGHT

1. You will use the bottom metal plate and two screws on your current light to mount to the included mounting bracket to this one.
2. You will want to take one of the screws (the front one) and flatten the head some with sandpaper so that it does not protrude beyond the recess on the bottom side of the mounting bracket and thus scratch your plastic
3. The 3D printed mounting bracket is designed to be secured with two screws (in front and in back) utilizing the existing posts and screws



### 3D Donut Heaven

1. There are 2 wiring assemblies. When facing the back, on the left is the 12V flasher that lights the donut and on the right are multiple 5V LED strips that light the inside and the sign on top along with the left window light if purchased (these are paired using a Y cable to a single wire).
2. You should run these as shown to the back side of the wire ramp down through the playfield hole directly below.
3. Use the included clips to clip on to the appropriate leads as shown in the photo (ignore the fact that I have two connections to the GI socket as one of them is for another light). It is critical that you connect the 5V (interior and sign lights) to the GI lamp socket, and the 12V flasher with the to the flasher socket (be sure polarity is correct - ground to ground & power to power - look at your wires (black clip on the lead with 2 wires and red clip on the lead with 1 wire). If you wire incorrectly, you will be responsible for purchasing replacement lighting if damaged.
4. Use the two existing screws holding the metal plate to secure the Donut Heaven – DO NOT OVERTIGHTEN or you can crack/damage the plastic.
5. Try to mount the Donut Heaven as low as possible (i.e. push down gently when tightening screws)
6. Be very careful when sliding the glass on for the first time as different pins have different clearances. If the glass nicks the roof sign, then you can adjust by pushing it further down/in slightly. Once you've achieved clearance, you may choose to secure the position with tape or glue from the underside of the roof.



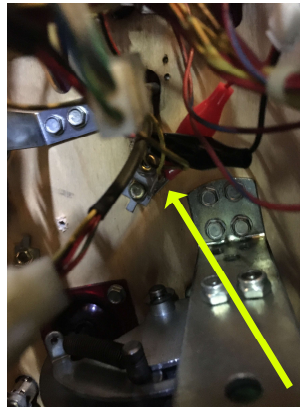
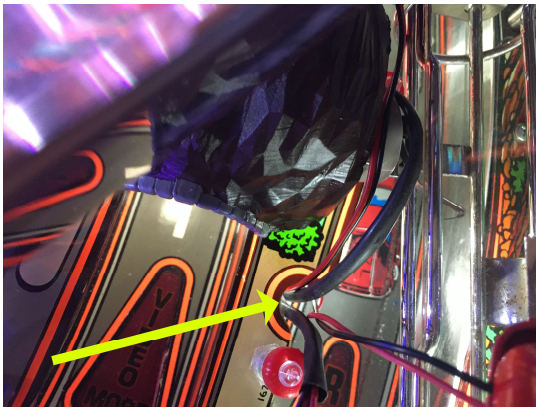
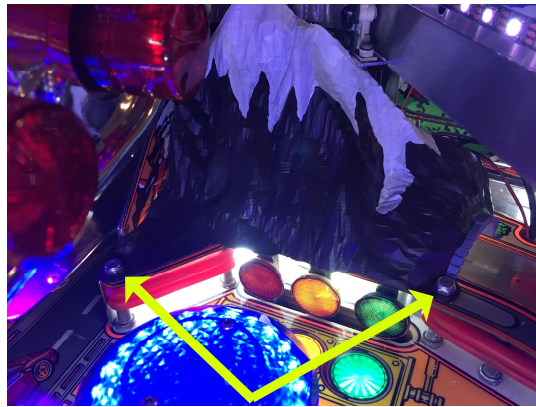
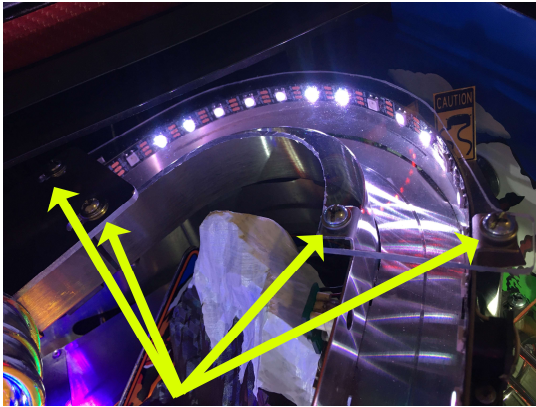
### 3D POP BUMPER CAPS

1. Remove the two screws on each of the current pop bumper caps, and remove caps.
2. This design may sit on the pops a little differently. If you have short pop screws (e.g. 1/2"), you may be required to use longer ones (e.g. 3/4") to mount the caps.



### 3D Mountain

1. Remove the current mountain plastic from the supercharger loop by removing the 4 screws shown. Do not install the new plastic yet.
2. Remove the two lock nuts shown.
3. Carefully position the mountain in place over the two posts from which you just removed the nuts. You will be able to position the mountain without removing any additional playfield parts.
4. Secure the mountain by replacing the two lock nuts you previously removed. DO NOT OVERTIGHTEN OR YOU WILL CRACK THE MOUNTAIN.
5. Run the cable for the wiring through the adjacent hole.
6. Lift the playfield, attach the alligator clips to the cable, and then attach the alligator clips to a nearby GI light socket (black on one lead & red on the other – polarity should not matter)



### 3D Mountain Spotlight

1. Remove the screw from existing cable holder attached to SC loop, and install spotlight
2. Run cable through hole in playfield under SC ramp.
3. Lift the playfield, attach the alligator clips to the cable, and then attach the alligator clips to a nearby GI light socket (black on one lead & red on the other – polarity should not matter)

