



TAG initial unpacking & setup NOTES
PLEASE don't skip any steps and PLEASE read it all!

- (1) DO NOT cut the strap (or plastic wrap) securing the backbox to the cabinet (yet).**
- (2) Cut the straps securing the machine to the pallet and lay the machine bottom side down. Open the coin door and remove the coin box. Inside you will find the leg bolts, backbox bolts, power cable, balls and numerous other items. The key is tied to the plunger.**
- (3) Unpack the legs & feet (in the cardboard box strapped to the pallet) and screw the feet into the legs noting short threaded and longer threaded feet for front and back.**
- (4) With assistance, attach the legs to the cabinet.**
- (5) Now cut the backbox strap or plastic wrap and CAREFULLY raise the backbox taking care to ensure the cables are not pinched as you stand the headbox up.**
- (6) The key for the translite is in the usual place on a spring hook inside the coin door. Use the key to unlock and remove the translite in the conventional way.**
- (7) Pull the latch on the top right side of the speaker/DMD panel UP and the panel will swing open. *CAUTION* - Hold pressure against the headbox as the panel swings out to prevent the headbox from folding forward.**
- (8) Fit BOTH backbox bolts and tighten firmly. These are required for electrical safety as well as mechanical security – NEVER operate the machine without these bolts fitted. These are also a requirement of our electrical approval for this machine.**
- (9) Dress the small split tubing on the left side away from the DMD panel hinges – DO NOT attach this to any cable clamps as it will damage the wiring when folding the backbox (see picture below).**
- (10) Remove the transit packing from the Mole captive ball, the ball trough and the Tilt mechanism inside the door on the left hand wall of the machine.**
- (11) Unlatch the lockdown bar, slide out the glass and lift the playfield – lift and roll the playfield all the way towards you and swing it upright against the top of the headbox. (NOTE: NEVER, EVER place glass directly onto a tiled or concrete floor)**

(12) Have a GOOD look around inside the cabinet. Look for connectors or screws that may have worked loose in transit. Look in the bottom of the cabinet for screws that may have shaken loose.

(13) While you have the playfield up check the tilt mechanism and adjust to your desired setting by loosening the lock nut and screwing the plumb bob up or down as required. Tighten the nut.

(14) Make sure all of the connectors going to the power transformer, the switch box on the right hand side and to the power supply PCB are all secure and the clear cover over the power supply is clipped in place.

(15) Confirm the flippers are set to the correct position and that the lock nut is tight. Check the adjustment of the EOS switches – DO NOT overlook this step.

(16) Lower the playfield and remove all of the protective plastic covering on the playfield and the playfield plastics.

(17) Time to check that the mains supply voltage is correct for your country. Refer to the sticker near the switch box or the service manual and confirm the machine is set correctly. If it is correct, plug in the mains power lead to the IEC socket at the rear of the machine and secure the metal cover over the socket receiver box.

(18) Clean five (5) balls with the cleaning cloth supplied in the box of balls and place them into the machine – note: FIVE ONLY for Thunderbirds Pinball.

Your Thunderbirds Pinball is now setup and ready for take off!

IMPORTANT NOTE

NEVER, EVER use any type of solvent to clean the playfield. A mild detergent or car polish is best and for really dirty or stubborn areas Isopropyl Alcohol can be used. For minor scratches, Novus polish used as per the manufacturers instructions is recommended.





Program Update Instructions

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There are two ways of updating the firmware stored inside the 32 Bit PIC32 chip mounted on the daughterboard of the main MPU, H-0012.

(1)

The first is to remove the plastic screw that retains the daughterboard and, using two hands, wiggle the daughterboard towards you (away from the main board) as evenly as possible to avoid damage to the connectors.

Return the module to your dealer and ask for a replacement module with a current version of the firmware installed (the dealer may update your module and return it).

Refit the module and secure with the plastic screw (snug only, don't overtighten).

Power up the machine and make the factory setting adjustments as listed elsewhere in this manual to avoid unexpected operation of the machine.

(2)

When a new version of software is released each Homepin Authorised Dealer will have a programming tool that allows for updating of the firmware in seconds without removing anything from the machine.

The dealer will plug in the programmer (as shown elsewhere in this manual) and power up the machine as normal. When the blue LED is flashing slowly on the programmer she will press and release the button on the programmer. The red LED on the programmer will light for a few seconds as the program is updated.

When the red LED on the programming tool is extinguished the programming is finished. This usually only takes a few seconds.

Power off the machine and unplug the programming tool. Power the machine back on and make the factory setting adjustments as listed elsewhere in this manual to avoid unexpected operation of the machine.

TAG FACTORY SETTINGS

(THESE SHOULD BE APPLIED AFTER ANY PROGRAM UPDATE)

USER SETTINGS

FREE PLAY – YES

COINS/CREDIT - 1

BALLS/GAME - 3

TILT MESSAGE - 2

MUSIC MODE - CLASSIC

FX VOLUME - 50%

MUSIC VOLUME - 50%

DOOR MESSAGE - NO

RESET HIGH SCORES – RESET UPON PROGRAM UPDATE TO AVOID
CORRUPTION

BALL SEARCH AFTER - 20 SECOND

FIND TIMER - 4000

GAME SETTINGS

EXTRA BALLS - YES

POP BUMPERS - 6

BALL SAVE - 5 SECONDS

REPLAY VALUE - 20 MILLION

ALLOW REPLAY - YES

ALLOW MATCH - YES

ATTRACT VOICE - NO

EXTRA BALL AT - 10 HITS

AUTO REPLAY - 2 PERCENT

END CREDITS - YES

NO SCORE BALL - ON

RBALL LOCK DELAY - LONG

TARGET MODE - EASY

COIL SETTINGS

SLINGS - 8

POP BUMPERS - 8

AUTO PLUNGER - 9

BALL TROUGH - 4

ACCOUNTING

CLEAR ACCOUNTS – CLEAR ALL WHEN FIRST SET UP