

# Funhouse: Rudy's Nightmare

## ~ Auto-Launch Upgrade Kit Installation Instructions ~

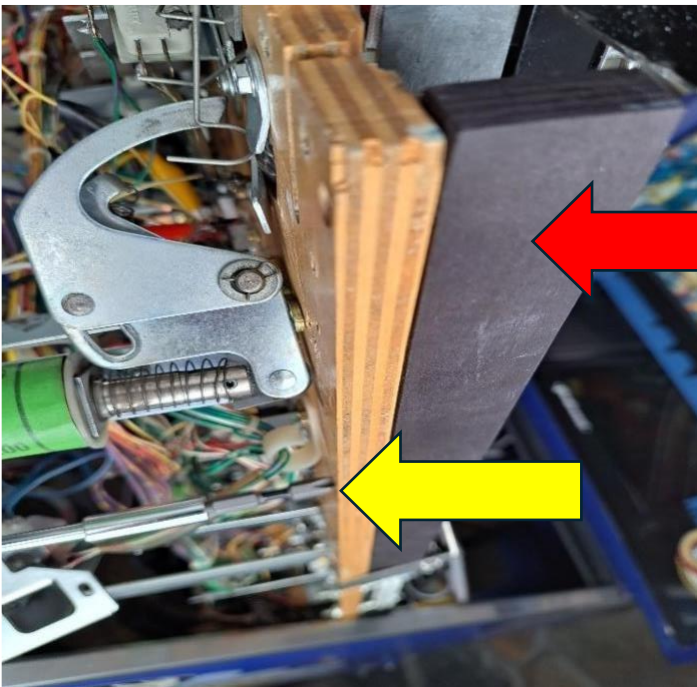
Congratulations on purchasing your new upgrade kit, and we hope that you enjoy the new experience playing your Funhouse now like never before!!! Here are the instructions to get you started. Please be careful, as we cannot be responsible for any damage to your game before, during, or after the installation.

1. Make sure that your game is unplugged from the wall and all power sources.
2. Remove the glass, backglass, balls, and raise the playfield into the service position.

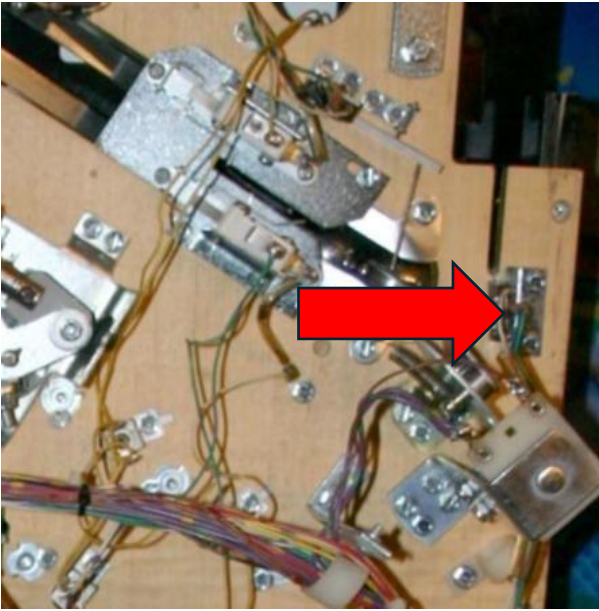
### **Disclaimer**

*The installation of this product is carried out at the sole risk and responsibility of the customer. The manufacturer assumes no liability for any damage to property or persons resulting from improper installation, use, or maintenance of the product.*

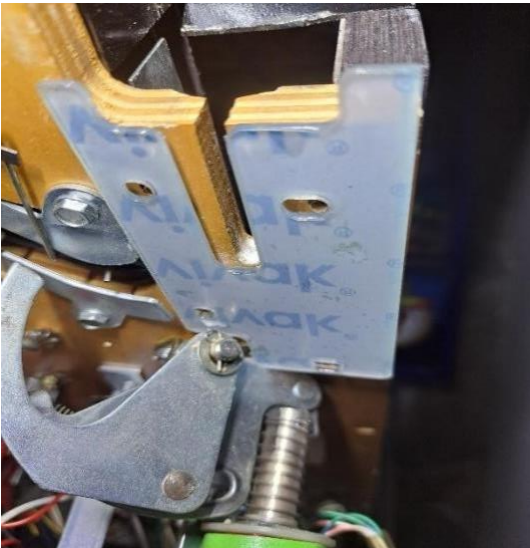
3. Remove the screws that fasten the black shooter lane rail in place from under the playfield with a Phillips screwdriver, and secure your new rail in its place:



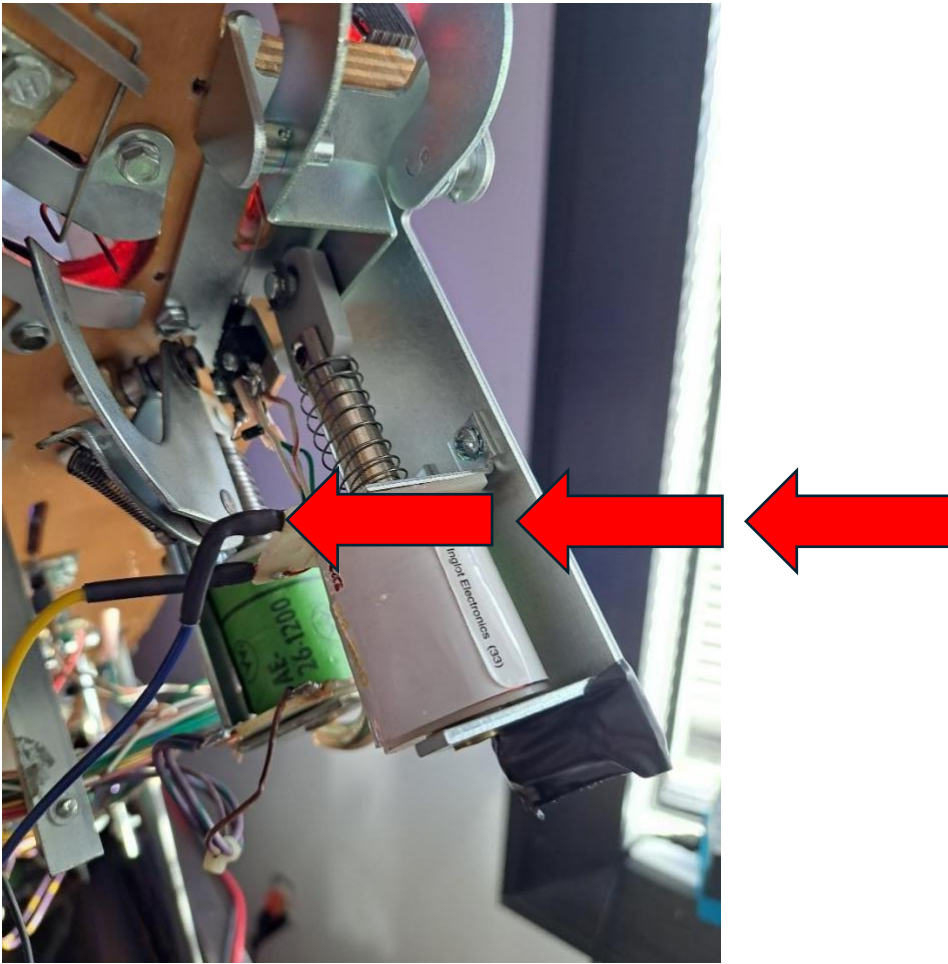
4. Remove the shooter lane switch bracket from the playfield and unscrew the switch from the bracket. Your kit will come with a spare shooter lane switch, but we encourage you to use your existing switch:



5. Position your template so that it is flush with the right side of the playfield, as well as at the bottom of the shooter lane, and mark the holes with a sharpie. You may need to push hard to get it to slide under the trough eject mechanism. Position your auto-launch assembly in place, as you just did the template, and be sure that the sharpie marks match up with the holes and that it is flush as well just to double check:



6. Grab your new auto-launch assembly, and double check a couple of things. Be sure that there isn't a diode mounted between the 2 power connectors on the coil, and be sure that the coil is mounted on the bracket so that the power connectors are positioned and are facing the left side of the machine:



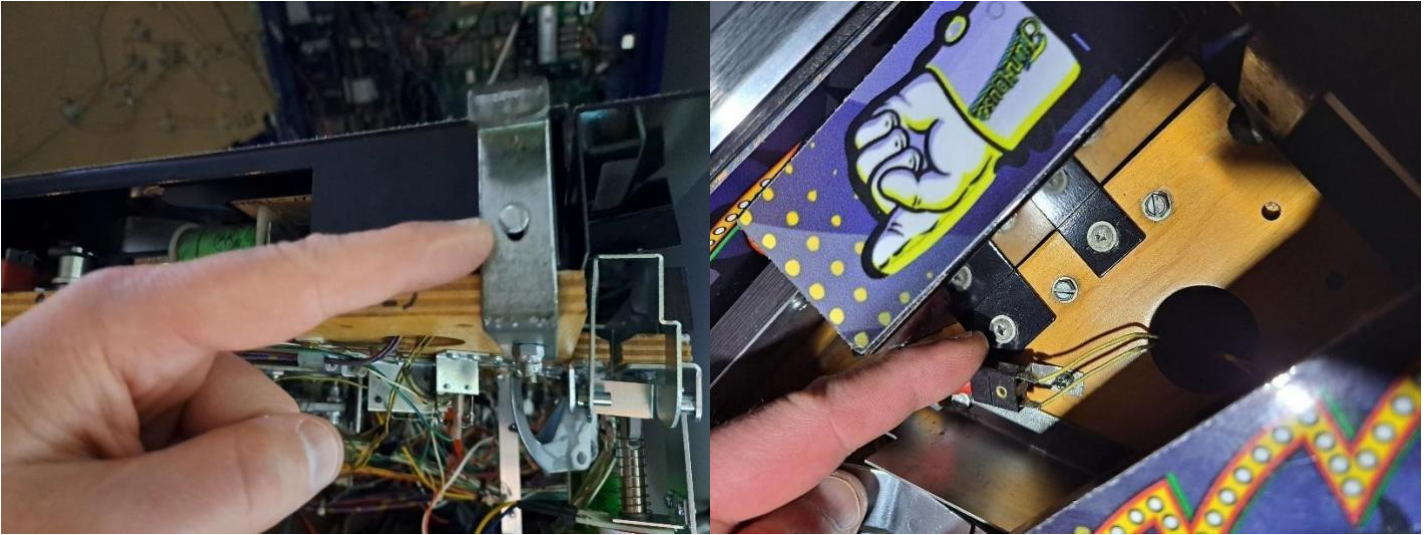
7. Fasten the shooter lane switch to your new auto-launch assembly onto the left side of the metal switch mounting plate. If needed, the correct wiring for the switch is so that the white/with red wires are on the rear (closest to the coin door) tab, the green wire in the center. The diode attaches from the rear to the front tab; with the cathode (white stripe) on the diode closest to the front tab.
  
8. Locate the 4 screws that came with your kit. Please be extra careful to pay attention here, and find a drill bit that is slightly smaller (more narrow/skinnier) than the screws. Place a piece of electrical tape tightly around the drill bit that is slightly shorter than the longest screw. Compare it with the screw and at the side of the playfield, so that you can be sure that you don't drill through your playfield:



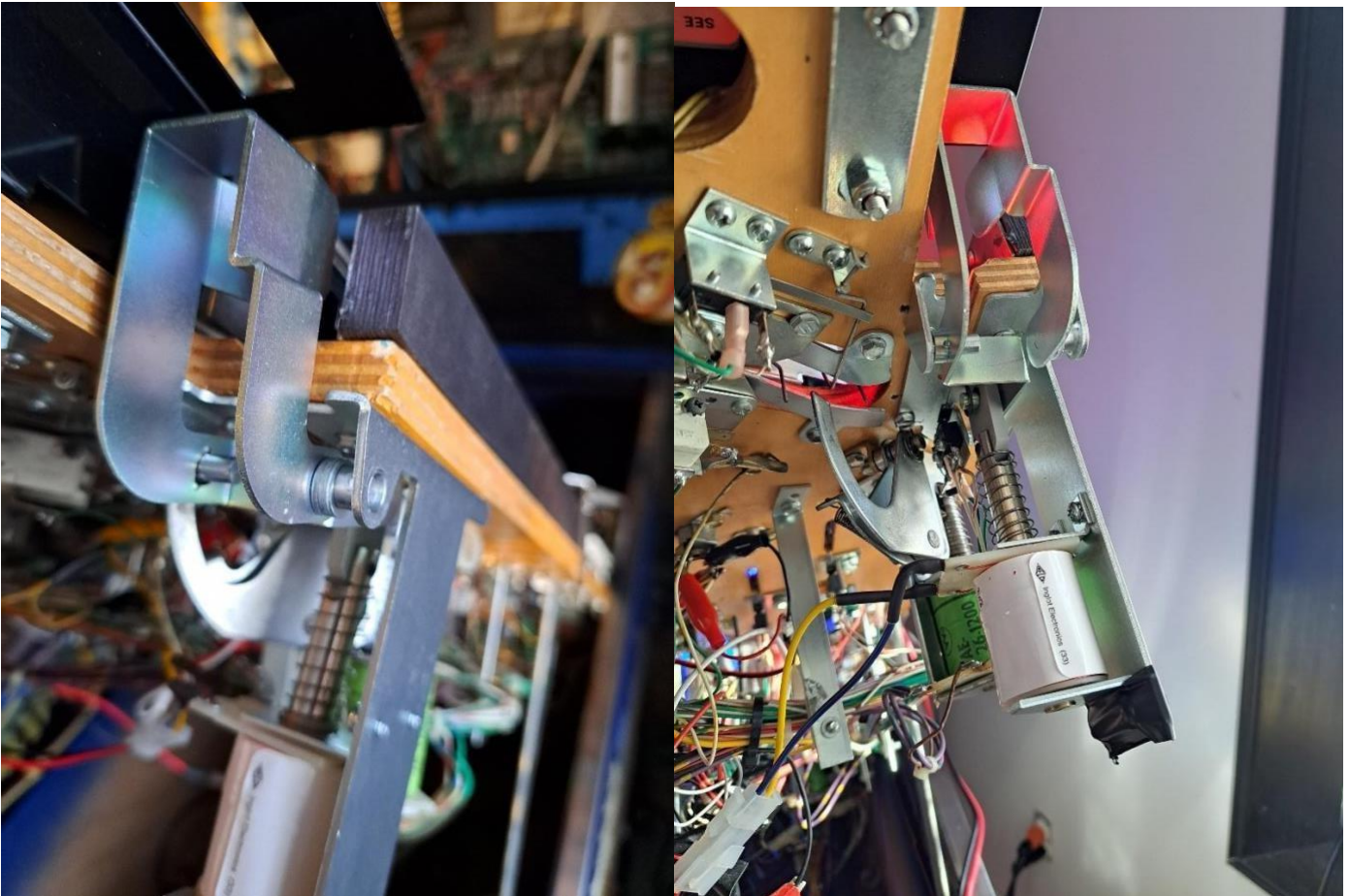
9. Use your drill to drill through the center of your sharpie template marks, and **please take your time** with limited force drilling the holes for the screws, and stop when the tape reaches the playfield:



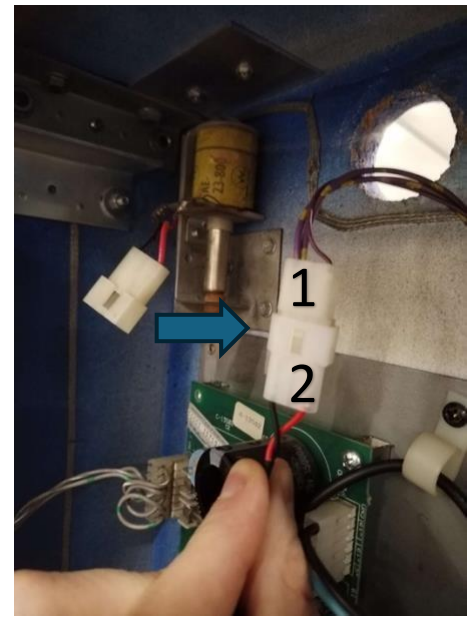
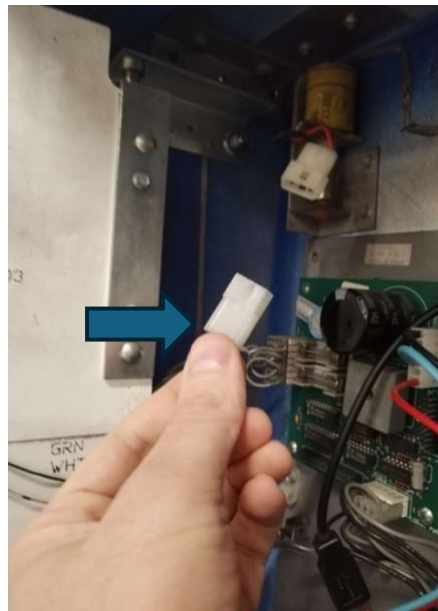
10. Remove your apron, by removing the 2 rear screws from the apron hangers, so that you can replace your new shooter lane cover with your new cover. Remove the 2 Phillips screws that hold the shooter lane cover in place, then install your new shooter lane cover and reinstall your apron:



11. Secure your auto-launch assembly to the playfield. Use the 2 longer screws on the back of the bracket (closest to the coin door), and the 2 shorter screws on the front:

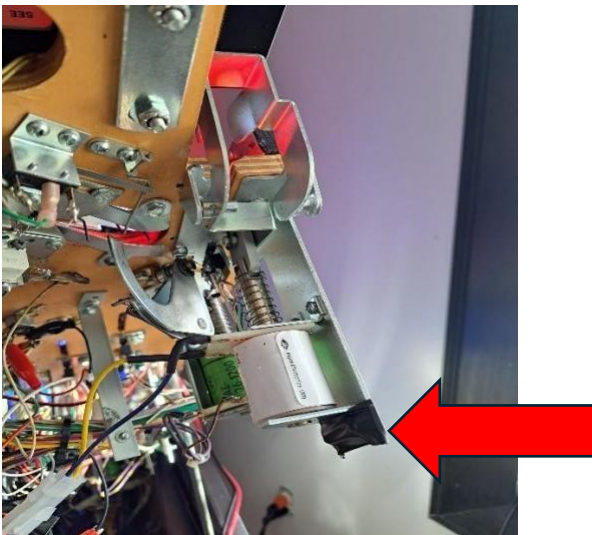


12. Cut the wires from your knocker coil in the head of your game, and attach and/or solder the new wiring to them:



13. Run the wiring into the cabinet to the auto-launch coil and plug it into the auto-launch coil.

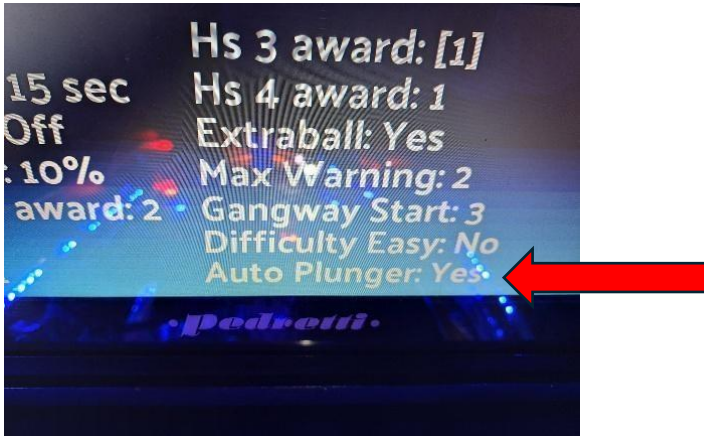
14. Put some electrical tape, or whatever you would like, around the bottom of the auto-launch assembly to protect it from any potential accidental scratches when lowering your playfield:



15. **Very slowly, lower your playfield.** Watch that the right side of the auto-launch assembly doesn't hit the right side of the cabinet. If it does, you may need to slightly bend the bracket inward a bit. Also, pay attention to the space between the front of the auto-launch arm and the manual plunger. If it is too narrow, and it is touching the manual plunger, you may need to widen it a bit.

16. After your playfield is down, manually move the auto-launch arm to be sure that it moves freely without restraint from the manual plunger and adjust accordingly if so. The arm forks can be slightly manually adjusted with pliers if is needed.

17. Go into the menu, and make sure that the auto-launch is enabled and that you have the latest code:



18. Stay in the menu and go to switch tests (Active). Press on the shooter lane switch to make sure that it registers on the display. Next, go into the coil test and scroll to the knocker coil to make sure that it functions freely as well.

***Enjoy your awesome new game!!!***

