



Magnet Controller Board Installation Instructions

Thanks for buying one of our custom pinball boards. Please read the below instructions carefully so that you connect up your controller board correctly and do not damage the board and/or your game.

<i>Connections</i>		
	<i>Twister</i>	<i>Golden Eye</i>
MAG1	Diverter Magnet	Satellite Disc
MAG2	Disc Magnet	Between Flippers

The board includes various leds to assist connection and troubleshooting. Please see below for a description.

<i>LEDs and Voltages</i>	
5V	+5V Power to board logic
SOLPWR	+50v Feed for Magnets
RESET	Board Reset Signal. Lites when board is operational. Fed from main driver board (J3-12)
MAG1	Lights if 9VAC feed is missing and/or a failure on the clock circuit is detected
MAG2	Flashes 3 times when the board has configured itself after coming out of reset. Lites when MAG2 is operating

General Notes

- The magnet connected to position MAG2 is the main control magnet that the board uses to configure itself. This magnet must always be connected. Failure to connect this magnet, or if this magnet is damaged will disable the board, even if the magnet at MAG1 is connected and good.
- During testing of the board in our own games it was determined that for best operation the fuse ratings for both magnets should be changed to 4A slow blow.
- If using with Twister, please make sure all magnet disc motor upgrades are performed as noted in the Sega service bulletin no.91. Failure to upgrade the motor cabling may cause board operation issues due to noise from the neon bulb.