

E.2 Removing the Munchkinland Playfield

Preparations: Ensure that all 5 pinballs are in the trough or completely removed from the game (not held in any of the playfield ball locks). Power down the game.

Tools Required:

Wire cutters
Magnetic pickup tool (optional)
1/4" nutdriver or #2 Phillips screwdriver
11/32" nutdriver

1) Raise the playfield and lean it against the backbox as shown in figure E5; locate the two holes circled in the illustration. Unplug the inline connectors for the mechanisms on or under the Munchkinland playfield, 2 connectors through the larger hole, 1 through the smaller hole:

Larger Hole
4-pin, VIO/YEL/BLK/RED wires
4-pin, GRY/WHT wires

Smaller Hole
2-pin, BLK/VIO wires

2) Unplug the orange (J4) and yellow (J5) color-coded connectors from the right-side opto I/O board, circled in the illustration. Use wire cutters to carefully cut any nylon ties holding cables/wires still attached to the Munchkinland playfield.

3) Unplug the data cable from the red connector on main RGB LED board WOZLED03 (circled in figure E5); this cable will remain connected to the Munchkinland playfield as it is removed (pulled through the smaller playfield hole). Cut any wire ties holding this cable underneath the playfield. Push all unplugged connectors and cables up through the holes in the main playfield.

Lower the main playfield, resting the back set of support rail rubber feet in the lockdown bar channel.

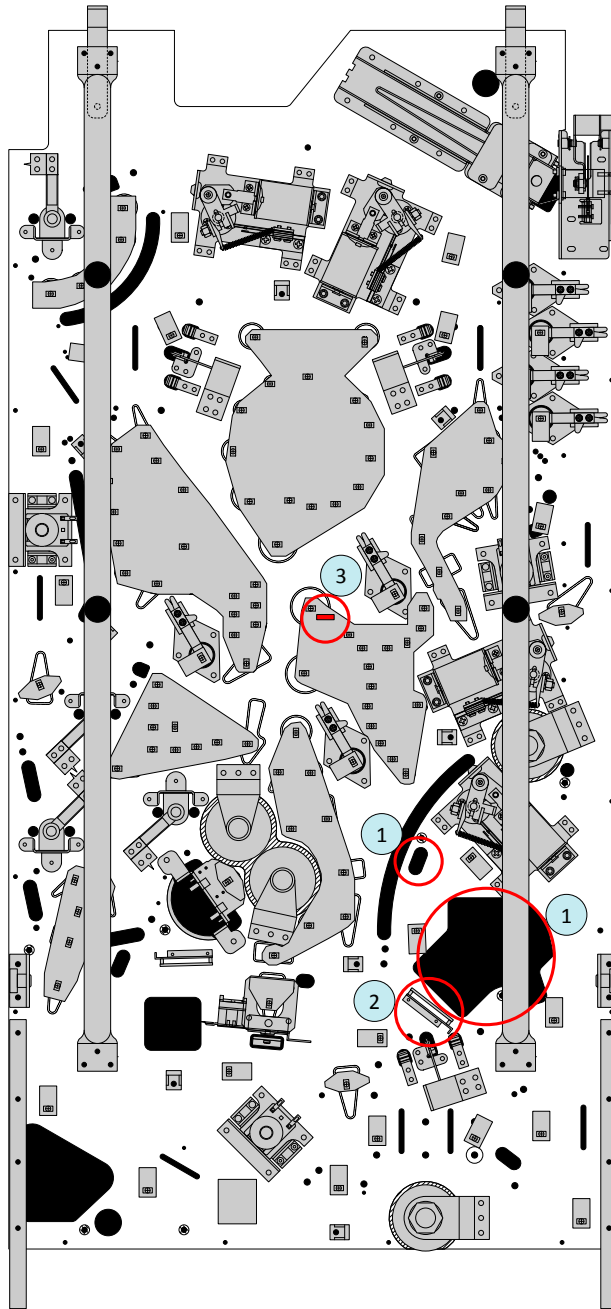


Figure E5. Munchkinland playfield removal, illustration 1.

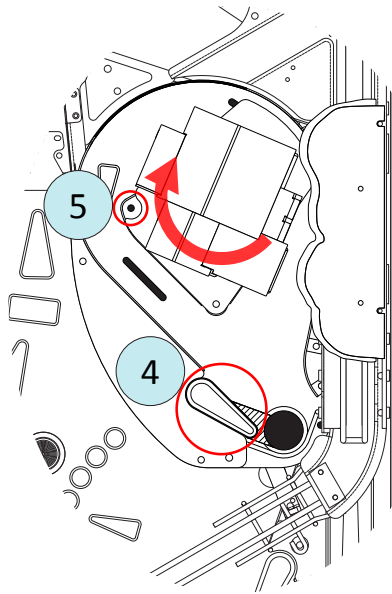


Figure E6. Munchkinland playfield removal, illustration 2.

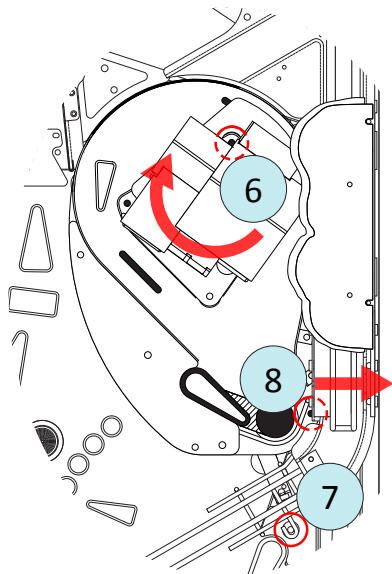


Figure E7. Munchkinland playfield removal, illustration 3.

4) Remove the mini rubber ring from the Munchkinland flipper (circled in figure E6).

5) Grasp the roof of the Munchkinland playfield’s spinning house and manually rotate it (CW) until the large, open corner is aligned with the first of three screws holding the playfield down (as shown in figure E6). Using a 1/4” nutdriver or Phillips screwdriver with a long shaft, remove this screw. A magnetic pickup tool can be used to help pull the screw out of its hole.

6) Continue to manually rotate the house (CW) until the same open corner is aligned with the second of three screws holding the Munchkinland playfield down (as shown in figure E7). Using the same 1/4” nutdriver or Phillips screwdriver as in step 5 above, remove this screw. Again, a magnetic pickup tool can be used to help pull the screw out of its hole.

7) Using an 11/32” nutdriver, loosen the locknut holding the top end of the Emerald City exit wire ramp (circled in figure E7). Do not remove the locknut.

8) Flex the Emerald City plastic ramp (in the ball lock/Munchkin huts area) outward while removing the third of three screws holding the Munchkinland playfield down (circled in figure E7). Use the same 1/4” nutdriver or Phillips screwdriver as in steps 5 & 6 above.

Carefully - and slowly - tilt the Munchkinland playfield toward the ball lock assembly until it clears the Munchkinland mini flipper bat. When the flipper bat is completely through the hole in the Munchkinland playfield, flex the Emerald City plastic ramp outward again, until the outer edge of the Munchkinland playfield clears the metal opto shield on the edge of the ramp. Carefully lift the Munchkinland playfield up and away from the main playfield, ensuring that all cables, connectors and wiring remain free during the process.

9) While lifting the Munchkinland playfield, reach under its left front edge and unplug the cable from RGB LED satellite board number 160 (circled in figure E8). This cable will remain connected to the main playfield.

To reinstall the Munchkinland playfield, repeat the steps above, in reverse order.

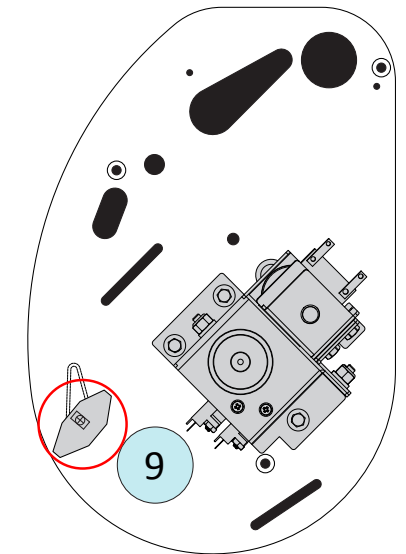


Figure E8. Munchkinland playfield removal, illustration 4.