



ColorDMD LED Display Installation Instructions for **SPIKE - CHROMA**

Congratulations on the purchase of a new ColorDMD display. The ColorDMD will enhance your pinball machine by introducing *color* to the dot matrix display graphics produced by the game.

Tools / Parts Required:

- 5/16" Nut Driver
- Clear DMD Shield



Be sure to turn **OFF** the power to the pinball machine before installing the ColorDMD LED display.

STEP **1**

Disconnect the DMD Power and Ribbon Cables from the DMD. Completely disconnect the DMD Power Cable from the game by unplugging the other end in the backbox.



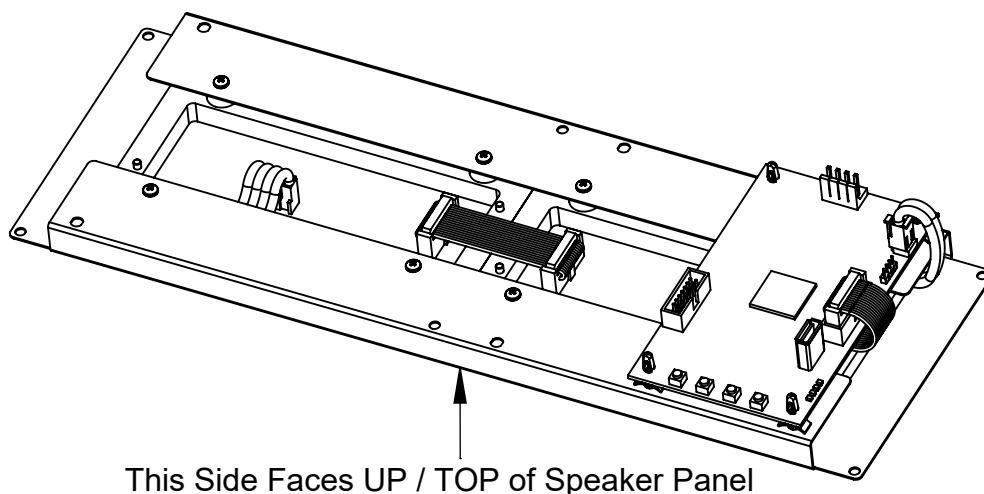
WARNING. Electric Shock Hazard - To protect against accidental electric shock, **DO NOT** operate the game without ensuring that the ColorDMD metal bracket is electrically grounded through contact with the metal speaker panel.

STEP **2**

Remove the original DMD assembly from the game and store it in a safe place. Also remove the red plastic DMD lens and install the new ColorDMD Clear DMD Shield.

STEP **3**

Using the original DMD mounting hardware, install the ColorDMD LED with UP Arrow facing top edge of speaker panel (see Fig. A). *Note: If present, re-attach original ground cables to ColorDMD LED bracket at bare metal mounting screw holes located at the bottom edge.*



This Side Faces UP / TOP of Speaker Panel

Figure A

For KISS/Wrestlemania Only:

STEP 4 Locate the included long ColorDMD Power Cable. One end of the cable has a single connector (see Fig. B). Plug this connector into the PWR header (see Fig. D) on the ColorDMD circuit board.

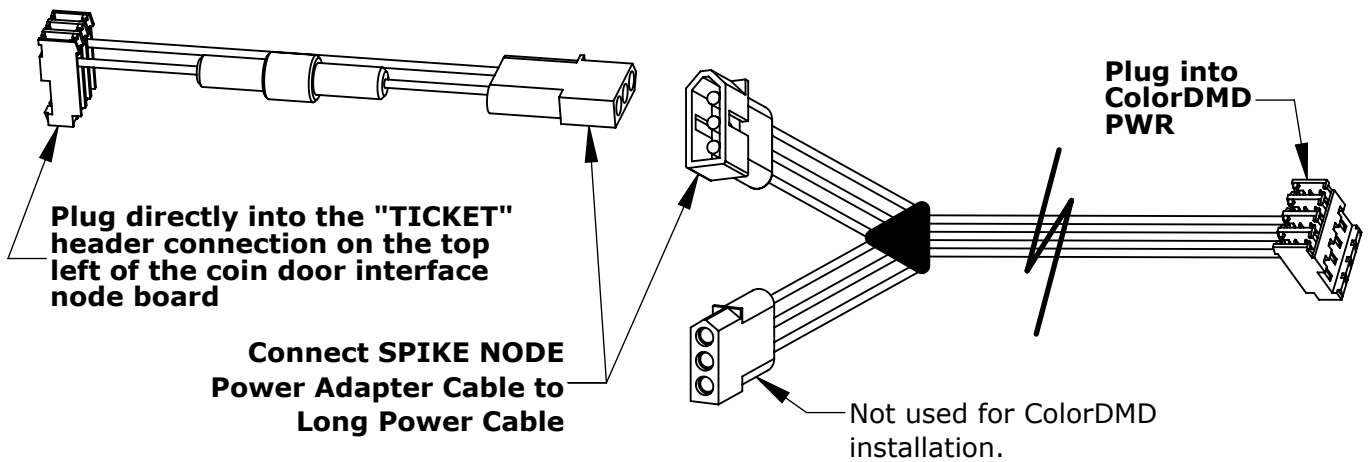


Figure B

STEP 5 Locate the included SPIKE NODE Power Adapter Cable. Connect the SPIKE NODE Power Adapter Cable to the ColorDMD Power Cable (see Fig. B). Route the cables to the front of the cabinet (See Fig. C). Plug the SPIKE NODE Power Adapter Cable directly into the "TICKET" header connection on the top left of the coin door interface node board located on the left front cabinet wall (See Fig. C).

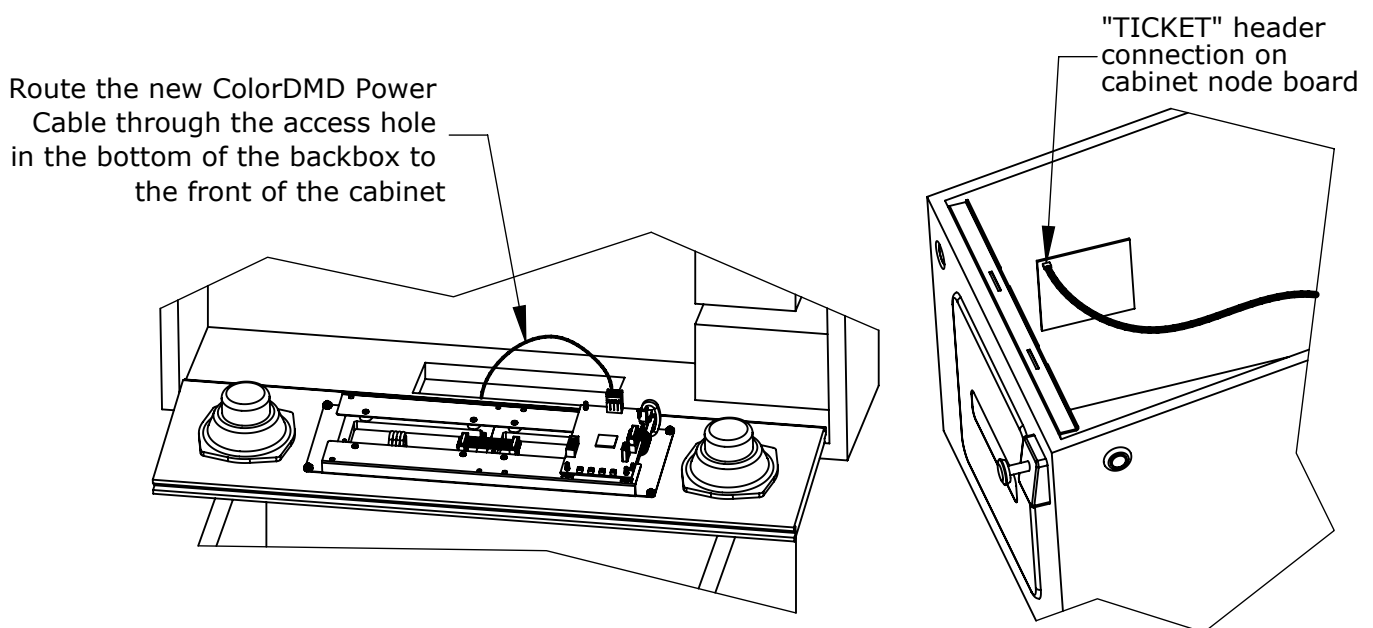


Figure C

For Game of Thrones/Ghostbusters Only:

STEP 4 Locate the included ColorDMD Power Cable. One end of the cable has a single connector (see Fig. B). Plug this connector into the PWR header (see Fig. D) on the ColorDMD circuit board.

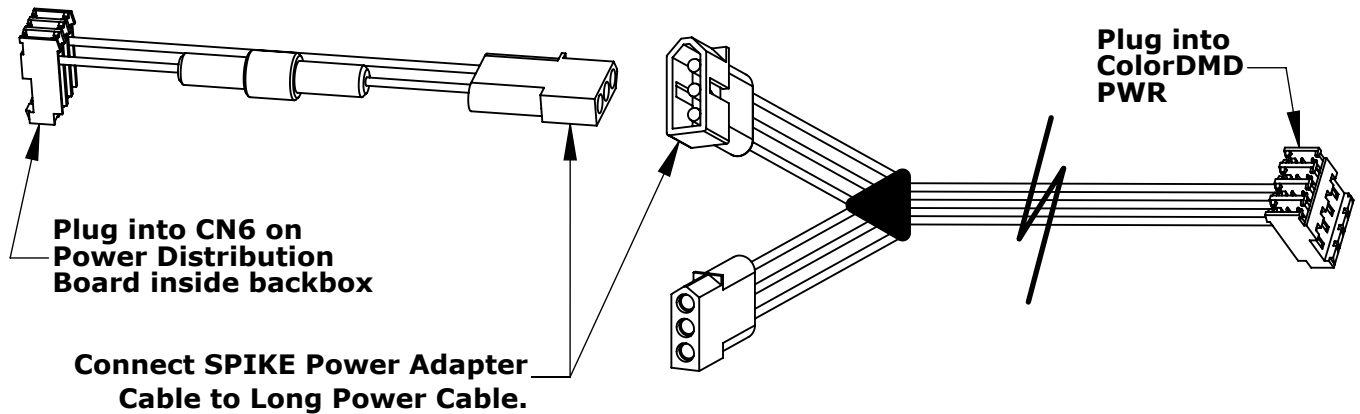


Figure B

STEP 5 Connect the SPIKE Power Adapter Cable to ColorDMD Power Cable (see Fig. B). Plug the SPIKE Power Adapter Cable into CN6 of the Power Distribution Board located in lower right corner of backbox (See Fig. C).

Route excess ColorDMD Power Cable through the access hole in bottom of the backbox and back up to CN6

CN6 connection on Power Distribution Board

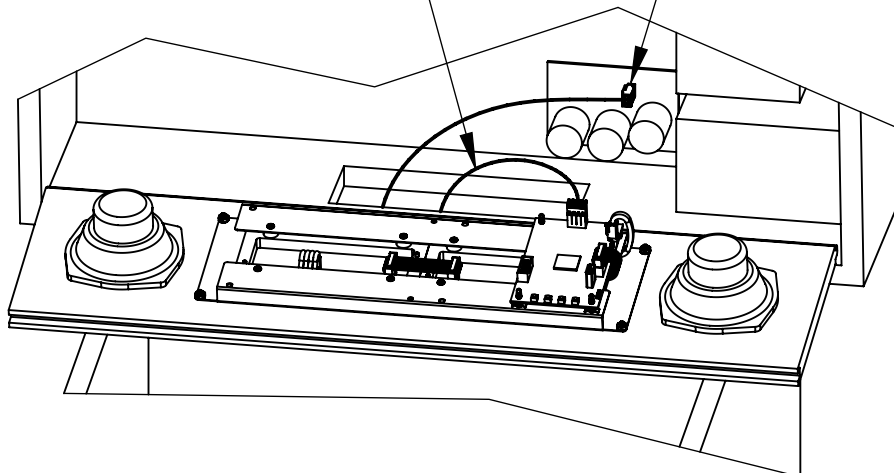


Figure C

STEP **6**

Plug the 14-Pin ribbon cable into DMD_IN (see Fig. D) on the ColorDMD with the **red stripe nearest the push buttons**. The other end of this cable should still be plugged into CN23 on the SPIKE Board with red stripe facing toward the right.



*Double check for proper alignment of **all** cable connections.*

STEP **7**

While ensuring no wires get pinched, raise the speaker panel and turn on the pinball machine.

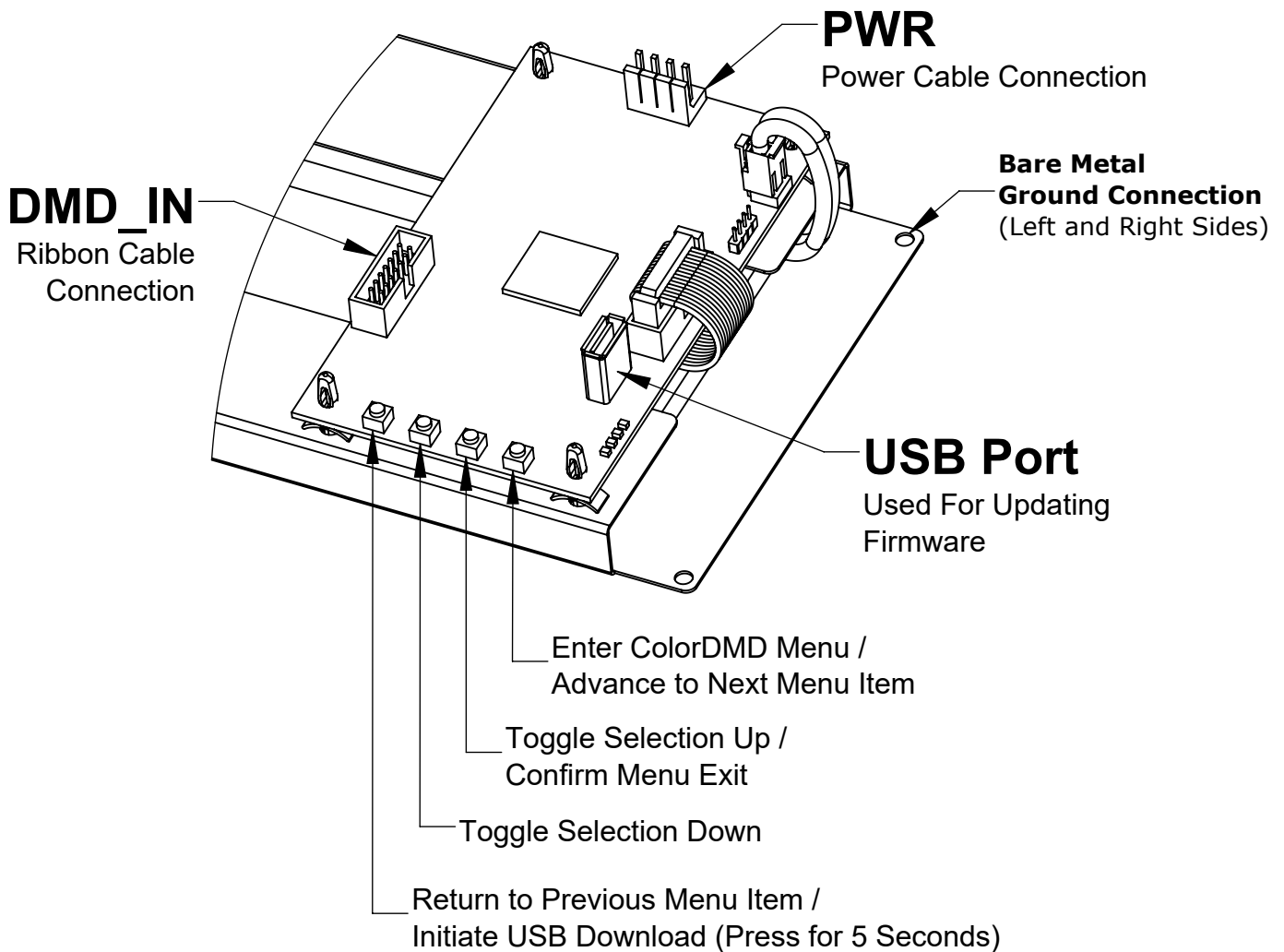


Figure D

STEP **8**

Press the right-most ColorDMD LED push-button to customize the display settings. When finished press the Confirm push-button to "EXIT AND SAVE".

For additional information regarding display settings please visit our website at www.colordmd.com.