



Installation XP-WMS12247

Installation

- **Installation Time:** About 10 minutes
- **Tools Required:** 1/4" Nut-driver, Phillips screwdriver

1. Unplug the AC power from your pinball machine. Remove game back glass. Open back box.
2. Remove OEM Williams Sys11 Auxiliary driver board.
3. If being installed in the following games: BIG GUNS, CYCLONE, SPACE STATION, with a pair of wire cutters remove W6, shown in GREEN in the drawing to the right.
4. If being installed in games other than: BIG GUNS, CYCLONE, SPACE STATION, with a pair of wire cutters remove W7 and W8, shown in ORANGE in the drawing to the right.
5. Install fuses as indicated in your games user manual. The fuse references on the XP-WMS12247 match the original OEM board.
6. Install the XP-WMS12247 in the back box. Use all screws and secure until snug to ensure that a solid ground connection is made.
7. Connect all connectors as indicated. Make sure to observe all polarizations keys when connecting.
8. Double-check all connections, plug in the machine, and turn the game on.
9. All systems should be operational! Play on!

NO FUSES HAVE BEEN INSTALLED OR PROVIDED

Because the XP-WMS12247 supports multiple games, and each game has individual fusing requirements, no fuses have been provided. All fuse locations match the original Williams board and are loaded as such. A select few games require the removal of wire jumper. These games are noted in the install instructions.

