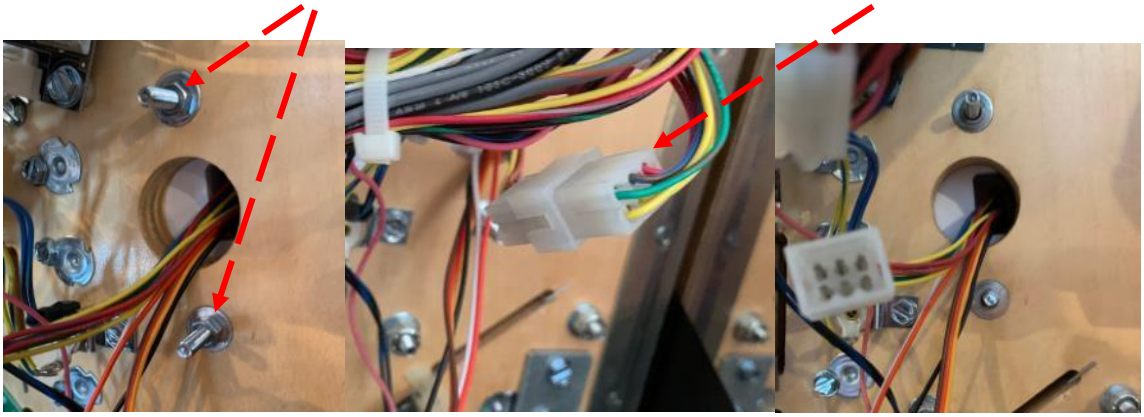
! Walking Mr. Stay Puft install manual V2.2 !

Total install time: 15-45 minutes

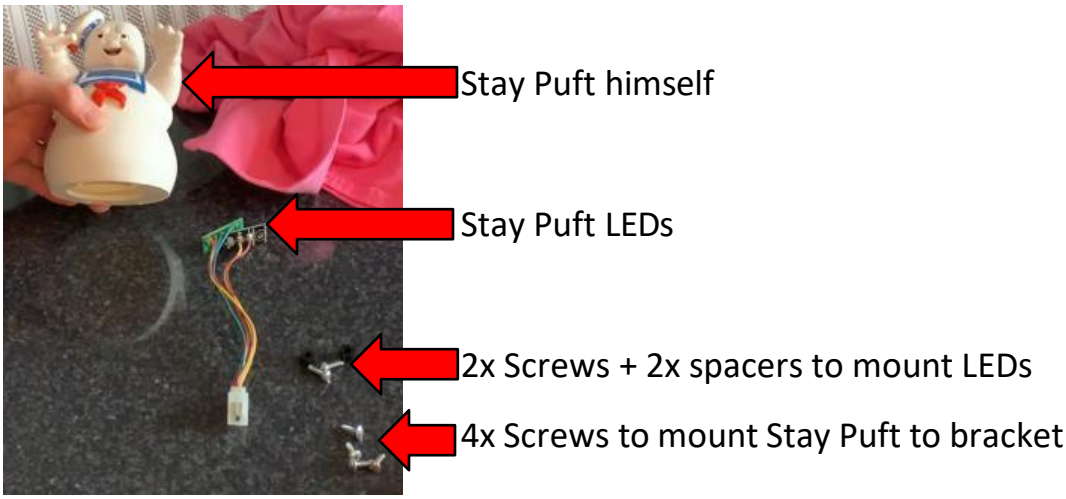
PREREQUISITES:

1. TURN OFF YOUR PINBALL MACHINE
2. REMOVE NUTS AND UNPLUG THE 6-PIN LED CONNECTOR



3. DISASSEMBLE STAY PUFT

What we will be reusing after having removed Puft from his old assembly:



Not in the picture: 2x Washers

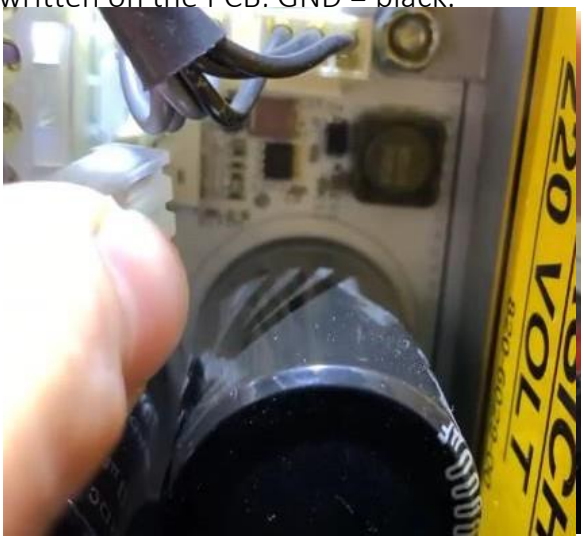
<u>If the prerequisites have been met, continue on the next page.</u>

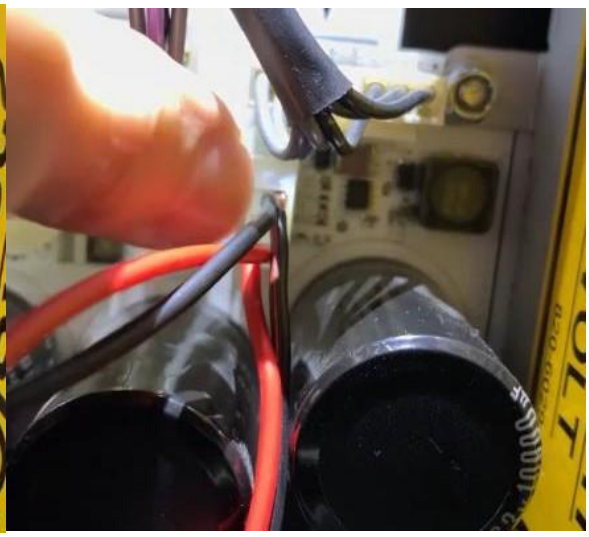
Step 0: ENSURE THE GAME IS TURNED OFF.

Step 1: Remove the backglass and lower the speaker panel onto both siderails, preferably with a cloth in between.

Step 2: Get your 2 meter long red/black power cable that will supply 12V to the controller board.

Step 3: Plug the connector into CN6 in the backbox (bottom right PCB). Make sure that the black wire(s) are facing upwards, and the red wire(s) are pointing downwards. This is also written on the PCB. GND = black.

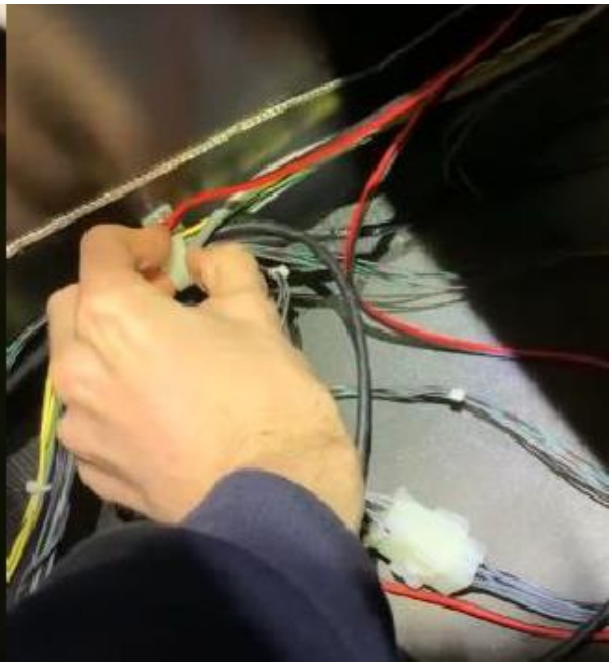




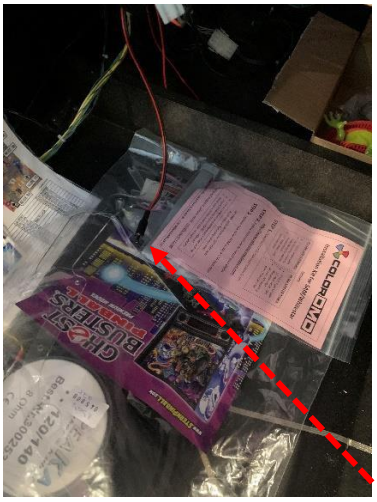
Step 3a: After having plugged in the connector, lower the wires into the back left of the backbox.

Step 4: Lift the speaker panel + backglass back into the backbox. Now it's time to remove the playfield glass + balls.

Step 5: Pull the playfield forward, now guide the red/black power cable through the cable holders in the bottom left of the cabinet. See pictures below for reference.



Step 6: Lay the barrel connector in the cabinet just over the wooden support. Will make for an easy connection in later steps.



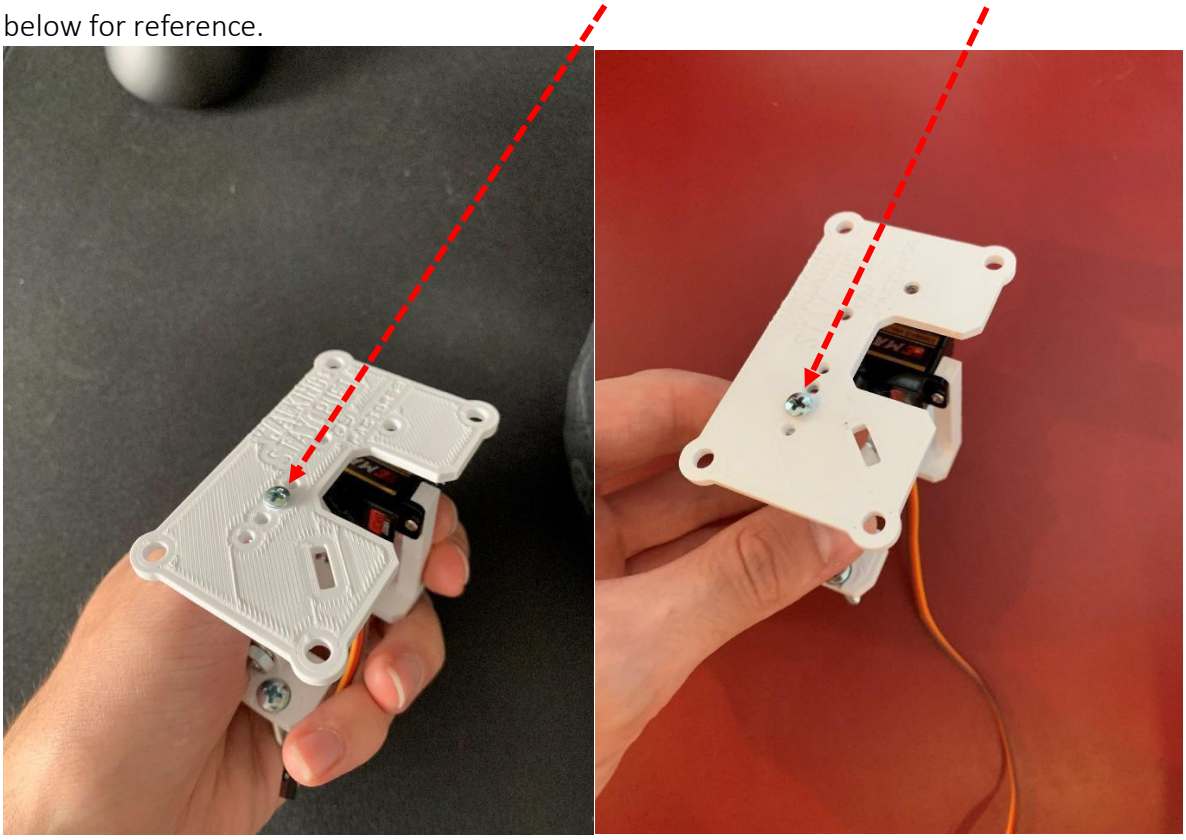
Barrel connector laying over here.

Step 7 (3D Buildings): Puft clearance. (Skip if you do not have 3D buildings)

Many Ghostbusters owners now have the 3D building mod. Obviously, this makes it so that there is less space for Puft to move. What I recommend first is temporarily mount Stay Puft on the new bracket with a few screws, test fit to see if the following steps 7a-7f are needed. Some owners commented that there won't be problems even with my factory set point.

Step 7a: Grab your Puft moving mechanism.

Step 7b: Remove the screw from the original hole, now screw it into a slot closer. See pictures below for reference.



Step 7c: Assemble Puft to the bracket with only 2 screws for now. See picture below.

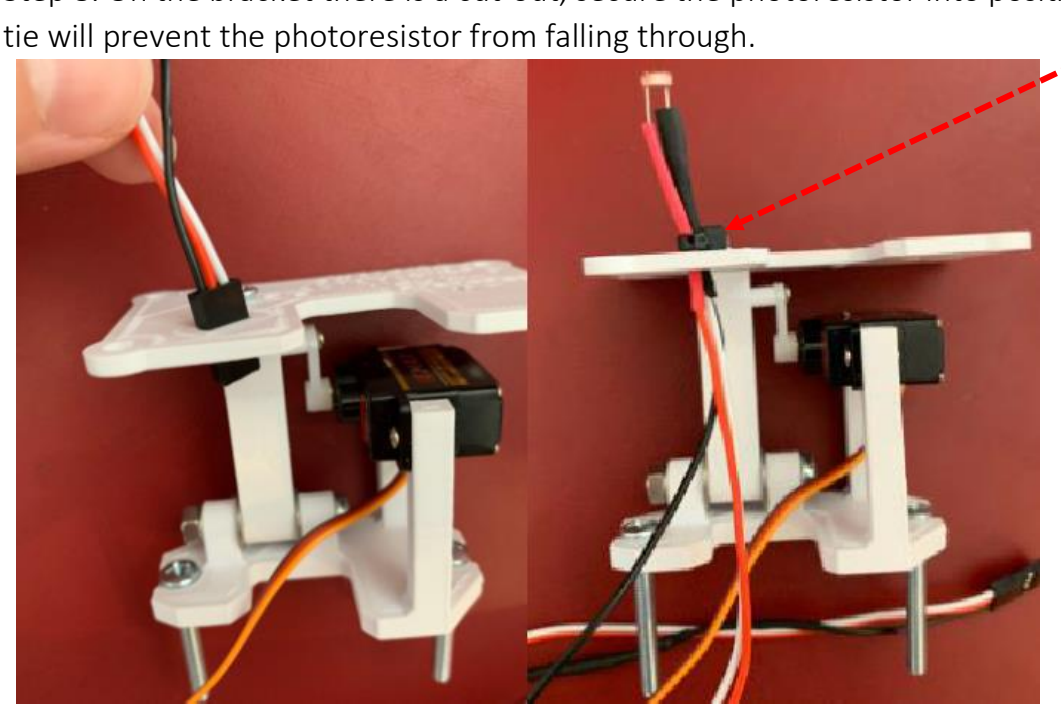
Step 7d: Remove the plastic with the post, take the ring off, and reinstall. See pictures below.

Step 7e: Place Puft into position, now see If there are any clearance issues.
TIP: Since Puft is attached to the bracket with only one screw, you can twist him around, creating more clearance. See pictures below for reference.

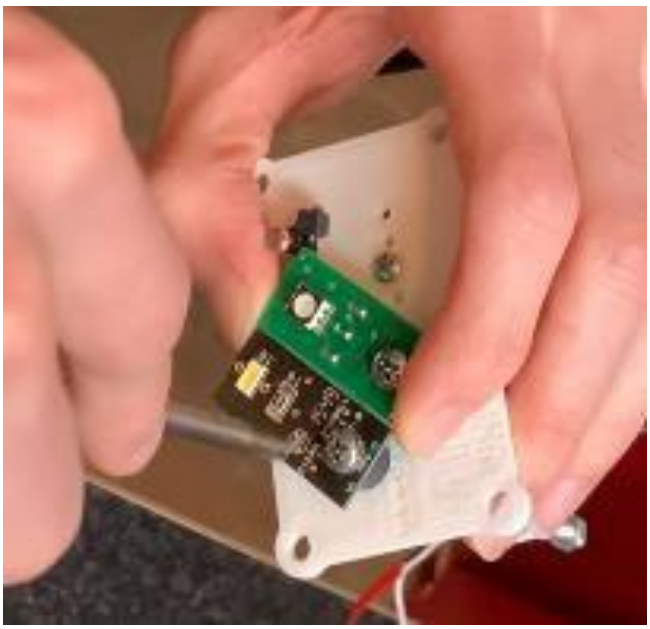
As you can see, the picture on the right has way more clearance. But it is also important that you don't twist him too far away from the building, because he might hit the post behind him. If this is the case, and you do not have enough clearance in-between Puft and the building, then I recommend removing the post from step 7d entirely. Another possibility would be to move the screw over to the very last slot seen in step 7b.

Step 7f: If all goes well, you should have enough clearance. Now take Puft out of the game and remove the 2 screws you put in at step 7c.

Step 8: On the bracket there is a cut-out, secure the photoresistor into position, the zip tie will prevent the photoresistor from falling through.



Step 9: Reassemble the stock LED panels on the new bracket. The holes are pre-drilled, so use the old screws with the black spacers in-between. Make sure that the LEDs are mounted the same as seen in the pictures below:

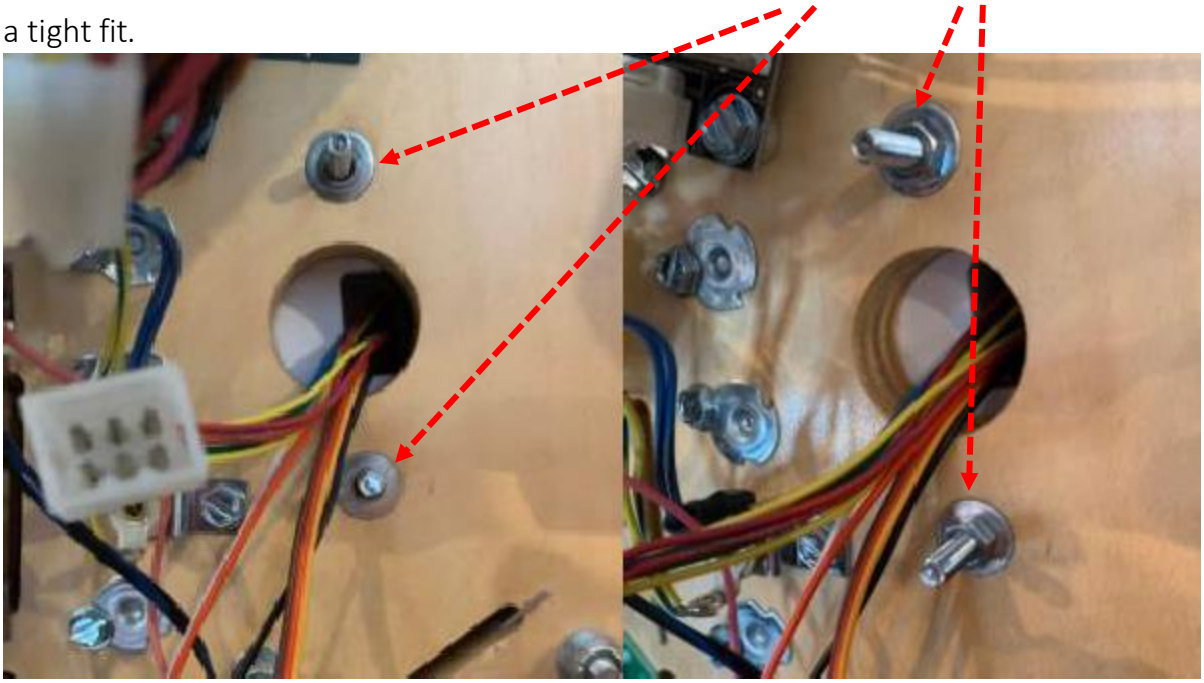


Step 10: Attach Puft to the bracket, make sure that the servo is facing Puft his butt. Use the old 4 screws. See pictures below for reference.

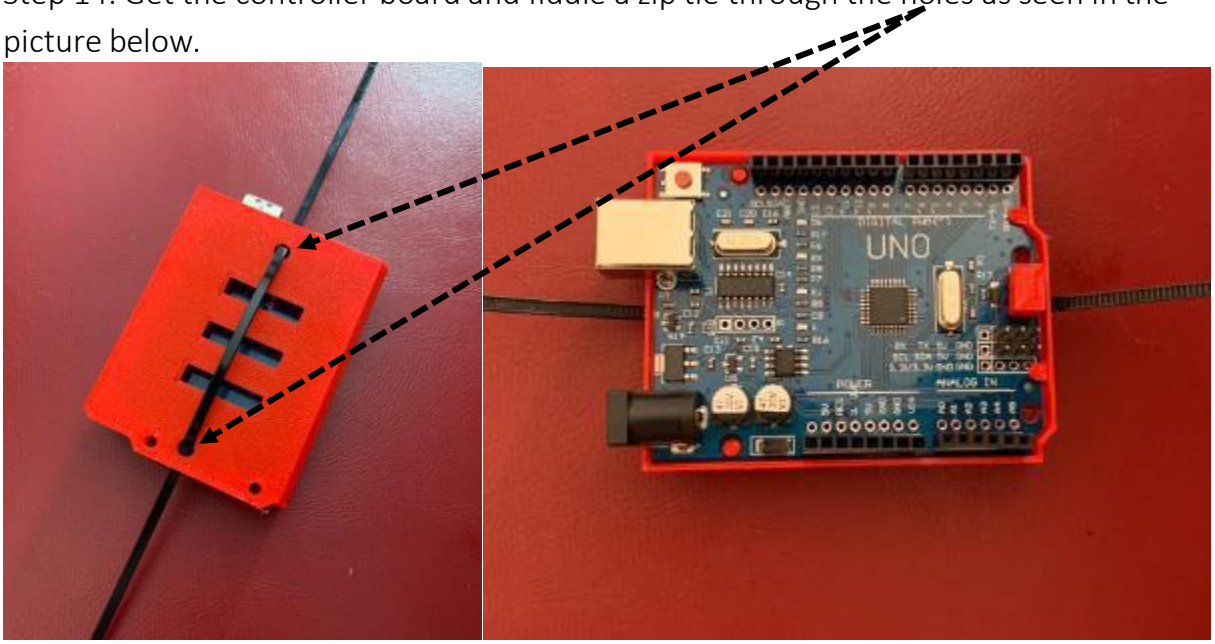
Step 11: Fiddle the wires coming out of Puft through the middle hole first. Eventually you can lower him into place with both bolts going into the holes.

Step 12: Carefully lift the playfield back up and let it rest against the backbox, preferably with a cloth in-between.

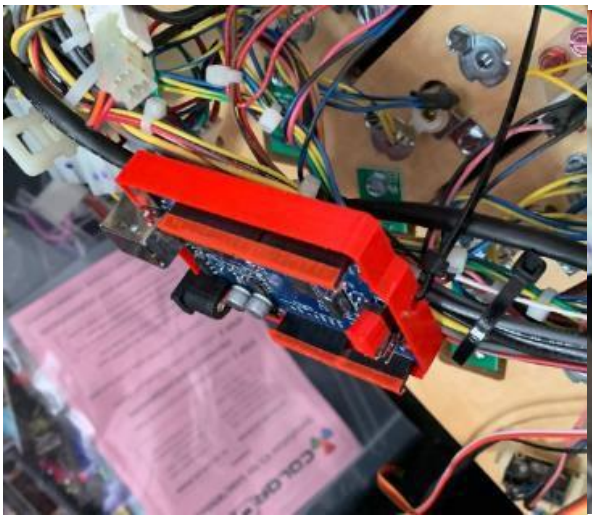
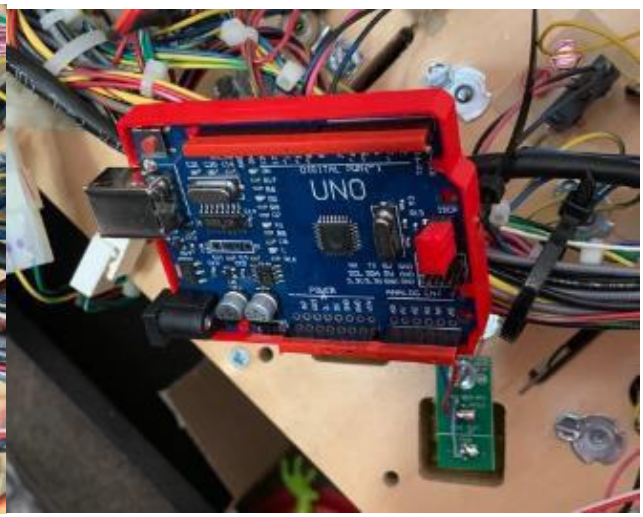
Step 13: Secure Puft into place, make sure you use the washers and nuts supplied, ensure a tight fit.



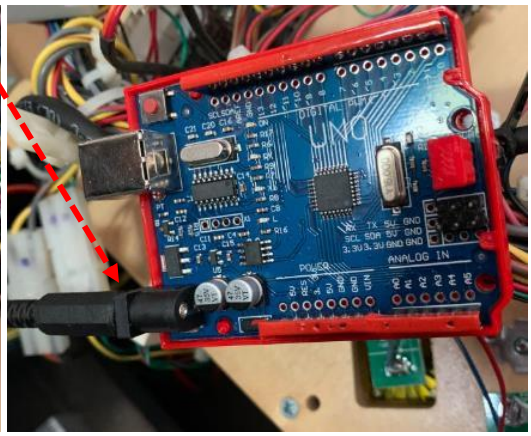
Step 14: Get the controller board and fiddle a zip tie through the holes as seen in the picture below.



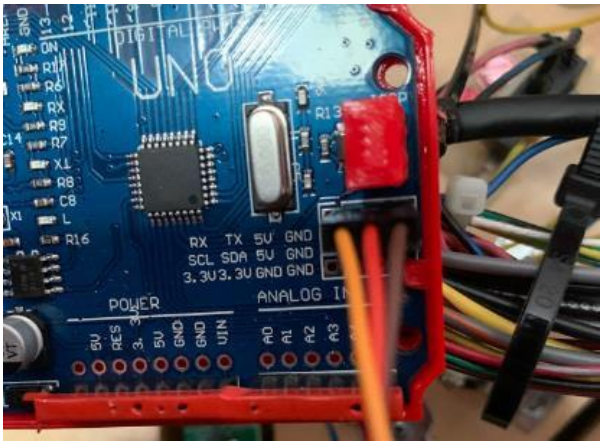
Step 15: Place the controller board on the cable harness near the lane change area, secure the board in place with a zip tie. See pictures below.

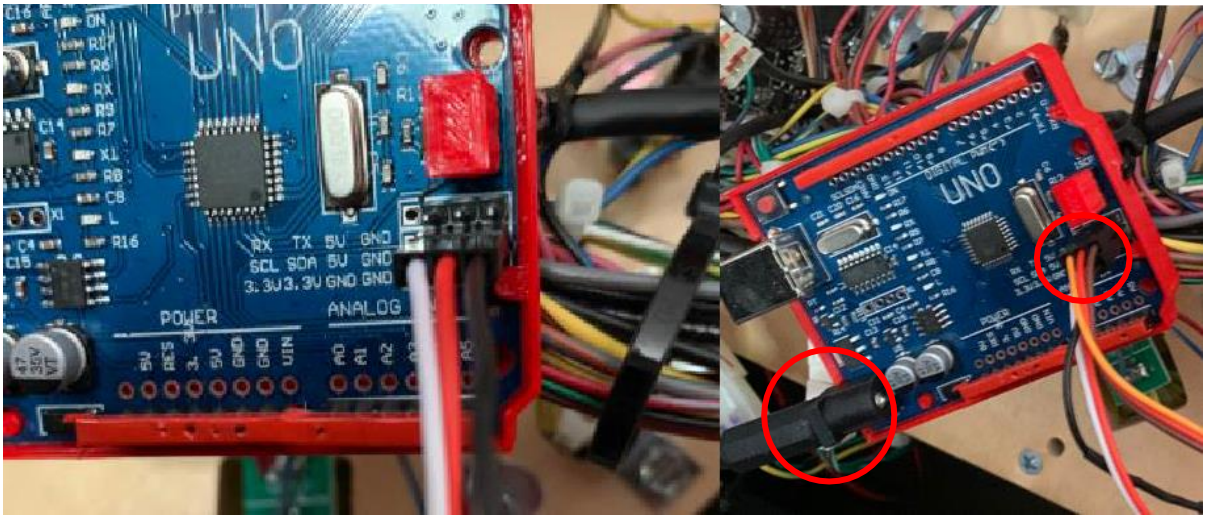
Step 16: Plug the barrel power cable into the controller board.



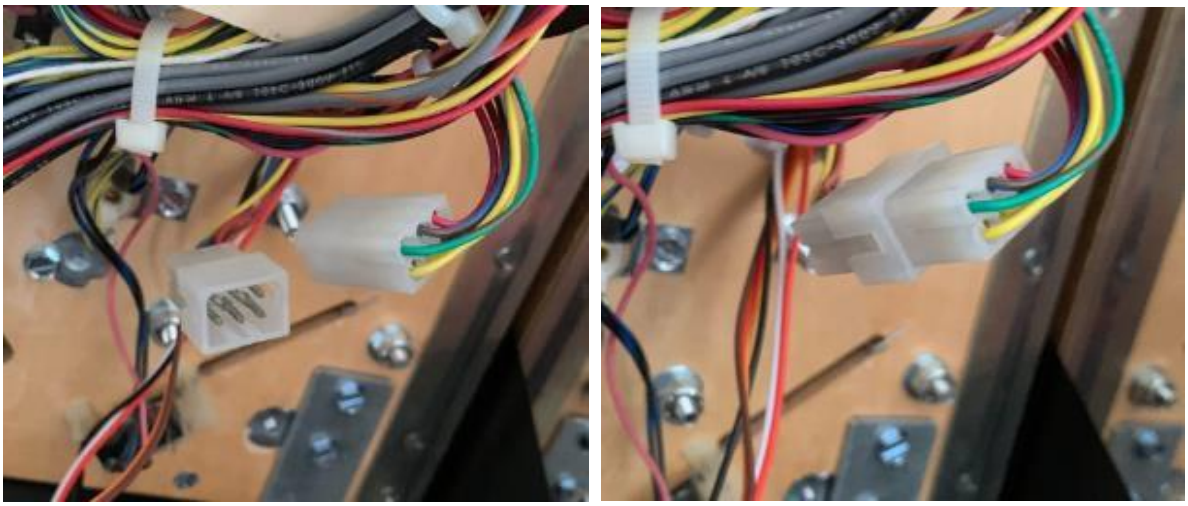
Step 17: Plug the 3-pin servo connector into the top row as seen in the picture below. Make sure the ground wire (black/brown) is on the right side.



Step 18: Plug the 3-pin photoresistor connector into the bottom row as seen in the picture below. Make sure the ground wire (black/brown) is on the right side. The picture on the right displays everything plugged in correctly.



Step 19: Re-connect the 6-pin LED connector.



Step 20: Now lower the playfield. Do not turn the game on just yet!

Step 21: Double check if Puft is not hitting the building in front of him. You can slightly twist him away, since he is attached with only one screw.


As you can see, the picture on the right has more clearance. But it is also important that you don't twist him too far away from the building, because he might hit the post behind him.

Step 22: Turn on the game!

Step 23: To test if Puft walks, start a game and lock a ball into the storage facility. This should trigger the walking sequence. Going into lamp test mode will NOT work correctly.

END OF INSTALLATION

That's it. You are done installing the Walking Mr. Stay Puft mod.

Is your Puft still not walking, even after having locked a ball into the storage facility?

Double check step 17 and 18, make sure that the 3-pin connectors are connected correctly. It is also important that the photoresistor is sticking out above the LEDs mounted on the bracket. This can be seen in step 8.

One other problem that could occur is that the PCB in the wrong mode. To check whether you are in the correct mode, simply press the button on the PCB while the machine is turned on. If you get 4 blinks with a 1 second interval, it means that you are in mode 1, the correct mode. If after clicking the button you get 2 consecutive blinks 3 times repeatedly + the LED is constantly lit up afterwards, it means you are in mode 2 (broken photoresistor mode).

To go from mode 2 to 1, simply press the button on the PCB, wait 3-4 seconds, and then press the button again. This will put you in mode 1 or vice versa.

Still having problems? Contact me through Pinside or at https://janspinballmods.com/contact/