

1- & 2-Coil (Ball Accelerators) Magnets Disassembly For Repair

Technicians Remember the Basics: All Service should be done by qualified personnel. **ALWAYS REMOVE POWER BEFORE SERVICING.** Service assemblies which are below the playfield, with the playfield in its' most upright position (leaning against the Backbox). Raise it carefully! Ensure the bottom edge (back) of the playfield is still resting on the Cabinet Side Support Rails and is forward enough to allow the Playfield to lean against the backbox at an angle so it does not fall forward. **When lowering, rest on the support brackets first, then continue to place in cabinet.** Ensure playfield is pushed forward 'til the stop is felt, before lowering to ensure the Trough Popper Mechanism clears the Coin Mechanisms on the Coin Door. Re-assembly is the reverse of disassembly (removal). Keep track of securing hardware (which are referenced under the items in the Parts Table) Use **Loctite Blue 242** on the threads all screws to ensure the screws will not loosen in play.

When in doubt, give us a call!

RACE TRACK MAGNET COIL REMOVAL

Note 1: The race Track OPTO's can be serviced without removing the entire Magnet Assembly.

Note 2: Most magnet problems can be traced to Switch/OPTO problems, Fuse (F20) problem, or x3 (Triple) Driver Board problem. Always suspect these systems before replacing a driver coil (refer to Section 5). The coils are further protected by integral thermal fuses.

The magnet (accelerator) coils can be quick tested to see if it is firing by placing a magnetic item such as a screwdriver next to the coil. The screwdriver will move slightly if the coil is firing. Read NASCAR® Diagnostics (Portals™), Section 3, Chapter 2, Page 27. Run "Track" Test.

BOTTOM MAGNET PAIR:

1. Remove the two screws holding the plastic cover to the magnets.
2. Raise the playfield.
3. Remove the under playfield plastic trough.
4. Disconnect the electrical connections to the magnet pair and OPTOs. Make sure to mark where they go for reassembly (they should be labeled). Both magnets have different connectors to ensure they are reconnected correctly.
5. Under the playfield, remove the 2 Nylon Stop Nuts holding the Channel Mounting Bracket (Ref. Item 6, Page 94 or Item 8, Page 95) which holds down the magnet assembly.
6. Remove the magnet assembly from the game.
7. After reinstallation, use the "Track" test in Portals to insure all connections are back in the correct order.

TOP MAGNET:

1. In order to remove the top magnet, the ramps must be removed. See the " **Left & Right Ramp Removal as a single unit** ", Pages 100-102A & 100-102B.
2. Under the playfield, remove the 2 Nylon Stop Nuts holding the Channel Mounting Bracket (Ref. Item 6, Page 94 or Item 8, Page 95) which holds down the magnet assembly (do not touch the screws on the Adjustment Bracket until after reassembly). Disconnect the electrical connections for the magnet and the OPTOs. Remove the Magnet assembly.
3. After reinstallation, use the "Track" test in Portals to insure all connections are back in the correct order.

