



# Installation

## XP-WMS8345

### Installation

- **Installation Time:** About 20 minutes
- **Tools Required:** 1/4" Nut-driver, Phillips screwdriver

**1. READ ENCLOSED WARNING**

2. Unplug the AC power from your pinball machine. Remove game backglass. Open back box.
3. Remove existing power supply
4. For your convenience, the following fuse locations have been populated with these common fuse values.

F1	MDL 10A, Slo-Blow	F4	MDL 3/8A, Slo-Blow
F2	MDL 2.5A, Slo-Blow	F5	MDL 4A, Slo-Blow
F3	AGC 8A, Fast-Blow	F6	AGC 20A, Fast-Blow

This fuse load is valid for the following games:

Aristocrat Shuffle	Contact	Gorgar	Millionaire	Space Station	Time Warp
Banzai Run	Cyclone	High Speed	Omni Shuffle	Star Light	Tri-Zone
Black out	Disco Fever	Hot Tip	Phoenix	Stellar Wars	World Cup
Big Guns	Fire Power	King Tut Shuffle	Pokerino	Cosmic Gunfight	Gold Mine Shuffle
Big Strike Shuffle	Firepower 2	Laser Ball	Road Kings	Lucky 7	Space Shuttle
Comet	Flash	Laser Cue	Sorcerer	Tarus Shuffle	Topaz Shuffle
Swprds of Fury	Strike Zone Shuffle	Tic Tac Strike Shuffle	Triple Strike Shuffle		

### WARNING: DO NOT OVERFUSE

5. If your game is not listed above, go to [www.xpinpinball.com/8345-fuse-list](http://www.xpinpinball.com/8345-fuse-list) for the proper load for your particular game.
6. It is recommended if you are using XPIN™ LED displays, you do not install the indicated High Voltage fuse as it is no longer needed.
7. Install the XP-WMS8345 into the back box.



8. Connect cables to connectors 3J1 and 3J2 only. These connectors provide power to the power supply. At this point, you may plug the pinball machine in to AC power and turn on the game. This will only have the LED indicators light up on the XP-WMS8345. If you have a meter, I recommend you measure each test point to verify the voltages present. After this, turn the game off.
9. Continue to plug remaining connections into the XP-WMS8345. **NOTE:** Early WMS System 3-6 games will not have connections for 3J12, 3J10, J1, or the GI pig tail cable. The GI fuse also will not be needed in these games.
10. Double-check all connections, plug in the machine, and turn the game on. The LEDs will light up again and the game should proceed to boot up and be ready for play.
11. PLAY PINBALL! You'll enjoy your **XPIN™** power supply for years to come!