

PIN STADIUM

Pro Kit Installation – Pin Stadium

Online version: <https://pinstadium.com/installation-instructions-pin-stadiums/?kit=pro> · PDF generated 10/14/2026

QUICK START – NEO “X” ATOM / NEO ATOM INSTALL

Time to install: 10–15 minutes.



What you’re doing in 30 seconds: the Pin Stadium harness has two trigger cables (GI = Blue/White, Flasher = Red/Green) that clip onto two existing wires in your machine. Plug power into the service port, mount the light bars, and you’re done.

▲ Three things you **MUST** know before starting

1. **Never connect the Red/Green flasher cable to a GI bulb.** The light bars will overheat and warp.
2. Some “flashers” don’t actually flash — they’re on more than they’re off. Don’t trigger from those either.
3. Install at your own risk. If you’re not comfortable working inside your pinball machine, ask a knowledgeable friend or technician.

Installing the Fusion version? Use the [Neo Fusion Atom install guide](#) instead.

Already know the basics? Skip to [Specific Flasher Connections by Machine](#).

If you're unsure about anything, [email us](#) **before connecting**. We'd rather help you up front than have a damaged module to deal with.

STEP 1

RAISE THE PLAYFIELD AND IDENTIFY YOUR TWO CONNECTION POINTS

Remove the playfield glass and balls, then raise the playfield to its vertical service position.

You'll connect two cables from the Pin Stadium harness:

- **GI cable — Blue/White** → any white GI bulb (always on during play). Polarity doesn't matter
- **Flasher cable — Red/Green (UV+Glow)** → a *real* flasher (briefly on during gameplay events). Polarity doesn't matter.



Find your machine in the tabs below. Use the *Standard* tab for most pinballs (Stern, Williams, Bally). If your manufacturer is listed in another tab, use that instead.

Standard

STANDARD

MOST MACHINES (STERN, WILLIAMS, BALLY, ETC.)

GI (Blue/White cable): clip the alligator clips onto any white GI bulb's two leads. On most Sterns, look for a yellow wire — that's GI. Polarity doesn't matter.

Flasher (Red/Green cable): connect to a *real* flasher (not GI). To find one that actually flashes:

1. Open the coin door and pull out the white interlock switch (this enables flashers in service mode).
2. Go to *Settings* → *Diag* → *Lamps* → *Flash*.
3. Cycle through flashers with the volume or flipper buttons — the screen shows the flasher number and the factory wire colors.
4. To confirm, unplug the flasher's connector at the bulb. The bulb should stop flashing. Reconnect and it flashes again. Now you know you have the right one.

For per-machine flasher pick recommendations → [Specific Flasher Connections by Machine](#)

Never trigger from a shaker motor on a Stern. Only do that on Jersey Jack and similar machines when specifically instructed (see the JJP tab).

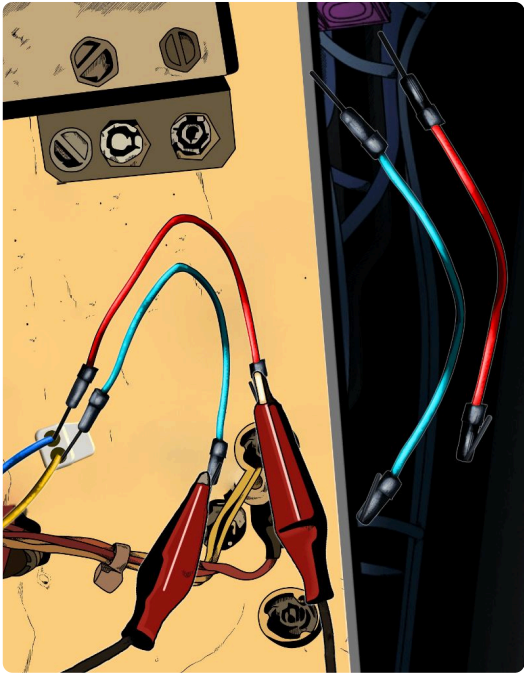
HOW TO ATTACH THE CLIPS AND TAPS

Alligator clip: fold the existing wire over the black barrel and clip on. For a semi-permanent setup, wrap with electrical tape.

Wire taps (small colored stiff wires with black barrel ends): pressure-fit into the back of a connector — useful when alligator clips can't reach. [Watch the wire-tap video](#) →

Konekt adapter (if supplied with your kit): plug-and-play factory-style connector. No clips needed — plug it inline.

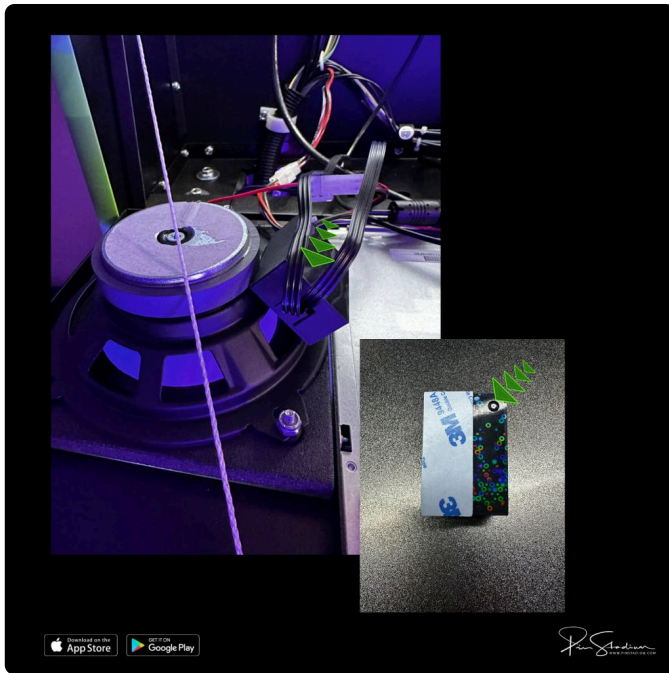
Permanent install: solder or splice into your chosen point.



LUMI-MOTION SETUP (NEO X VERSIONS ONLY)

If you have the Neo "X" with Lumi-Motion, plug the supplied power splitter into the service port behind the right speaker on the backbox. Plug both power supplies into the splitter and run the cables into the bottom of the cabinet for later access.

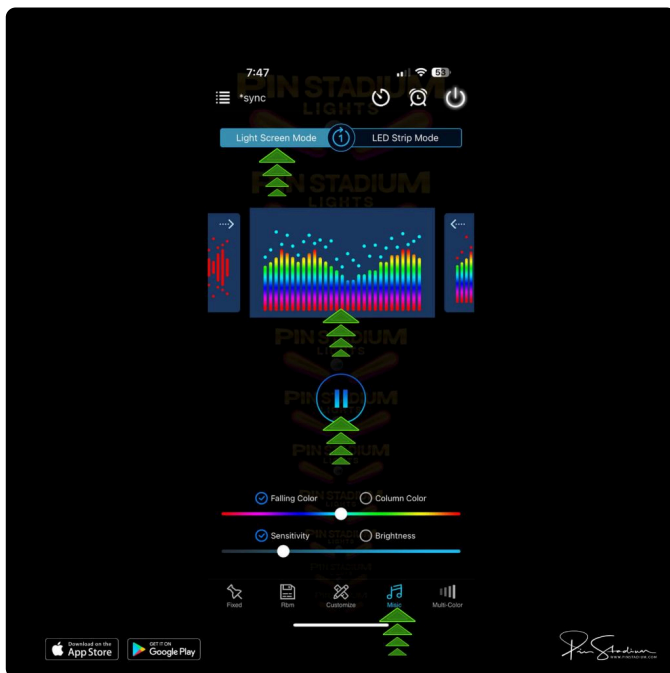
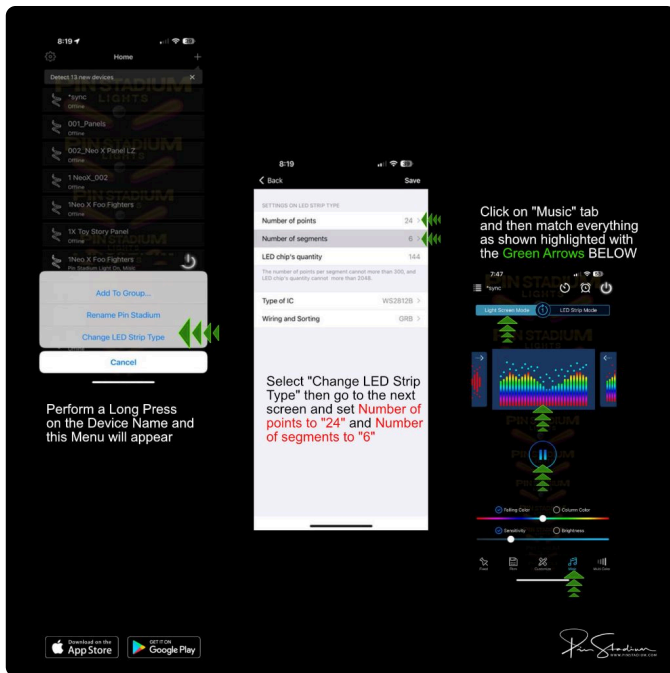
Mount the Lumi-Motion module: remove the 3M backing and stick the module on the back of the speaker. The small port points *down*, into the speaker opening; the adhesive sits on the outside radius of the speaker.



The Lumi-Motion comes **pre-programmed to sync automatically**. Most users should leave it alone.

To customize (optional, for tinkerers):

1. Plug power into *only* the Lumi-Motion module (unplug your other Pin Stadium modules temporarily so you don't get confused with multiple LEDNet networks).
2. Wait 30–60 seconds for the "LedNet*****" Wi-Fi to appear.
3. In the Pin Stadium app, add it as a new device. Label it something obvious like "*game name* Lumi".
4. Long-press the device → *Change LED Strip Type* → match the values shown below → Save.
5. Go to *Music* tab → *Device Microphone* → Play → *Light Screen Mode* → pick the first colorful spectrum option.



Adjust brightness and sensitivity to taste. Default is 5% — turn it *down* from there, not up. The Lumi-Motion is designed for live motion *effects*, not main playfield illumination — that's what the GI light bars are for.

Tip: plug your game into a switched outlet or power strip and turn it off that way. Otherwise the Lumi-Motion picks up ambient room sound while the game is off.

GUNS N ROSES (GNR)

GI: wire-tap onto the "B" wire on the right spotlight. [See diagram](#)

Flasher: trigger from the shaker motor — clip the alligator clip on the yellow wires going into the shaker connector. One clip inside the connector (touching the metal lead), the other on the outside. **Wrap with electrical tape!** [See diagram](#)

WIZARD OF OZ (WOZ) - ALL VERSIONS

Standard WOZ (non-2.0): GI & Flasher → [See diagram](#)

WOZ 2.0: Flasher → [See diagram](#) · GI → [See diagram](#)

Emerald City LE (ECLE): [See diagram](#)

Witch flasher "Y" adapter view: [See diagram](#)

How to find the witch flasher wires: trace the red LED witch flasher wires (the LED to her right, looking down from above) along the flat ribbon cable. The ribbon runs under the playfield and transitions to red and red/black wires, ending in a white 3-pin Molex with blue wires coming out.

THE HOBBIT

GI & Flasher: [See diagram](#)

DIALED IN

GI & Flasher: [See diagram](#)

PIRATES OF THE CARIBBEAN (POTC)

GI — Option 1 (preferred): wire-tap any white playfield spotlight (always-on GI). [See diagram](#)

GI — Option 2: more GI interaction. [See diagram](#)

Flasher: use the supplied shaker-motor Konekt adapter — unplug the factory shaker connector and plug the Konekt inline. If you don't have a shaker motor, turn on the shaker setting in the factory menu — the trigger still works.

WILLY WONKA

GI: wire-tap any white playfield spotlight. [See diagram](#)

Flasher: use the supplied shaker-motor Konekt adapter inline with the factory shaker connector. [See diagram](#). If you don't have a shaker, enable it in the factory menu.

Chicago Gaming

· CHICAGO GAMING

MEDIEVAL MADNESS - ROYAL (2020 AND NEWER)

For 2020+ Royal Editions. If yours is older, see the next toggle.

GI: find the connector labeled **GI3**. Pressure-fit wire taps into the Black and Yellow wires from behind, then clip the Blue/White GI cable's black alligator clips on.

Flasher: find the connector labeled **FL17** (two connectors above GI3 in the same area). Wire-tap the Black and Yellow wires and clip the Red/Green cable's red alligator clips on. [See diagram](#)

MEDIEVAL MADNESS - ORIGINAL (PRE-2020)

GI: wire-tap any white GI bulb. A common choice is the GI bulb between the lanes above the pop bumpers. [See diagram](#)

Flasher: the Right Castle flasher dome (to the right of the castle). Trace its two wires to the white connector and wire-tap the Yellow and Blue wires. [See diagram](#)

MONSTER BASH REMAKE

GI: wire-tap the “BP Moon” connector — one tap in Red, one in Blue, from the Blue/White GI cable. [See diagram](#)

Flasher: use the Frankenstein flasher. Trace the two wires from the purple orbs to the connector under the playfield, then wire-tap and clip on. [See diagram](#)

ATTACK FROM MARS REMAKE

GI (Konekt): unplug the factory GI connector (labeled in blue). Wiggle the white connector firmly — *don't pull on the wires*. Plug the supplied Konekt adapter inline, then plug the factory GI back into the Konekt and attach the Blue/White GI cable.

Flasher: at the “Center Saucer” dome connector, pressure-fit wire taps into the Yellow and Violet (Purple) wires and clip the Red/Green cable on. Polarity doesn't matter. [See diagram](#)

CACTUS CANYON REMAKE

GI: wire-tap the left coin door slot bulb (best wire management). [See diagram](#)

Flasher: Spotlight #26 near Bart (by the inner right ramp). Trace its blue and yellow wires to the connector under the playfield and wire-tap. [See diagram 1](#) · [See diagram 2](#)

Spooky

· SPOOKY

ROB ZOMBIE

Power note: no service port — run a power cord from the wall up into the machine through one of the screens on the underside of the cabinet.

GI & Flasher: [See diagram](#)

TNA

Power note: no service port — run a power cord from the wall up into the machine through one of the screens on the underside of the cabinet.

GI & Flasher: [See diagram](#)

ALICE COOPER'S NIGHTMARE CASTLE (ACNC)

GI: [Coin door slot bulb](#)

Flasher: shaker motor — [See diagram](#)

RICK AND MORTY

GI: unplug the connector from the bottom-right bulb on the [GI board](#) (using the bottom-right keeps it discreet). Wire-tap the "+" and "G" wires.

Flasher: shaker motor — [See diagram](#)

SCOOBY DOO, TEXAS CHAINSAW, HALLOWEEN, EVIL DEAD

GI: use the 2-pin adapter on the [spotlight near the corner of the apron](#).

Flasher: shaker motor — [See diagram](#) (ignore the GI label in the linked image — for these games, GI comes from the spotlight above, not the coin door).

Pinball Brothers

PINBALL BROTHERS

ALIEN

Power: no service port — run the power cord from your wall outlet up into the cabinet.

GI: [Coin door slot bulb](#) — [watch this clip](#) for reference.

Flasher: use the Konekt adapter on the Xenomorph. [See diagram](#)

American Pinball

AMERICAN PINBALL

ALL AMERICAN PINBALL MACHINES

Preferred: trigger both GI and Flasher from the backbox LED strip (wire-tap both wires). [See diagram](#)

Alternate GI: coin door slot bulb.

Dutch Pinball

DUTCH PINBALL

DUTCH PINBALL — THE BIG LEBOWSKI

Power & GI: [See the Pinside thread](#).

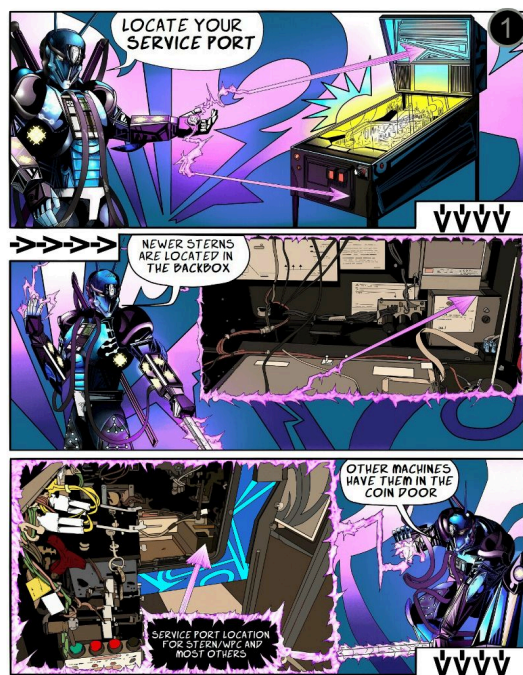
Flasher: none, unless you want to solder directly to a resistor on the board.

STEP 2

PLUG IN THE UNIVERSAL POWER SUPPLY

Plug the Universal Power (shown below) into your machine's **service port**. On most machines it's in the bottom of the cabinet near the coin door (usually to the right). On newer

Sterns (Spike 1 / Spike 2) it's behind the translite on the lower right. The plug looks like a standard wall outlet.



European machines without a service port: plug the power cable into your wall using a Euro/US adapter, then route the cable into the cabinet through one of the underside screens (loosen a staple to slip it past).

Older machines: some need a service-port adapter cable. If you listed your machine when ordering, we included one. Otherwise, grab one at [our store](#) or a local computer shop.

STEP 3

CONNECT THE CABLES TO THE PIN STADIUM GI MODULE

Lower the playfield back down to its resting angle and rest the light bars on top of the playfield. Now plug the **power**, **GI cable**, and **Flasher cable** into the Pin Stadium GI module as shown:



If your module uses a non-USB plug, [use this diagram](#) instead.

STEP 4

MOUNT THE RIBBON-CABLE CLAMPS AND TUCK THE CABLES

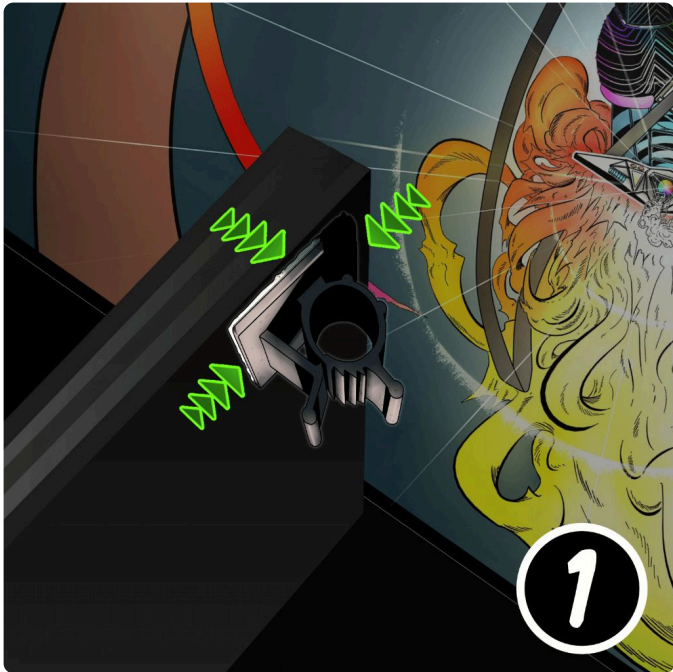
Place the connected GI module over the backboard, into the bottom of the cabinet, out of the way of any moving parts.

Find the small **adhesive ribbon-cable clamps** in the accessory packet. Stick one to the *upper-left* and one to the *upper-right* corner of the back of the playfield (the backboard

side). These clamps guide the ribbon cables and prevent them from getting pinched.

Important: if you skip this step or position the clamps wrong, your Magna-Mounts will eventually fail.

Pro tip: fold the ribbon cable in half lengthwise — it slides into the clamp easier and tucks away cleaner. Leave about **6–8 inches** of cable between the clamp and the back of the light bar, with about 1 inch of slack. Too much or too little will cause problems.



STEP 5

PREP THE CABINET WALLS (AND INSTALL XENO MOUNTS FIRST, IF YOU HAVE THEM)

Have Xeno Mounts in your kit? Install those *first*, then come back here for the Magna-Mounts. → [Xeno Mount install guide](#)

Lower the playfield to its level resting position. Use the included alcohol wipe to clean the cabinet wall just below the playfield-glass track — about 2 inches down. **It must be completely dry and dust-free** for the Magna-Mounts to bond properly.

Do NOT separate the two sides of the Magna-Mount before installing. The mounts are paired for polarity. If you split them and reattach them backwards, the light bars will fight against the magnets and never sit in the right spot.

Position the lights **1/16" below the glass channel**, far enough back to hide the ribbon cable and clear the backbox hinge. The ribbon cable should tuck behind the back playfield-glass receiver channel.



STEP 6

PEEL, PRESS, REPEAT

Carefully peel off the white protective backing on the Magna-Mount. Align the lights **1/16"** **below the channel**, far enough back to hide the ribbon cable and clear the backbox hinge.

Press firmly along the entire length of the light channel to maximize adhesion. Then repeat for the opposite side.

Take your time here — a sloppy bond means the lights will sag or fall.



STEP 7 (FINISHED)

YOU'RE DONE – LIGHT IT UP

Raise the playfield back to play position and replace the balls. Attach the light bars to their Magna-Mount backs on the cabinet sides, then replace the glass and lockbar.

▲ Critical reminder for every future service: always **remove the light bars first** and rest them on the playfield before raising it. Otherwise they'll get damaged. If you raise

the playfield fully vertical, wedge the light bars under a slingshot plastic or habitrail above an inlane to secure them.

NEXT: DOWNLOAD THE APP AND CUSTOMIZE YOUR LIGHTS

PIN STADIUM APP — DOWNLOAD & SETUP

New Wi-Fi chip note: newer Pin Stadium products use an updated Wi-Fi chip with a different default home screen. The app FAQ has a section called *"How Do I Access The New Wifi Chip Additional Settings Menu?"* that shows where the Color Wheel and White Settings live.

Enjoy the new look. Post a "before / after" of your machine (lights off vs. lights on, in the dark) on the [Pin Stadium Pinside thread](#) — we love seeing them.

Questions? Email me directly: [Contact Pin Stadium](#)

