



Installation Guide of the “Pino Pinball Mods” Monkey Head Torch Mod. (Also Gong’s Torch).

For All machine PRO/PREMIUM/LE machine.

Version 1.2b (26th September 2025, 08:12).



First, you have to remove carefully the glass of your pinball.

You have to position your two monkey heads and stick them with the double-sided tape provided for this purpose on the two upper plastics of the two "slingshots" of your pinball machine.

You have two small parallelepipeds in the pocket that will allow you to place your monkey heads at an angle (at 45 degrees). But you can also place them flat or stand them upright. So, in the end, three possibilities.

Depending on the positioning once your heads are glued, pass the cables with a 3P termination connector (yellow, red, black) through the holes of the "slingshots" in order to find the connector of each monkey head under the playfield.

I would recommend also noting there are holes in the slingshot plastic that you can run wire through that currently has the spot light wires.

Positioning at 45 degrees with the small triangular support allowing this inclination:



Vertical positioning:

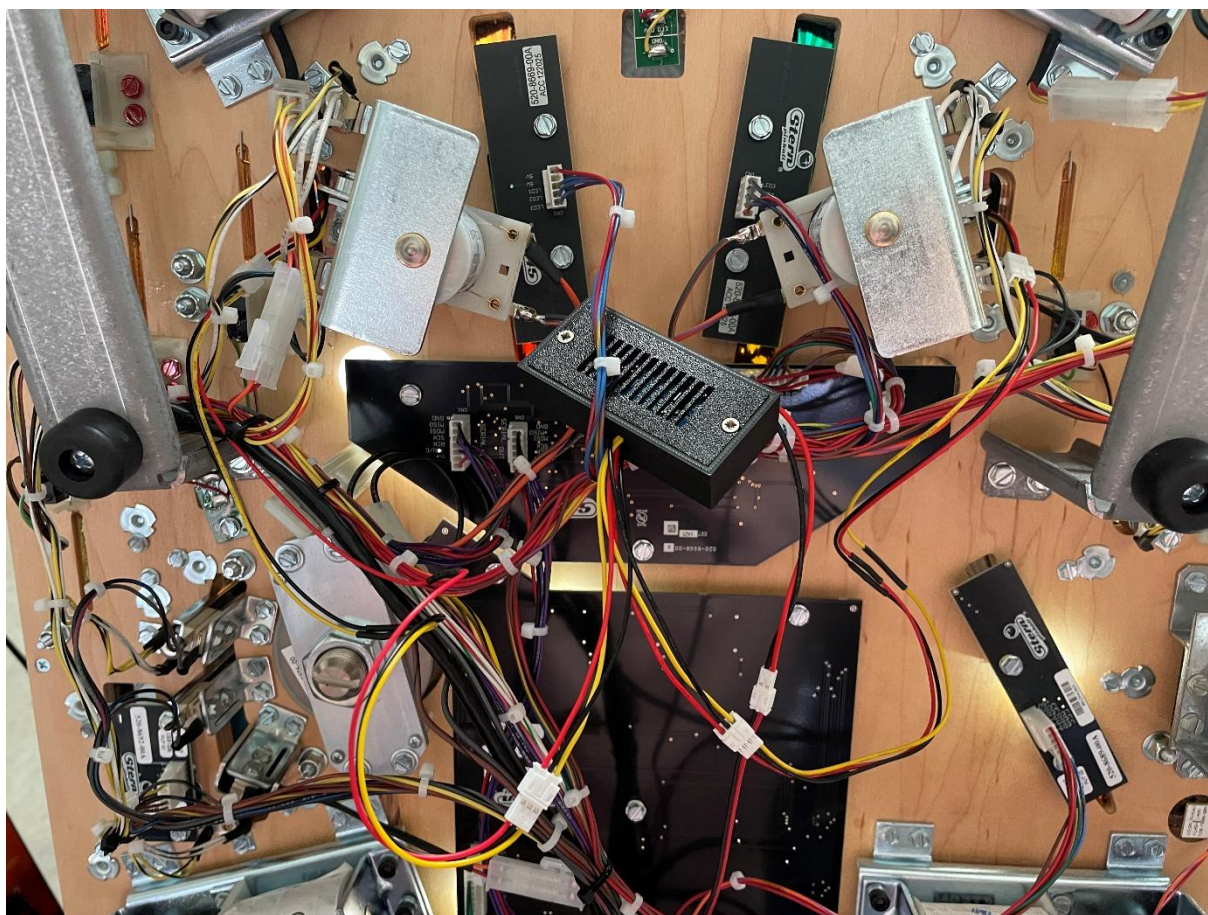


Horizontal positioning:



Once the two wires and their connectors are inserted, lift your tray. You'll see the two 3P connectors appear on either side.

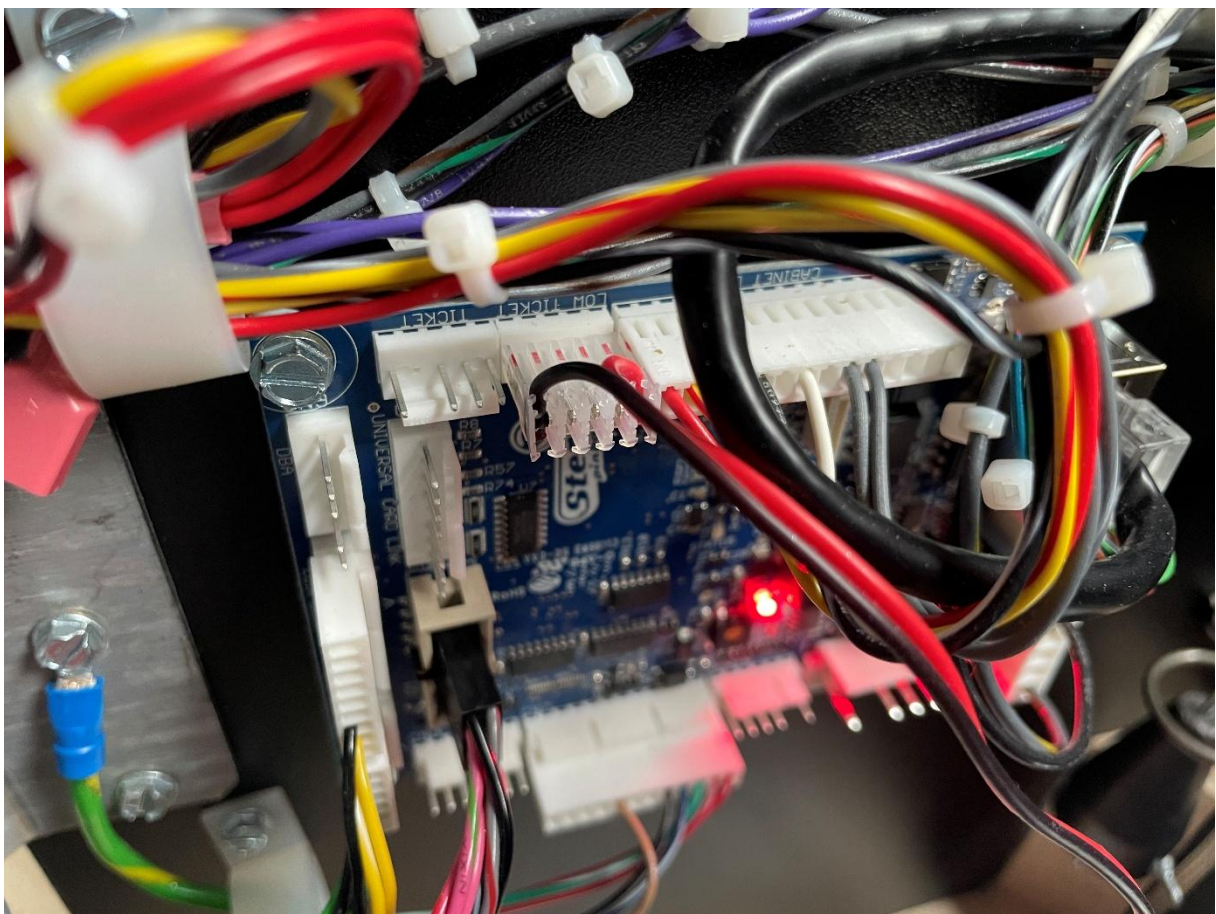
Then, using the quick-release cable, install your small black box, which contains the electronics needed to simulate a fire in each of the monkey heads. You have to zip tie wires and box under your playfield.



Then connect the two small 3P connectors from your monkey heads to the two 3P connectors provided on the black case. If the cable lengths are not sufficient, 3P extension cables have been provided for this purpose.

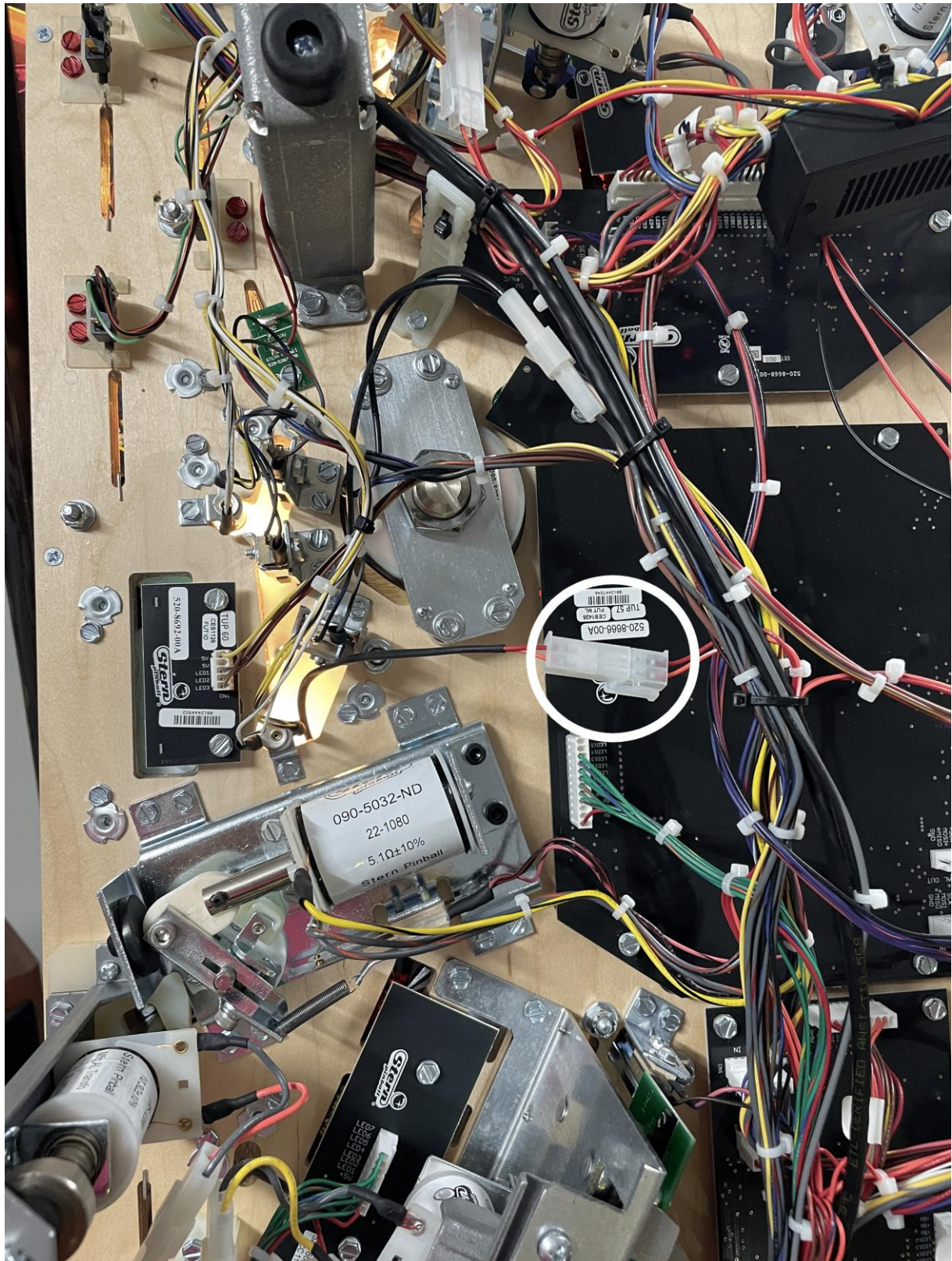
All that remains is to power this small black box with the 2P cable (black and red) on a 5v power supply that you will take from the 5P socket (CN2) called "Low Ticket" which is located on the "CABINET NODE 1" board. Also, an extender 2P wire (36" long) has been added in your pocket for the black power box power supply. This board is located on the left side of your cabinet near the front coin door.

Pay attention to the direction of the connector. See the photo below.

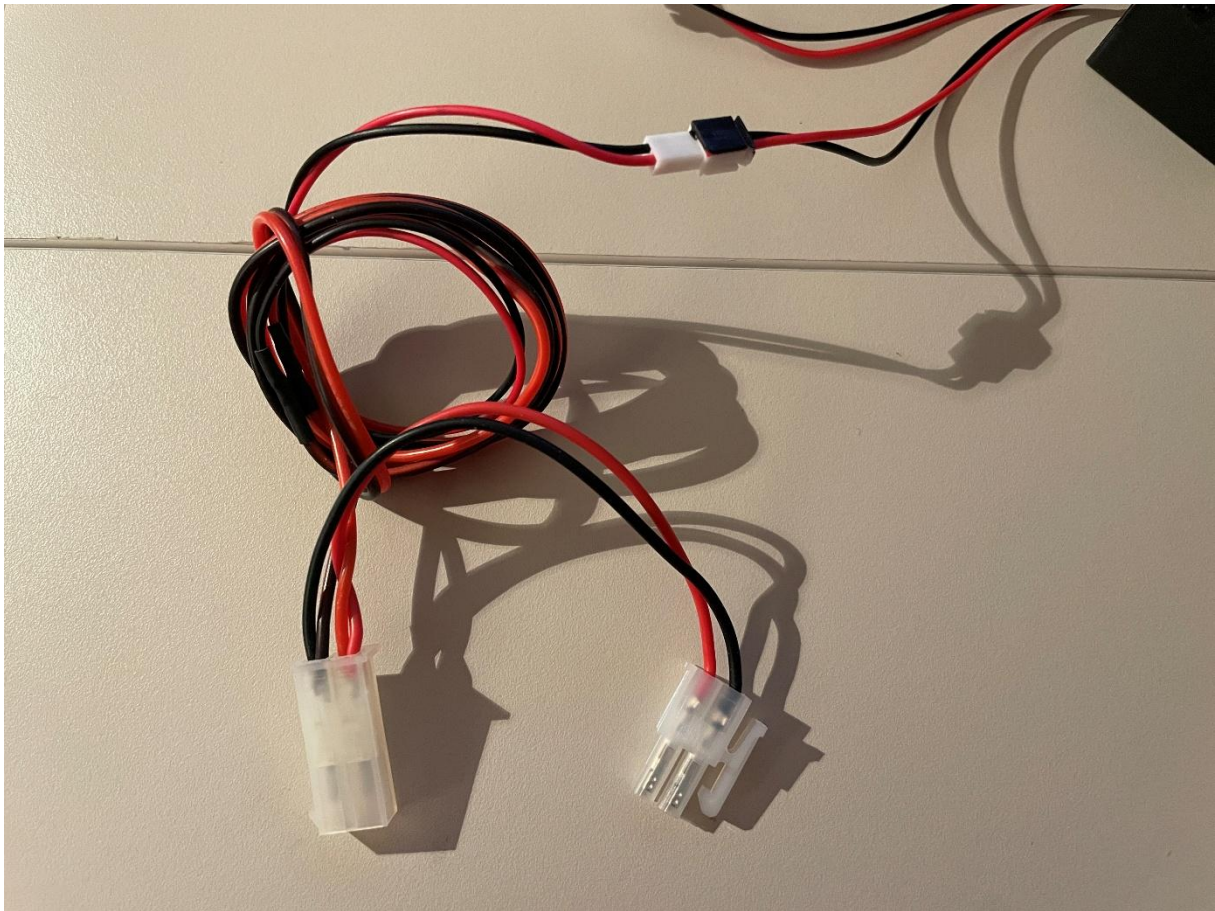


And there you have it, your mod is powered by 5v and lights up your two monkey heads.

You have also another small black connector on the electronic black box. It is an input of 5v source to do a trigger on the color of the Monkey Head. Under your playfield you can see 6 connectors like in the next photo. (White circle).



**So you can plug our provided wire between this connector.
Here it is in photo our special wire.**

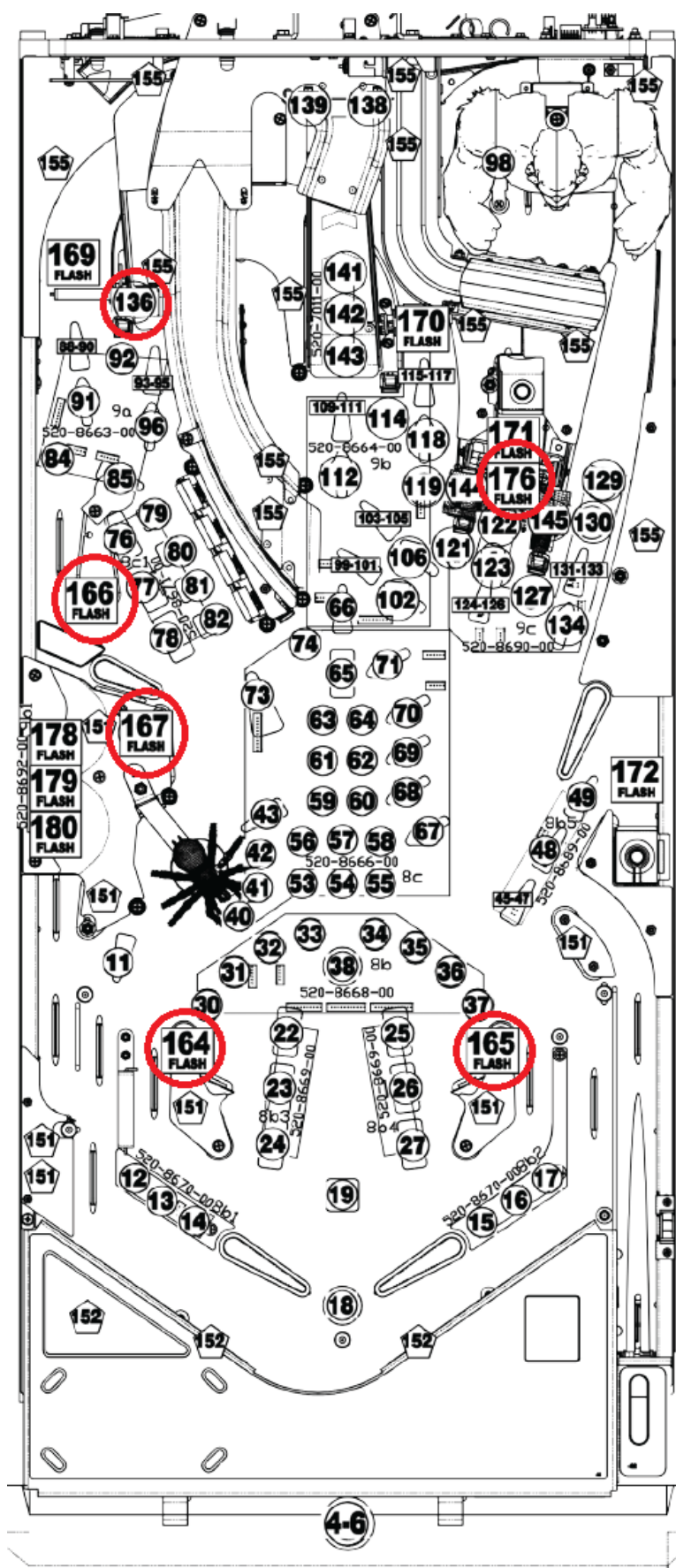


You have to choose which connector you want on the 6 you have. Here it is the list of them :

LIGHT REFERENCE

| | | | | | | | | | |
|-----|--|-----|----|---------|-----|--------------------|-------|---------|-------------|
| 136 | Left Ramp BB (Light Island Jackpot) | CN3 | 6 | BRN GRY | RED | Feature Circuit | White | 9-LP-21 | 520-5307-00 |
| 164 | Lower Left Spot | CN3 | 11 | BRN GRY | RED | Flash | White | 8-LP-22 | 113-5032-08 |
| 165 | Lower Right Spot | CN3 | 12 | BRN GRY | RED | Flash | White | 8-LP-23 | 113-5032-08 |
| 166 | Temple Flash | CN3 | 5 | BRN GRY | RED | Flash | White | 9-LP-40 | 520-7000-00 |
| 167 | Pit Flash | CN3 | 6 | BRN GRY | RED | Flash | White | 9-LP-41 | 520-7000-00 |
| 176 | Train Flash | CN2 | 3 | BRN GRY | RED | Flash | White | 9-LP-65 | 520-7000-00 |

They are located on the playfield on the number in the different red circles :



2
START
3

Figure 3.4.1 Playfield light layout



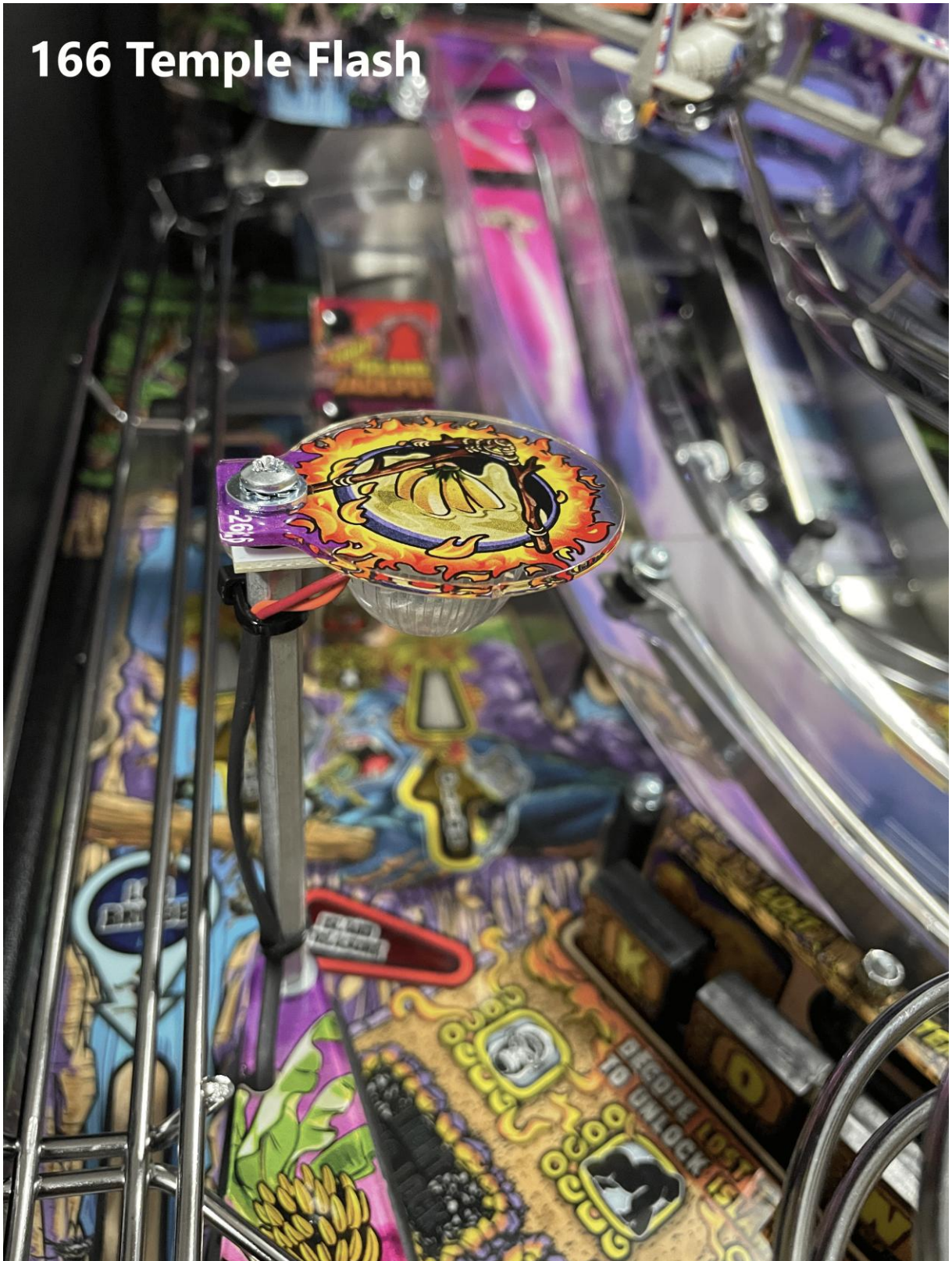
164 Lower Left Spot



165 Lower Right Spot



166 Temple Flash



167 Pit Flash



176 Train Flash



And that's it ! Your trigger is installed. When the 5v source is coming it changes the color from orange to purple on the Monkey Head. 😊 .

Enjoy !



Installing the torches on your Gong :



It is quite very simple. You have to stick each Torch of the Gong on each part of the wall of the Gong. For that you have a double side tape on the bracket of the Torch. See the photo to put it on the right height.



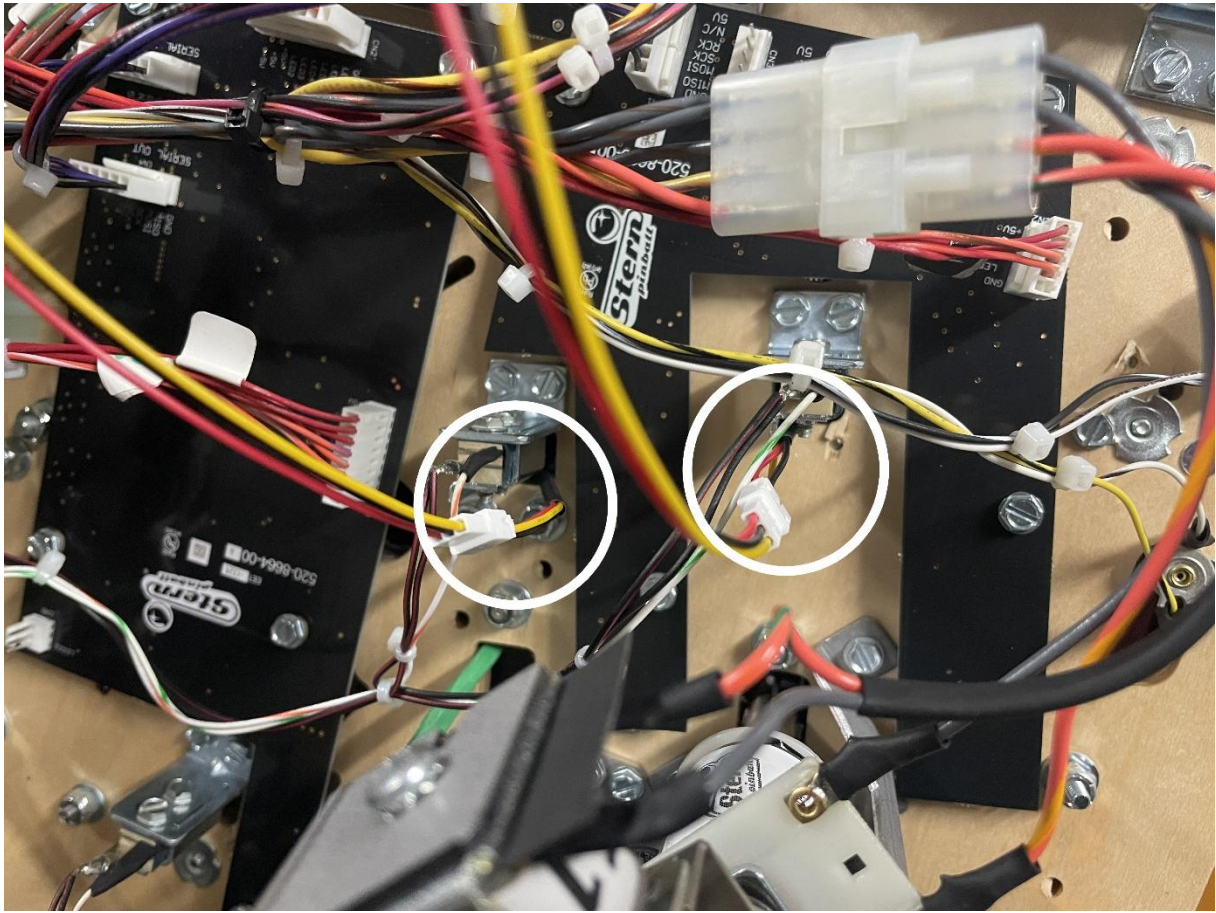
After, you have to pass the wire of each Torch on each hole of the two small targets in front of the Gong. To push the small white connector of the Torch, you can do it with a screw driver to push it.



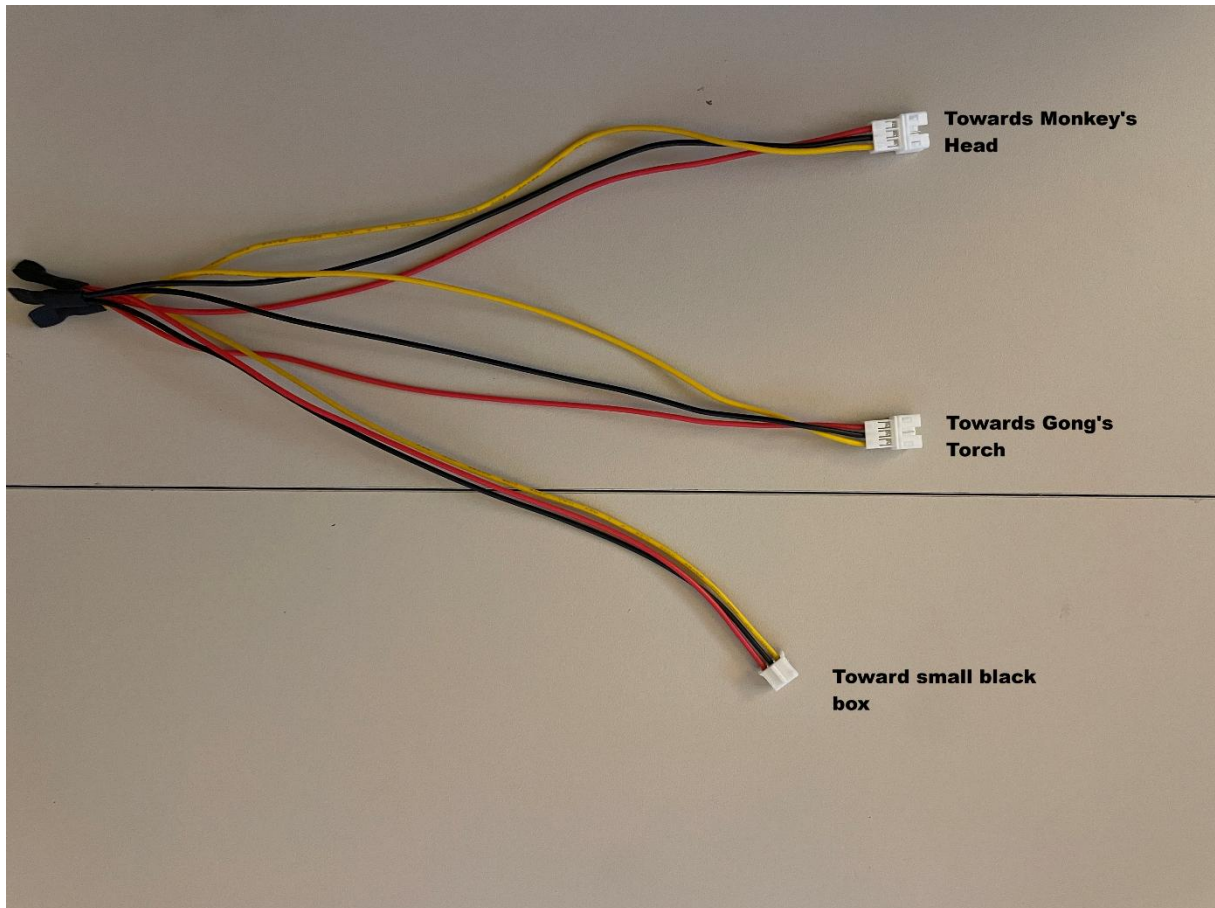
You can see where in the following photo



When you have done that you have to elevate your playfield to see the two connectors under. Look the following photo to see the two small white connectors under your playfield. (White circles).



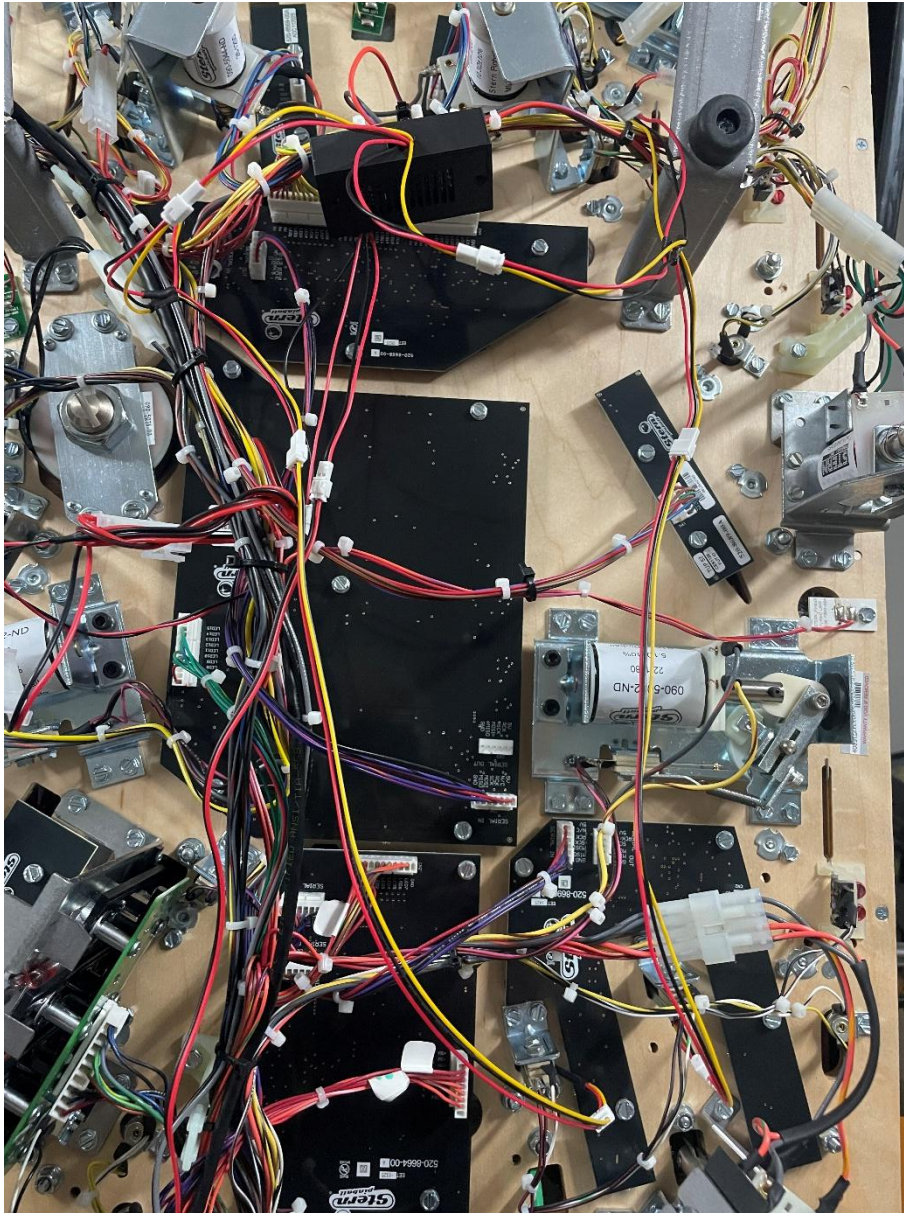
Now you have to take the two "Y" wires provided in order to connect the torch and the monkey head to our electronic black box.



Torch and Monkey head are connected in parallel. You can't go wrong. 😊 . Torch and Monkey head light up at the same time.

Note : You can use eventually the additionnal wires we provided to get the correct length betwwen the box the Monkey's Head and the Gong's Torch.

You can see the different wire under your playfield :



Here it is on the following photo the result of the combinaison of the Gong's Torch and Monkey's Head on your playfield



Schema of connection :

