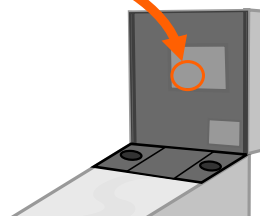


EXTRA CONNECTIVITY

Stereo line-out & stereo subwoofer connector
(SPIKE2 only)



CN5



RECOMMENDED STERN ACCESSORIES

Motion Control

Upgrade your STERN pinball machine with a shaker!

Easy to install

No technical skills needed

Plug'n play

100% compliant with STERN specification



GET READY TO SHAKE

Headphones Station

Upgrade your STERN pinball machine with this must have accessory

Control the volume

Control the CPU volume at your fingertip!
Auto-mute speakers when headphones are connected.
For volume headphones when plugged in, for main speakers volume when not.

Sleek design

The Headphones Station is perfectly integrated with any cabinet design.
Can be mounted on the left or right pinball leg.



www.pinsound.org • worldwide shipping

PinSound Speakers kit Stern SPIKE 1 & 2



KIT CONTENT

⚠ This kit is composed of 3 items

PS-SPK4

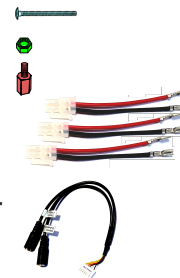


PS-SW8



SPIKE 1 & 2 MOUNTING SET

- 4 long cabinet studs
- 4 lock nut washers
- 8 hex standoffs
- 3 speakers adapters set
- Line-out / Subwoofer connector
- Manual

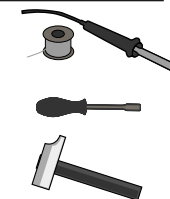


RECOMMENDED TOOLS

Soldering iron

Hexsocket screwdriver

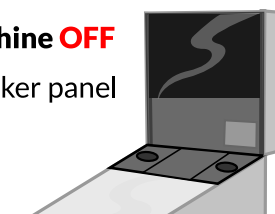
Small hammer



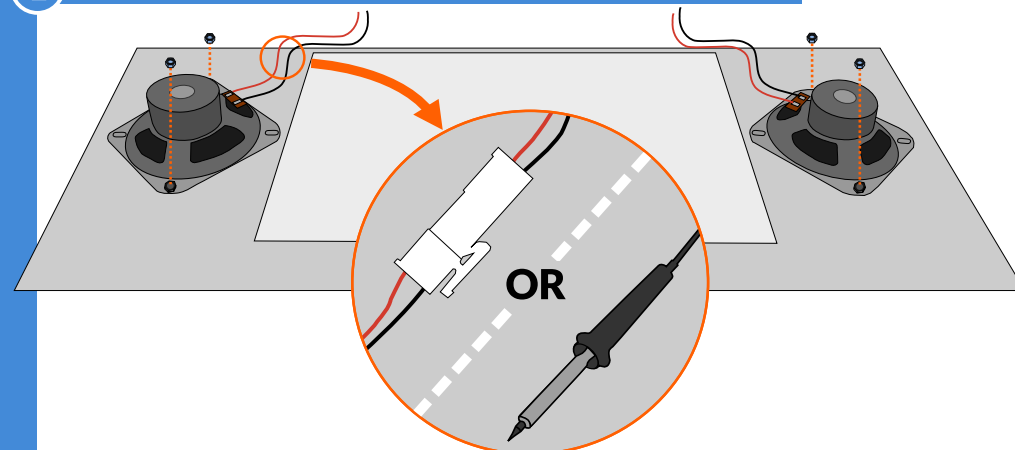
PREPARATION

⚠ Turn your machine **OFF**

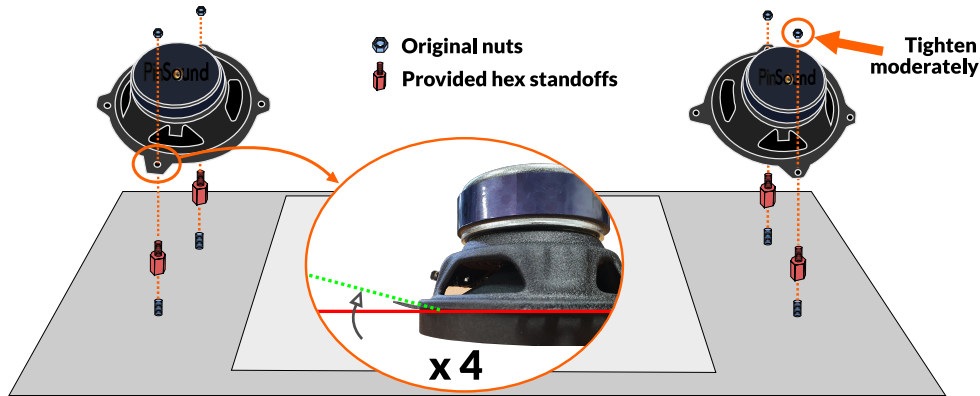
- Lower the speaker panel



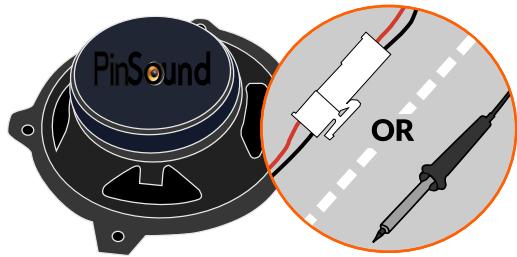
1 DISCONNECT & REMOVE ORIGINAL SPEAKERS



2 SCREW STANDOFFS & PINSOUND SPEAKERS

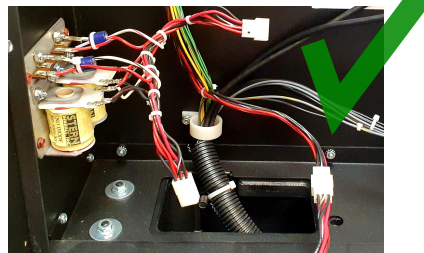


3 CONNECT SPEAKERS WIRES

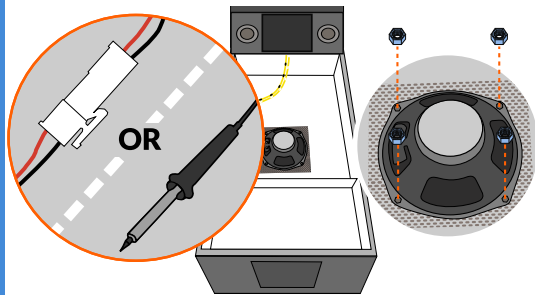


4 BYPASS FILTER (OPTIONAL)

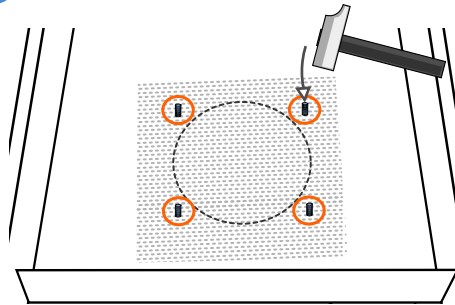
If present, bypass backbox filter



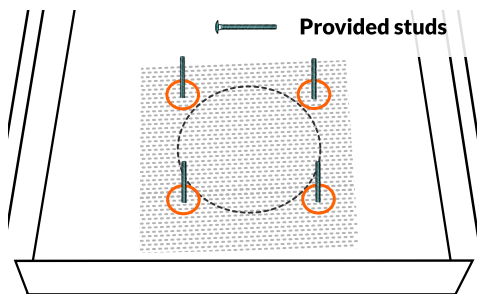
5 REMOVE ORIGINAL SUBWOOFER



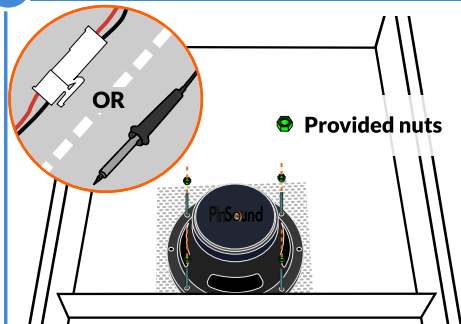
6 EXTRACT ORIGINAL STUDS



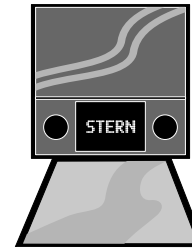
7 INSERT LONG CABINET STUDS



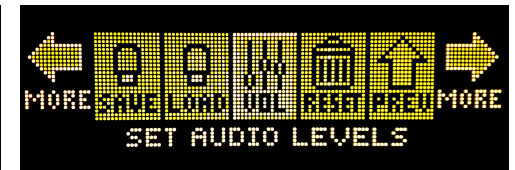
8 SCREW & CONNECT SUBWOOFER



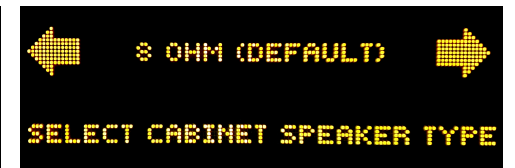
9 TURN YOUR MACHINE ON



10 OPEN UTILITIES / AUDIO LEVELS



11 SELECT 8 OHM SPEAKERS



12 RECOMMENDED FILTER SETTINGS



13 RECOMMENDED SUBWOOFER GAIN



Menu settings might be different depending on your game and code version.

ENJOY !

NEED HELP?

Manuals

Video Tutorials

Questions & Answers

www.pinsound.org/help