

**Bally - 1992
Creature From The Black Lagoon (CFTBL)**

OPEN Sign Mod v3

The "OPEN" Sign Mod is hand crafted in Australia for CFTBL owners around the world that love their game and want to capture that classic 50's / 60's feeling of NEON. This mod is a relatively simple one to fit - no soldering, no complex tools and no removal of ramps - just follow the detailed instructions to install.



Proudly Designed and Manufactured by



www.swinks.com.au

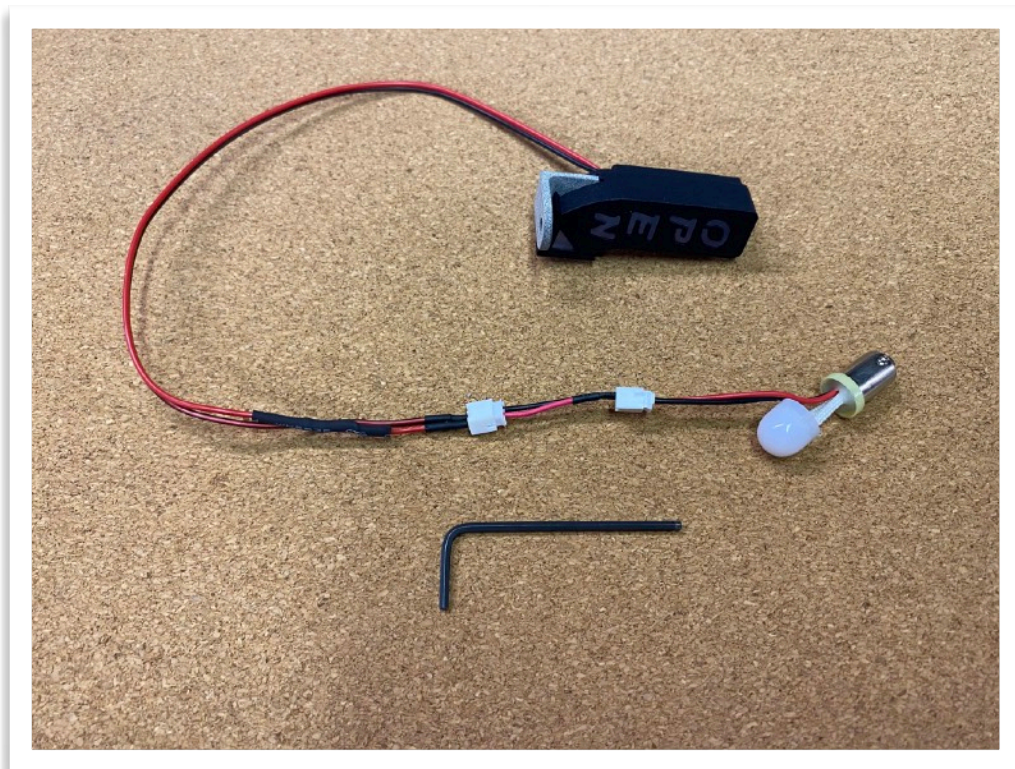
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1 - Mod Parts

When you unpack your mod, you will find the following components with a majority of the mod already pre-assembled (see photo below):

- 1 x **OPEN Sign Kit** - (with Pink Lighting as standard) including the sign, mounting bracket, lead, polarity adaptor and adaptor bulb.
- 1 x **2mm Allen / Hex Key** to suit the screws that hold the magnets to the stainless steel plate as not all countries will have metric tools readily available.

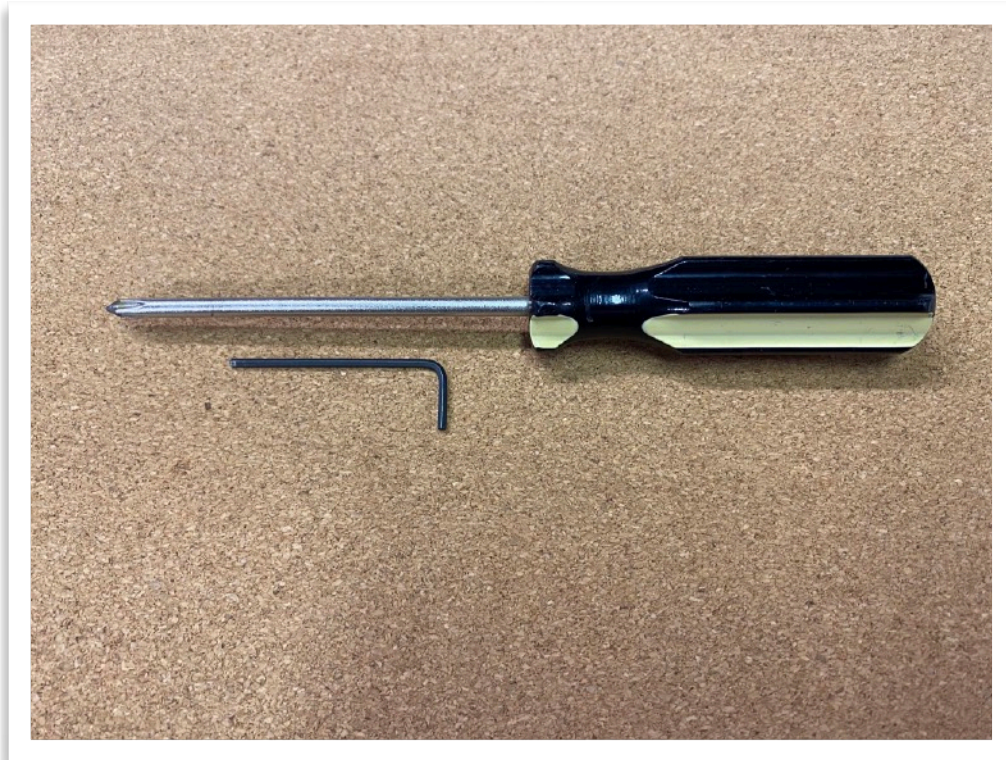


2 - Tools and Safety Notes

Tools necessary to install the mod

1 x Phillips screwdriver (is not provided)

1 x 2mm metric Allen / Hex key (provided in the kit)



SAFETY NOTES:

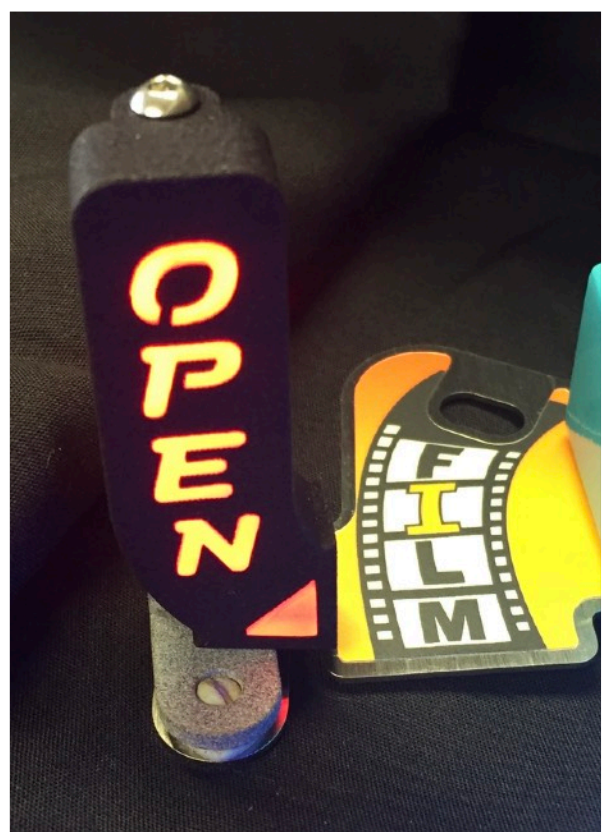
Make sure that your machine is powered off and the power cord running from your machine to the wall outlet has been turned off / disconnected to remove all risk of electrocution.

Read through all these instructions carefully & completely before attempting the installation of this enhancement. Although you may know your machine inside and out, there are a few things to consider before proceeding.

3 - Mod Pre-assembly

Your mod is supplied pre-assembled to save you the hassle in wiring and securing the led filament light wire but also allows us to check everything fits and works here before it is sent to you. You will just need to disconnect the Snackbar Mod top from it's stainless steel base plate so you can feed the OPEN sign wiring to the feature light socket. This process will be easier for Snackbar Mod v4 / v5 / v6 / v7 owners as the top is magnetised down and can quickly be removed and re-installed.

The mod is predominately made with Pink lighting though also carry limited stock of Blue / Green / Red. I also offer spare made up coloured leads if you want to have a spare on hand.



4 - Preparation

To install this mod you need to connect the provided OPEN Sign lead to the OPEN / Red Dome playfield light socket which is situated under the **Snackbar Plastic** or under the already installed **Snackbar Mod**.

So before installing this mod please either:

- remove the Snackbar Plastic if you do not have the Snackbar Mod - refer to the next page.
or
- remove the Snackbar Mod and lay to the side of the targets on a clean rag next to your targets. Refer to your installation manual which a copy can be found here:
<https://swinks.com.au/manuals>

Note: If you are not sure what version you have see below:

- **Snackbar Mod v1** - 3 bolts on top to remove to be able to lift the snackbar top
- **Snackbar Mod v2** - 2 bolts on top to remove to be able to lift the snackbar top
- **Snackbar Mod v3** - 1 bolt on the neon tube face to slide the snackbar top forward a few millimetres, Sign on top was introduced and Red Dome removed from Mod
- **Snackbar Mod v4** - is a magnetic mounted top, engraved underneath with a Snackbar v4
- **Snackbar Mod v5** - is a magnetic mounted top, engraved underneath with a Snackbar v5
- **Snackbar Mod v6** - is a magnetic mounted top, engraved underneath with a Snackbar v6 - this was a DIY kit only
- **Snackbar Mod v7** - is a magnetic mounted top, engraved underneath with a Snackbar v7 - snackbar top decal UFO now sucks up a cow

NOTE: If you are all installing a Snackbar Mod as well, please fully install the Snackbar Mod first using the appropriate manual, stop at the point of installing the top and then complete the OPEN Sign Mod Installation and then continue with the remaining of the Snackbar Mod installation / manual.

5 - Removing the Snackbar Plastic

STEP 1

- Remove the lock down bar and playfield glass.
- Slide the playfield out until it sits on it's service brackets on the locking bar as shown in the image below to give you a little better access especially if you have multiple games in a line-up.
- Remove all the balls as later in the assembly you will need to lift your playfield up.



STEP 2

- You will probably have a full or most probably a damaged SnackBar plastic installed in your game.



- Remove the centre sign post bracket (the one with the 'super jackpot', 'jackpot', 'rescue' and 'multi-ball restart' plastic attached to it). Keep the nut as you'll be re-attaching it after you complete installing the new SnackBar Base Plate.



STEP 3

- Remove the 2 x 5/16" nuts and the Phillips screw securing the original SnackBar plastic in place, resulting in what is shown below.



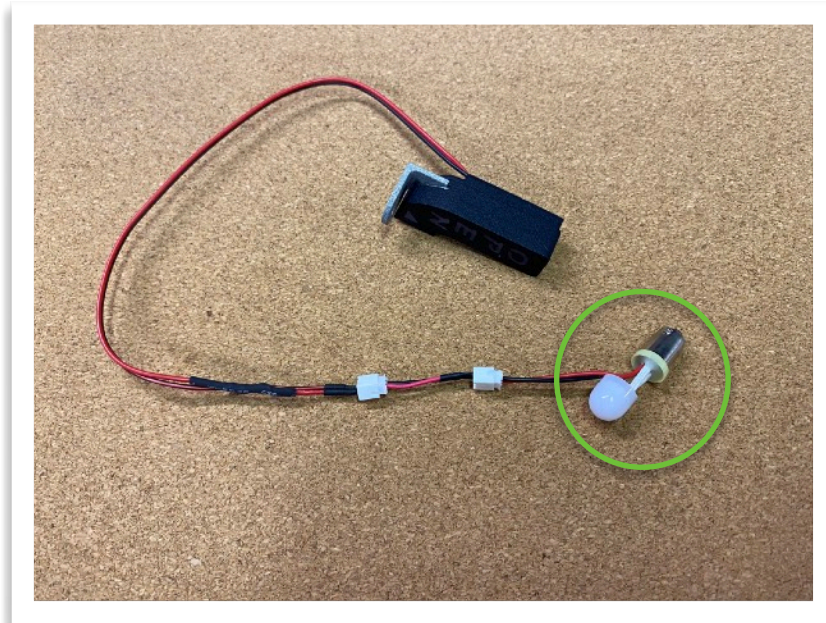
This is the **feature bulb** that the Open Sign Mod will connect up to.

This is the GI bulb that the SnackBar Mod will connect up to.

6. Test the Mod before installing the Mod

As suggested by a customer in which they are very correct, it would be easier to test the mod before fully installing it, to see if you need the polarity wire or not now - instead of after routing the mod's cable.

Take your mod and install the **mod bulb** into the **feature bulb** socket and then proceed to the next step.

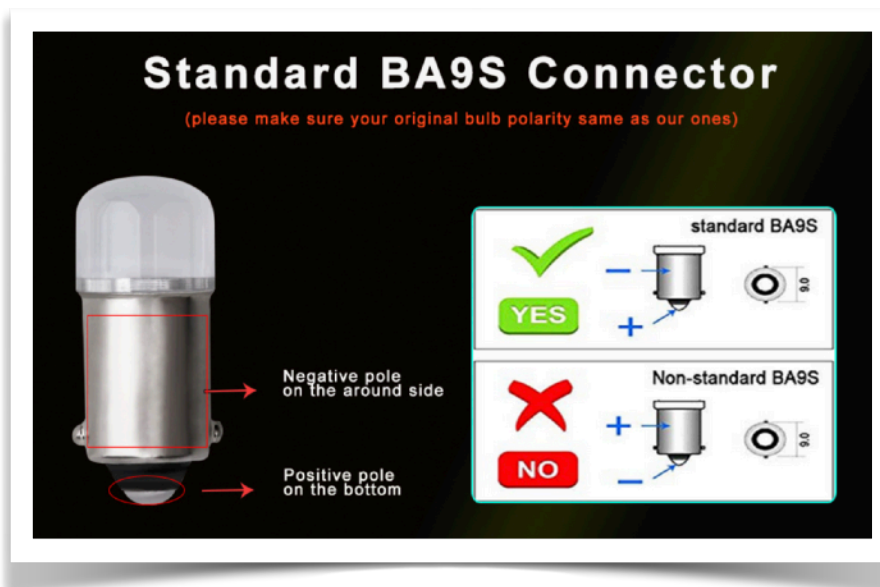


7 - Testing the OPEN Sign Mod

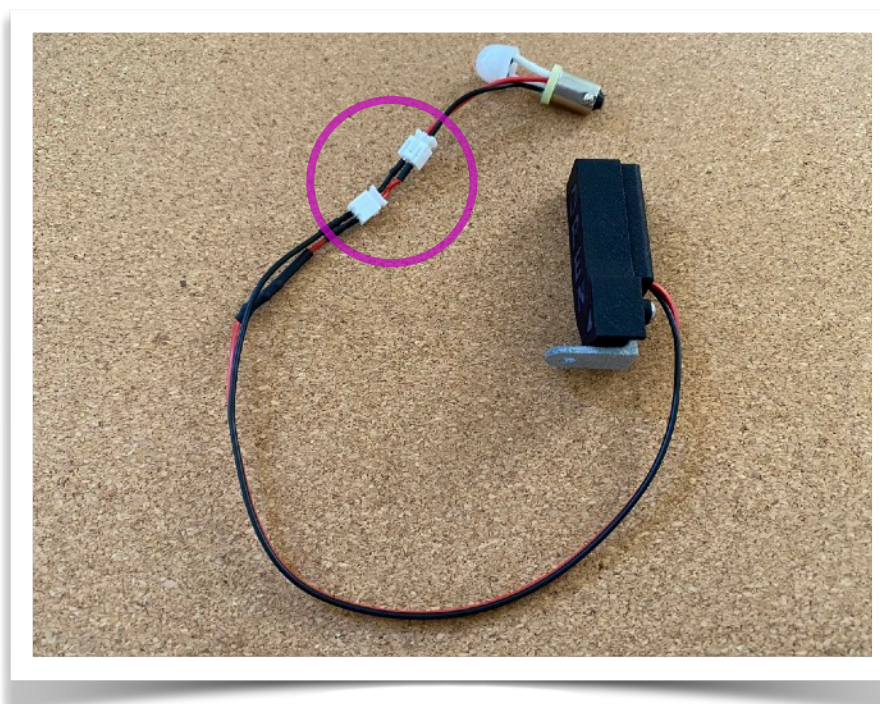
Power up your game and in attract mode the **feature light socket / OPEN bulb** and linked OPEN Sign light should light up. But if only the connecting bulb lights up and the light source in the sign doesn't, then the polarity needs to be swapped. The Bulb is universal so it will always light up but the led wire in the OIPEN sign is polarity dependent.

If it works, you are all ok to proceed with installing the mod into your game.

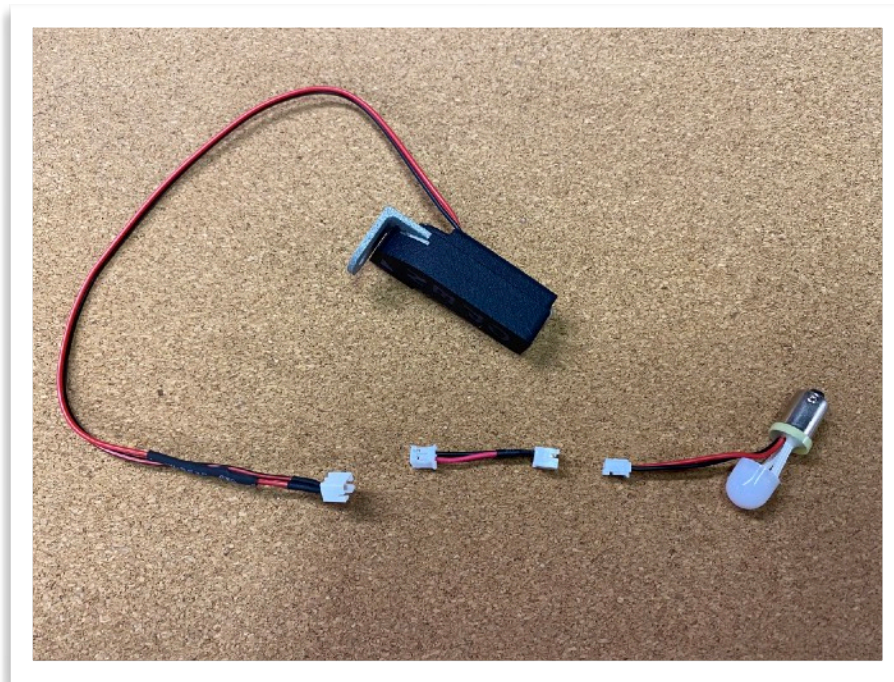
If it doesn't work, power off and then check all the wire connections, though most probably the polarity needs to be reversed between the socket and the Sign. The Comet Adaptor Bulbs are actually wired incorrect with a reverse polarity hence why Swinks supplies the mod with a polarity swap lead to ensure + & - go to the correct sides of the LED Filament Wire. Swinks Pinball is discovering that many games vary - some needing the polarity swap wire and others don't.



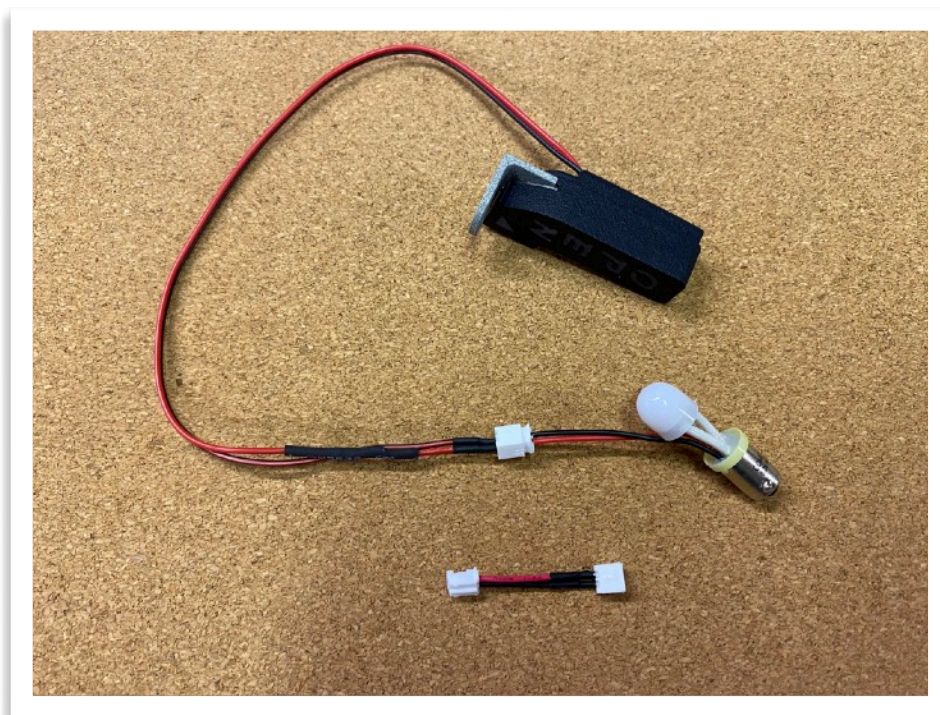
The below picture with a circle around a section of the cable identifies the polarity swap wire.



Simply, carefully disconnect this wire and remove from the mod's wiring lead.



Cable re-assembled the cable with the polarity swap wire removed:



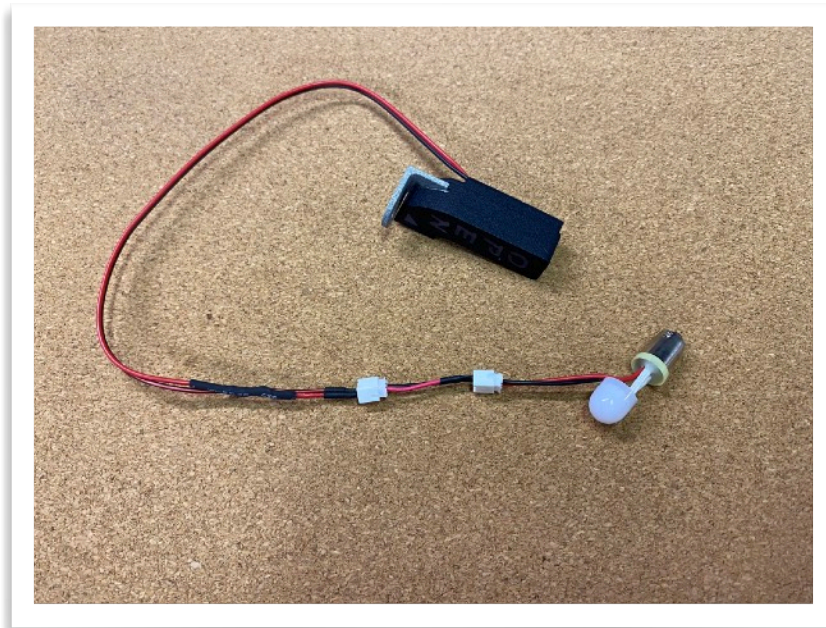
Then proceed to test once again by plugging the mods bulb into the feature socket and turning the games power back on and everything should now work.

Keep the polarity swap wire as it may come in handy for other games in the future.

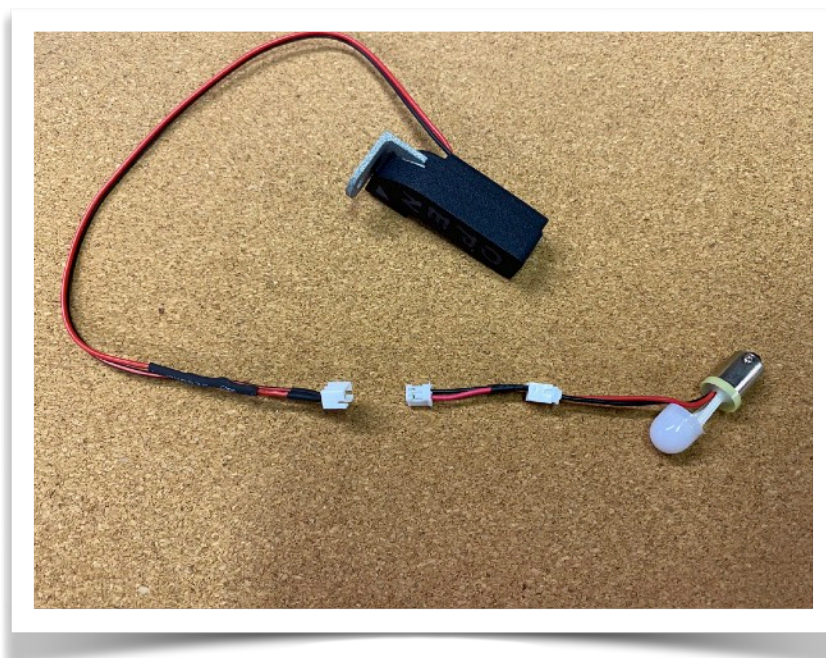
8. Preparing the Lead of the Mod for Installation

You will need to separate the lead at this point before installing the sign into your game - this will just make life a bit easier to route the cable through any small places.

Please Note: grip the 2 sockets and carefully disconnect with a little side to side wiggle as the pins can pull out of the small socket if you pull at the wires - take it slow and be careful. If one or both pins do pull out simply push back in.

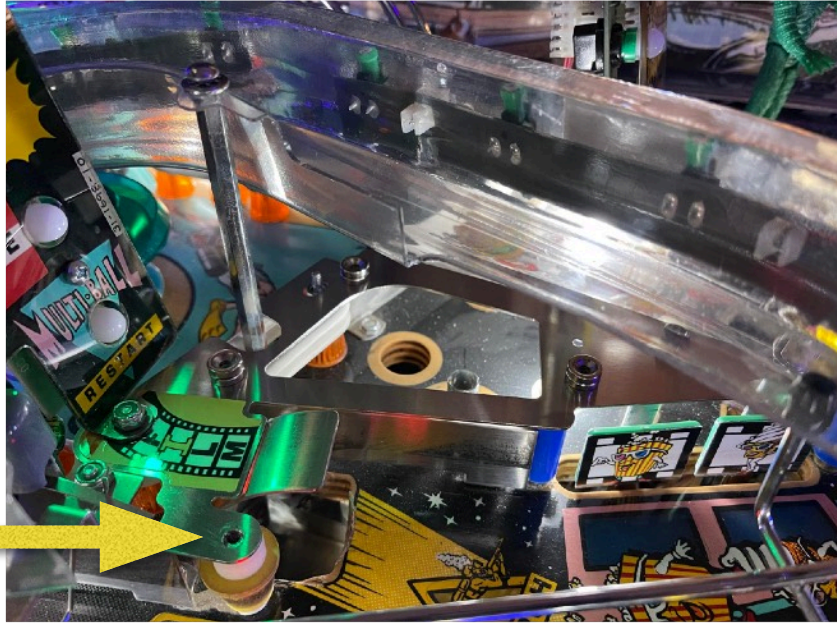


Before Cable Separation
After Cable Separation



9 - Install the OPEN Sign Mod to the Post

If you have a SnackBar Mod, the Stainless Steel plate will already be installed. Remove the SnackBar Top and then remove the screw to the left side of the SnackBar Bar Hole which also fastens down the Stainless Steel plate as the sign will install here.



Now line up the OPEN Sign bracket mounting hole to the hole that you just removed the screw from and re-insert the screw through the hole of the OPEN Sign Mount and then through the Stainless Steel plate hole and into the post and tighten up.



Nip up the screw so the sign is aligned to your liking so it is pointing to the SnackBar hole.

10 - Connecting the OPEN Sign Mod to the Feature Light Source

As noted on page 9 the feature bulb is removed and you install the bulb adaptor that you disconnected in the Step 7.

Install the adaptor bulb so you still have light flashing under the SnackBar Mod / or dome as well as flashing the RHS ramp.

Some people who own a SnackBar v3 or v4 may have purchased a kit with an additional lighting bracket / globe / strip to light up the top of the SnackBar Mod to highlight when the SnackBar was open. This can still be kept but you will need to purchase a “2 way splitter wire” from Comet Pinball to run that lighting feature and the OPEN sign mod together. The splitter wire is connected to the adaptor bulb. You will need this part:

<https://www.cometpinball.com/products/matrix-splitter-wires>



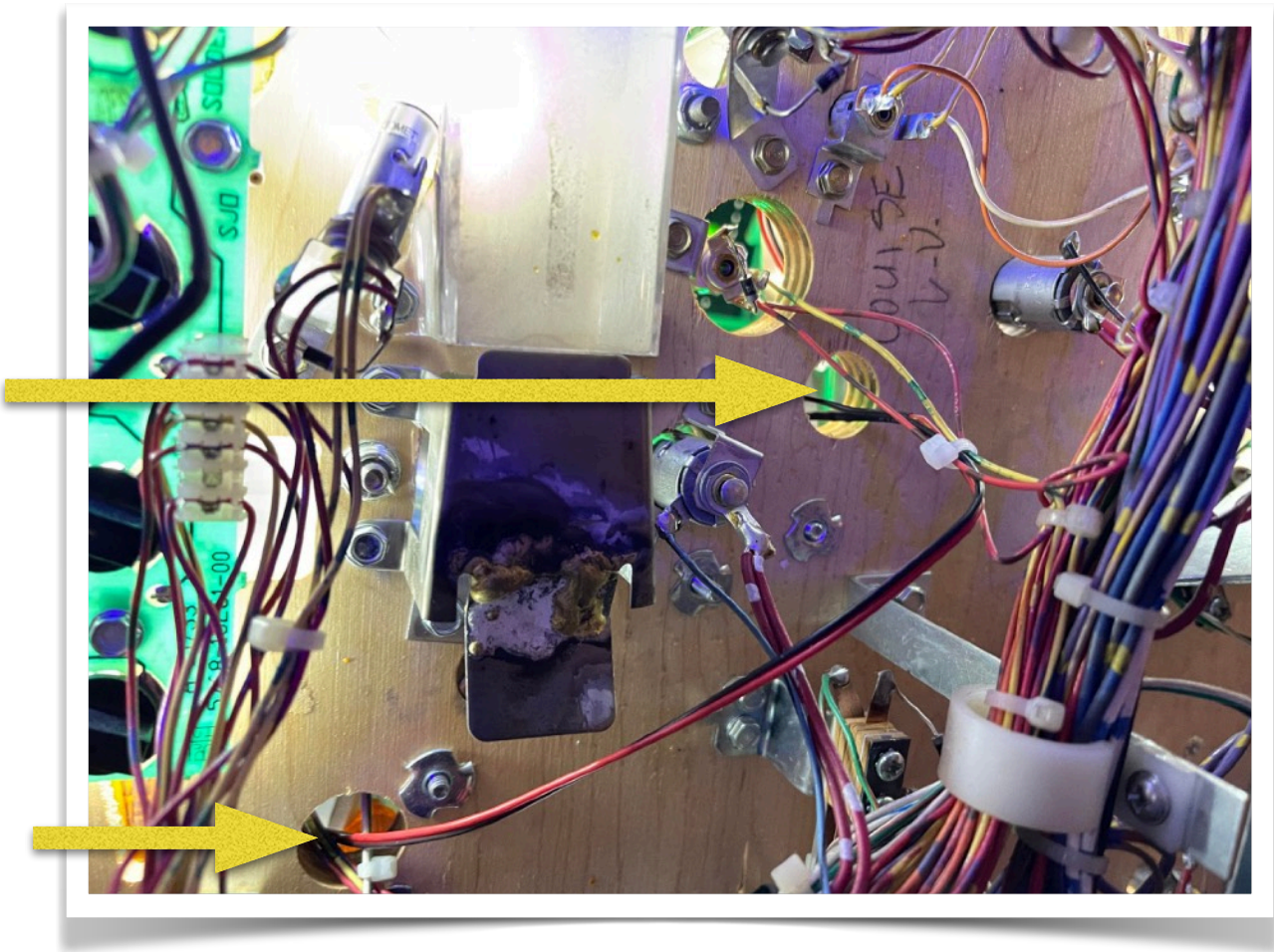
11 - Routing the Sign cable to the Feature Light Source

Since Swinks Pinball no longer has this game we had to rely on 4 testers to determine the best cable route and supply some information and photos.

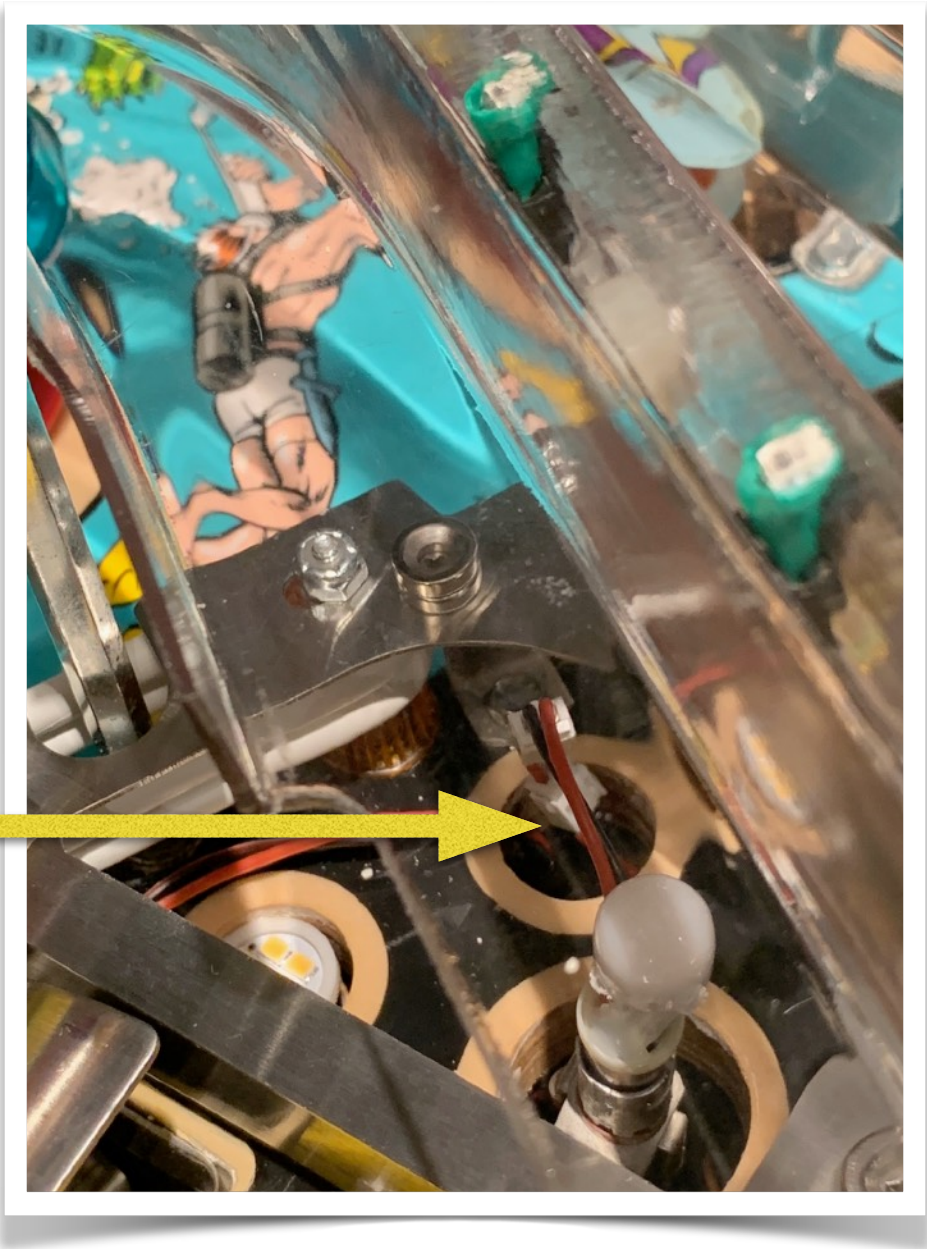
Basically the best way to feed the cable through, is via the small gap near the SS plate / ramp and ramp switch - take care to not have the cable too loose here as it can stop the function of the ramp switch - refer to the yellow arrow below.



Then feed the cable either under the playfield and up through the service hole (restrain where necessary) or just route under the SS plate above the playfield behind the scoop up to the socket



Next reconnect the lead from the OPEN Sign to the adaptor bulb. Then place the remaining extension lead back down the service hole or coiled together and zip tied so it stays out of the way.



12 - Enjoy

Now your mod is installed and operational, it will flash when you have hit all 4 Snack targets and then when you enter the Snackbar hole it will stay solid lit. This will reset when "I" from FILM needs to be achieved again.

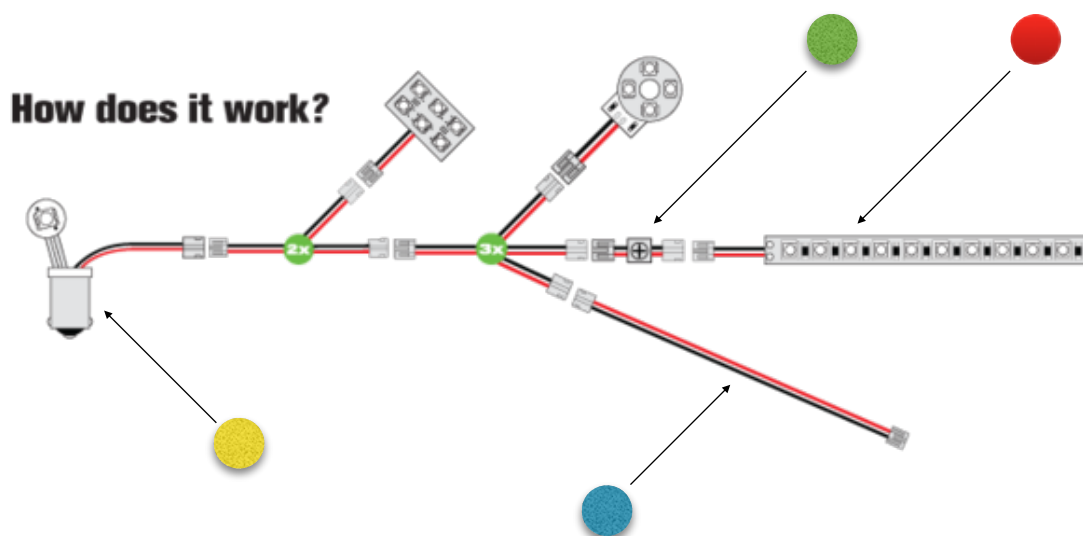
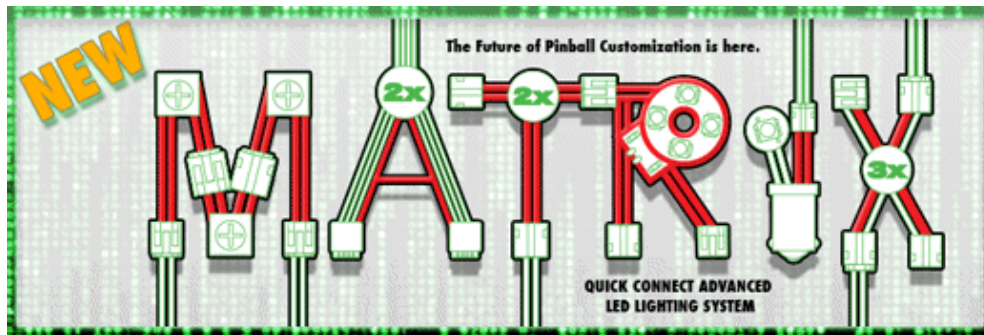
Now just re-install the Snackbar Top and set you game up again with balls in, glass in and locker in place.

Enjoy.







13 - Spare Lighting Parts

- Lighting is supplied by Comet Pinball based in Colorado in the USA using their cool products from their Matrix range. See a coloured arrows referencing the components.



To find these parts:

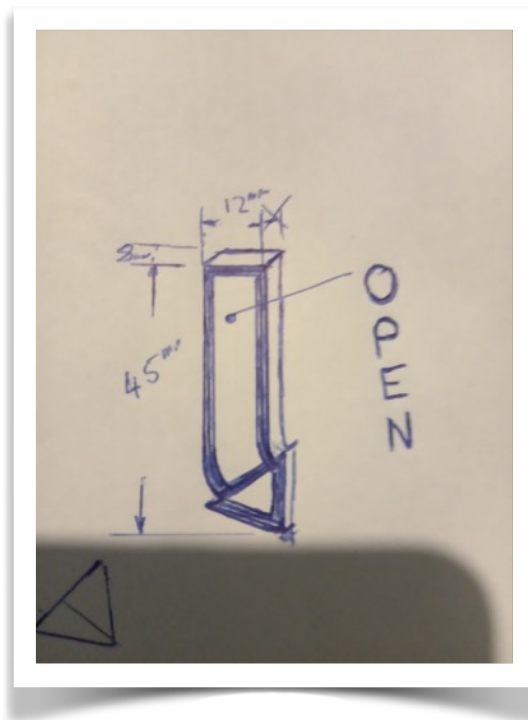
-  <https://www.cometpinball.com/products/quick-connects?variant=12387006677036>
-  <https://www.cometpinball.com/products/matrix-spike-conversion-wire?variant=27680693682278>
-  <https://www.cometpinball.com/products/matrix-extension-wires?variant=12493662158892>
-  **Comet LED strips are not used in this mod rather a 130mm LED Filament Wire**
https://www.ledsales.com.au/index.php?main_page=advanced_search_result&search_in_description=1&keyword=130mm+filament

14 - Statistics

Concept

Credit goes out to a fellow Aussie Darren who came up with the idea for the OPEN sign and sent me his now important napkin sketch along with his desired location where to be designed to fit (which was achieved) and a few supporting photos as Swinks Pinball no longer had the game to size check.

Thanks Darren, Great Idea - as now this mod compliments the SnackBar Mod and helps show the player better when the SnackBar is open. Swinks was able to get close to the desired sizing as there is a lot of fine details in the package. 3 Revisions were made but destroyed and never sent to anyone.



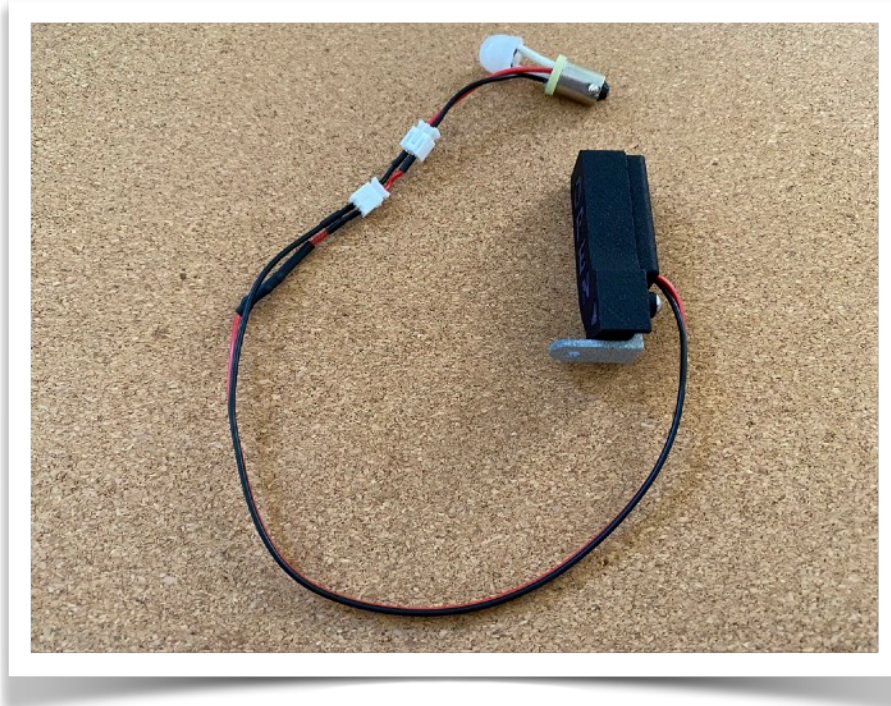
Prototype / Version 1

- 4 units made and given to 4 x testers for free in exchange for feedback and photos - to create this manual as Swinks Pinball no longer has a CFTBL. This version can be identified with heavy heat shrink on the back side and there is no cable cover for the back of the sign.



Production / Version 2

- 10 units made - this was a total redesign on the inside and at the back with the front remaining relatively the same with the main goal to remove the heavy heat shrink so the exiting cable was more flexible and easier to install. The Sign's main body now has a cable cover on the back allowing for the cable to exit with no heat shrink required. All Version 1 Testers received the below Version 2 as a free upgrade.

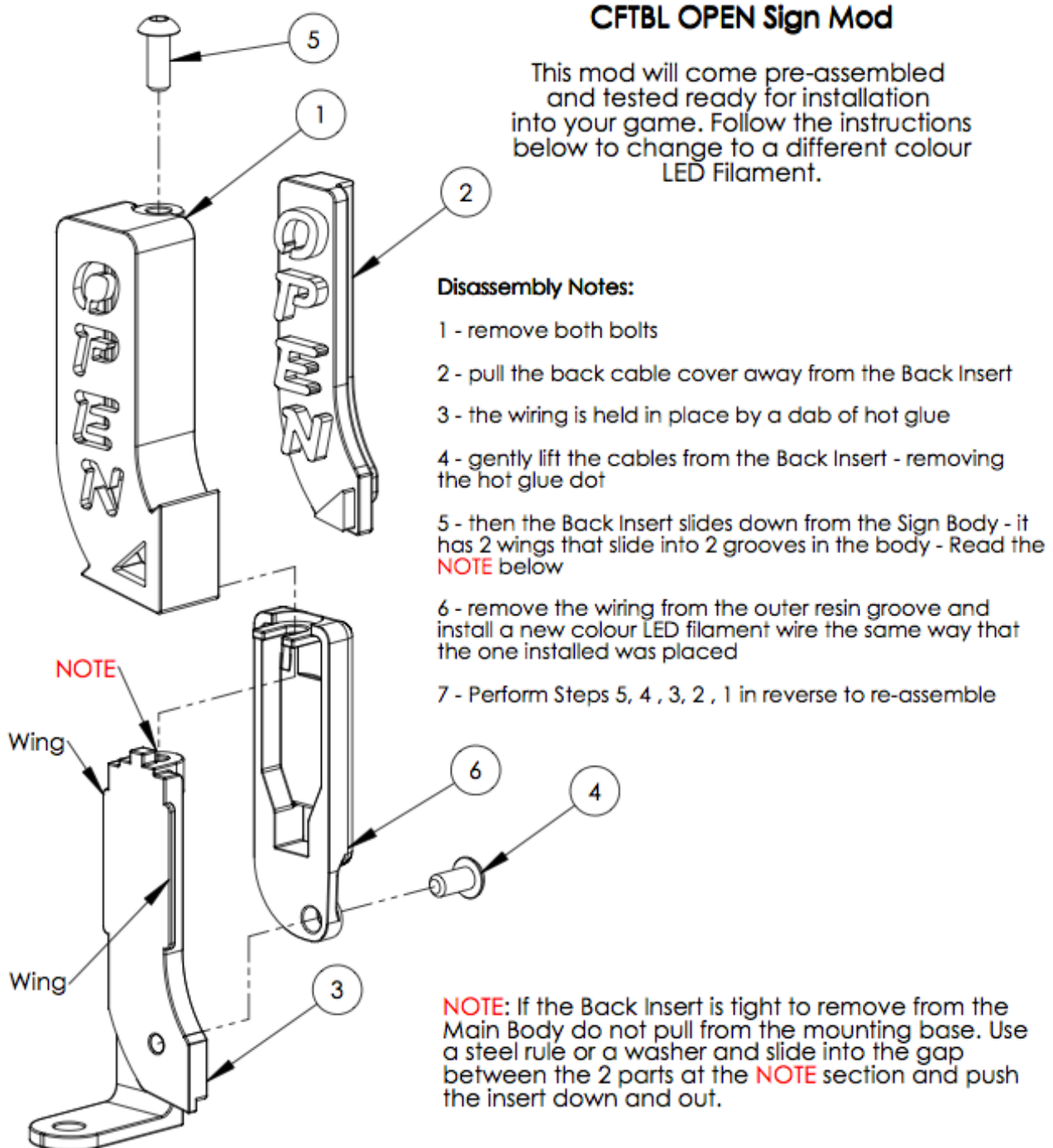


Production / Version 3

- 110 units made to date - the cable cover internal cavity has been enlarged slightly and the main bracket thickened up a fraction at the base and lower back.

15. Resource - Assembly Drawing and LED Filament Notes

This drawing is in case you need to disassemble the kit to swap out or replace the LED Filament wire with another colour.

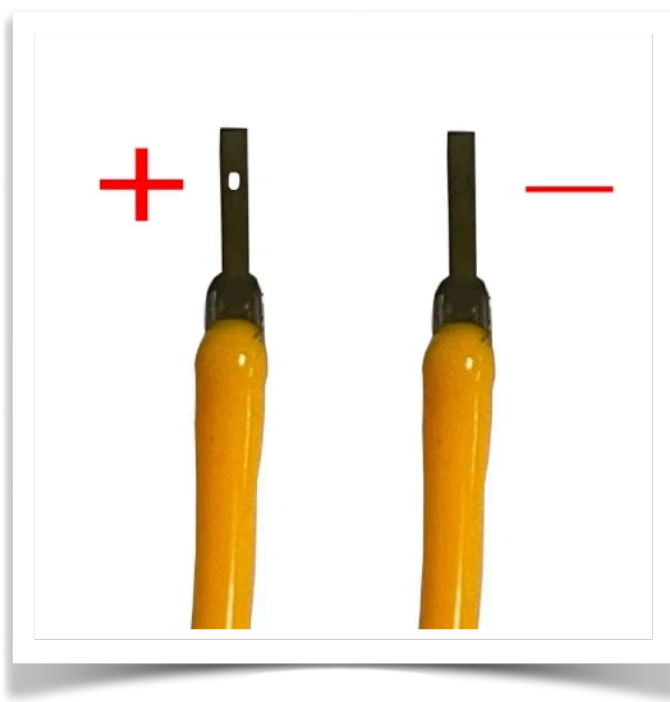


ITEM NO.	PART NUMBER	MATERIAL	QTY.
1	Open Sign Body	Black PA12 Nylon - MJF	1
2	Open Sign Resin Insert	Resin - Translucent	1
3	Open Sign Back Insert	Grey PA12 Nylon - MJF	1
4	Button Screw - 3mm x 6mm Allen Headed	Stainless Steel	1
5	Button Screw - 3mm x 8mm Allen Headed	Zinc / Stainless Steel	1
6	Open Sign Cable Cover	Black PA12 Nylon - MJF	1

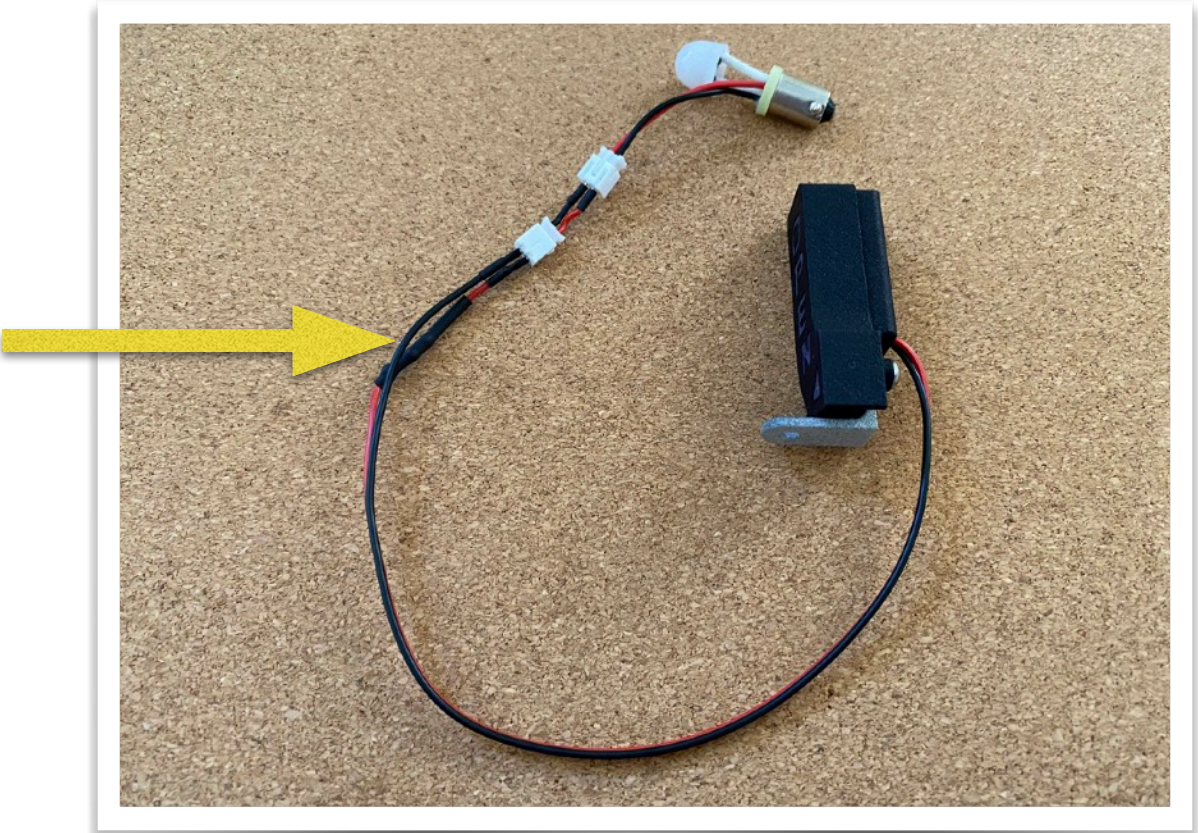
The LED filament wire is very flexible but still take care.



The positive power side has a tiny hole in the tab - warning it is a very very small hole.



The LED Filament lead requires 3vdc so a 150 Ohm 0.5 Watt resistor is placed on the positive side of the cable so the LED Filament is not overloaded - the resistor is covered with black or clear heatshrink so nothing can be shorted out against it.



RETURN POLICY:

*Please contact us as we will be proactive to try and quickly resolve any problems from abroad reducing the need to send your purchased parts. Approval from Swinks Pinball must be received before any items can be returned for repair or replacement. All parts, cables, etc. must be included when the product is returned. We will repair or replace/exchange components based on our analysis of the problem. Swinks Pinball reserves the right to deny any return or exchange. Refunds are not given. Freight will be covered by Swinks Pinball on the return trip back to you **only**.*

In stating that we want everyone to love and enjoy their sign - so if you have any issues at all please, please reach out via Pinside / Pinball Info, etc or via email and we will promptly help you out.

Email: swinks.pinball@gmail.com

PRODUCT DISCLAIMER:

Please remember that this is a "MOD." We took great effort in designing and testing our product in order to produce a high quality product, but it is not a Bally / WMS factory original nor an approved part for your pinball machine. There is the risk of unwanted side effects with any modification to a factory game and there are many factors that can cause undesirable side effects after installation of such a modification. As such, we cannot assume responsibility for game malfunction, damage to the game or surroundings, unwanted electrical emissions, personal injury, or other adverse effects caused by the installation of our MOD.

PRODUCT QUALITY DISCLAIMER:

All parts are made to the highest quality possible. The OPEN sign housing, mount and resin insert are all professionally 3D printed by Zelta3D using SLS nylon / MJF nylon & Resin processes with some minor print lines or clouding (on the resin parts) which is part of the process but treated to the best of our ability to make the parts look the part. You may notice some minor print lines when handling but once the mod is installed they will not be clearly visible from the players perspective and give your machine that cool retro look.