Bally - 1992
Creature From The Black Lagoon (CFTBL)

Creature "Movie Poster Mod"

The Creature "Movie Poster Mod" is a mod that is designed in Australia by a once CFTBL owner for all the other CFTBL owners around the world that love their game and want to capture that classic 50's / 60's / 70's feeling with those classic movie posters displayed at the movies (cinema and at the drive-in) showing you what was on for the night or what was coming up soon. This mod is also a relative simple one to fit, looks cool and suits the era and game perfectly uterlising a bare and black RHS corner of the playfield. This is a the single Static Poster version of this mod with 12 posters supplied so you can mix it up.

Thank you for your support and we hope you will enjoy this mod for many years to come.

Proudly Designed by

swinks.com.au

OPTION 1

You can either buy this directly from Swinks Pinball (Australia) pre-assembled with 12 posters provided with all the lighting needed ready to plug in and enjoy.

Proceed to STEP 7 to install your kit.

or

OPTION 2

You can purchase the parts yourself from Shapeways, Comet Pinball and print the mini-movie posters yourself.

Proceed to STEP 1 to purchase the correct parts, prepare, assembly and then continue on through to STEP 7 to install your kit

STEP 1 - Purchase the parts for the kit

You will need the following parts from various places:

1. Shapeways
      1 x Creature Movie Poster Mod - **Main Body** (in black)

1 x Creature Movie Poster Mod - **Poster Retainer** (in black)

which can be found here:
https://www.shapeways.com/search?q=swinkscftbl&sort=newest

* Costs roughly from $142 USD (for black) and can go higher in price if you select the smoother black. Since the mod is in a dark corner, purchasing the base black nylon option is sufficient and no painting required, simply purchase, install and enjoy. The finish of the black is textured and a flat black.

2. Comet Pinball Lighting Components - some links maybe broken as Comet Pinball have down some upgrades but all under their Matrix Section.

2 x Matrix Quick Connect Bulbs / 44/47 / Warm White / Frosted Bulb ($2.78 USD)
https://www.cometpinball.com/products/quick-connects?variant=12387006677036

1 x Matrix Quick Connect Assorted Length Wire - 36" ($1.99 USD)
https://www.cometpinball.com/products/matrix-extension-wires?variant=12493662191660

1 x Matrix Quick Connect Assorted Length Wire - 6" ($0.79 USD)
https://www.cometpinball.com/products/matrix-extension-wires?variant=12493662126124

1 x Exclusive! Plug & Play 3 SMD 6.3v - 3 SMD version in white ($2.95 USD)
https://www.cometpinball.com/products/lighting-strips

1 x Matrix 20 SMD 8 Inch 6.3v Strip - 20 SMD version in white ($6.50 USD)
https://www.cometpinball.com/products/lighting-strips

2 x Matrix Spike Conversion Wire (Polarity Swap Wire) ($0.58 USD)
https://www.cometpinball.com/products/matrix-spike-conversion-wire?variant=27680693682278

* Costs roughly $15.60 USD + postage if you purchased the above products and you can add brightness control to control the intensity etc as extras if desired.

3. Hardware
1 x 4mm screw that is 10-12mm long or a imperial equivalent

* Costs roughly $0.50 AUD
* 2.5mm Allen key roughly $1 AUD

4. Colour Photo Paper Printed Designs
12 x designs each printed out on a 6 x 4" photo paper (with no border) - files provided by Swinks. These are already designed to be printed at 6 x 4" without border size and ideally matt finish. The designs have crop market to trim to - test cut 1 and test fit as each photo printer can vary a little in scaling so you may need to trim. A little more.

* Costs roughly $1.20 AUD

Therefore all together for a Do It Yourself mod all the parts would cost you approximately $159 USD + various postages. If you are in the US postage within the US would be approx of $15-20 all together from Shapeways and Comet Pinball. In total approx $175 USD ($250AUD).

OR you can buy the kit made and assembled with everything ready to go for $240AUD (approx $167 USD) + postage.

STEP 2 - Prepping Your Shapeways Parts

• Tap one hole in the top of the poster retainer with a 4mm tap if you are using a 4mm button screw.
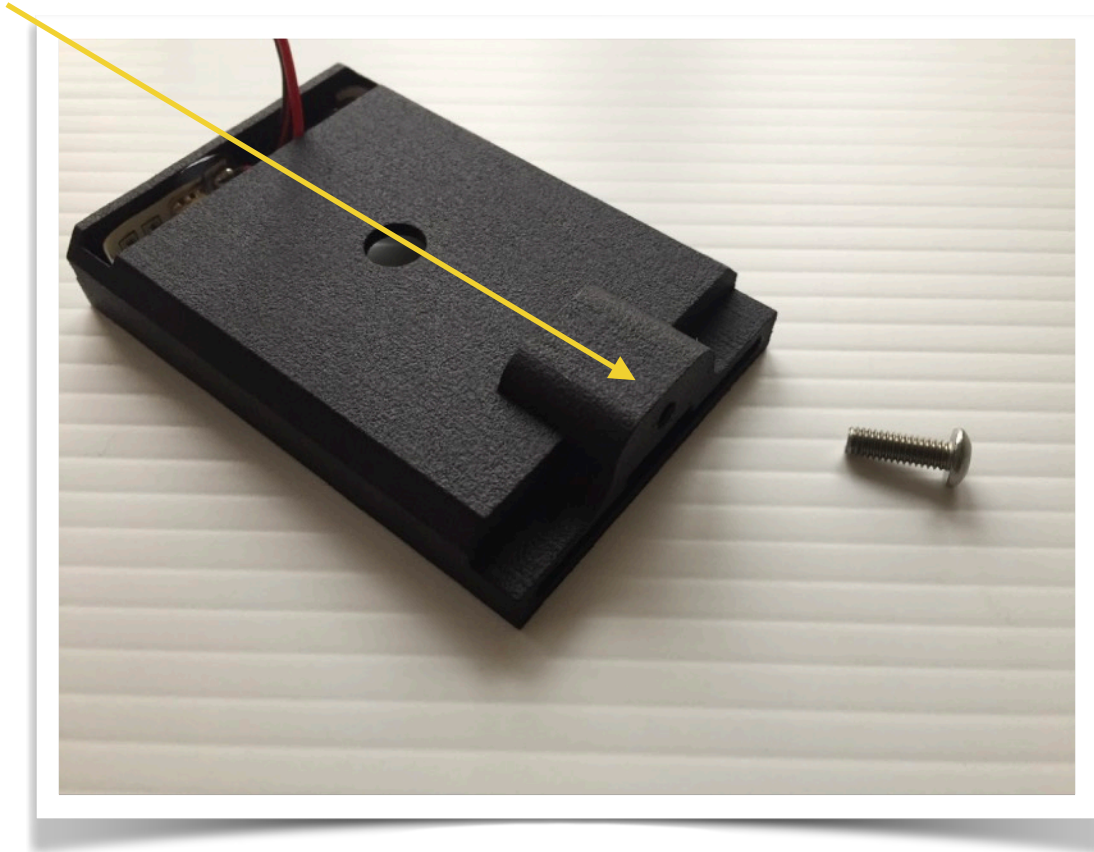
# STEP 3 - Fitting the Wiring to the Shapeways Components

- Install the 3 SMD strip to the curve inside curve of the main body as shown below. This lights up the slot for your "coming soon" or another custom message. Then feed the wiring through the back via the provided bottom slot and install the 6" extension lead to this 3 x led strip.
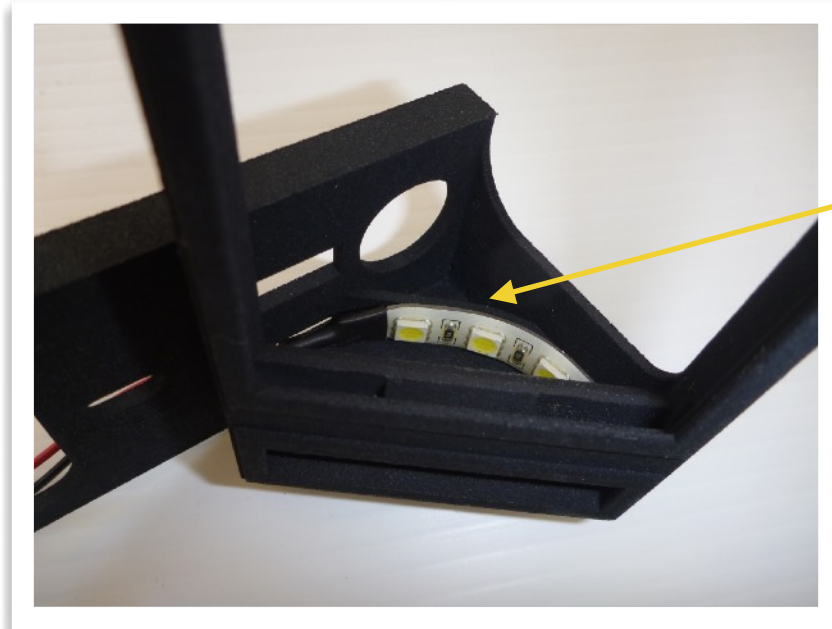
- Install the 20 SMD strip around the inside outer edge of the poster retainer as shown below. This lights up the poster. Depending on the batch of led strips (the tape used may come loose from the brackets if the wire is tugged or adhesion is not great). You might need to add a drop of hot glue at the ends and in the middle of a long section so it stays in place. If the LED strip comes loose it will create a shadow.
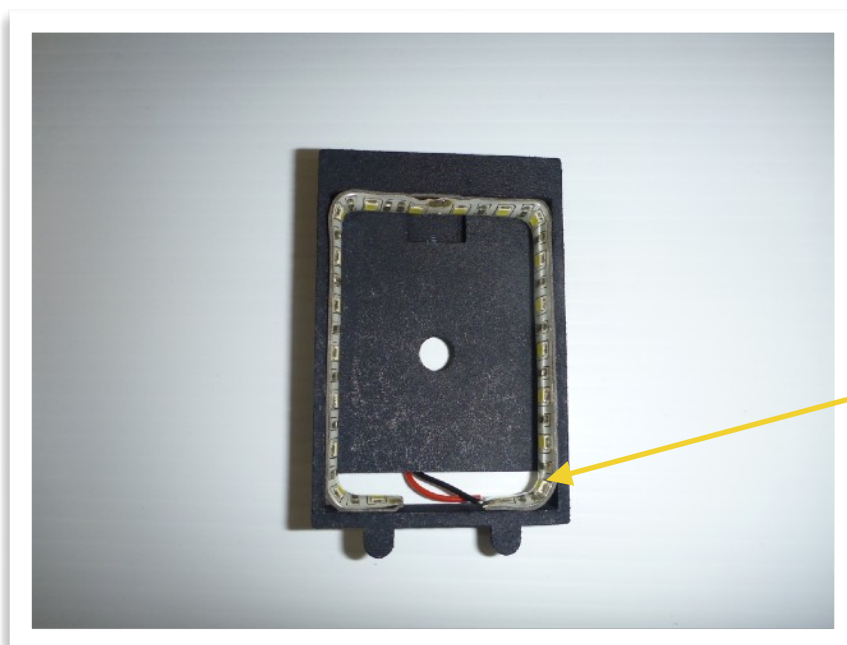
- Fit the 36" extension lead to the poster retainer feed out the back through to poster wide slot.
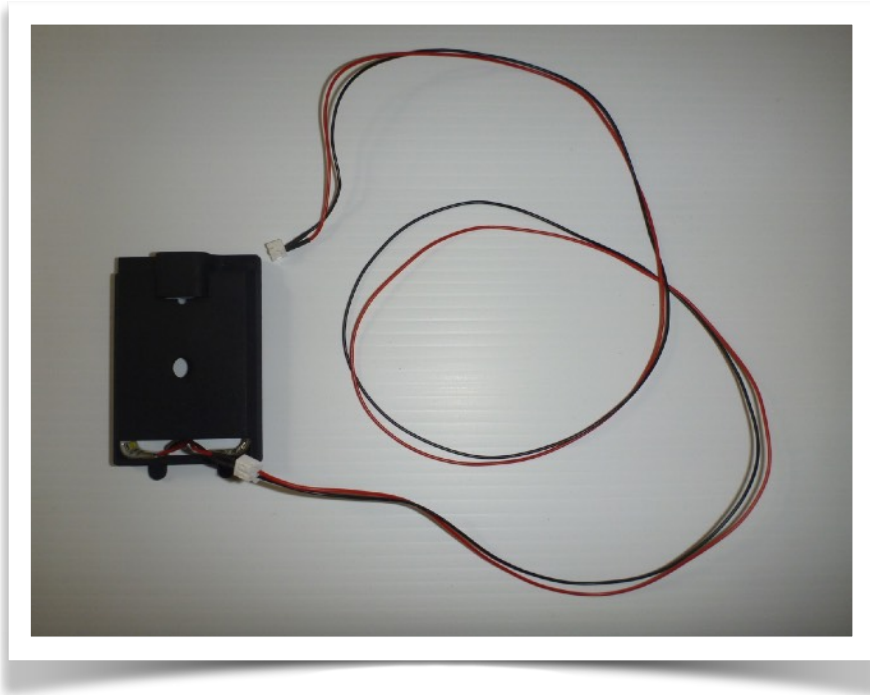

NOTE: When Swinks Pinball assemblies the kits we use a non-Comet 6vdc Warm White LED strip that is not from Comet Pinball to keep the cost down but is of equal quality.

STEP 4 - Prep & Install the Poster Card to the bracket

- Trim the Photos to the crop markets or a little more depending on the print service - print scaling. These are the current 12 posters supplied as a file and printed if you are buying the complete kit. The poster files can be downloaded from here: https://swinks.com.au/manuals


- Slide the desired poster into the provide groove and check that is sits nicely against the front edge.

- It is recommended that if the poster is too bright or washed out to cut a piece of white paper and slip behind the poster as this reduces the brightness of the poster or you can use a Comet Pinball Matrix Brightness Adjuster
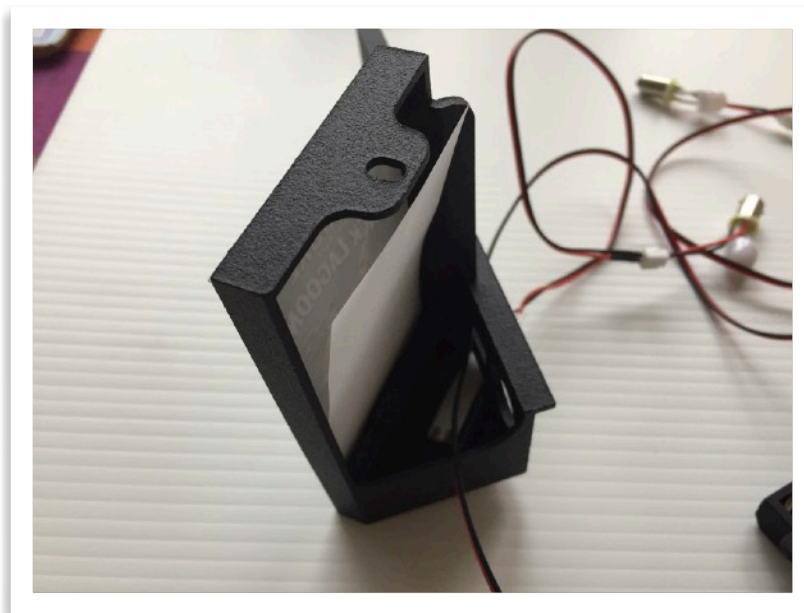
STEP 5 - Install the Poster retainer bracket into the main bracket

- Then slide the poster retainer into position as pictured - it has 2 tabs that drop into 2 slots then push the top in until the threaded hole section pushes in and equal to the main bracket. Then secure in place with the M4 or equivalent screw.
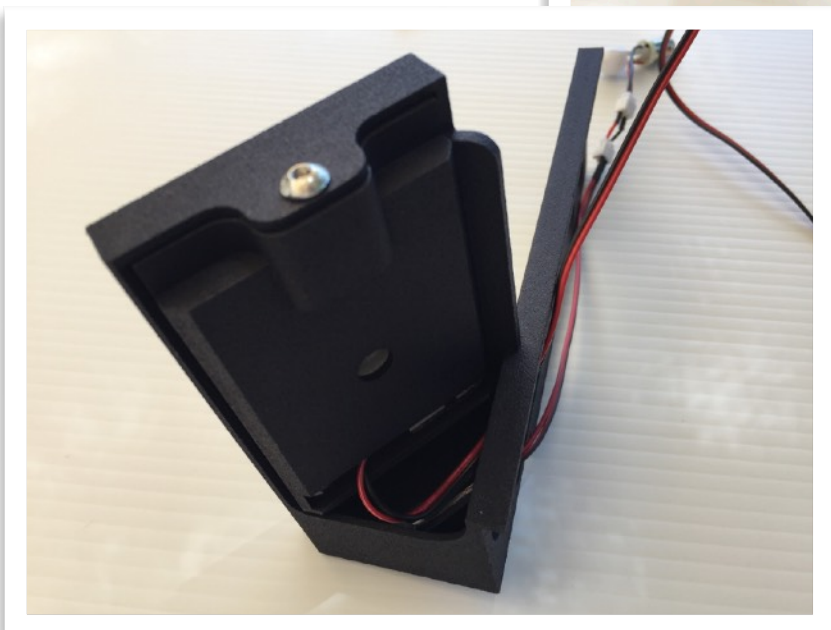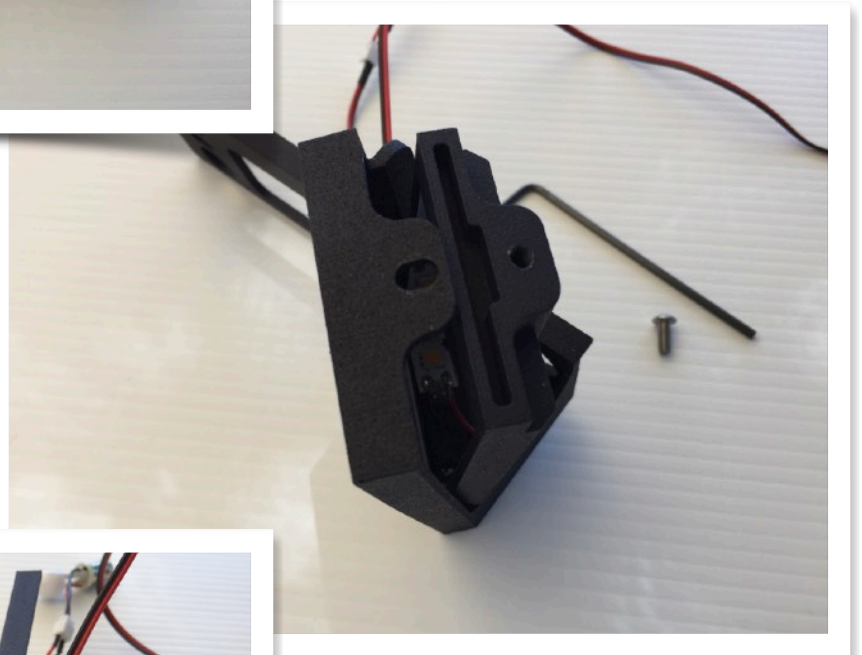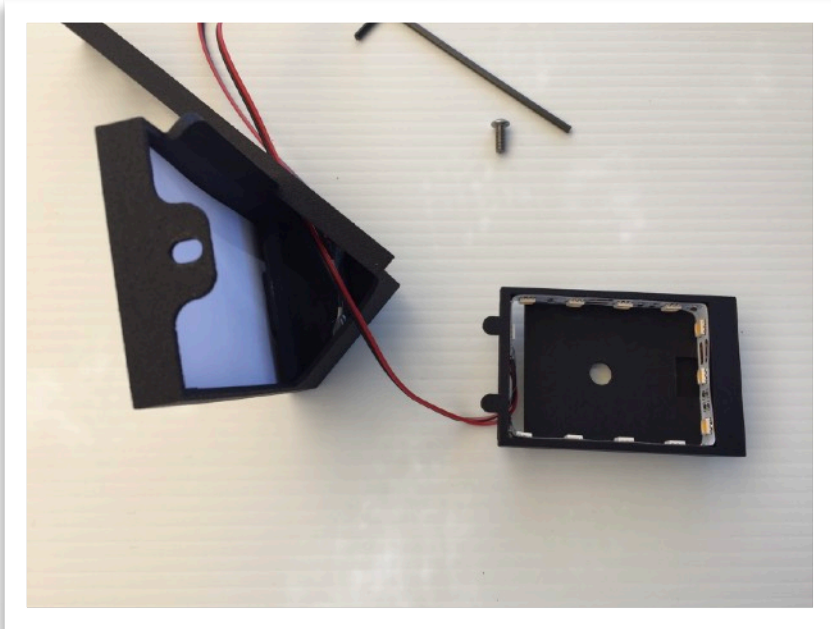
STEP 6 - Routing the wires through the bracket

- Then 3 LED strip lead goes through the bottom provided hole.
- Then the 20 LED strip goes through the top provided hole - though leave a little slack in the lead so when the mod is installed into the game and you want to swap out a poster you can simply remove the top screw and remove the back panel enough to swap out the poster.

STEP 7 - Swinks Pinball - Poster Mod Kit

• When purchasing a kit from Swinks the kit comes all pre-assembled and will look like this
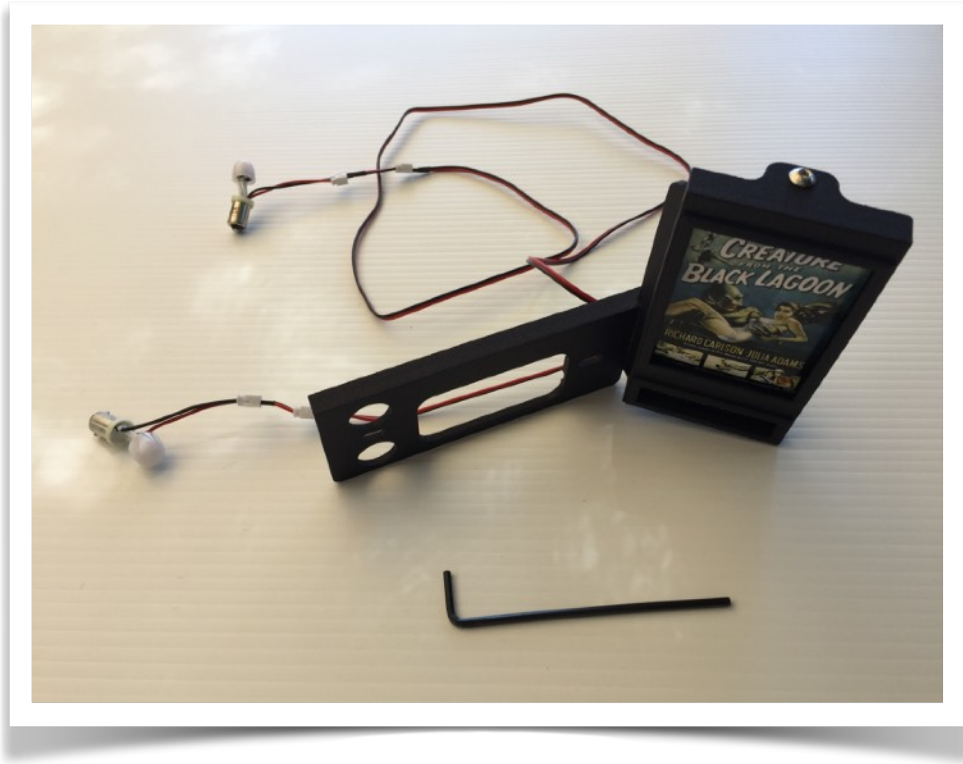
• As Swinks uses Pinball Haus LED strips for the lighting - they have a defined + and - side to the strip where as the Comet Strips are universal. Therefore 2 polarity swap leads are pre-installed in your mod within the leads. This is because the Comet Bulb Adaptors are manufactured non standard which effectively swaps the polarity from industry standard or your games power may also be opposite. When you power up your mod in attract mode and one of the light features does not work - simply remove this swap polarity swap lead and keep for safe keeping. Do not
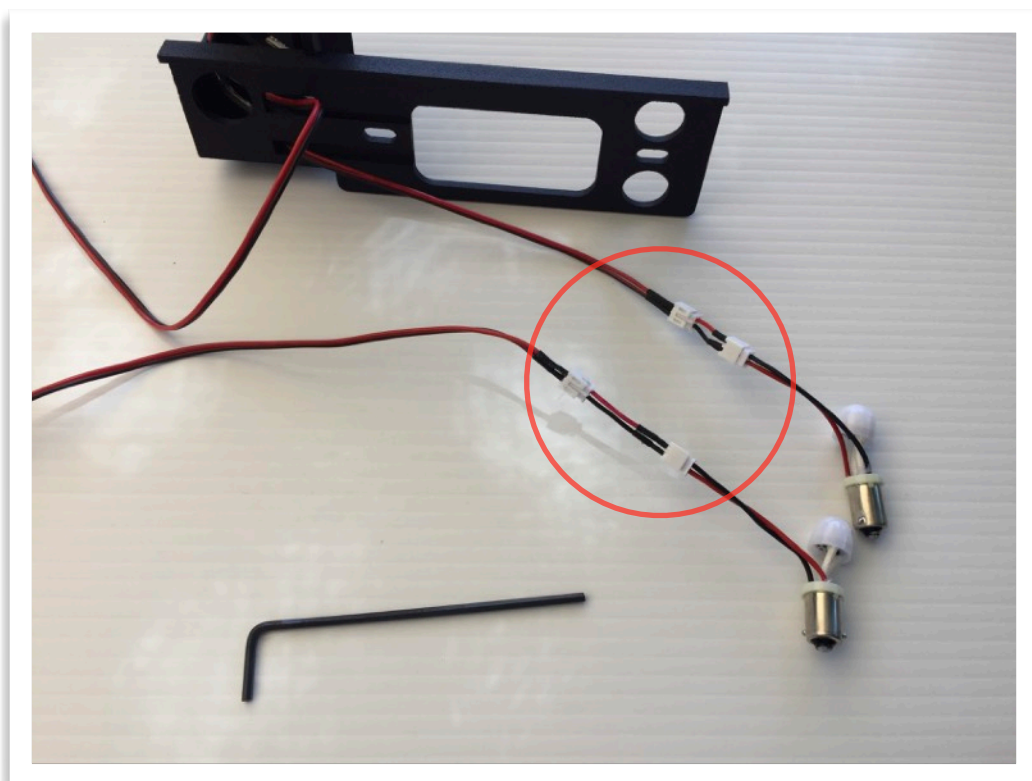
run the game for long periods with the incorrect polarity swap because if it is not working it could damage the LED strips. Allow a max of 10-15 seconds of power time to the game to see if the mod features light up and then turn off if a feature is not working and remove the polarity swap lead as per circled item - but only from the feature lead that is not working.

STEP 8 - Restraining the leads at the back of the bracket

- Use a small piece of cellophane tape or masking tape to keep the wires in their dedicated slots to avoid the cables being pinched when assembling into the game. This is not done by Swinks Pinball as most times the tape has released by the time it arrives to the customer.
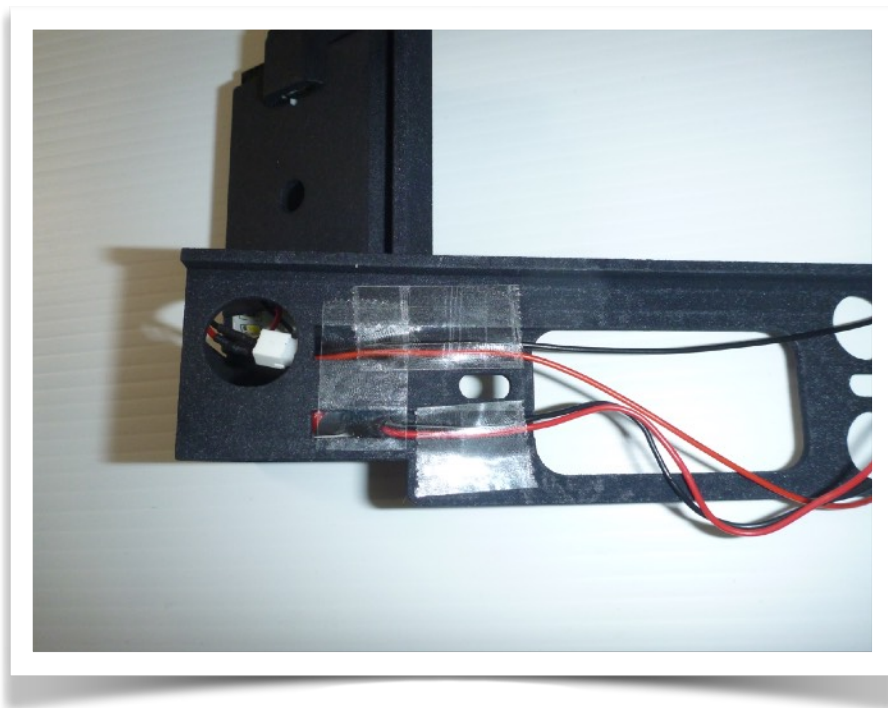
SAFETY NOTE: Before you begin with fitting the parts to the game, make sure that your machine is powered off and the cord running from your machine to the wall outlet has been disconnected.

Read through these instructions 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.

STEP 9 - Prepare your game.

- Remove the pin balls from the game and lift the playfield in the service position and you will need to lift the playfield up a little later on to access a globe holder but at this stage of the installation this position is easier to install the mod.

STEP 10 - Removing the FILM plastic from the Game

- Remove the FILM plastic from the min playfield backboard.

- Remove the existing bulb that is used to light up the FILM plastic on the play fields mini backboard.
- Install the 1 x Matrix 1 SMD 5050 Quick Connect System Flex in behind the FILM plastic socket (photo shows a previous version bulb but now a domed and frosted bulb is provided.
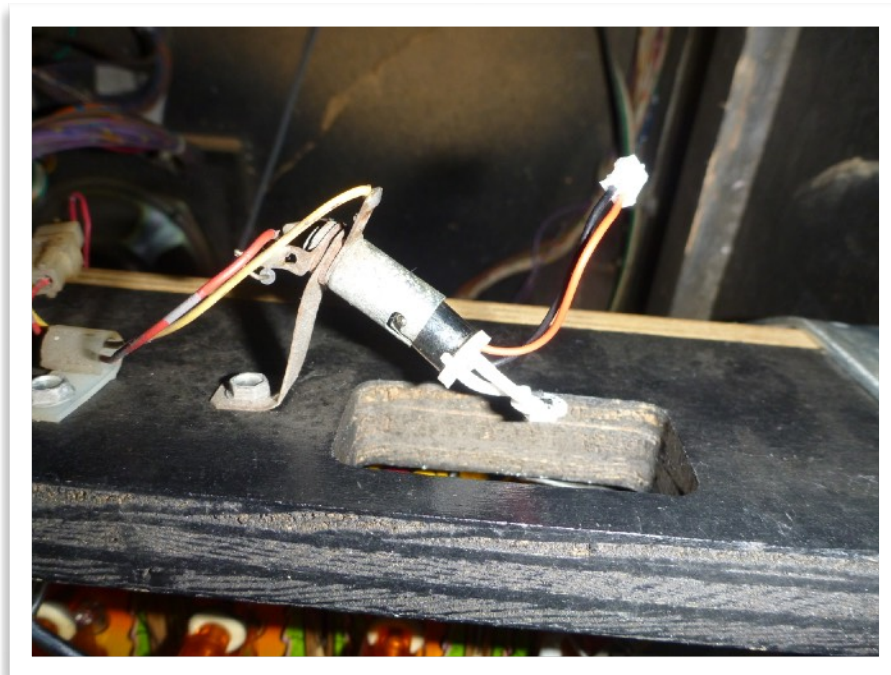
STEP 11 - Fitting the Wiring & Mod to the game.

- Fit the poster frame to the mini back board, note pass the 2 cables through the FILM hole and dangle out the back for the moment. Then using the original screws and FILM plastic re-assemble the plastic and mod to the backboard. The mod is basically sandwich clamped into place with no additional screws or damage occurring to your game. The plastic sits in front of the mod bracket, then the mod bracket and then backboard. The mod has a little shoulder on it to sit on top of the backboard for some additional support. The FILM screw holes in the mod are slotted to allow for variance but note make sure the mod when fastened down does not sit wider than the mini backboard as it may catch and break when lifting your play field in and out.

- Note: posters can be changed out later on while the frame is fitted to the playfield backboard as all your do is undo the screw at the top and slide out the retainer then slide out the poster card and slide in another poster card. This is the fun part because you could have a poster for a Comp Night, Halloween, new movie coming out currently etc and only takes a few minutes to change out.

STEP 12 - Connecting up lighting and wiring

- There is an adaptor wire coming from this LED which plugs into the 3 SMD LED strip and is activated when PAID is achieved just so it is a little interactive. Alternatively you could chose to power off a GI bulb so it is always on but you will need an extra extension lead.
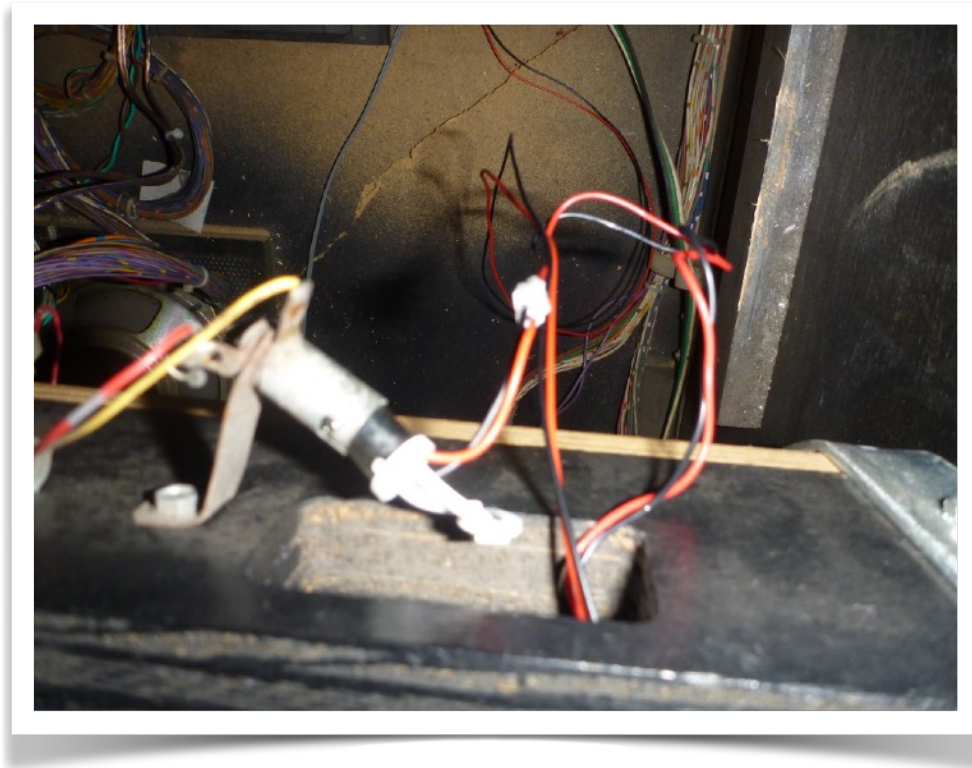

- The 36" extension lead coming from the poster retainer that lights up the poster drops down behind the playfield as will hook up to a GI socket.
- Lift the playfield up into the vertical position and install the 1 x Matrix 1 SMD 5050 Quick Connect System Flex in to the GI socket under the playground plastic on the RHS just behind the Slide ramp. You will need to lift the playfield and unscrew the socket as per the picture below.
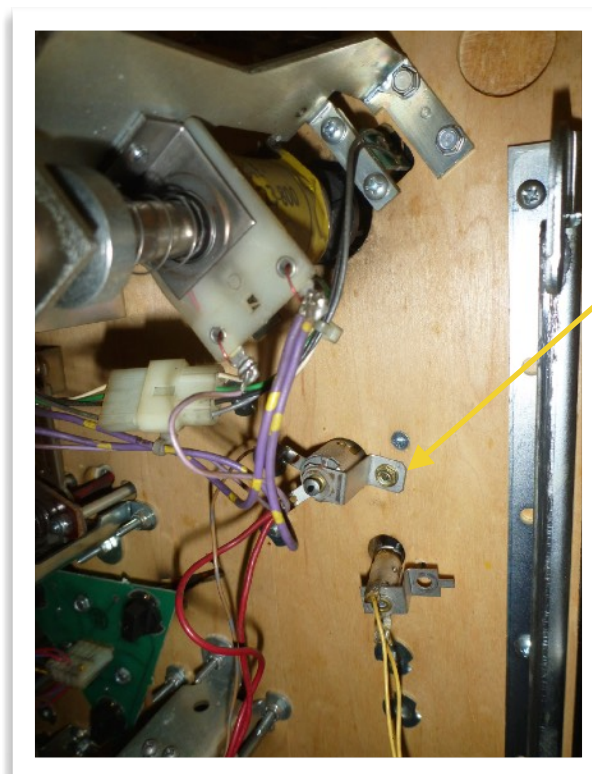
- Then install the Flex SMD into the socket and feed back into the hole but ensure the small extension lead pops out through to the underside of the playfield. Then locate the 36" extension lead and connect up to this new outlet.
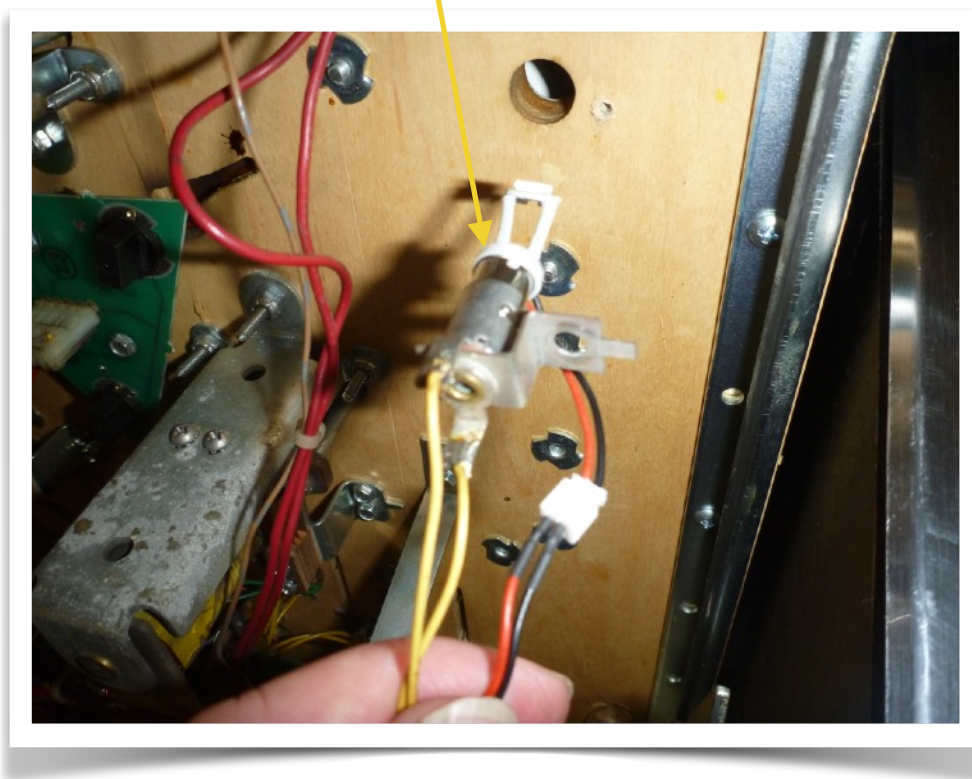
- Lastly re-install the bulb socket back to the playfield as you found it.
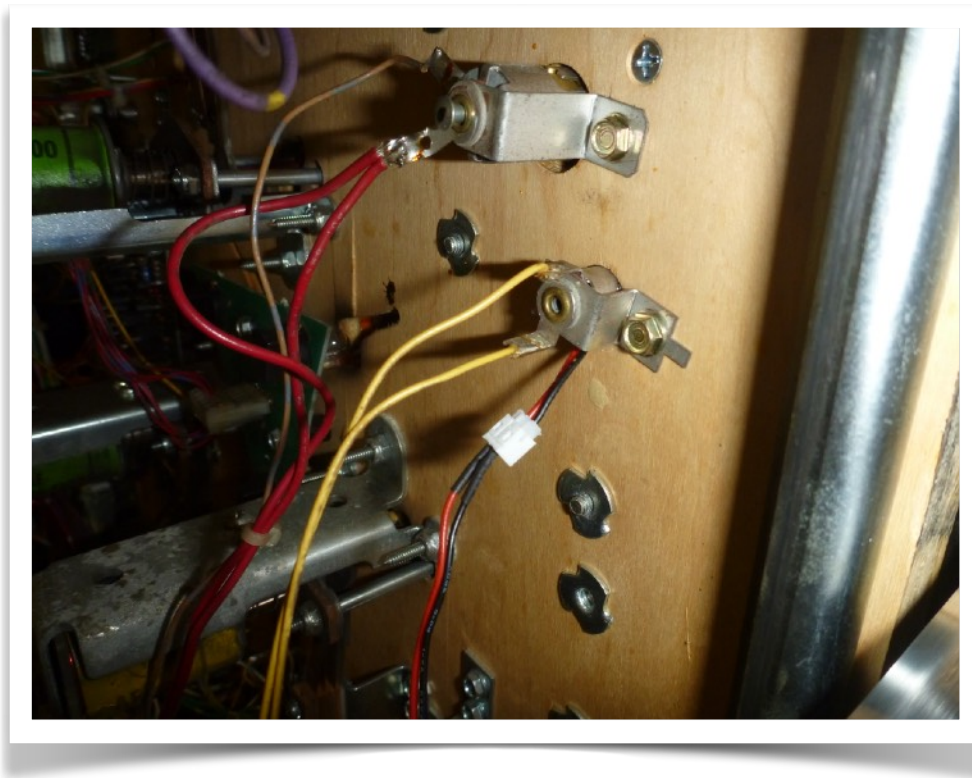
- Then secure the extension lead in a few locations to ensure when lifting / pivoting the playfield the cable does not get caught on anything - note cable ties not trimmed for easier seeing - but make sure to trim back.
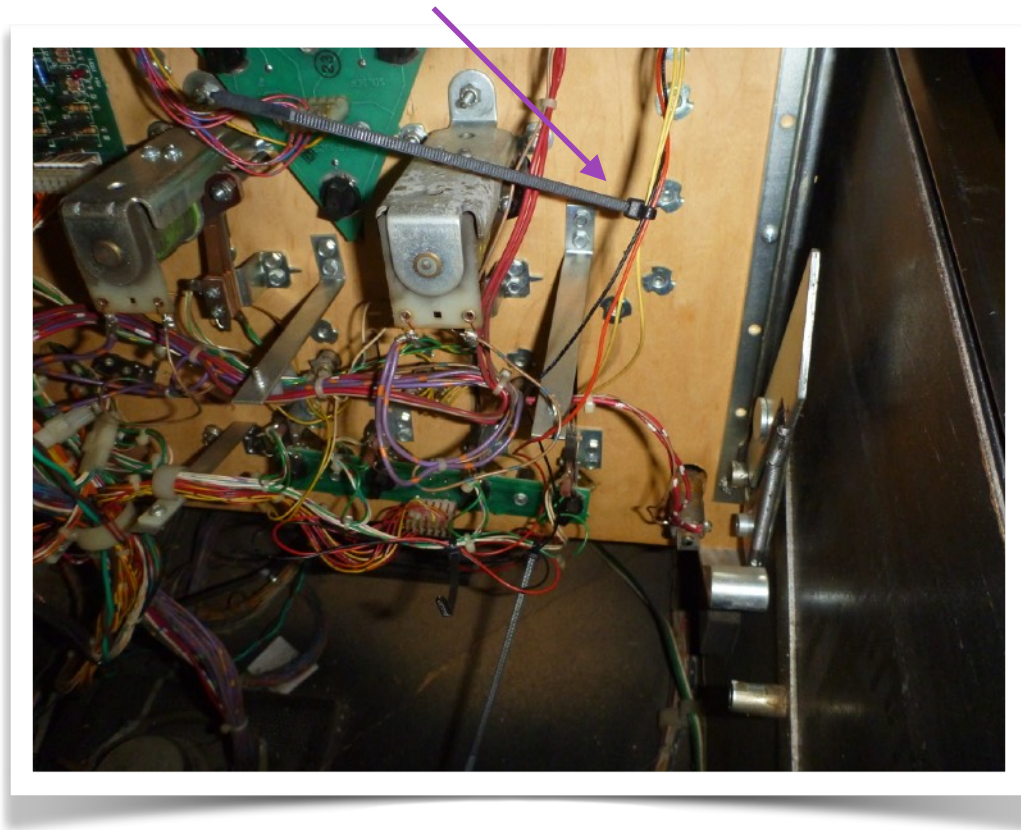
STEP 13 - Test you new mod

- This mod is a simple one and runs off 1 x Feature light and 1 x GI socket so hardly uses any power and will just switch on. The message box will only light when PAID has been achieved, alternatively if you want it on all the time, order one less double adapter led and get just a double adaptor lead from Comet and run both items off the single GI extension lead to the under playfield socket.

- Place the playfield in the service position so you can see the mod. Then turn the game on and watch the attract mode and see if the mod lights up and take note if a feature does not light up. If you need to fix a non-working feature refer back to STEP 7 - **red note**.

- **Make sure when sliding the playfield back in to the cabinet - watch the back RHS corner so the new mod does NOT catch as it is close but still clear but depending on the angle of slide back can hit. Then take care in the future when lifting the playfield out of the cabinet.**

- Mod with no power

- Mod with power - in real life this isn't as washed out and has a very nice glow. The mod is complete, so enjoy.
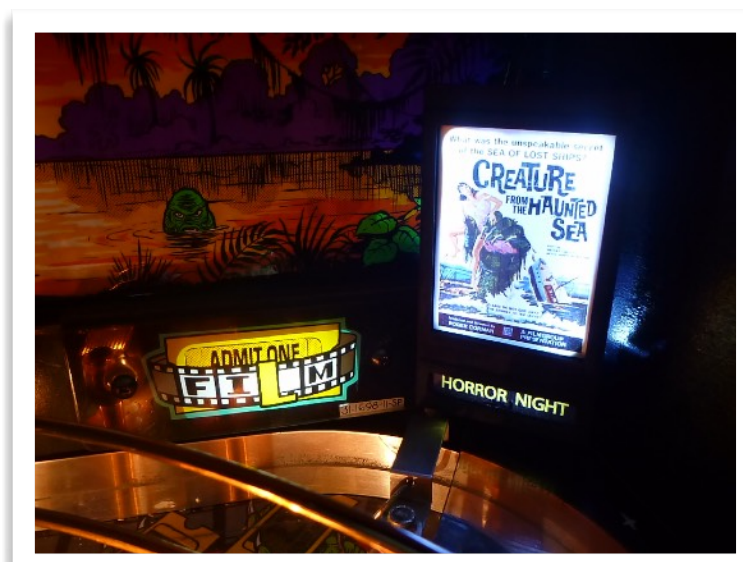
Problem Solving

This mod is a simple mod to install and connect up but a few issues have been identifying and this section may help solve your issue:

Issue 1: One customer could not install the mod as they had a non-standard gate wire on the top right of the playfield and therefore not allowing the mod to be installed. The customer either needs to modify the wire or find an original authentic wire for their gate.

Issue 2: A few customers have experienced one of the two light up features of the mod not lighting up. It was determined that some games wiring is reverse polarity. To combat this variance Swinks Pinball now installs polarity reverse wires on all wires as of the beginning of 2023 pre-installed. There is a chance that I light feature may not work therefore simple turn the game off and reverse the polarity wire as noted in STEP 7. Once removed re-test the game / mod and if it works then store this wire just in case for later for another purpose. If you purchased this mod prior to 2023 and the mod does not have the polarity swap wires you can purchase them from here:
https://www.cometpinball.com/products/matrix-spike-conversion-wire?variant=27680693682278

But if you have an issue or if you can not figure out how to solve your issue please contact us as we will help you with any issues and get your mod up and running.

Email: swinks.pinball@gmail.com

RETURN POLICY:

Poster Mod - There is no return policy as this mod is either purchase parts and assemble as a DIY kit or purchase a full kit direct from Swinks Pinball and runs off a simple plug and play readily available Comet Pinball parts. But if you have an issue please contact us as we will help you with any issues and get your mod up and running.

Email: swinks.pinball@gmail.com

PRODUCT DISCLAIMER:
Please remember that this is a "MOD." We took great effort in designing and testing our system in order to produce a high quality product, but it is not a factory original or 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 2 main components are 3D printed and some sections may have some visible print lines. You may notice these print lines when handling but once the mod is installed they will not be clearly visible from the players perspective. Swinks Pinball advises to download this manual prior to purchasing the mod and therefore accepting the finish quality of this relatively affordable unique mod.