

**Stern - 2016  
Foo Fighters (FF)**

***Area 51 Building Mod v1***

The “Area 51 Building Mod” is hand crafted in Australia by a FF owner for FF owners around the world who love their game and want to transform their multi-layer plastic to a unique model with lighting for Pro owners - to add a bit more atmosphere. This mod is a relatively simple one to fit - no soldering, no complex tools and but does require some disassembly and reassembly but you game is not permanently modified in any way – just follow the detailed instructions to install. The mod is 100% reversible using all existing mounts and connecting to the GI for lighting features.



**Proudly Designed and Manufactured by**



**[www.swinks.com.au](http://www.swinks.com.au)**

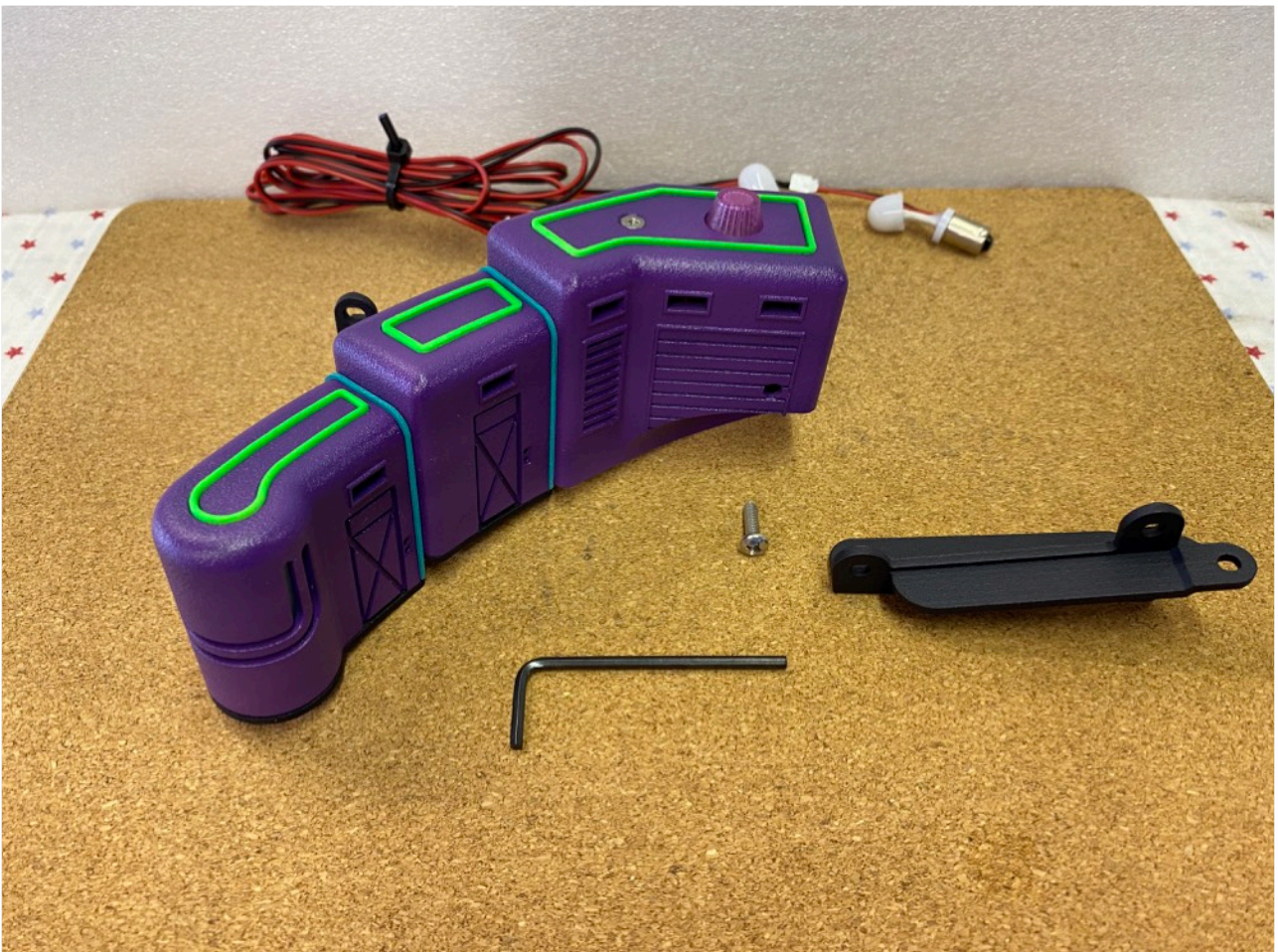
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## **1 - Mod Parts**

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

- 1 x **Area 51 Building Mod Kit** (including all the leads)
- 1 x **Plastic # Support Bracket**
- 1 x **6/32 x 1/2 Phillips Zinc Screw**
- 1 x **2.5mm Allen / Hex Key**





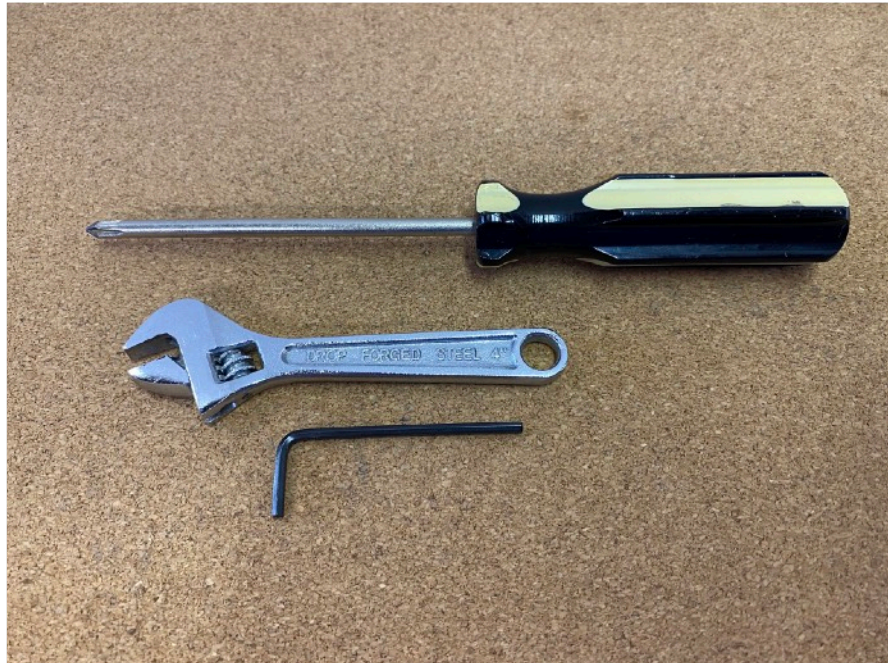
## 2 - Tools and Safety Notes

### Tools necessary to install the mod

1 x 2.5mm metric Allen / Hex Key (*provided in the kit*)

1 x Phillips screwdriver (*is not provided in the kit*)

1 x Small Adjustable / Shifting Spanner (*is not provided in the kit and only required if you are changing out any of the led light boards*)



### **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.

I did have the power on purely to add for better photos but it is a risk - I advise to turn the machine off and only on when you need to test the mod's lighting.



### **3 - Mod Pre-assembly**

Your mod is supplied pre-assembled to save you time making the install very simple which house 4 x Comet Pinball single LED PCB boards, wiring and adaptors.

Refer to Section - as the mod will need to be removed from it's mounting bracket to install into your game.

#### *Area 51 Building Mod*



## **4 - Mod Inspiration**

Just thought to detail our design in relation to what Stern provided compared to Zombi Yeti's concept artwork as well as other mods.

*Stern's Pro Area 51 Building*

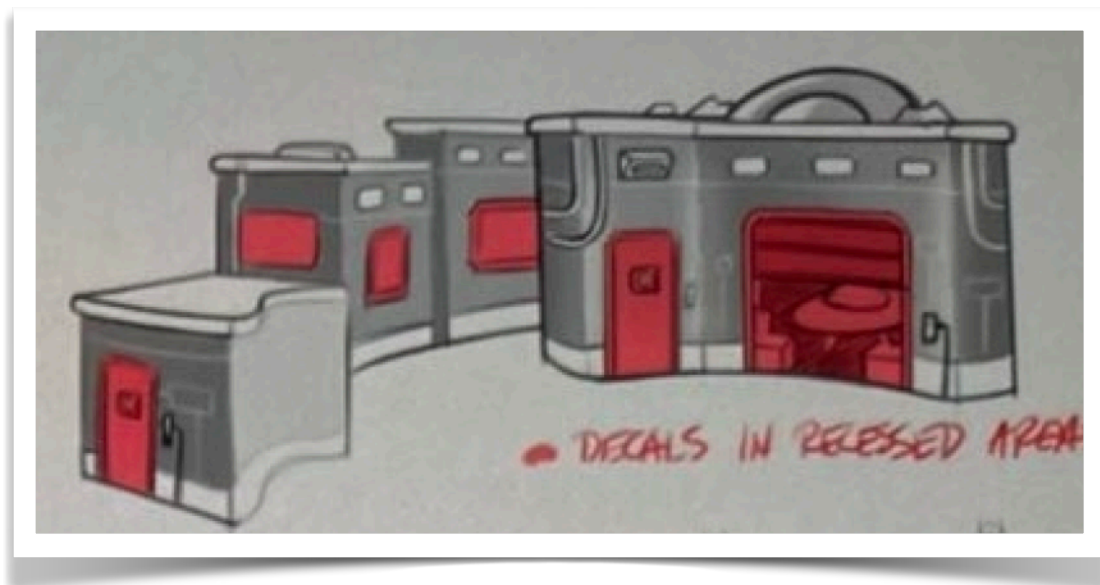


*Stern's Premium / LE Area 51 Building*





### Zombi Yeti's Area 51 Building Concept Art



### Swinks Pinball Final Design



Swinks Pinball final design adopted Zombie concept with a 3 split level building complex, adopting the red light windows and vent like on the Premium / LE Building but actually lit and not decaled. Then the from building has the U shaped swept windows which is backlit with RGB and slowly phases through about 6 colours and the repeats. The inspiration for the RGB lighting is from the backglass art and some of the LCD art for some of the cities showing colour changing inserts and finally the building colour is also from backglass art as well as LCD art.

The pinball literally throughs the roller door cut away and races past the building. And lastly the green trim is UV reactive so will glow if you have UV lighting in your game or games room.



## 5 - Game Preparation

So remove the following:

- lockdown bar
- playfield glass
- playfield out on to it's playfield brackets
- remove all the balls in the game as you will need to lift the playfield up to connect the mod lead to a GI socket later in the assembly.

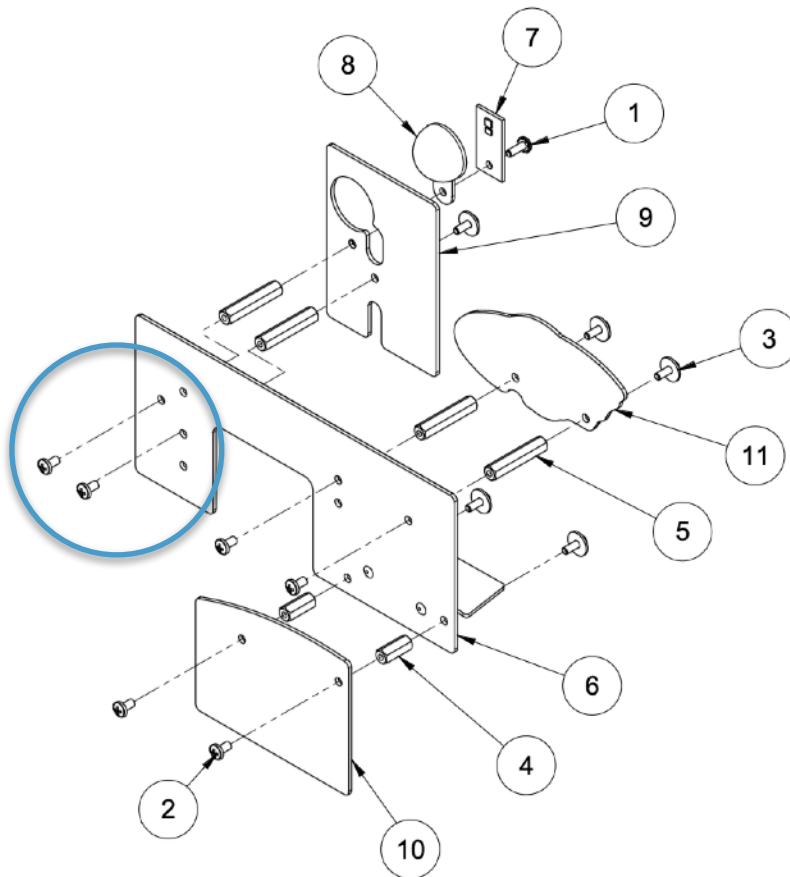


## **6 - Remove the Stern Area 51 Plastic Assembly**

You will need to remove the entire plastic assembly and while it can be removed with just 3 screws there is a flasher to one of the plastics so you will need to remove 2 screws that are blue circled that hold that plastic and flasher to the rest of the plastic assembly. Place the screws in a safe place - you will need these.

### **5.39 PLASTIC 21 ASSEMBLY**

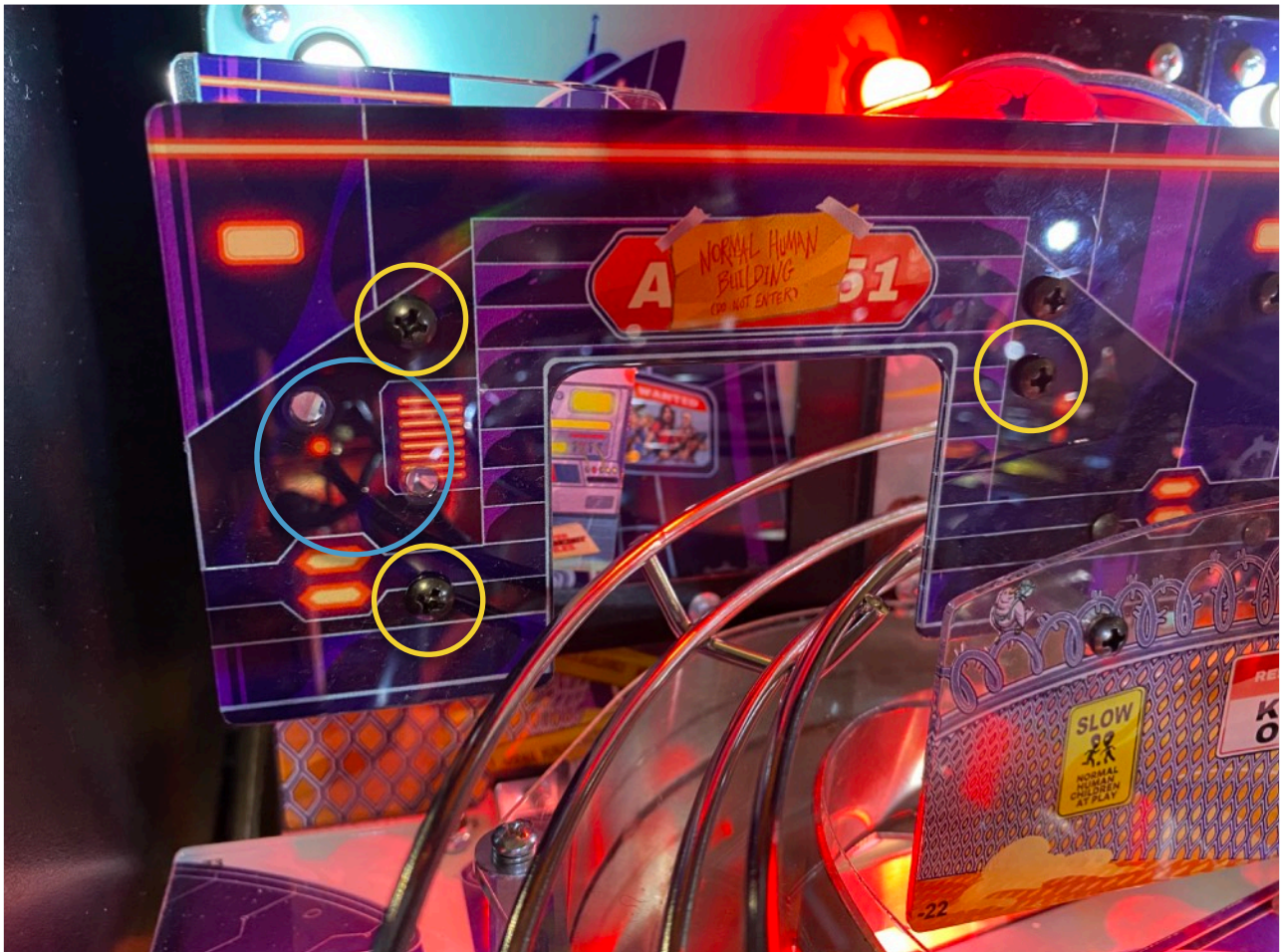
#### **511-5978-21**



ID	Part Number	Description	Qty
1	232-5201-00	SCREW, 6-32 X 3/8" PPH MS SEMS	1
2	237-5500-01	SCREW, 6-32 X 1/4" PPH MS BLACK	6
3	237-6378-00	#6-32 X 3/8 PAN PHILLIPS w/DOUBLE SEMS	5
4	254-5008-02	HEX SPACER - 5/8 "	2
5	254-5008-11	HEX SPACER - 1 1/4 "	4
6	510-5809-23	FOO FIGHTERS PRO RIVETED -23	1
7	520-7000-00	SINGLE FLASH LED BOARD	1
8	550-5510-02	HAT - TRIMMED - RED SB	1
9	830-8535-21	FOO FIGHTERS PRO PLASTIC -21	1
10	830-8535-22	FOO FIGHTERS PRO PLASTIC -22	1
11	830-8535-24	FOO FIGHTERS PRO PLASTIC -24	1



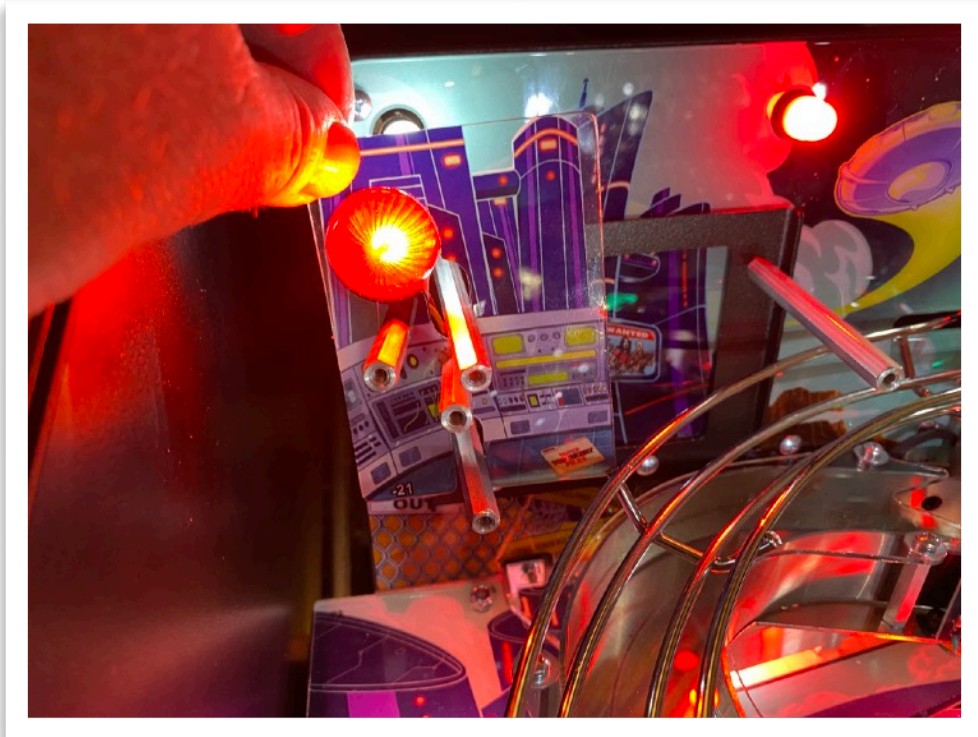
This is what you will now have with the 2 screws removed as per the previous page.



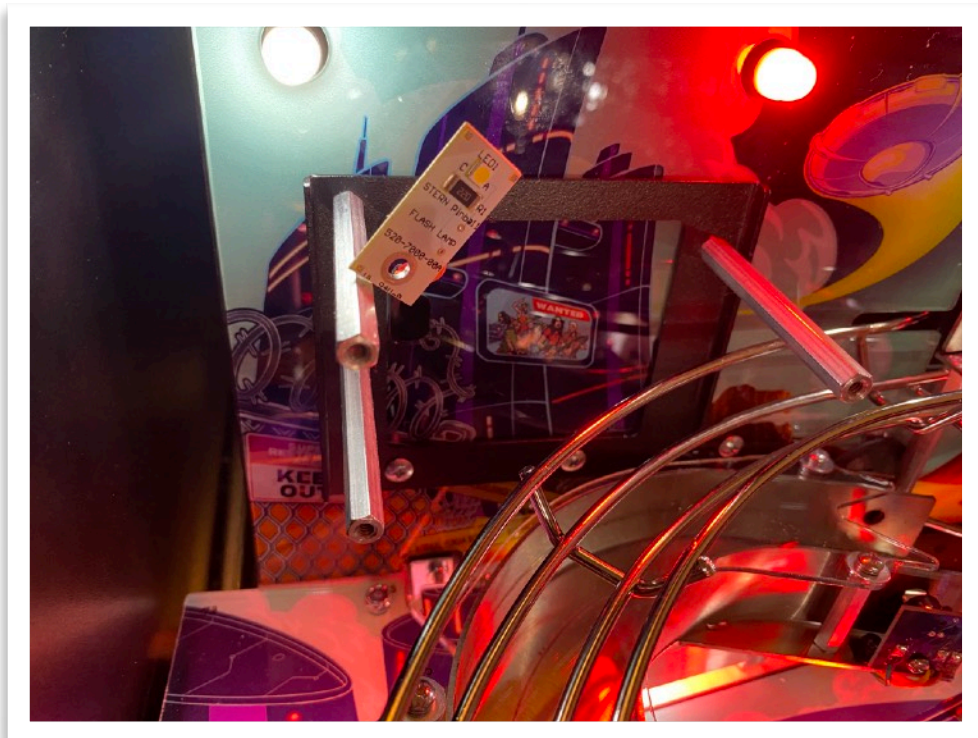
Now remove the next 3 screws shown with a yellow circle. Place the screws in a safe place - you will need these. Make sure to support when you remove these 3 screws. Then carefully remove this piece from the playfield and in a safe spot as we will be using some of these parts.



Note: I have power on to be able to take better photos and show you what is what. After the main plastic is removed you will have to now remove the smaller flasher plastic. Locate the hex post linked to the flasher dome and board and unscrew that from the plastic. Make sure to store all hex posts and screws in a safe place as you will be re-using these.



This is what is remaining - your flasher pcbs and a rectangular mount fastened to the backboard with 3 long hex posts coming off it.



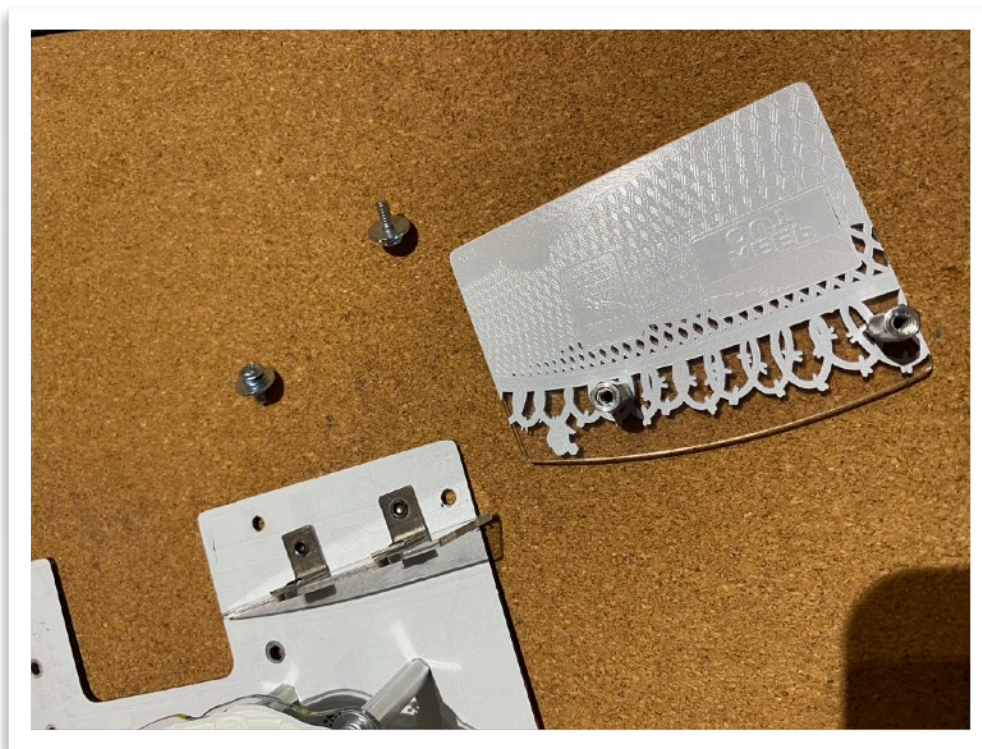


## **7 - Installing the Keep Out Plastic back into the Game**

You will first need to remove the Keep Out Plastic from the large Plastic Assembly. Only remove the 2 x silver screws with washers from the main plastic - noted as yellow circles.



This is what it will look like after disassembly.

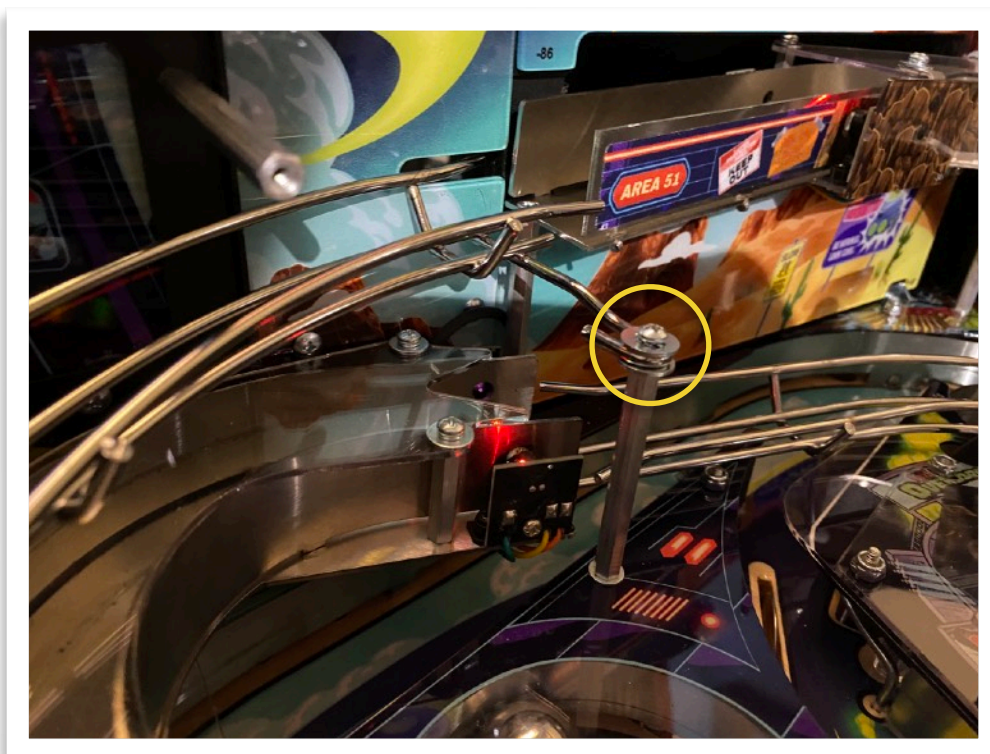




Now in your mod kit was a black custom plastic with a ball diverter design in and fit to the plastic as shown.



Now check out your game and look for the tall hex post next to the now exposed switch block and remove the wireworm mount screw and washer - noted with the yellow circle. The Plastic with its mount needs to go in as it blocks the view of the switch block but also diverts any balls that may somehow skip the wireworm (as designed in the original plastic).





Now place the plastic with its new mount onto of the wireworm mount wire and then replace the washer and screw and nip down. It should look like this. The mount bracket has a odd angle on the back to divert balls away and onto the lower wireworm.

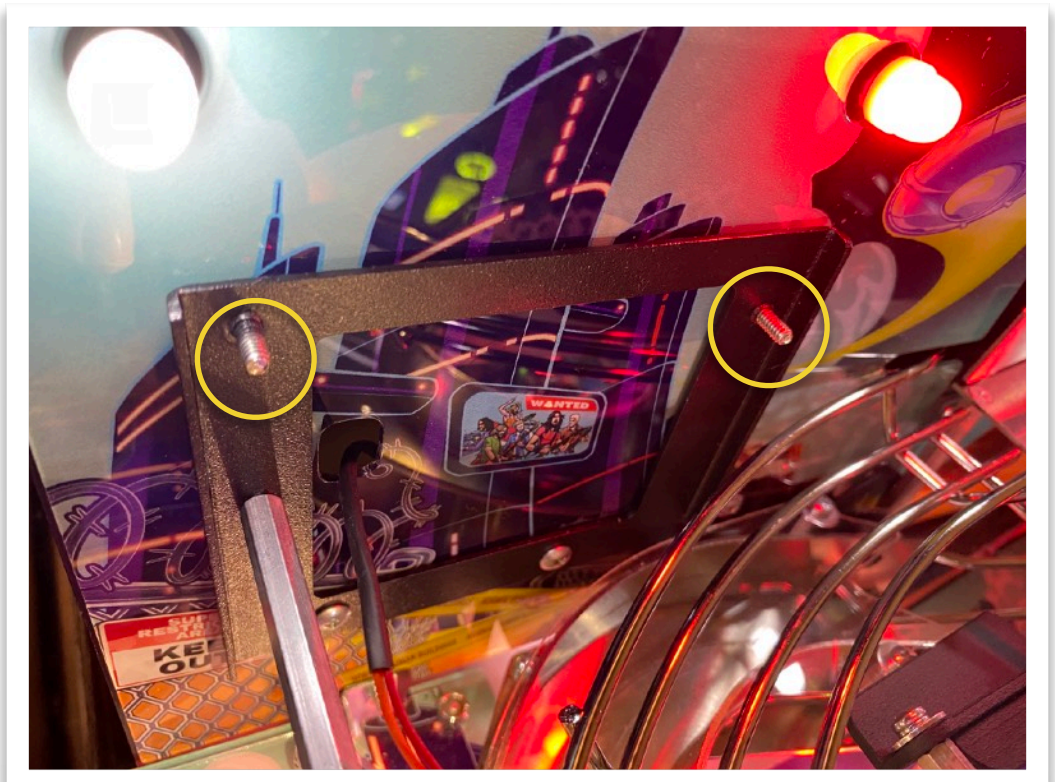


## **8 - Installing the Area 51 Building Mod Mount**

Locate your main plastic and re will need the parts that hold the UFO Plastic to the Main Plastic and set aside the 4 screws, 2 x hex posts and UFO Plastic aside.

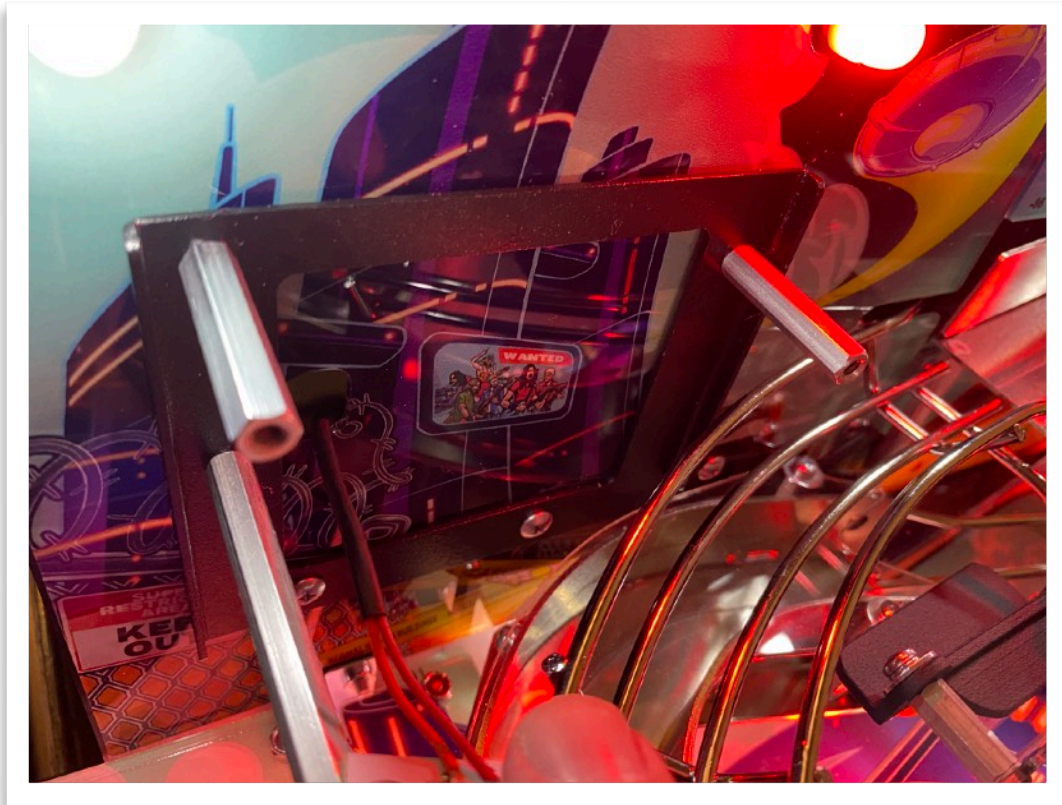


Now look at you backboard mount and it has 3 x long Hex Posts and remove the 2 x top long Hex Posts and you will be left with the following yellow circled.





Now take the 2 x UFO shorter Hex Posts and mount onto the exposed threaded sections and below is what should be the end result.

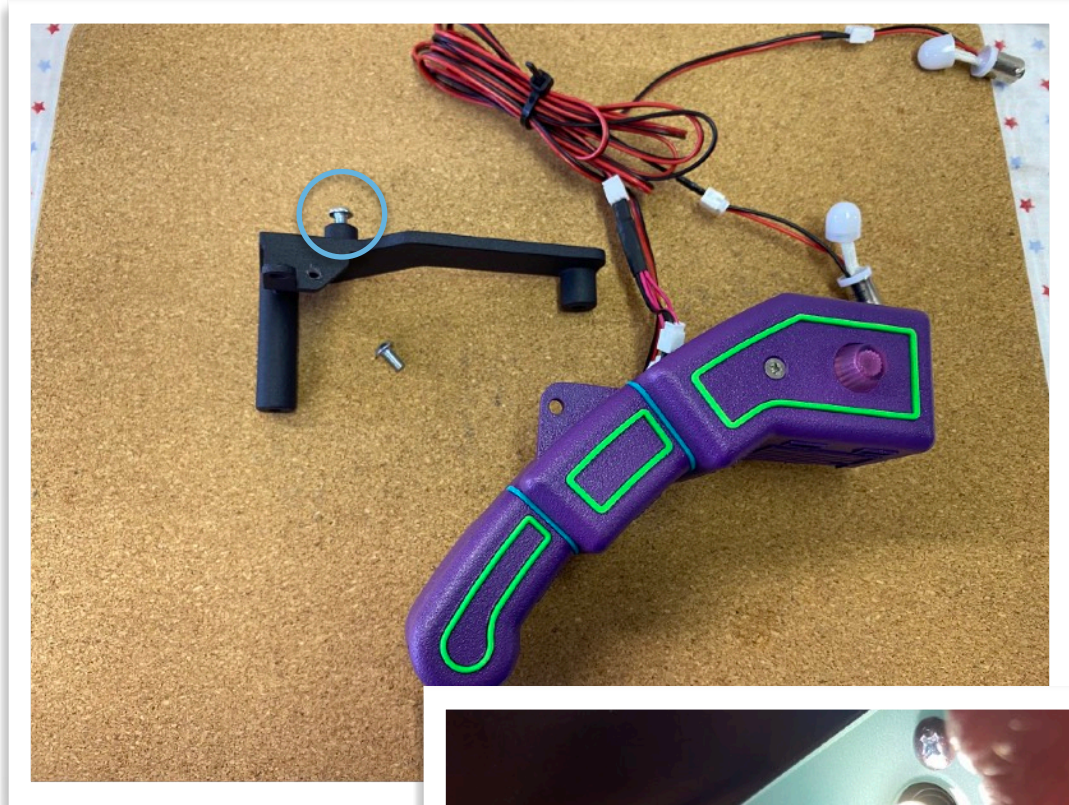


Now locate your pre-assembled mod kit and remove the Allen headed bolt in the yellow circle and set the screw aside.

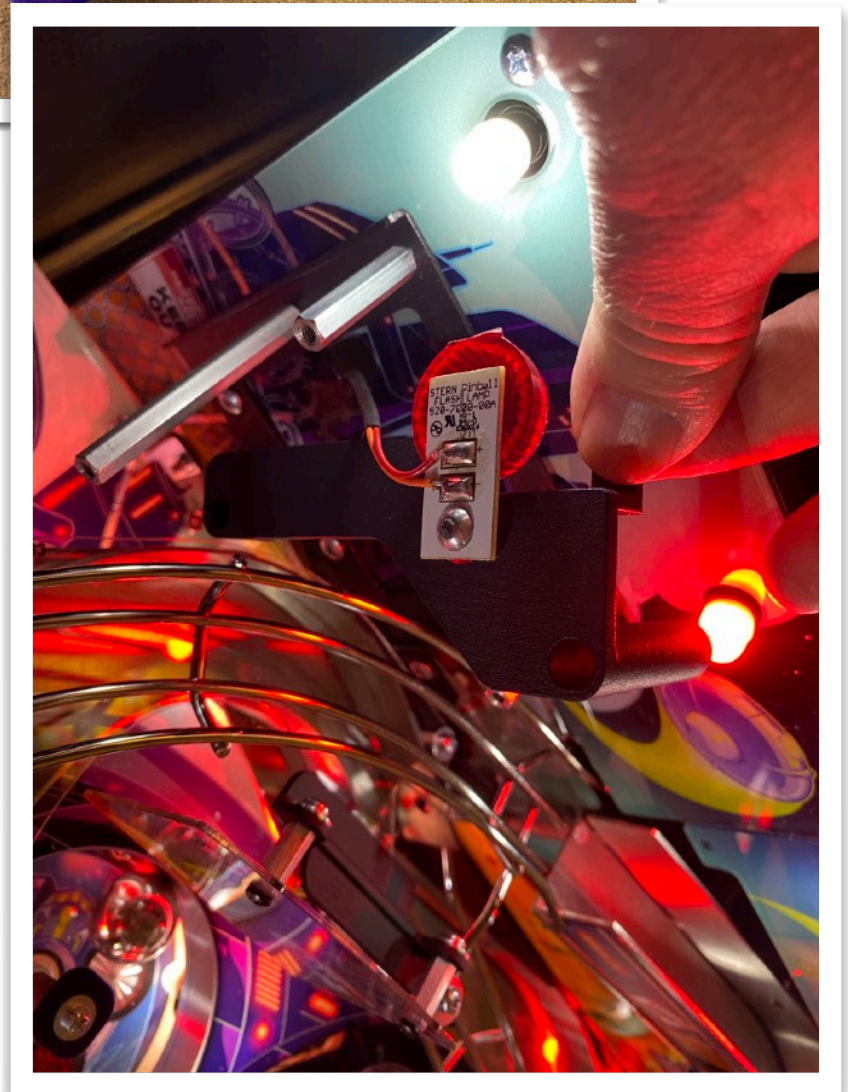




The mod is no free to be separated from the mount bracket but it is a tricky design but will lift off and slide out - take not of the assembly so you can re-assemble later. The departed parts are as follows.

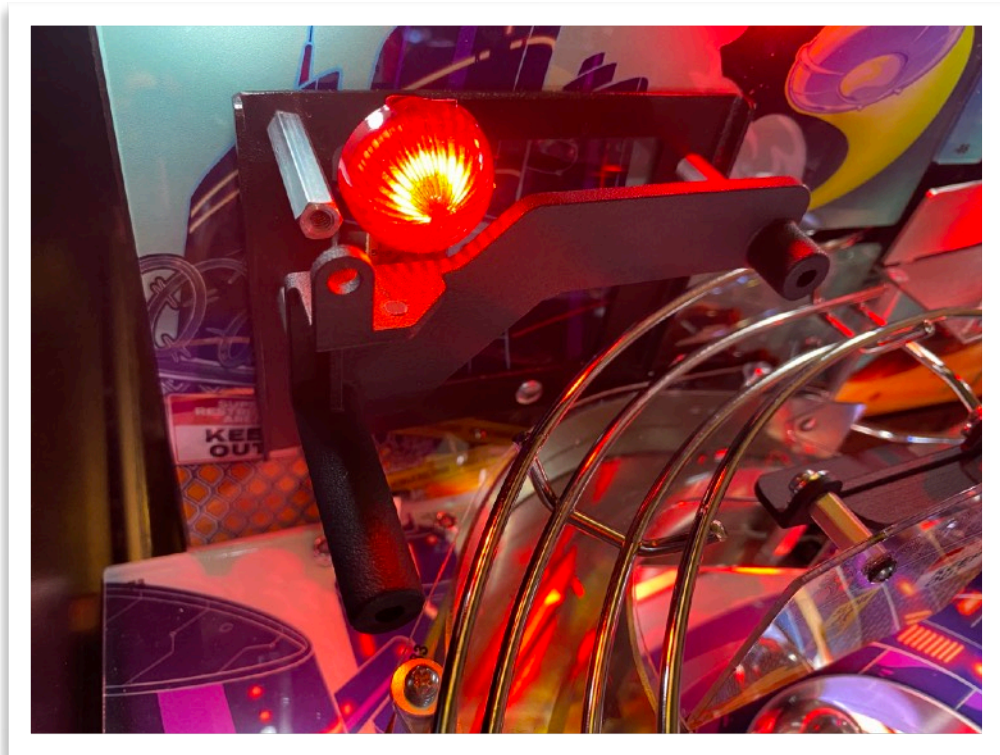


Now take you mod mount and remove the back screw as noted above with a cyan circle. Then take your mount close to the flasher cable and fit the flasher dome, then flasher board and then screw in the screw back into the mount and locate vertically as shown below. The hole in the flasher dome may be slightly undersized so screw the bolt through that as well.

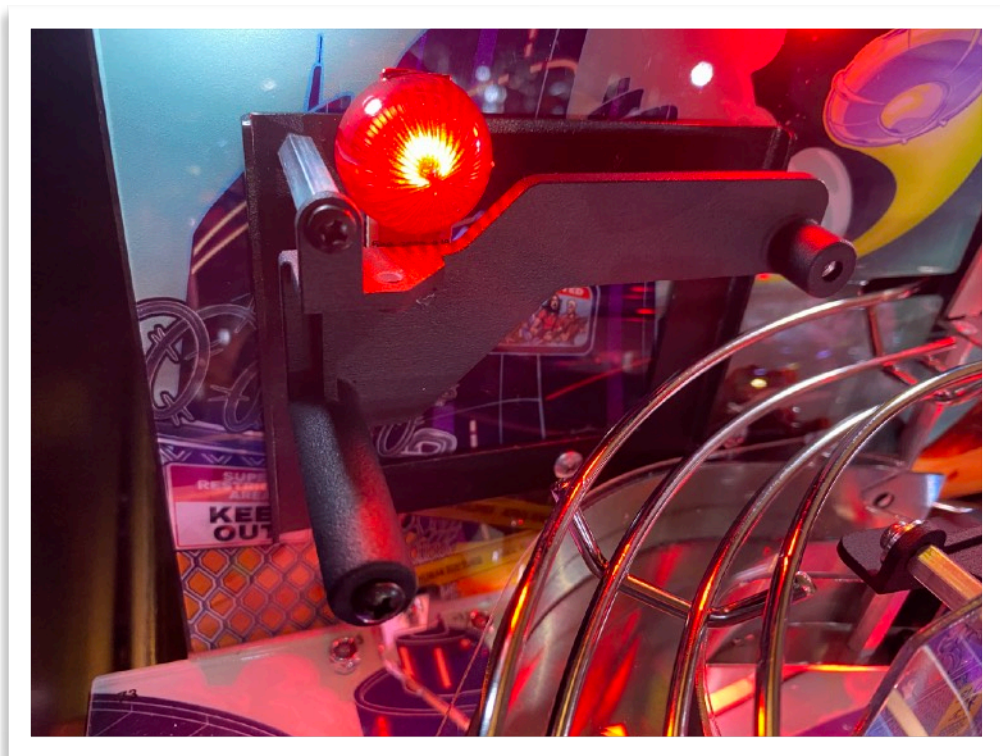




Now locate the mount over the right and bottom left Hex Posts as shown below.



Then push up fully on to the posts and locate 2 of the black UFO Screws and secure the left side of the mount. Don't worry about the right side that will come soon.

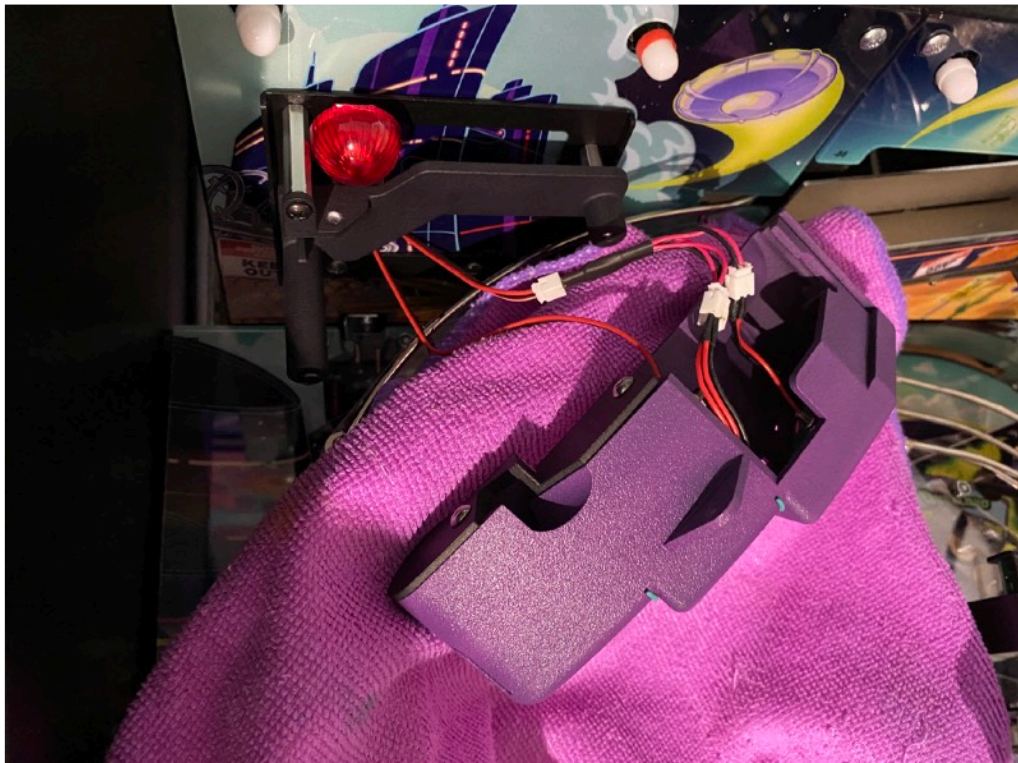
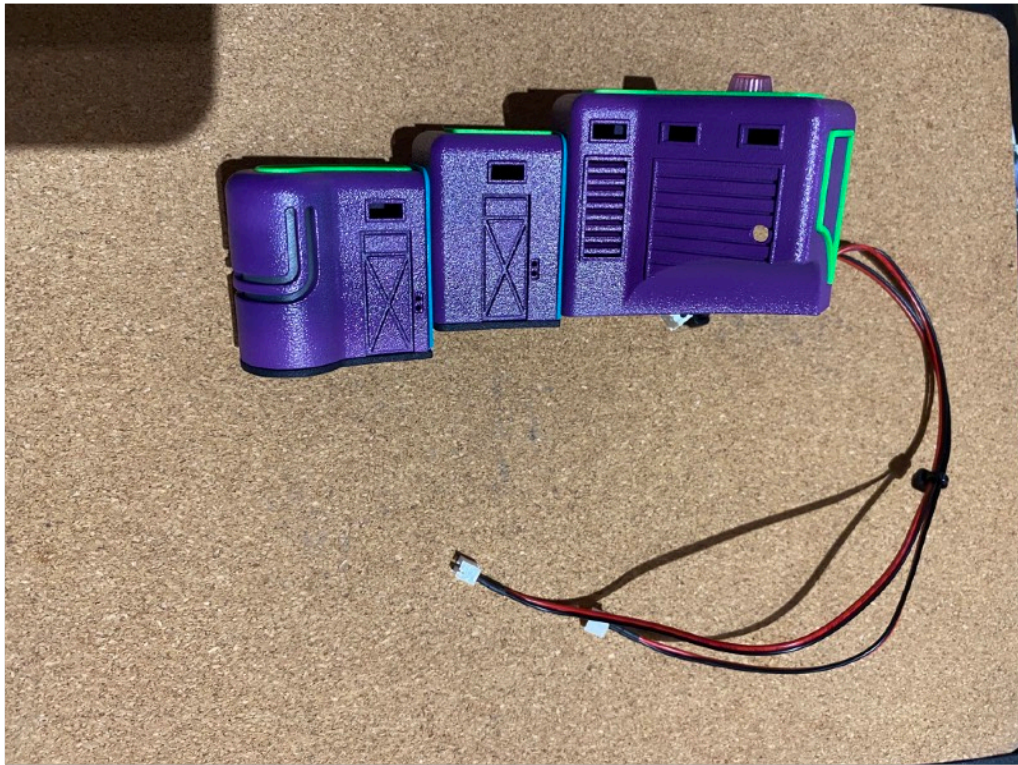




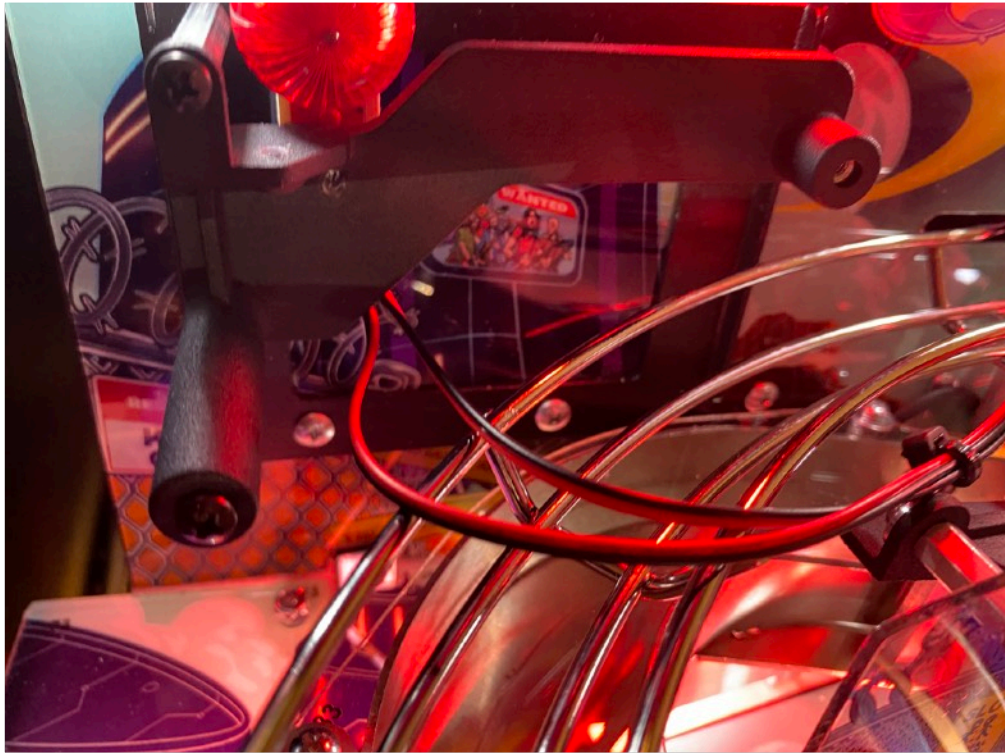
## **9 - Installing the Area 51 Building Mod to the Mod's Mount**

Now you are ready to feed the building's wiring through the hole in the back board. Personally I disconnect the 2 x adaptor bulbs from the 2 x long leads and then feed the leads through the hole in the backboard.

*Tip - Place a microfibre cloth or a clean rag onto the wireworm ramp and rest the building on it so you have your hands free to feed the cables through the hole.*



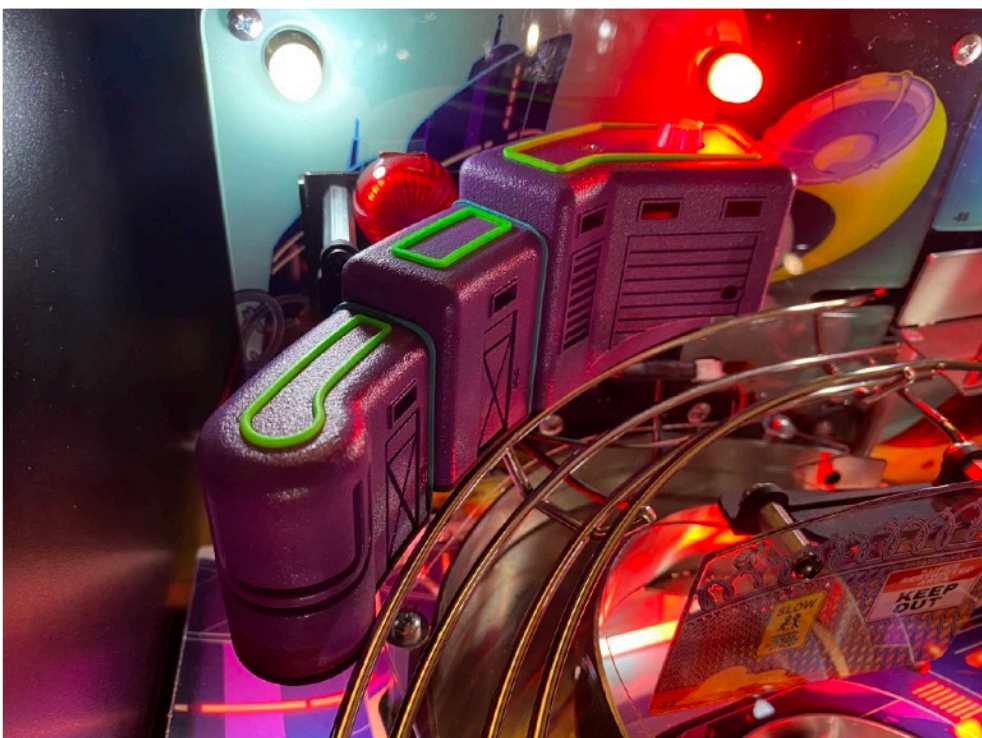




Now the slightly tricky bit - installed the building onto it's mount plate so understand the critical alignment points as per below:

- the back of the building near the beacon is flush mount to the backboard
- hole in the roller door lines up with the RHS Hex Post
- the building has a half round cut away in the middle / back which the mod then simply rests onto bottom LHS mount cylinder.
- There is a hole in the back of the building to line up with mount near the flasher dome

Now carefully locate the building on to the mount and be aware of the various cables coming from the Building to ensure they do not get pinched.



Now locate the screw that you removed that held the building to the mount that you removed on page 16. And install and lock the building to the mount plate where the yellow circle is.





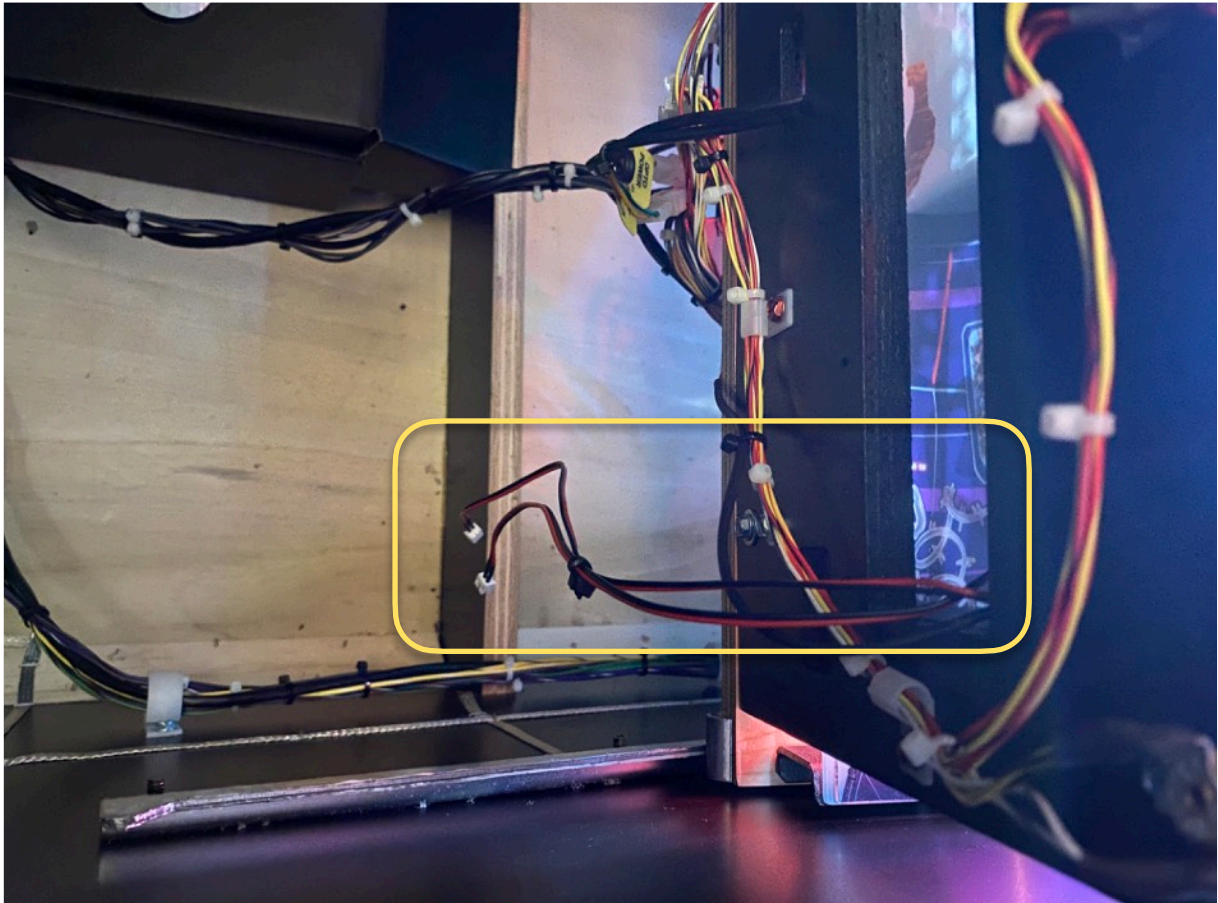


Now the final screw that secures the front of the building to the mount. Stern's screw from the large plastic is just not quite long enough so a **6/32 x 1/2 Phillips Zinc Screw** has been supplied with your kit. Locate screw hole shown with the yellow circle and install as shown.

## **10 - Connect the Building Mod's Wiring to GI**

Once the building is installed and secured in place and no cables pinched - push the excess mod lighting cables out the back so they don't hang lower than the mod near the wireforms.

Then looking behind the playfield and backboard you will see 2 leads dropping down as seen below in the yellow rectangle.



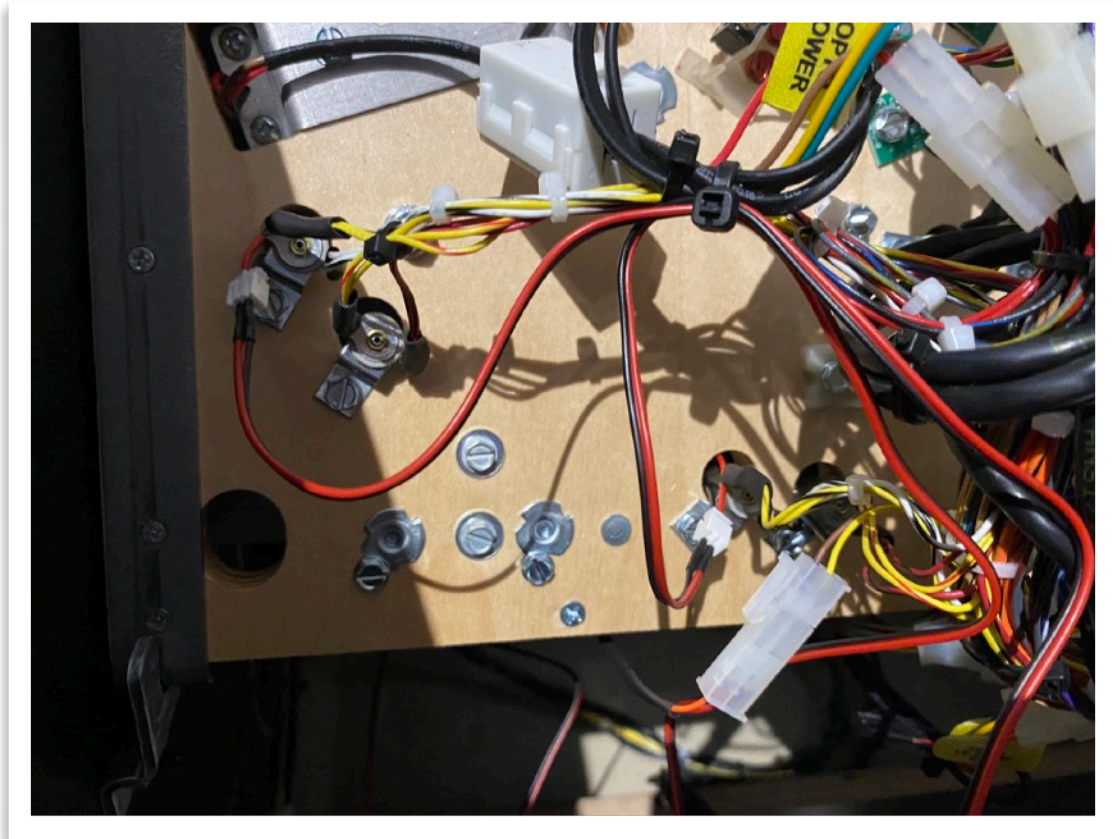
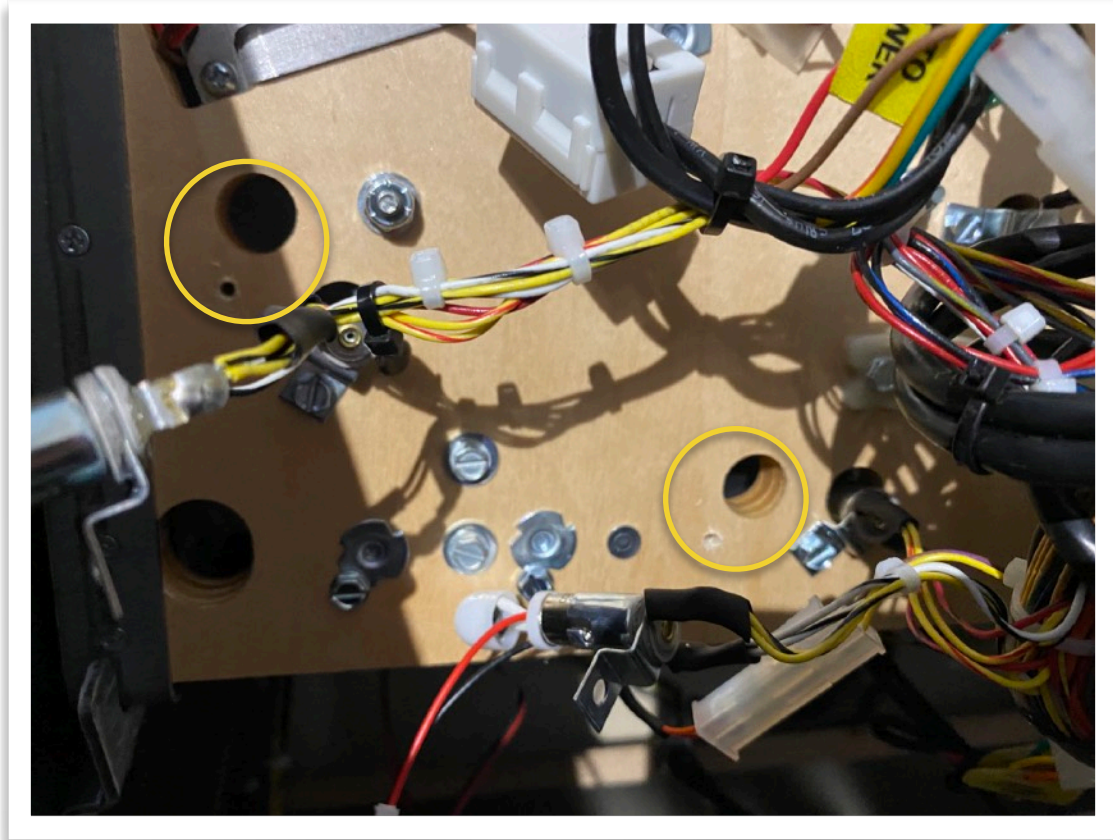
Now ensure you have removed the pin-balls before lifting the playfield into the vertical position and then lift the playfield to the vertical position to install 2 the bulb adaptors.

Foo Fighters actually has 2 runs of GI - White and the Red and while in attract mod everything is full powered but when a game starts the Red GI actually drops in voltage to the point that the mods lighting is dim and the RGB does not work so you need to connect the 2 mod leads to 2 x White GI sockets.

I advise using sockets down near the bottom left of the playfield (when the playfield is in the vertical position) - when the playfield is down these sockets would actually be in the top left of the playfield.



I advise these 2 sockets which are both White GI. When you remove the sockets the Stern bulb will have a White rim for White or Red Rim for Red. Remove the sockets and then remove the bulbs and install the issue Bulb Adaptors and connect the mods leads as shown. Then secure any extra length of the mods leads to a close cable bundle so it can get caught on anything.



## **11 - Testing the Area 51 Building Mod**

Lower your playfield into the service position and then into the playing position within the cabinet.

Turn on your game and wait for a minute for things to boot up and then when the GI comes on so should your mod.

The beacon and red lights with in the mod are hooked up to one bulb adaptor / lead and the RGB is connected to the other bulb adaptor / lead. The RGB will cycle through various colours but in certain modes the GI goes out and then comes back on and when this happens the RGB will always start on red and cycle through the colours once again.

If some thing is not working - check your connections of the small plugs on the Comet leads as the small pins can move and dis-connect and will just need to be pushed in. All lighting parts are available from Comet Pinball if you need to replace a part of swap in a different colour.

## **12 - Set Up your Game and Enjoy**

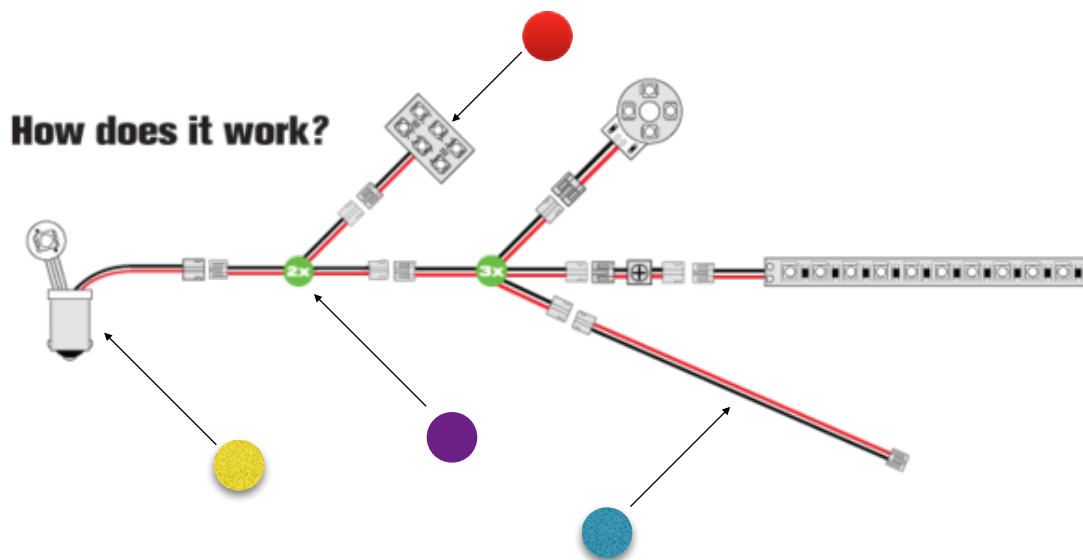
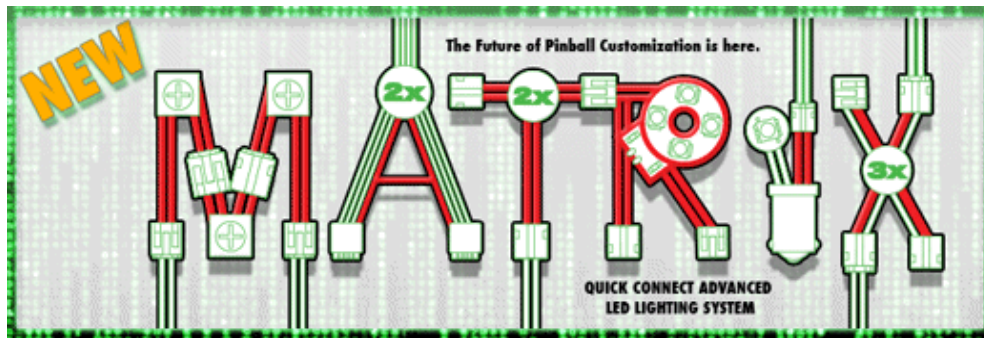
Once everything is working you are now ready to put the 6 x balls back into the game, re-install the playfield glass and lockdown bar and enjoy you new mod. Enjoy.





## 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-extension-wires?variant=12493662191660>
-  <https://www.cometpinball.com/products/matrix-smd-pcb>
-  <https://www.cometpinball.com/products/matrix-splitter-wires?variant=12493662388268>

**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 back for repair. 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 Area 51 Building Mod - so if you have any issues at all, please, please reach out via the well known Pinside forum or another forum or via email and we will promptly help you out.*

*Email: [swinks.pinball@gmail.com](mailto: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 Stern 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 Mod's base plate and building as well as the resin windows are all professionally 3D printed by Zelta3D using SLS & 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 and professional. 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 storm look. In addition the purple dye process and paint process will be unique to each mod and is meant to be directional to create shadowing to simulate a night atmosphere.*