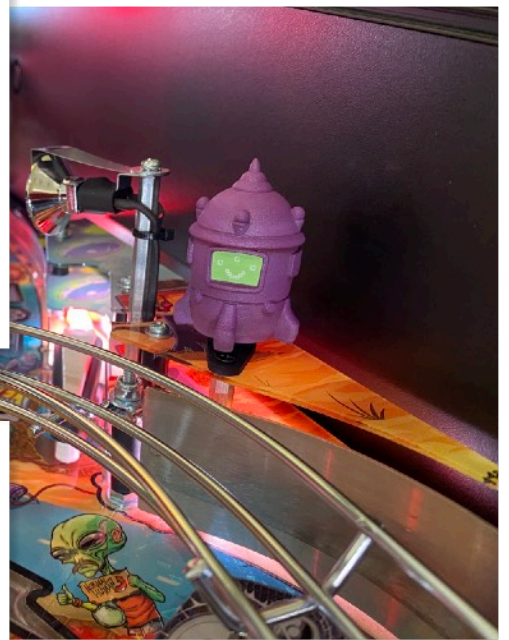**Stern - 2023**
Foo Fighters (FF)

UFO & Bots - Mods

The UFO and Bots are hand crafted in Australia by a FF owner for FF owners around the world who love their game and want to transform the game to give their game more atmosphere with characters from the artwork and LCD to real life. These mods are relatively simple ones to fit - no soldering, no complex tools and no removal of ramps - just bolt in and enjoy.

Proudly Designed and Manufactured by

www.swinks.com.au

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1 - Mod Types

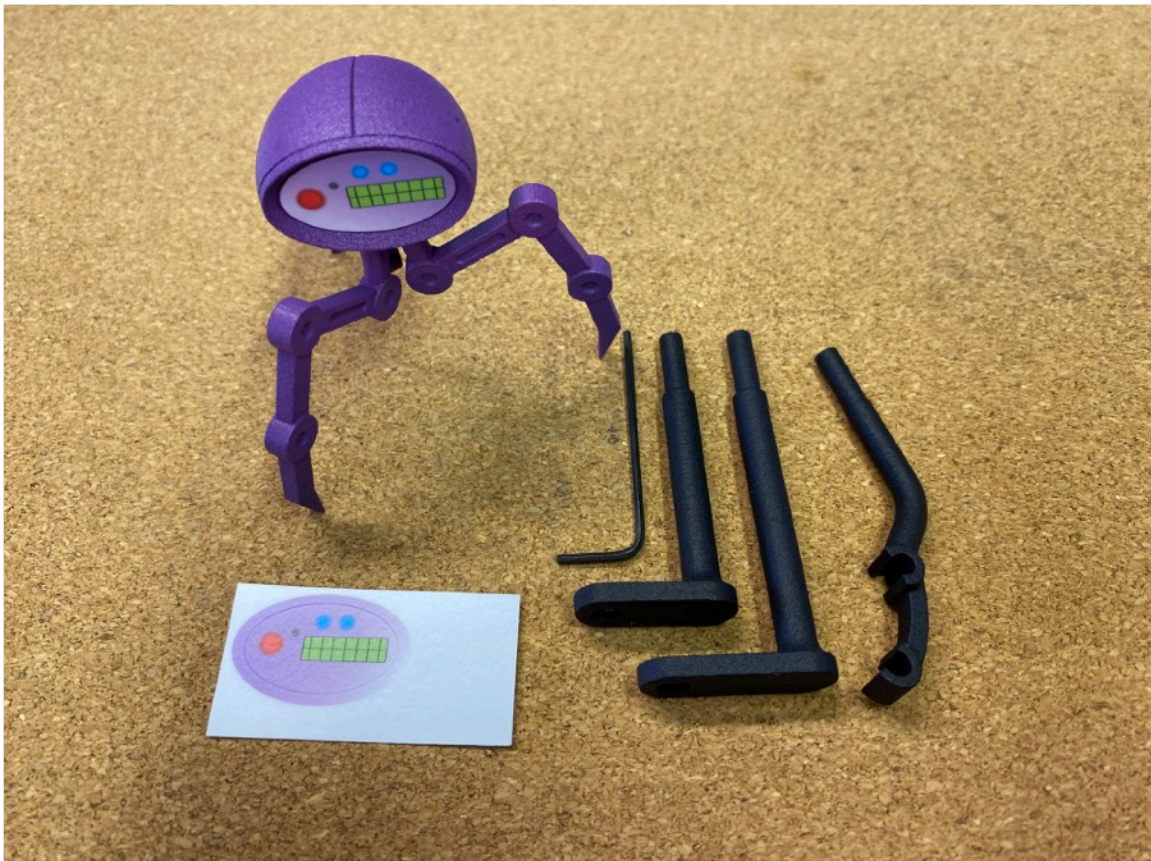When you unpack your mod, you will find the following components with the mod that you purchased:

Tri-Bot - Standing Mod *(Legs splayed at 120 degrees)*

• 1 x **Tri-Bot - Standing Kit**
• 1 x **1.5 mm Allen / Hex Key - (**to suit the screws that secure legs to the head and head to the mount)
• 1 x **40mm High Mount**
• 1 x **50mm High Mount**
• 1 x **Rail Form Mount**
• 1 x **Spare Alternative Design Decal**

Tri-Bot - Flying Mod *(Legs grouped together)*

- 1 x **Tri-Bot - Flying Kit**
- 1 x **1.5 mm Allen / Hex Key - (**to suit the screws that secure legs to the head and head to the mount)
- 1 x **40mm High Mount**
- 1 x **50mm High Mount**
- 1 x **Rail Form Mount**
- 1 x **Spare Alternative Design Decal**

Rocket Bot Mod

- 1 x **Rocket Bot Kit**
- 1 x **1.5 mm Allen / Hex Key - (**to suit the screws that secure legs to the head and head to the mount)
- 1 x **Post Mount** (with approx 10mm height adjustability)
- 1 x **Spare Alternative Design Decal**

UFO Mod

- 1 x **UFO Kit**
- 1 x **1.5 mm Allen / Hex Key - (**to suit the screws that secure the UFO to the mount)
- 1 x **2 mm Allen / Hex Key - (**to suit the screws that bolt the 2 halves together in case you need to swap out the Comet Post LED or change the direction of light projection)
- 1 x **10 Degree Up Bolt Down Mount**
- 1 x **10 Degree Down Bolt Down Mount**
- 1 x **Rail Form Mount**

Note: photo is missing one Allen key but you will receive 2 Allen keys

2 - Game Preparation

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.

So remove the following:
- lockdown bar
- playfield glass
- playfield out on to it's playfield brackets for better access.
- If installing the UFO mod - remove all the balls in the game as you will need to lift the playfield up to connect the UFO mod power lead to a GI socket later in the assembly.

3. - Tri-Bot and Rocket Bot Installation

No playfield plastic needs to be removed to install. Either remove a screw from a plastic, and then re-install with the preferred mount between the screw and the playfield plastic, or clip the rail mount to the wire form - bottom first and then swing to the top rail wire on a straight section and press to clip on - do not place on a tight curve as the mount may pop off.

Note 1: While all the mods are solid Nylon professional printed but because of the thickness do not install in locations where the ball can impact the legs of the Tri-Bot as they may snap if hit hard or repeatedly.

Note 2: Do not force the head / legs rotation as there is a hidden grub screw within the body. Remove the mod from the mount and then insert the Allen key through the back hole and loosen and then nip up and then re-install the mod to the mount and nip that grub screw as well.

Refer to the following pages for drawings showing the parts and relative notes that will aid in installation / removal and maintenance.

FF - Tri-Bot Standing / Flying Mod
by Swinks Pinball

Notes:

1 - Secure the mount post down to your preferred location (the mod actually comes with 3 different posts - 2 different heights and a wireform mount.
2 - Lower the mod to the installed post and pivot to your liking.
3 - Nip up the grub screw with the supplied 1.5mm Allen Key Wrench.
4 - Do NOT overtighten the grub screw - just lightly nip up.
5 - If you want to rotate the head / legs a little - remove the first grub screw and lift the mod off the post and then re-insert the Allen Key Wrench and there is a secondary scrub screw within the body, loosen off a turn and rotate the parts to your liking and nip up.
6 - Re-install the mod back on to the post and nip up.
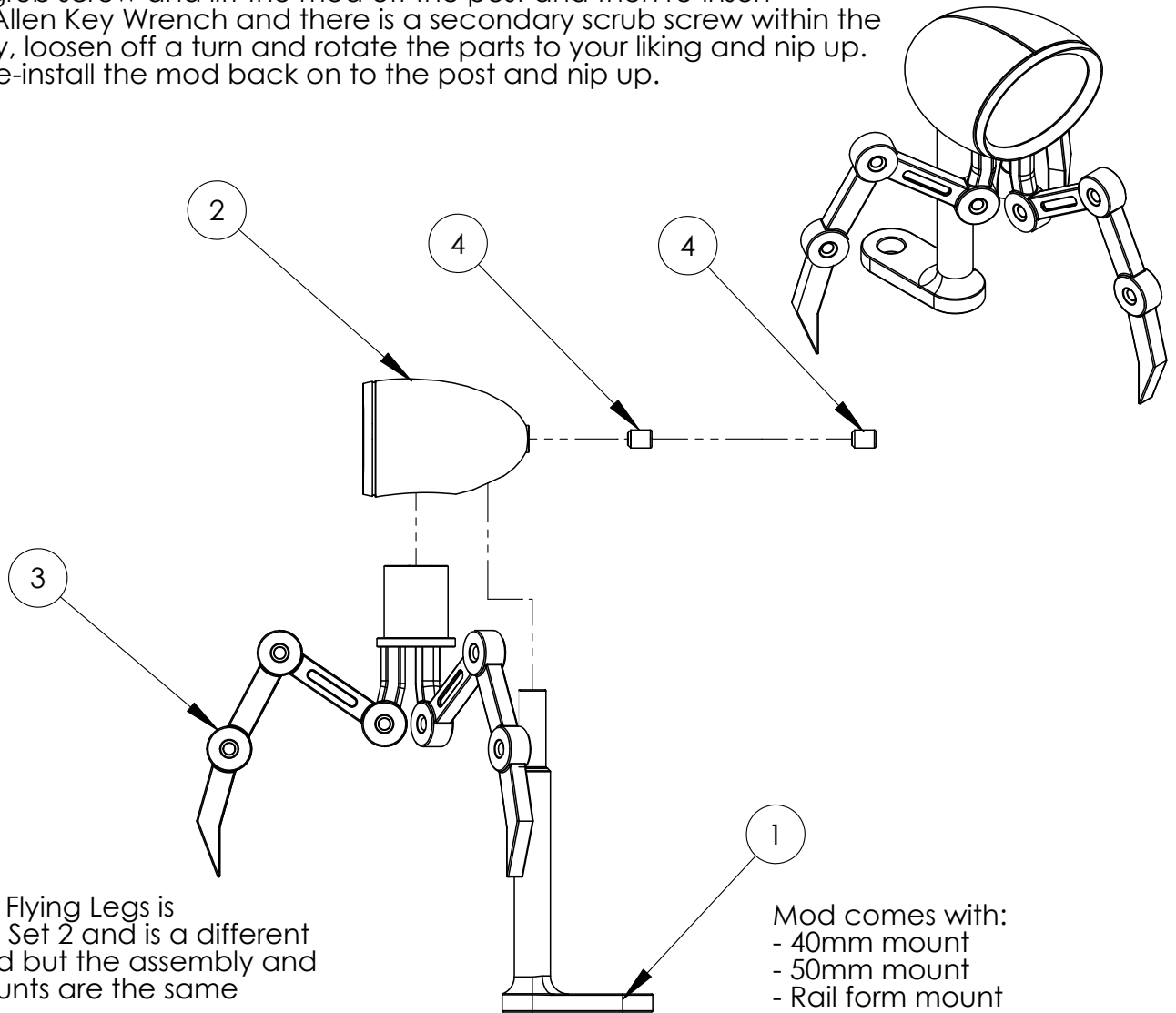
The Flying Legs is
Leg Set 2 and is a different
mod but the assembly and
mounts are the same

Mod comes with:
- 40mm mount
- 50mm mount
- Rail form mount

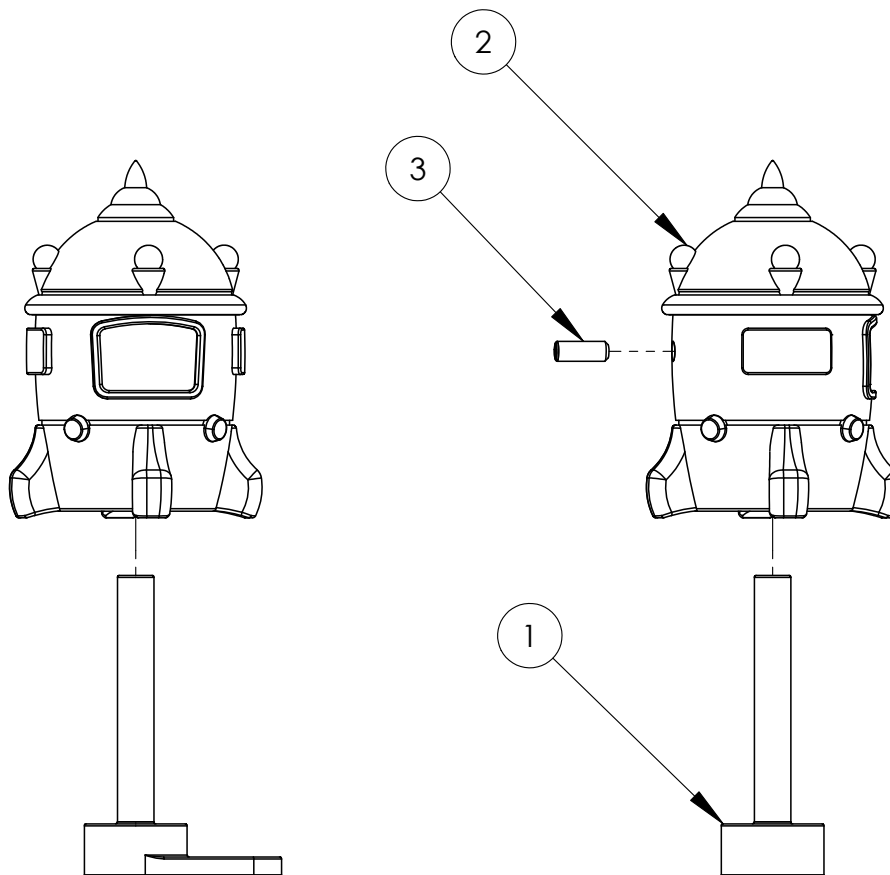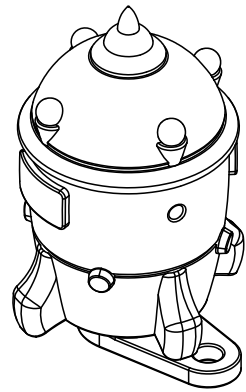| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FOO - Tri-Bot r4 Base Mount Vertical 40	Black SLS Nylon	1
2	FOO - Tri-Bot r4 Body	MJF Nylon	1
3	FOO Tri-Bot r4 Leg Set 1	MJF Nylon	1
4	Grub Screw - 3mm x 4mm Allen Headed - SS	Stainless Steel	2

FF - Rocket Bot Mod
by Swinks Pinball

Notes:

1 - Secure the mount post down to your preferred location.
2 - Lower the Rocket over the post and let it rest on the bottom (but you can lift up to about 10mm off the base) and secure the grub screw with the supplied 1.5mm Allen Key Wrench.
3. Do NOT overtighten the grub screw - just lightly nip up.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	Rocket Bot Base r2	MJF Nylon	1
2	Rocket Bot Body r2	MJF Nylon	1
3	Grub Screw - 3mm x 8mm Allen Headed - SS	Stainless Steel	1

4. - UFO Installation

No playfield plastic needs to be removed to install. Either remove a screw from a plastic, and then re-install with the preferred mount between the screw and the playfield plastic, or clip the rail mount to the wire form - one side first and then swing to the other top rail wire on a straight section and press to clip on - do not place on a tight curve as the mount may pop off.

Note:
- Installing the UFO to the 10 Degree Up or 10 Degree Down mount will allow you to place the UFO at any bank angle - allowing for some cool and creative placement within your game as well as throwing some cool lighting effect in your game - like a spot light.
- Installing the UFO to the rail form mount allows for a maximum of 10-15 degree bank angle.

Simply install your preferred mount to a location of your liking. Then slip the UFO on to the mount - using the middle hole at the back and nip up the top grub screw. There is an alternative mount hole underneath if you preferred to use that locking point due to access or looks.

The 2 side holes at the back are for cable routing as possibly at a certain bank angle as the cable may hit the mount so you can proceed to dismantle the UFO and move the cable to the other hole - refer to the attached drawing and take note when dis-assembling and re-assemble the same way but with the cable moved to the other hole. This allows the mod to be very versatile installation and looks.

Refer to the following pages for drawings showing the parts and relative notes that will aid in installation / removal and maintenance.

FF - UFO Mod
by Swinks Pinball

Note:

1 - Secure your preferred mount to your preferred location (the mod comes with 3 different mounts to allow a variety of installation locations.
2 - Slide the UFO (via the centre rear hole) on to the mount and bank to your liking.
3 - Nip up the grub screw with the supplied 1.5mm Allen Key Wrench. There is an alternative grub screw mount hole on the underside as well if you prefer to use this one.
4 - Do NOT overtighten the grub screw - just lightly nip up.
5 - There is a hole either side of the rear mount hole this is for the lighting cable to pass through and exit. You can feed the cable via the alternative hole to better hide the cable or achieve a higher bank angle for your UFO on a particular side - you will need to remove the mount first before altering.
6 - The LED is actually pointed down so not to be too bright for the player and there is a groove for the cable to pass around to the rear exit hole.
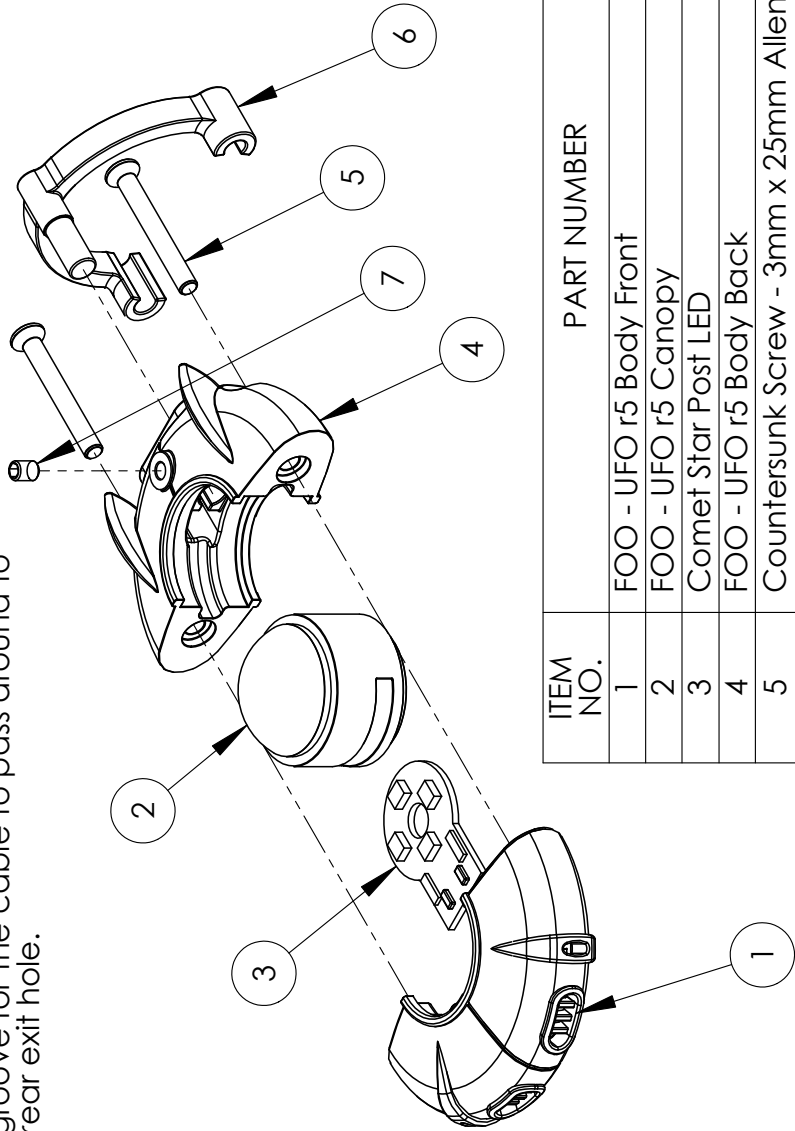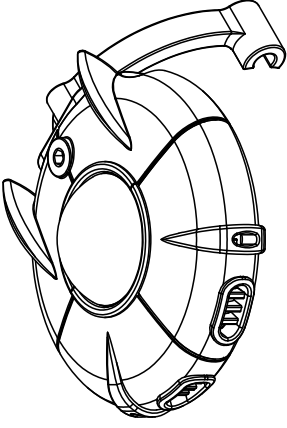
Mod comes with:
- 10 degrees up mount
- 10 degrees down mount
- Rail form mount

The Mod is also fitted with a Green Comet Star Post LED with a 36" lead and an adaptor bulb ready for plug & play.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FOO - UFO r5 Body Front	MJF Nylon	1
2	FOO - UFO r5 Canopy	Resin	1
3	Comet Star Post LED	Colour - Green	1
4	FOO - UFO r5 Body Back	MJF Nylon	1
5	Countersunk Screw - 3mm x 25mm Allen Headed	Stainless Steel	2
6	FOO - UFO r5 Rail Mount - UFO	Black SLS Nylon	1
7	Grub Screw - 3mm x 4mm Allen Headed	Stainless Steel	1

5. - Installing the Wiring to GI

You will notice the 3 foot lead hanging at the back of the mod - now route the lead under a plastic and through a hole through the playfield.

Now remove any GI bulb socket but note on this game some GI bulbs are red and some are white. The supplied adaptor bulb is Sunlight White bulb from Comet Pinball. Then remove the existing Stern led bulb and insert the supplied Comet Pinball bulb with the adaptor lead bulb socket.

Then re-install the games GI bulb socket back into the playfield but with the adaptor lead sticking out under the playfield.

Then connect the 3 foot lead to the bulb adaptor lead and the mod will be ready to test.

Now secure the mod's cable to the local wiring so it is restrained and so can't flop around with either a few cable ties, tape or curling the supplied lead around wiring and do this to the back of the playfield.

Now lower the playfield down back to it's service brackets. Turn on your game and check that the mod lights up when powered up. If all working proceed to the next step, but if not check your connections and the small Comet Pinball lead plugs as the pins can move out and not make connection. All mods have been tested prior to sending so they worked before being dispatched.

6 - Set Up your Game

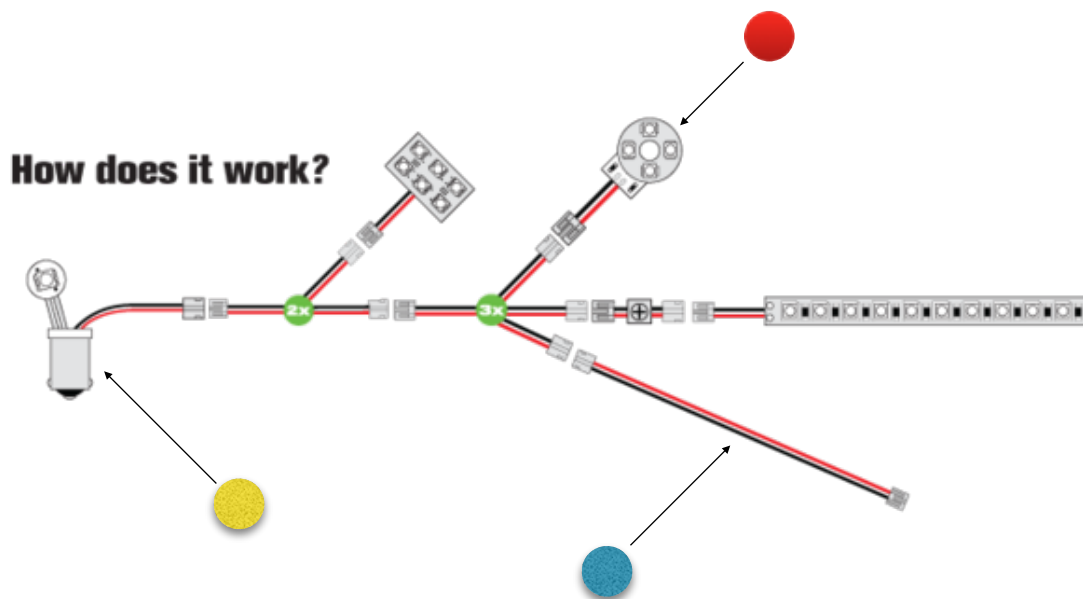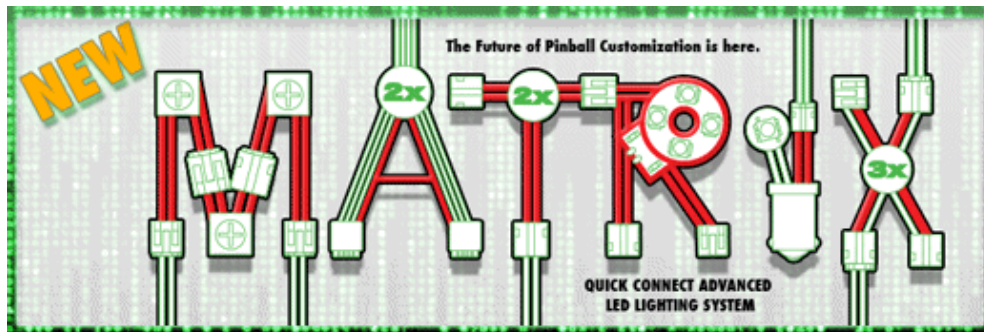You are now ready to lower you playfield back into the cabinet and re-install the games balls and power up.

7 - Enjoy

Now your mod is installed and operational, it will operate when ever the games GI is active.

Enjoy.

8 - 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=12493662158892

https://www.cometpinball.com/products/star-post-lights

Note: the 36" lead is soldered directly to the Star Post LED.

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 UFO, Tri-Bot's and / or Rocket Bot - 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

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 parts are professionally 3D printed by Zelta3D using MJF & SLS nylon & Resin processes which may have some minor print lines, colour variances (which follows through the dye and some paint process) or clouding (on the resin parts) - which are all part of the process and treated to the best of our ability to make the parts look nice and professional. Once the mod is installed into the game with game lighting these minor effects will not be clearly visible from the players perspective and the mod will give your machine that cool alien attack feel.