Stern Pinball
Ghostbusters (GB)

Storage Facility Mod
for Pro Level Machines

Thank you for your interest & support and I hope you will enjoy this mod for many years to come. This is a mod that to owners of a Ghostbusters Pro and the mod is totally reversible. It uses the 2 light boards from the original plastic and still lights up to show your progress when you are building up your multiball.
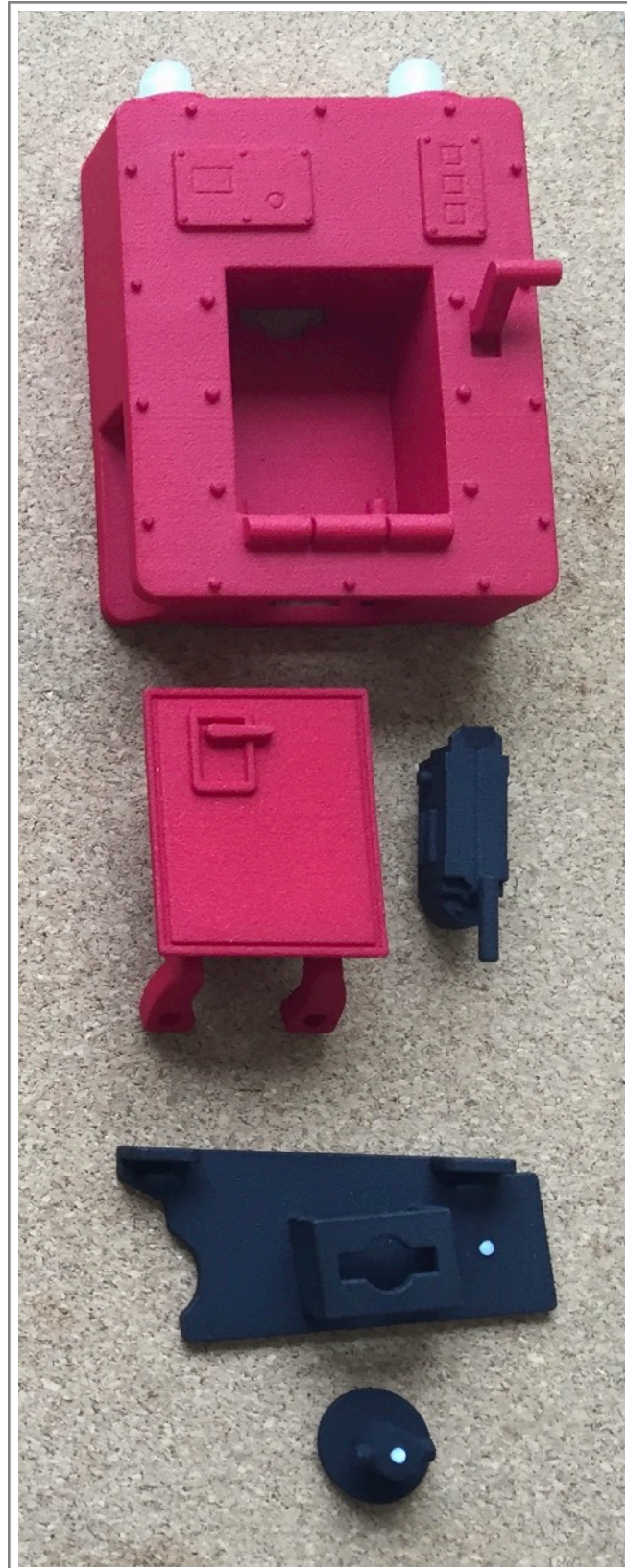

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1. Mod Parts

All parts are purchased from a professional 3D printing company (therefore not home printed - these are solid nylon) and then I paint a few details (not shown in the below image) and do an assembly check before packaging and sending off to you to install & enjoy.

2. Tools Required

No tools are supplied but the following tools will be required to install this mod:

• Small Shifter / Spanner
• Screwdriver - Philips and Straight Blade

3. Remove Parts from your Game

You need to first power off your game and then remove the Spot Light Post as well as the Storage Facility Plastic which has the LED PCB panels as part of the plastic - these will be re-used in your new mod.
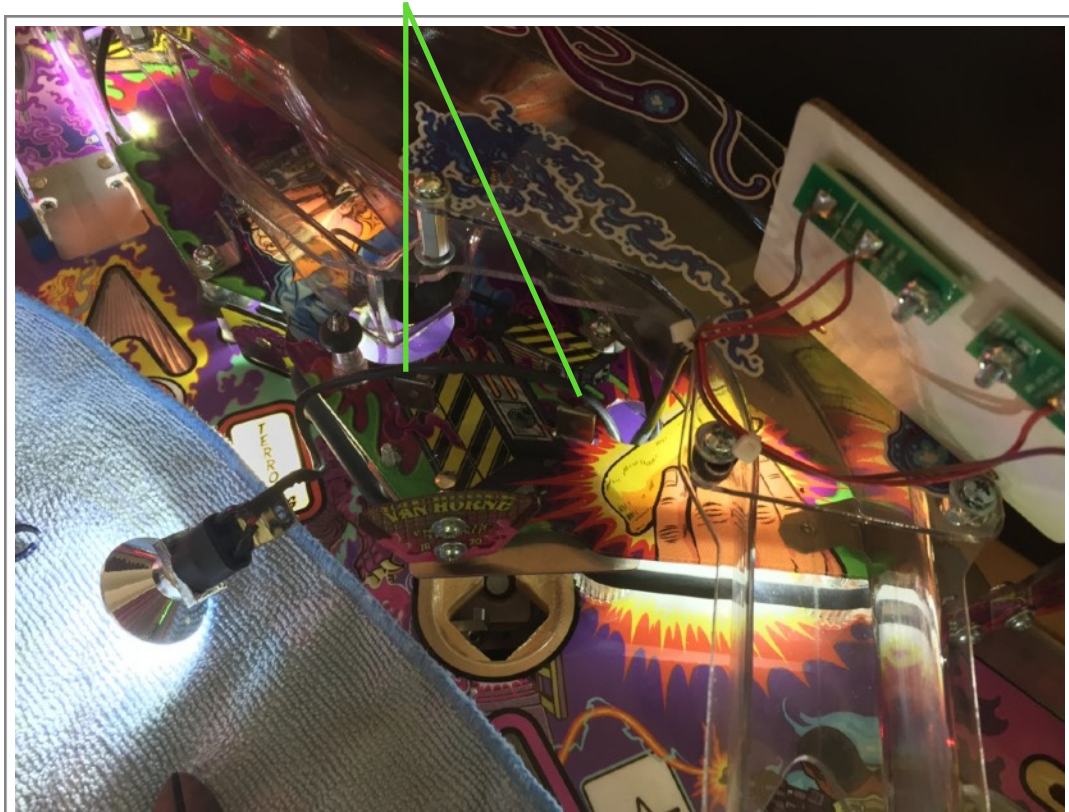

Remove the spotlight from it's post as this gives you better access to the screw for the plastic removal and new mod installation.

Remove the spotlight post from the top of the plastic - ensure not to loose any of the washers.
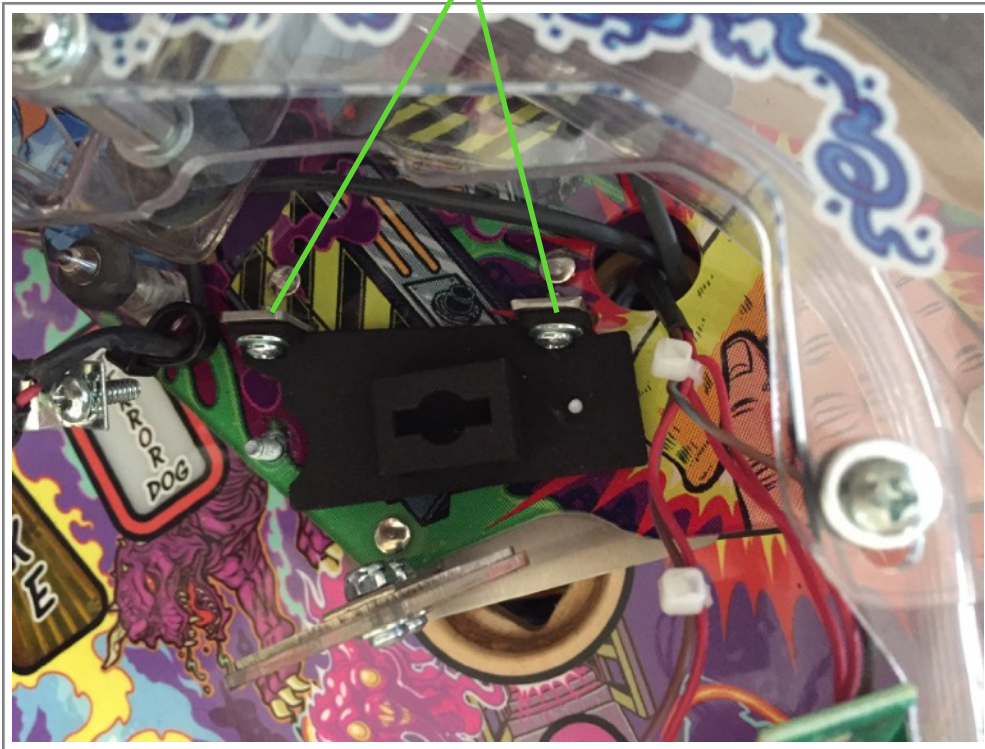

Now remove the Storage Facility Plastic from 2 small 90 degree metal brackets by removing the 2 x screws - do not lose the screws or washers

4. Install the Mod Base and Spotlight

Now re-use the screws that fastened the plastic to now fasten the base to the same brackets that supported the plastic
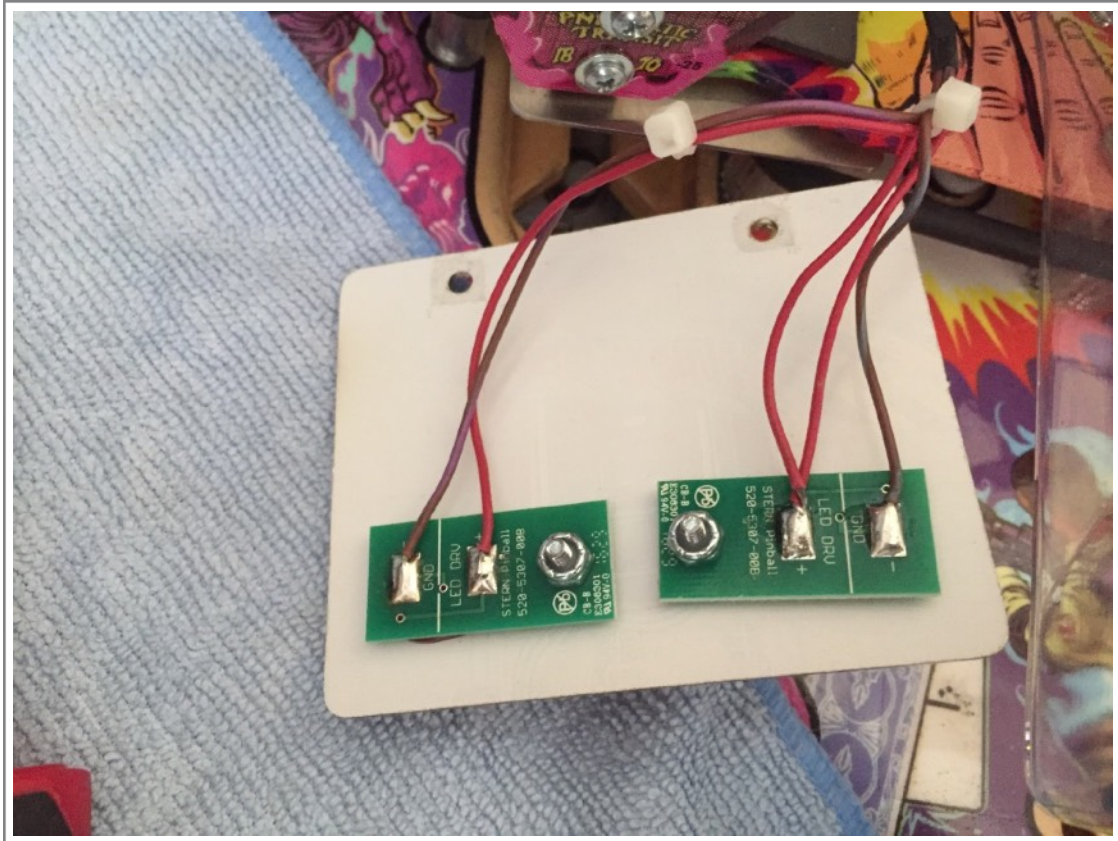

Now re-install the spotlight post and spotlight as per originally mounted.

5. Fitting the Lighting & Bulb Set

First remove the LED PCB boards and green and red caps from the original plastic. Put a little bit of tape on each LED PCB board so you know which is the green and red LED boards.
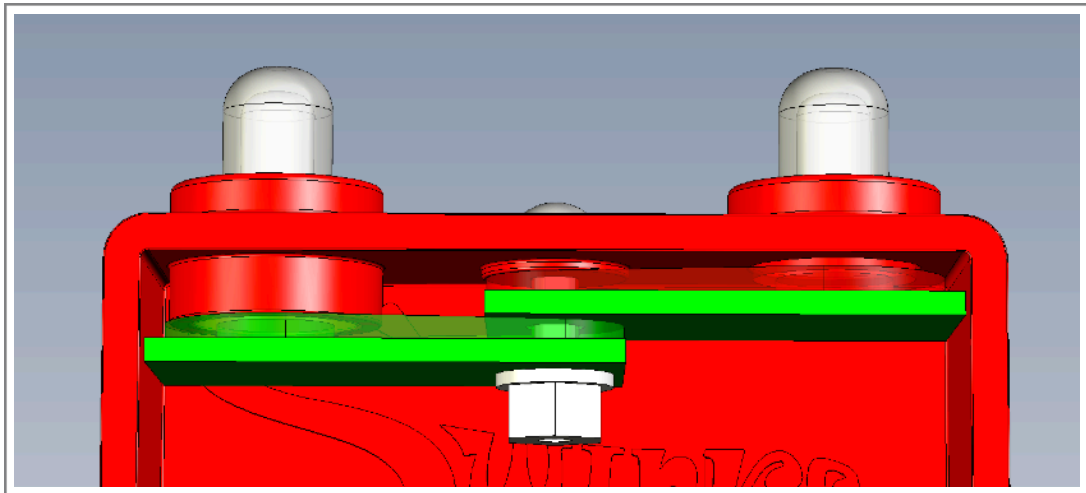

Note: Ensure to keep the bolts that hold the LED boards in place as well as the plastic incase you want to return the game back to it's original state. That said we do re-purpose the following parts for this mod:
1 x screw
1 x nut to hold both light lens and LED PCB boards into the mod.

Now to install the LED lens and LED Boards into the Containment Mod as per the below 3D Model image as this will better detail the required assembly.
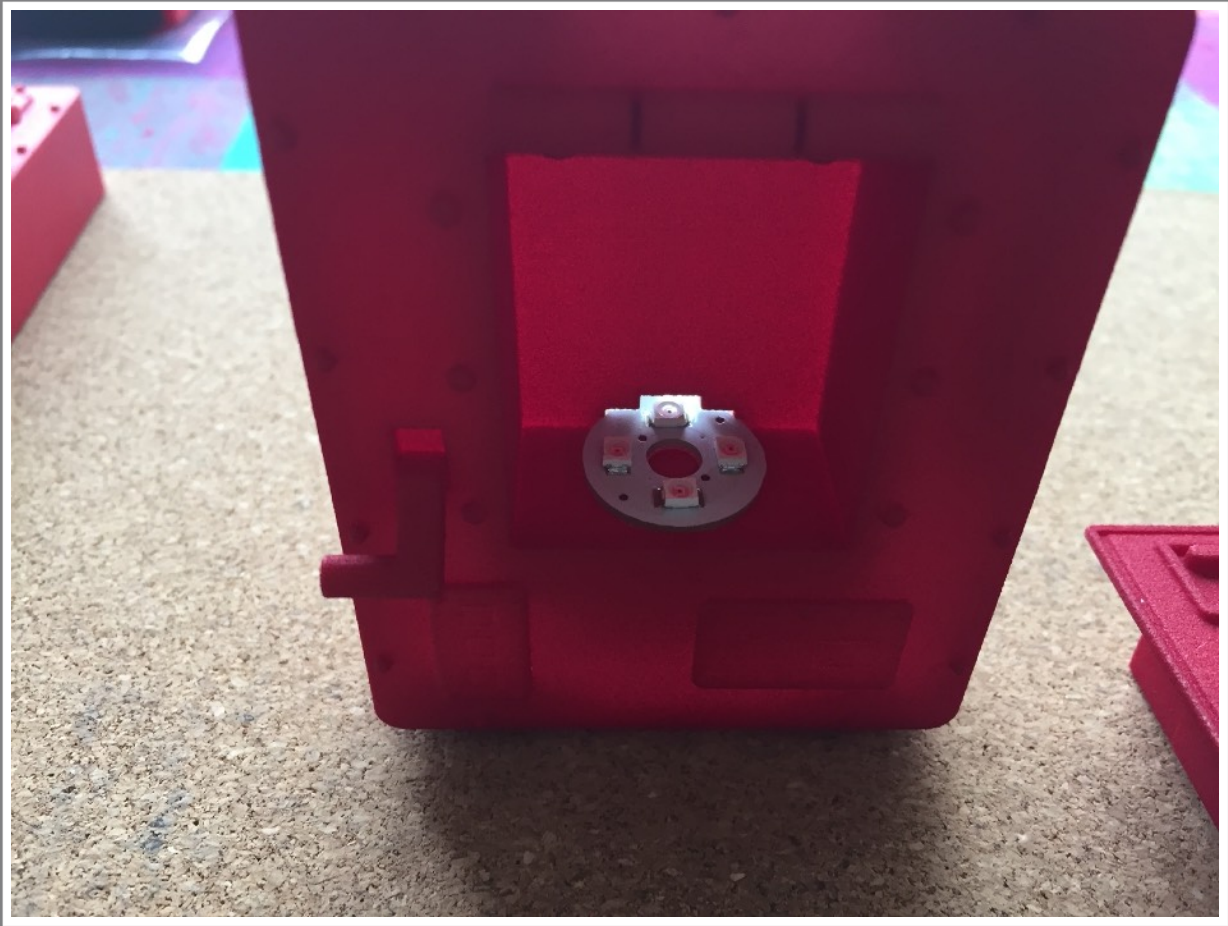
First insert the semi clear domes into the provided holes - the shorter one goes into the RHS and thicker / longer one to the LHS. In the v3 and v4 1 of the screws and nuts from the plastic are used to hold the below parts in place. The Green LED PCB Board and Green Lens go to the to the LHS and Red LED Board and Lens to the RHS when looking from the back.

The Image above is a v3 with the lens and boards more exposed but shows the assembly. V4 of the mod just has a filler plate making it a little more tighter to install the parts but looks much neater once together and in the game.

You will notice a recess inside the cabinet this is for an extra Comet Star Post LED board to add extra lighting if desired and connect to a feature globe for extra effect - Note provided with the mod. Use a dab of hot glue to hold the board in place.

6. Installing the Containment Cabinet to the Mod Base

Now that the feature lighting is installed, the Containment Cabinet can be located over the mod base mount. You will notice that the base and the bottom of the cabinet have a small box section of the base plate.

The Containment Cabinet does have a recess in the left hand side so it hugs the spotlight post.

Then take the locking pin pin and drop it through the hole in the cabinet with the slot angled towards the flippers.

Then use a wide thick blade screw driver to turn 90 degrees which then locks the cabinet to the base.

Also not in the above photo 2 pins behind the locking pin - the cabinet door has 2 x arms coming off with 2 holes in them. The cabinet door simply slides over these pins until the bottom of the door is very close to the cabinet hinge.

The last part is installing the Ghost Trap. Slide the ghost trap into the door storage chute and your mod is complete - this will not fall out.

Enjoy

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 mod parts 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 to us or exchange. Refunds are not given. Freight will be covered by Swinks Pinball on the return trip back to you **only** and will not cover the postage to us.

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 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. All the parts are professionally 3D printed by Shapeways / iMaterialise / 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. 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 ghostbuster containment equipment look.