

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

Creature “Snackbar Mod”



The Creature “Snackbar Mod” is a mod that is hand crafted in Australia by a 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 feeling of NEON as seen on the playfield art in the image above to the left hand side. This mod is also a relative simple one to fit - no soldering, no complex tools and no removal of ramps - just follow the detailed instructions to remove the snack bar plastic and replace it with the Creature “Snackbar Mod” along with a plug and play wiring harness.

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

Proudly Designed and Manufactured by



Fitting and Assembly Manual

Parts

When you unpack your mod, you will find the following:



- 1 x Stainless Steel Snack Bar Base (with the “FILM” decal pre-applied)
- 3 x 3D printed pillars - *may vary in colour (BLUE in the 6 prototypes, ORANGE in the 96 productions ones)*
- 1 x Snack Bar Top fitted (with the “Snackbar” decal pre-applied)
- 1 x Red Dome Cover
- 1 x 3ft “white” EL wire with quick clip connector
- 1 x el wire inverter already soldered into the wiring harness with a EL wire quick connector (allowing for change out of different coloured EL wire).
- 1 x 2 metre plug and play wiring harness including a z plug adapter as well as a fuse holder and fuse (500mA - 750 mA) - *cable colour and plugs may vary in colour.*
- 5 x M4 x 10mm button socket screws - Black Finish
- 5 x M4 x 10mm button socket screws - Stainless Steel (SS)
- 6 x M4 Stainless Steel Washers
- 2 x M4 Stainless Steel Nuts
- 1 x Allen Key (metric 2.5) to suit the above screws as not all countries will have metric tools available (ensure you store this tool in a safe place in case it’s needed at a later point in time).

SS = Stainless Steel (hereby referred as ‘SS’ throughout the rest of the manual).

Pre-assembly:

Your mod will have the following items pre-assembled:

- wiring harness with a in-line fuse with the EL wire voltage inverter
- All 3 of the 3D printed pillars are pre-assembled to the SS base plate
- SS base plate with decal pre-applied
- Coral coloured Snackbar top with pre-applied and EL wire installed.

Note: since some people have expressed a desire to experiment with different colour EL wire (refer to **M1** on page 17), the pre-installed White EL wire will be held in place with the design in tension based system but their is a technique to locking the el wire in to look neat and fitted.

- The remaining parts will be in a “goodie” bag ready to be used during the assembly.
- The lead, inverter and the snackbar installed el wire strand has been tested on every unit before sending out for 15 minutes ensuring you are getting a quality checked mod.

Note: The kit contains (5) M4 Screws (in both SS and Black finish) This gives you the choice to either “hide” the screws in the design (by using the black finish screws) or compliment the chrome theme of the game (by using the SS screws). 5 of the 6 provided SS washers are not required, can be used under the screws on the Snackbar piece, acting as a "protection" layer for the decal surface.



Fitting the Mod

Tools necessary to install the mod

1 x Phillips screwdriver (is not provided)

1 x 5/16" or adjustable wrench / spanner / shifter (called different things in different countries - is not provided)

1 x metric allen key (provided)



SAFETY NOTE: Before you begin, make sure that your machine is powered off and the cord running from your machine to the wall outlet has been disconnected.

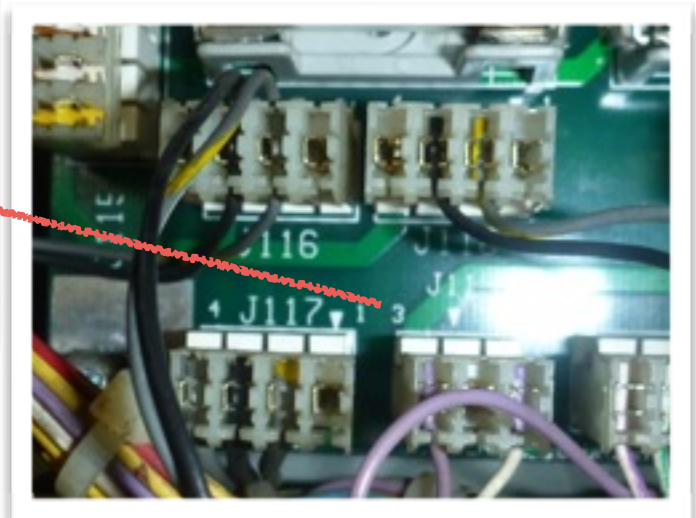
Read through these instructions completely before attempting the installation of this enhancement. Although you may know your machine inside and out, there are a few things to consider before proceeding.

Lee from Pinball Supernova was kind enough to do a installation video which uses a slightly different technique but aids as another resource to help in installing the Snackbar Mod.

<https://pinballsupernova.wordpress.com/2015/05/18/swinks-snack-bar-mod-install-for-creature-from-the-black-lagoon-pinball/>

Step 1

- Remove the translite from the back box and unlatch swing the light panel board out of the way to access the circuit boards.
- Lift & remove the speaker panel from the back box (resting it face down onto the play field glass).



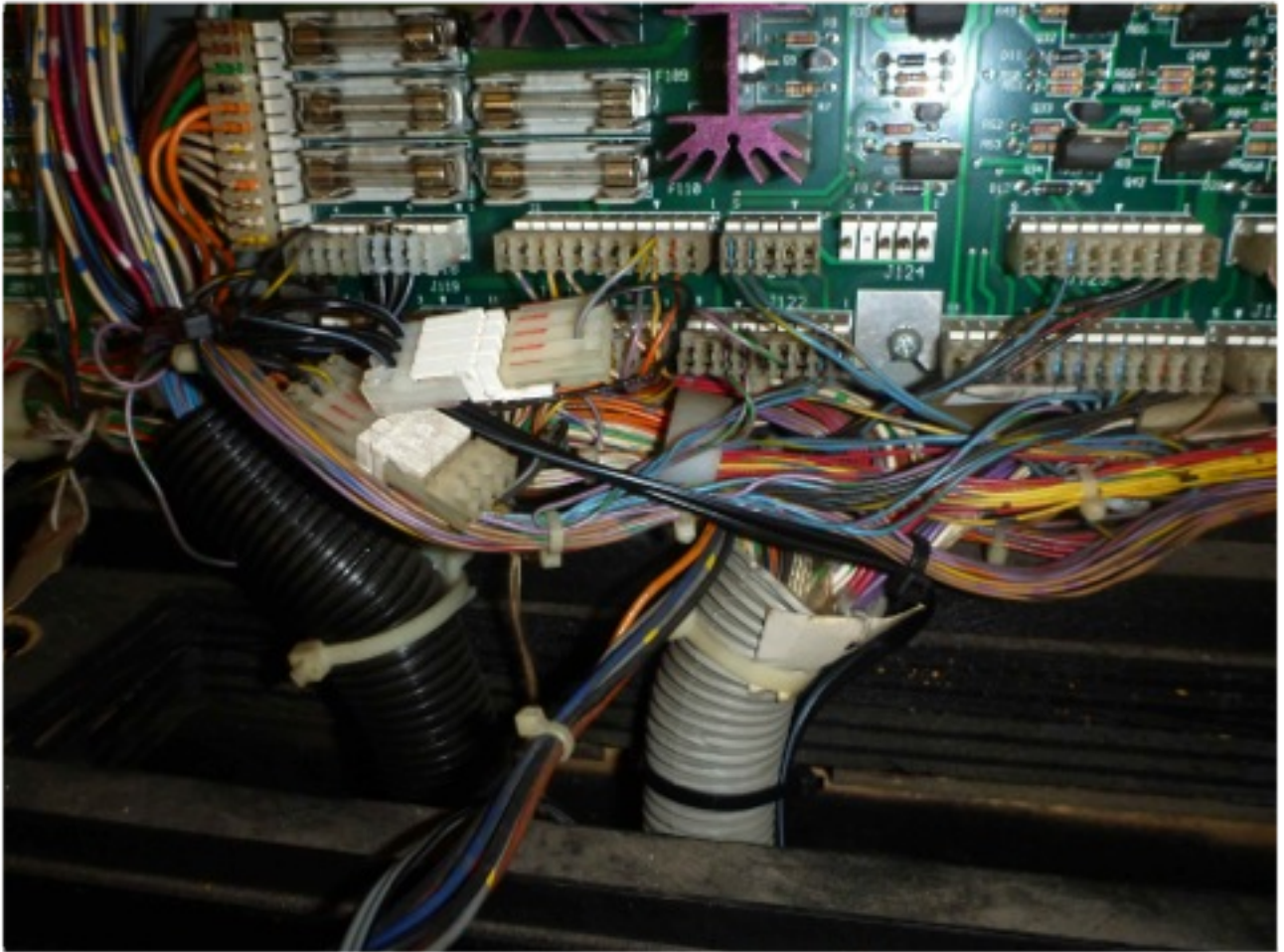
- Locate the plugs J116, J117, J118 on the power driver board. These connector(s) that we can tap power from this mod.
- With the wiring harness included in the kit, locate the end with the 2 plugs (one with a Z-connector).
- You'll want to select a connector location (J116, J117 or J118) that isn't already have a mod associated with it so that you can plug in the included wiring harness into that location.

Note: J116, J117 and J118 provide both a 5V and 12V power source line. The harness included with the kit has a 5V pass-through so that your other parts can still be connected and work with this same connector.



- Install the very end plug (yellow line) onto the circuit board at J116, J117 or J118. This photo shows plugged into J118.
- Install the connector from the lead that was originally plugged into the power driver board into the Z connector (red line).

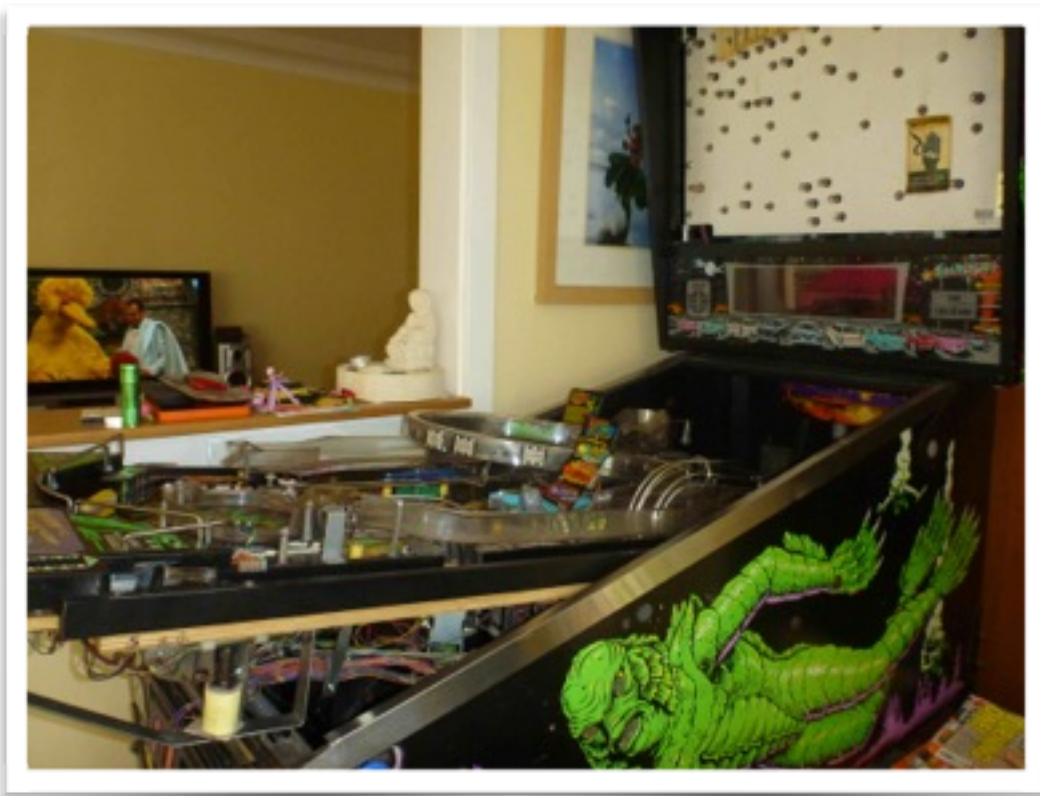
- Drop the rest of the new wiring harness through the service hole into the cabinet.
- This completes the work that you need do in the back box for now (unless you've done something wrong). For now, re-install the speaker panel and secure the light panel board.



NOTE: Never power the mod inverter without the EI-Wire Connected as it will fail the EI-Wire Inverter.

Step 2

- Remove the lock down bar and glass.
- Slide the playfield out so that the brackets are sitting on the locking bar as shown in the image below.

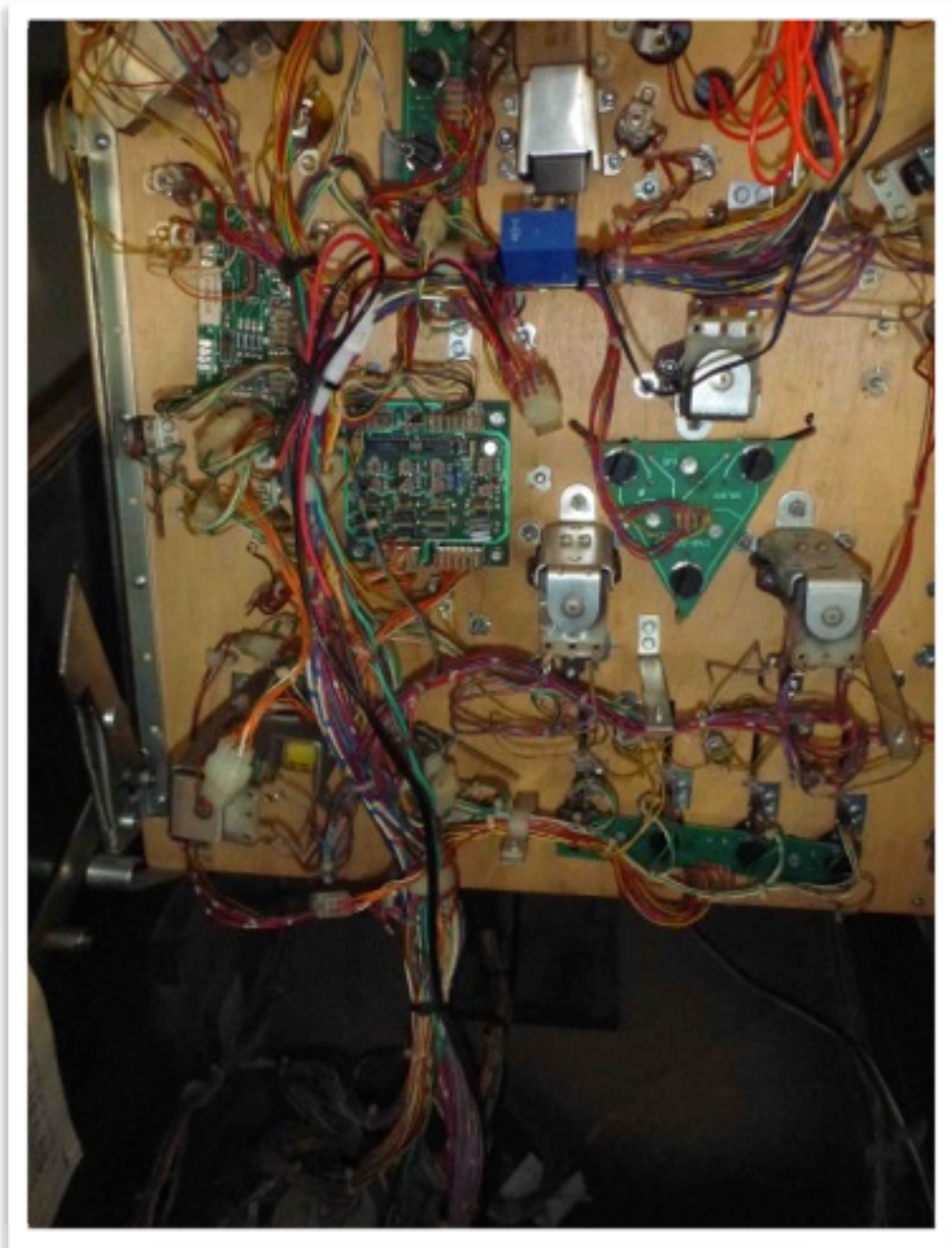


- "Feed" the new harness cables down into the bottom of the cable so that they are easily accessible from under the playfield.

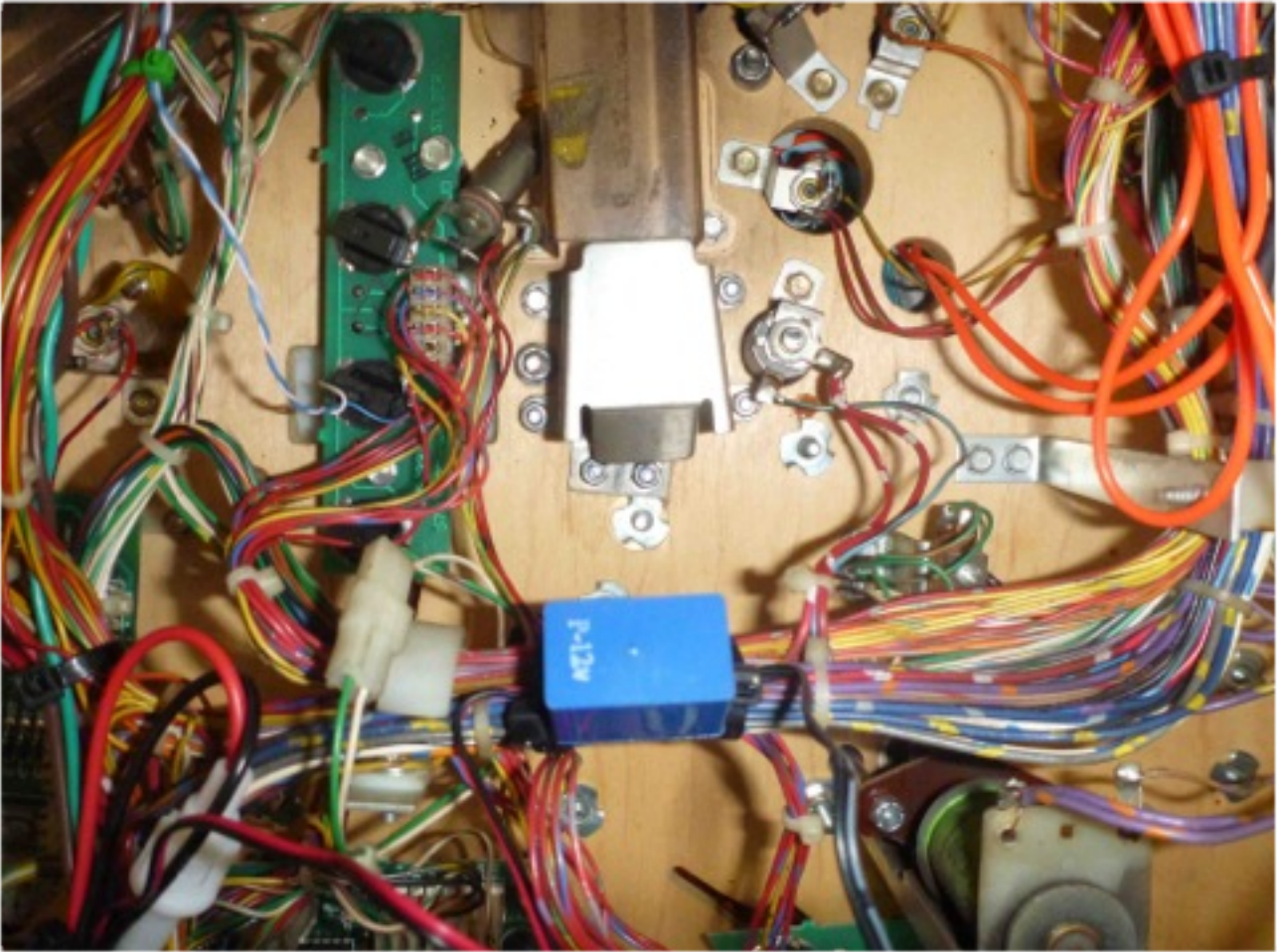


- Lift the playfield up to the service position.

NOTE: You'll want to use a few zip ties and/or run the new harness to the existing cable management clips along with the other harnesses so that it doesn't catch on anything or obscure the light for the hologram. Remember to leave a bit of slack in the wiring for the new harness so that it doesn't bind when moving the playfield in and out of the "service mode" position.



- Using a couple of zip-ties, fasten the blue inverter box to the existing harness that runs below the snack bar scoop (as shown in the photo).



- Due to the inverter design since batch 2 (roughly production mod No: 25 and onwards) I now double cable tied the wires exiting the inverter to the inverter - leave these in place when installing to avoid wires pulling out of the inverter.



- Lower the playfield back so that the brackets are resting on the lock down bar and you can continue the installation from the topside of the playfield.

Stage 3

- Remove the centre signpost bracket (the one with the 'super jackpot', 'jackpot', 'rescue' and 'multi-ball restart' plastic attached to it). Keep the nut close as you'll be re-attaching it after you complete installing the new Snackbar piece.



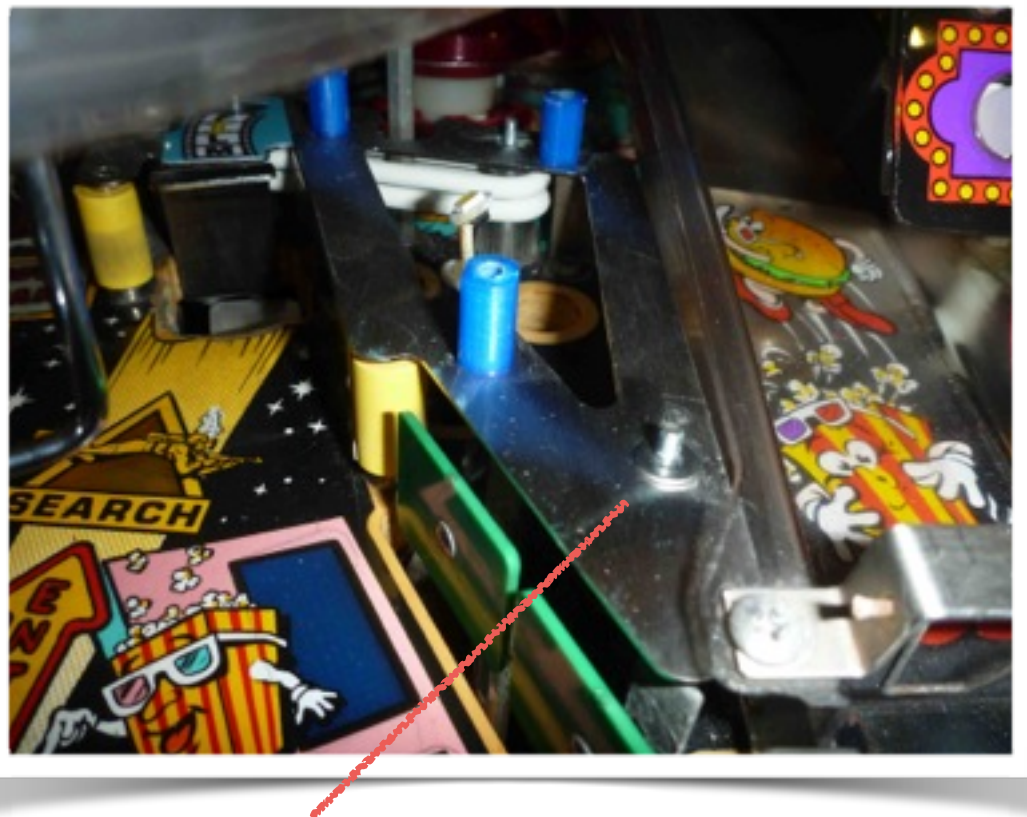
- Remove the 2 5/16" nuts and the phillips screw securing the original Snackbar plastic in place. My apologies this photo has a brand new uncovered plastic to show what is original and installed.



TIP: since the SnackBar mod is significantly taller than the original playfield plastic, I suggest purchasing an LED bulb with a flexible extension (as shown in the image) to that you can direct the light into the new dome.



- Locate the SS base plate from your kit and position it in place.



NOTE: Using one of the included washers, place it on the post near the two right-side stand up shown with the red line targets before securing the SS plate. The reason is if you don't the nut will not bind well to the flat. You want to make sure that the SS plate is secured well to the post before proceeding.

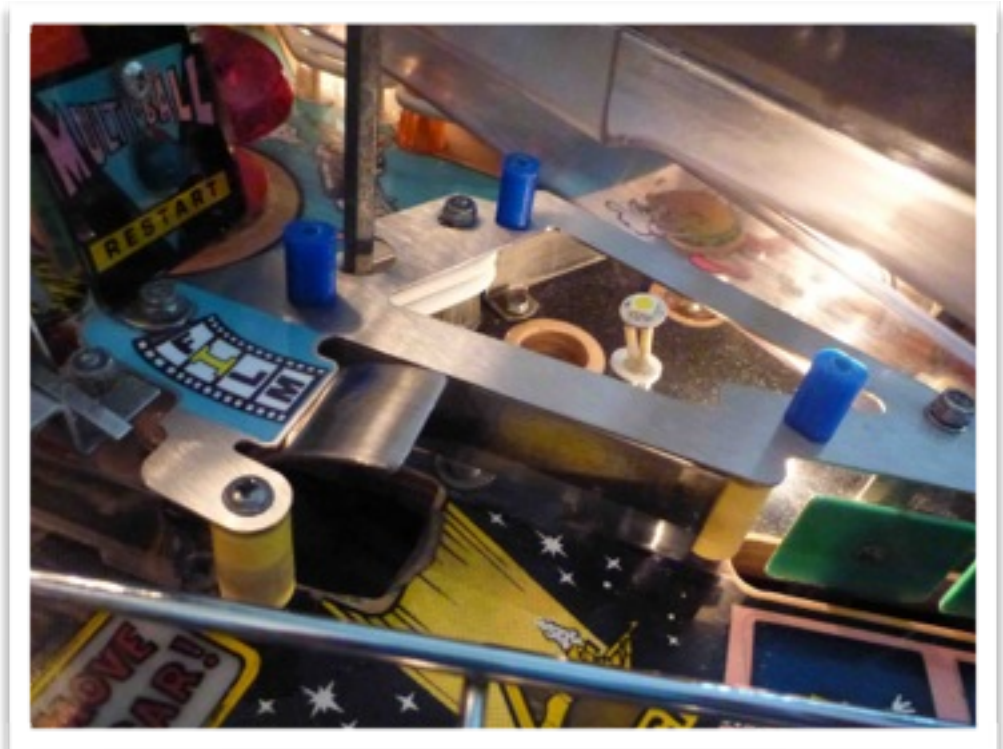
- Install the dome using your choice of (2) of the black finish or SS screws and the (2) provided nuts. When attaching the dome, insert the screws and screw through the top and through the dome and stop just before the decal and hold them in place with the provided allen key (so that they cannot turn) and then secure the dome by tightening the nut from underneath.

NOTE: In the photo on the previous page, you'll notice that the 3rd 3D printed pillar is fastened to the SS plate. This is the desired design. However, in order to locate the SnackBar plastic into the correct position and secure the 3 screws to fasten it to the SS plate, the rear right screw (near the 'N' in OPEN on the decal) is very difficult to reach with the ramps installed.

- There are 3 options available to you to complete this portion of the assembly:
 - Tighten up the screw using the allen key (as shown in the image below). It will take a few extra minutes, but it is do-able.
 - Remove the curly ramp for easy access
 - Fasten the 3rd 3D printed pillar to the [new] SnackBar top with one of the supplied screws (the 3D post will be suspended from the SnackBar plastic) and then secure the SnackBar plastic to the SS base. With this method, the SnackBar is **NOT** connected to the SS base at 3 points, but secured to the SS base with only 2 of the 3 points. **This is not the recommended installation procedure, but it is an option.**



- Using the original (2) nuts and phillips screw that held the original SnackBar plastics in place, secure the SS base plate. Re-attach the centre signpost at this time using the nut that holds the bracket onto the playfield post now on top of the SS base plate.
- 'Feed' the EL wire through the spare hole in the playfield (the hole above and right of the hole with the bulb which lights the dome) until you have all of the extra wire through the hole. Locate the SnackBar mod onto the 3 pillars on the SS base.



NOTE: You may have to pull the EL wire through the hole from the bottom side of the playfield should it get "caught up" on anything underneath while feeding it through, if you do ensure the snack bar top is protected and restrained to avoid damage.



- Lift the playfield one more time into the upright "service mode" position, and attach the connector from the EL wire to the connector leading from the voltage inverter box. Tidy up any loose wire, and secure it so that it doesn't catch on anything when lifting or lowering the playfield.
- Hold off on securing the SnackBar to the SS base plate just yet. We are now in a perfect position to test out the mod before "buttoning everything up".

Stage 4 - Testing

- Ensure that everything in the machine has been set back to game play position (if the test is successful, you will not have to lift the playfield up any more).
- Plug the games power cord back into the AC outlet and power up the machine. The EL wire will light up prior to the machine's DMD. If the EL wire lights up, you're ok to proceed to Step 5.
- If the EL wire does not light up, power down the machine immediately. Although every EL wire assembly has been testing prior to shipping, there is a small chance that something came loose during shipping or during installation or possible some other power issues (see below).

Possible power problem areas are:

- A fuse has blown (check both the fuse in the fuse holder from the mod) as well as the fuses labeled F13, F15 and F16 on the power driver board (a weak or old fuse can blow under the additional load that the mod has added especially if you have all the possible CFTBL mods installed - not that there are ways around the lean power supply like a PIG board to run extra mods) with the exception of PinballmikeD's new dedicated CFTBL power supply - see page 20).
- Ensure that the wiring harness is plugged into J116, J117 or J118 is seated firmly in the connector - there is a plug in the harness plug end ensuring you install correctly.
- Determine if one of the connectors on the EL wire harness has been damaged. You can accomplish this by unplugging the EL wire harness from the power driver board, unplugging the Z connector from the 2nd connector and plugging the 2nd connector (labeled with the red line on page 6 of this document) into J116, J117 or J118 of the power driver board.
- Power up the machine again to see if the EL wire lights up.
- If it does not, you may have to re-seat the wires into the connectors using an IDC tool.
- Perform a voltage test on the external side of the connectors of the EL wire harness to ensure that current is making its way from the power driver board to the harness.

If power to another feature has been lost when powering on the game, check the the following:

- Relocate the EL wiring harness to another connector on the power driver board (J116, J117 or J118) and see if the problem moves to a different feature of the game. If it does, the lead may have an issue with the 5V connection.
- Re-test the last two bullet points in the above section.

El Wire Life Span:

- The EL wire has a life expectancy of approximately 700 - 800hrs and it may then start to fade, so head to the link on page 16 for a replacement length for under \$10 for 3ft to brighten it up.

Flickering El Wire:

- If weather conditions are very hot (over 30 degrees celsius) coupled with a very high humidity (over 90-95%) - the EL wire may flicker. This is a design weakness of el wire in general though luckily most pinball collectors will have there games in a temperature controlled environment so this issue may never arise.
- Ensure the wires coming out of the small el wire are secured to the inverter to stop any cable tugging coming out of the inverter.

Stage 5 - Final Assembly

- Secure the Snackbar to the SS base plate using 3 of the supplied screws (either SS or the black finish) with just enough force to hold the Snackbar in place.

IMPORTANT NOTE: Be careful when securing the Snackbar to the SS base. Tighten the screws enough to secure the Snackbar top in place, but not too much that you damage (twist) the decal.



NOTE: If you accidentally damage your decal, I will have extras available for purchase. The material used will peel off allowing a new decal to be applied. Contact me if you need to purchase an extra / replacement decal.

RETURN POLICY:

*Approval from Swinks Pinball must be received before any items can be returned for repair or replacement. All materials, boards, 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**.*

PRODUCT DISCLAIMER:

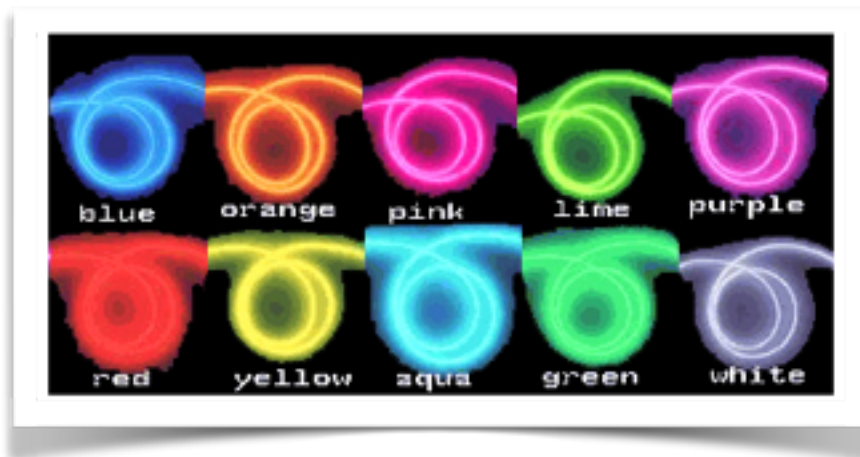
Please remember that this is a "MOD." We took great effort in designing and testing our system in order to produce a high quality product, but it is not a factory original or an approved part for your pinball machine. There is the risk of unwanted side effects with any modification to a factory game 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 hidden pillars and Snackbar Top are 3D printed and some sections that are not clearly seen 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 as we make sure the finish to the front face with the el-wire and the top is to the highest possible quality. In downloading this manual and purchasing the mod you are accepting the finish quality of this relatively affordable mod.

Replacement Parts

- EL wire Inverters are available from here
<http://www.elwirepros.com/micro-12-invert.html>
- EL wire coloured leads are available here (note: ensure you select the 3 foot option under the “Length” drop down along with a quick connector from the link below - SUPER BRIGHT 2.6mm).
<http://www.elwirepros.com/super-bright-25mm-qc-el-wi25.html>



- Domes are available in 8 different colours from the regular pinball parts suppliers



- The SnackBar body is painted with a well known hobby paint so people can perform repairs in time if they purchase a game with this mod already in it that has been mistreated.

Tamiya TS-41 Coral Blue

Maintenance

M1 - EL Wire Tensioning and / or Swapping out the EL Wire Colour

as per note on page 3, here is a little more information on how to re-tension the EL wire installed in your kit.

Step 1 - place the the mod on a towel / soft surface and feed the end without a connector through the bottom hole (with the snackbar top laying on it's top) and feed the EL wire through until you have approximately 12 inches / 300mm remaining from the tension lock post to the heat shrink.



Step 2 - Lock in the EL wire between the wall and the small vertical cylinder (tension lock) as it has a number of mild indentations to grip the EL wire. Make sure you use a blunt instrument like a plastic ruler to push the el wire into place.

Step 3 - Take the end of the 2 foot piece of el-wire that is now on the outside of the snack bar top and feed around to the tip and feed through a concealed slot to a underside cavity that has a small horizontal cylinder. This is a little tricky but with a small jewellers screwdriver and pointy nose pliers you can guide the el-wire through and under the cross cylinder and pull up.



Step 4 - Before tensioning the el wire feed the remaining EL wire back through the concealed slot and rest in the top groove.

Step 5 - Go to the where the el wire original came out from the inside (Step 1) and firmly pull any slack out and continue this firm tension to the snack bar tip. Then pull on the el wire that is going around the cross cylinder to tension the incoming EL wire.

Step 6 - Proceed the tension back out to the tip and then insert the EL wire through remaining top hole.



Step 7 - Using a little force pull the EL wire over the top of the internal tension / lock - check that all slack has been removed from the el wire on the outside for that neat and tight look. Then press the EL wire into the locking mechanism using the same blunt instrument to press the EL wire into place.



Power Supply Concerns / Options

Due to this machine having the potential to be heavily modified with some power hungry mods, here is a list of some options to aid you in running all your mods without issues.

The Snackbar Mod only pulls 300-500mA so not a lot but coupled with all the other mods it could lead to an overload resulting in a few not working.

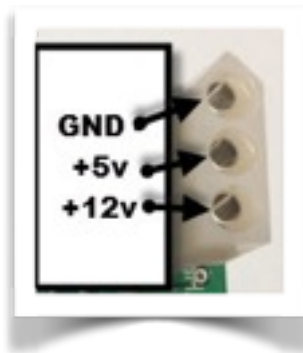
Your Options:

DK Pinball

- has some products that coupled together could save you and allow you to fully mod your machine.
- PIG 2 board
- WPC Power Tap
- PIG 2 Connector Pack

<http://www.dkpinball.com/DKWP/>

This is the plug on the PIG 2 board that the leads will connect to.



PimballMikeD

- Has an power adaptor that hooks up directly to the service receptacle providing plenty of power to power all those mods for a very affordable price. Sadly only available for the 120 volt supply machines at this stage. Check out Post 214.

<https://pinside.com/pinball/forum/topic/pmd-cftbl-lcd-hologram-mod-version-20/page/5>

<http://pinballmiked.com>

Swinks

- I have an adaptor lead that plugs into the z connector of the mod's lead that would of connected to the J116, J117 and J118 sockets. Using the Adaptor lead you can now alternatively plug the mod's power lead into the Pig 2 board (into the above plug in the picture).
- This lead is \$10 AUD and available on request.
- It must be noted this this lead does not solve any power drain, rather another place to connect to.

Buyers Feedback

- “Well I received my snack bar mod today and was impressed before I’d even assembled it the aqua moulding and decals look like a factory add on Jady had already won me on this mod just from that”
- “It looks absolutely shit hot, well made and very professional - cannot wait to get it in the machine!!”
- “it looks brilliant mate! Can’t fault you or your product: very professional on all levels”
- “You certainly see the quality and engineering that went in to this.”
- “the quality and the engineering are top rate, very professional. Love the redesign above the scoop too where the original plastic used to bend up (and usually break). A lot of thought, time and effort have obviously gone into this mod to make it look like it should of been there from day one - worth EVERY cent. Every CFTBL should have this mod.”
- “This mod is built like a brick sh%t house! Unbelievable! If you were thinking of getting this.....GET IT! Perfect communication, perfect shipping, and a perfect mod! Easy install and this bad boy is built to last!”
- “Looks great, very nice work on your part man...”
- “remembered as one of the classic mods in the hobby”
- “wow I was impressed with how well its made”
- “Great work very well made!!!”
- “Really nice work and I appreciate your attention to detail, both functionally and aesthetically! Super nice quality.”
- “You are my god”

Production Stats

I like stats, as fun to look back and know where things are in years to come.

Stats are currently:

- 6 prototypes built with the difference only being that these won’t have the half way point for the el wire to loop around, nor the tensioning post for the el wire and these have blue 3D posts. I got No: 1 from the prototypes.
- 96 production models made with the design changes being very successful and all these have orange 3D printed posts fastened to the SS plate. I will be keeping No: 96 from the production run.
- effectively 5 prototypes and 95 production models out in circulation, with no intention to make more in the future.
- Sold to very supportive customers based in Australia, Germany, France, Norway, Sweden, Canada and with the largest percentage heading to the US.
- I will report the final figures of percentages once all production is complete.

