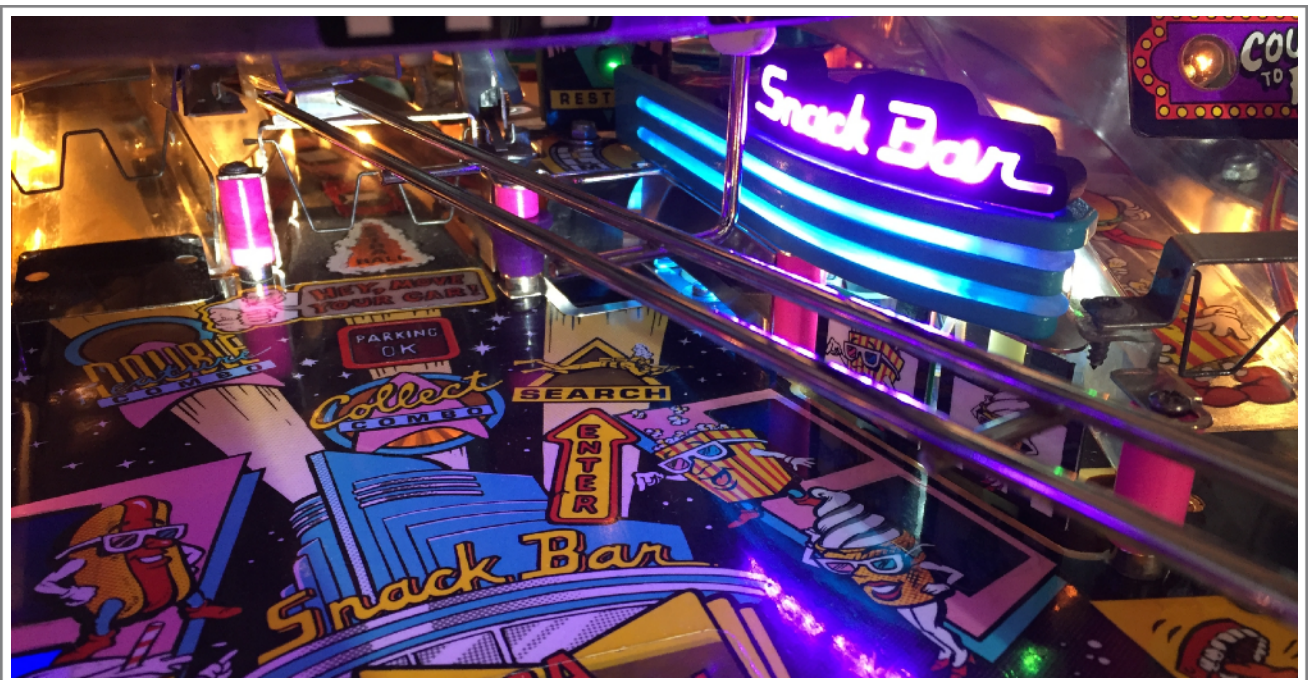


Bally - 1992
Creature From The Black Lagoon (CFTBL)

Creature “Snackbar Mod v7”

The Creature “Snackbar” mod is hand crafted in Australia for 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 (which can be seen in the image below to the lower left of the photo above the Mega Menu insert). This mod is also a relative simple one to fit (since version 4) even simpler to install with it’s quick release magnetic mounting - 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 v7”.

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



Proudly Designed and Manufactured by



www.swinks.com.au

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Notes:

- Due to my current situation - loss of job due to both hands needing surgery and covid and lockdowns I have had to resort to making a few more Snackbars.

- These instructions are specific for the 2021 released Snackbar v7.0 mod with LED edge lit 3D printed resin light blades and with a 3D backlit Snackbar Sign.

- Since I don't own a CFTBL most of the photos in this manual are of a previous versions but the differences do not affect this installation. The only difference with this version compared to others is a small 2mm trough under the sign for the Stumblor Pinball lighting kit - wider led strip and the decals slightly changed for some variety. In addition v7 is engraved into the mod so people can identify the version. Otherwise it is externally the same as V4, V5 and V6 kit build.

1. Mod Parts

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

- 1 x Stainless Steel **Snack Bar Base Plate v5** fitted with the **Snackbar Top v5** & **Snackbar Sign** with all decals and accessories including the lighting, magnets, & bolts fitted.
- 1 x **M4 Stainless Steel Washer**.
- 1 x **Magnet (spare)** just in case you make any adjustments because if overtightened the magnets can crack.
- 1 x **2mm Allen Key** to suit the screws that hold the magnets to the stainless steel plate as not all countries will have metric tools readily available.
- 1 x **2.5mm Allen Key** to suit the above screw and light blade screws etc 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).



Note 1: SS = Stainless Steel (hereby referred as 'SS' throughout the rest of the manual).

Note 2: all photos are of the first v7 in which these are no differences to the production ones as it is a proven design.

Note 3: the Snackbar Top will come fitted to the base plate to reduce damage and simply pulls off the base plate.

2. Tools and Safety Notes

Tools necessary to install the mod

1 x Phillips screwdriver (is not provided)

1 x 5/16" socket driver (is not provided)

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

1 x 2.5mm metric allen key (provided in the kit)

1 x 2mm metric allen key (provided in the kit)



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.

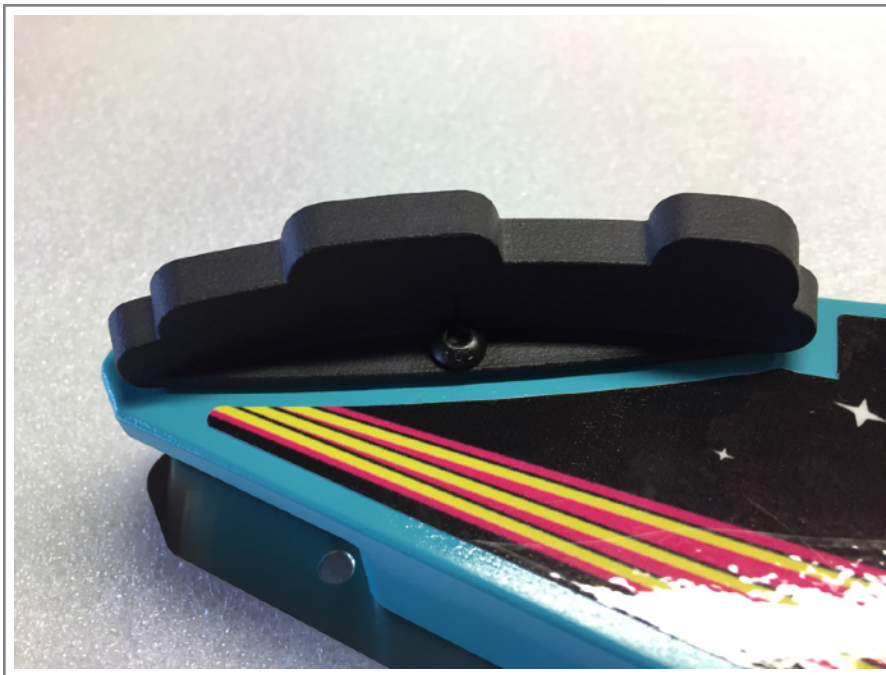
Read through all these instructions carefully & completely before attempting the installation of this enhancement. Although you may know your machine inside and out, there are a few things to consider before proceeding.

3. Mod Pre-assembly:

Your mod is supplied pre-assembled to save you a lot of the assembly work but also allows us to check everything fits - like ensuring the magnets align etc. You will just need to disconnect the top from the base plate so you can fit the base plate to your game first. Just pull the mod up approx 6.5mm / 1.4" vertically up from the base plate to release - no screws to undo = EASY.

4. About the Snackbar Top

If for example you wanted to swap out the colour of the led strip in the "Snackbar" sign, there is a screw in the back behind the sign on the top that you use the 2.5mm allen key, to remove and lift the Sign off the Snackbar Top. See photo below.



Note 4: remove any cable tie restraints prior to removing the "Snack Bar" sign as the cabling is restrained within the mod.

Note 5: you will notice in re-assembly of the sign there is a little bit of play in the sign, this is to allow you to tweak the sign viewing angle a little to your liking - it is set to be balanced following the same lines of the front of the Snackbar top but you can pivot a little more to see more of the sign if desired.

To remove the neon light blades their are 2 x SS screws underneath the Snackbar Top. Remove these and then the light blades can be easily removed or adjusted in or out.

Note 6: in re-installing do not over tighten the screws that hold the light blades in place.

Note 7: in re-installing the light blades, these can be adjusted in /out a little to suit your liking. The design was improved from previous versions for better adjustment.

5. Removing the Snackbar Plastic

Step 1

- Remove the lock down bar and playfield glass.
- Slide the playfield out until it sits on it's service brackets on the locking bar as shown in the image below to give you a little better access especially if you have multiple games in a line-up.



Step 2

- You will probably have a full or most probably a damaged SnackBar plastic installed in your game.



- Remove the centre sign post bracket (the one with the 'super jackpot', 'jackpot', 'rescue' and 'multi-ball restart' plastic attached to it). Keep the nut as you'll be re-attaching it after you complete installing the new SnackBar Base Plate.



Step 3

- Remove the 2 x 5/16" nuts and the phillips screw securing the original Snackbar plastic in place, resulting in what is shown below.



6. Installing the SS Base Plate to your Game

Step 1

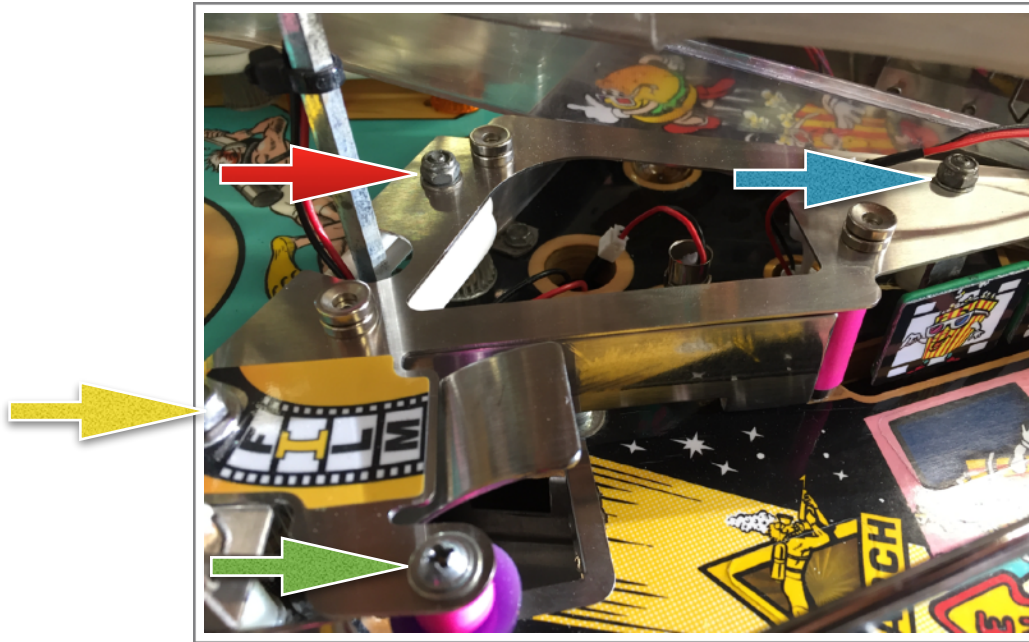
- Remove the GI Bulb and install the supplied bulb with the upgraded adaptor lead fitted with the 3" extension lead.

Note 9: This is a good time to change any post rubbers or install some target decals etc to save removing gear at a later stage to do this - I went from yellow to hot pink and the long awaited flower pot rubber near the snack bar hole and target decals.



Step 2

- Install the SS base plate into the location over the 3 current screws. Refer to the photo below.



- **Red Arrow** - Fasten the original nut over the SS plate.
- **Blue Arrow** - Install the single supplied washer over the screw, otherwise the nut bottoms out and the plate will still be loose - see the additional photo below. Then install the original nut over the same post that the washer was placed on and fasten down.

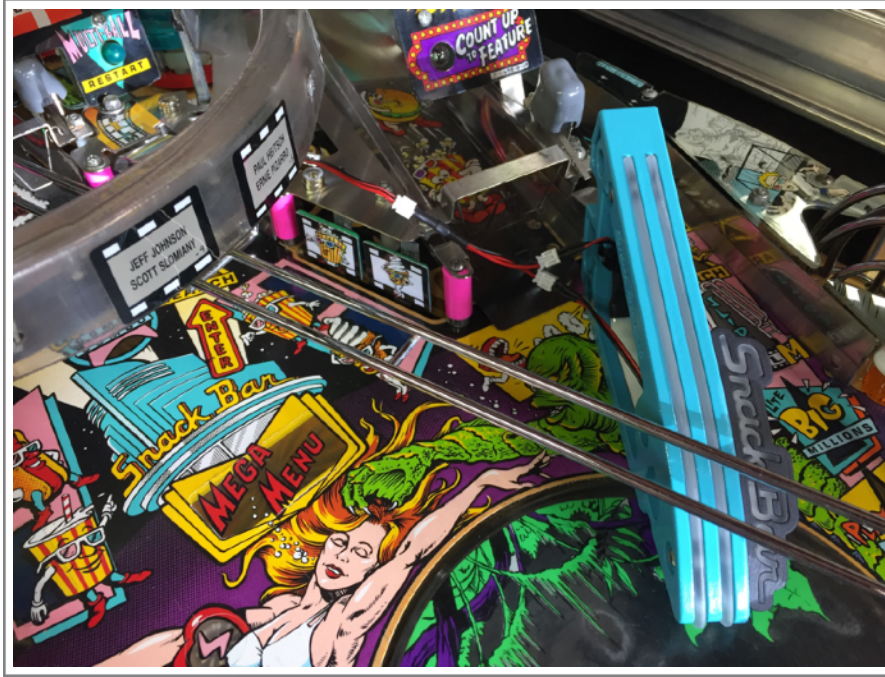


- **Yellow Arrow** - Install the sign bracket / plastic and with lights in the original location with the once everything else is fastened.
- **Green Arrow** - Install the original screw through the SS plate hole and into the post supporting the plate.

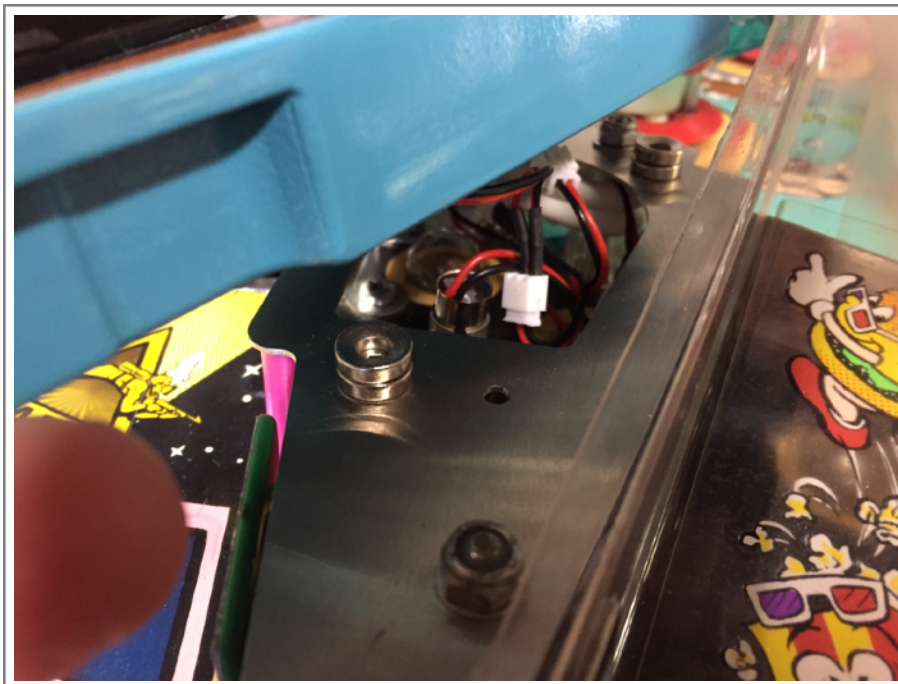
7. Connect Lighting and Test

Step 1

- Line up your mod as displayed (laying on it's rhs side face on the playfield) like in the photo below and connect the GI lead into the splitter lead that is pre-assembled to the mod. Then feed the excess lead into the cavity when you move the mod into position.



- Then when you have fed the wiring into the cavity try and feed excess into the large spare playfield hole and where possible keep away from globes.



Step 2

- Then the SnackBar Top simply drops in place on to the magnets locking the mod into place.

Note 10: If the mod seems crooked or not sitting flush - there is a good chance some of the wires may have got caught between the plate and SnackBar Top. Simply lift and re-position any stubborn wires out of the way - preferably using the large playfield hole to feed excess cabling down into.



Step 3

- Now it is time to test check the lighting. Re-connect the games power, turn the machine on to ensure the bulbs and light blades light up and then off again. Now return your playfield to it's playing position, drop in the games pin balls into the game and re-install the glass.



Now your mod is installed and can be enjoyed and since the light blades and the 10 SMD led strip is hooked up to GI it will pulse slightly only when the game is in attract mode otherwise will light up solid all the time.

Enjoy

Note: With the above photo - it shows the mod with the top lighting feature on which lights up the decal better. This extra lighting feature was supplied standard on Version 5 but often not used so it is not supplied with the SnackBar v7 mod but the next page describes how to achieve this extra lighting feature by simply ordering a 3 led strip (with a long lead) from Comet Pinball and installing.

8. Install an Optional OPEN Sign Mod

Swinks developed the “OPEN” Sign Mod in 2023 which is a separate mod to the SnackBar Mod but enhances it a little more. This particular mod is fitted to the very left of the stainless steel plate of the SnackBar Mod.

The lighting of this mod is connected to the socket that is under the original red dome of the original SnackBar Plastic. Therefore when the SnackBar is OPEN this OPEN Sign Mod will light up and clearly tell you when the SnackBar is OPEN.

The mod can be found here:
<https://swinks.com.au/pinball-mods>

The manual can be found here:
<https://swinks.com.au/manuals>

This mod looks like this once installed and available in these colours (Pink, Green, Blue, Red) though some colours are limited / special order:

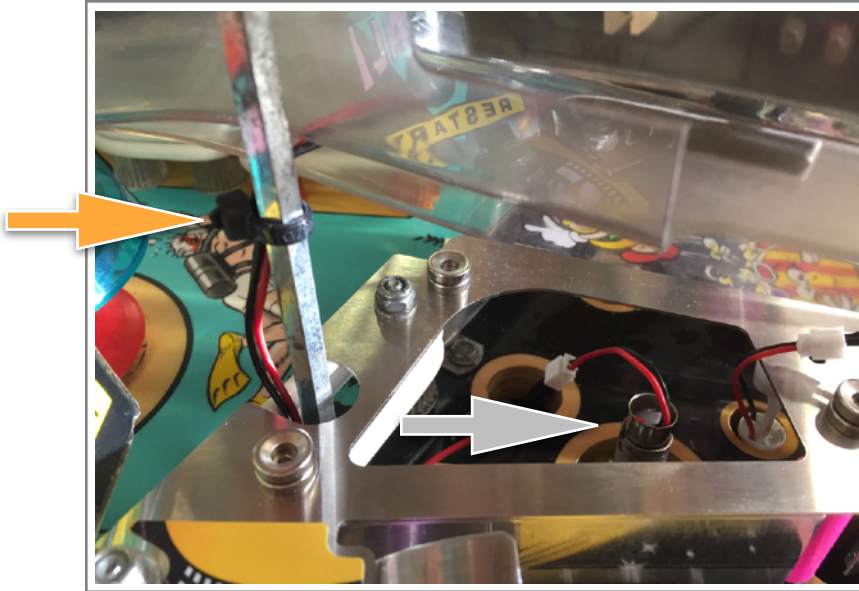


9. Install an Optional Top Lighting Feature (by Customer)

This feature was supplied with V5 but often not used so it has been removed on this version but the below description still in the manual so you can add the extra lighting if you desire.

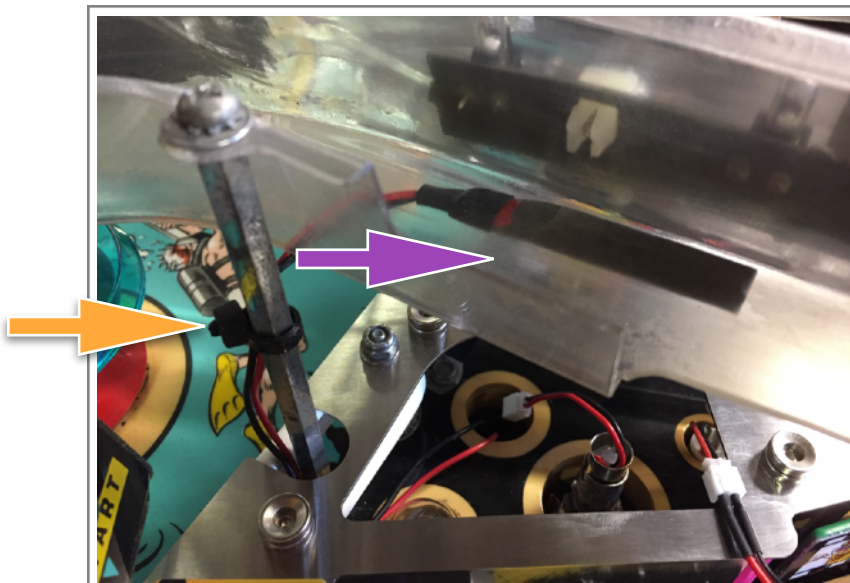
Step 1

In your kit is a #44/47 plug with a short lead and then a 3 x SMD LED with a long length of wire. Insert the plug in the what normally would be the dome feature socket - see the Grey Arrow.



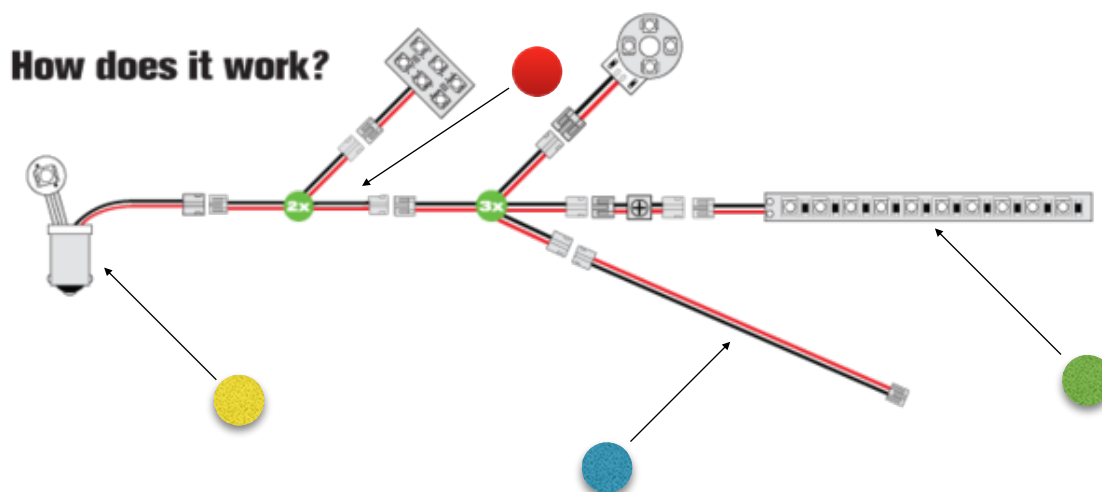
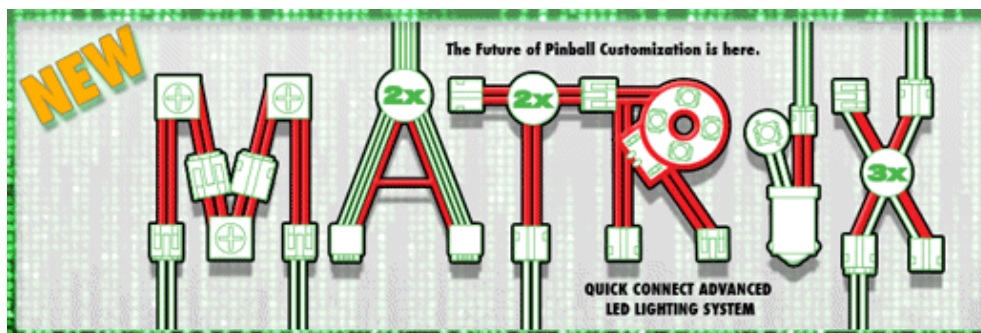
Step 2

Now fasten the LED strip to the underside of the ramp - see the Purple Arrow shown above and better below. Placement of this strip is up to you - I chose this location as I can not see it from a players perspective. It is recommended to feed the lead wire down the hex post and through the middle of the rubber and into the Snackbar void. Once routed then secure the wire to the hex post.



10. 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.

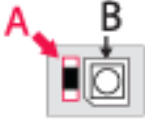


To find these parts:

-  <https://www.cometpinball.com/MATRIX-1-SMD-5050-FLEX-6-3V-QUICK-CONNECT-p/mtx1smdflex.htm>
-  <https://www.cometpinball.com/MATRIX-2-and-3-Splitters-p/mtxsplit.htm>
-  <https://www.cometpinball.com/MATRIX-Wires-p/mtxconnect.htm>
-  <https://www.cometpinball.com/MATRIX-10-SMD-5050-6-3V-LIGHTED-STRIPS-p/10smd6.3vstrip.htm>

- to change / customise to a different colour for the light blades or the sign all you need to do is purchase a different colour 10 SMD LED strip - **green dot** item. At this stage all units will be supplied with Ice Blue LED strip for the neon tubing and purple for the sign. For instruction on the trimming down a SMD strip refer to the next page.
- For example the led strip for the sign you need 6-7 leds (preference is 7 leds) only as any more won't fit within the sign recess. Trim as per the picture below. The reason for the variation of 6-7 leds depends on the strip as the strips vary from the wire end. Once trimmed DO NOT remove the protector sheet off the adhesive as the strip is pushed into the recess and since it does not stick it is easier to remove down the track if you need or want to.

How to Cut SMD Strips



Each cut should have BOTH an SMD and a Resistor

11. Trouble Shooting Possible Issues

Scenario 1

Neon Tube & SnackBar Sign Light Flickering:

This issue occasionally occurs and is due to the mini Comet Pinball wiring plugs.

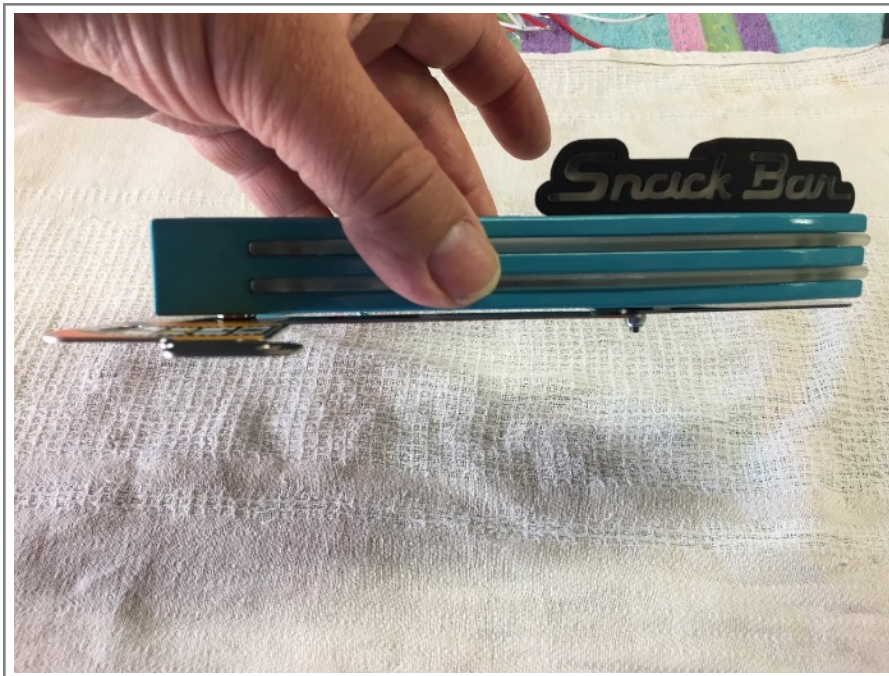
- take care not to tug on the wires as it can pull on the small pins that go into the plugs. These pins are able to slide within the plug and can disengage and then not transfer the power properly.
- or if a lead is pushed into the plug and if not aligned correctly can push a pin out and then not engage enough to transfer the power to the lead.
- inspect the leads and plugs and see if a pin is pushed in - if so carefully use a set of pointy nose pliers and grab the heat shrink wire behind the plug and carefully push into the plug and then carefully push the plug into the other plug - and the problem should be solved.

Note: every mod is tested thoroughly before being packed and sent, but occasionally during freight components can jiggle about.

Scenario 2

Top is not sitting on the magnets straight:

This issue rarely occurs but has been a issue for one person. The mod is supplied fitted and magenta set in the correct position which you would of noticed when unpacking. When you lift the top from the base do not alter the magnets. Then when installed the base plate sometime there is a incorrect post or the playfield is slightly warped resulting in the top not sitting flat onto the magnets. The magnets should not need to be adjusted rather the 3 x magnet bolts have a washer under the heads so try moving these around of unwind the bolt 1-2 turns as they are firm and re-install so it gets a consistent magnetised fit on all 3 points. The gap of 1mm is standard.



Note: If you have come across any issues please contact **Swinks** via a PM at **Pinside** or via email: swinks.pinball@gmail.com and I will attempt to solve the issue quickly for you and I can add the issue to this list if it is deemed necessary.

12. Historical Data - Snackbar Revisions

Swinks likes statistics, as they are interesting to look back on & know where things are in years to come. It also may help people determine what version they have once a mod is on-sold or if someone buys a game with a Snackbar Mod in it. In total across the first 7 versions, **555** Snackbars were made which included **22** DIY kit builds since 2015 (including 1 x concept v3 that is in my storage as it is not useable).

Snackbar Mod v1

- is a mod with EI Wire, inverter and dedicated power lead back to a 12 vdc source on the boards in the back box.
- it can be easily identified with 5 bolts on top.
- **105 units** - 6 prototypes and 99 production run (September 2014 through to October 2015).
- Sold to customers based in Australia, Germany, France, Norway, Sweden, Canada and with the largest number heading to the USA.
- SS Base Plate is v1

Snackbar Mod v2

- no EI Wire and no complex leads to plug in and now uses the GI socket power for lighting up the light blades to get a very similar look, though improved in brightness and much easier to install, as well as removing the 12 vdc power drain due to so many mods available for this game running on 12 vdc.
- it can be easily identified with only 2 bolts on top.
- **111 units** - 111 production run (January 2016 through to September 2017).
- Sold to customers based in Australia, New Zealand, Austria, Germany, UK, Belgium, France, Canada and with the largest number heading to the USA.
- “Swinks” logo embossed on the inside
- SS Base Plate is v2

Snackbar Mod v3

- is a revision of the Snackbar Mod v2 which still uses the GI power for lighting up the light blades to get a very similar look, though brighter and even better to install with the new slide on locking mechanism along with more rounded feature neon light blades and now with a 3D Snackbar backlit sign on top.
- it can be easily identified with only 1 bolt on top (which fastens the sign down) and 1 bolt on the front face to lock in the slide feature.
- **51 units** - 1 concept, 3 prototypes, 42 production run, 5 customs (January 2019 through to June 2019)
- **7 DIY kit units** - were also supplied where customers purchased the parts and painted themselves.
- Sold to customers based in Australia, The Netherlands, Austria, Australia, UK, France, Canada, New Zealand and with the largest number heading to the USA.
- “Swinks” logo embossed on the inside
- “*custom*” wording embossed on the inside - 5 of only
- “*kustom*” wording embossed on the inside - 7 of only - kit unit customs
- SS Base Plate is v2 (small amount) and most with SS Base Plate v3

Snackbar Mod v4 - is a revision of the Snackbar Mod v3 which still uses the GI power for lighting up the light blades to get a very similar look, though a little brighter and even better to install with the new magnetic lockdown feature slide with the v3 more rounded feature neon light blades but now extended a little and with the same v3 3D Snackbar backlit sign on top. Though an option was given to add RGB lighting & power lead to the neon tubes for lots of colour & effect options.

- It can be easily identified with only 1 bolt on top (which fastens the sign down).
- **16 units** - 1 prototype and 15 production run (January 2020). (13 with v3 SS plates and 3 with v2 SS Plates - as used up stock)
- **1 DIY kit units** - with a v2 plate was also supplied where customers purchased the parts and painted themselves.
- Sold to customers based in Australia, The Netherlands, Germany and with the largest number heading to the USA.
- “Swinks” logo embossed on the inside
- “Snack Bar v4” engraved on the bottom
- “Snack Bar v4” wording embossed on the inside - 1 of only - kit units
- SS Base Plate is v3 x v3 and 3 x v2

Snackbar Mod v5 - is a revision of the Snackbar Mod v4 which still uses the GI power for lighting up the light blades to get a very similar look, again with the new magnetic lockdown feature along with the v5 improved better adjustable in and out neon light blades. It does have the same v3 3D Snackbar backlit sign on top. I moved away from the RGB as received no feedback and that version was getting too expensive and so this version is less power hungry and will suit anyone’s games.

This version is very similar to the v4 externally, with the v5’s main differences being underneath as well as a new matching stainless steel base plate.

- The v4 and v5 can be easily identified with only 1 bolt on top (which fastens the sign down) and no bolts on the front.
- **57 units** - 4 prototype and 53 production run (July 2020 through to Jan 2021).
- Sold to customers based in Australia, UK, Canada and with the largest number heading to the USA.
- “Swinks” logo embossed on the inside
- “Snack Bar v5” “Snack Bar v5.” & Snack Bar v5..” engraved on the bottom. The dots stand for v5.1 and v5.2. This was my simple way of identifying different print orientations as switched to a new manufacturer.
- SS Base Plate is now a Version 5 and matches the inner shape of the v5 Snackbar Top and has an optional magnet hole different to all the versions made but in the end was not utilised. This SS plate is still interchangeable with all 5 versions of the mods.
- Lastly the decals are just slightly different to the other versions - slight change in colours and moved the stars around a little to make it unique to the v5.

Snackbar Mod v6 - was a kit build where I just provided a manual along with links to order some parts and some files to have some parts made. It was up to the customer to paint and assemble the mod.

- **14 units** were made (Feb 2021 to September 2021)
- Made by customers in Australia, France, Germany, Canada and USA.
- “Swinks” logo embossed on the inside
- “Snack Bar v6” engraved into the bottom
- SS Base Plate was a Version 5 as above.
- Decals were the v5 design.

Snackbar Mod v7 - is a revision of the Snackbar Mod v4 which still uses the GI power for lighting up the light blades to get a very similar look, again with the new magnetic lockdown feature along with the v5 improved better adjustable in and out neon light blades. It does have the same v3 3D Snackbar backlit sign on top.

- **192 units** - Currently made (from October 2021 up to present)
- Sold to customers based in Australia, UK, Ireland, Portugal, Norway, France, The Netherlands, Belgium, Germany, New Zealand and with the majority heading to the USA.
- “Swinks” logo embossed on the inside
- “Snack Bar v7” engraved on the bottom.
- SS Base Plate is now a Version 7 though no different to the v5 / v6. This SS plate is still interchangeable with all 7 versions of the mods.
- The decals are just slightly different to the other versions - slight change in colours to mix it up, non-gloss finish, and the UFO moved in the design but is now sucking up a cow picking up on Bally game references and have moved the stars around a little to make it unique to the v7.

Snackbar Mod v8 - which was **1 unit** x prototype - never sold or went into production as decided the v7 was superior.

It has been asked a few times - what is the difference with the SS Base Plates, here is what the differences are: the locking posts changed over time as did the decals as well as the internal shape changed over the versions. From left to right the differences are:

1. SS v1 plate (grained) used in the Snackbar Mod v1 - with orange plastic posts.
2. SS v2 plate (mirrored) used in the Snackbar Mod v2 - with translucent plastic posts.
3. SS v2 plate (mirrored) used in the early few Snackbar Mod v3 - with white posts, later ones had the same plate as the 4th plate from the left but with the white posts.
4. SS v3 plate (grained) used in most of the Snackbar Mod v3 and the Snackbar Mod v4 - went out with magnetic locking posts.
5. SS v5 plate (grained) used in the Snackbar Mod v5 - with magnetic locking posts.
6. SS v6 plate (customer ordered) was the same as v5 - with magnetic locking posts.
7. SS v7 plate (grained) was the same as v5 /v6 - with magnetic locking posts

Regardless of the slight changes in shape the plates are interchangeable between every model though from SS v5 plate the post mounting holes reduced from 4mm to 3mm. The inner shape changed to suit the inner shape of the Snackbar Top around that version otherwise newer plates can be used on older tops. The decals do change a little across the versions to add some variety to the mod and versions.



v1 Snackbar

v2 Snackbar

v3 Snackbar

v4 Snackbar

v5,6,7,8 Snackbar

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 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 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 hidden pillars, SnackBar Top, Sign & insert, and Neon tubes are professionally 3D printed by Zelta3D & Shapeways using SLS nylon / 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 my ability to make the parts look the part. 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 retro look.