

**Stern - 2016  
Ghostbusters (GB)**

***Fire House Facade Mod v2***

The “Fire House Facade Mod” is hand crafted in Australia by a GB owner for GB owners around the world who love their game and want to transform their Stern issued Fire House to a more realistic version of the iconic movie building - New York’s Hook & Ladder Ghostbusters Fire House Building to add a bit more atmosphere. This mod is a relatively simple one to fit - no soldering and no complex tools required - just follow the detailed instructions to install.



**Proudly Designed and Manufactured by**



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

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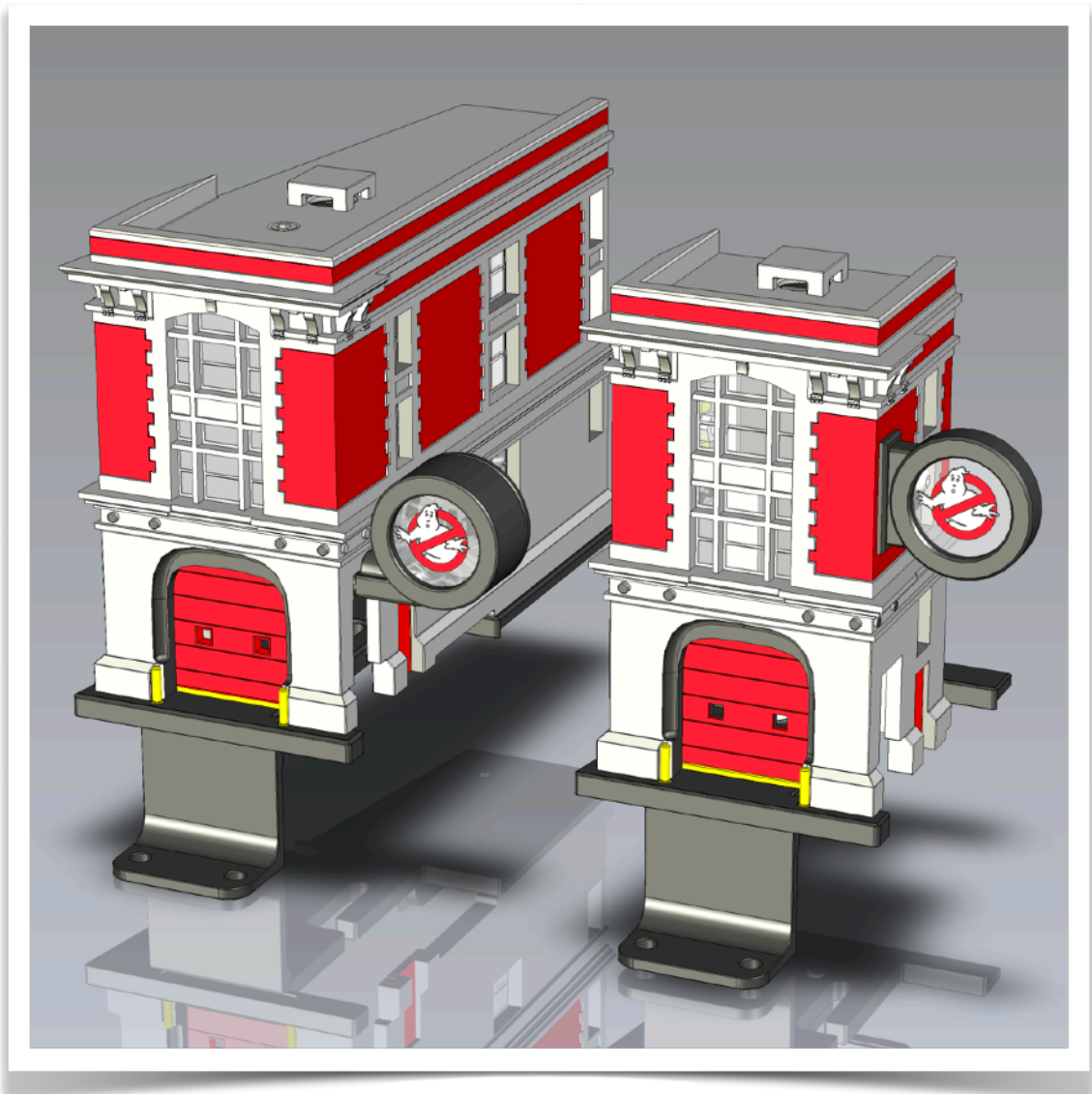
## 1 - Mod Differences

Swinks Pinball has previously (2024 & 2025) created a Fire House Mod which has the same front as this Facade Mod but was much deeper - but it was an expensive mod with all the required parts and alot of detailed painting. The Fire House Mod did come with an option of either a GB Logo Sign or a mini Ecto Light Bar spinner topper. This Facade Mod does come with a simplified GB Logo Sign to keep the design simple and to keep the parts list down resulting in a better priced mod.

Therefore this new release of the Fire House Mod is now known as the **Fire House Facade Mod** as while the front is the same design it is almost 1/4 the depth as a way to keep the costs down. This approach achieved a cost reduction of 33%.

The **Fire House Facade Mod** does come with a GB Logo Sign but is not backlight.

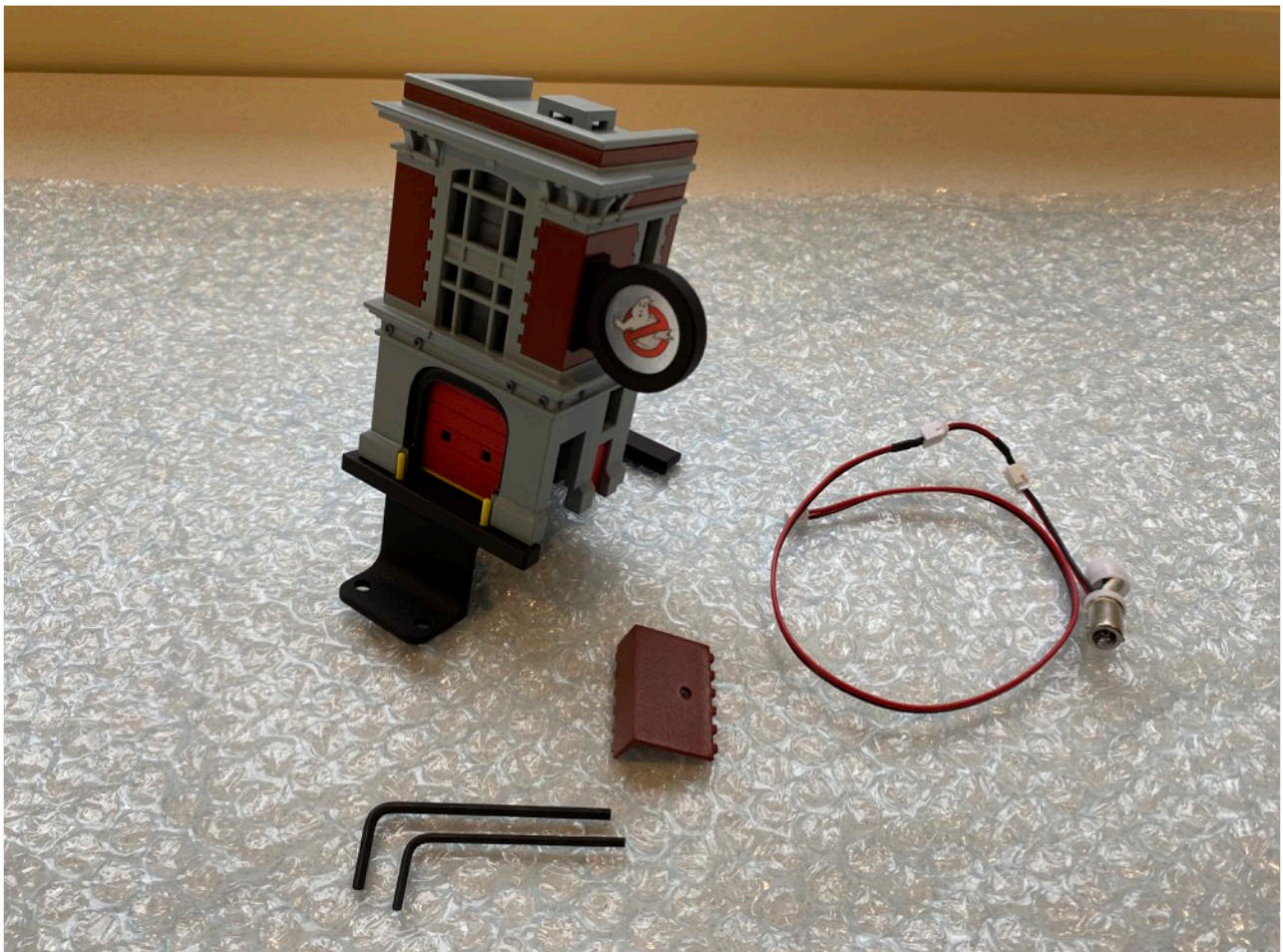
Here is a rendered image of the original **Fire House Mod** (LHS) and then next to it the **Fire House Facade Mod** (RHS). As it can be seen the new version still looks the part and in all honesty from the players perspective the depth of the mod viewing down the side of the original mod is not really that noticeable once installed.



## 2 - Mod Parts

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

- 1 x **Fire House Facade Building**, 1 x **Fire House Facade Base Plate** and 1 x **Base Support Bracket**, 1 x **Internal lighting and lead** (all assembled) - **comes with Sign Installed**
- 1 x **Fire House Brick Corner** (if you do not want to use the sign)
- 1 x **Filter Bracket** (with pink filters installed)
- 1 x **M3 x 12mm Counter Sunk Bolt**
- 1 x **2mm Allen / Hex Key**
- 1 x **2.5mm Allen / Hex Key**



### **3 - Tools and Safety Notes**

#### **Tools necessary to install the mod as supplied**

- 1 x Phillips Screw Driver
- 1 x Shifter Shifter Spanner
- 1 x 2mm Allen / Hex Key (supplied)
- 1 x 2.5mm Allen / Hex Key (supplied)



#### **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 FIRST before attempting the installation of this enhancement.

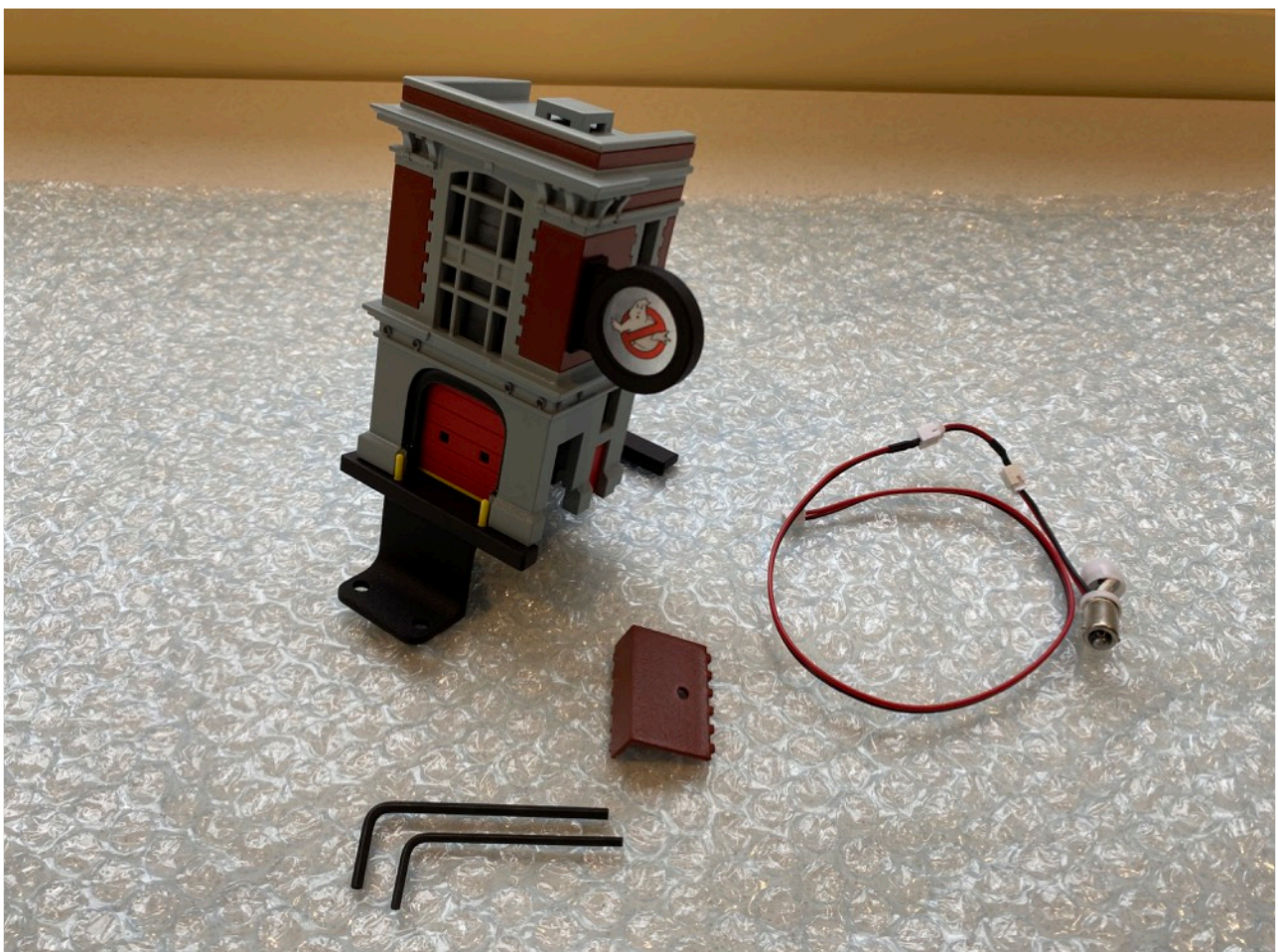
Although you may know your machine inside and out, there are a few things to consider before proceeding.

## **4 - Mod Pre-assembly**

Your mod is supplied pre-assembled with the sign already fitted to test the mod fitment before being sent to you, making the install very simple and aids to keep the mod safe during transport to you.

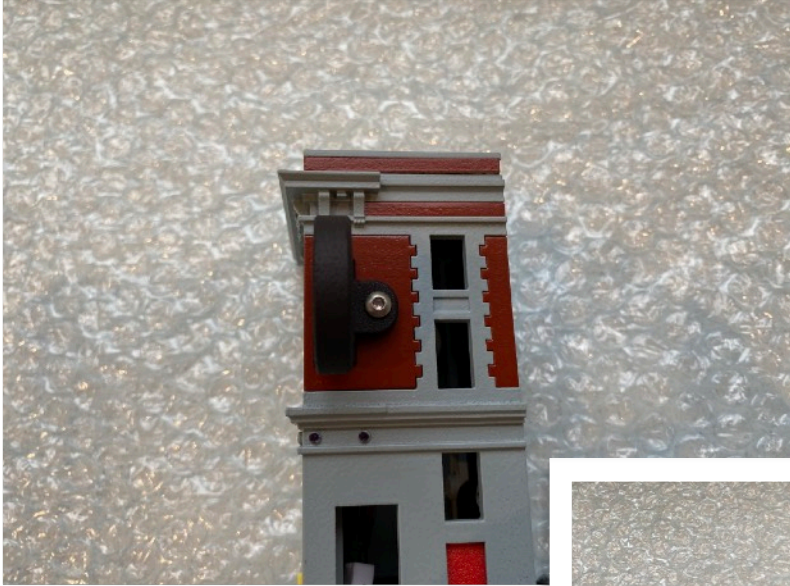
The Mod will fit all levels of the Ghostbusters game - Pro, Premium and LE. The Fire House Facade Mod compliments the other scaled Swinks building mods - Library, Flat Iron, and Spook Central buildings in the game.

The new paint for the 2026 Fire House Facade Mod is also the same as the 2026 - Library and Flat Iron - being Tamiya Ghost Grey colour used on those buildings.



## 5 - Swapping the Sign Panel for the Brick Panel

As your new mod will arrive with the sign installed - you can swap to just a brick panel instead & no sign. Simply remove the 1 x bolt at the back of the sign and lift out the sign and the brick panel may need to be eased out as it will be neatly engaged in the finger joint of the brick panel. Then install the brick panel and tighten up the screw and enjoy.



## 6 - Game Preparation

So remove the following:

- lockdown bar
- playfield glass
- playfield out on to it's pegs or playfield brackets



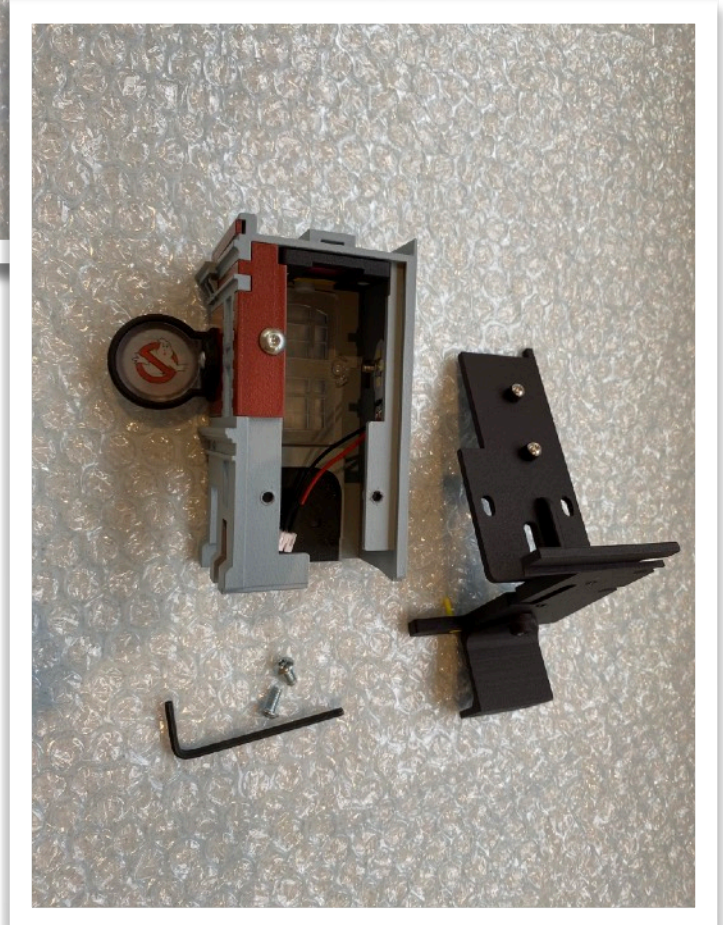
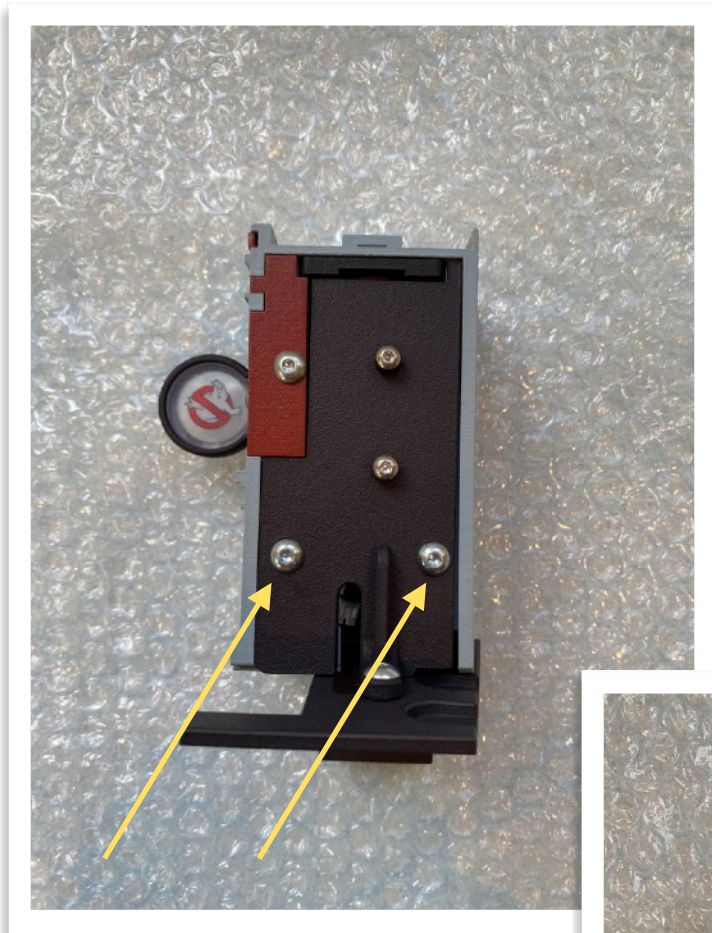
**NOTE: These instructions are the same for all version of the game Pro / Premium / LE Version of the mod.**

**All images in this manual are of the Fire House fitted to a Pro Game, so some ramp screws will be different when you get to the step of removing Stern's Fire House.**

## **7 - Mod Preparation for Installation**

The Fire House Mod is already fastened to its base plate with 2 x M4 screws in the back.

Simply remove the 2 back screws from the back of the building vertical mount and set aside as you will need to re-install these later on.



## **8 - Remove the Stern Fire House & Linked Components**

**Time - 20 minutes after the playfield is on it's pegs / service brackets.**

First place a microfibre cloth on the playfield near the library plastic to protect your playfield for potential damage in front of the library area and to store bolts etc.

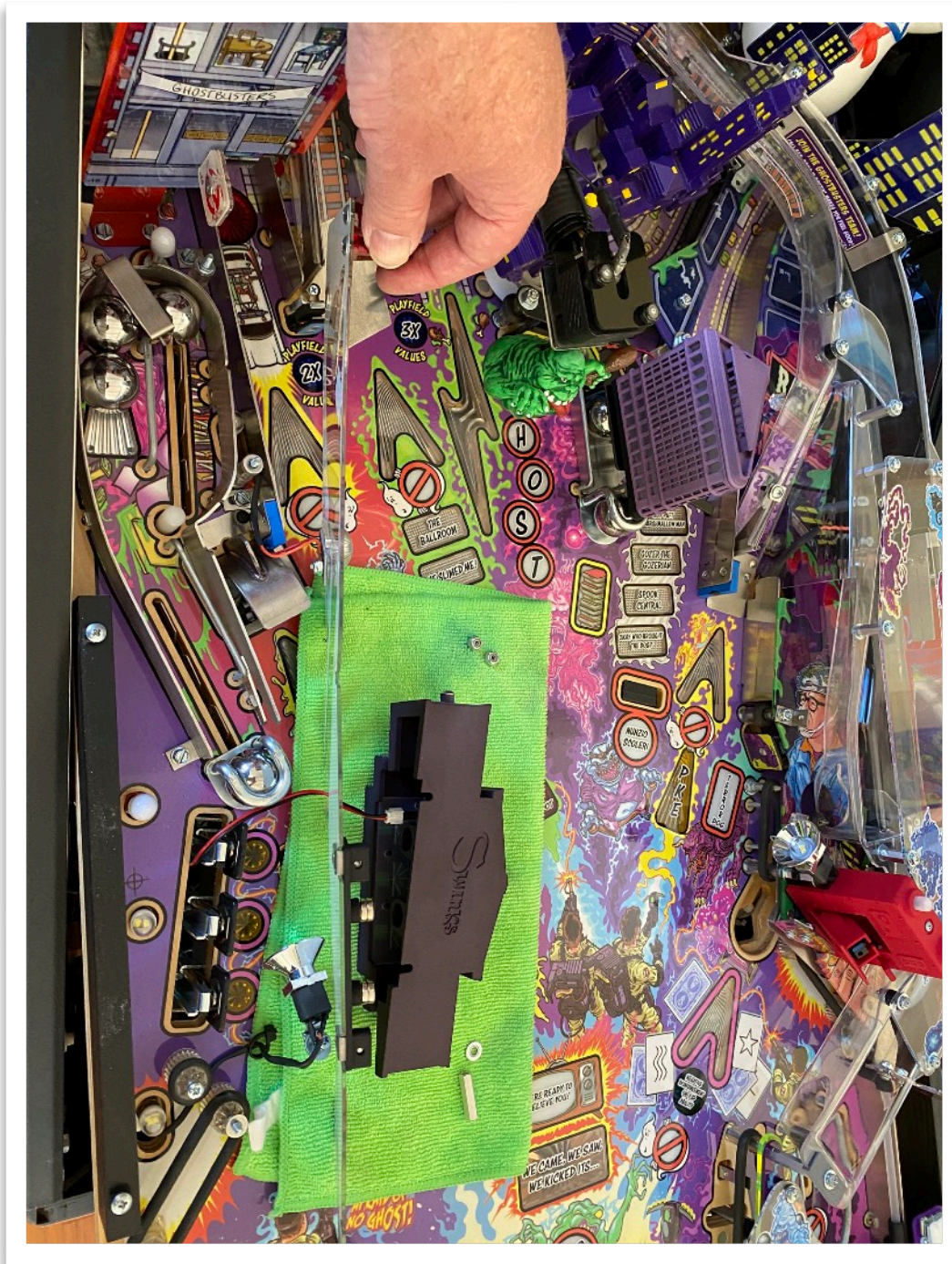
If you have a Swinks library - simply lift off it's base plate and place on the microfibre cloth.

You will need to start by removing the library plastic - 2 x nuts, 2 x screws and 1 x hex post (that supports the spotlight) shown with yellow circles.

Then once everything is removed / loosened slide the plastic under from under the 2 screws. Place the plastic to the side onto the microfibre cloth.



It should look like this:



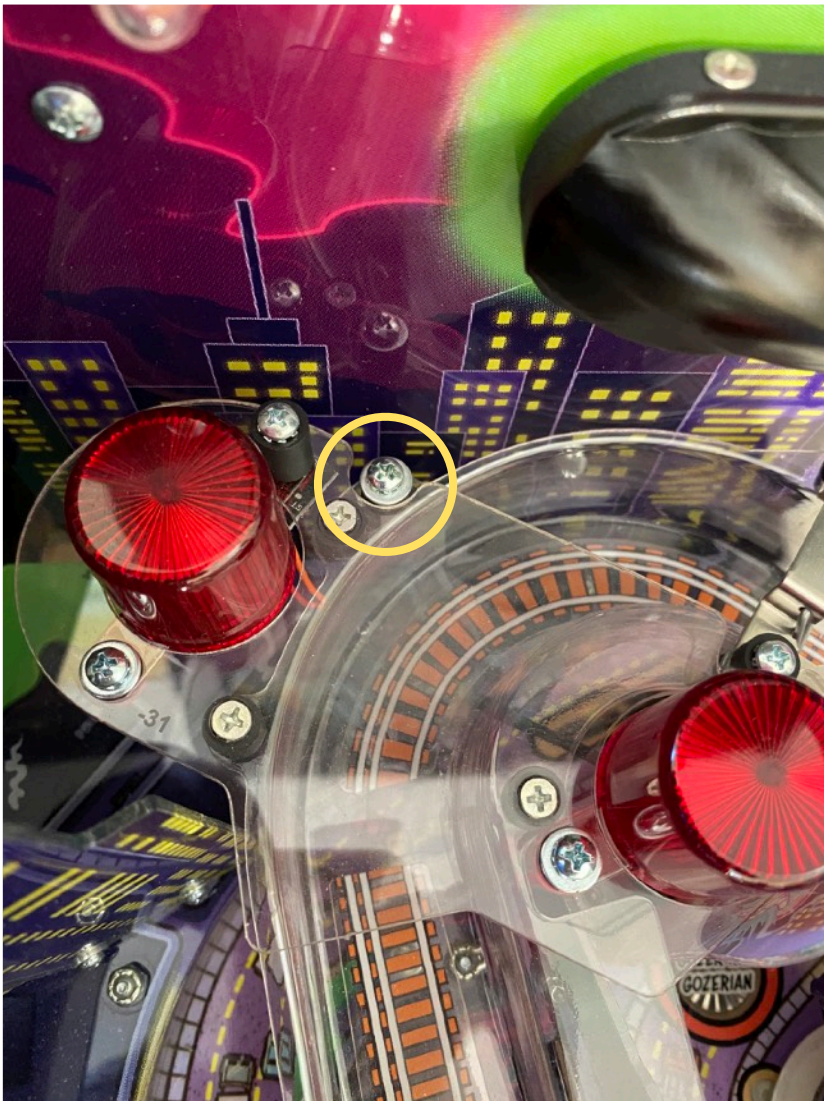
Next you have to work on removing the Stern Fire House shown in the yellow circle above but refer to the next page for what to do. I will document the process with removing part of the ramp mounting. For the Premium / LE you will need to look into what screws need if any to gain access for partial ramp access / removal.

Remove the 2 bolts holding down the hex head screws from the base of the red bracketed Stern Fire House.



Next you need to remove this 3rd hex head screw that is a little under the ramp (plastic on a Pro). This is probably the most awkward to get to and will require some screws to be removed that hold the ramp in place - see next page.

Start by removing the 2 screws at the ramp flap. Set the 2 screws aside on the cloth.



Remove this bolt, washer and spacer from the long hex post and set aside on the cloth.

Lastly remove this screw and washer from the ramp and long hex post and set aside on the cloth.



Now you will have enough flex in the ramp to lift and side shift the ramp a little to the right to gain access to the last screw holding the Stern Fire House in place shown with the yellow circle.

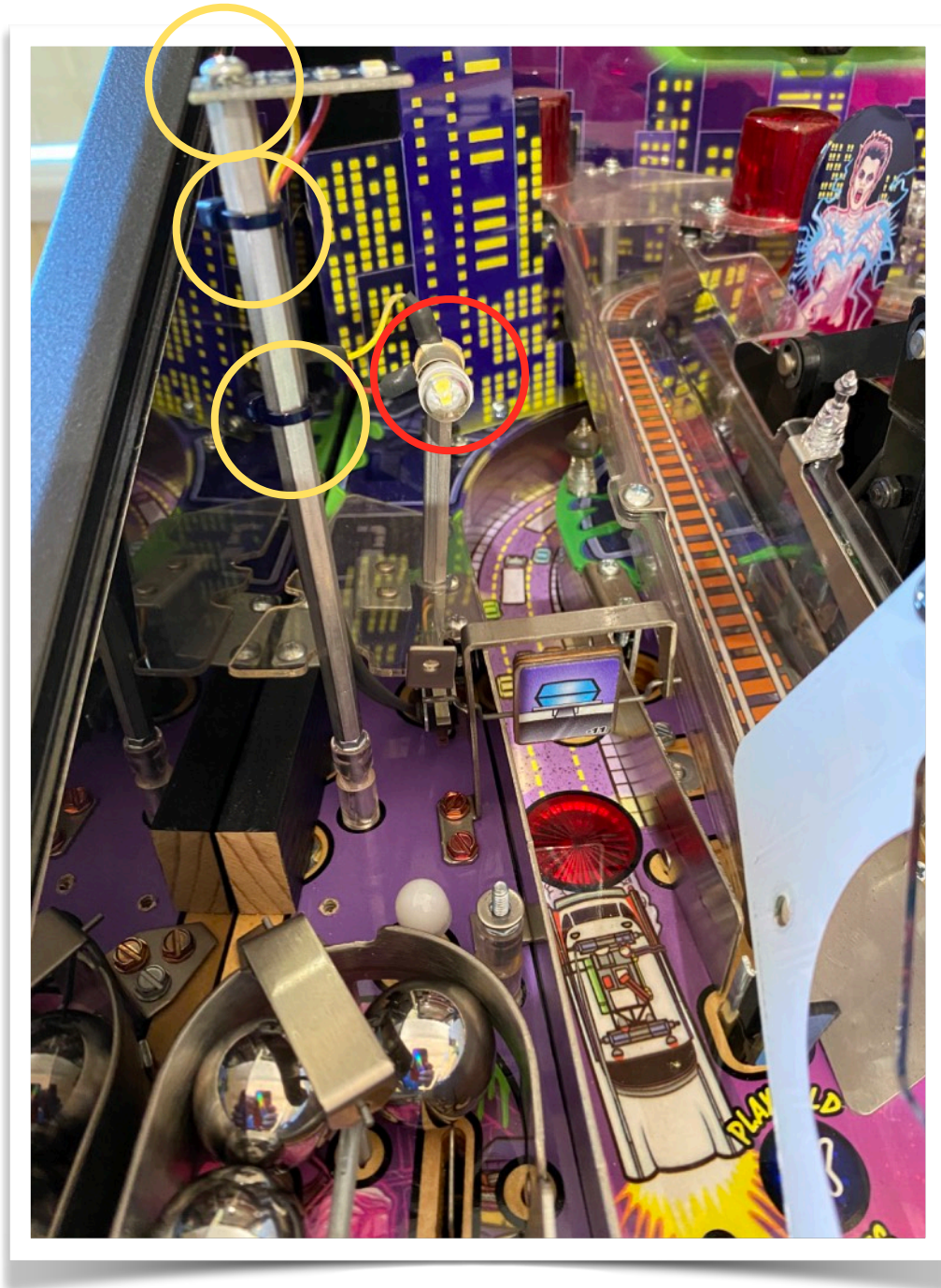
Take care with the ramp as it will be very close to the slimer mech and nut on the side - do not force anything and just be careful and watch this interactive point shown with a blue circle. The Stern Fire House can now be carefully lifted out. I recommend re-installing the bolt that held down the Stern Fire House under the ramp.



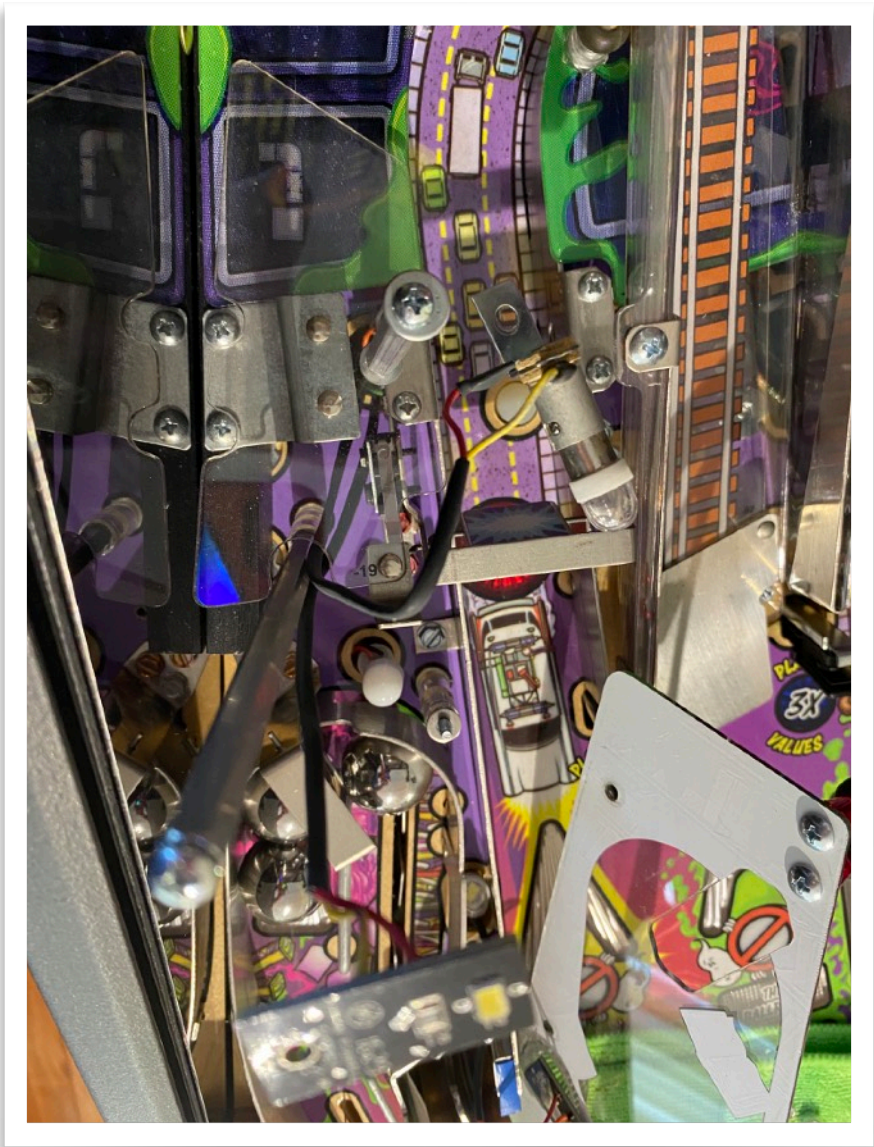
The Fire House area now looks like this once the fire house house has been carefully removed from the playfield.

Before proceeding to removal of more parts - you can now fasten down the ramp basically opposite to instructions on pages 11 & 12.

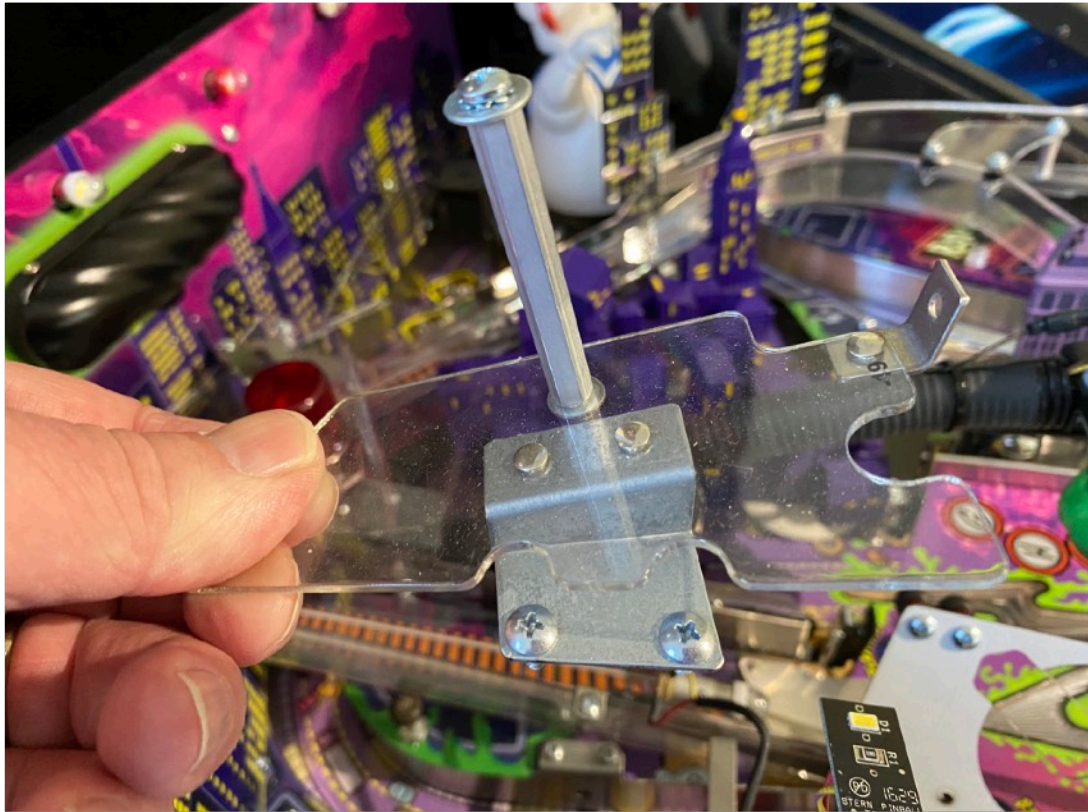
Remove the 2 cable ties on the very tall hex post as the posts will be removed from the game and unscrew the light board from the top as well all shown with the yellow circles. Also remove the light socket from the top of the other shorter post - shown with red circles. Make sure to re-install the 2 x screws back into the top of the 2 posts as these will not be used anymore - keeps the parts together and stored just in case.



Now twist out the very tall hex post, and the plastic post and also the threaded stud holding down the plastic post.

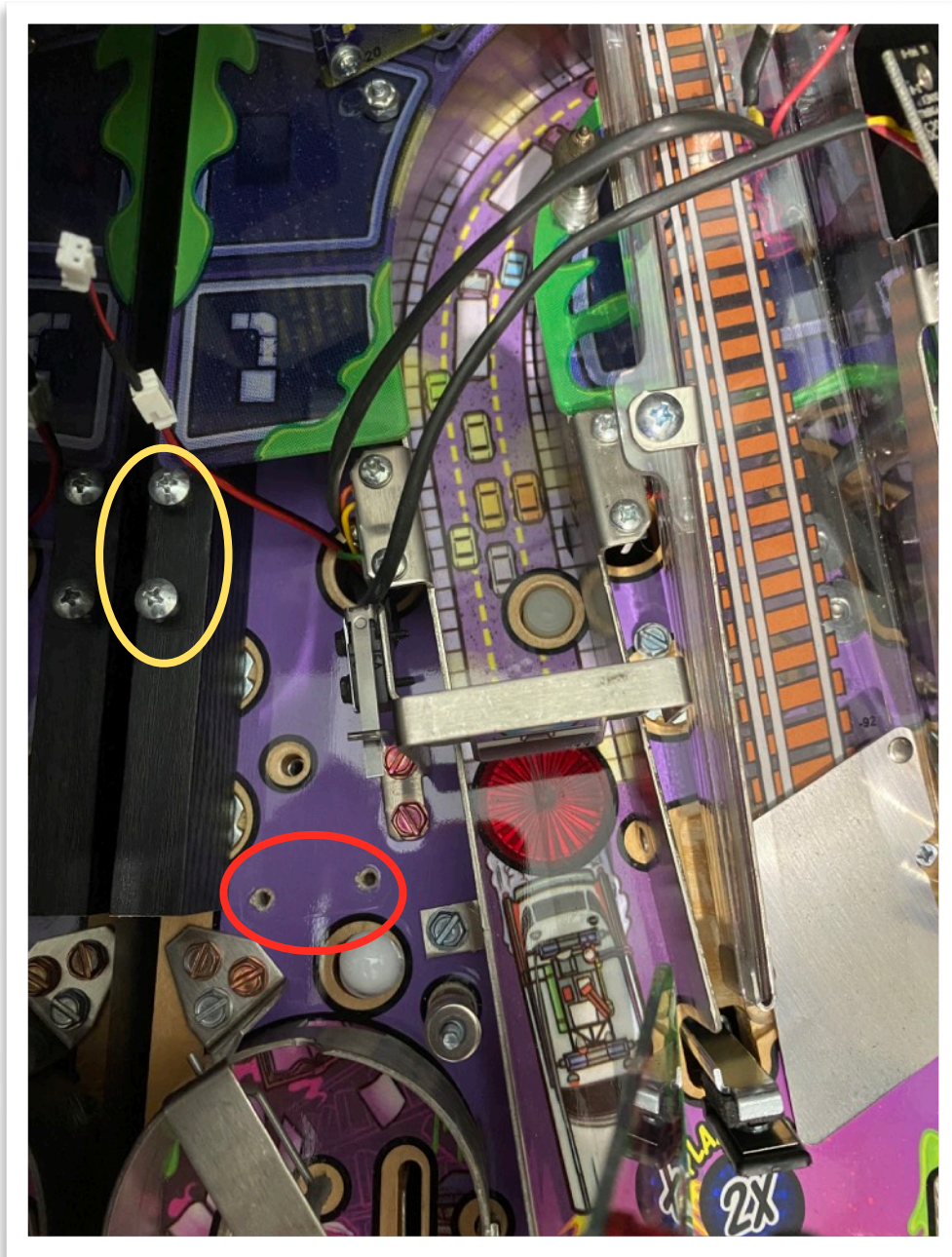


Next remove the 2 screws that hold the bracket to the side rail and then remove the bracket as pictured below and put the screws back into the side rail but do not screw them all the way in - leave out a few millimetres out as the mods base plate fastens to these 2 screws.



This is now the space where the Fire House Facade mod will be installed:

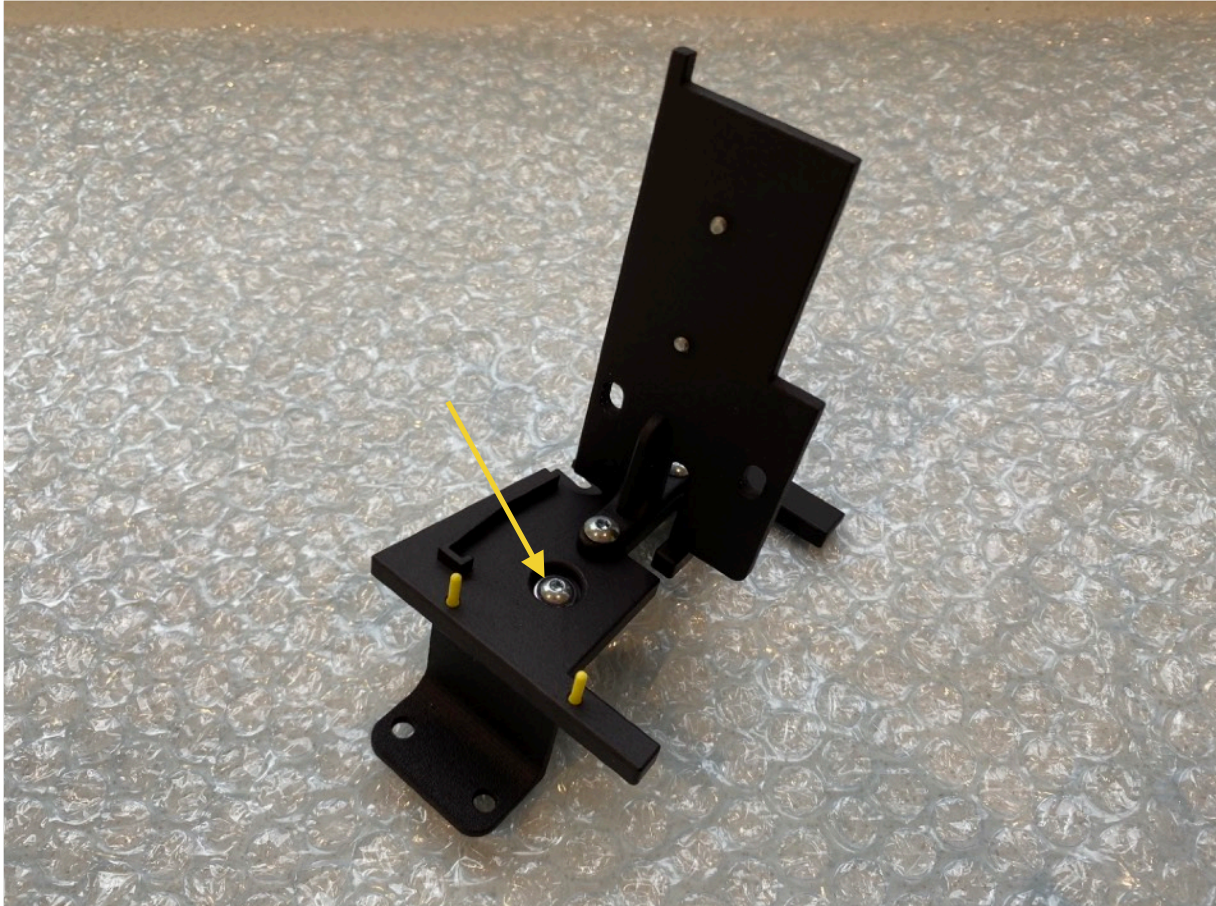
- 2 x screws partially installed back into the side rails - yellow oval
- 2 x holes from the Stern Fire House front mounting point - red oval.



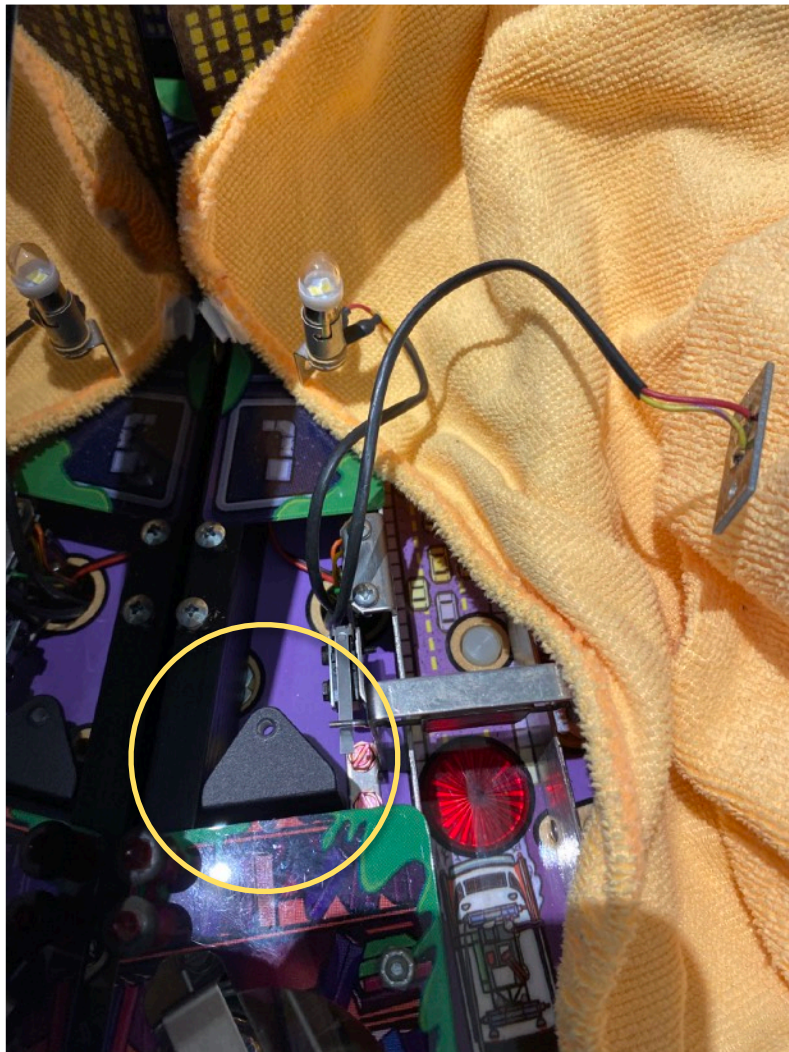
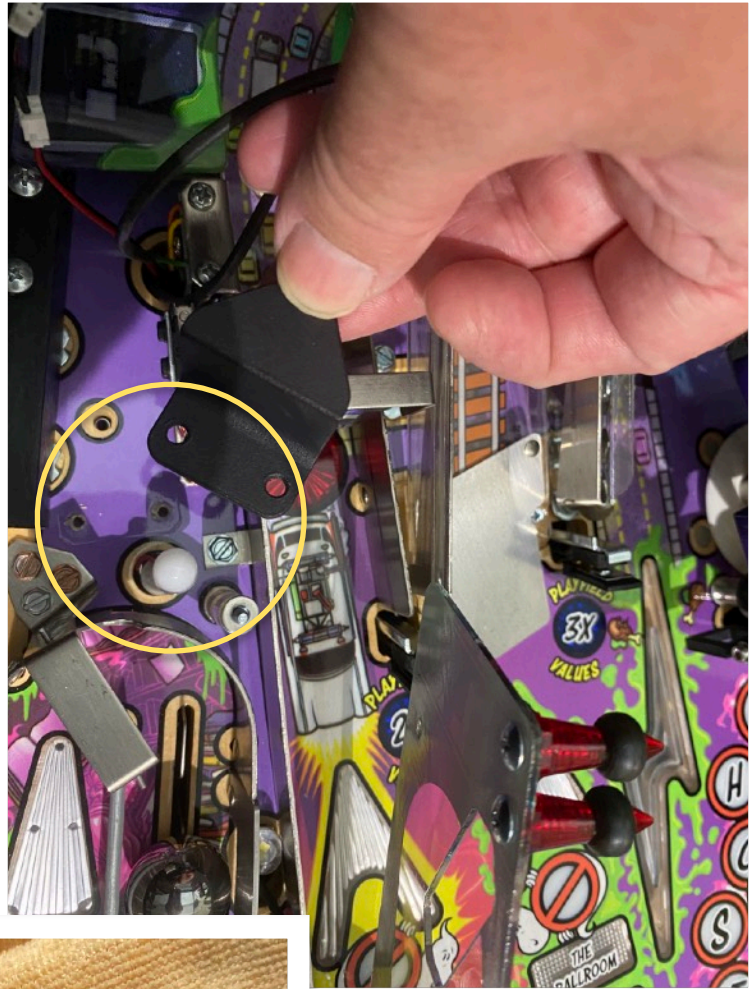
## **9 - Fit the Fire House Facade Mod to Your Game**

**Time - Approx. 20 minutes to install the mod**

Now you will need to take the Fire House Base Bracket and install into your game. The base support bracket is already pre-assembled to the mods base plate in which you have already removed from the building. You will now need to separate the small base support bracket by removing the identified screw and set aside for use soon.



Locate the 2 hex head screws that held the Stern Fire House front mount down as these will be used to install the Fire House Base Bracket to the playfield where the Stern Fire House Front Mount went.



Once in the bracket is installed it will look like this. Proceed to re-install the Library plastic (in reverse of how you removed it).

Still ensure you have the 2 games leads from the old Stern Firehouse as these will be reused and ensure they are hanging out - leaning over the ramp.

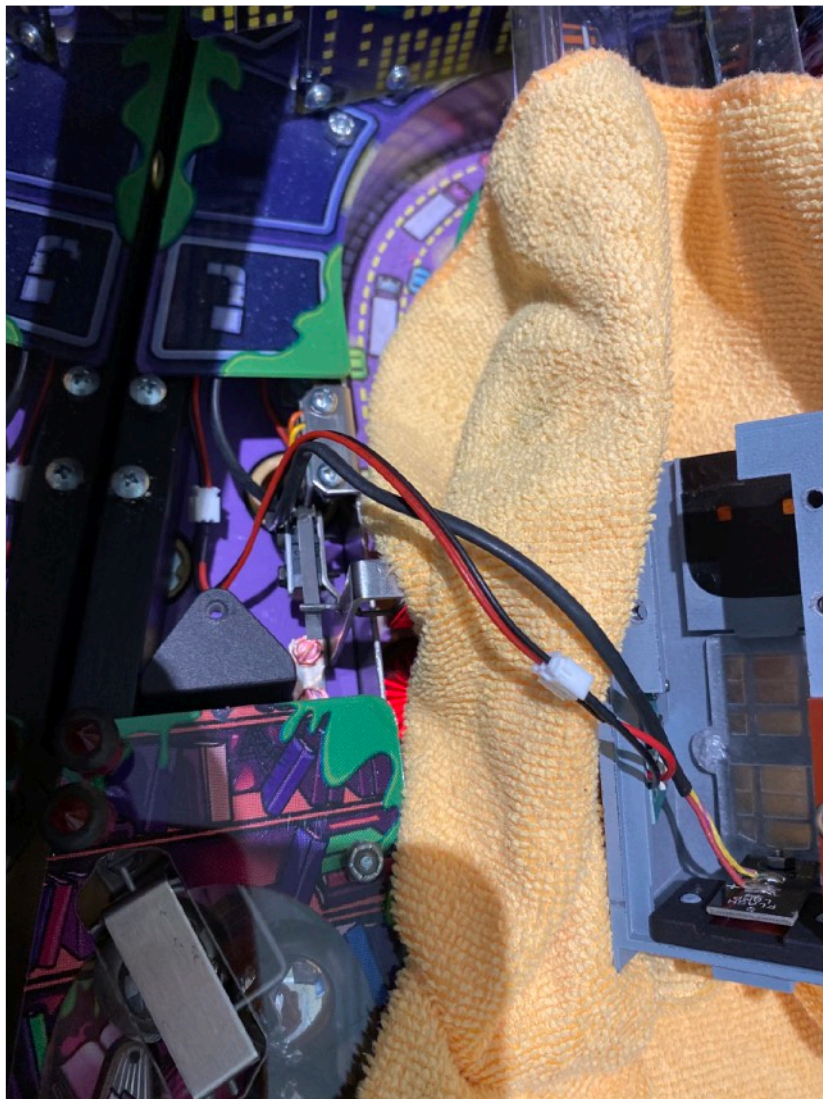
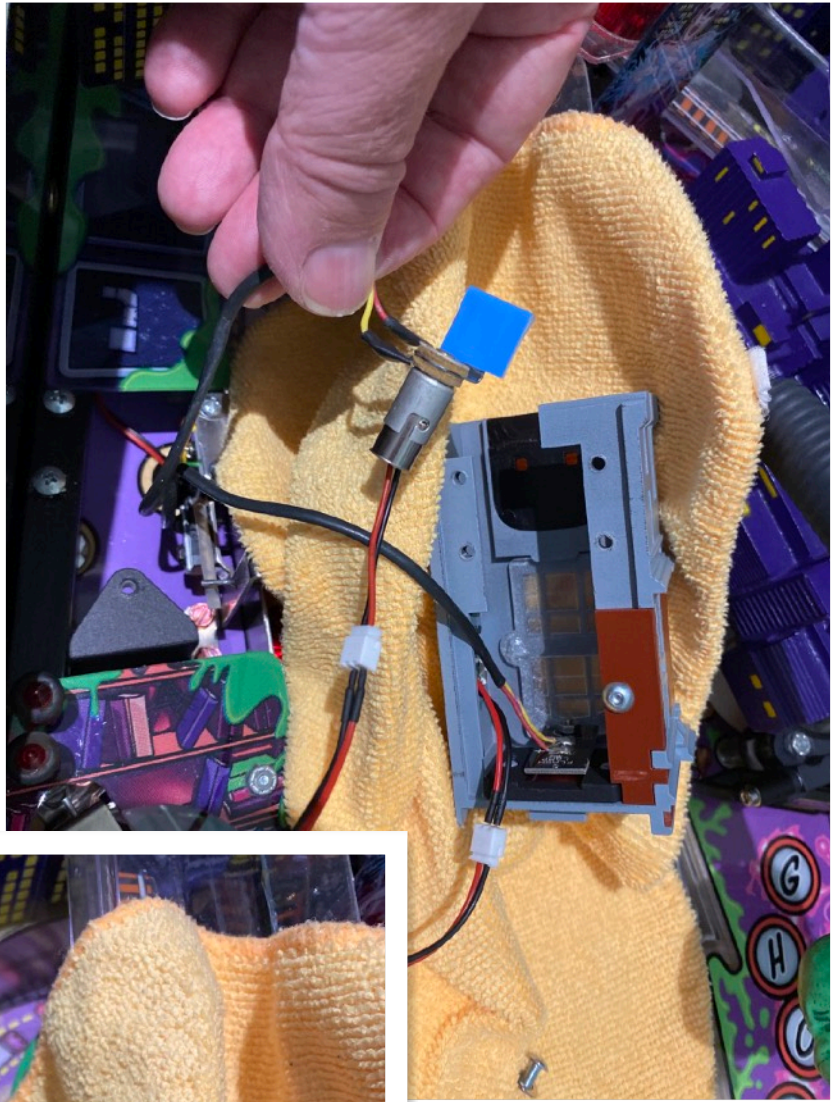
Note: I use a micro-fibre clothe protect the plastics and playfield.

Lay the Mod onto the protective cloth and locate the Stern PCB as well as your M3 x 12mm bolt and 3mm nut as you will be installing this over the filter bracket which will lock the filter bracket better into place.



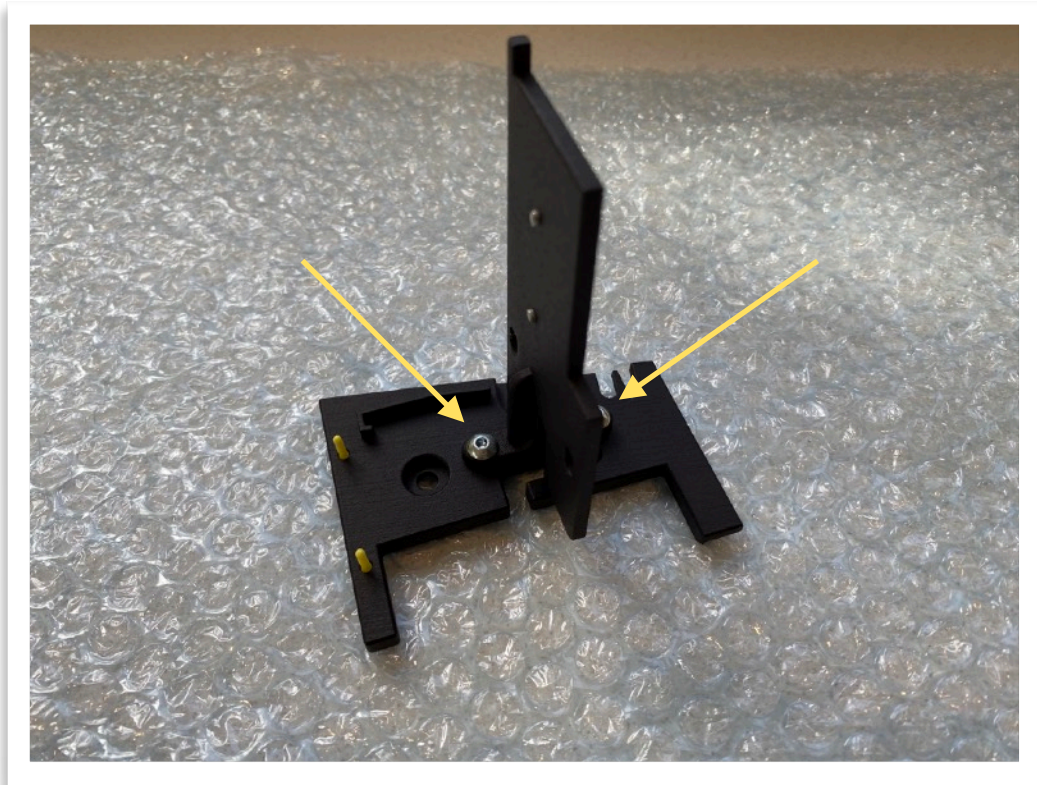
Once the Stern lighting PCB is installed it will look like this.

Remove the LED bulb from the remaining Stern bracket. Then install some padded tape or masking tape over the sharp edges of the socket. There will be a Comet PCB that is mounted into the side wall of the mod - take the LED lead / socket coming off that and install the socket into the padded LED bracket.

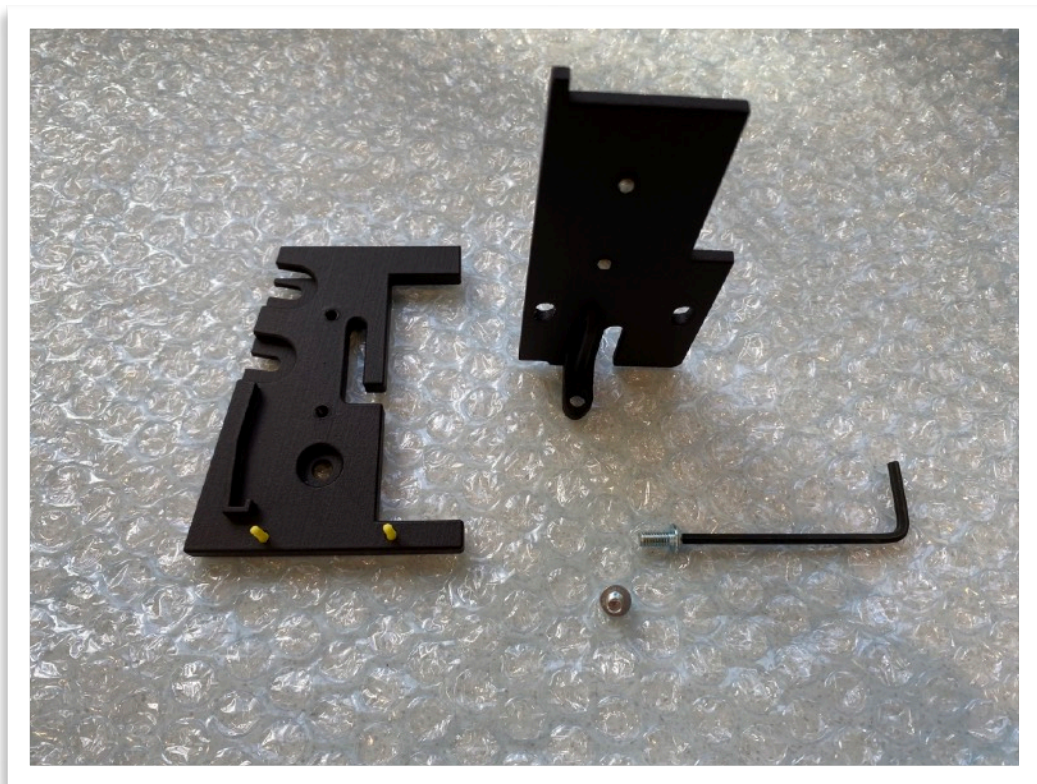


Now feed the LED bracket that had the bulb in it under the plastic towards the back of the playfield.

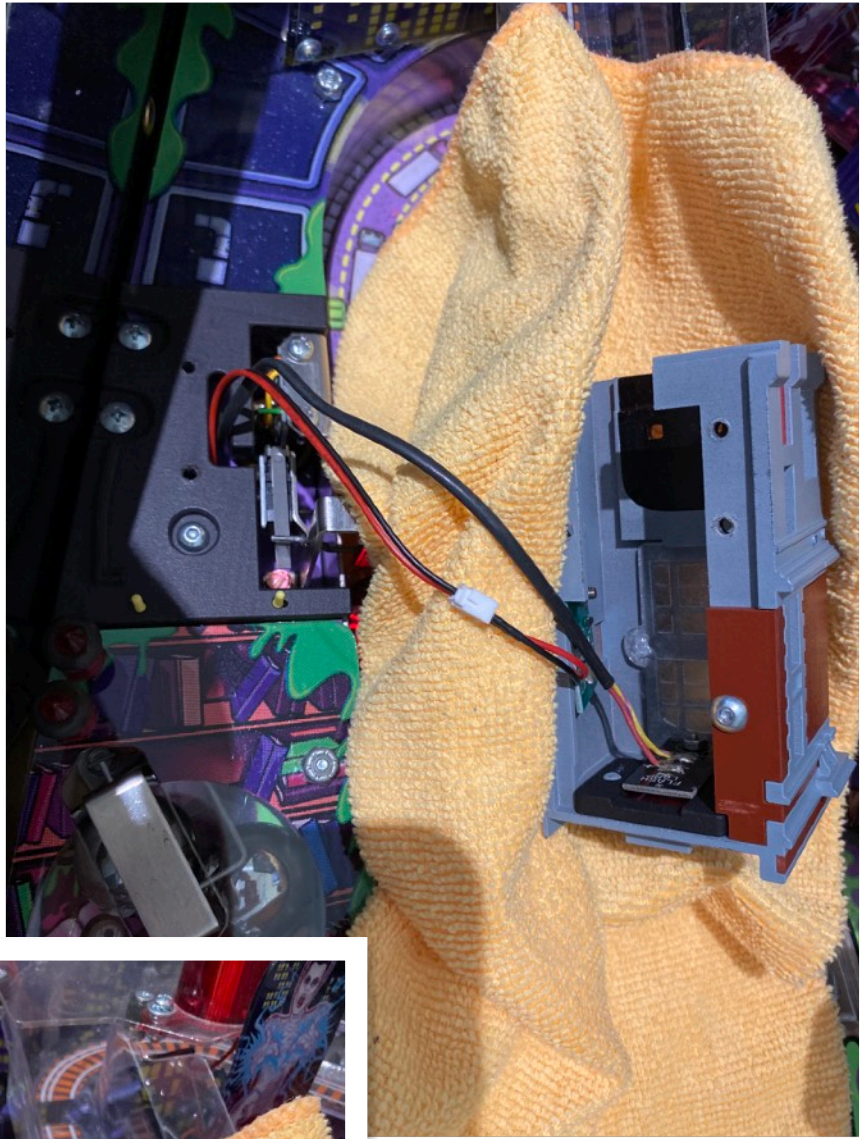
Locate the assembled base plate and you will notice it has a removable vertical component held together with 2 x M4 screws - see the identified screws with arrows pointing to them.



Locate your provided 2.5mm Allen Key and remove the 2 bolts so you can separate the vertical component from the base plate. It will look like this once disassembled.



Now locate the mod's base plate. The hole at the front mounts to the mods bracket that was previously fastened to the playfield using the bolt removed earlier and then you just install the mount's 2 slots under the 2 screws that are in the side rail and tighten all 3 x bolts / screws down - make sure to level the bracket with the rails and not be kicked one way or the other.



Re-install the vertical component of the base mount to the base plate and it will look like this - ensure to feed the cables out the front side. When the building is installed either feed the excess cables down under the base plate or curved back behind the vertical component of the base plate to through the provided slot.

## **10 - Connect the Fire House Facade Mod to the Base Mount**

Simply lift the mod vertical and slide over and behind the bollards (front of the garage door) and then align the building to the vertical mount. While doing so feed the excess cables inside the playfield hole where possible otherwise coil up and place to the back left of the building so cables do not get jammed under the building when assembling the parts and you also do not want to create cable shadows in the mods windows.

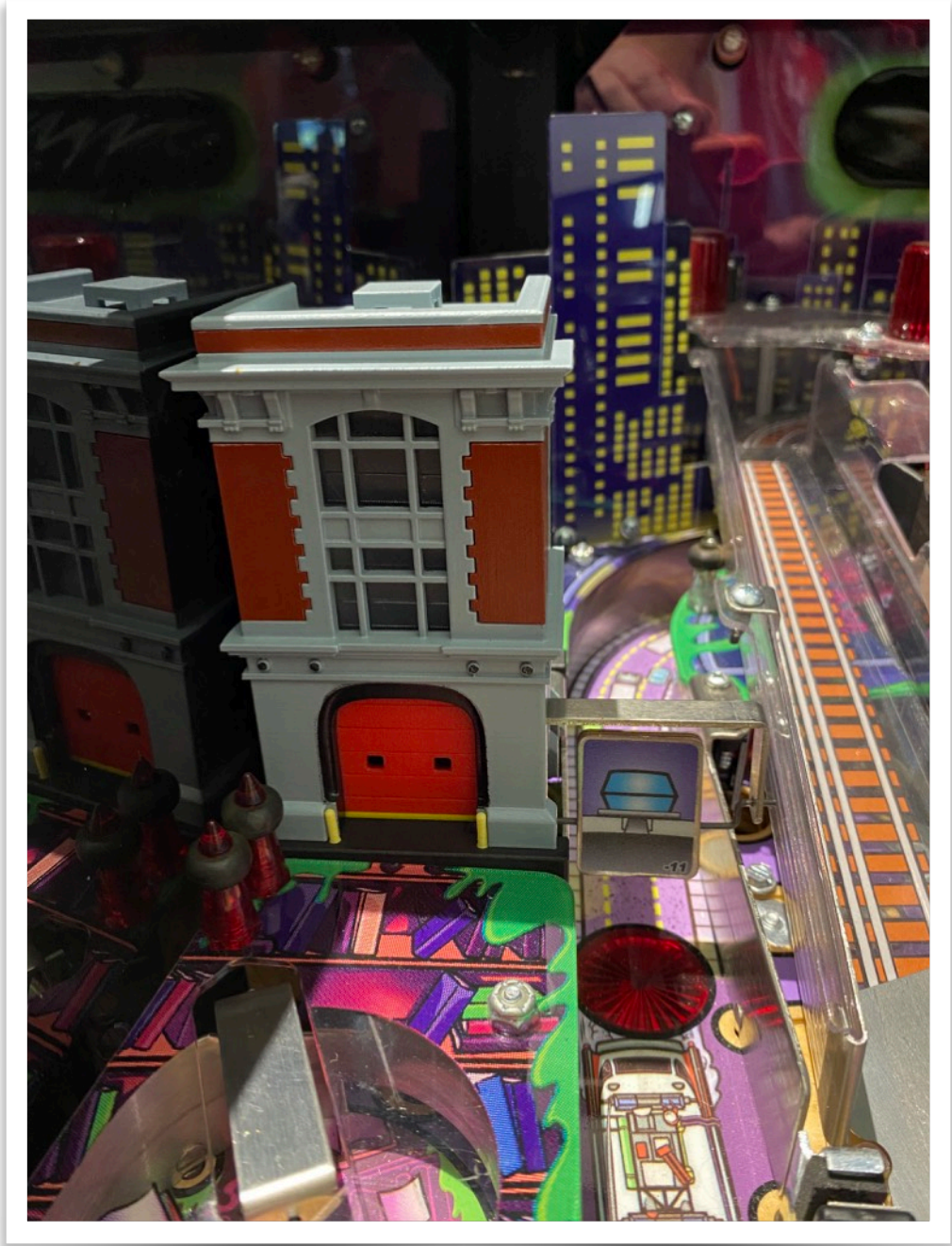
Then take 2 provided bolts and secure the building to the vertical component of the mount. The vertical mount part has 2 slots and you may need to apply a small amount of pressure to have the Fire House sitting flat. Secure the 2 bolts from the 2 slotted holes.

You will notice 2 x M3 bolts in the vertical component mount - this is for a possible DIY added atmosphere light feature that maybe developed in the future but the provision is provided ready for when this might become available. *Image is almost correct though shows v1 mod.*

When sliding the playfield back into place - depending on how the base plate was located may result in the building being close to an art blade / mirror blade - please use caution.



Your new mod is now installed (this photo is with no sign option installed) and now the mod is ready to test the lighting and then enjoy.



## **11 - Testing the Fire House Facade Mod**

Power up your game while the playfield is still out on it's pegs / brackets and the following lighting features will activate:

- **GI will light up and the bulb mounted to the Firehouse Wall (on the inside) will flash in attract mode - lighting up the windows.**
- **The Stern Flasher board will flash when the game goes in to Storage Facility Multiball or in a few other game modes.**

**If it all works, you are all ok** to proceed to enjoying your new mod. These two lighting features are using the existing Stern Lighting features. **If it doesn't work** check that the bulb installed correctly and that the Stern original lighting cables are not pinched anywhere.

If there is any excess cable feed under the plastic or playfield where possible, but keep away from the spinner to ensure that assembly can still function as intended.

Lastly check that the spinner works and that it does not touch the mod base plate or building or wiring - do a finger spin test and make adjustments where needed.

Now you can lower the playfield back into playing position - proceed to the **Section 12**.

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

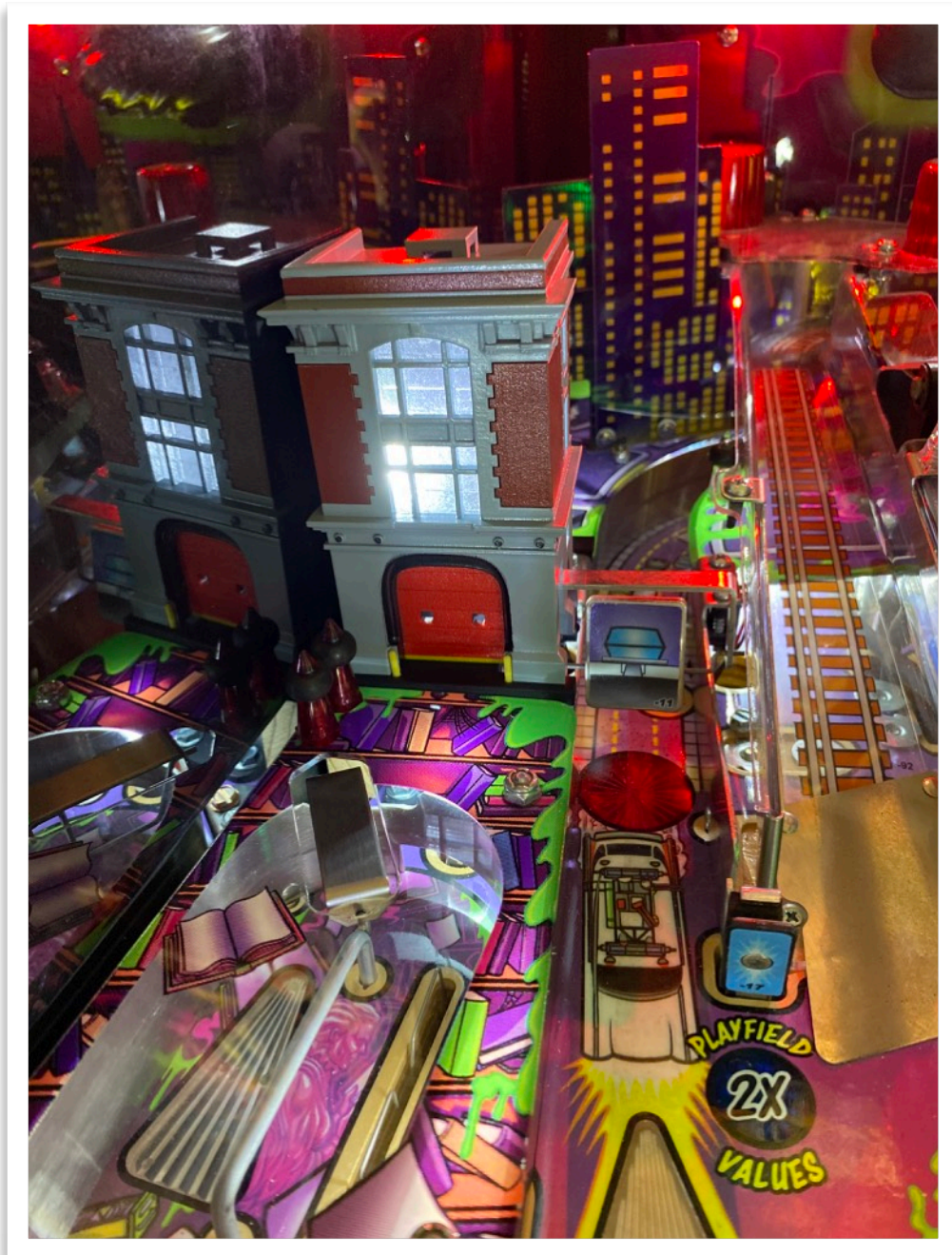
You are now ready to lower you playfield if it is out - back into the cabinet and re-install the games balls and power up.

The mod should have an even gap along the cabinet side and if not inspect that the plate was installed straight with the timber playfield rail and that the building is not sitting on any of the wires and adjust if this has occurred.

## 13 - Enjoy

Now your mod is installed and operational, and it will operate whenever the games GI is active and when the Storage Facility Multiball and a few other modes have been activated. If your mod version has the GB Logo Sign - it is naturally backlit and slightly edge lit from inside the mod. This mod along with the Library, Flat Iron and Spook Central building now complete that realistic city feeling.

Enjoy.



## **14 - Proto-type & Production Version Differences**

I think it is fun and interesting to share build data so people know how rare something is and where they are. I go into the revision variations in the Fire House Mod Manual if you are curious about that data, and the data below is for the Fire House Facade Mod - which will be expanded in time if more units are made and sold.

### **Fire House Facade Mod**

*Was created in 2026*

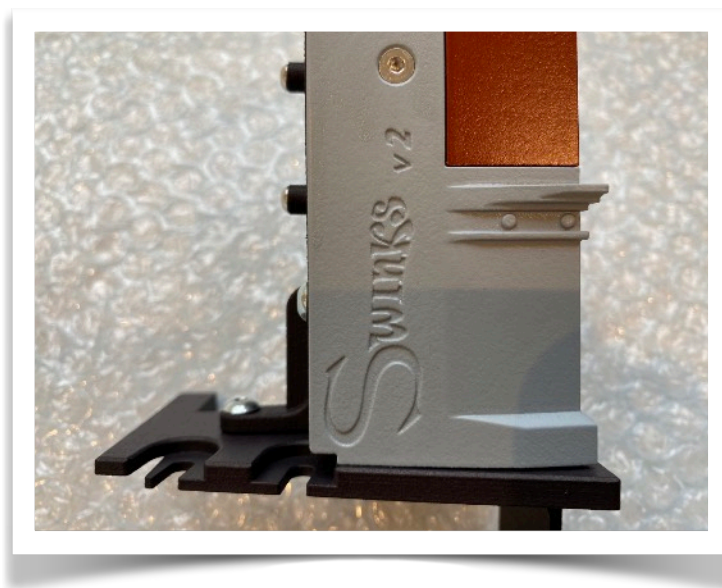
- 1 x **v1** (Proto-type)
- 5 x **v2** (Production Test Batch)

And where are they:

- 1 x USA (v1)
- 2 x USA (v2)
- 1 x Australia (v2)
- 2 x Spares - at time of manual update

The noticeable differences between the v1 and v2 are:

- v1 building had 4 bolts to secure the building to the vertical / base mount where as the v2 has just 2 bolts.
- V1 building was sold with no sign as was not wanted and the v2's had a sign mounted GB Logo sign fitted and a blank brick panel supplied - so the customer had options.
- v2 version has a "v2" engraved into the left side of the building where the v1 version had nothing.



### **Fire House Mod**

*The 3 x prototypes were made late 2023 and then 47 kits were made in batches over 2024 and 2025. More information can be found in that manual if you are curious.*

**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**.*

*We want everyone to love and enjoy their Fire House Facade 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 as we can not control how it and the electrical were installed.*

**PRODUCT QUALITY DISCLAIMER:**

*All parts are made to the highest quality possible. The Mod's base plate, building and resin cover are all professionally 3D printed by Zelta3D. All parts are printed in SLS & MJF nylon & Resin some of which have 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 city look complete with the iconic Ghostbusters Fire House.*