

Bally - 1992
Creature From The Black Lagoon (CFTBL)

Creature “Snackbar Mod v4”

The Creature “Snackbar” mod 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 (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 but NOW even simpler to install - 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 v4”, NOW with a quick release magnetic feature and optional RGB lighting.

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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Note: These instructions are specific for the 2020 released Snackbar v4.0 mod with LED edge lit 3D printed resin light blades and with a 3D backlit Snackbar Sign (which is the same as the Snackbar Mod v3 but the new design has the magnetic lockdown feature).

1. Snackbar Mod V4 Lighting Options

Unlike the other models (Snackbar Mods v1, v2 and v3's) the first batch of the Snackbar v4 mods (13 in total) will be available in 4 different lighting variances.

Option 1 - v4a - (1 ordered)

Pinball Haus behind the Neon Tubes - Dk Blue

Comet Pinball behind the Signage - Purple



Option 2 - v4a (1 ordered)

Pinball Haus behind the Neon Tubes - Purple

Comet Pinball behind the Signage - Ice Blue



Option 3 - v4b (4 ordered)

Comet Pinball behind the Neon Tubes - Ice Blue

Comet Pinball behind the Signage - Purple



Option 4 - v4c (6 ordered)

WS2812B RGB with mini Controller behind the Neon Tubes - 120 colour options

Comet Pinball behind the Signage - Purple

There is not photo as hard to capture but check out this video on Youtube

<https://youtu.be/2k2uAkolkA0>

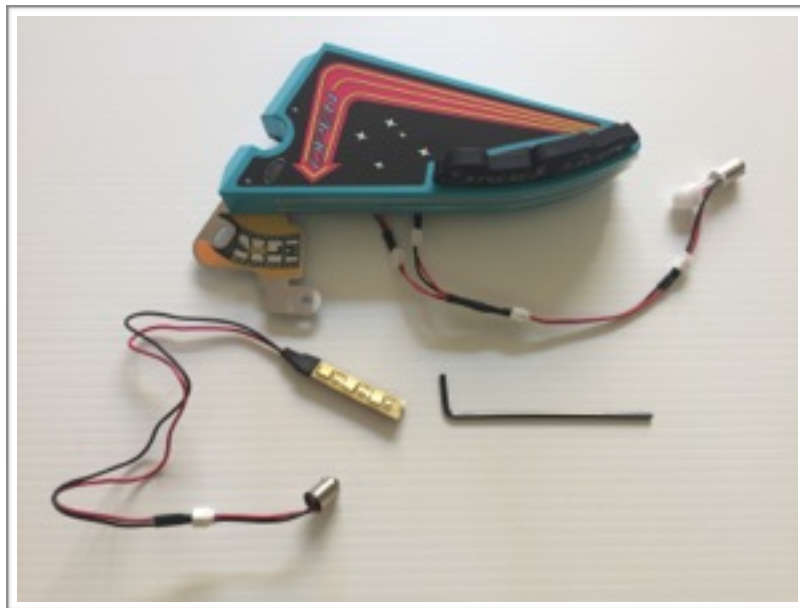
or Search "Snackbar Mod v4 Special"

2. 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):

For **Options 1,2 & 3**

- 1 x Stainless Steel **Snack Bar Base Plate** fitted with the **Snackbar Top & Snackbar Sign** with all decals and accessories like lighting, magnets & bolts fitted.
- 1 x **LED flex bulb with matrix adaptor** and **3” adaptor lead with splitter** fitted.
- 1 x **3 LED strip** - with an **6” adaptor lead** for lighting the top of the mod.
- 1 x **M4 Stainless Steel Washer**.
- 1 x **2.5mm Allen Key** 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).
- 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.



Note: the washer and 2mm allen key is not in the picture.

For **Option 4**

- 1 x **RGB power lead** coupled with the **Mini Controller** - *only supplied with the RGB lighting option mod.*
- Mod fitted with an **RGB LED strip**
- 1 x **Power Tap** for 5vdc **is not supplied** as you may already have a spot to get 5vdc or be able to purchase cheaper or get locally - *only required for the RGB lighting option mod.*



Note: Not in the photo are the allen keys, washer, base plate, top lighting feature and adaptor bulb similar to the Option 1,2 & 3 - less the splitter as not required.

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

Note 2: all photos are of the one prototype in which the only difference with the production ones will be a wire clearance section for the top lighting on the underside.

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

3. 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 not in the photo (provided in the kit and not in the photo below).



SAFETY NOTES:

Before you begin if you have the RGB lighting version - remove all the balls from your game as you will need to lift the playfield for the installation of the 5vdc power lead.

Also 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 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.

4. Mod Pre-assembly:

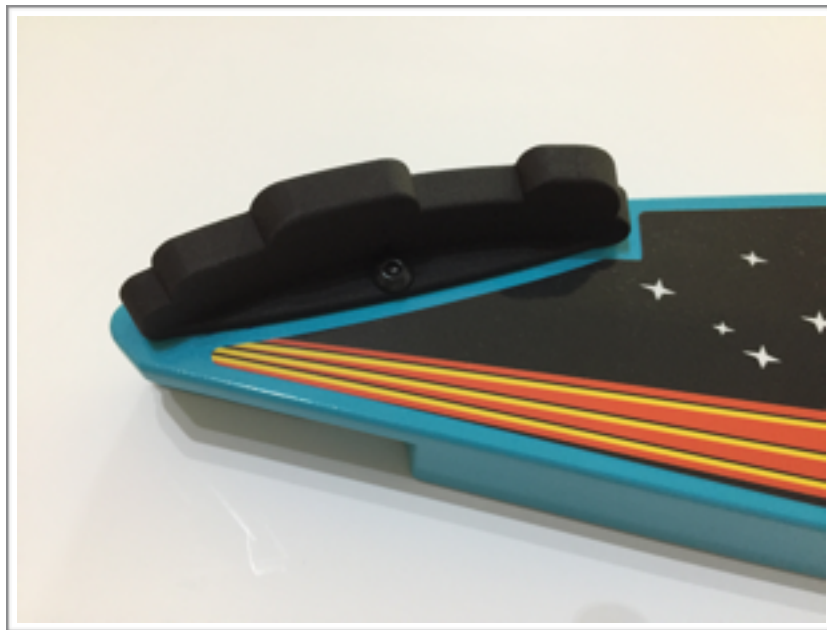
Your mod is supplied pre-assembled to save you from assembling everything and for me to check that the mod fits nicely to the base plate (all magnets aligned). You will just need to disconnect the top from the base plate so you can fit the base plate to your game first. Just pull the mod vertically up from the base plate to release - no screws to undo = EASY.

5. 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 same allen key, to remove and lift off the Sign. 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 to your liking - it is set to be balanced following the same lines of the Snackbar top / decal but you can pivot a little more to see more of the sign.



To remove the neon light blades the two SS screws underneath the Snackbar Top are removed and then the light blades can be easily removed.

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.

6. 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 damaged SnackBar plastic installed.



- 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.



7. Installing the SS Base Plate to your Game

Step 1

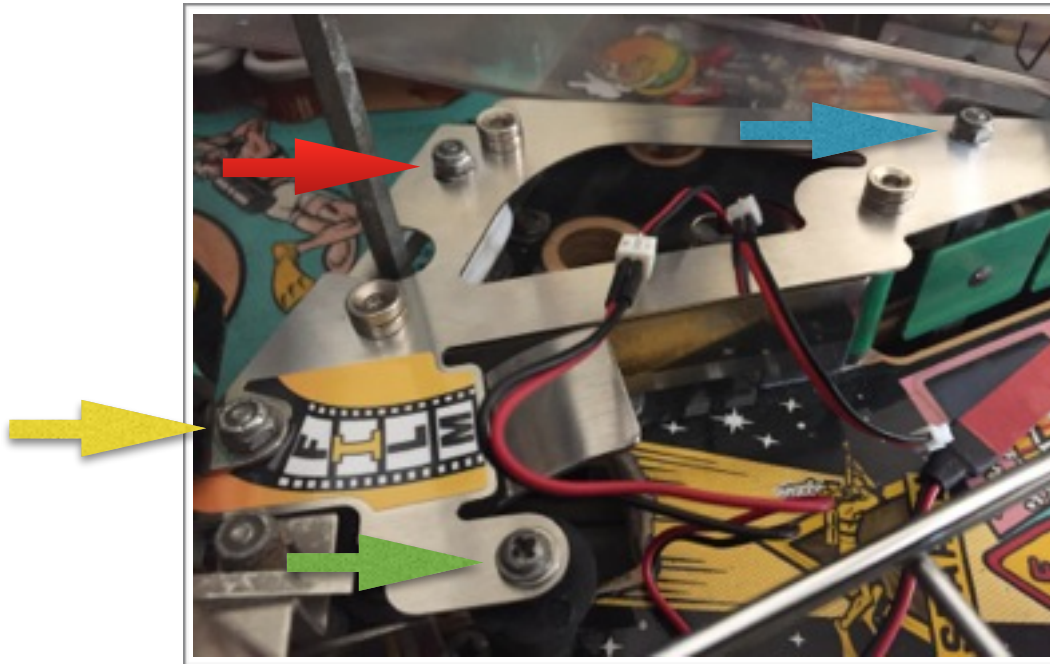
- Remove the GI Bulb and install the supplied bulb with the upgraded adaptor lead fitted with the 3" extension lead.

Note 9: This is a good time to change any post rubbers to save removing gear at a later stage to do this - I went from yellow to green for the moment and the long awaited flower pot rubber near the snack bar hole.

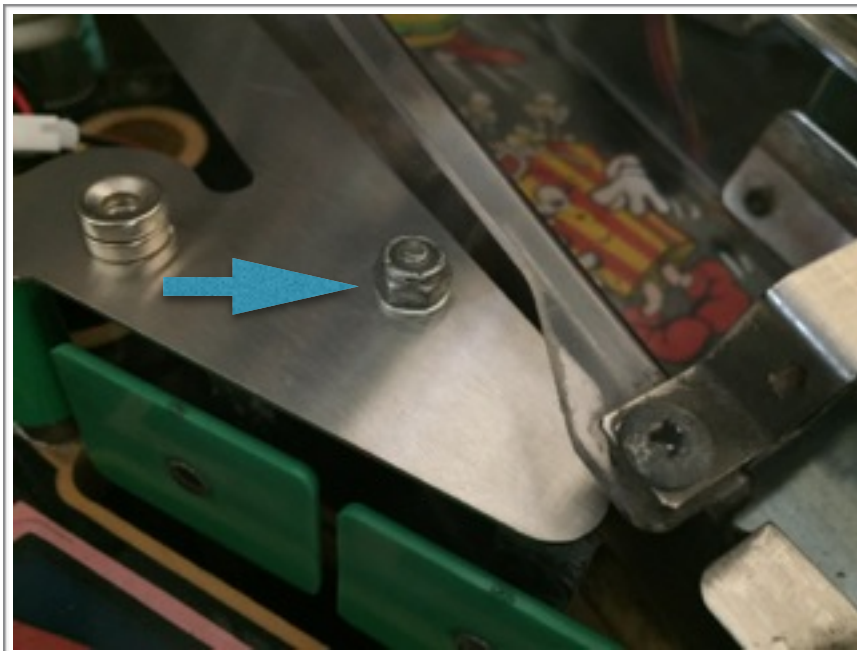


Step 2

- 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, but check out the Top Lighting Upgrade Kit before fastening this nut.
- **Blue Arrow** - Install the single supplied washer over the screw, otherwise the nut bottoms out and the plate will still be loose - see additional photo below. Then install the original nut over the same post that the washer was placed on.

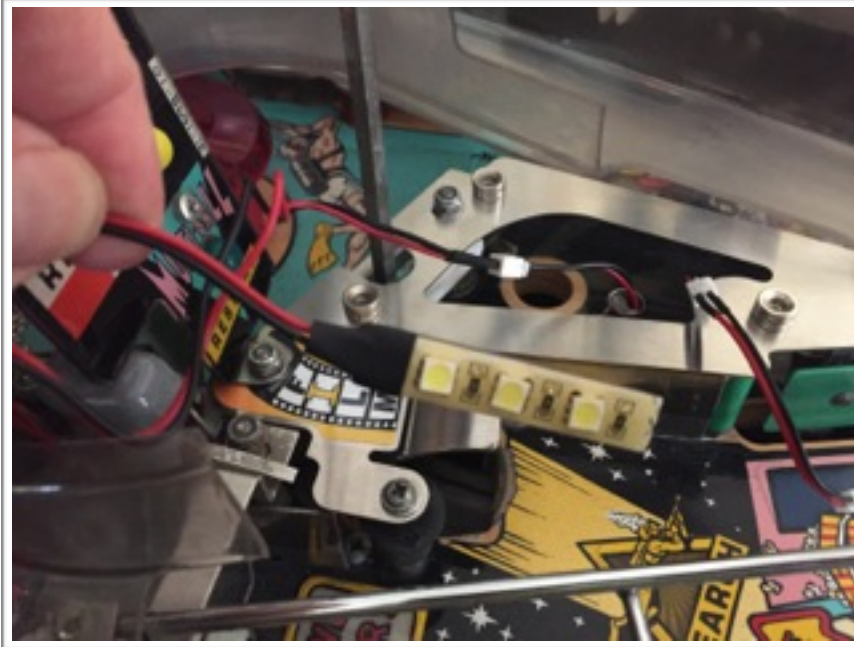


- **Yellow Arrow** - Install the sign bracket / plastic and with lights in the original location with the once everything else is fastened.
- **Green Arrow** - Install the original screw through the SS plate and into the post.

8. Routing and Fitting the Top Lighting Feature

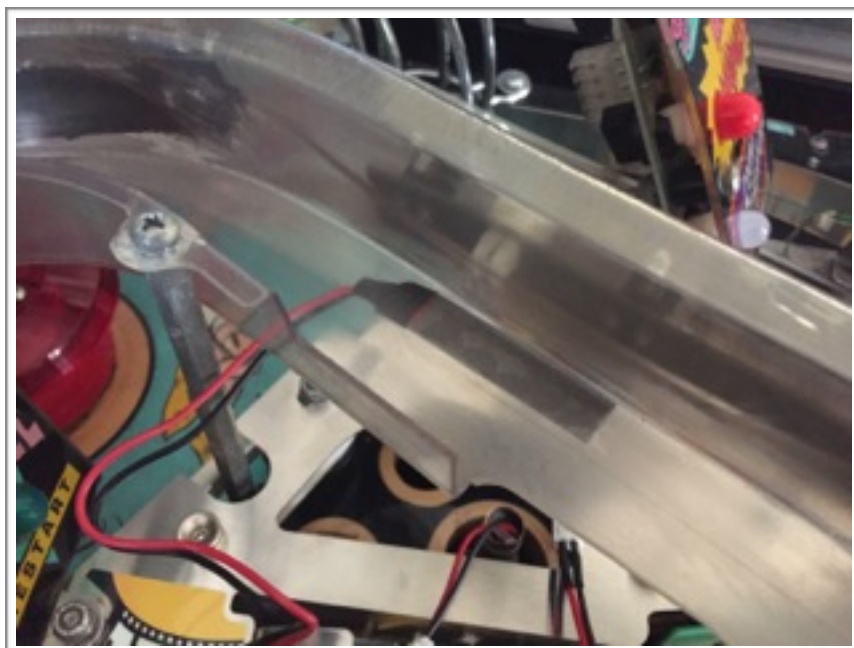
Step 1

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.



Step 2

Once you have chosen your Option 1 or 2 now fasten the LED strip to the underside of the ramp. Placement is up to you and I chose this location as I can not see it from a player's perspective. Once secured then secure the wire to the hex post and then feed the excess into the hole near the hex post so it sits under the play field for a less congested

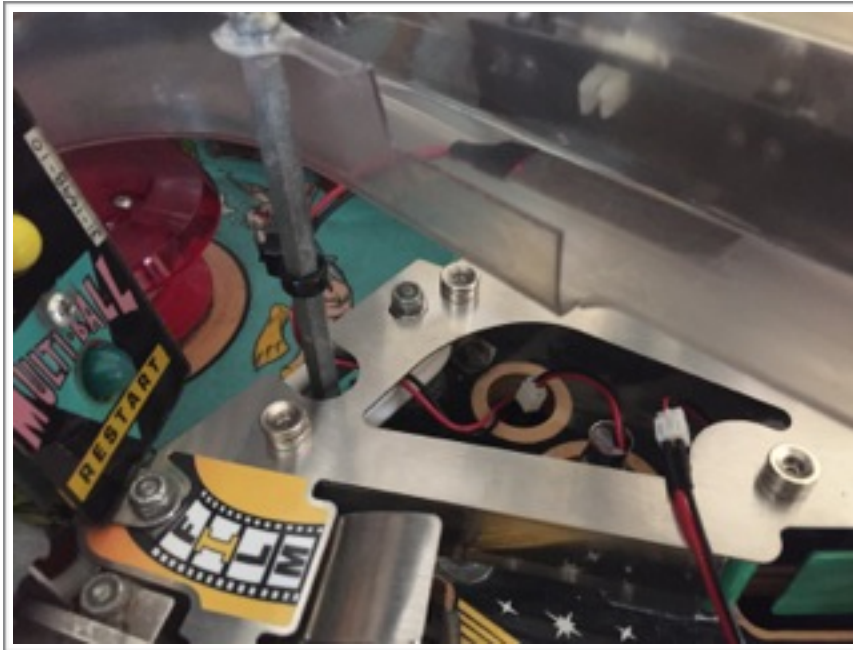


Step 3

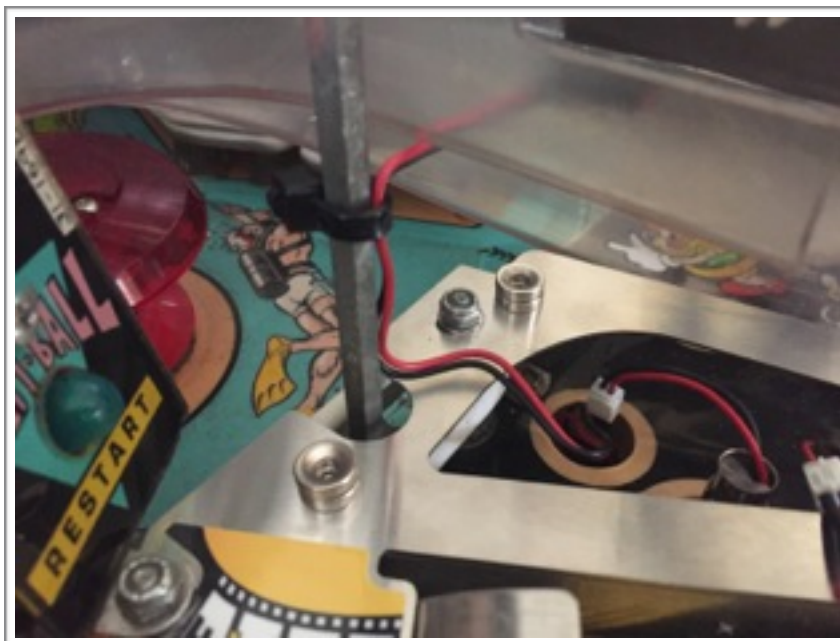
This LED Strip is secured to the underside of your spiral ramp to light up the Snackbar top and is much more effective than what was done on the v3. This feature could be retro-fitted to any of the games that removed the dome and installed the sign or the v3 with a sign in it.

The led wiring from the ramp can be fed from outside the Snackbar Top to under the Snackbar Top via 2 options:

Option 1 - under the plate and up the hex post and secured with one cable tie.



Option 2 - over the plate and will be sandwiched between the plate and the Snackbar Top via a small recess. While successful is a little more challenging to control the wires and affect the Top easily locating into place.



9. Connect Lighting and Test

Step 1

- Line up your mod as displayed (laying on it's front face on the playfield) 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. Refer to [Section 10](#) for the connecting of the RGB Power Lead and Mini Controller as a few things to consider.



- Then when you have fed the wiring into the cavity try and feed excess into the spare play field holes 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 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 - preferable using a playfield hole to feed excess cabling.



Step 3

- 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 and re-install the glass. Refer to the photos below. You will notice the difference with the top lighting feature on and off when the feature cycles through in standby mod.



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 mod otherwise will light up solid all the time.

Enjoy

10. RGB Neon Lighting Feature

- This was the top of the line lighting effect given as an option for customers to purchase. The assembly remains the same but the RGB LED strip required 5VDC from the back box. so the Step is for those people to follow.

Step 1

- Remove the translate and drop the speaker panel as per below as you will need to get your power from J117 on the bottom left side of your power driver board.
- I opted for a power tap from Kimball's Pinball's
<http://www.kimballspinballs.com/dk-pinball/>



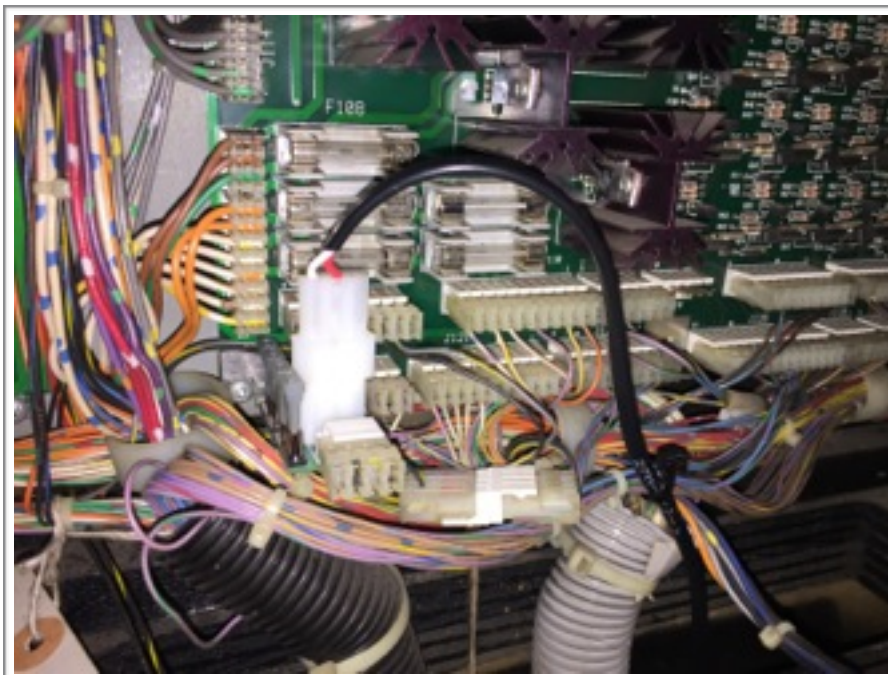
Step 2

- Install the power tap that you purchased yourself as Swinks is not supplying this part and it will look like this once installed and install the lead that was plugged into J117 into the end of the power tap.



Step 3

- Now plug the supplied mod power lead (1.7m lead with moles plug on one end and power plug on the other) into the power tap and secure to some local wiring as shown in the photo and drop the remainder of the lead from the bottom of the backbox hole.



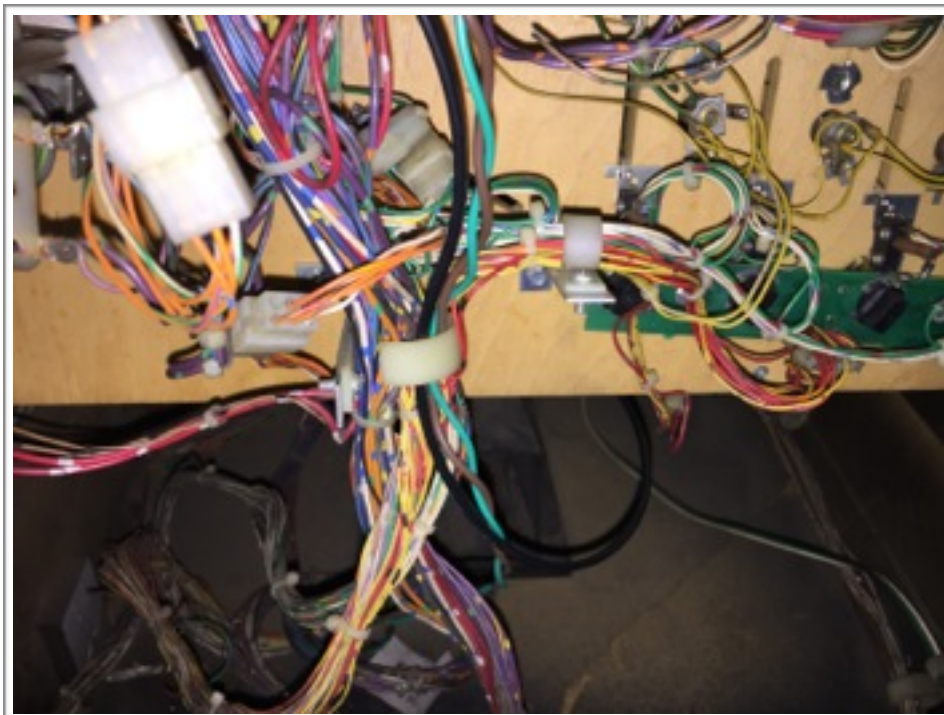
Step 4

- While the playfield is pulled forward secure the lead as suggested though allow a little slack (though not too much).



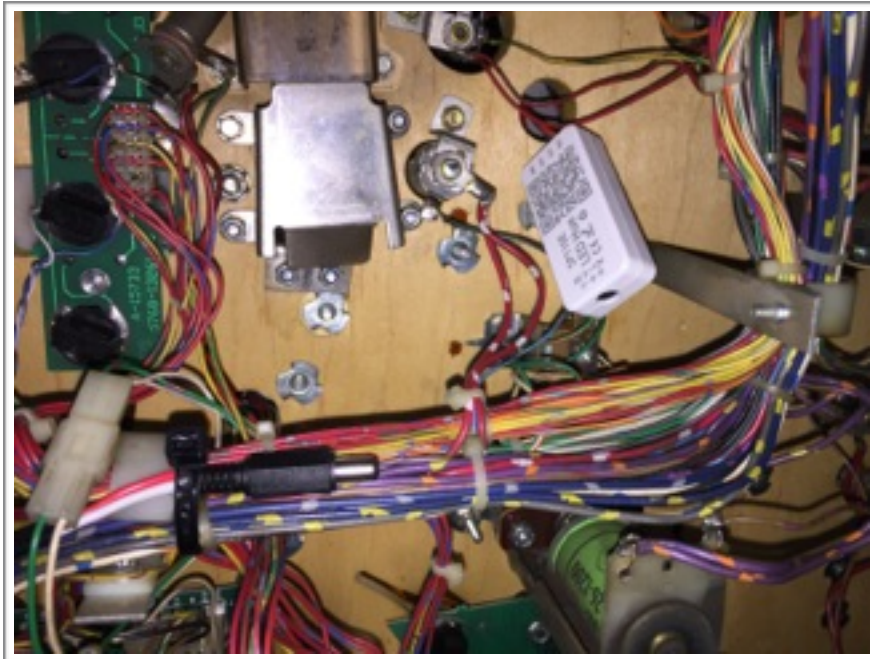
Step 5

- Now lift the playfield up to gain access to the under side and feed the black lead into one of the wire hooks as shown.



Step 6

- Then secure the plug to the main harness as shown below but do not connect the mini controller just yet. Feed the lead from the mini controller into the hole as shown and then lower the playfield to complete the next step.



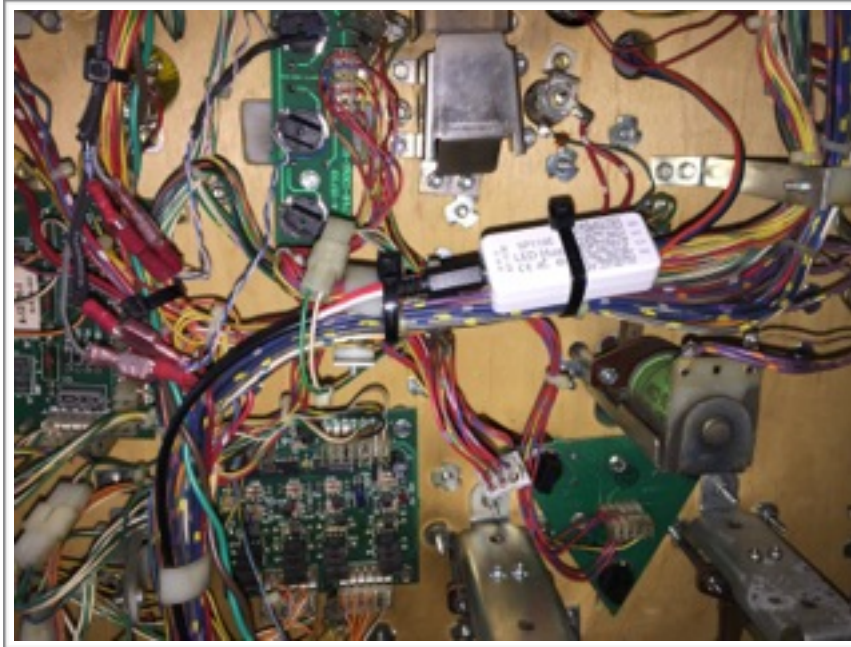
Step 7

- Connect the mini controller lead plug into the lead coming from the RGB LED Strip as shown below and then locate the wires into the cavity and install the Snackbar Top onto the magnets as shown in **Section 9 / Step 2**



Step 8

- Now with the SnackBar Top secured to the magnets lift the play field again and plug the mini controller into the power lead plug and secure the mini controller to the main harness as shown so it can not vibrate.



Step 9

- As per **Section 9 / Step 3** you can now power up and check all the light features are working.

Step 10

- The RGB and Mini Controller are preset to Lighting effect No:1 but if you download the following software app (which is free) LED Hue available on Android and Apple you can now pick from 1 of 120 different lighting / colour effects and set the brightness and feature speed to your liking.

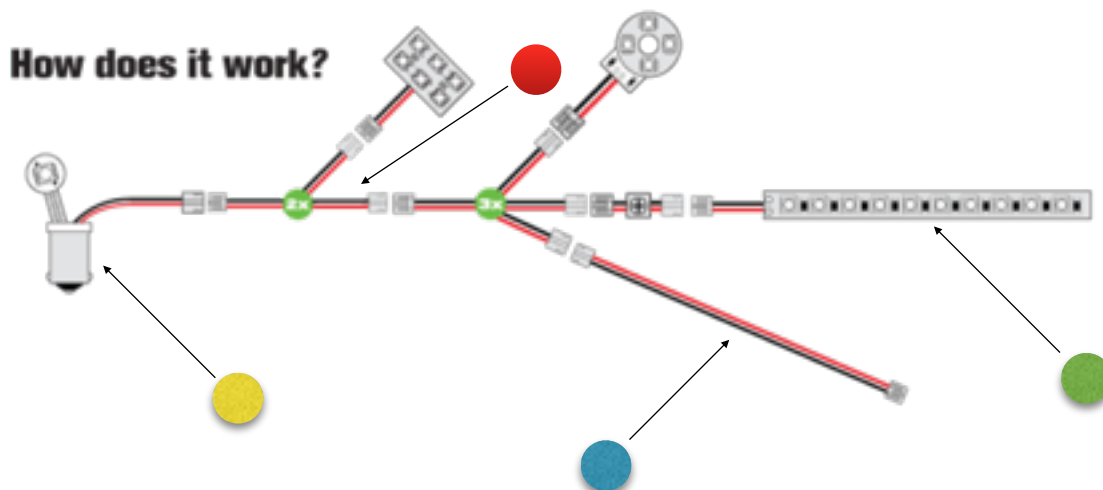
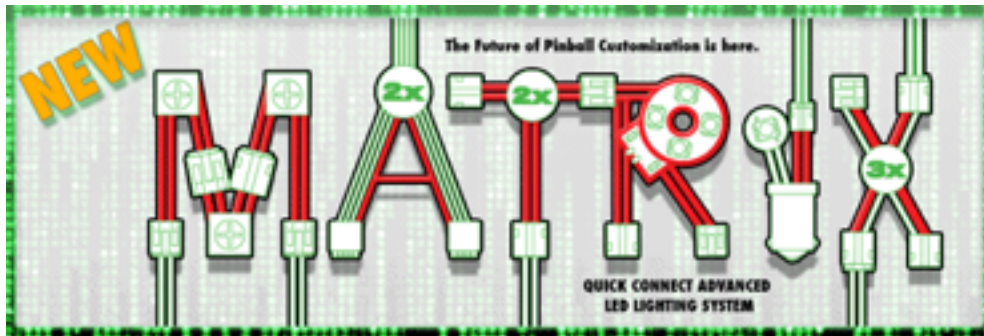
https://play.google.com/store/apps/details?id=com.spiled.ppze&hl=en_AU

<https://apps.apple.com/us/app/led-hue/id1373080687>

- Once installed on your phone, iPod, iPad turn on your machine and then go to your app.
- Swipe downwards on your devices page and it will search and find SP110E.
- Then underneath it should show GRB WS2811
- Then underneath that it should show - Total Pixels at about 9 or 10 either is good.
- Then press the Enter button
- Now you will have a dial with 1 in it which shows the current setting. Simply arrow left or right to check out all your options. There is a love heart and this feature is to store your favourites.
- Under the dial is a bar and a white dot - this is to set just a solid colour and not have a flashing / pulsing feature.
- Then you will have a brightness bar which I set at about 50% - 100% will use up to 250mA at 5vdc.
- Then the next bar is for flashing / pulsing speed - set to your liking.
- Enjoy this cool feature.

11. Spare Lighting Parts

- Most Lighting is supplied by Comet Pinball based in Colorado in the USA using cool products from their new Matrix range. See a coloured arrows referencing the components.

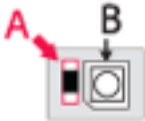


To find these parts:

-  <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

12. Trouble Shooting Possible Issues

Neon Tube & SnackBar Sign Light Flickering:

The issue lays in the 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: If you have come across an issue please contact Swinks via [Pinside PM](#) or my email: swinks_pinball@people.net.au 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.

13. Historical Data - Snackbar Revisions

Swinks like statistics, as they are interesting to look back on & know where things are in years to come. It also may help people determine what they have once a mod is on-sold or someone buys a game with a Snackbar Mod in it. In total across the 4 versions, 288 Snackbars were made just a little over a 5 year period (including 1 x concept v3 as it is in 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 Version 1

Snackbar Mod v2

- no EI Wire and complex leads to plug in and 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 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 Version 1

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 feature along with more curved 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.
- **58 units** - 1 concept, 3 prototypes, 42 production run, 5 customs (January 2019 through to June 2019) & 7 kit units were also made available 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 units
- SS Base Plate is Version 2

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 curved 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).
- **14 units** - 1 prototype and 13 production run (January 2020).
- 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
- SS Base Plate is Version 2

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 Shapeways and iMaterialise 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.