

Bally - 1992
Creature From The Black Lagoon (CFTBL)

Creature “Snackbar Mod v3.0”

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 above to the middle 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 v3.0” mod.

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



Proudly Designed and Manufactured by



Note: These instructions are specific for the 2019 release Snackbar v3.0 mod with LED edge lit 3D printed resin light blades and now with a 3D backlit Snackbar sign like the playfield art.

Fitting and Assembly Manual

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** with the **Snackbar Top** and **Snackbar Sign** with the decals and accessories / bolts all fitted

1 x **flex LED** - with an **3 inch adaptor lead** for the LED Strip already fitted

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 **top lighting upgrade** kit (not in the picture below - detailed on page 24)

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

Note 2: All photos are taken of one of the prototype mods so the only difference will be the decals on the production version and the lighting of the sign.

Note 3: the Snackbar Top will come fitted to the base plate to reduce damage and for test fitting from my end.

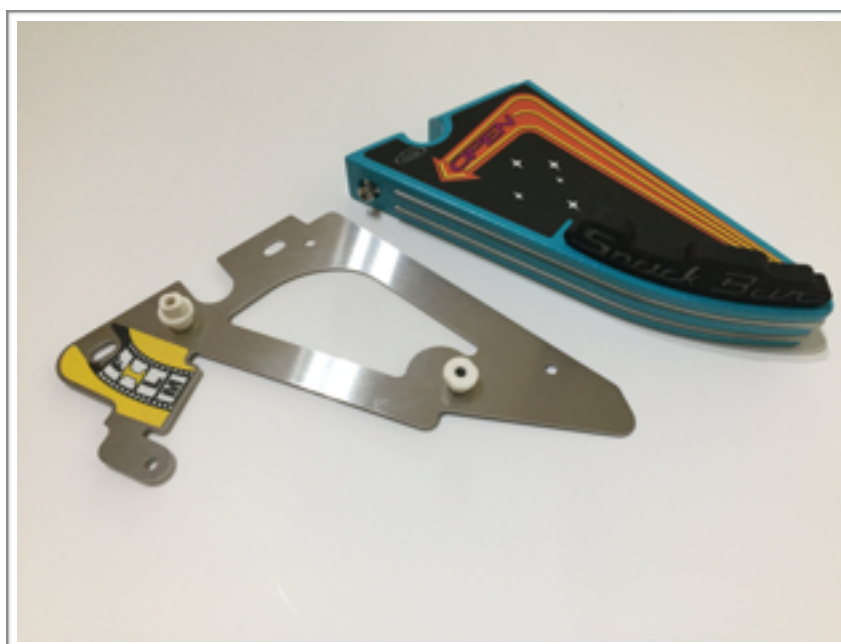
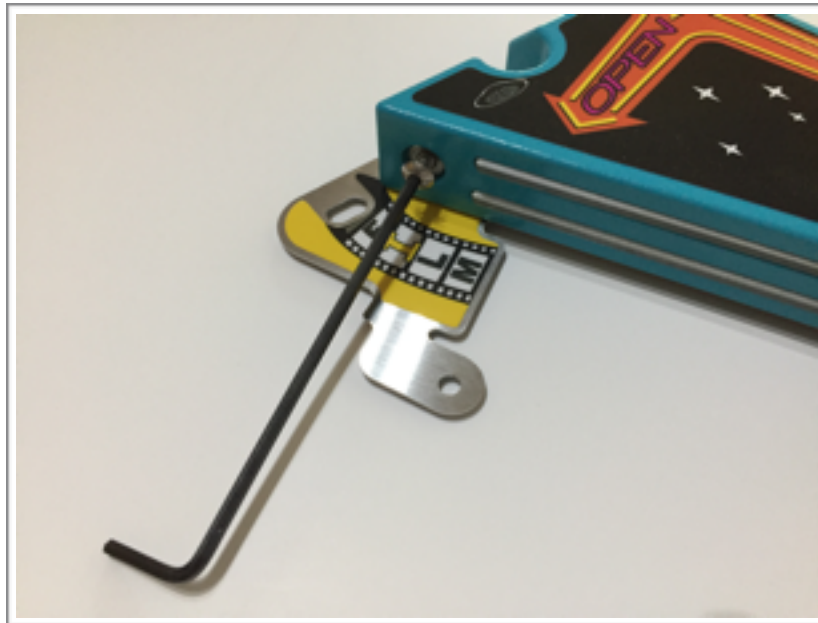


Pre-assembly:

Your mod was pre-assembled to save you from assembling everything and for me to check the fitment of the mod but you will need to disconnect the top from the base plate to fit into your game.

There is a SS screw in the front which is the slide lock screw. You need to undo this screw about 3 turns and then the top will slide forward to the pointy end of the plate / mod about 6mm / 1/4" and then the Snackbar Top will lift up vertically off the posts, see photos below.

If the Snackbar Top is not able to slide forward you will need to undo the screw a little more.

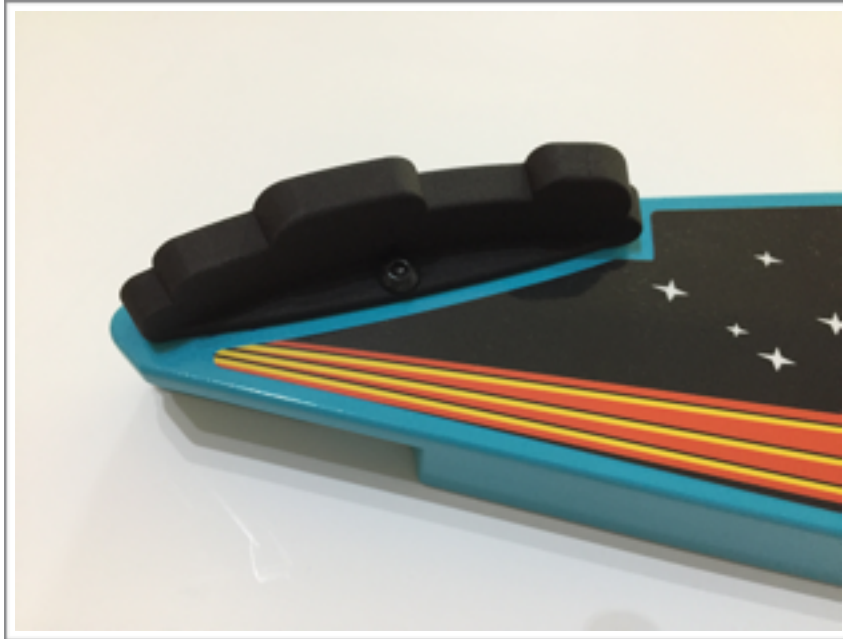


About the Snackbar Top

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 removing the “Snackbar” sign.

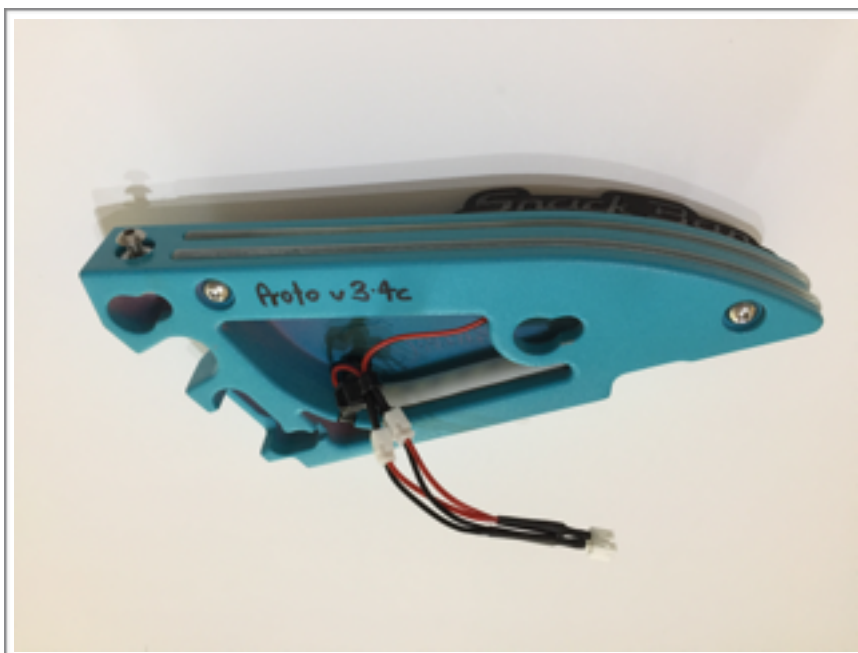
Note 5: you will notice in re-assembly of the sign there is a little bit of play in the sign, this is to allow you to tweak the sign viewing angle - follow the same lines of the Snackbar top or pivot a little more to see more of the sign.



To remove the 3D printed resin light blades the two SS screws underneath the Snackbar Top are removed and then the light blades can be easily removed. See photo below.

Note 6: In re-installing do not over tighten the screws.

Note 7: In re-installing the light blades, these can be adjusted in /out a little to suit your liking.



Fitting the Mod to your game

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)



SAFETY NOTE: Before you begin remove all the balls from your game as you may need to lift the playfield for the installation and then make sure that your machine is powered off and the power cord running from your machine to the wall outlet has been disconnected.

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.

VERY IMPORTANT NOTE: for those valued supporters that purchased the Snackbar Mod v1.0 to ensure that you have disconnected the Snackbar Mod v1.0 power lead at the board set before you remove the v1.0 mod so you don't forget. Because in just disconnecting el wire of the v1.0 mod from the power lead / inverter under the playfield while still powering up you will FRY the inverter from the v1.0 mod. I understand you maybe keen to test and compare but please do perform this change before power up.

Note 8: If you have a Snackbar v1.0 or V2.0 mod installed, remove and bring you game back to original (factory) - effectively follow the Snackbar v1.0 & v2.0 mod manual in reverse.

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.



Step 4

- Unlike the v1.0 and v2.0 mods the Snackbar Open Feature bulb stays as standard though will need to be changed if you install the Lighting Upgrade.
- Remove the GI Bulb and install the supplied bulb with the upgraded adaptor lead fitted with the 3" extension lead.

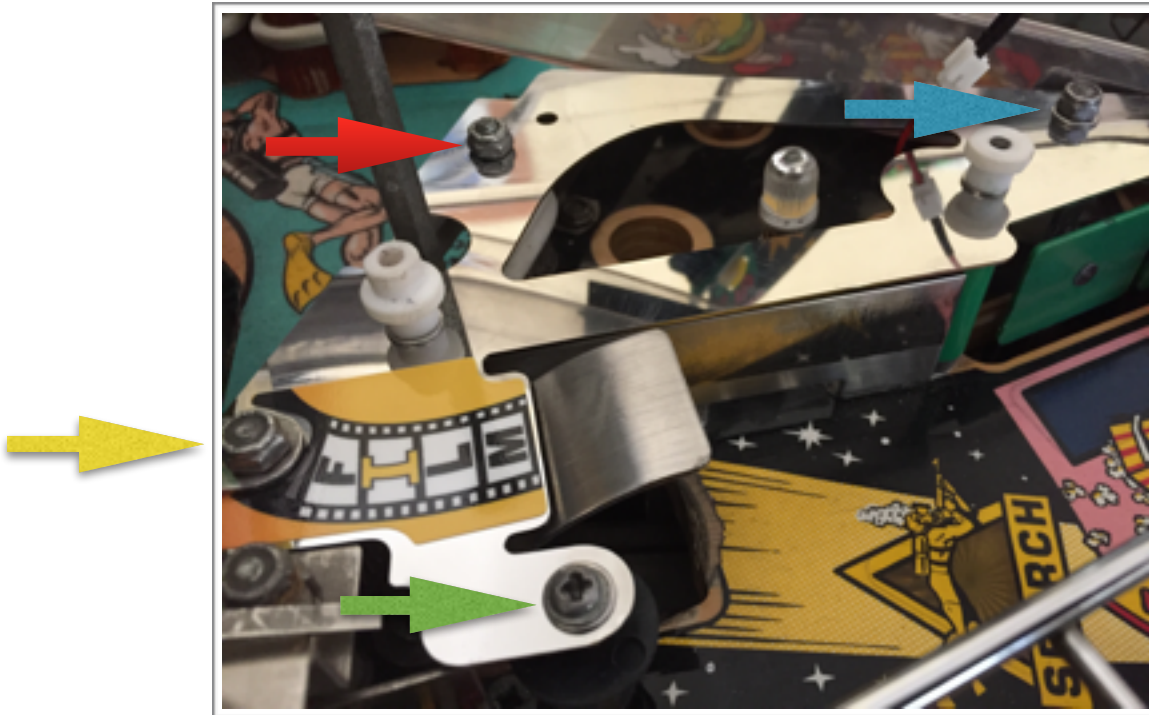
Note 9: I recommend swapping out the Snackbar Open Feature bulb to a LED variety like pictured as once the mod is assembled, lighting wires will be close to this bulb and this then removes any melting risks.

Note 10: 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 5

- 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.



Step 6

- Line up your mod as displayed (laying on it's front face on the playfield) in the photo below and then feed the excess lead into the cavity when you move the mod into position.



Step 7

- Locate the mod then over the 2 locator pins.
- While aligning the mod also try to place the extension lead in a place so not resting on any globes and the lead may tend to bulge out the pack so take care in place the top on to the SS plate.
- The top in it's initial install spot will look like this



- Then slide the mod up until the back of the mod is equal with the back of the SS plate, and then tighten up the front screw so it can no longer slide down and rattle around.



Step 8

- Your mod will look like this once installed without lights on.



Step 9

- Turn the machine on to ensure the bulbs and light blades light up and then off again and return your play field to it's playing position and re-install the glass. Refer to the photos below. You will be able to see the GI globe through the side of the ramp on the RHS. Due to the design complexity it was extremely difficult to evenly light up the light blades and signage but as you can see it does look very cool and retro.



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 be on all the time.

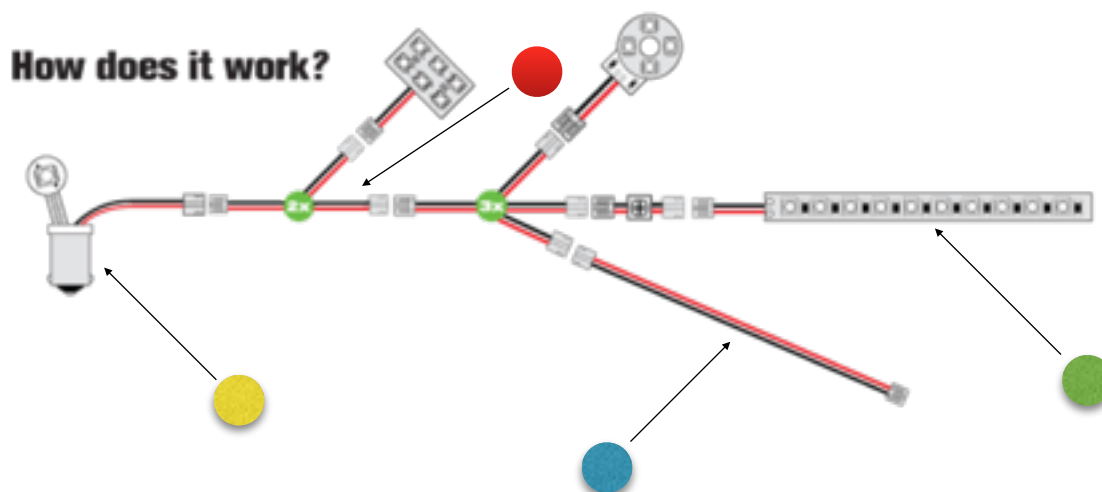
Enjoy

Jady (Swinks)



Spare Lighting Parts

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

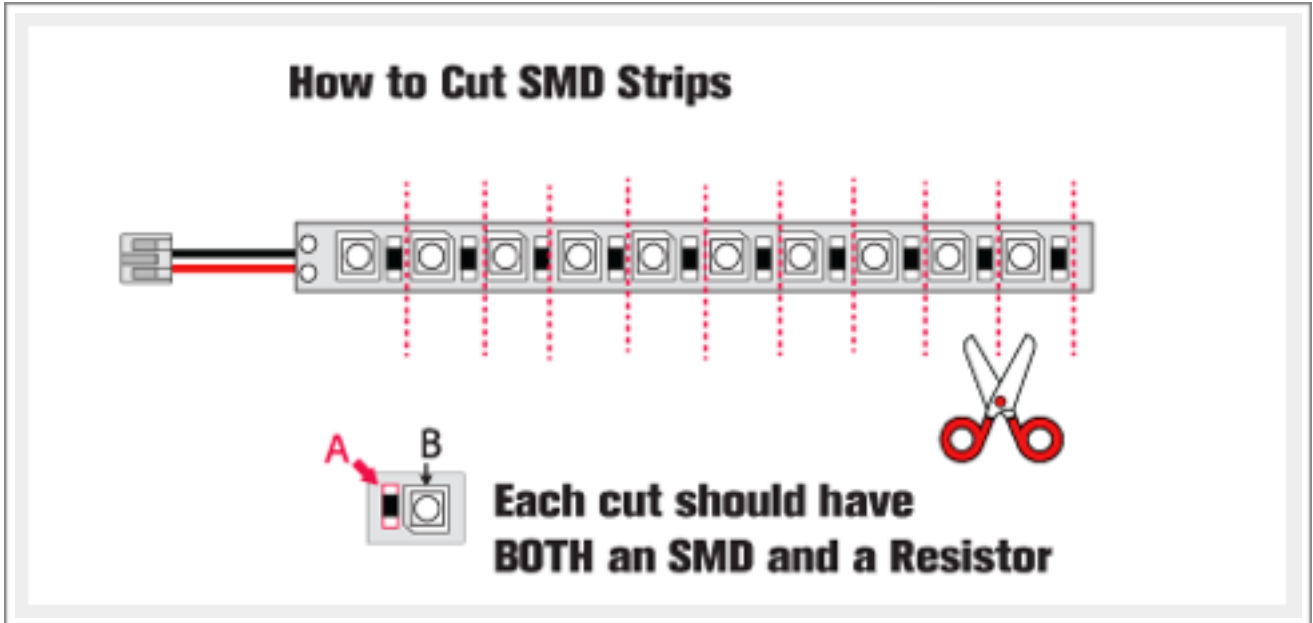


To find these parts:

-  <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>

- Lastly the globe that goes into the Snackbar Open feature light socket and lights up the dome is one of these.
<https://www.cometpinball.com/product-p/1smd5050ng.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 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 the the track if you need or want to.



Historical Data - Snackbar Revisions

I like stats, as they are fun and interesting to look back on and know where things are in years to come and it may help people determine what they have once a mod is on sold or someone buys a game with a Snackbar mod in it.

The stats for this mod in general are:

Snackbar Mod v1.0 - is a mod with El Wire, inverter and dedicated power lead back to a 12 vdc source on the boards in the back box.

Snackbar Mod v2.0 - is a revision of the Snackbar Mod v1.0 which is now improved as it now only uses the GI 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.

Snackbar Mod v3.0 - is a revision of the Snackbar Mod v2.0 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.

Snackbar v1.0 mod

- Snackbar Mod v1.0 - **6 prototypes** (September 2014) built with the el wire looping around at the outside turn junction (front tip) and does not have an el wire tension post underneath so relies on using cable ties to hold in place within the mod and these have **BLUE** 3D printed posts attached to the SS base plate.
- Snackbar Mod v1.0 - **99 production** (December 2014 through to October 2015) have the new el wire loop around post and tension holding post (no glue or cable ties required) designed into the top, hidden underneath for the Elwire and all these have **ORANGE** 3D printed posts fastened to the SS plate. No reason for the colour change other than to aid in quickly defining what version the mod is.
- **In total out of the 105 units made** (proto's and production) 8 units were supplied with pink elwire and remaining 97 units went out with white elwire - though the colour appeared slightly blue due to the mods blue paint job.
- Sold to customers based in Australia, Germany, France, Norway, Sweden, Canada and with the largest number heading to the USA.
- Head to this thread to find a manual and other information for interest as well to contact me if needed for a copy of the latest manual.

<https://pinside.com/pinball/forum/topic/creature-cftbl-retro-building-neon-mod>

NOTE: It must be noted that another modder (who will not be named) has duplicated the v1.0 mod for their personal use (as stated to myself), with at least 2 made that I know of. Though these will have visible print lines (back front face and at the el wire front tips) near the el wire as I suspect made on a Home 3d printer. The decals have larger spacing from the edges and a little more dull in appearance. See photo below of the Snackbar v1.0 mod copies.

I do tend to share the design / build progress in detail on the the Pinside threads to involve people but never thought someone would copy the design. Fortunately the modder told me that he recreated it for his on purpose which I appreciate but I hope that these are never sold to the public as that would not be very respectful of my efforts.

So watch for copies on any of the Snackbar versions, but on version 2.0 and 3.0 Snackbars I now have my logo on the inside of the mod to ensure it can be identified as a Swinks version and not a copy. The Snackbar tops on my products are solid professional printed and not hollow low percentage fill home prints which could suffer warping with heat especially in transporting machines etc.

Please do not discuss this in the thread as it is merely a warning to everyone to be aware of inferior copies.



Snackbar v2.0 mod

- Snackbar Mod v2.0 - **5 launch units** (December 2015) (*not prototypes as could not determine anything to improve on so official production units*) with the differences compared to v1.0's being no EI wire, inverter or dedicated power lead to the back box required, reduced screws on top from 5 to 2, revised decal to suit the 2 holes on top. The top was heavily revised more underneath to incorporate a new holder for the dome as well as support for the LED strip, 2 light blades, Swinks Logo inside and a few tweaks to the outer look. This still uses the same SS base plate but the 3D printed posts are now translucent clear as we did not want the colour of the post to influence the colour coming out of the light blade.
- Snackbar Mod v2.0 - **106 production units** (January 2016 - September 2017)
- **In total out of the 111 units made** (launch and production) 33 units had white leds strips for the light blades, 1 unit had a purple led strip, 1 with a dk blue led strip and remaining 76 units had ice blue led strips. I have noticed people are now playing with colours so there could be other variations now.
- Sold to customers based in Australia, New Zealand, Austria, Germany, UK, Belgium, France, Canada and with the largest number heading to the USA.
- Head to this thread to find a manual and other information. for interest as well to contact me if needed for a copy of the latest manual.

<https://pinside.com/pinball/forum/topic/cftbl-creature-snackbar-mod-v20>

Snackbar v3.0 mod

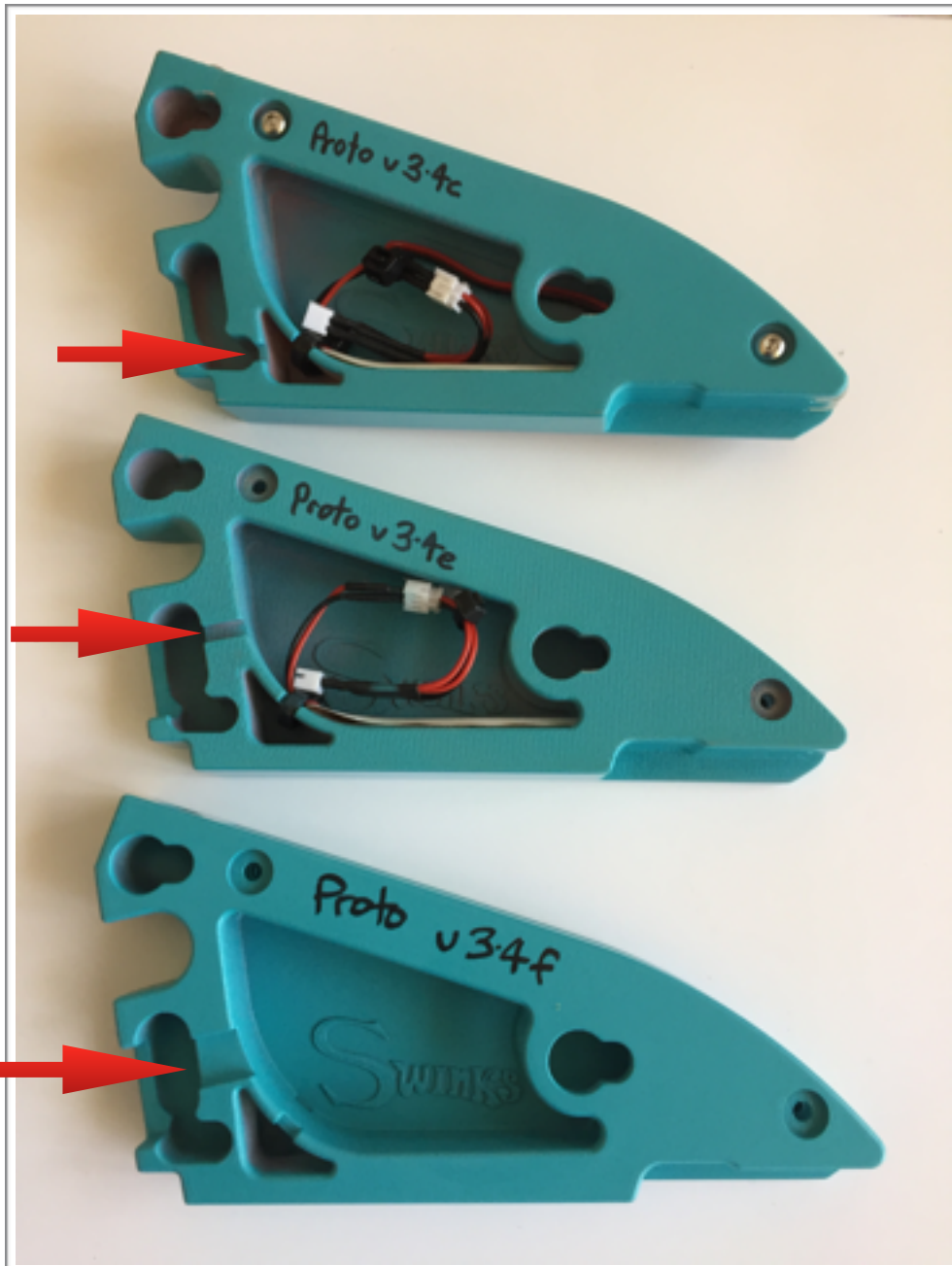
- Snackbar Mod v3.0 - **4 prototype units** (October - December 2018) with the differences compared to v2.0's being no bolts on top with a now improved slide & lock feature for installation with the locking screw on the front face near the Snackbar Hole. One of the prototypes can not be installed so is a display piece only. The top was heavily revised outside & underneath to incorporate a new more rounded neon tubing light blade as well as the slide and lock mechanism and a longer flat section for the LED strip. It still has 2 light blades but now 3D printed resin to get more of a curved look so to step out from the face and look the part. The Swinks Logo is still inside to ensure it can be recognised as an original and a few tweaks to the outer look plus a cool 3D backlit "Snackbar" sign on top. This uses an upgraded design v3.0 matching SS base plate and the Shapeways 3D printed posts are now low profile white as we did not want the colour of the post to influence the colour coming out of the light blade. Though all plates are inter changeable, but I wanted the v3.0 plate to suit the hidden internal shape of the v3.0 mod.
- See the photo on the next page of the 4 prototype Snackbar tops (top and bottom views)
- Snackbar Mod v3.0 - **40 production units** (January 2019 - (goal) May 2019)
- **In total out of the 44 units made** (prototypes and production) The Snackbar lighting was 1 units with purple lighting and 43 with ice blue lighting.
- **In total out of the 44 units made** (prototypes and production) The Snackbar Sign lighting was 3 units with amber lighting, 41 units with purple lighting.
- Sold to customers based in Australia, The Netherlands, Austria, Australia, UK, France, Canada and with the largest number heading to the USA.
- Head to this thread to find a manual and other information. for interest as well to contact me if needed for a copy of the latest manual.

<https://pinside.com/pinball/forum/topic/cftbl-snackbar-mod-v3-2018>

The SnackBar Mod v3.0 mod Prototypes in circulation look like this with the final production version tops being a v3.4g.

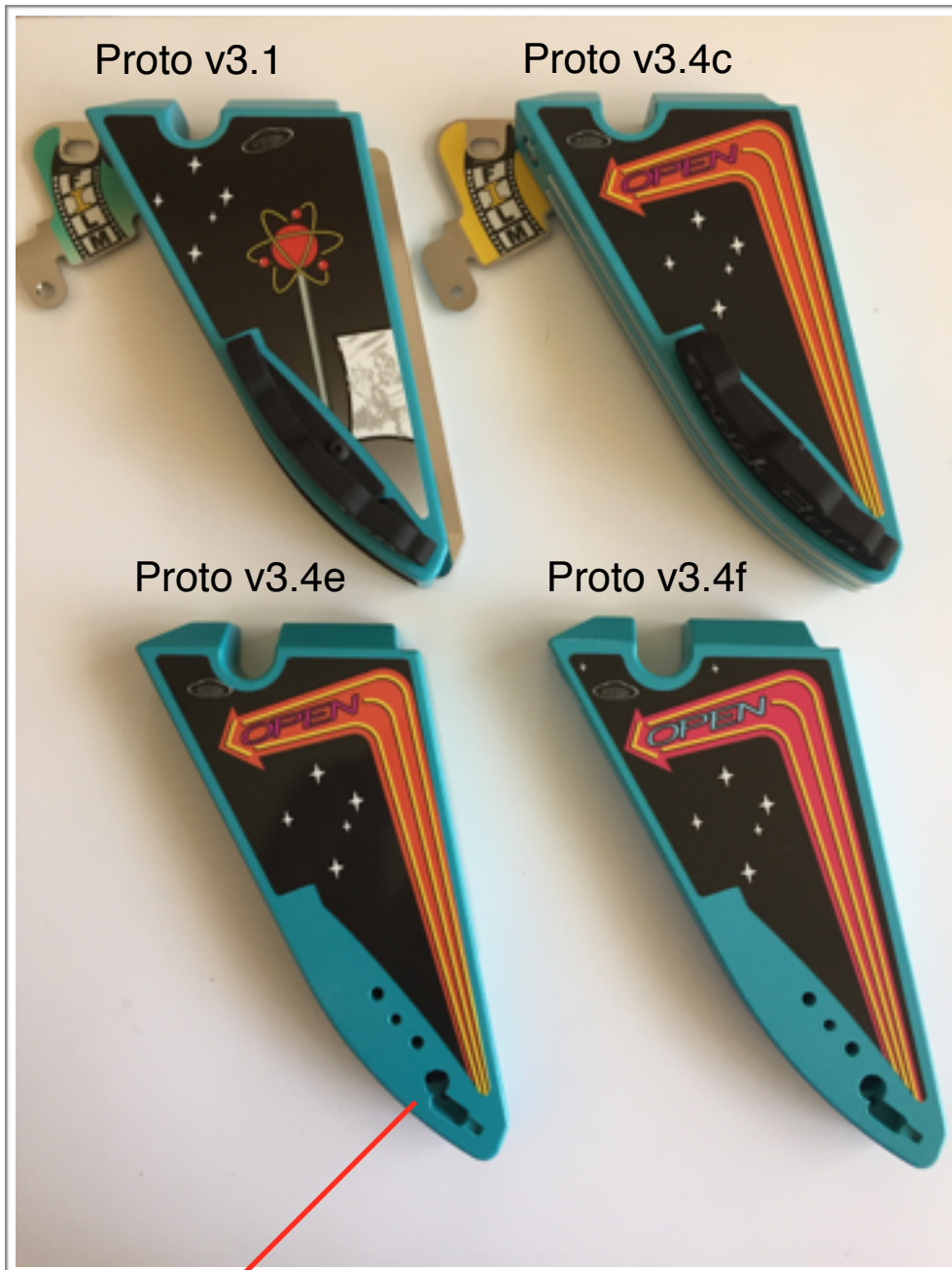
The main differences between these is the wire clearance track for the SnackBar Open feature lighting upgrade that is in the midst of being developed along with a few other minor subtle differences. The production version wiring track is like Proto v3.4f, along with an access hole not pictured in these in the bottom.

The SnackBar Open feature lighting upgrade is at the arrows displayed below.



This is the top view of the prototypes, with the only difference compared to the production version is the protos had to have an addition hole drilled after the printing process for the sign lighting plug to pass through when the neon light blades are installed. The production version has a nice slot instead of the drilled hole.

Here is the top view of all 4 protos, 2 still need the plates fitted - waiting on the locating posts. Proto v3.4a can not be installed due to some design features that were lacking.



This is the extra hole in the protos, are a nice neat shaped slot for in the production ones.

Lastly the Decals were designed and put to vote by Pinsiders with the middle set gaining the most votes and to be installed on all production mods.

The LHS and RHS were suggestions with only a couple printed out of curiosity.



Trivia - The 5 stars as a group is a constellation known as the Southern Cross which is on the Aussie Flag - so effectively these are a signature from me for designing and making the mod available. The UFO is just for fun as it was on one of the CFTBL plastics and also on the speaker panel though a slightly different design in both cases.



“Snackbar Open” Lighting Upgrade

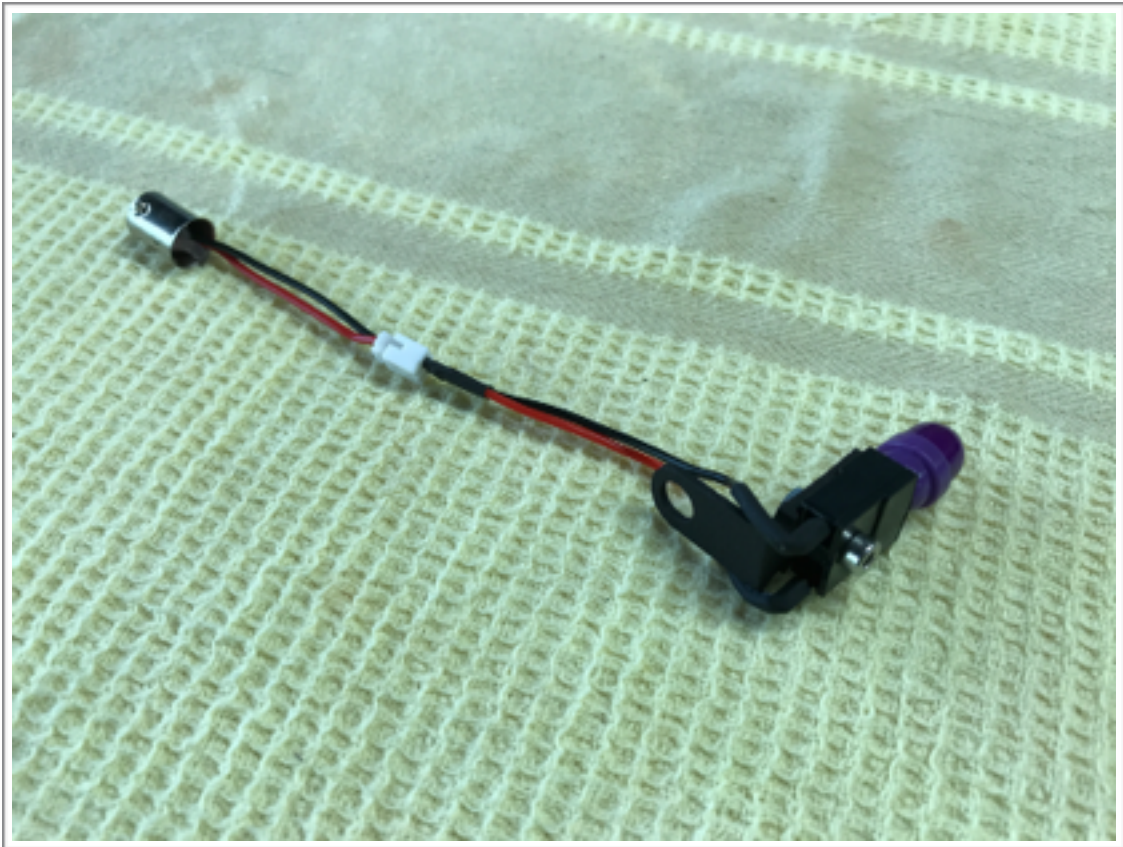
This is an upgrade for those getting the Snackbar Mod v3.0 limited to the 40 units made. In an original game as well as the Snackbar v1.0 & v2.0 mod the red dome would be lit from within to show this feature is activated. With the Snackbar v3.0 mod, this feature has been lost due to the sign upgrade on top. The top has been modified to accommodate a new add-on upgrade feature lighting effect at the back was optional but decided to supply the basic kit for everyone to install.

If you need a replacement bracket it can be found here:

<https://www.shapeways.com/product/TQFJF58ND/snackbar-mod-top-lighting-bracket>

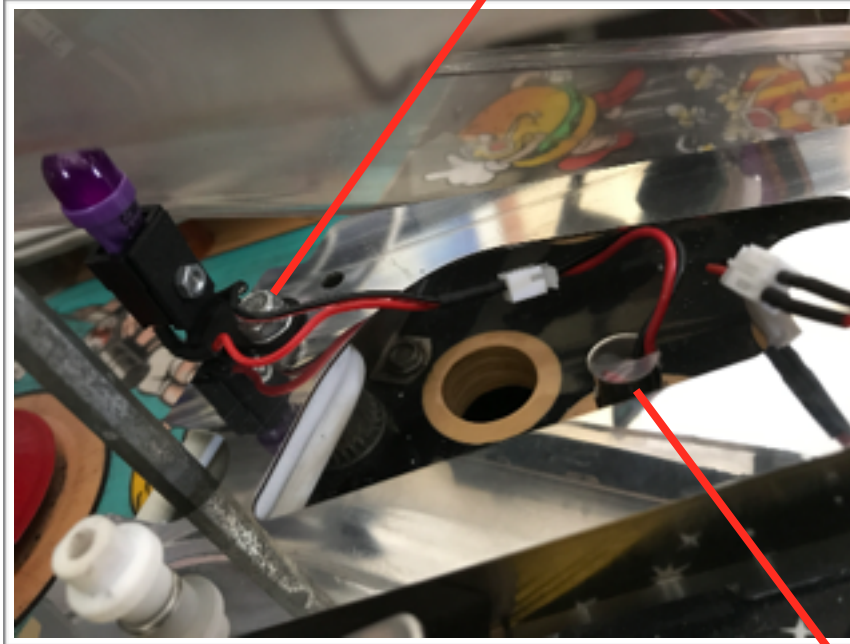
There is a recess in the under side of the Snackbar Mod to allow for this lighting feature to exit the back between the top and the SS plate so everyones production mods will allow for the lighting upgrade to pass wiring through. The 3 prototype mods have smaller variations of this and not fully refined compared to the production version but it is still doable.

Here is the kit that will be supplied minus the globe - you will need to supply your own.



Lighting Upgrade - Step 1

Remove the SnackBar Top and fit the Shapeways / home 3D Printed bracket to the SnackBar Mod SS Plate as per below on to the back rhs nut. I do suggest to install the globe of your preference prior as it is a bit of a pain to install / change later on.



Lighting Upgrade - Step 2

Remove the globe from underneath the SnackBar Mod and install the issued Comet plug that is linked to the wire, socket and bracket (which is already fitted as per Step 1). You will see the top lighting globe just behind the post to the side. Now you are done, Enjoy.



Trouble Shooting Possible Issues

Snackbar Top won't release from the plate on receipt from Swinks:

The problem lays in how the wiring could vibrate within the mod during it's travels to you from Swinks Pinball causing a jam.

- flip the assembly upside down and locate the 2 wiring leads and splitter wire and carefully straighten and extend out of the underside of the mod.
- also the front face screw may need to be rundown a couple more turns.
- the problem should not occur once the mod is installed as you will need to tuck the wiring down below the SS plate.

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 and then not transferring 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 players 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 a issue please contact me 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.

Buyers Feedback

I am always open to constructive criticism as I want this product to be as user friendly to install, last a very long time and be enjoyable to look at so please share your thoughts with me - good and bad.

Snackbar v3.0 mod owners shared the following thoughts with me - thank you for your appreciation.

- I can't say enough about how great your work is mate. Holding it when I first took it out of the box I was surprised by how weighty it was.. It's quite robust actually, top notch quality. The manual was spot on too, very clear and made installation a breeze.

Snackbar v1.0 & v2.0 mod owners shared these thoughts with me - thank you for your appreciation.

- “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”

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**. Though 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.*

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.