Bally - 1992
Creature From The Black Lagoon (CFTBL)

CFTBL"Snack Bar Signage Upgrade" for v1 & v2 mod owners

The Creature "Snackbar Mod" is a mod that is hand crafted in Australia by a CFTBL owner for all the other CFTBL owners around the world that love their game and want to capture that classic 50's / 60's feeling of NEON as seen on the playfield art in the image above to the middle above the Mega Menu insert.

The Snackbar Mod is now in it's 3rd Generation to be released late 2018 / early 2019 with a very limited run, as it incorporates easier installation with a slide and lock feature and the 3D Snack Bar Signage (something we have wanted to do for a few years).

This mod is the 3D Snack Bar signage designed to be backwards compatible for v1.0 and v2.0 owners as a simply upgrade to your existing Snackbar Mod with the signage powered by either a feature or GI light source under the mod. It is a simple order direct from Shapeways and Comet Pinball and then assemble and plug & play - no soldering, and no complex tools - just follow the detailed instructions following on how to order and install.

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

Proudly Designed by

Section 1 - Order the parts

You will need order a number of parts from both *Shapeways* and *Comet Pinball* (unless you already have these LEDs in your stash from Comet Pinball).

Note 1: For the price of Comet Pinball parts I would recommend getting both the extension lead and the splitter as then you can experiment when the Signage lighting comes on.

Note 2: As for price this upgrade to your existing Snackbar v1.0 or V2.0, it would cost approximately $56 USD + 2 x postages at the time of doing this manual.

Note 3: There is a specific Housing for either the Snackbar v1.0 and Snackbar v2.0

Shapeways

For the Snackbar v1.0 Owners
Search on Shapeways "swinkssnackbarv1.5"
https://www.shapeways.com/marketplace?q=swinkssnackbarv1.5&sort=newest

| Snackbar v1.5 - Logo Housing | Snackbar v1.5 & v2.5 - Logo Insert | Snackbar v1.5 & 2.5 - Logo Housin... |

For the Snackbar v2.0 Owners
Search on Shapeways "swinkssnackbarv2.5"
https://www.shapeways.com/marketplace?q=swinkssnackbarv2.5&sort=newest

| Snackbar v1.5 & v2.5 - Logo Insert | Snackbar v2.5 - Logo Housing | Snackbar v1.5 & 2.5 - Logo Housin... |

Comet Pinball

For Snackbar Mod v1.0 & V2.0 Owners - For the Signage back lighting

1 x Matrix 10 SMD LED strip (colour of your choice)
https://www.cometpinball.com/MATRIX-10-SMD-5050-6-3V-LIGHTED-STRIPS-p/10smd6.3vstrip.htm

For Snackbar Mod v1.0 (& V2.0 Owners connecting to a feature lighting) - to connecting the LED strip to either a feature or GI socket

1 x Matrix 1 SMD 5050 Quick Connect System Flex (#44/#47) - Frosted (Recommended)
https://www.cometpinball.com/MATRIX-1-SMD-5050-FLEX-6-3V-QUICK-CONNECT-p/mtx1smdflex.htm

For Snackbar Mod v1.0 Owners - to hook into a feature or GI

1 x Matrix Quick Connect 3" Extension lead
https://www.cometpinball.com/MATRIX-Wires-p/mtxconnect.htm

For Snackbar Mod v2.0 Owners - to hook into a feature light

1 x Matrix Quick Connect 3" Extension lead
https://www.cometpinball.com/MATRIX-Wires-p/mtxconnect.htm

OR

For Snackbar Mod v2.0 Owners - to hook into a GI light coupled with light blade lighting

1 x Matrix Cable Splitter
https://www.cometpinball.com/MATRIX-2-and-3-Splitters-p/mtxsplit.htm

Section 2. Remove your existing Snackbar Mod & Prepare for the mod upgrade

You will need to remove your existing mod from it's mount plate that is mounted to the playfield so you can fit this upgrade. Refer to your installation manual and simply perform in reverse of the installation.

I don't have a Snackbar v1.0 in stock as it is dis-continued so the process following shows a Snackbar v2.0 in the photos, so for you v1.0 owners it will be slightly different but basically a very similar process.
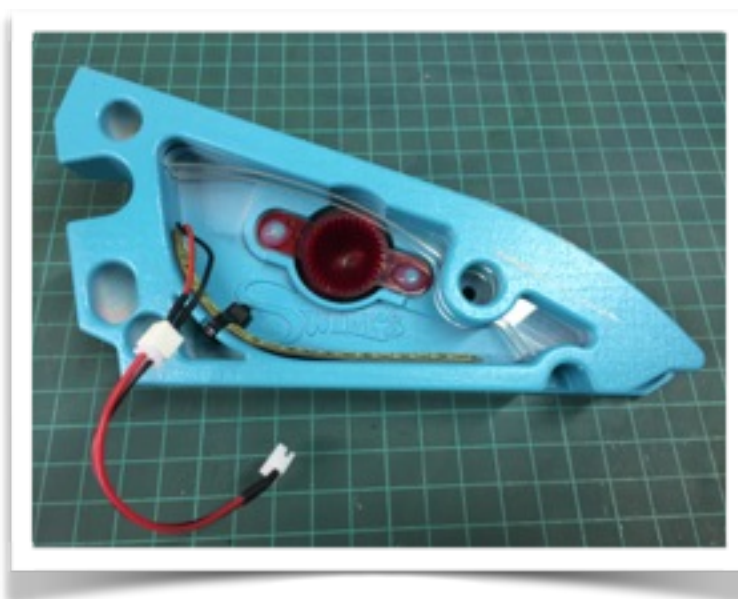
In the photo below the plate would be installed into the game so remove your:
- for v1.0 owners - 3 screws.
- for v2.0 owners - 2 screws.

Then you need to remove the dome:
- for v1.0 owners - undo 2 screws that pass through the mod and through the dome mount points.
- for v2.0 owners - remove the dabs of hot glue from the dome and locator pins.

The result will be this:
- for v1.0 owners - 2 holes will be present.
- for v2.0 owners - 2 locator pins will remain as per photo below - remove all remaining glue.
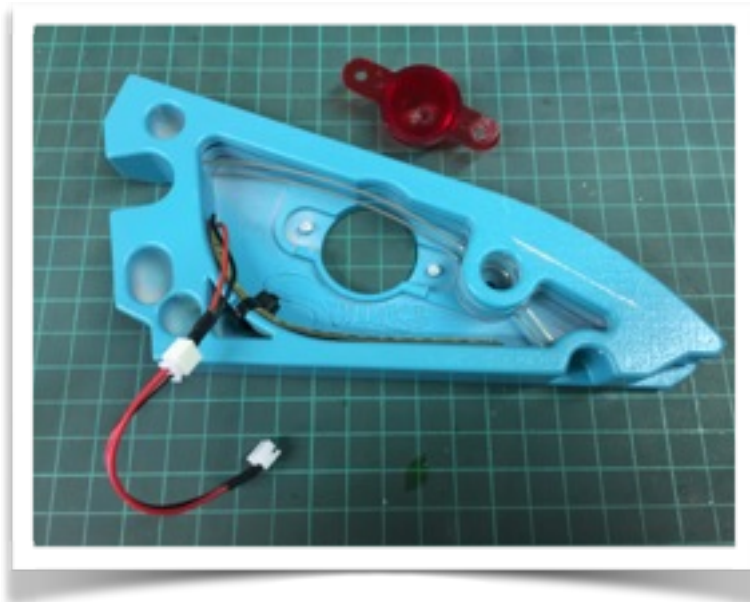
Then locate the Clamp Plate into the mod - *note: before installing you first need to tap the hole in the centre hole refer to Section 3.*
- for v1.0 owners - install the Clamp Plate and secure in place with the 2 bolts that held the dome in place.
- for v2.0 owners - install the Clamp Plate over the dome locator pins as per photo.
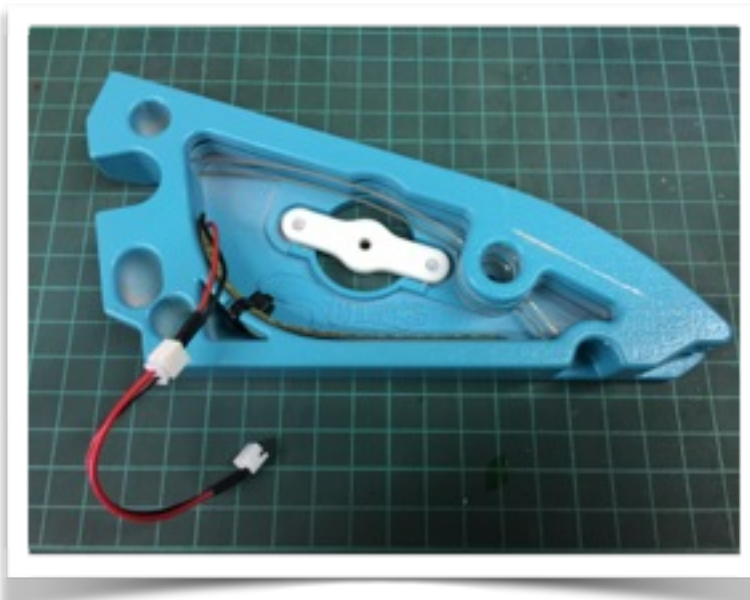
Then for the v2.0 owners place a small dab of hot glue over each locator pin to lock in place. This is done mainly so when you loosely install the signage you can swing it out of the way making the installation of the mod back into the game easier and then swing the sign into the preferred position and nip up the centre screw knowing that the Clamp Plate will not drop out mid way through the install. The photo shows V2.0 owners what the small dabs of hot glue will look like.

Section 3. Prep your signage (Shapeways parts)

Once you receive your parts from Shapeways as per below:
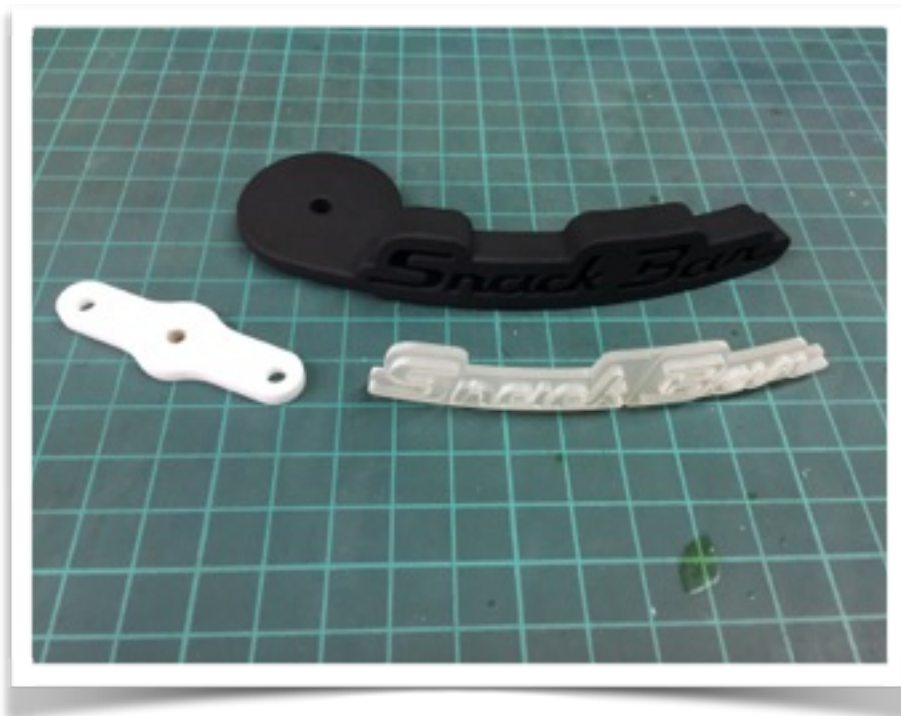
Clamp Plate - you need to tap a thread into the hole in the centre of your white Clamp Plate, this could be done with a tap or force cutting by winding either 4mm bolt or equivalent imperial bolt through the hole.

Housing and Insert - you need to carefully install the insert into the housing and use a jewellers flat blade screwdriver or thin small steel ruler and push against the back of the sign insert so it snuggly fits into the housing lettering gaps with the lettering flush with the front of the housing. Once this is done refer to Section 4 for installing the led strip.

Note: There is a engraved line in the insert if you feel the need to careful cut the insert in half and press in individually.

insert photo here when I get the next one as forgot to photograph this step.

Section 4. Prep your signage (Comet Pinball parts)

Once you receive your parts from Comet Pinball as per page 3:

- The 10 SMD led strip is too long and therefore you will need to trim off 2 x LEDs from the opposite end of the led - though check the length of your LED strip to the Signage Housing gap.

insert photo here when I get the next one as forgot to photograph this step.

- Then I leave the backing on the sticky side of the LED strip and push into the back of the housing which again is a snug fit with the wiring fitted to the rounded clamp end of the signage housing. The reason for not removing the backing is so I can easily remove down the track.

insert photo here when I get the next one as forgot to photograph this step.

Section 5. Fit signage to your existing mod

Now you are ready to fit the Signage Mod upgrade to your existing Snackbar Mod v1.0 or v2.0. Take care when feeding the wiring from the Signage Mod through what was the dome hole - refer to the photo below. Once through insert the bolt of your choice through the top of the signage mod and screwing into the clamp plate bringing it to a point where it is lightly clamped but can pivot.
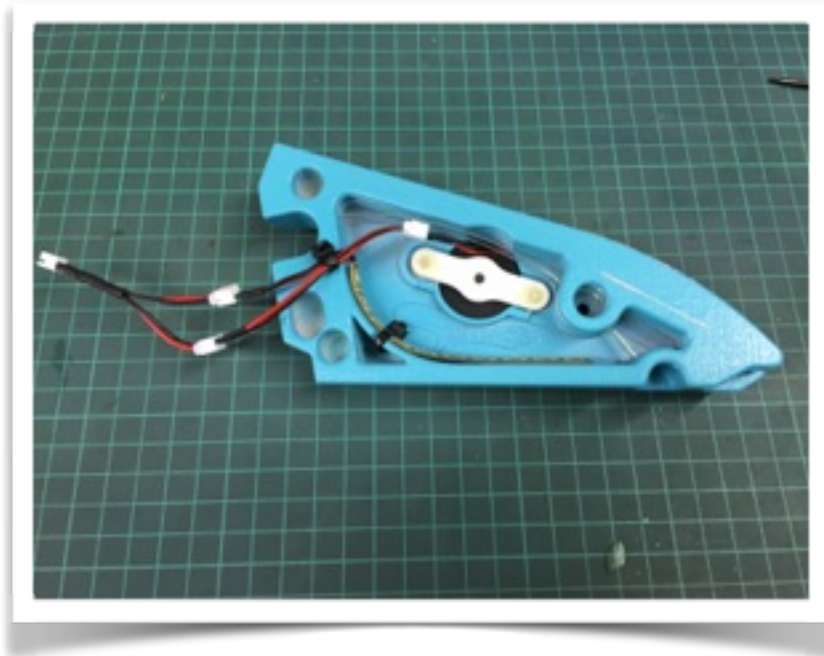
- for v1.0 owners - install the 3 inch extension lead to the end of the LED lead as this gives you a little more range when connecting to the lighting source on final assembly.
- for v2.0 owners - *connecting the signage to GI* - remove the 3" extension lead of your existing mod lighting strip to the signage plug and then connect both these leads to a 2 way splitter as this equalises the leads.
- for v2.0 owners - *connecting the signage to feature lighting* - connect the 3" extension lead to you signage LED lead.

Section 6. Prepare your playfield light sockets

Now you are ready to install the appropriate lighting socket under your mod before the mod goes in.

- for v1.0 owners - you will currently not have anything pulling power via an adaptor so you will need to connect - *1 x Matrix 1 SMD 5050 Quick Connect System Flex (#44/#47)* to either the GI lighting (always on) or the feature lighting which is under the dome (which flashes when the Snackbar is open).
- for v2.0 owners connecting to the Snackbar Open Feature Lighting you need to connect - *1 x Matrix 1 SMD 5050 Quick Connect System Flex (#44/#47)* to the feature lighting which is under the dome (which flashes when the Snackbar is open).
- for v2.0 owners connecting the signage lighting to GI - you do not need to do anything.

insert photo here when I get the next one as forgot to photograph this step.

Note: connecting the signage lighting to the Feature Lighting so when the Snackbar is open may create a strobing effect and could be annoying and could affect people bringing on a seizure.

Section 7. Fit the Snackbar mod to your game

You will need to re-install your mod back into your game so refer to your installation manual and simply follow the instructions.

But ensure to connect your Signage mod lighting lead to the bulb with adaptor lead already install ed into the game.

Swing the signage out of the way when the mod is installed onto it's locking posts and to allow you better access to tighten up the bolts that hold the mod down. This is why you don't tighten this mod down as noted in Section 5.

Now swing the mod to the position that flows with the mod front face and to your liking and tighten the screw to lock in place.

Section 8. Power up your game and enjoy

Your new mod upgrade will look like this but will vary depending on what coloured LED strip you installed - check out Comet Pinball for other strip colour options.

For the mod shown below has light purple behind the light blades and the in behind the Snack Bar Signage.

Historical Data - Snackbar Revisions

I like statistics, and it may help others to look back 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 brighter and much easier to install removing the 12 vdc power drain due to so many mods available running on 12 vdc.

Snackbar Mod v2.0 - is a revision of the Snackbar Mod v2.0 still using GI and Feature socket power, but now has an improved slide and lock feature removing all screws from the top giving a cleaner look, different decal and house the Signage feature as standard. The signage was then the inspiration for this mod for the V1.0 and v2.0 owners so came up with a custom one for the Snackbar Mod v1.0 & v2.0 guys to upgrade to.

The Mod statistics are:

Snackbar Mod v1.0

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

Snackbar Mod v2.0

- 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 El 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)

- <u>In total out of the 111 units made</u> (launch and production) 33 units had white leds strips for the light blades, 1 unit had a purple led strip, 1 with a dark blue led strip and remaining 76 units had ice blue led strips.
- 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.
  https://pinside.com/pinball/forum/topic/cftbl-creature-snackbar-mod-v20

Snackbar Mod v3.0

- Snackbar Mod v3.0 - 1 prototype units (August 2018) *(which had issues and now a toy display piece), then with the goal of only making a limited 50 limited units only.*
- Differences between the Snackbar Mod v2.0 and Snackbar Mod v3.0 is that it uses more rounded light blades, still has the Swinks logo inside the mod but now has no bolts going through the top with a revised top and Fiilm Decal and only one on the front as a new slide and lock mechanism allowing quicker and easier installation / service. Iy also has 2 custom posts to allow the slide and lock feature. It also has the 3D curved Snack Bar back lit signage like the playfield. The stainless steel base is different as the Snackbar Mod v3.0 can use the v1.0 and v2.0 SS plates but I wanted to tweak to suit the under side of the v3.0 mod. There is no dome in this version but has a track made available under the mod incase people want to mod the mod to add Snackbar Open feature lighting themselves. The top also underwent quite a few changes some visible and most internally.
- Production is to start in November 2018.
- Head to this thread for further information.
  https://pinside.com/pinball/forum/topic/cftbl-snackbar-mod-v3-2018

RETURN POLICY:
There is no return policy on this mod upgrade as all parts are ordered direct from Shapeways and Comet Pinball. Though if you have any print quality issues Shapeways provide a great service and will reprint a faulty printed item. Comet Pinball also are excellent to deal with and will look after you if there are any faulty goods.

PRODUCT DISCLAIMER:
Please remember that this is a "MOD." We took great effort in designing and testing our system in order to produce a high quality product, but it is not a factory original or an approved part for your pinball machine. There is the risk of unwanted side effects with any modification to a factory game and there are many factors that can cause undesirable side effects after installation of such a modification. As such, we cannot assume responsibility for game malfunction, damage to the game or surroundings, unwanted electrical emissions, personal injury, or other adverse effects caused by the installation of our MOD.

PRODUCT QUALITY DISCLAIMER:
All parts are made to the highest quality possible. The main Signage Mod are professionally 3D printed and may have some visible print lines or residue. You may notice these print lines when handling but once the mod is installed they will not be clearly visible from the players perspective. In downloading this manual and purchasing the mod you are accepting the finish quality of this relatively affordable mod.

Buyers Feedback

- still awaiting feedback currently 2 units sold at time of writing the manual.