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VOLUME 2 - ISSUE 3

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PAPA 4 - TOMORROW'S PINBALL TODAY

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SPECIAL WHEN LIT

Welcome to the fourth issue of THE FLIPSIDE. The response to our efforts to bring a forum to the pinball playing public is reaching international proportions. We welcome new subscribers from Japan, Belgium, and Sweden. I have one big disappointment as we enter our eighth month of existence. No letters from our readers. The response to our questionnaire has been slow but steady and is greatly appreciated. But one of the true reasons for me to start this publication was to offer the pinball player a means to relate to one another as well as the designers and manufacturers of our favorite pastime. For THE FLIPSIDE to reach this goal *PLEASE WRITE TO US!!!!*

The cover of our last issue is a true collector's item. It features, for the first time in public, part of the cast of the hit musical, *TOMMY*. Pictured on the bottom left hand corner is Michael Cerveris, who plays the lead role of Tommy, Paul Kandel playing Uncle Ernie is pictured in the upper right hand corner. The picture originates from the PAPA. 3 pinball tournament. The entire cast of over 30 people was at the charity party for the New York Special Olympics. The excitement and renewed interest in pinball is very reminiscent of the middle 1970's when the movie version first appeared. If you can make it into New York to see the play please do so. There will be a touring company starting in October that will be going all over the country, so look out for it.

Due to his heavy work schedule, Jon Norris was unable to complete the second part of his interview with us before our press deadline, so be sure to look for it in the next issue.

I hope all of you enjoyed your summer and played a lot of pinball and that our reviews helped you in this endeavor. Again I ask you to share us with a friend and write us with your thoughts.

Steven Epstein

A TRUE WORLD CHAMPION

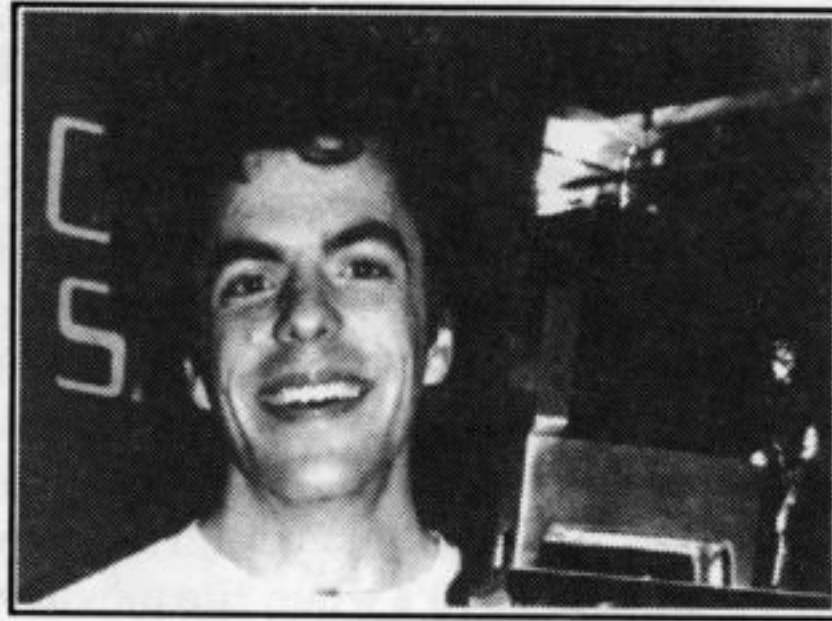
By Leonard Moscaritolo

Dallas Overturf and myself have been playing pinball together for about 15 years now. Since we hooked up in 1978 we have accomplished many things. The most notable was the 1980 National Pinball Championship held in Hartford, Connecticut where Dallas took the first prize of \$6,500 cash. I managed to place fifth and pocket \$500. But the important thing was from that period on, Dallas and I knew we would compete for years to come.

It wasn't until 1991 that Dallas began getting very interested in some grand champion scores displaying the initials "LFS" at the Fun & Games Arcade in Framingham, Massachusetts, where we have practiced off and on since the mid-1970's. Dallas finally decided to leave his phone number with the manager insisting he get a phone call the next time "LFS" came in to play. Eventually that phone call came and the connection was made between Dallas, myself and Lyman Sheats.

I remember very clearly the first time I had the chance to practice with Lyman. He was very different, hunched over the machine with his face inches from the glass, one leg atop the other and how can I forget that ashtray next to the game overflowing with cigarettes and empty soda and juice containers. He had that

uninterruptable concentration that very few are able to find and, oh, yes, he was deadly accurate with reasonable ball control. Both necessary to develop into a champion.



It wasn't long after that Lyman was on his way to his first expo in Chicago. I did not attend but I was surprised to find out that Lyman did not qualify for the tournament and I'm sure came home with a lot of question

Lyman never gave up. Although he talked about scaling back his participation his words did not match his ego. He continued to attend every tournament we could find out about. We continued to practice quite often, comparing notes, finding new places to play and evaluating new machines. Unfortunately Expo was not going to be his only disappointment. Milwaukee, Phoenix, another Expo, '92 PAPA, all began to take its toll on the future world champion. Anything less than first place just wasn't good enough and rightly so in Lyman's case. I can remember

many phone conversations with Lyman as we talked about upcoming events and the luck factor. It was my intention to reassure him that just because he did not finish first did not mean he was not the best. I really think he understood that. Along with his honesty, sincerity and friendship, qualities tied in with many other accomplishments and successes in his life, I knew his day would come. It was a question of when.

Well, when could not have been better: \$3,000 cash, free trip to Expo '93, a one of a kind trophy, his name flashed in a variety of places around the world. This was the sweetest of the sweet.

And if you still doubt who is the best player in the world, don't ever forget the emotion that transformed into tears the moment he heard his name officially announced as the 1993 PAPA World Champion. Oh, yes! This is a true world champion far above any other. Many of us cried with him because we knew what it meant to him and, more importantly, to the sport of pro-pinball.

Lyman Sheats will change this sport as we know it because he loves it. There will never be a world champion better suited for the title and never one more capable of sending this great past time on the right track.

THE GREAT WHITE NORTH

By Bob McGugan

The thunder claps overhead. I look up, hoping to see whatever it was that was broken, thus causing the loud crack. Nothing falls. The clouds roll across the greying sky, sometimes appearing to roll backwards, giving the sky a mystical, foreboding appearance. I search the horizon, looking for a sign of life. A tremendously corny tumbleweed, almost sad in its loneliness, tumbles by, the wind providing locomotion.

I continue to scan for life, searching for those that have invited me to this contest. A contest for freedom, a contest for immortality. A contest for...a pinball machine! Reality sets in. A computerized voice over in the background orders me to "Stop talking, start chalking." It all comes back to me.

These are not the windswept flatlands of the midwest in which I stand. These are the hallowed walls of the Thunderbird Billiard Lounge in Winnipeg, Canada that surround me. Those are not clouds rolling across a greying sky. Those are the greying ceiling tiles being shone upon by a swinging ceiling lamp. The tumbleweed, in actuality, is one of the local youngsters that frequent the arcade, rushing by to play his favorite game. My fellow contestants wander in, exhausted from trudging through the latest snowfall which has befallen us in Winnipeg.

But the deepest of snows could not keep us from what we had all gathered for, that being our first PAPA Tournament. Friends greet friends, young greets old, and threats of silver ball conquerance are uttered in the pre-tournament moments. The majority of the contestants then begin their practice games, hoping to find one last secret that had been previously withheld by the god of pinball.

Two of the players do not practice. These are the top two seeds. Pat Currie, A.K.A., "Kid", (and it's not because he's young,

because he's not) stands at the front counter and nonchalantly sips his morning cup of caffeine and cream. He is the number one seed. One of the greatest silver ball players to ever grace the Thunderbird. The stuff legends are made of. The other top seed is myself, the self-made (and self-named) legend. I sit alone, shrugging off those who would speak to me, trying to put on my game face and agonizing over the sleepless, ramp and bumper infested previous night. And it begins.

The first round draw is made, and I am in a group of somewhat unknowns. Aaron Benditt, our local PAPA representative, fanatically runs around barking out orders, trying, mostly successfully, to organize our motley crew of players. "Where's my group, where's my group!" he screams, as the blur named Aaron whizzes past. Finally, as organized as we are capable, the tournament play begins.

"...the silver ball universe imploded in a fiery reaction to positive and negative colliding..."

Our tournament consisted of play on four machines: OPERATION THUNDER, FISH TALES, TERMINATOR 2, and our first prize, EIGHT-BALL DELUXE. The first

round went by fairly smoothly, with only mild grumblings about the lack of "good breaks" and the such, and none of the top seeds were eliminated.

I managed a PAPA score which ranked me 4th overall. A good start. A couple of surprises came about in the second round, solidifying pinball's reputation as fickle. The "Kid" barely squeaked into the 3rd round, and the 1st round, 1st place PAPA scorer, was eliminated. My game, though, was beginning to solidify, as I finished 1st overall in the 2nd round.

And then it happened. The silverball universe imploded in a fiery reaction to positive and negative colliding. I finished last on all 4 machines in the 3rd round. I was eliminated! EIGHT BALL DELUXE, a pinball machine which had been at the Thunderbird for as long as I had, a machine on which my game was perfected was not to be mine. But I digress! The final group of 4 consisted of 3 fairly unknown pinball prodigies and the "Kid". These were the 4 hottest players in this day's tournament, and they all deserved to be there. Almost unjustly, only one of them could win, and that person would be one of the young unknowns, Dwayne Stephanyshyn.

In my 10 years of pinball playing, I have never seen anyone play so consistently well on 4 different machines as I saw Dwayne play. He is a deserving champion. But the bottom line of fun and sportsmanship held true. Everyone had a good time, winners and losers alike, and we all appreciated the effort put forth by our two PAPA volunteers and Charles Say, the owner/operator of the Thunderbird.

Myself? I will try to right the universe in the next pinball tournament if the silver ball god is willing.

THE SILVERBALL ROLLS DOWN FIFTH AVENUE

By Laura Lyons

After the excitement of PAPA 3, the new Broadway show, a rock & roll musical, TOMMY, opened and is the largest money making hit in the past 10 years for Broadway. Billboards throughout N.Y.C. show TOMMY, all the newspapers have run features about pinball and recently New York NEWSDAY, one of the largest daily papers, interviewed Steve Epstein of the Broadway Arcade, Roger Sharpe of Williams Electronics, and Mayfair Amusements for their extraordinary collection of 68 pinball machines and over 7,000 backglasses in their collection of pinball memorabilia.

Yes, pinball is back in town, and the department stores are even cashing in on the trend of the silverball. The chic and exclusive Saks Fifth Avenue, located next to St. Patrick's Cathedral and across the street from Rockefeller Center recently hired Mayfair Amusements' talent and pinball machines for the new 1960's clothing line of Richard Tyler, which ties into the revival of pinball, clothing and TOMMY.

As you walked down Fifth Avenue you could hear the music of TOMMY sounding through the streets until you walk up to the front windows and hear the music and see the vintage pingames displayed in the windows. As a backdrop, pinball transparencies were hung behind the model and pinball machines photographed by the famous SoHo artist, Charles Bell, of Steve and Laura Engel's pinball machines featured in his book, PHOTOREALISM, which is sold along with his works on canvas at the Louis Misell art gallery in N.Y.C.

Bell, who has been a pinball lover for years and has several in his N.Y.C. loft in SoHo, has photographed over 40 different pinball machines of Mayfair Amusements over the past five years.



Top Above: THE WHO'S ROCK OPERA "TOMMY" takes on a new look at the front window of Saks Fifth Avenue.

Bottom Above: FLAUNTING THE DESIGNER LOOK of Richard Tyler and this 1960 rare woodrail pinball machine by Gottlieb entitled "FLIPPER".

Top Right Page: ANOTHER "KNOCK-OUT" WINDOW DISPLAY at Saks Fifth Avenue featuring a classic Roy Parker backglass is Gobblied's 1950 "KNOCK-OUT" pingame.

Center Right Page: BACK TO THE 60's in fashion and pinball. This 1965 pingame featured animation in the backglass.

Bottom Right Page: ON THE TOWN with "CROSSTOWN" 1966 pinball machine, which depicted the NYC subway system with the subway doors opening when you hit a special target on the playfield.

PHOTOS BY LAURA J. LYONS



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PLAYING THE FIELD

JURASSIC PARK

By Steve Baumgarten

It goes without saying that Data East secured the license of the year when they landed JURASSIC PARK; but although a good license will draw players to a game they might otherwise overlook, it's not enough to bring them back. JURASSIC PARK is good enough to bring them back, not just once or twice, but again and again over the course of a summer that has seen the introduction of a number of very high quality games from all the major manufacturers. My personal observation is that JURASSIC PARK has been the summer's most popular game, although in the final tally it may come in second to Bally's TWILIGHT ZONE (a challenging game from the ADDAMS FAMILY design team), there's no doubt that it will be the biggest hit in Data East's history.

I can't say why other people enjoy JURASSIC PARK but I know why I do. I think it comes down to four things:

- > Good playfield
- > Great rules
- > Killer theme
- > One fantastic innovation

First, the playfield and rules. Of course, there's that big playfield toy, T. Rex himself. He's there to draw in the novices, and perhaps to one-up the ADDAMS FAMILY design team (who brought us Thing, at the time pinball's second most outrageous playfield toy -- FUNHOUSE's Rudy is still number one). He's fun to watch, especially when it comes time to start Tri-ball, when he bends down, opens his mouth, lifts the ball from the playfield, chews on it a bit, then swallows. It's a great show, though to be honest frequent players may tire of the delay the show imposes. Whatever you think of him,



T. Rex is the game's biggest close-up draw (the very attractive backglass is the biggest draw for people who aren't close enough to see what's happening on the playfield).

But beyond T. Rex, the playfield itself is fairly well laid out, with no one shot dominating. The JURASSIC PARK playfield features a STAR WARS pop bumper area and center ramp, but there the similarity ends. The difference is in the details -- whereas on STAR WARS game play was centered on hitting the ramp and Death Star over and over again, on JURASSIC PARK you have to concentrate on a number of different shots (including a crucial Control Room Scoop - the shot that activates a new scoring mode; T. Rex's saucer, the ramp, and a Power Shed scoop that activates the Control Room), some easy and some more difficult.

In fact, the Control Room Scoop is the key to the game. Each time the Control Room is lit, a shot into it will cause the lit scoring round to begin (the rounds are listed just above the flippers and depicted as 11 tiny computer screens). Each round is worth about 20M points total on average; with one exception (the "Light Extra Ball" award), all of the modes start a scoring round of some kind. This stands as a nice contrast to the Door Panel awards in TWILIGHT ZONE, many of which do little more than enable a different award. Once you make the Control room shot, you must relight it before you can make it again to start another round (any number of scoring rounds can overlap, a first for Data East, and something that adds significantly to the smooth flow of the game). The Control Room can be relit in a number of ways: by hitting the Power Shed Scoop just to the right of the ramp, by sending the ball through either inlane, and by starting a new ball. The shot itself is very easy to make, and once made the ball is returned very gently to the left flipper.

Once all 11 rounds have been started, the Control Room relights automatically in preparation for System Failure. To start System Failure (45 seconds of six ball play, with each switch scoring 1M points), just hit the Control



Room and have fun. System Failure is remarkably similar to Lost In The Zone in TWILIGHT ZONE; the difference is that while LITZ remains a distant -- and perhaps unreachable -- goal for all but the best TWILIGHT ZONE players, System Failure is relatively easy to get. And because the scoring rounds overlap, you can get it fairly quickly and more than once a game (should you choose to ignore the rounds and just hit the Control Room over and over again).

One interesting playfield touch is the Raptor Pit -- an enclosed shot at the top of the game with a built-in kick-back. Any shot into this area is kicked back to the flippers at an amazing speed; although the shot itself is not very important in normal play, it is featured in one of the scoring modes (a two ball round) and as a way to restart Tri-ball play. But really, the shot is just fun to make, even if you don't get a lot of points for making it. At first it seems like you're taking a big risk for making a shot into the Raptor Pit, but have no fear - a ball saver is activated as soon as you make the shot, and it lasts for several seconds afterward, so if the ball should drain, you get it right back. (This idea -- that the player should not be penalized for making a risky shot -- is a good one, and one that seems to have found its way into

INDIANA JONES, which now features similar "danger-enabled" ball savers at various points throughout the game.)

Although Tri-ball is the focus of the game for most novice players, wizards have a nice surprise in store for them: CHAOS. You start CHAOS by scoring either single or double jackpot in Tri-Ball; at that point, five different shots light (one for each letter in CHAOS), and your goal is to hit each shot while you still have at least two balls in play. Hitting all five letters starts CHAOS -- an instant Six-ball round -- the goal of which is to score a 50M point T. Rex jackpot and then up to two Super Jackpots. Once all the dust has settled, CHAOS can net a good player over a billion points; for wizards, CHAOS is the only way to get a really high score.

The interesting thing about the Six-Ball CHAOS round is that you are awarded for skillful multiball play, whereas on most games you can immediately lose a ball in multiball play and still score the maximum number of points, in CHAOS your score depends directly on the number of balls still in play. Each Super Jackpot is worth 100M times the number of balls in play; this means that skillful multiball play is worth more than anything else in JURASSIC PARK. There are a number of nice touches in the JURASSIC PARK rules, but CHAOS is a standout. For novices, just reaching CHAOS and starting Six-ball play is an

achievement; for wizards, scoring hundreds of millions of points for skillful multiball play makes for a unique play experience. Outside of scoring, JURASSIC PARK features liberal ball savers on initial ball launch, when the Raptor Pit is hit, and during the beginning of both Tri-Ball and CHAOS. If you are unable to score a jackpot even with the help of the ball savers, you can restart the round in either of two ways, something that insures that even novices will be able to enjoy scoring a jackpot or two.

Now, the theme. Given that it's designed around the most hyped and most popular movie of the year, JURASSIC PARK's theme would be hard to beat. In fact, not only is it the summer's best license (certainly it's the summer's freshest license, with meager competition from ages-old TWILIGHT ZONE and INDIANA JONES), but it's also the summer's best implemented theme. The game is designed around the most important scenes and sounds from the film, and yet it isn't content to rest on cute animation and a big, motorized playfield toy. Instead, it expands upon the theme and introduces CHAOS mode and the Smart Missile (something I'm going to cover in the next section). The whole movie is in there, but there's more besides -- that's about the best you can ask from a game designed around a licensed theme.

That covers the playfield, the rules and the theme. Now the fantastic innovation: the Smart Missile, a one-time-only player aid that, when activated (by hitting the big, lighted button on the plunger "gun"), scores every lit award on the playfield. If you have a single scoring round activated, that round will end and you'll be awarded points for it; if you have Extra Ball lit, you'll score an extra ball; if you have two Super Jackpots lit, you'll score both of them. You decide when to use the Smart Missile, but be sure to choose the right moment - you don't want to have the game end before you can make use of it, but neither do you want to "waste" it on a meager award.

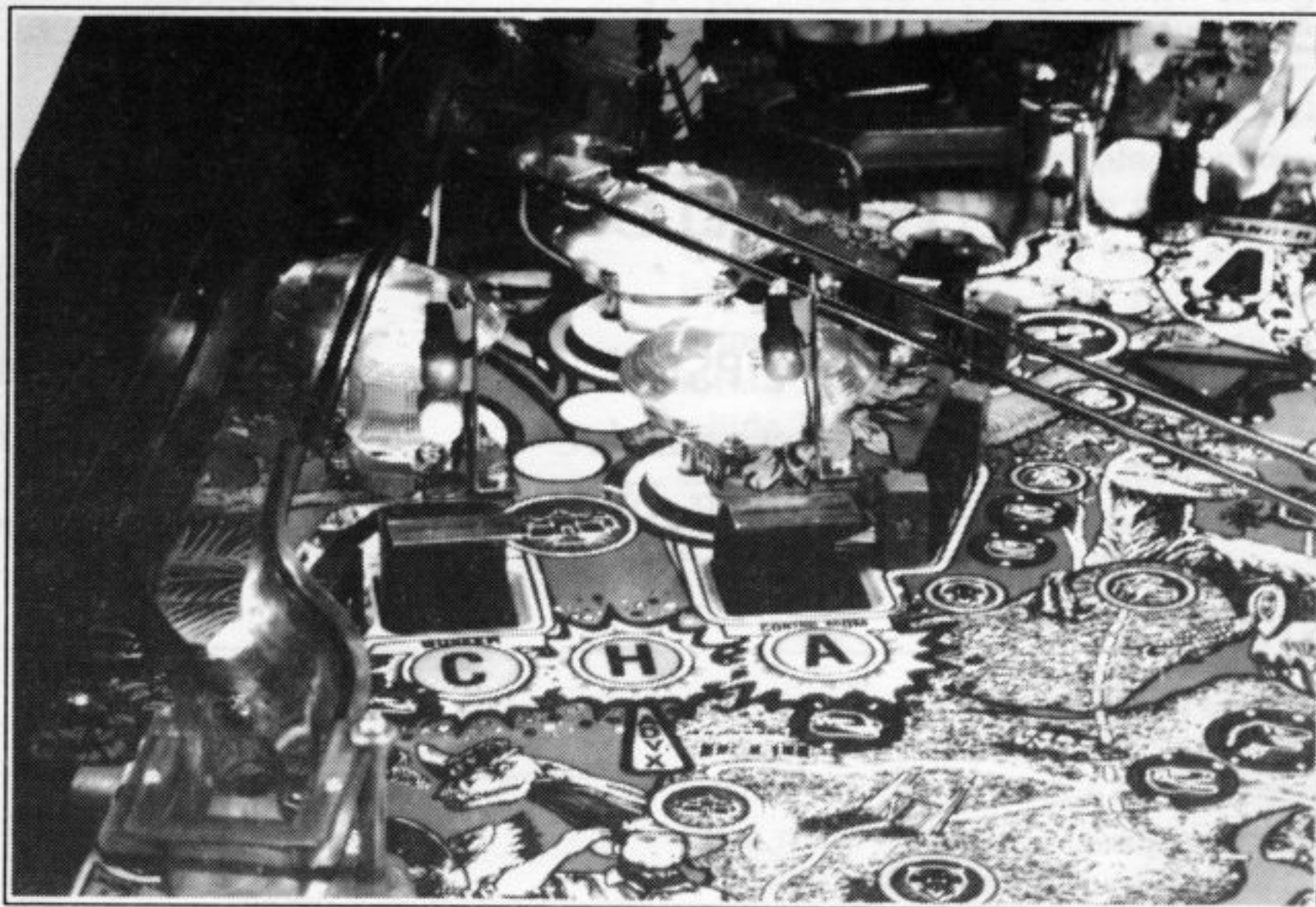
To be honest, at first I thought that the Smart Missile was little more than a gimmick, but the more I played JU-

RASSIC PARK the more I realized that this was not the case. Instead, the Smart Missile is an integral part of the game, and it introduces a unique twist to the game play: strategy. Because you get one and only one Smart Missile per game, and because every player gets one Smart Missile, it's a feature that benefits novices and wizards alike. While for novices it provides a fool-proof way to start Tri-Ball (and perhaps win an extra ball, should it be lit at the time), for wizards it presents the biggest strategic challenge of the game. Should you use the Smart Missile to score CHAOS and start Six-Ball mode? If you do that, you won't be able to use it to score the Super Jackpots, so maybe you should save it. But what if you can't complete CHAOS on your own? There are endless scenarios to consider, and you have only your own experience and goals to guide you. There's no single "best" time to use the Smart Missile -- it depends on your level of skill and, to some extent, how greedy you are. A potential 1.2 billion points just for pressing a button is awfully tempting -- but to get there, you have to be a very good player, and one who has nearly mastered JURASSIC PARK without the use of the Smart Missile.

I think the Smart Missile is one of the best pinball innovations in a long time. Most innovations change game play somewhat (Six-Ball play is twice as fun as Tri-Ball play, etc.), but the Smart

Missile adds a new dimension to the game. Best of all, it helps every player, giving novices the ability to start Tri-Ball, increase their scores dramatically as they score lit playfield awards -- even win extra balls, should the extra ball award happen to be lit at the time. And it gives wizards a unique strategic challenge. Overall, implementing the Smart Missile was a smart move on Data East's part, and I hope to see it again in future Data East games.

Last, it's worth mentioning that JURASSIC PARK is one of the those rare games that's as friendly to novices as it is challenging to wizards. It is in many respects not quite as "deep" a game as TWILIGHT ZONE or INDIANA JONES, but it is somewhat unique in featuring a smooth, graduated learning and playing curve; novices are almost guaranteed Tri-Ball, but still have System Failure as a goal; better players might be able to get System Failure, but they'd still need to practice starting CHAOS; wizards have those Super Jackpots to look forward to, along with the promise of scoring in the billions. (Although I've never seen anyone score both Super Jackpots with all six balls in play, I've heard that an engineer from Data East (Japan) did it; I don't envy anyone who has to play against him in a manufacturers' tournament, but it's reassuring to know that it is, in fact, humanly possible to score 1.2 billion points during CHAOS without using the Smart Missile.)



While some of the scoring modes might have been better thought out - they range from the terrific (Feed T. Rex, Escape, Spitters) to the solid (Save Timmy, Bone Busters) to the somewhat pointless (Mosquito) - they're all fun to play, and you always have the choice of skipping them entirely and moving to the next round, starting Tri-Ball, or charging straight ahead for System Failure.

The sound is up to Data East's usual high standards - don't miss the amazing subsonics during Feed T. Rex - and play is only rarely interrupted. The game has no real video modes, but to be honest I've never really thought very highly of them and the game doesn't suffer in the least for their lack. Game software seems as solid as can be expected, and being able to start scoring modes at will adds a lot to the game. You feel you can play it your way, rather than that you're being held hostage to the game's inflexible software (by way of contrast, the equally mode-laden INDIANA JONES forces you to complete one mode before you can start the next; TWILIGHT ZONE, however, allows for simultaneous mode play).

It is perhaps Data East's best game; it's one of the best of the year, and it's just a heck of a lot of fun to play. Data East's games have been steadily improving since HOOK, and I'm eagerly looking forward to their next release. If it's half as good as JURASSIC PARK, they'll surely have another winner on their hands.

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PLAYING THE FIELD

TEE'D OFF

By Rob Rosenhouse

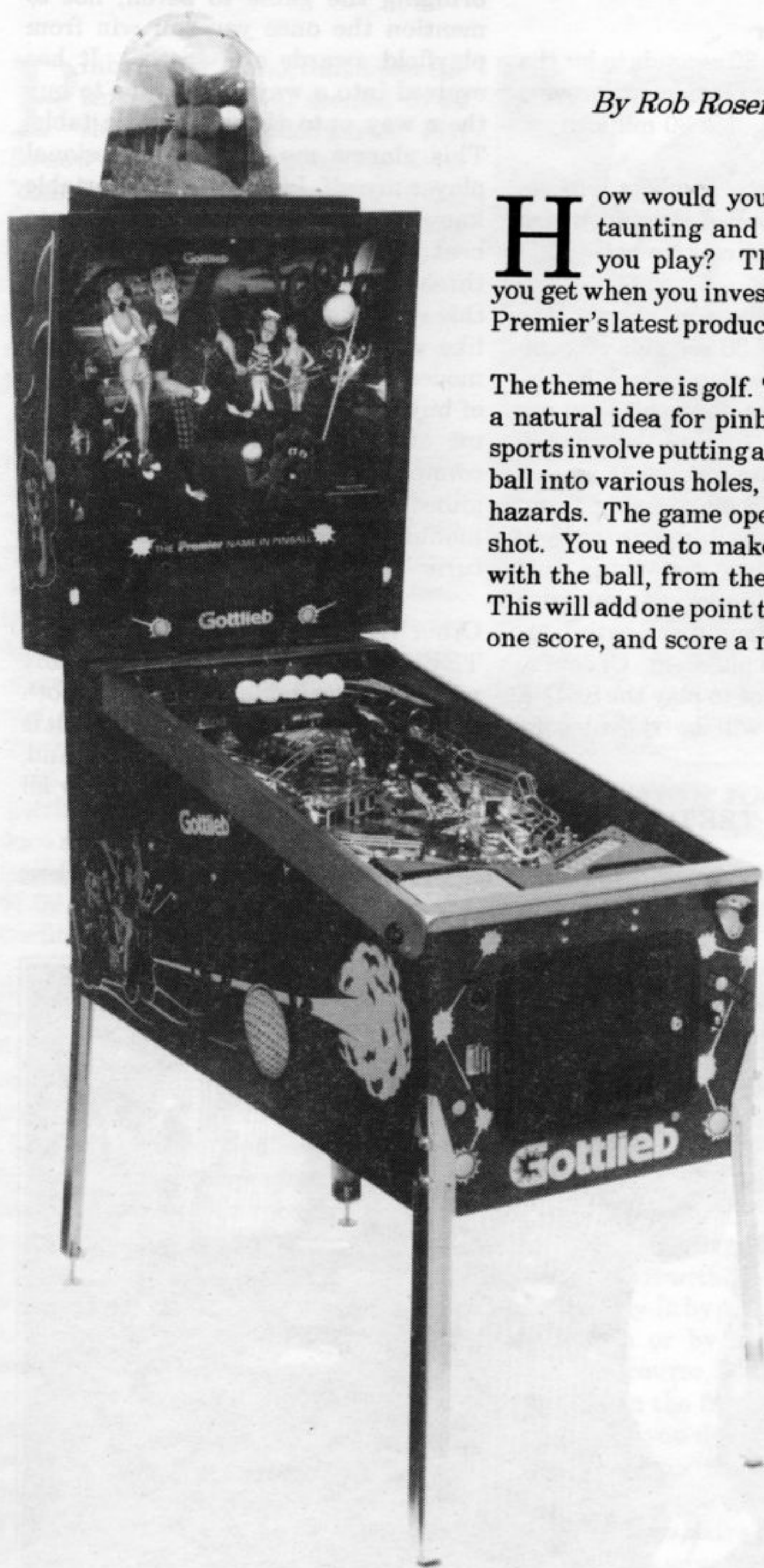
How would you like a gopher taunting and teasing you as you play? That's just what you get when you invest a few coins in Premier's latest product, TEE'D OFF.

The theme here is golf. This seems like a natural idea for pinball, since both sports involve putting a similarly sized ball into various holes, while avoiding hazards. The game opens with a skill shot. You need to make a hole-in-one with the ball, from the plunger lane. This will add one point to your hole-in-one score, and score a mystery value.

The ball is then fed to the upper flipper of the mini upper playfield. Those of you that have been playing pinball for more than a decade, will immediately notice the similarity of the upper playfield of TEE'D OFF with an older Gottlieb game, and one of my personal favorites, HOLLYWOOD HEAT. The setup is very much the same, with a ball popper in the upper left, and a small ramp back to the hole-in-one at the top of the playfield.

The lower portion of the playfield features a center shot with a narrow opening between two drop targets. If you can make this shot without knocking down any of the drop targets, you are awarded another hole-in-one. These become important, because you will get a free ball after 6 holes in one, a choice of 2 awards at 8, and something special at 69. I'm not sure about what happens at 69, but it should be worthwhile. Making this shot with or without knocking down any drop targets also awards a spin of the Gopher Wheel. This is a roulette wheel placed underneath the playfield, with the letters G-O-P-H-E-R printed twice around its circumference. The point is to complete the word GOPHER, to go into a PAR-TEE mode. I found the whole idea of this wheel a waste of time. It really stops the flow of play and could have easily been eliminated from the game without it suffering at all.

The overall concept of TEE'D OFF is to complete the nine holes, made by hitting the two kick-out holes or the right ramp when lit. Doing this will start various multiball modes. This is



where all the points are. The "standard" multiball mode lights 5 different shots on the board, and awards a jackpot for hitting each of the first four. The jackpot begins at 5 million, but will radically increase in value by hitting the coconut bonus captive ball found just to the left of the ramp. The jackpot will easily surpass 60 million with just a single shot to the captive ball. Once the four jackpots are collected, the last remaining shot will award a super jackpot of 300 million. At this point the whole process starts over again, and jackpots can be collected as long as there are at least two balls on the playfield.

The second type of multiball is called "Raining Cats and Dogs". Here certain shots will light up for 25 million apiece. These shots can be made over and over. This mode also ends when there is one ball remaining on the playfield. The problem with this mode is that a ball can be trapped on the right flipper while the player makes the center shot over and over, since the game merrily returns the ball to the left flipper. I understand a recent revision to the game forbids this, but the one I play will let me go on and on forever.

The other side of the game is the five "Tee" rounds. These are started by shooting the volcano in the upper left

when lit. The five possible rounds are:

***Extra ball round**

The player has a certain amount of time to make a single shot to the E.B. target.

***Tee'd Off round**

Decent points are awarded for repeating the center shot between the drop targets.

***Find the Gopher**

You have 30 seconds to hit the flashing shots, one of which will reveal the gopher for a quick 30 million.

***Pitch and Putt**

Making the lit shots will repeatedly score the P-A-P value, which is increased by the captive ball.

***Skins! Game**

This is the fun part of the game. You have 30 seconds to complete the remaining letters in S-K-I-N-S! Once you have done this, you are given the option to play the SKINS! Game. By agreeing, you have a limited amount of time to make a single randomly lit shot to double your score. If you blow it, you lose everything, with the opportunity to recover your original score by returning the ball to the upper part of the playfield. Of course, you can choose not to play the SKINS! Game, but you will be ridiculed for your cowardice.

Overall, I found TEE'D OFF to be a

very fun game to play. However, I feel that the scoring is way out of balance. Scores of 1 billion are common, and scores of over 3 billion are quite possible. Added to this is the latest trend of pinball manufacturers to entice the player to buy extra balls by inserting an extra coin or two. TEE'D OFF allows you to buy four additional balls, bringing the game to seven, not to mention the ones you can win from playfield awards and scores. It has evolved into a way for anyone to buy their way onto the high score table. This alarms me. As a professional player myself, I feel more comfortable knowing that the scores I am trying to beat were accomplished in the same three balls that I am about to play. In this respect pinball is becoming more like video games. I do enjoy "video modes" on pinball games, but the idea of buying unlimited balls really turns me off, and I can't help but see it coming. This criticism is not only aimed at Premier, but at the other manufacturers that offer a buy-in feature.

Other than this, I still enjoy playing TEE'D OFF. There are some really nice shots available to challenge both the novice and the expert. Overall, it is a well themed game, with good sound, and a wise-cracking gopher. Now all that is missing is Bill Murray.

PHOTO MEMORY: PINBALL MAKES IT TO MTV!

MTV star VJ, Kennedy is flanked by pinball notables during a week long pinball blitz at the MTV Studio.

From left to right: Jim Shird and Michael Gottlieb of Alvin G & Co., Williams Bally/Midway's Roger Sharpe, Kennedy, Jeremy Tepper, Editor and Publisher of STREET BEAT Magazine, Steve Epstein and Premier's L. J. Greene.



PLAYING THE FIELD

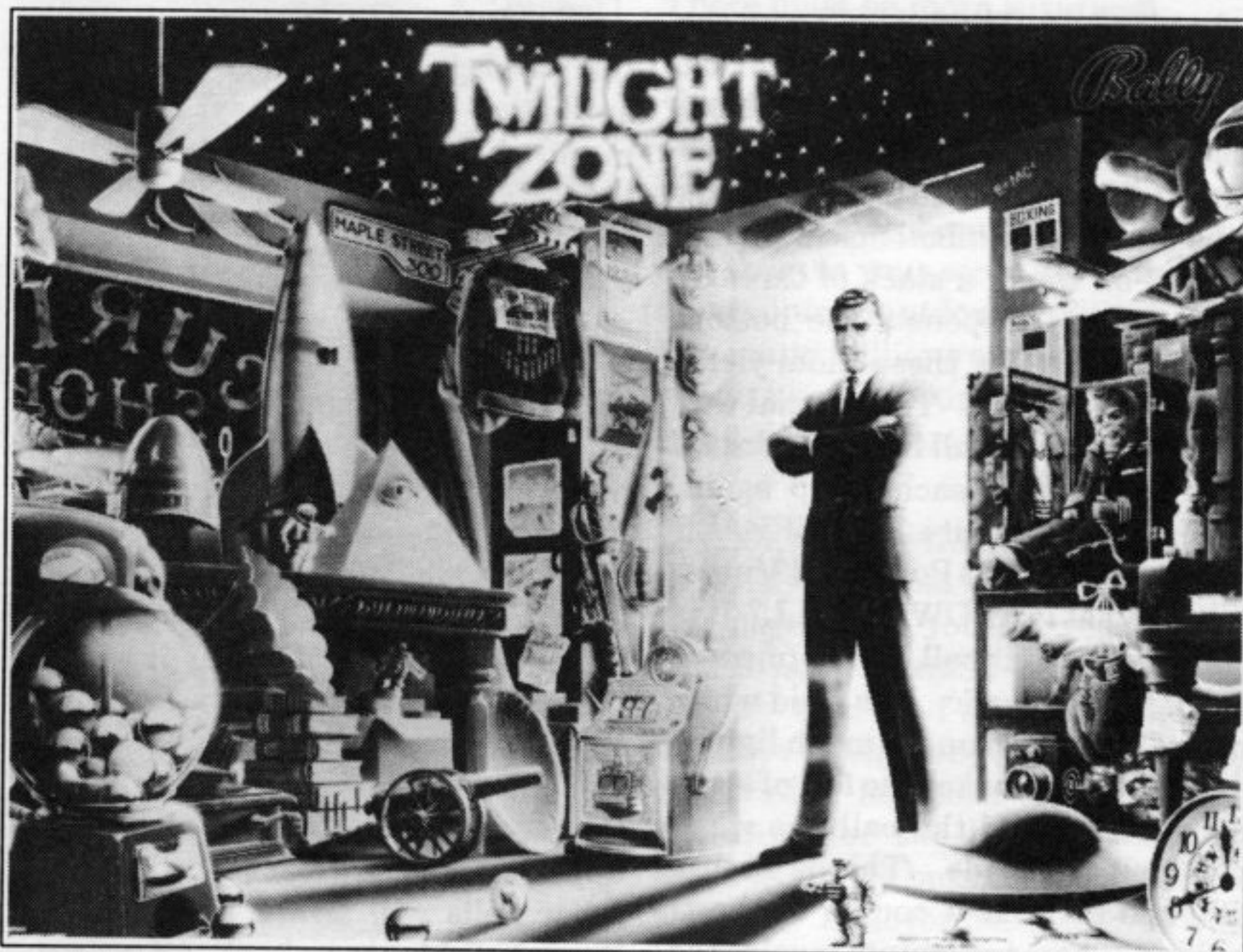
TWILIGHT ZONE

By Paul Drabik, Jr.

Pinball lives! I, too, remember the time that pinball seemed to be threatened by video games. Ha! So now with the Dot-Animation, some "compromise" is taking place. I am very pleased with almost every design from the Pat Lawlor-led team. Earthshaker, Whirlwind, FunHouse, and Addams Family were very well done. What would be next from this team?

In fact, that is what the advertising flyer for TWILIGHT ZONE (TZONE) highlighted. I wonder what kind of budget was given to these guys? I say this because there are several new and non-standard ideas incorporated into this machine. These include a wider table, a chance to buy an extra ball, use of magnetic flippers on a mini playfield and a new type of pinball called a *Power Ball*. I believe TZONE is the most expensive machine to date for a distributor and it happens to introduce a new standard pricing structure for pinball: 50 cents for one credit, \$1.00 for 2, \$1.50 for 4 and \$2.00 for 6 credits.

It is intriguing how the extra few inches in the table width is not very obvious at first when you play. But, when you go on to another "standard" size cabinet, it will feel like a toy! You may note that the "backglass portion" was not widened, so an arcade operator would not have to "make more room" to fit this oversized cabinet. However, I did feel a little cramped when playing side-by-side with people and felt conscious of touching the back of their hand because of the reduced space between machines. Sometimes I slap the flippers and, therefore, would have to watch not to bother the player next to me. Perhaps this means that putting TWILIGHT ZONE on an end position of a line-up is best.



CAN WE OFFER YOU AN EXTRA BALL - AT A "REASONABLE" PRICE?

At the end of the game, sometimes you find yourself just short of some goal. Well, now you can "buy an extra ball. (No doubt from the continues option found in the video game world.) The cost is a whole game credit, either stored-up or by putting in additional quarters. A separate button has been mounted on the right front of the machine (away from the Start Game button). It is marked "Extra Ball" and will flash at game's end to allow player a chance to use it within 7 seconds. You can cancel buy-in by pressing the Game Start button or by a double flipper action. Of course, if you want that chance to win the free game (actually "win back", if you do) OR to complete all the "door prizes" to get to the seldom seen "Lost in the Zone" bonus round you can press the Extra Ball button. If you do not have any more credits, then

the 7-second timer will reset and will do so each time you press it, allowing someone to run to the change machine to get more quarters. Some mercy is extended during this expensive extra ball. All the 5 million Greed targets are relit for some easier score boosting, but you will also notice that the "Shoot Again" lamp flashes, guaranteeing about 10 seconds of game play, giving a more fair chance.

BATTLE THE POWER

A new type of mini-playfield has been created using "magna-save" technology. Mid-left of the table is a raised playfield with two magnetic flippers. They are shown as targets on the surface telling you where to hit the flippers. Quick hits to the flipper buttons seem to work best. The objective within the time limit is to bang the ball around (for 500K, 750K or 1 MIL) and finally get it into the top hole of the little field. Doing this will double the score you got

within the playfield and award the lit door prize.

GUMBALL MACHINE

The Gumball Machine is a very innovative gadget for a pinball game, actually a natural one that works just like a real gumball machine when dispensing balls. The shot is available after completing each ramp as tracked by the lights in the middle of the door on the playfield. The red light over the right spiral shot then lights to say that the gumball machine is open. Note that getting both these ramps also lights the lock for multiball. Getting the ball into the gumball machine puts that ball on top of a stack of three or four balls and dispenses the bottom one. The score for these shots yields 15, 20 or 25 million. The normal way to relight the gumball light is to lock a ball and then hit each ramp again. Eventually, the white POWERBALL comes out and starts Powerball Mania.

What is a POWERBALL? It is a new kind of pinball, made of some kind of tough plastic. It is solid white (until it gets dirty) and is much lighter in weight. This makes the feel of shots very different and the ball flies when solid flips are made. This is both a challenge and has a couple of shortcomings. These two points involve the light weight. One, airball is more likely and two, greater force needed to register some targets. This means greater speed is needed to have the target register, but also increases the possibility of an airball. The worst instance for me was when the ball was in the middle of the table and I hit it with one of the upper flippers. The ball jumped up and bounced over several walls to the bottom of the playfield, draining away. Frustration is already high, trying to control this new demon; nevermind losing it in a non-standard way. I can only imagine what it was like to balance all of the machine components, try different ball weights and materials before coming to a final product. With all of this, my opinion is that **IT WORKS**. An experienced player will welcome this periodic challenge and a less experienced one will laugh at how cute it is, while losing it quickly. I know more can be done with this concept and I do look forward to other applications. It is wild to have a

multiball mix of two different weights. I believe that playing more than one of these powerballs would be too much; one is just right. Detection of the ball difference is interesting, since the plastic passes right through any magnetic forces. I have noted several places where light sensors were used. (What method of detection is used by the machine when powerball is under the table? By weight?)

When TZONE does realize that powerball is about to be played, an ominous announcement of that is made to highlight that fact. The challenge from then on is three fold. First, build the jackpot by hitting the GREED targets (5 million each). Of course, at anytime you can, return the powerball to the gumball machine by means of the right spiral shot. Finally, after collecting the jackpot (10 million+ builds), a special multiball begins called Powerball Mania. All targets have a value of 250K. But the greatest challenge here is to get one of the balls to "Battle the Power". Getting it up the little curved right ramp is tough enough, but then once it is up there, you have the usual time limit to defeat the power by getting the ball to the upper hole. Doing this while juggling other balls will award a 50 million Powerball Mania jackpot. Of course, relighting the "Battle the Power" arrow is possible. And a repeat "Powerball Mania" can be done by defeating the power in the same manner.

"DON'T TOUCH THE DOOR"

Two references to "the door" can be made here and they both deal with multiball. The easier of the two goals involve lighting the Lock by hitting both ramps. Then get the lock and start multiball by means of the left ramp. Note that if you lock one ball and start, the multiball round still kicks out three balls. The jackpot in this case starts at 15 mil and can be built up with the greed targets before collecting it with a shot to the piano. Resetting the

jackpot calls for a shot to the camera. However, if you lock two balls before starting the round, the jackpot starts at 35 mil and can be built up. To start a second multiball round requires the ramp shots and a lock for all three balls.

THE ULTIMATE CHALLENGE OF TWILIGHT ZONE

Now for the most difficult goal of Twilight Zone: Lost in the Zone. For the average pinball player, it is quite a challenge because it involves getting the fifteen "door prizes" shown on the playfield and a final "?". (Remember the Mansion in Addams Family?) Each of these prizes can be gotten by three different shots.

The usual shot of getting the piano (a side shot found on the upper right) will award the lit value. After getting the piano, you must relight it by means of the left ramp.



Another shot is the slot machine. When lit, it will award a random value (like a slot machine!) The relighting of this target is by means of the inner return lane on the left (limited time) or by the right ramp (definitely on).

The third way is to Battle the Power on the small raised playfield and beat it by getting the ball into the top hole. You get double your powerfield score AND the lit door prize.

NOTE: The highest opening skill shot award is worth 10 mil and if you get it, **TZONE** will light the door prize of 10 mil for you. That would make 1 down and 15 more to go.

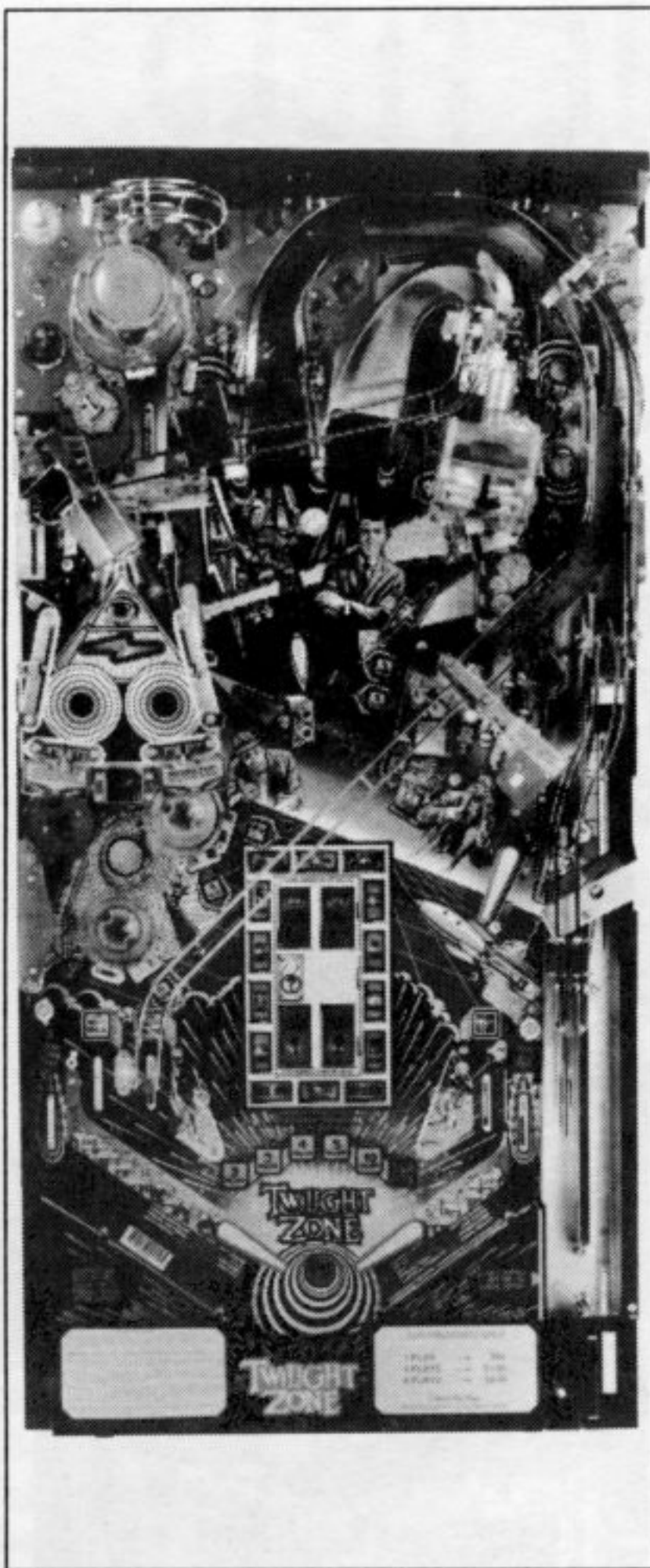
Many of these prizes are similar to the Mansion awards on *Addams Family*, but my favorite are the ones that involve the Clock target between the ramps, i.e., *Clock Chaos* and *Clock Millions*.

Because of all these prizes to get, I feel that this is a game where you should try to get as many extra balls as you can. There are several ways to light the extra ball shot (in the ball Lock passage): getting enough robots with the ramp shots, one of the door prizes, one of the lit outlanes (with the correct Camera award), by getting three Dead End shots past the pop bumpers, and by several spiral awards. That makes five or more different ways.

What is the Lost in the Zone bonus round? It is pure chaos with ALL balls being thrown at you (up to 6) for about one minute with EVERYTHING lit. I have gotten it twice and it takes all your concentration and peripheral vision to attempt to be the Lost in the Zone champion. If you beat the highest score for Lost in the Zone, you may enter your initials and get a free game awarded to you. Nice backboard animation accompany the start and finish of this round. When you are finished, **TZONE** reloads the gumball machine while counting out your final score for the round.

ANIMATION AND SOUND

Great timing of sound and animation



has been achieved by the programmer. I find it nice that no video game was incorporated on backglass. (There is so much else to go for.) Further, there is a variety in extra ball awards. "Talking Tina" drops the ball and different things happen. I found the third extra ball animation the most humorous. The music is mostly lively. But sometimes it is easy-going and hypnotic.

TRICKS/COMBOS

I have seen three combo sequences:

- Two 3-way combos (10 mil))
 - > Left ramp, right ramp, piano
 - > Left ramp, Lock, camera

and One 4-way combo (20 mil)

- > Left ramp, right ramp, alley way behind the slot machine and use the right flipper to hit the camera

Try this:

When replay is about to be awarded, the slot machine gets rolling and will stop to show the word replay, but a clever "Flipper Bonus" is there if you press both flippers before the first wheel of the slot machine stops (5 mil).

There must be more surprises!

One important point is that this game has a high motivation to avoid tilting. All the special scoring rounds hold their scores as bonuses and will not add them to your score until the drain and bonus countdown. Tilting could lose many millions of points. You can speed up the countdown by double flipping several times.

Overall, I believe this machine is meant to satisfy the most demanding of pinball players. If you are reading this magazine, you must be a dedicated player. This kind of depth keeps the machine interesting. However, my observation has been that it is a bit confusing for the beginner with so much available but little is obvious to shoot for. A player needs to stick with the machine for a few dollars worth of rounds to begin seeing its depth and appreciate it.

In my experience, the possibility of having an uncomfortable feeling during play can occur if the table's incline is not set properly. I am not sure what set-up instructions are recommended in harmony with the leveling indicator near the ball launching area. If set too steep, the ramp shots are a strain. If only a little too steep, the ramps work but a smooth "gumball combination" shot is less likely, requiring the player to stop the ball to get a decent shot at the right ramp. Of course, in any situation it is the player's responsibility to get used to the table in each location they play in order to do well. But we do want the newer players to enjoy themselves, right?

I have consistently enjoyed the designs of Pat Lawlor and the crew and look forward to their next creation.

PLAYING THE FIELD

BRAM STOKER'S DRACULA

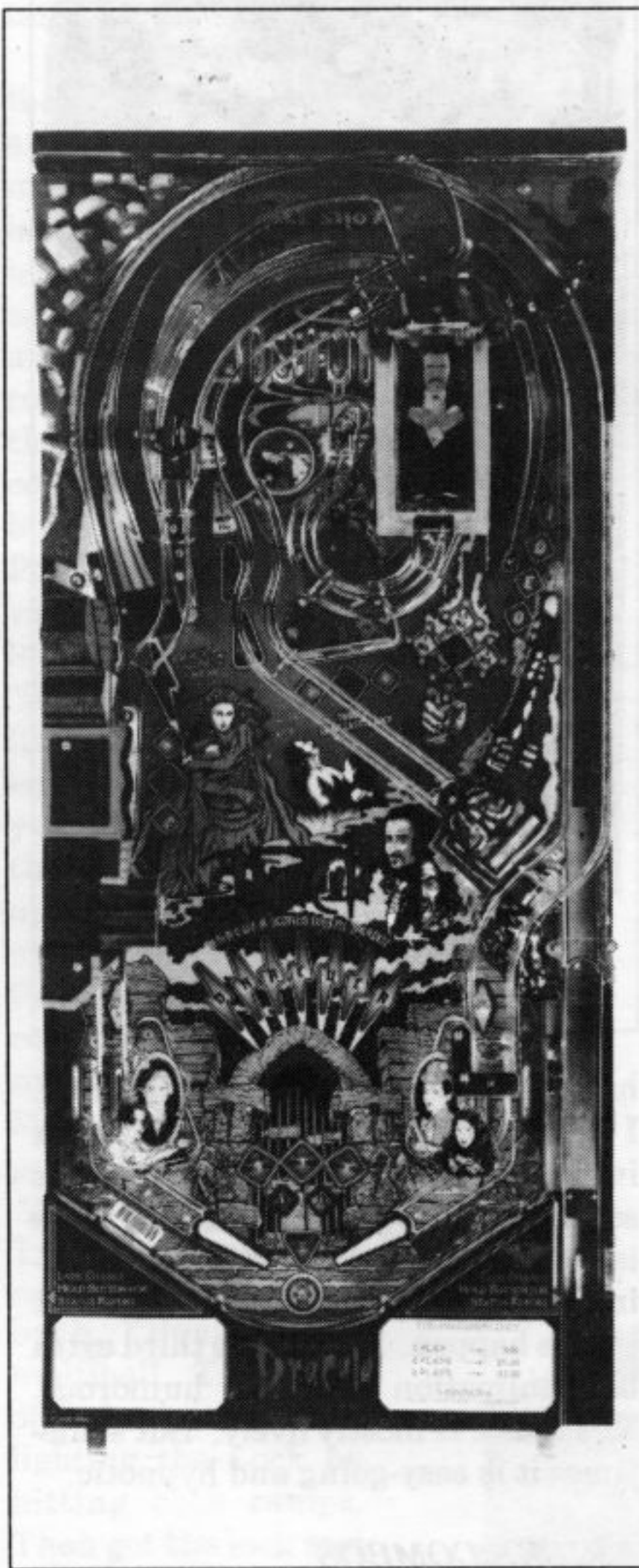
By Kevin Martin

BRAM STOKER'S DRACULA is a Williams release from April of this year, featuring a theme licensed from the film of the same name. Having only recently seen the film, I can honestly say that the game makes thorough and detailed use of its theme, especially with the sampled quotes and animations. However, DRACULA is otherwise a disappointment, proving once again that a quality licensed theme is no guarantee of a quality game.

In my opinion, the hallmark of a truly excellent game is that it offers rules and scoring carefully tuned to provide a variety of ways to play an enjoyable credit's worth. THE ADDAMS FAMILY is widely regarded as the ideal example of this. Unfortunately, DRACULA'S hallmark seems to be that it provides a variety of rules' weaknesses to be exploited by advanced players, along with a variety of reasons for a less skilled player to feel frustrated or even ripped off.

In the interest of being thorough, let me review the game's rules and point out strengths and weaknesses as I come to them. Every ball begins with a Skill Shot which is sort of a simplified video mode version of the TERMINATOR 2 skill shot. Learn the speed at which your machine launches the ball into play, and adjust your timing so that the ball hits the drop target in the back of the game while the center face is lit. Subsequent skill shots (after successful ones) become only slightly quicker. The autoplunger is sending your ball airborne and through a one-way gate, so there are a few opportunities for irregular timing beyond the player's control. The only real value in a successful Skill Shot is that it spots a letter in spelling V-I-D-E-O, and most importantly, advances the Coffin Ramp by one step.

After the Skill Shot, the ball



falls through a set of three rollover lanes which behave in the usual fashion - steerable by the flippers, and advancing the Bonus Multiplier when completed. Strangely, though, the Bonus Multiplier is automatically preserved across every ball. Completing the lanes after reaching 10X is worth 5M points.

Beneath the rollover lanes are the dreaded Jet Bumpers. These Jet Bumpers completely take the player

out of control of the game, and worst of all, almost everything "good" the player does diverts the ball back into the Jet Bumpers. The problem with the Jet Bumpers at the start of the ball is that they frequently detain the ball for just long enough to let the ball saver ("Love Never Dies") time out. By the time the ball reaches the lower playfield, this ball saver is rarely active, although it is often needed.

Above and to the left of the Jet Bumpers is what I call the Tunnel, a simple sinkhole that is more often accidentally hit by the Jet Bumpers' action than by the player. The Tunnel offers a Mystery Award (at least one per game, on normal settings; it is relit temporarily by the right inlane), lit Extra Balls, Mist Multiball, and Castle Jackpots. The Tunnel can be shot straight from the right flipper, or with a tight backhand from the left flipper. The Mystery Awards are mostly unexciting, except that an Extra Ball will often be awarded on a machine on which players are doing especially poorly.

The most significant shots in DRACULA, however, are the two ramps. The most obvious ramp is the Castle Ramp, which sweeps all the way from the left side of the playfield across the back of the machine to the right inlane. Looping this ramp (a tricky prospect for novice players) starts the Bats sequence, awards a rather confusing Bonus, and lights Mist Multiball and Extra Balls. The Extra Balls are offered by self-adjusting intervals, of course. On normal settings, Mist Multiball is lit at 5 Loops and every 10 thereafter. The Bonus usually comes at every 6th Loop.

When the Bats mode begins, the ball is diverted to the autoplunger and immediately put back in play, simply to get back to the Jet Bumpers, I suppose. During Bats mode, you have to trip a certain number of switches

(typically 15) in a certain amount of time (typically 15 seconds). While you're trying to do this, a bonus counts down from 50M, counting down faster and faster as time dwindles away, to a paltry minimum of 2M. With a little luck in the Jet Bumpers, or a well-timed Multiball, you're practically guaranteed 50M; otherwise, expect to settle for less than 10M. The real problem with the Bats mode is not the luck factor, but that the Batsbonus is part of your unmultiplied bonus, which is awarded to you at the end of every ball, repeatedly! Over the course of the game, this adds up to a ridiculous amount of bonus (as high as 750M per ball, for example), and places too much emphasis on a lucky first ball. On DRACULA machines that are setup to be especially difficult (on which the more complicated strategy I will describe later is impractical), three Castle Ramp shots and a quick 50M from Bats can be the only workable way to get a replay.

There are two banks of fixed targets, three in each bank. One bank is in the center of the playfield, facing the center drain, while the other is beneath the entrance to the Castle Ramp, facing right. Completing either bank (you must hit the center target last) lights a Castle Lock for 12 seconds (adjustable). During that time, the Castle Ramp will divert the ball to the autoplunger. For the first two Castle Locks, you are allowed to make an additional Skill Shot; otherwise, the autoplunger takes over. The other ramp is the Coffin Ramp, which has a narrow entrance in the upper right corner of the playfield and returns to the left inlane. Looping this ramp offers no special sequences, but repeated shots are worth twice as much, and five shots will open the coffin, a sinkhole beneath the ramp itself. Locking three balls here will start Coffin Multiball. Unfortunately, the Coffin kickout (which must be endured twice before Coffin Multiball actually begins) drops the ball directly amidst the Jet Bumpers, taking you unavoidably out of control of the ball again.

The mysterious and confusing Bonus which is awarded from the Castle Ramp is nothing more than advancing your progress towards either Castle or Coffin Multiball. The first Bonus will



light a Castle Lock, and subsequent Bonuses will advance the Coffin Ramp by one step (a rather paltry award at best). If at any point the appropriate Bonus cannot be awarded (if, for example, you have already opened the Coffin), the other Bonus will be awarded, or if that is also inappropriate, nothing is awarded. Needless to say, it is best to try to use the Bonus to light Castle Locks.

In the lower right corner of the playfield, there is a simple scoop called the Altar. A ball hit here is immediately kicked back out, and after a certain number of Altars (typically 3) and at intervals thereafter (typically every 5), the Rats sequence begins. The only other award from Altars is to light the outlanes, typically at 15 Altars. One outlane is lit at a time (the right is Special, the left is Extra Ball), and best of all, you can steer the light with the flippers.

The Rats sequence is much like the Bats sequence, except that the bonus increases as you hit targets, and you receive that bonus only if you kill enough Rats (typically 15) within the time limit (typically 15 seconds). This

leads to fixed values for completing the Rats sequence (typically a disappointing 13,250,000 points), but the scoring is wildly different during Multi-Multiball modes, as I will explain shortly. The Rats bonus is carried over to every subsequent ball in the same fashion as Bats.

Except for Multiball, the only remaining feature is Video Mode. Video Mode is lit by spelling V-I-D-E-O. Letters are spotted by a successful Skill Shot or by hitting the lane to the right of the Coffin Ramp, which, of course, feeds the ball back to the Jet Bumpers. When V-I-D-E-O has been spelled, the same lane will start Video Mode. The Video Mode is a relatively simple shoot-em-up, in which you press either flipper button to shoot werewolves advancing on you from either side. No steering is necessary. Although you can run out of bullets (you only have five more than werewolves in each wave, the biggest challenge in later waves is pressing the buttons quickly enough to wipe out all of the werewolves, which can come as quickly as twelve at a time. The only fault with Video Mode is that it is fairly low-

scoring and, therefore, not worth bothering with (also, the first couple of waves are very easily played with a pattern). Shooting each werewolf as late as possible scores more points, but even doing your best usually earns no more than perhaps 40M for the effort. The best thing about Video Mode is that, on normal settings, an Extra Ball is awarded for completing the second wave (note that you have to spell V-I-D-E-O to light each wave independently).

Now we come to the most important feature of DRACULA: its Multiball modes. DRACULA has no less than three different Multiball modes, and the gimmick is that more than one such mode can be running at once. In fact, starting Double or Triple Multiball is the only serious tactic for high scores in DRACULA.

The Multiball mode which most players get to see is Mist Multiball, which is automatically lit at the beginning of the third ball if it hasn't been started yet (in this respect, Williams/Bally is taking a hint from Data East). The gimmick of Mist Multiball is that when you start it, a ball is carried across the middle of the playfield by a hidden magnet, and you must use the ball in play to knock it from its path, in order to actually start Mist Multiball. It seems that the motorized magnet easily malfunctions, however, but a very reasonable menu option allows the operator to disable it entirely, such that Mist Multiball starts as soon as you hit the Tunnel. During Mist Multiball, all ramps and other major shots are worth 10M (Dracula himself calls out this value repeatedly).

Castle Multiball is started by successfully making three Castle Locks. During Castle Multiball, hitting the Castle Ramp holds that ball and lights the Castle Jackpot at the Tunnel. If there are at least three balls in play (there are four balls installed in DRACULA, and all four are put into play at the beginning of any Double or Triple Multiball, hitting the Castle Ramp again will hold the second ball and light the Double Castle Jackpot at the Tunnel. These Jackpots time out after 20 seconds (adjustable), when the balls are returned to play by the

autoplunger.

Coffin Multiball is started by looping the Coffin Ramp and then hitting the Coffin sinkhole three times. Coffin Jackpots are awarded by spelling DRACULA, which is done by hitting the Coffin sinkhole during Multiball. Shots to the Coffin while 2X is lit will spot two letters for each shot. The Coffin Jackpot is automatically doubled if there are three or more balls still in play. Unused letters are carried over to the next Coffin Multiball).

As I mentioned before, the three Multiball modes can be running concurrently in any combination. If two such modes are running, all Jackpot values are doubled. If all three are running, all Jackpot values are tripled. This also applies to the 10M awards from Mist Multiball, which means that during Triple Multiball, almost everything you do is worth 30M. Even balls launched from the autoplunger are sometimes counted as shots for 30M. To make things even trickier, this multiplier also applies to the starting value for Bats (potential 150M) and to how points are awarded during Rats mode - a completed Rats mode during Double Multiball is worth roughly 57M, which I am at a loss to explain.

Because of this unbalanced scoring, particularly the 30M per shot, there is only one reasonable tactic for high scores in DRACULA: Triple Multiball. Just keeping the balls in play for a while will easily net half a billion points, while a little ball control and shots for Double Castle Jackpots (which have a very reachable maximum of roughly half a billion each) can make a single Triple Multiball worth several billion points. Yet DRACULA turns over at only ten billion points.

There are a couple of cute features in DRACULA which may give you a chuckle next time you happen to play it. There is a knockout called the Asylum, just below the entrance to the Castle Ramp. If the ball falls in here during regular play, an animation of Renfield is displayed, along with 5M points. Flipping will change the animation and award an additional 5M. Also, whenever you see Dracula cross-eyed on the dot-matrix display, press the Start button for a silly picture and 20 points. (I wouldn't try this if you have credits on the machine, though.)

In spite of all the faults in its rules, I believe that DRACULA's biggest failing is on entirely different terms. As I pointed out earlier, DRACULA is filled with exciting and well-placed quotes and animations based on its theme. Yet almost none of this excitement is available to the novice player - most of it is associated with the Castle and Coffin Jackpots, which a novice player is very unlikely to see in the first few plays. DRACULA is also filled with novice-unfriendly features: two rather difficult ramps, a meagre selection of other fairly dangerous shots, and Jet Bumpers which take control of the ball whenever the player does something good. Indeed, the only pleasure novices are likely to receive for their quarters is that of watching a ball carried across the Mist Lane by a hidden magnet. Remember, the quarters of novices practically support the industry, and I believe that pinball games need to be able to keep those novice players entertained so that they will play again. Of course, I also like to see deeper challenges provided for the enjoyment of more advanced players.



BE A GAME REVIEWER

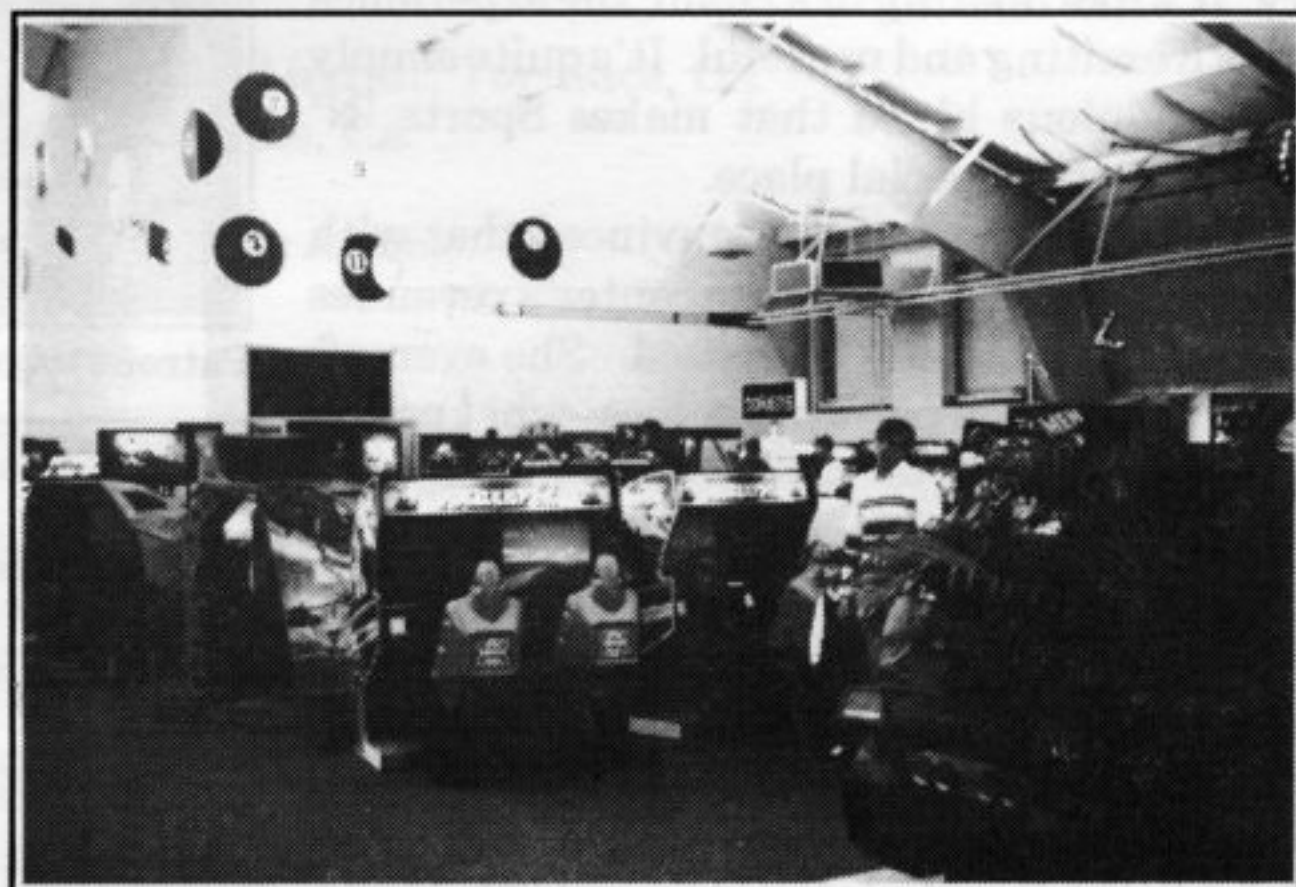
We're looking for players to give their in-depth reviews and evaluation of the latest games. You don't have to be the greatest player in the world to contribute. Let us hear from you. Just call Steve Epstein at 212-247-3725.

Entertainment center painted in new light

By Frank Seninsky



From Left: Joe Camarota and Frank Seninsky of Alpha-Omega, Gloria Chapman and Dimitri Miaoulis of Sports 'N' Games, Barbara Listenik of Fierce Release Design, and Bob Hershey of Sports 'N' Games.



Some of the 120 amusement games; billiard art on the wall at left directs players to the Billiard Lounge.

A unique 35,000-square-foot indoor amusement center called Sports 'N' Games opened in East Hanover, N.J., in December 1992. This facility is special to me, not only because I supplied the 120 games (including redemption) and served as a consultant on the overall layout and design, but because of the colorful artwork throughout the center.

The high-tech images and three-dimensional scenery in the murals and figures on the location's walls come from the imaginative mind of Barbara Listenik, president of Fierce Release Design. For 10 years Barbara has provided artistic services for the amusement industry with her expertise in airbrush, stippling, and brush technique. This is the first time she was "turned loose" to create an enchanting atmosphere where one simply loses track of time.

I watched in awe for three weeks as Barbara worked through the evenings on each aspect of Sports 'N' Games. The menu of attractions includes eight batting cages, football bumper cars (Giants vs. Jets), *Bowlingo*, a billiards lounge, party room, cafe, four-level playport, nine holes of mini-golf, and a train ride.

A pool cue and billiard balls on one wall "jump" around the corner, leading customers to the sports redemption games and Gate A-Level 1 for the batting cages. These balls gradually blend into other types of sport balls (soccer, football), leading to such games as *Around the World* and *Razzle Dazzle*.

As you might guess, the top-earning games are the sports redemption games, which also include *Accu-Toss*, *Bozo Basketball* (double), *UB-QB*, *Shoot To Win II*, *Pinch Hitter*, *Super Pro Quarterback* and *Full Court Frenzy*.

Two walls adjacent to the football bumper cars feature murals that depict a crowd, football players, cheerleaders, and play action. In the part of the country where two NFL teams (Giants and Jets) play in the same home stadium, it's only natural to have friendly competition on the themed bumper cars--even family members ride it out against each other.

To make the bumper cars even more exciting, the "team bumper car" game was developed. Here's how it works: a large football is placed in the middle of the floor. Each team tries to "push" the ball into the other team's "end zone." (We're still working on an indestructible football and a way to kick field goals.)

A sports blimp and instant reply screen shows the "best hits" during the bumper car experience as the riders exit. This creates additional interest, which makes for many repeat rides.

Barbara went all-out in the Billiards Lounge. The three-dimensional figures even have real hair; they seem to be standing right next to you. Some of her most-admired work is found in the skyscape of New York City for the East Side Cafe, the center's snack bar. It makes the entire center look like a million bucks (or four million game tokens!).

As a game operator, I take great pride in designing a game area and placing the equipment in an attractive manner. I take into account traffic patterns, lighting, temperature, color, game size, game theme, etc. Barbara taught me that the wall murals can add another dimension to the games by attracting players and extending their playing time. This means more money spent during the visit.

When you step into Sports 'N' Games you step into the soul of the amusement industry. It's like floating in a cloud; the experience is both exciting and peaceful. It's quite simply a harmonious blend that makes Sports 'N' Games a very special place.

I am thoroughly convinced that with Barbara's talents, any game center's revenues can be substantially increased. She even offered pointers on painting games--what paints to use and how to save time painting and reconditioning sit-down games.

Fierce Release Design specializes in illustrations, graphic design, story-boards, and fine art. It has two offices: 300 S.W. Second St., Suite 7, Fort Lauderdale, FL 33312; (305) 523-1832; and New York City, (212) 502-3923. Recent clients include Sportspark USA, Union & Piscataway, N. J.; Kid's Kingdom, West Hempstead, N. Y.; Dezerland Properties, New York, N. Y.; Body Elite Health Club, New York, N.Y.; River Bend Marina, Fort Lauderdale, Fla.; Zamperla Rides, Parsippany, N.J.; Sporting Life, Nanuet, N. Y.; Sportland America, Danbury, Conn.; and Davenport Marina, Stamford, Conn.

Thanks, Barbara, for the enlightenment. As always...keep cranking!

Frank Seninsky is president of Alpha-Omega Amusements, 6 Sutton Place, Edison, N.J. 08817; (908) 237-4990; FAX (908) 287-3079. He has been designing game centers and supplying games since 1969. For the past 12 years Seninsky has penned columns for several amusement industry trade publications and lectured on management and redemption. This article first appeared in the March, 1993 issue of PLAYMETER and has been reprinted here with their permission.

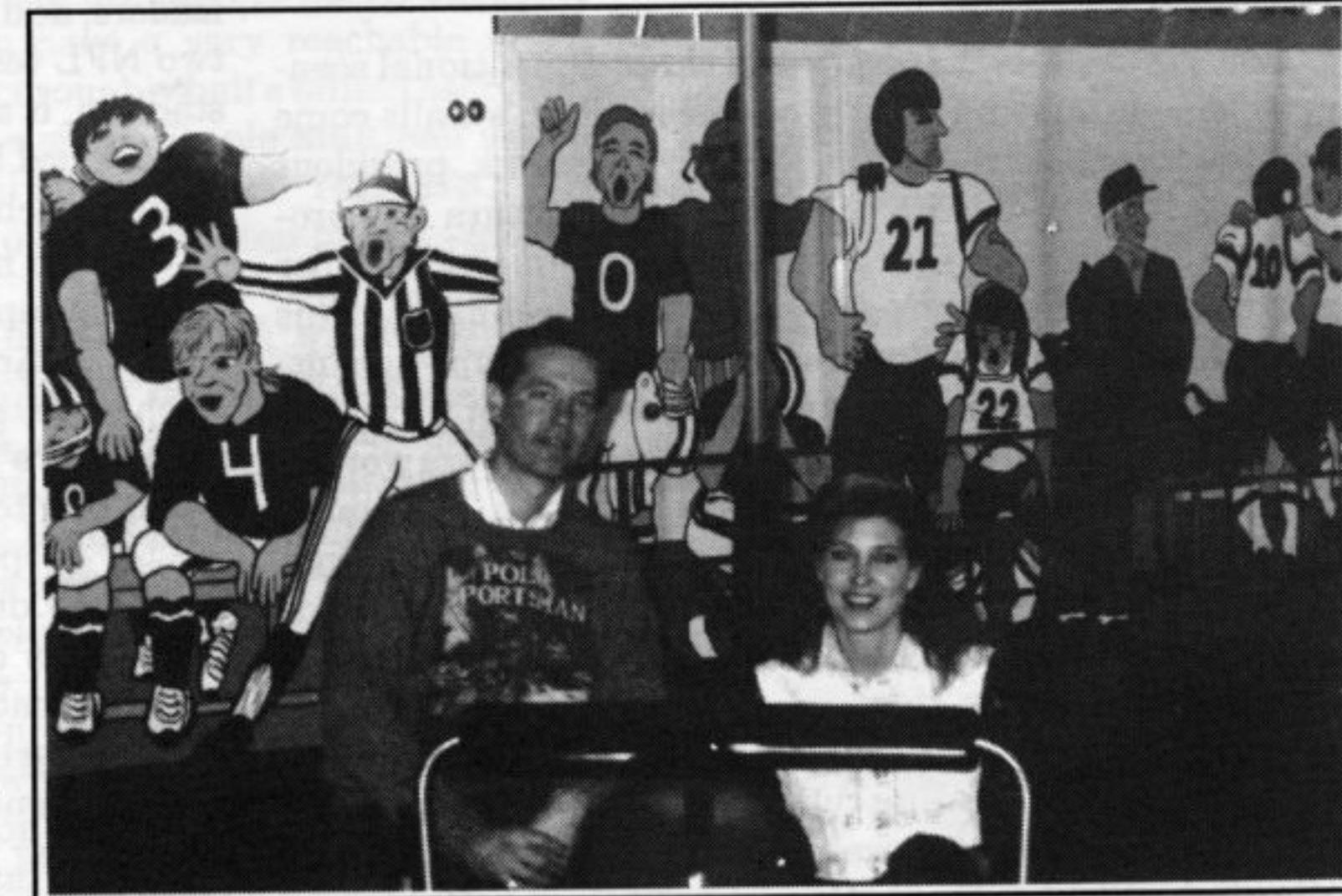
(We encourage you to write to us about your favorite place to play pinball and why it is special. Send pictures, if you can, and we'll tell the world about your discovery so that they know where to visit when they're in your neighborhood.)



Patrons enjoy a new team sport--football bumper cars.



Barbara Listenik by her three-dimensional mural in the Billard Lounge.



Frank Seninsky of Alpha-Omega and Barbara Listenik of Fierce Release Design in a Giants bumper car; the mural depicts sideline player antics.

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2,242,000,000

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BATMAN

120,000,000

BLACK ROSE

2 billion +

CREATURE FROM THE BLACK LAGOON

1,760,618,780

DOCTOR WHO

1.5 billion

DR. DUDE

91,662,660

EARTHSHAKER

10,385,170

ELVIRA

49 million

FISH TALES

3.1 billion

2,004,387,170

708 million +

650 million

565,328,800

453 million

GILLIGAN'S ISLAND

494 million

HOOK

1,496,560,550

690 million

HURRICANE

219,826,030

OPERATION THUNDER

283 million

STAR TREK

354 million

SURF 'N SAFARI

661 million

130 million

TERMINATOR 2: JUDGMENT DAY

1,899,842,120

1,495,950,440

1,262,000,000

THE GETAWAY

1,410,800,890

1 billion +

800 million

574 million

420 million

THE MACHINE: BRIDE OF PINBOT

10,837,625,450

8,471,842,490

Dino Rodriguez, Fun & Games, Willowbrook Mall

Mark Conant, Sunnyvale Golfland, Sunnyvale, CA

Kevin Martin, New River Valley Mall, Christianburg, VA

Kevin Martin, Jolly Time Arcade, VA

Robert Chesnavich

Dean Grover, Hughes Aircraft, Torrance, CA

Mark Conant, Sunnyvale, CA

Donald "Ace" Howard, San Antonio, TX

Robert Chesnavich

Christopher George Aiello, Mid Valley Video Arcade, Olyphant, PA

Robert Chesnavich

Mark Conant, Sunnyvale, CA

Souviner City Arcade, Gulf Shore, AL

Rick Stetta, Beefy's Cabin, Sunnyvale, CA

Rick Stetta, Keystone-Almaden, San Jose, CA

Rod Bair, Family Amusement, Salem OR

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Robert Chesnavich

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Carin Anderson, Woodbridge, NJ

SKA (courtesy of Mark Conant, Sunnyvale, CA)

Travis Reynolds, Fayetteville, NC

G (courtesy of Mark Conant, Sunnyvale, CA)

Ryan Sanders, Orlando, FL

Mark Schultz, Des Moines, IA

Rick Stetta, The Landing, San Jose, CA

Alison Chen, San Francisco, CA

Rod Bair, Family Amusement, Salem, OR

Mark Conant, Sunnyvale, CA

Robert Chesnavich

GGG (courtesy of Mark Conant, Sunnyvale)

Phaedrus (courtesy of Robert DeLoura, Seattle)

Josh Hayes, Seattle, WA

Christopher Hartman, Urbana-Champaign, IL

Robert DeLoura, Seattle, WA

Mark Conant, Sunnyvale, CA

Mike Mahaffey, Wunderland, Salem, OR

THANKS TO ALL OF YOU.....

who have responded so enthusiastically to our initial offer for the collectible playfield plastics from Williams Electronics and Midway Manufacturing (manufacturers of Bally amusement machines). Since many of you wrote requesting specific game souvenirs, we have started a COLLECTIBLES service for those of you who are interested in a particular game. If we don't have it, someone else may so we'll try to find it for you. This service will include other types of souvenir collectibles as well as plastics, so whether you are looking to buy or have extras to sell, this service will provide you with a place to look. Also we will soon have available other pinball related items, both game and non-game specific, so drop us a line with an enclosed SASE for more information. The playfield plastics collectibles are sold in bags of approximately 10-15 assorted items currently representing such games as THE MACHINE, PARTY ZONE, GILLIGAN, DINER, ROLLER GAMES, FUNHOUSE, HURRICANE, GETAWAY, ADDAMS FAMILY, BLACK ROSE, FISH TALES, DR. WHO, WHITE WATER, TERMINATOR 2, and CREATURE FROM THE BLACK LAGOON, several of which will be unavailable after this offer. Since older game collectibles are replaced by more current games, both games and quantities vary slightly. Also, I presently have a limited quantity of a unique 3-D display from CREATURE OF THE BLACK LAGOON which is sold separately.

For all orders received September 1 thru September 30, we will include a FREE Williams "I LOVE CYCLONE" bumper sticker so order now.

PLEASE INCLUDE AND PRINT ALL REQUESTED INFO CLEARLY - REMEMBER IF I CAN'T READ IT, I CAN'T SEND IT. MAKE CHECK PAYABLE TO AND MAIL ORDER TO: COLLECTIBLES, 6427 W. Irving Park Rd., Suite 170-B, Chicago, IL 60634.

Name _____

Street _____

City _____ State _____ Zip _____ Country _____

QUANTITY:	Assorted Collectibles ()	3-D Creature Display ()	Combo/1 ea. Asst. & Display ()
COST (Includes postage and handling):		CONTINENTAL USA:	\$ 5.00 ea / \$ 9.00 combo
No C.O.D's please. Allow 4-6 weeks for delivery.		ALL OTHER COUNTRIES:	\$ 8.00 ea / \$15.00 combo (US currency only)

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To rest your flipper fingers long enough to fill out this questionnaire. Tell us what you like and don't like about pinball. Then rip (or photocopy it) and send it to us pronto at this address: THE FLIPSIDE, 81 Carrar Drive, Watchung, NJ 07060.

Name: _____

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Sex: Male _____ Female _____

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Education: Elementary School _____ High School _____ College _____ Master's _____ PhD _____

Occupation (if none, list parents'): _____

How much money do you spend on pinball per week? _____

Favorite new game: _____

Biggest disappointment: _____

All time favorite pinball machine: _____

Do you play video games? Yes _____ No _____

What is your current favorite arcade video game(s)? _____

THE PROFESSIONAL AND AMATEUR PINBALL ASSOCIATION
ALL PRO LEAGUE - 06/09/93 - STANDINGS AND LEAGUE STATISTICS AFTER 9 MATCHES

	Player	Points	Average	Record			PEPGA
7	HOO NINT	503.0	70,653,414	35.0	29.0	8.0	6.99
9	DWIGHT GREEN	464.0	68,210,509	32.0	26.0	14.0	6.44
4	TOTAL ALL PLAYERS	453.0	75,000,815	33.0	21.0	18.0	6.29
	SAM FIELD	80.0	51,152,850	8.0	0.0	0.0	10.00
	SHIMON ISKOWITZ	373.0	77,981,811	25.0	21.0	18.0	5.83
3	TIM POST	439.0	65,682,210	27.0	31.0	14.0	6.10
5	TOTAL ALL PLAYERS	435.0	65,772,024	31.0	21.0	20.0	6.04
	SHIMON ISKOWITZ	39.0	94,360,753	3.0	1.0	4.0	4.88
	LUI SIEH	396.0	62,198,433	28.0	20.0	16.0	6.19
1	TOTAL ALL PLAYERS	384.0	39,005,527	24.0	24.0	24.0	5.33
	LUI SIEH	37.0	65,307,447	1.0	5.0	2.0	4.62
	SAM FIELD	347.0	35,717,707	23.0	19.0	22.0	5.42
6	GENNADY LEVITAN	378.0	80,638,599	26.0	18.0	28.0	5.25
2	ERIC MANN	250.0	36,824,663	4.0	35.5	32.5	3.47
8	ADAM ERNSTES	150.0	7,149,741	4.0	10.5	57.5	2.08

STATISTICS FROM LAST MATCH							
	Player	Points	Average	Record			PEPGA
4	SAM FIELD	80.0	51,152,850	8.0	0.0	0.0	10.00
9	DWIGHT GREEN	61.0	84,979,080	5.0	2.0	1.0	7.62
7	HOO NINT	60.0	61,540,603	4.0	4.0	0.0	7.50
5	SHIMON ISKOWITZ	39.0	94,360,753	3.0	1.0	4.0	4.88
1	LUI SIEH	37.0	65,307,447	1.0	5.0	2.0	4.62
2	ERIC MANN	36.0	8,256,393	0.0	7.0	1.0	4.50
6	GENNADY LEVITAN	30.0	70,305,962	2.0	1.0	5.0	3.75
3	TIM POST	29.0	51,701,221	1.0	3.0	4.0	3.62
8	ADAM ERNSTES	12.0	1,627,113	0.0	1.0	7.0	1.50

BIG APPLE LEAGUE -06/14/93 - STANDINGS AND LEAGUE STATISTICS AFTER 10 MATCHES

	Player	Points	Average	Record			PEPGA
8	DAVID PELLER	542.0	79,402,984	42.0	8.0	5.0	6.78
9	DAVID TAYLOR	524.0	74,709,785	40.0	8.0	7.0	6.55
3	JOSEPH ROLLE, JR.	453.0	54,257,023	29.0	10.0	8.0	5.66
2	RAYMOND COSTANZA	435.0	54,218,025	27.0	12.0	8.0	5.44
7	PAUL CHEN	421.0	50,354,801	25.0	14.5	7.5	5.26
5	DOUGLAS TUCKER	421.0	34,998,019	25.0	14.0	9.0	5.26
4	TOTAL ALL PLAYERS	403.0	56,630,200	25.0	10.0	14.0	5.04
	BILL BENNETT	302.0	78,330,793	22.0	9.0	19.0	6.29
	FREDRICO RUIZ	101.0	24,079,309	3.0	10.5	18.5	3.16
6	JOSEPH BAILEY	395.0	36,750,203	19.0	36.0	25.0	4.94
1	DAVID CADORETTE	246.0	26,301,726	8.0	23.5	48.5	3.08

STATISTICS FROM LAST MATCH							
	Player	Points	Average	Record			PEPGA
4	BILL BENNETT	75.0	131,719,477	7.0	1.0	0.0	9.38
3	JOSEPH ROLLE, JR.	70.0	52,991,498	6.0	2.0	0.0	8.75
9	DAVID TAYLOR	52.0	141,961,253	4.0	2.0	2.0	6.50
8	DAVID PELLER	52.0	73,700,867	4.0	2.0	2.0	6.50
7	PAUL CHEN	45.0	38,489,141	1.0	7.0	0.0	5.62
5	DOUGLAS TUCKER	42.0	40,633,230	2.0	4.0	2.0	5.25
2	RAYMOND COSTANZA	24.0	54,033,566	0.0	4.0	4.0	3.00
6	JOSEPH BAILEY	16.0	10,455,042	0.0	2.0	6.0	2.00
1	DAVID CADORETTE	8.0	7,584,500	0.0	0.0	8.0	1.00

THE PROFESSIONAL AND AMATEUR PINBALL ASSOCIATION

SPACE PORT #1 - 06/07/93

STANDINGS AND LEAGUE STATISTICS AFTER 10 MATCHES

	Player	Points	Average	Record			PEPGA
2	JOHN KOSTYAL	215.0	55,434,274	17.0	8.0	5.0	7.17
8	LEONARD ANICOLA	204.0	15,361,648	14.0	12.0	4.0	6.80
3	STEPHEN KLUTSARITS	203.0	38,219,111	13.0	14.0	3.0	6.77
9	ANTHONY TAKACH	191.0	20,381,127	13.0	11.0	6.0	6.37
6	THOMAS GIUNTA	178.0	25,310,242	14.0	5.5	10.5	5.93
1	DAVE SULLIVAN	150.0	4,881,634	8.0	12.0	10.0	5.00
5	HENRY WHITEHOUSE	141.0	10,534,931	7.0	12.0	11.0	4.70
7	PATRICK BEIL	122.0	8,300,527	4.0	14.0	12.0	4.07
4	ROBERT BROYLES	36.0	0	0.0	1.5	28.5	1.20

STATISTICS FROM LAST MATCH

	Player	Points	Average	Record			PEPGA
9	ANTHONY TAKACH	30.0	70,418,886	3.0	0.0	0.0	10.00
8	LEONARD ANICOLA	25.0	18,637,633	2.0	1.0	0.0	8.33
1	DAVE SULLIVAN	25.0	5,090,287	2.0	1.0	0.0	8.33
7	PATRICK BEIL	20.0	3,872,399	1.0	2.0	0.0	6.67
3	STEPHEN KLUTSARITS	16.0	35,042,030	1.0	1.0	1.0	5.33
6	THOMAS GIUNTA	15.0	12,357,711	0.0	3.0	0.0	5.00
2	JOHN KOSTYAL	7.0	3,559,660	0.0	1.0	2.0	2.33
5	HENRY WHITEHOUSE	3.0	6,263,820	0.0	0.0	3.0	1.00
4	ROBERT BROYLES	3.0	0	0.0	0.0	3.0	1.00

SPACE PORT #2 - 06/07/93

STANDINGS AND LEAGUE STATISTICS AFTER 10 MATCHES

	Player	Points	Average	Record			PEPGA
1	TIM SOURWINE	270.0	26,040,944	24.0	6.0	0.0	9.00
3	GENE MAYERS	232.0	25,500,347	18.0	10.0	2.0	7.73
4	THOMAS MOLLER	228.0	23,333,818	18.0	9.0	3.0	7.60
8	JEFF MOLLER	225.0	8,375,437	15.0	15.0	0.0	7.50
5	JASON PHILLIPS	106.0	0	4.0	10.0	16.0	3.53
2	NICHOLAS TAKACS	101.0	0	5.0	6.5	18.5	3.37
9	ERIC SCHNECK	99.0	0	3.0	10.5	16.5	3.30
7	DEANN SCHNECK	99.0	0	3.0	10.5	16.5	3.30
6	DAN HOLECZ	99.0	0	3.0	10.5	16.5	3.30

STATISTICS FROM LAST MATCH

	Player	Points	Average	Record			PEPGA
1	TIM SOURWINE	30.0	45,236,306	3.0	0.0	0.0	10.00
8	JEFF MOLLER	30.0	13,718,790	3.0	0.0	0.0	10.00
9	ERIC SCHNECK	16.0	0	1.0	1.0	1.0	5.33
5	JASON PHILLIPS	16.0	0	1.0	1.0	1.0	5.33
2	NICHOLAS TAKACS	16.0	0	1.0	1.0	1.0	5.33
4	THOMAS MOLLER	11.0	4,598,873	0.0	2.0	1.0	3.67
7	DEANN SCHNECK	9.0	0	0.0	1.5	1.5	3.00
6	DAN HOLECZ	9.0	0	0.0	1.5	1.5	3.00
3	GENE MAYERS	7.0	9,006,070	0.0	1.0	2.0	2.33

PEPGA (Point Efficiency Per Game Average), trademark (TM) PAPA, utilized for handicapping in pinball tournaments and leagues.

STEVE ENGEL

60-41 WOODBINE STREET RIDGEWOOD NY 11385

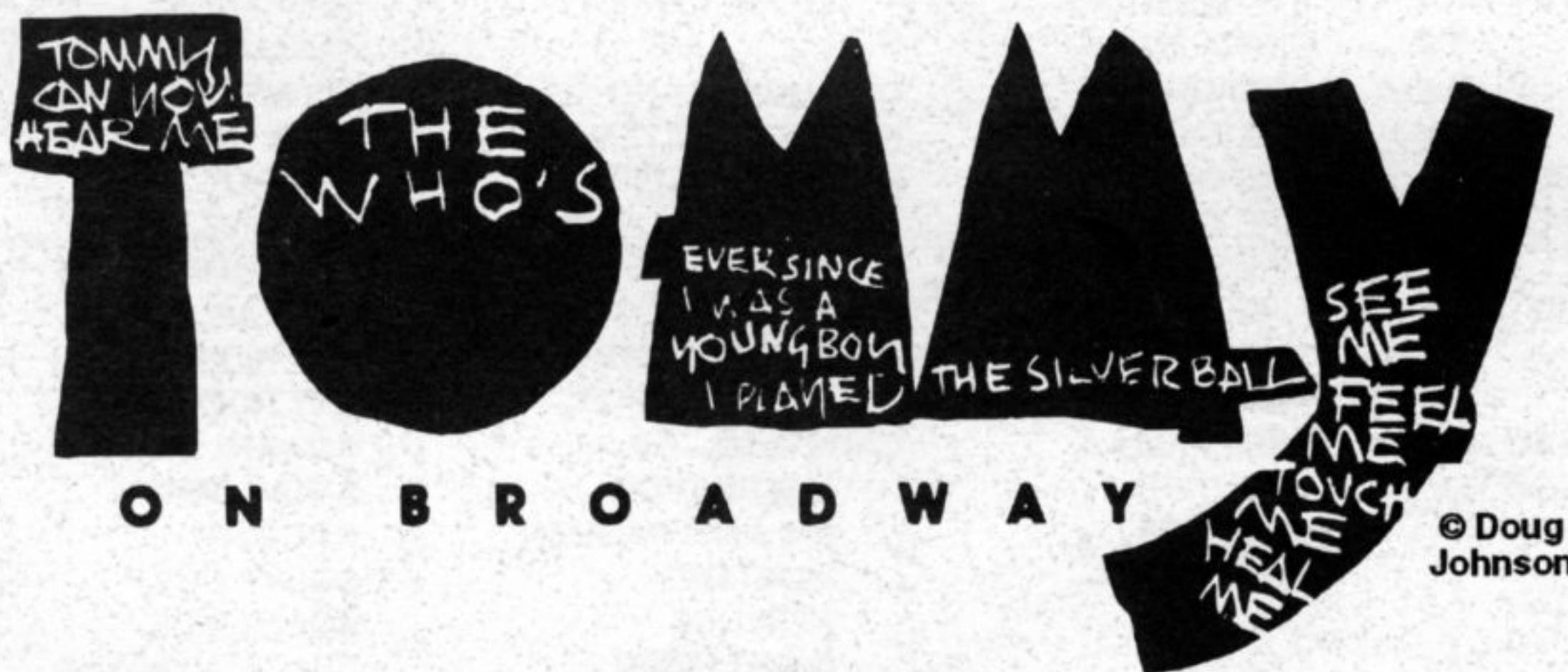
TELEPHONE 1-718-417-5050

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ACES AND KINGS	COUNTER FORCE	GULF STREAM	PARAGON	SPOT POOL
ALGAR	COWBOY	HAUNTED HOUSE	PENNANT FEVER	STAMPEDE
ALI	CUE-T	HIGH ACE	PHARAOH	STARLIGHT
AIRBORNE AVENGER	CYBERNAUT	HIGH HAND	PHOENIX	STAR ACTION
AMIGO	DANCING LADY	HIGH SEAS	PINBALL	STAR GAZER
APOLLO	DARLING	HIT THE DECK	PINBALL POOL	STAR POOL
ATLANTIS	DEALERS CHOICE	HOME RUN	PLAYBOY	STAR RACE
AZTEC	DEFENDER	HOT TIP	POSEIDON	STAR TREK
BALI HI	DELTA CHOICE	JACK IN THE BOX	POP A CARD	STARS
BALLY HI	DEVILS DARE	JACKS OPEN	POST TIME	STINGRAY
BANK SHOT	DISCO	JAMES BOND	PRO POOL	STRAIGHT FLUSH
BARACORA	DISCO FEVER	JET SPIN	PYRAMID	STRIKER
BASEBALL	DOLLY PARTON	JOKER	QUICK DRAW	STRANGE WORLD
BASE HIT	DOLPHIN	JOKER POKER	RAWHIDE	SUPER-FLIGHT
BATTER UP	DOUBLE UP	JUBILEE	RED BARON	STRATO-FLIGHT
BIG BEN	DOUTRON	JUKE BOX	ROAD KING	SUPER NOVA
BIG BEN	DRACULA	JUNGLE KING	ROCK STAR	SUPER SOCCER
BIG BRAVE	DRAGON(E)	JUNGLE PRINCESS	RO GO	SUPER SONIC
BIG FLIPPER	DRAGON(S)	JUNGLE QUEEN	ROLLER DISCO	SUPER SPIN
BIG GAME	DROP A CARD	KICKER	ROLLING STONES	SUPER STAR
BIG INDIAN	EIGHT BALL CHAMP	KING POOL	ROYAL GUARD	SURE SHOT
BIG HIT	EL DORADO	KLONDIKE	ROYAL PAIR	SURFER
BIG STAR	ELITE GUARD	LASER CUE	SCORPION	SURF CHAMP
BLACK GOLD	ELECTRA	LAWMAN	SEA RAY	SWINGER
BLACK HOLE	EVIL KNEVEL	LIBERTY BELL	SEVEN UP	SHARP SHOOTER
BLACK KNIGHT	EYE OF THE TIGER	LIGHTNING	SHERIFF	SHARP SHOOTER II
BLUE CHIP	EXPRESS WAY	LITTLE CHIEF	SHIP AHOY	TARGET ALPHA
BLUE NOTE	EXTRA INNING	LUCKY ACE	SHOWTIME	TEAM ONE
BRONCO	FAST DRAW	LUCKY HAND	SIX MILLION \$ MAN	TIGER
BUCCANEER	FIREBALL CLASSIC	LUCKY SEVEN	SKILL POOL	TIME FANTASY
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CAPTAIN CARD	FIRE POWER II	METEOR	SKY LAP	TOP CARD
CARD TRIX	FLIGHT 2000	MIDDLE EARTH	SKY RIDER	TOLEDO
CARD WHIZ	FLASH GORDON	MINI CYCLE	SKY ROCKET	TOP SCORE
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CLEOPATRA	GAY 90'S	NIGHT RIDER	SPACE INVADERS	TRIZONE
CLEOPATRA	GEMINI	NOW	SPACE MISSION	300
CLOSE ENCOUNTERS(E)	GENIE	NUGENT	SPACE ODYSSEY	VOLLEY
CLOSE ENCOUNTERS(S)	GOLDEN ARROW	OLYMPICS	SPACE ORBIT	VULCAN
CONEY ISLAND	GOLD BALL	ORBIT	SPACE WALK	WARLOCK
CONTRACT	GOLD STRIKE	OUT OF SIGHT	SPANISH EYES	WILDFIRE
COSMIC PRINCESS	GORGAR	OUTER SPACE	SPIDER MAN	WILD WILD WEST
COSMOS	GRAND SLAM	OXO	SPIN OUT	X'S & O'S
				ZIP A DOO

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announce that principal design
has begun....

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ME
FEEL
TOUCH
HEAR
ME



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