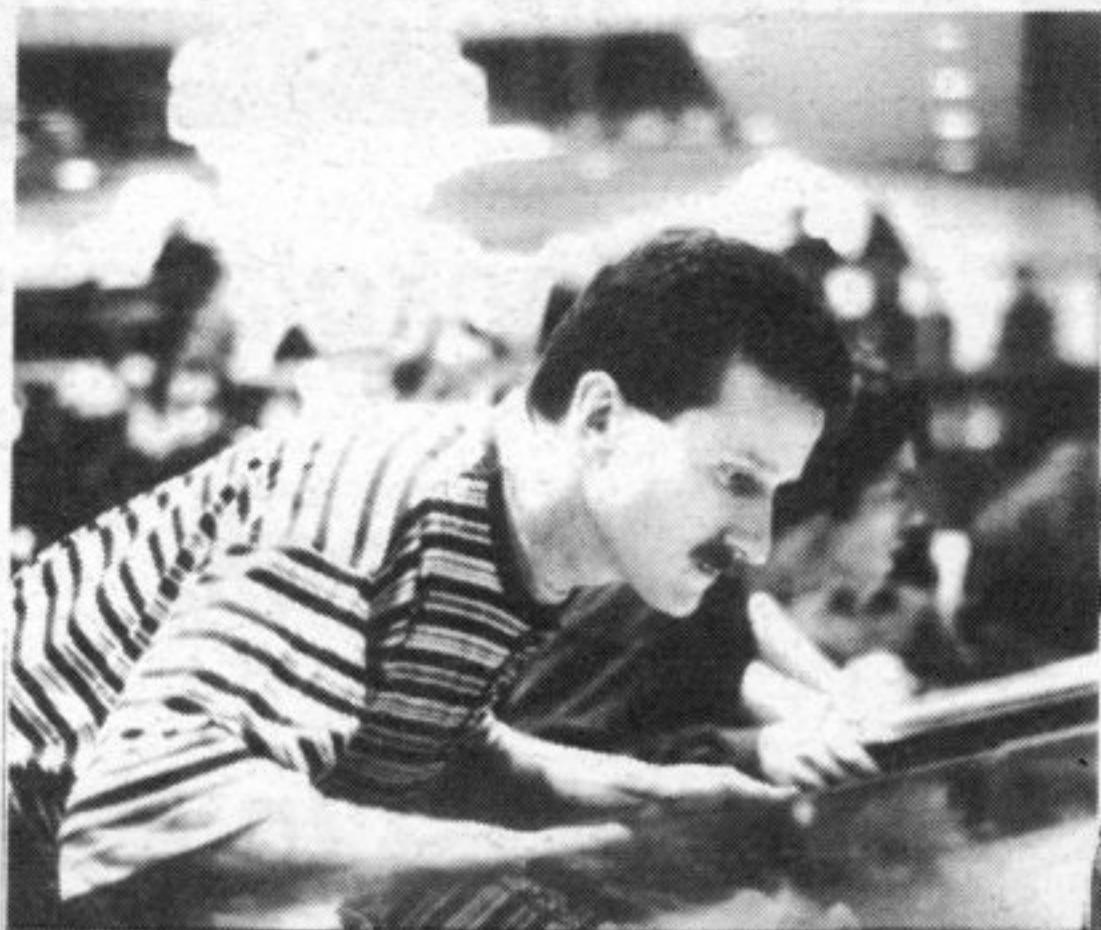


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VOLUME 3 - ISSUE 1

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# SPECIAL WHEN LIT

Spring is finally upon us and not all too soon. This has been a winter I and almost everyone will want to forget. Though the weather was to say the least, horrible, many good things have taken place. THE FLIPSIDE has started to receive terrific letters from our readers. Several of them appear in this issue. As you will see, there are many good ideas that we will hold forth for your opinions. There is also a steady growth in subscriptions, as well as single issue requests. I must again apologize for the irregularity of the magazine's publishing dates. We had hoped to publish bi-monthly, but seem to be two to three weeks behind. Please remain patient with us as we try to create a magazine that is interesting as well as informative.

I would like to thank all the players who competed in the PAPA 4 Tournament this past February 4, 5 and 6. The event was the best pinball tournament ever. Congratulations to Bowen Kerins for winning the title *BEST PINBALL PLAYER IN THE WORLD*. Full coverage and results are included in this issue. I would also like to thank Dave Stewart, President of the Three Rivers Pinball Association, for his hard work in developing league play in the Pittsburgh, PA area. This league produced some exceptional pinball players who also scored big at PAPA 4.

Another casualty of this past winter was ALVIN G. & COMPANY. I, as a long time player, have always appreciated the efforts of the pinball manufacturing group. I have known and long admired Alvin Gottlieb, a true pioneer in this industry as well as a true gentleman. Both Alvin and his son, Michael, have only been a positive force for pinball over the years. I wish them well and believe their influence will remain in pinball for a long time to come.

Please enjoy this issue, as I feel it is the best one we have published so far. The main reason is you, the readers', involvement. Please keep writing and making suggestions on the best ways our magazine can serve you.

*Steven Epstein*



# THE WRITE STUFF

To THE FLIPSIDE,

After reading Vol. 2, Issue #4, I have a few suggestions.

First, please restrict game reviews to new games only. Other publications already devote much of their space to older games. While this is of some interest to all players I feel that many readers would like to know more about rules, scoring, flipper bonus, any video mode tips and how to improve their scores rather than read about older games. How about a print of the instruction card with each review? I'm sure that many players don't have the time to stop and read rule cards at crowded arcades.

In closing, I would also like to see a ballot printed for subscribers' use in evaluating games reviewed and those results printed in the following issue.

RATED 10 (High) to 0 (Low):

- 1) Playfield Layout
- 2) Rules
- 3) Artwork
- 4) Audio and Visuals
- 5) Distribution\*

\*This is a rating on the availability of that machine in that players area. Some locations in my area just don't get any Gottlieb games and only the most popular Data East machines.

I would like to be considered as available to review STAR TREK by Williams. I have recently purchased this machine and would be glad to review it from an owner's point of view. Please contact me on this if you are interested.

**Wayne Ruble**  
**Burlington, NJ**

Dear Wayne,

Well, you've cast the first official ballot in the "new" versus "old" game reviews so we'll see how the voting goes. However, let me point out that when we spoke of doing "older" machines, we proposed to set a time limit of possibly 5-7 years since machines of this age are still very much in evidence in many locations. While it's true that experienced pinball players have probably already played the game enough to know it thoroughly, many of the less experienced and novice

players might appreciate a review on such machines, especially since THE FLIPSIDE wasn't around to give a review at that time. And some fans of a particular game might just possibly like to see what a current review on the game would reveal. At any rate, the question is still open and, as promised, we are including in this issue our first review of an "older" game, FUNHOUSE. (Please note we use the term "older" not "vintage.")

Your request about an instruction card with each review will be considered. Comments anyone???

We liked the idea of a ballot for each game reviewed so much that we have included a ballot in this issue (following the scoring procedure you outlined above) and look forward to the results, which will be announced in an upcoming issue of THE FLIPSIDE.

Last, but obviously not least, we accepted your offer to do the Star Trek review and appreciate your help. We encourage anyone who wants to do a review to let us know - everyone has their own style and the more variety in the reviews, the more interesting they'll be. Thanks again.

\*\*\*\*\*

Dear Steve,

I have been enjoying your magazine since its inception. I especially enjoy the reviews of the new games as they come out. (Is this a vote on new vs. old??, Ed) I would be interested in writing a review of STAR TREK, THE NEXT GENERATION if you haven't already received too many offers, and a story about a recent basement treasure I found.

I was disappointed your reviewer of INDIANA JONES missed pointing out what I consider one of the most unique and enjoyable aspects of the game: the "Narrow Escape." Here, by nudging the game just right, you can earn yourself a quick million. In fact, every time you make a Narrow Escape you get one million points. I enjoy the opportunity to reduce chance in a pinball game by rewarding skilled

players with the chance to increase their play time.

Please keep me posted if I may contribute any articles to your publication. Thank you for your time and your great magazine!

**Amy D. Moore**  
**Williston, VT**

Dear Amy,

Sorry, the STAR TREK review had already been taken but we appreciate your offer and, hopefully, you can do a future review for us. We'll be in contact.

An article on any other pinball related subject would be very much appreciated and don't forget the photos. They add so much to a story that we can't stress enough the importance of including photos with any article submitted.

Thanks for the Indiana Jones tip; I'm sure the players will make good use of it when they play the game.

\*\*\*\*\*

Hello,

My name is Tom Slama and I am a pinball fan. I am writing you for information on your pinball magazine. I recently sold 3 old pinball machines to raise money to buy a faster, more modern pin. Now I am waiting for delivery of a Williams Whirlwind; it should be delivered sometime this week. The reason I wanted to get a new pin is to build up my skill at home to be able to get higher scores in the arcades. Now back to your magazine. I have a friend who went to the Pinball Show in Chicago in 1992 and brought back 3 sample issues of pinball magazines. As the pinball bug has bitten me hard, I looked them over this weekend and found yours the most interesting. It contained just what I wanted to see, new game reviews and up-to-date info (at that time that is). So I am enclosing 3 bucks for a sample issue.

I was also wondering if you have ever done a revue of Whirlwind. If so, could you send me a copy. I hope



in time to build a collection of newer pinball machines that could keep me satisfied at home instead of spending the dough in the arcades. The best way I have found to keep my hobby from costing too much money is by going to auctions and waiting until the end. That is when what they call the Dead Zone comes up for bid. The machines go for \$10 to \$30 and by fixing them up and selling them I have managed to keep my wife off my back about spending money. The down side to this is you can fill a game room pretty darn fast. So, as I said I cleaned house and all I will have left is an old Dragon's Lair, Pacman Plus, Pole Position 2, Tempest and Centipede. Sorry about the videos; I know some pin mag editors hate them with a passion. But they came cheap to me and with the Whirlwind, the game room will look great I'm sure.

Thanks again and I hope you can make this stuff out as I haven't written a letter since high school.

Tom Slama  
London, ON, Canada

Dear Tom,

Thanks for the compliment on our magazine - your sample has been sent. No, since we were not in business when Whirlwind came out we do not have a review but that might be a possibility for a review of an "older game".

You seem to have the same problems a lot of pinball enthusiasts have and that is money to buy and space to keep all the great machines they'd like to have. Your system sounds like a typical solution.

Thanks for writing.

\*\*\*\*\*

Dear Sirs:

Please enter (1) 1-year subscription for me, starting with Issue 4 and send me Premiere Issue and Vol. 2, Issues 1 and 2. (I already have #3).

I got #3 as a sample and liked it, especially the game reviews and playing tips. I am new to the hobby and would like to see a beginner's section, with basic flipper technique such as getting the ball from one flipper to the other and stuff like that and

anything else that will help me keep a ball in play longer. I know you are a new and highly specialized publication, and this probably isn't possible at this stage, but pinball is a subject that cries out for high-quality color photos and slick paper, especially when it comes to showing the playfields. Anyway, hopefully you will come to the point where this is feasible. Good luck!

Ben Beishline  
Smyrna, GA

Dear Ben:

Thanks for the subscription and the comments; hopefully, slick paper and color photos will be possible in the not too distant future.

\*\*\*\*\*

Dear Steve,

Thanks very much for sending me a sample copy of your mag. It looks to be really interesting. I'd quite like to make a few contacts over there with respect to collectors and the like. Maybe through PAPA you might know of a few people who might be into that. Anyway, I thought I'd send in a bit of info about myself and my particular interest in pinball.

When my older brother was into racing slot cars (yeah, remember those), I used to go with him sometimes to the arcade and at the back of the room were several pinballs. Though this is my earliest memory of pinball I did not seriously play any until Black Knight "challenged" me in 1981. This machine has a lot to answer for. I was 14 back then and pinball has captivated me every since. I am now trying to research more about the historical pinballs and the industry in general.

New Zealand has not seen any real influx of pinballs until very recently, (since T2 basically) and many of the older games are very hard to find. I don't think there were many imported before the 1970's or 80's even. I'd like to become a collector but can see the obvious problem of just not being able to find old machines in good condition. I have bought my first machine: a 1963 Beat the Clock. I have no idea how many of this particular game there is out there but I would imagine it to have been a popular one as the first Williams multiball game.

As for recent games, I'm enjoying Fish Tales, although I'd have to list Funhouse as an all time favorite, and I reckon is sure to be a classic collectible in the future.

Generally, I think Williams Bally/Midway machines have real class; stylishly made with an attention to detail, something that seems to be lacking in the Data East camp.

I've never been to the States, so someday I'd like to coincide a holiday with a PAPA, Expo or Pinball show. That would be massive!

Thanks, Steve. Cheers!  
Simon Haxton  
Wellington, New Zealand

Dear Simon,

Thanks for giving us a view of pinball in New Zealand -- certainly should make us pinball zealots appreciate the plentiful supply of great pinballs manufactured here in the United States and, for the most part, reasonably available to most players. We'll be looking forward to seeing you at a future U. S. event.

\*\*\*\*\*

Well, readers, there you have it -- our first sampling of the great comments and ideas from just a few of the many pinball fans out there. Each has something to offer that's of interest to all of us and which will make the world of pinball even more entertaining.

We'll be following up on the ideas presented thus far and look forward to hearing more.

Thanks to each of you for taking the time and effort to give something back to a pastime that has given all of us so much pleasure in the past and even more to look forward to in the future.

Steve



# PLAYING THE FIELD

## STAR TREK THE NEXT GENERATION

*By Wayne Ruble*

**S**TAR TREK - THE NEXT GENERATION, Galaxy Class Pinball From Williams. That's how the flyer reads from the new Williams pinball and I have to agree. The recognition and appeal of the Star Trek license is universal to practically everyone and this alone will attract many players old and new alike. I believe the smooth and flowing playfield layout by Steve Ritchie and team will have players lining up for STAR TREK: TNG much the same as they did for T2: Judgment Day. I found the artwork and speech to be nearly flawless and as a Star Trek fan, I can really appreciate the realistic backglass characterizations by artist Greg Freres. Most of the following is based on my opinions derived from simply playing this game on a daily basis over the last three weeks, although some of the complicated scoring routines are taken from descriptions contained in the operations manual.

After inserting the appropriate number of quarters, one play fifty cents, five plays 2 dollars and pushing the start button, the player is presented with a 5-feature selection in the dot matrix. These features are: START MISSION, FLIPPER SKILL SHOT, LAUNCH A PROBE, LIGHT LOCK AND WARP FACTOR FOUR. These cycle back and forth until one is selected by pulling the trigger on the control grip which simultaneously launches the ball. This process is repeated at the start of each ball. Selecting Start Mission will begin the flashing mission indicated on the lower playfield just above the flippers. I will take this opportunity to describe each of the seven missions which are available.

**Mission: Time Rift:** At mode start, all seven fleet emblems are lit and begin to time down. Hitting the two lit stand up Time Rift targets extends timer and increases emblem value from five million to a cap of twenty-five million. Mission ends after timer runs out.

**Mission: Worm Hole:** At mode start, three star fleet emblems are lit along with the worm hole shop lamp. The worm hole value (left ramp) starts at thirty million and increases by 10 million with completion of the Beta quadrant (right ramp). The spinner over





the left runway emblem increases the worm hole value by one million per spin. A shot to the left ramp collects the worm hole value and an artifact (more on that later). Mission ends after timer runs out.

**Mission: Search The Galaxy:** At mode start, the star fleet emblems at each of the three ramps are lit for ten million points each. Every ramp shot increases that by another ten million. Completing three ramps awards an artifact. Completing ramps in order--center, right then left--awards a fifty million point bonus and lights the neutral zone (upper left playfield hole) for an additional one hundred million points and another artifact. Mission ends after time runs out.

**Mission: Battle Simulation:** At mode start, the lower right cannon is loaded and begins to swing left. The object here is to shoot the ball into the neutral zone (upper left playfield hole). Making this shot (or any that puts the ball below the play surface) will load the lower left cannon which begins to swing right. The object here is to make the center scoop shot. Mission ends when the time runs out or when six shots are made. Values increase from ten million to 100 million with an artifact awarded at Shot 5 and an extra ball at Shot 6.

**Mission: Q's Challenge:** At mode start, 3 star fleet emblems light, flash and start to time down. The first completed emblem scores 10 million, adds the value of 10 million for the next emblem shot and lights an additional emblem. Players can also add emblems by hitting the lit Q stand up target (mid-right upper playfield). Mission ends when the last emblem timer runs out.

**Mission: Rescue:** At mode start, the star fleet emblems light for the right and center ramps along with the transporter light on the center scoop. Every switch adds personnel to be rescued, capping at a maximum of 50. Completed ramps score one million times the personnel total. The center scoop scores 10 million and 5 personnel rescued. If you can rescue 50 personnel before this mode times down, an addi-

tional 20 million points is awarded. An artifact is awarded after the twenty-fifth rescue along with a 50 million point bonus. *Hint: Switch for spinner on left playfield runway quickly adds personnel.*

**Mission: Asteroid Threat:** At mode start, the emblem for the center scoop lights and begins to time down from a value of 20 million points. Completing this shot locks in its current point value and lights all star fleet emblems for that point value. Mission ends when all emblems are collected or timer runs down. A 50 million point bonus is awarded if all 7 emblems are collected.

**Mission: The Final Frontier:** This is not counted as a "normal" mission because it is unavailable unless the other 7 missions have been completed. At mode start, a bonus is given for artifacts collected to this time. The four types of artifacts are: Dilithium crystals, Isolinear chips, Duranium spheres and Singing Stones. If you have collected all 4 by this time, you are given a 1 billion point bonus. This now becomes a 6 ball multiball event, 2 of which are launched by the lower left and right cannons. All 7 star fleet emblems light and score a minimum of 10 million points to a maximum of 100 million points, depending on the number of artifacts collected. Mission ends when one ball remains in play. If all of the above does not seem interesting enough, please keep in mind that this was only the mission descriptions for the first of the 5 selectable features at the opening shot for each ball. Also, any flashing mission can be started during ball play by a shot to the center scoop when the start mission light is lit. I will now be getting back to the other 4 selectable features described as follows.

**Flipper Skill Shot:** The ball is fed directly to one of the cannons which will begin to swing toward the opposite playfield side. Firing the cannon and completing the lit shot awards a random feature. *Hint: I have found that if I am scoring poorly to this point that a probe launch often awards lit extra ball or extra ball itself.*

**Light Lock:** If this is selected, the ball

put into play automatically becomes locked and another is launched into play. The object of locking balls is to begin the "Borg Encounter" 3 ball multiball event (more on that later). At this time, I would like to point out that this selection is adjustable by the owner/operator thru the feature adjustment menu. I would suggest that the allowed skill locks be set to none. In doing this, the light lock selection is replaced by light holodeck, which I felt would be a more popular choice, especially with new or inexperienced players. The holodeck can also be lit by shots to the right ramp and be collected by a shot up the right side runway. The holodeck is a maze type video mode in which the player maneuvers a shuttle craft through an underground tunnel system, trying to avoid explosive mines while collecting squares containing 10 million points. This mode ends after contacting with a mine or after completing 10 tunnels. A point bonus is awarded for tunnels completed. *Hint: At the last tunnel a square Icon will appear in the center. Flying through this will end video mode but also awards an artifact and a 50 million point bonus.* To back up a bit, though, before the holodeck simulation begins you can pass on it and in its place select 25 million points. This choice is displayed in the dot matrix and selected by the flipper buttons. Also at this point, you can select Riker's poker night, by holding in the trigger on the control grip and pressing the right flipper button. This starts a 5-card draw video poker game where a single flipper button selects the cards, the trigger discards them and both flipper buttons at once draw new cards and shows Riker's hand.

**Warp Factor 4:** This is the last selectable feature and qualifies you to warp factor 4 at ball launch. At a normal start of a ball, you are traveling at warp factor one. Warp factors are increased by one for each completed shot through the left runway or the left ramp when the warp factor light is lit. Warps 2 and 8 light various playfield features and remain lit until that ball is drained. Warps 9 thru 9.9 are timed down and must be shot again to reset timer and advance speed. This awards 15 million thru 60 million.



Another major mode is the *Borg Encounter*. This is an automatic 3 ball multiball event which starts after the third ball is locked. There are 3 ball locks, all of which can be lit at various times. One at the top center of the playfield and shot through the right side runway, the second is the neutral zone (upper left playfield hole) and the third of which is the Borg ship itself, locked by a shot up the left ramp. If you make the left ramp lock to the Borg ship, it will fire that ball toward you at the start of multiball. Before multiball starts though, you are given a chance at 3 cannon shots from the lower left cannon to the center scoop (the jackpot shot for this event). Multiball begins after completing these 3 shots or after your first missed shot. Jackpot point values are variable but the object here is to shoot the center scoop for jackpots or the left ramp for super jackpots while maintaining your shield power (shots to the left runway spinner). This mode ends when one ball remains in play or when your shields are reduced to zero.

The last major feature is the *Neutral Zone Encounter*. This is lit by shooting the 3 stand up targets above the upper left playfield hole (Neutral Zone) and collected by a shot into that same hole. One of three modes below picked randomly will begin. They are described as follows.

*Ferengi Encounter*: At start up, the lower right cannon is loaded and swings left for a shot at the stand up targets above the Neutral Zone. A hit to any of these will start 2 ball multiball and light the center scoop for jackpot. Additional hits to the above stand up targets will increase multiball to 4 (maximum). Jackpot varies by balls in play and hits to lower left stand up targets. Mode ends with one ball remaining in play.

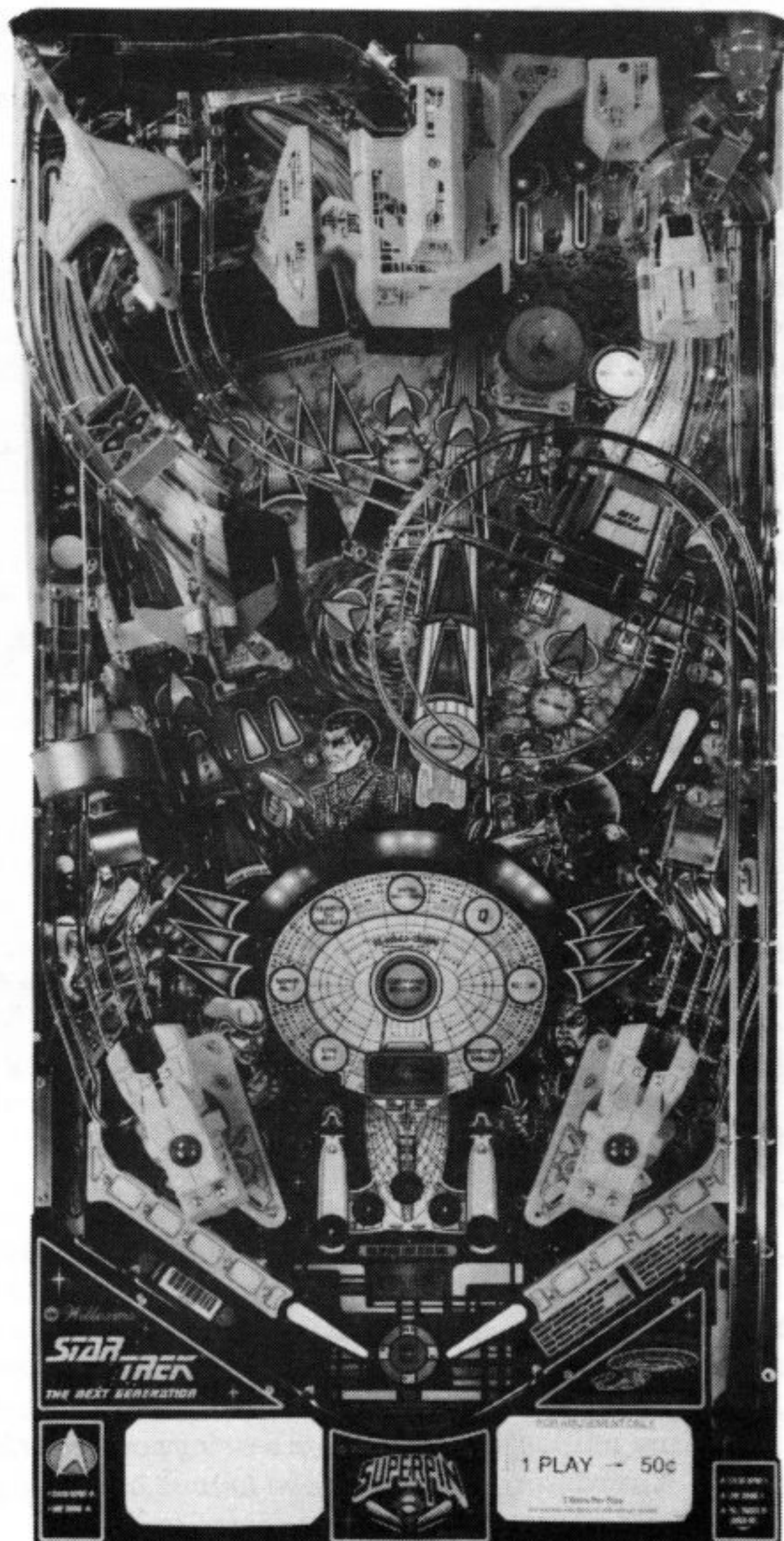
*Romulan Encounter*: At mode start, two of a possible three star fleet emblems will light indicating the locations of the Romulan warbirds. The third ship is cloaked. The cloaked ship changes positions with the others as the timer runs down. The object here is to dispatch all three warbirds before the timer runs out. Hits to the lower

right stand up targets provide help from nearby Klingon vessels which replace the Romulan ships.

*Cardassian Encounter*: At mode start, this is a 2 ball multiball event. Jackpots are collected by hitting the stand up targets above the Neutral Zone. Point values vary with your shield strength. Shoot left runway spinner to rebuild shields. Mode ends after one ball is drained. Here I would like to point out my only real criticism of the artwork. I can't find any Cardassians anywhere.

I think that all of the above text covers the basic play of the game. Addition-

ally, bonus multipliers are lit by top rollovers, as is the advance in rank shot (left hand corner). The hurry up shot is the right runway which times down from 50 million points. The kickback is lit or relit by the lighted lower stand up target (one of six). As for any other hidden features or flipper bonuses, they may be there but I have not found them yet. My biggest criticism of the game is what I consider to be a design flaw with the left ramp shot. This shot is an integral part of many modes and is a hard one to make. This is because the ball is not properly fed to the upper right flipper. I think that the upper right stand up target





(advance mission) could have been an eject hole as it was in the Getaway: High Speed II or the right runway could have used a magnetic stop as in The Twilight Zone. Either method could have worked, but as it stands now the only feed to this shot is the left runway and at that ball speed it is as often a luck shot as it is not.

Considered overall I believe that Williams has a real hit on their hands with STAR TREK - THE NEXT GENERATION and it will become a must have for arcades (and homes). I would also like to extend a special thanks to Steve Epstein for giving me this chance to voice my opinions about my new machine and would like to invite other readers to contact him also in regards to providing game reviews.



\*\*\*\*\*

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# PLAYING THE FIELD

## TALES FROM THE CRYPT

*By Steve Baumgarten*

**T**ALES FROM THE CRYPT was, for a long time, Data East's "lost game." We saw previews for it as far back as STAR WARS, but when the next DE release rolled out, it was JURASSIC PARK. When DE followed up with LAST ACTION HERO, it seemed like they'd shelved TFTC altogether in favor of games designed around more timely licenses; after all, TFTC has been on HBO for years now, and it's likely that this popular show will continue to run for years more. Meanwhile, Hollywood blockbusters have much smaller windows of opportunity and the more likely a game release coincides with the theatrical (or video) release of the movie on which it is based, the more popular it is likely to be. But although it was a long time in coming, TFTC was far from neglected. In fact, in many ways it is one of DE's best games, even if it is bound to be overshadowed by their follow-up game, the phenomenal TOMMY.

One thing, though, that may not be surpassed in the near future is the game's amazing dot-matrix graphics and animation. With the release of JUDGE DREDD, I thought DE might have lost their lead in this area to Williams/Bally Midway. But with TFTC, DE has set new standards for pinball game graphics and animation. The overall detail is superb; the animations are appropriate, inventive and funny; and the sheer volume of animation is overwhelming. Just when you think you've seen it all, you see more. More graphics, and especially, more gore. The animation artists at DE obviously got very much into the spirit of this license, and they did it proud. People don't just die on screen--they're hung, decapitated, electrocuted; they decompose; they're cut in half with a

chainsaw. It's really wonderful--so wonderful, in fact, that it's only because that's the only way you can fully enjoy all the truly warped action on the dot-matrix display.

But luckily, this isn't really the case. For TFTC appears to be another step DE's designers have taken on the road to the holy grail of the pinball wizard: the deep rule set. Because while flashy and undeniably attractive on the surface, many of DE's past games have suffered from poorly thought out rules, unbalanced scoring, or overall designs that favor little but multiball after multiball. TFTC, though, has more going for it than just multiball; prime among its attractions are a dozen modes, nearly all of which can run concurrently, and most of which are varied enough to keep your interest, even after repeated play. The modes, the artwork (which is quite in keeping with the comic book-like license), and the layout of the playfield keep this game fun and interesting long after the initial attraction of the license has faded.

The game's rules are designed around two major playfield features: the Tombstone and the Crypt, which act more or less like the Vault in THE ADDAMS FAMILY; and the Electric Chair, which plays a featured role in TFTC, much as the Control Room scoop was the star of JURASSIC PARK. But instead of positioning the scoop so that it could be hit from either of the two lower flippers, DE moved it off to the right a bit and tucked it up under the lower portion of a center STAR WARS-like ramp, making it all but impossible to hit from the lower-left flipper. And it's far enough on the playfield so that hitting it from the right flipper is anything but

a "gimmie." A better strategy is to use the upper-right flipper, which exists solely to allow you to hit either the Electric Chair scoop or the Tombstone, a huge target located in back and slightly to the right of the Electric Chair. (More about the Tombstone in a bit.)

I have mixed feelings about this design: on the one hand, it makes the game more interesting for expert players, since starting a mode is far from a sure thing, especially if you don't first move the ball up to the upper-right flipper and try a shot from there. On the other, it leaves the left flipper little to do during the course of regular game play (other than hit the right flipper). The left flipper can also hit the right micro-ramp (a tight U-turn of a ramp located just above the upper-right flipper), which is important during multiball play, but otherwise, it's kind of useless. If nothing else, this design makes TFTC something of a "right-handed" game.

(The large STAR WARS-like center ramp--a recurring playfield feature on DE games since LETHAL WEAPON 3--actually serves very little purpose in the game apart from multiball play, where it is used to collect the jackpot. It also activates "Frenzy" style modes off the right micro-ramp; however, the way in which it does so is confusing enough that it seems to have been inspired by JD's multicolored jail cell awards. Something certainly happens when you shoot the ramp--you get another bat awarded, to be specific--but overall it's not worth spending any time shooting the ramp and going for the Frenzy awards. At least the LW3 and STAR WARS center ramps were worth a lot of points and scored other



valuable awards, but TFTC's ramp seems like a lot of hardware effort with very little software follow-up.)

Speaking of recurring features, DE retired one of their best innovations, the "Smart Missile" with LAST ACTION HERO (though I have no doubt that we'll see it again on a future game); however, for TFTC they designed a stunning looking "plunger" that features prominently in gameplay. In a twist on JD's "mode select" button, which allowed you to set which mode would next be activated, TFTC's plunger--which resembles a wrought iron door handle--allows you to lock in (or unlock) the currently lit mode at any time. Since the spinners change the mode, and since you need to shoot either the left or right spinner to qualify the mode start scoop (the electric chair in the center of the playfield), you generally never know what mode is going to be lit; that's where the door handle comes in to play. In ways reminiscent of the "grab the gun and fire" mode on LW3, TFTC encourages you to reach for the door handle during play to lock in the mode you want. If you time things just right, you can be assured of having Light Extra Ball or Super Crypt Kicker available for as long as it takes to shoot the Electric Chair and start the mode.

On the playfield itself, the Tombstone is the game's sole toy, and it's not much of one at that--certainly, it's nothing to compare to T. Rex from JP, the crane from LAH, or R2D2 and the Death Star from STAR WARS--but it is kind of fun to watch it sink into the ground and expose the Crypt (a hidden up-kicker that feeds the upper-right flipper); a shot into the Crypt starts multiball play, which then centers around both ramps. Since it's almost impossible to hit the Tombstone or the Crypt from the lower flippers, you need to work on ways to transfer the ball to the upper-right flipper for short, cross-playfield shots to all three major playfield features. Because the game doesn't loop shots between the left and right spinners (as LW3 does), the best way to get the ball set up for a shot from the upper-right flipper is to hit the right micro-ramp; this leads to an up-kicker that exists at the upper-right flipper.





From there, a shot into the Tombstone or the Crypt is fairly easy, as is a shot into the Electric Chair.

This need for multi-flipper play is one of the things that keeps play interesting; in a sense, the Crypt is little more than a reworking of T. Rex's paddock from JP (another game in which you needed to use an upper-right flipper to start multiball), but because of the way in which multiball is started on TFTC--with multiple hits to the Tombstone--the upper-right flipper here plays a much greater role and cannot be ignored if you expect to play multiball more than once. (As is the case with most DE games, you're practically given one multiball; but starting multiball play after that requires good play on your part, not just luck.)

This, however, leads us to one of the game's greatest failings: it's the Tombstone target itself, which on many TFTC games simply does not work as it should, leaving the player with little or no hope of starting more than one multiball session per game. This target so often gets out of adjustment that it can take three or four hits before the Tombstone registers even one; often the target simply does not work at all. In a way, the Tombstone and the center ramp have opposite problems: while the ramp hardware works just fine, the game is missing software support to make it worth shooting; and the Tombstone and Crypt enjoy extensive software support but are crippled by a severe hardware problem. It's a shame, too, because it is undeniably satisfying to successfully set up and make a shot to the Tombstone--yet it's equally as frustrating to find that your skillful play was in vain. Such hardware problems can cause one's whole opinion of a game to change for the worse; fortunately, you're almost guaranteed to play one multiball round no matter what you do, and that plus mode play is enough to keep the game worth playing even after the Tombstone target gives up the ghost.

Nearly all of TFTC's modes are varied and fun; and one is unique. In fact, it's not really a mode at all: Super Crypt Keeper, when activated, will keep the left outlane kickback lit for the re-

mainder of the ball. This is not only super fun for the player; it also adds an element of strategy to the game, since this award becomes most lucrative during multi-ball play--which means you do have to keep track of what award is lit, and consider whether or not you want to lock it in with the door handle. That this one award could draw together so many different aspects of the game shows just how important deep rule sets can be, and why DE's games are improving in direct relation to the complexity of their rule sets, even though the game designs themselves do not vary as much as those from Williams Bally/Midway.

There's also a video mode, about which less said the better. Suffice it to say that early ROM versions allowed you to memorize a pattern to win a score that was well out of proportion to the rest of the game; also, until recently I would have labeled it the pinball world's most boring video mode, but having seen TOMMY's video mode, I have to admit that TFTC just barely loses out. Perhaps if we're all lucky, the manufacturers will bury these time-wasting video intrusions with a wooden stake through their pattern-based hearts, and spend more time on playfield and rules design instead.)

Your reward for completing all the modes is the Crypt Jam, which plays more or less like System Failure in JP or Lost in the Zone in TWILIGHT ZONE; with 6-ball play, a long ball saver, and all targets worth 1M a hit, you can easily score big in this mode--if you can get to it. TFTC has a lot of modes--perhaps too many, in fact--and I don't think most players will ever reach the Crypt Jam. But as I said, it's lots of fun, and it can be very lucrative, especially with careful play.

Given the generally fun game play, some interesting strategy and skill required by the placement of the Electric Chair, Tombstone and Crypt; the astounding dot-matrix animation, and a good number of varied and interesting modes, I was surprised to find one aspect of TFTC that is definitely not up to DE's usual high standards: the sound. This is especially odd, considering that DE games have been known for high

quality sound and music ever since Brian Schmidt starting working his magic for them. But the best that can be said for TFTC's sound is that it's every bit as repetitive and annoying as the Cryptkeeper's grating laugh; at least in this way, the sound design is true to the show. But that laugh--and a smattering of bad puns, scattered almost randomly throughout the game--are pretty much all we get. Over and over again. Without respite. Sometimes one bad pun is interrupted by another--equally bad--pun; sometimes the Cryptkeeper can't make up its mind and alternates between that awful laugh and the game's signature phrase "Who goes there?". Personally, I'd like to know what went on when it came time to design sound and music for this game; I know the company that brought us the multiple-soundtracked LETHAL WEAPON 3 and now TOMMY--a game packed with more sound and music than any other--can do better.

But let's put aside the trouble-prone Tombstone and the sub-par sound and music; after all, most pins suffer from mechanical problems of one kind or another, and not all games are graced with DE's usually top-notch sound package--it is worth noting in TFTC's case only because the rest of DE's games have been sonic standouts, with their latest game (TOMMY) sporting what may be the best sound and music package in the industry. Yet when it comes time to evaluate the game, it's the playfield and the rules that count for more than anything else, and here TFTC really shines. It has deep enough rules to keep even expert players playing, yet it plays friendly enough to keep from discouraging novices. While not a perfect game by any means, it is without a doubt one of DE's best releases, and it merits more than a casual play or two by any serious pinball player. No longer all hot licenses and glitz, there's some seriously fun game play under the hood of DE's games these days--with TFTC (and now TOMMY) being merely the latest examples of their promising new direction.

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# PLAYING THE FIELD

## WIPEOUT

*By Bowen Kerins*

**T**he first thing that comes to mind with the word "wipeout" is surfing -- everyone remembers the Beach Boys song by the same name. With **WIPEOUT**, one of Premier's newest releases, a surfing song is suddenly transformed into the background for a skiing game.

Lately Premier has released several decent games -- their *Gladiators* introduced the idea of combos as a strategy basis, an interesting and successful idea. In addition, Premier has begun releasing games with a sports/action theme to them: *Tee'd Off*, *Gladiators*, **WIPEOUT** and *World Challenge Soccer* all seem to fall into that classification. Like all Premier games, **WIPEOUT** is designed to appeal to the average or new player; the flippers make cradling the ball easy for even first-time players.

Also, in the tradition of most Premier games, the hardware and software are extremely solid. I have never found a significant defect in a Premier game in all the years I've played them. The software on **WIPEOUT** is possibly Premier's best yet, and they are beginning to catch up with the rest of the industry in dot-matrix technology. **WIPEOUT** features several digitized shots of skiers, a few computer-generated sequences (like the ones found in *Gladiators*), and occasional screen animation. One animation shows a ball, complete with smiling face, earmuffs, and ski poles, going up a ski lift to the starting gate. Admittedly this pales in comparison to Bally/Williams games, but for a company just starting to deal with dot matrix animation, it's very good.

**WIPEOUT**'s sound package is also good, but not exceptional. Wipeout is a good song, and well composed into

the game. Each of the game's "rounds" has its own theme as well, but these are not as well done. The multiball music reminds me of another Beach Boys song; perhaps Premier got the license for all of them. The game's speech is decent - however, its random quotes are pretty annoying. Every few seconds, something along the line of "This ski's, like, embedded in my sternum!" comes out of the machine. I don't care for that much, but it's better than *Tee'd Off*'s gopher.

Ah, but on to the game itself, or at least its gizmos. The largest of these is the Slalom Run, which occupies the upper right of the playfield. It is remarkably similar to *Indiana Jones' Path of Adventure*, with three sets of two rollover lanes. The ball will always travel the full length of the Slalom Run, and the player's goal is to trip the correct rollover in each set of two (indicated by a solid light near the rollover). During multiball, the Slalom Run vibrates out of control, and you hope to get lucky on the rollovers; during regular play, the Slalom Run can be controlled for a good number of points.

**WIPEOUT**'s other major gizmo is the Ski Lift, which raises a ball up to the entrance to the Slalom Run. Premier used a moving conveyor belt with ball-sized holes, an unusual idea. It looks nice, but isn't that exciting; I'd prefer to make a ramp shot than watch the ball climbing something.

Compared to the gadgets introduced by other manufacturers in the past year, the two in **WIPEOUT** aren't that impressive. The Slalom Run would be, if Williams hadn't released *Indy* for another few months. Both of these toys clutter the playfield more than they're worth; the net result is

that only two shots on **WIPEOUT** go at least halfway up the playfield, closing off the rest of it, and there is no room for an upper flipper (which all recent Premier games have had). For a company that favors novice players, I think **WIPEOUT** should have been designed with a more open playfield.

There aren't many playfield shots on **WIPEOUT** (primarily due to the toys' occupation of space), but they are mostly easy to hit. Beginning from the left, there is a loopback ramp, four drop targets with three standups behind them (ala *Eight Ball DeLuxe*), a standup just next to the drops (marked "Light Slalom"), a single standup located straight up the middle, a long shot leading to the Ski Lift which can be hit from either flipper, another ramp, a large square standup target, and a hole marked "Enter Round." Not much to speak of, even compared to other Premier games; in the same cabinet, Premier's *Street Fighter 2* had about twice as many shots as **WIPEOUT** does.

Basic game play is very simple; the left ramp is always worth 5 million, the right ramp is worth more for each successive shot, to a maximum of 20 million. Completing the drop targets lights the Ski Lift for a lock. When two locks are made, hitting the "Enter Round Hole" begins multiball. With one lock, hitting the "Light Slalom" target lights the Slalom Run for a player-controlled chance to pick up points on the rollovers -- 20 million for one rollover, 35 for two, 50 million for three...and zero points for none. Scoring zero points on the Slalom Run is accompanied by many boos from the digitized "crowd."

Shooting the Enter Round hole in normal play gives a random award, then begins one of six special rounds:



**- RIP THE CRUD:**

Shoot the left ramp for a hurry-up score, counting down from 30 million.

**- SNOW BOARDING:**

Shoot right ramp for a random value as many times as you can in 20 seconds. In WIPEOUT's only software glitch, the awarded value is almost never the same as the value on the dot matrix display.

**- PANIC BUTTON:**

Shoot the square standup target for one-time bonus of 10M + 1M per right ramp during the game.

**- HOT DOG:**

Shoot the standup targets behind the drops in 15 seconds to double your score. It takes very accurate shots to finish this round, but it can be done. The drops reset before the round starts.

**- MOGUL:**

Shoot all five left-side standups for 100M. Avoid this mode like the plague; it's not worth trying. During this round, just shoot ramps for points.

**- TRIPLE DIAMOND RUN:**

The final mode challenges you to shoot both ramps and the Ski Lift shot within 12 seconds. If you can do it, you're awarded a Special. Miss once, and forget about it.

While in a round, most other significant shots are shut off; you can't light or lock a ball at the Ski Lift during any round, you can't light Slalom Run, and you can't be in more than one round at once. While this makes the game easier to program, it becomes annoying for the player to sit out the 26 seconds of the Mogul round before he can continue to shoot for multiball.

Generally, WIPEOUT's rounds can be safely ignored, for the big scoring lies in the game's multiball. Simply going for multiball all the time is a good strategy on this game; potentially, scores can reach into the billions on multiball alone, and nothing else in WIPEOUT comes anywhere near that scoring potential (with the exception of the Hot Dog round). Shoot for locks whenever you can; at the beginning of

your ball, a quick shot up the Ski Lift lane will lock a ball immediately, and some WIPEOUT settings allow the player to lock both balls this way. An unusual tidbit: WIPEOUT's lock mechanism is such that the balls are physically locked, and aren't released between balls -- this means that in a multi-player game, any player can steal the other players' locks! This is changed for tournament play (locks are released between balls), but is something fun to deal with in regular play.

Shooting the "Enter Round" hole begins the multiball, and both balls are released down the Slalom Run. The run vibrates at random, and if a ball goes down any of the three "correct" rollovers, it scores a jackpot of 5 million. Not too impressive, but: completing all three rollovers lights the Super Jackpot on the left ramp for 100 million. When the balls fall off the Slalom Run, the Ski Lift is relit until you score a Super Jackpot; since that shot can be made by either flipper, keep looping it with the balls that fall off the Slalom Run. When the Super Jackpot finally lights, nail it with the next ball that comes off the Slalom Run. During this sequence, if any ball comes to the left flipper, just leave it there and do the looping from the right side.

After you collect a Super Jackpot, you need to relight the Jackpot sequence by completing the row of drop targets. A proper shot by either flipper can take out three, or even all four, drops, and this is easier from the left flipper. Take out the drops, and the Ski Lift opens for the standard Jackpots again.

The Regular Jackpots remain at 5 million per rollover, but the Super Jackpot increases. It's worth 200 million if you nail it a second time, 300 million for the third, and there is no maximum. It never gets harder to relight the Jackpots, and once they are lit, the Super Jackpot is almost a gimme. As an example of how much this sequence can be worth, Lyman Sheats has scored over 17 billion points on this Jackpot/Super Jackpot sequence. Your mileage may vary, but this strategy will, without failure, give you more points than anything else WIPEOUT has to offer.

Frankly, I was disappointed with WIPEOUT, especially after enjoying Premier's Gladiators as much as I did. WIPEOUT suffers from a depth standpoint; there just isn't that much to do in the game.

It also suffers from severe score variation. If, say, the Super Jackpot had been a flat 50 million, or 100 million, the game would be much more interesting and fun to play. I see this in almost every Premier game. At PAPA 4, World Challenge Soccer needed a rule change to lower the scoring potential during its "Riot" rounds -- and the scoring was still so high that it outweighed everything else in the game. Tee'd Off had the problem of looping shots during the Lightning Storm round, and this caused numerous complaints at the '93 IFFA championship. Hopefully in the future, Premier will consider score variation a lot more; their newest game, Rescue 911, doesn't appear to have any inflated scoring rounds, although I have not played it enough to make sure.

Premier also has a problem with their flippers, at least with better players. A kickout from the Enter Round hole, or a feed from either ramp, can be trapped on the fly simply by raising the flipper. This brings the game to a screeching halt every few seconds as the ball stops moving, and makes it much easier in general as players have unlimited time to line up their shots.

Again, this is a problem on all Premier games -- World Challenge Soccer was removed from the PAPA 4 final round after the doubles quarter-finals lasted four hours. Premier's decision to make flippers with such a high angle is unusual -- novice players are helped by the Premier flippers, but many of them don't realize that the ball is catchable anyway. And advanced players can stay on a Premier game all day.

All in all, I don't like WIPEOUT as compared to other Premier games, and compared to games by other manufacturers. It's a noble effort, and novice players will probably enjoy the game. Unfortunately, I don't.







# PLAYING THE FIELD

## TOMMY

*By Rob Rosenhouse*

**T**his has got to be the ultimate in pinball licenses. When you think of TOMMY, you immediately think of pinball. Data East has captured the essence of the Broadway show and created a feast for the eyes and ears.

Pressing start for a single player game shows the images of score reels resetting, a throwback to the old electromechanical days. Now it's time to play. Making a reappearance after being absent for too long is a real plunger. Actually, this is a dual plunger, much like the ones used on Turtles and Batman. You'll need it in order to make the skill shot, which is a sink hole at the top right corner of the playfield. This award can be built up to 50 million, so it is well worth going for.

With that out of the way, let's see what else is available on the playfield. Once again, we are presented with a mode oriented game. The player must fill the Union Jack to progress to a "wizard bonus", but more on that later. Modes are started by either a shot to the scoop on the left, or a sink hole on the right. A description of the mode is displayed, along with its scoring potential. Thankfully, most of these displays can be aborted, along with its scoring potential. There is a good mix of rounds available. Some involve timers, some involve multiball, and one other requires you to use your sense of smell. If you remember the lyrics to Pinball Wizard, Tommy is a deaf, dumb and blind kid who sure plays a mean pinball. Starting the "Tommy Scoring" mode will probably be a shock to you the first time around. Blinders unfold over the flippers, as the game kicks out three balls for you to smack around. You'll have to use all of your

"Tommy" skills, as you won't be able to see the flippers. This mode can score a lot of points, once you get the hang of it. Once you are down to one ball, your flippers will once again be visible.

Another feature making a comeback is

the "More Time" target. During the modes that this target is available, hitting it will reset your timer back to the level that it started.

Some modes can overlap, while others





require that the round ends before a new one is begun. To enable another mode, a shot is required up either spinner lane. This will relight the Union Jack, until it's hit. Another way to start a mode is to shoot the Union Jack after the ball passes through a return lane.

The Mirror plays an important part in the play. It also is important in the game. Striking the mirror adds a letter in T-O-M-M-Y. A letter (or two) is also added at the start of each ball, virtually guaranteeing a multi-ball opportunity for everyone. The mirror is also a critical part of a couple of modes. Unfortunately, this is the one weak point of the game. During the recent PAPA 4 championships in New York City, this game made its debut. The one recurring problem was the mirror not registering when hit. It didn't seem to matter how hard or soft a shot it was, it just didn't do what it was supposed to do. I was assured by a few Data East people that the mirror mechanism would be changed for production, but I have yet to see the change.

Once you manage to spell T-O-M-M-Y, then the mirror will drop below the playfield and multiball will be available. To start it, just make a shot to the now exposed sink hole behind the mirror, or the left scoop. You are then served three more balls for a total of four. The main objective now is to score jackpots. I must admit that TOMMY has what I think is the most progressive and challenging jackpot sequences ever presented in a pinball game. First, the two ramps must be hit for single (left) and double (right) jackpots. As a bonus, balls are added to your multiball for each ramp jackpot you score. Now another shot is required up either jackpot ramp. This lights the mirror. The mirror must be hit five times. This begins what is probably the wildest version of multiball to date: Blind Multiball. The sequence of shots begins again, but this time, with the blinders extended over the flippers. Once again both ramps must be made, along with another shot to either the left or right ramp. I would assume that the mirror becomes active, and hitting it would

get you out of Blind Multiball, but I have not been able to do this, so this is all speculation.

Speaking of Blind Multiball, those skillful enough to light the entire Union Jack are rewarded with a "wizard bonus." This unique round again rolls out the blinders, and requires you to hit a certain number of targets to score the letters in W-I-Z-A-R-D. Each letter progressively needs more targets scored than the last. I'm not sure what happens when W-I-Z-A-R-D is spelled, as no one I've heard from has been able to do it with the glass on. (Similar to finding Sweet Pea, but hopefully more rewarding.)

Data East has started what I hope will be a trend in future games. Those of you that owned Atari 2600 video games probably remember the concept of Easter Eggs. These were little bonuses that the programmers put into the game that would do special things when found. The programmers have put in many easter eggs into TOMMY. One can be found by ricocheting the ball off the large silver ball target into the mirror. This is the "Sigma" bonus named after, now DE employee, Kevin Martin. Another easter egg is the "Lyman" bonus. This is a small boost to your score if you are within a million or two of the replay score, after your last ball drains, and the end-of-ball bonus is added. I'm not quite sure if Lyman Sheats ever required the use of the bonus bearing his name. Knowing very well the way he plays, I doubt it <grin>. Other eggs exist, but I'll leave those for you to discover. You'll know if you found one, if you suddenly look up and see an egg on the display.

I must admit that the crew at Data East has put together a fantastic game. Everything works well together. When I look up at the display, I usually see what I expect to see, which is a definite improvement over previous games. I do, however, have to give the lamest video mode of the year to TOMMY. Playing it well will net you anywhere from 17-23 million. Not playing it at all will fetch you 13 million. I'd rather take the 13 million and enjoy 10 seconds of rest from an otherwise great

game.

I have to make special mention of the sound on TOMMY. Brian Schmidt, the musical genius behind most of Data East's games, went all out to bring the best pieces of music to the game. Not only does the game play the musical score, but many of the songs feature the actors singing them. Too bad Acid Queen became an instrumental. I guess they couldn't fit in everything.

There really isn't too much to criticize on TOMMY, other than the mirror problem. The software has been very stable. When balls get lost on the playfield, and later reappear, the game doesn't get confused, like Star Trek: The Next Generation. But once again, once Multiball is lit, very little else on the playfield is active. I would prefer that the modes still be available up to the time that I actually begin Multiball. I do appreciate that by the third ball, MB is ready for me. This really helps, especially when the mirror target is being more temperamental than usual.

Data East has created a game with something for both the novices and the seasoned pinball players. I hope that this game will open the eyes of operators and get them out of the Williams Bally/Midway mindset that they've been in for quite some time. There is room for many in the pinball manufacturing ring. I'd like to be able to play a Data East game without having to travel 30 miles, passing many gamerooms along the way that avoid DE games.

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Game	Playfield Layout	Rules	Artwork	Audio/ Visuals	Distribution*
Star Trek: The Next Generation					
Tales From the Crypt					
Tommy					
Wipeout					

\*This is a rating on the availability of that machine in your area.

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# PINBALL'S NEW ERA DAWNS AS 18 YEAR OLD BOWEN KERINS BECOMES "WORLD'S GREATEST PINBALL PLAYER"

## NEW WOMEN'S CHAMP ALSO CROWNED

### PAPA 4 INTERNATIONAL PINBALL CHAMPIONSHIPS DRAW RECORD 600 COMPETITORS

By Sharon Kahn and Susan Jacobs

February 9, New York, NY - In a major upset, the top ranked men's and women's champions were routed by young newcomers at the PAPA 4 International Pinball Championships held at the Park Central Hotel in New York this past weekend.

Eighteen year-old Bowen Kerins, a virtual unknown in the pinball world on Friday, had rocketed into the elite of flipperdom by Sunday. The Newport, Rhode Island native, and Stanford University computer science student, put together a three-game total of over a billion and half points and edged sharpshooter Dave Stewart (Pittsburgh, PA) and 1993 PAPA winner Lyman "Silk" Sheats, Jr. to win the three-day tournament, the top prize of \$4,000, and the title of "World's Greatest Pinball Player."

Kerins mesmerized the crowd of 500 spectators during the final round of the contest, with a dancing, twirling, and arm waving performance worthy of Pete Townsend, while he racked up a dazzling 675,729,540 points on The Who's *TOMMY*. None of the pinballers had competitively played the new *TOMMY* machine, based on the current Broadway smash, prior to its PAPA 4 debut. Kerins' winning round also included high scores on *STAR TREK - THE NEXT GENERATION* and *JUDGE DREDD*.

Before his white-hot emergence during Sunday's final rounds, Kerins had been virtually unnoticed in the field of 600 competitors who came to participate in 6 divisions, especially with international media attention focused

on pinball superstars Sheats, David "Iceman" Hegge, and Rick "Hollywood" Stetta. Bowens had entered PAPA 4 only because his doubles partner, Hal "Tower of Power" Erickson had won the PAPA Fall Flipoffs tournament in San Francisco, and with it a ticket to New York. Following his victory, an astonished Kerins turned to the audience and exclaimed, "Holy Cow! Did I win? That's cool!"

In another surprise victory, Julia Slayton, the country's top-ranked female was forced to settle for fourth place, as 26-year old Ellen "Nails" Frankel grabbed the Women's trophy and the \$1,000 purse. Frankel, a native of Long Island, New York, who

currently resides in Pittsburgh, is a bass-player in what she describes as a "psychatomic" rock band, Thickhead Grins. Joannie Perry, a 37 year-old broadcast engineer at New York's PBS affiliate, finished a strong second.

Sheats, whose controlled and almost motionless "Zen" style has influenced many of the new generation of pinball aces, was philosophical in defeat - and determined. "It's great for pinball that a new wave of players is coming on so strong," he said. "But I'll be back next year." As for Kerins, who corresponds with other pinball aficionados via the Internet, he believes he has yet to reach his full potential. He says he is plan-



Kerin Bowens, "World's Greatest Pinball Player" admires trophy presented by Steve Epstein following exciting 3-day PAPA 4 Tournament in New York City. Trophy plus \$4,000 check made Kerin's trip to NY well worth while. Shown in background is L. J. Greene of Premier Technology.



ning to install a pinball machine in his dorm room with his PAPA winnings. "I need practice," he says, "They'll all be gunning for me next year."

In other PAPA 4 divisions, Sheats and Hegge dominated the Doubles, and Sheats completed a rare PAPA feat by taking the PAPA Champions trophy. The Champions division is open to previous winners of PAPA's regional leagues and tournaments, as well as to the International Championships. Top prizes also went to Kevin Kulek (Pinconning, Minnesota) in the B Division and to Sam Ryan (New Jersey) in the C Division. Sixteen year old newcomer Vincent Chasmer narrowly nipped 14 year-old Richie "Choirboy" Truxillo (Wilmington, North Carolina) and brothers Zachary (12) and Joshua "Razor" Sharpe (14) (Chicago) in the hard-fought Juniors Division.

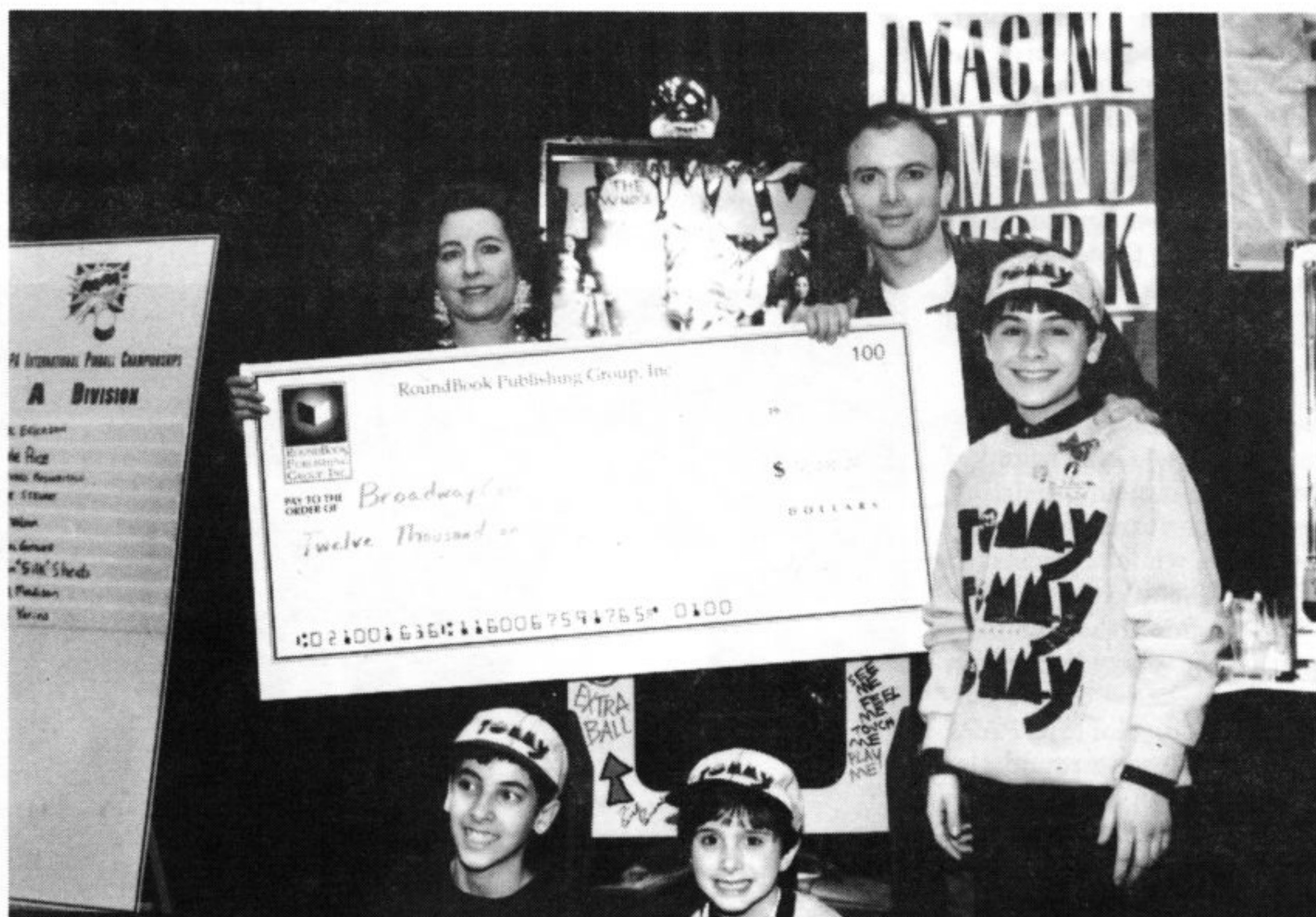
The record numbers of competitors

and spectators at PAPA 4 are continuing evidence of the international resurgence of pinball. The first PAPA championship, in 1991, was an "insider" event attended by a few dozen diehard flipper fanatics. This year's competitors descended on New York from 5 countries, including Australia, and 25 states. In addition, pinball manufacturers Data East (*TOMMY*), Williams Electronics and Bally/Midway (*POPEYE*) and Premier Technology (*WORLD CHALLENGE SOCCER*), now time the releases of their newest games to premiere at the PAPA Championships.

Other highlights of the pressure-packed weekend included visits from Australian supermodel Elle MacPherson, Another World star Alice Barret, musician Laurie Anderson, and rock giant Lou Reed, a longtime PAPA supporter. PAPA sponsor Amtex Software Corporation conducted a separate competi-

tion on their personal computer software program, based on the classic game Eight-Ball Deluxe, and PAPA and the Broadway cast of The Who's Tommy presented FLIPPERMANIA!!!, a benefit party for Broadway Cares / Equity Fights AIDS, which resulted in a \$15,000 donation to the charity.

Created in 1991 by pinball legend, Steve Epstein at the Broadway Arcade, Epstein's family business and a worldwide mecca for silver ball enthusiasts, PAPA was the first sanctioning body to develop a competitive scoring system, as well as the first to organize and sponsor an international pinball championship. In 1993, PAPA inaugurated its first regional championships, the Fall Flipoffs, which were held in San Francisco, Atlanta and Chicago. In response to strong demand across the US, more cities will be added in 1994, and PAPA-sanctioned league play is being developed.



Pictured above is \$12,000 check from RoundBook Publishing, purchasers of the pinball machine *TOMMY*, which had been personally autographed by Peter Townsend and cast members of the hit Broadway show, *The Who's Tommy*. Shown displaying check is Peggy Pierrepont, RoundBook Publishing representative, along with Michael Cerverus, star of *Tommy*, and several younger *Tommy* cast members. Sale of the *Tommy* pinball machine, along with an additional \$5,500 from other PAPA-sponsored events, resulted in a \$17,500 donation to Broadway Cares / Equity Fights Aids.



# PAPA 4

## THE GREATEST PINBALL TOURNAMENT IN THE WORLD!

By Robert Chesnavich

The scene had returned once again; the room full of flashing CRT screens; the avalanche of music and sampled voices, and the crowd of people hitting buttons furiously, most of them with one thing on their mind: to take home the title of World's Greatest Pinball Player. The Professional and Amateur Pinball Association's 4th Annual World Championships (PAPA 4) was back again in the Park Central Hotel in uptown New York City.

All of the big names were there; both players and industry representatives. Lyman Sheats and Rick Stetta, winners of PAPAs 3 and 2 respectively, were both back to take another shot at the crown. Along with them were other names from tournaments past: Sergio Stanko, Kai Bateman, Rob Rosenhouse and Alberto Santana were among the more than 700 players that came in for the big one.

The manufacturers also came with their biggest names. The big 5: Alvin G. & Company, Bally/Midway, Data East, Premier and Williams all had their newest games in. Williams' STAR TREK: THE NEXT GENERATION and Bally/Midway's POPEYE were there, as were the new Gottlieb game, WORLD CHALLENGE SOCCER, and the much anticipated new release from Data East, THE WHO'S TOMMY, based on the Broadway play.

Industry executives were also present for the festivities. Pinball pioneer, Roger Sharpe, Larry DeMar of Williams Bally/Midway and Michael Gottlieb of Alvin G. & Company both showed for the show. (Alvin G. & Company has since, unfortunately, fell through, and Michael now works for Williams Bally/Midway.) And the celebrities were in town as well. Super Model Elle Macpherson came to distract the players and the casts of some of the city's Broadway plays stopped by.

The format for this year was much the same as previous years: there were three singles divisions: A, B and C, a Doubles division, a Women's division, a Juniors division and a "Champion's Division" for winners of past PAPA tournaments and PAPA-sanctioned regional tournaments. In addition, Alpha-Omega Amusements sponsored a "Collegiate Division" for college students of various affiliated colleges.

In addition, there were mini-competitions held to keep interest high throughout the weekend. One ball shoot-outs, two-minute drills, scotch doubles, and Zen pinball, kept the already energetic ballroom buzzing. Also, the annual PAPA charity event, Flippermania, was held, as was a raffle for a pachinko machine and other merchandise. And PAPA representative, Joe Schick, received a much-deserved achievement award for his tireless work in helping PAPA promote the sport of pinball through league and tournament work.

Individual qualifying for the singles, women's and juniors division was based on a total score obtained on 8 separate machines. This year's selection of machines for the qualifying run was THE TWILIGHT ZONE, STREET FIGHTER 2, JURASSIC PARK, INDIANA JONES: THE PINBALL ADVENTURE, WIPEOUT, CREATURE FROM THE BLACK LAGOON, TALES FROM THE

CRYPT AND JUDGE DREDD. Each player's entry consisted of one game on each machine, added together to obtain a total score. If that person entered more than once, only his/her highest total score was considered. These total scores were then ranked against other players, and the 17 top players went on to the quarterfinal round on Sunday.

The same method was used for the doubles and champions division, but were played on four games: STAR TREK: THE NEXT GENERATION, THE WHO'S TOMMY, WORLD CHALLENGE SOCCER and POPEYE. The top 8 Doubles teams would advance to the next round.

Qualifying play was marked at first by some serious technical difficulties. STREET FIGHTER 2 seemed to acquire an odd bug whereby it would award a player who would have normally collected a 25 million jackpot a whopping 2.5 billion points! A number of scoresheets had to be



PAPA representative, Joe Schick (L), takes a break with Rachel Davies of Williams and Bally/Midway and Steve Epstein(R). Also shown in background is Bob Boals of Betson Enterprises. Joe, who was MC for almost the entire 3 day tournament, received a much-deserved achievement award for his unstinting devotion to the sport of pinball through league and tournament work.



revised because of this. Then Sean Grant and reigning champion, Lyman Sheats, showed everyone what happens when you forget to put a machine on tournament mode, as they both got upwards of 16 billion points on WIPEOUT, causing a sizable panic among players when those scores were announced. These games had to be replayed once the problem was fixed. In the B division, a breakdown on JURASSIC PARK caused a half-hour wait.

Eventually the standings began to settle and it became obvious that the competition this year was tougher than any previous year. The number 17 score in each division was rising higher than anyone had anticipated, past 2 billion in Division A. And, in many divisions, some great players failed to make it in.

As time began to run out on Saturday night, a problem became noticeable; there were too many people. With the largest attendance ever for a PAPA tournament (and most likely, for any pinball tournament ever held), the qualifying round was going far over time constraints, and some players who had several qualifying runs paid for but not yet played had to have their money refunded.

Finally, the last ball was played and the playoff standings were set. In the A division, Hal Erickson of California racked up 3,248,319,610 to receive #1 seeding. In this run he managed an 816,126,370 on THE TWILIGHT ZONE and 887,193,510 on INDIANA JONES. Marion Richards topped the B division with 2,501,649,710, a run which included 527,520,080 game of JURASSIC PARK, and a 609,223,310 game of WIPEOUT. Willy McKinney took first seed in the C division with 1,892,367,310, in which he scored 937,302,800 on THE TWILIGHT ZONE, a score unmatched by anyone in any of the singles divisions. Defending women's champion, Julia Slayton, qualified first in the women's division with 1,135,249,660. And the team of Lyman Sheats and Dave Hegge took the #1 spot in the Doubles division with 4,653,666,270. Sheats had a 1,158,155,670 point game of WORLD CHALLENGE SOCCER in this effort, and Hegge added a 919,384,020 score on TOMMY.

Qualifying first was crucial. In the most important rule change from previous years, the #1 player received a buy into the 2nd round. The 1st round was played between players ranked #2-#17 in each division. Each group of 16 players was divided up into groups of 4 as follows:

#2, 15, 16, 17

#3, 12, 13, 14

#4, 9, 10, 11

#5, 6, 7, 8

Each group of four played a game on each of the four playoff machines: POPEYE,

WORLD CHALLENGE SOCCER, TOMMY and STAR TREK. Their scores would be compared with the other players' scores in their group, and they received PAPA points based on the outcome. If a player was first out of his group on a given game, he received 10 PAPA points. If he was second, he received 5 PAPA points. Third needed him 1, fourth nothing.

After four games, these points were added, and of the 16 players, the 8 receiving the highest amount of PAPA points went on to the next round (total game points was used for any tie-breakers).

These 8 went on to the semi-final round, where they were joined by the #1 qualifying round player. They were ranked by total PAPA points in the qualifying round (again using total game points as a tie-breaker), and these 9 players now once again went at it, this time in three groups of three:

#1 (player who received buy), 8, 9

#2, 6, 7

#3, 4, 5

Again, they received 10, 5 and 1 PAPA points for their performance, and the 4 highest PAPA point totals went on to the finals, where the same format was used between these top four to determine the champion.

Before any playoff game started, some changes were announced. Due to constant mechanical breakdowns, POPEYE was being replaced by JUDGE DREDD. And due to far-too-lengthy ball times, WORLD CHALLENGE SOCCER was being eliminated from the playoff rounds, not to be replaced by any other game.

With nearly 70 pinball machines in the ballroom, it was often hard to keep track of all the divisions going on simultaneously. Early Sunday, some divisions were already in their final rounds.

In the Juniors division, Vincent Chasmer defeated Zachary Sharpe, Richie Truxilo and Joshua Sharpe, to become "Pinball Warrior" champion.

In the Alpha-Omega collegiate division, Rutgers cleaned house, taking three out of the four top spots, including champion Michael Krill third place finisher George Dusichka and fourth place finisher Sanjay Shah. Only second-place finisher, Paul Chen of Stony Brook, broke up the monopoly.

In C division play, number one seed, Willy McKinney, was ousted in the semi-final round by Nick McKinney. Sam Ryan, who took three straight first places in the quarterfinal round, went on to the final round with John Revercomb and Stephen Zamonski. Then, with a 639,850,940 on TOMMY, Sam Ryan was C

Division champion, and \$1,000 richer. Nick McKinney took second, and John Revercomb was third and Stephen Zamonski finished fourth.

As the quarterfinal round for the C division was starting, Ellen Frankel of Pittsburgh had to make a decision: she had qualified in both the Women's and the C Division, and because both quarterfinals were being played simultaneously, she had to choose which she wanted. She chose the Women's Division, and her choice paid off. She was now in the finals for the Women's Division, and though she took second in each of the three games, no other finalist was able to put together more than 12 points, and Frankel was suddenly the new World Pinball Champion, with a trophy in one hand and a \$1,000 check in the other. Joannie Perry place an impressive second, Faith Dambeck placed third and Julia Slayton relinquished her title, placing fourth.

Then the day finally reached the grand finale, as the Doubles division went next. The team of Lyman Sheats and Dave Hegge beat Dan Coyle and Glenn Wilson, Kevin Martin and Keith Johnson made short work of Leonard Moscaritolo and Alberto Santana, Fred Richardson and Paul Madison took down Michael Gottlieb and Stephen Kohnke, and the Hoo brothers, William and Nint, defeated Dale Rice and Dan Wilson.

In the semifinals, the Sheats/Hegge team easily beat the Hoo brothers, and the team of Martin/Johnson survived Richardson/Madison, and the stage was set for the finals, where Sheats once again put up a several-billion point game on STAR TREK to give the Sheats/Hegge team the title.

It was the B Division now taking the stage. William Hoo and Gary Levitan survived from their group, eliminating #2 seed Jim Roberts and D. Nardoni. Number 3 seed, Mike Dawn and Joe Ferber, were eliminated at the fingers of Kevin Kulek and Scott Collier. #4 seed, Peter Chenevert and Franklin Romero, survived Stephen Kohnke and Theodore Harris. And John Hurd and Kevin Rodriguez outlasted Roger Sharpe and Jeff Thibault.

The semi-finals dropped the field to four, as top seed Marion Richards and Kevin Kulek survived Scott Collier, and Kevin Rodriguez and William Hoo solely survived their groups. And in the end, it was Kevin Kulek who walked away with \$2,000 and the first place trophy for the B division. Kevin Rodriguez took second, William Hoo third and Marion Richards fourth.

And now only the big one remained - the A Division was up next. However, since they were saved until the



end, and many other divisions were taking much longer than expected, it was 8PM before even the semifinals were underway.

The quarterfinal action was exciting and surprising. PAPA 2 champion, IFPA 3 champion and world-renowned, Rick Stetta, was suddenly eliminated by Leonard Moscaritolo, who managed to also eliminate Allan Vrooman and Keith Johnson.

For those who saw it, Dave Stewart put on a dazzling display of clutch pinball. On the verge of elimination, he needed 600 million points to pass Lyman Sheats and qualify for the semifinals, 5 minutes, one double superjackpot and 750 million points later, he had survived along with Sheats and Paul Madison, removing Sean Grant.

Then, Dave Hegge, the eventual Doubles champion partner of Sheats, was also out, at the hands of Dale Rice and Dan Wilson, who also eliminated Alberto Santana, another surprise.

Alvin G. & Company representative, Michael Gottlieb, made his move into the semis with Bowen Kerins, as Fred Richardson and Jason Werdick suddenly found themselves watching.

The A Division was now in the semifinals, and the pool of players left was so impressive that these matches must be considered classics. In a battle of industry players, Michael Gottlieb battled Lyman Sheats, designer at Data East, with Dale Rice also fighting it out. Sheats' 3.9 billion on STAR TREK set the tone, as he scored 21 points to advance. Michael managed 15 points, just barely not enough and Dale got a respectable 12, finishing first on JUDGE DREDD.

Dave Stewart decided to make this one less exciting and crushed Dan Wilson and Leonard Moscaritolo, to earn 25 points. Moscaritolo managed 16 points, and lost the tie-breaker with Hal Erickson's 16. Wilson managed to muster 7 points with a second-place on STAR TREK.

Finally, two of California's best players, Hal Erickson and Bowen Kerins, went head to head along with Paul Madison. Paul managed a second-place on JUDGE DREDD, but was otherwise overwhelmed by the two West Coast players. Kerin's 25 points was good enough to qualify first for the finals, and Hal's 16 points tied him for fourth. Kerin's 25 points included a more than 1 billion point TOMMY, in which he made it to "Pinball Wizard" mode.

Finally, much later than anyone had anticipated, the big moment arrived. The A Division finals were about to begin. Lyman Sheats, Dave Stewart, Bowen Kerins and Hal Erickson were set to play on STAR TREK, JUDGE DREDD and



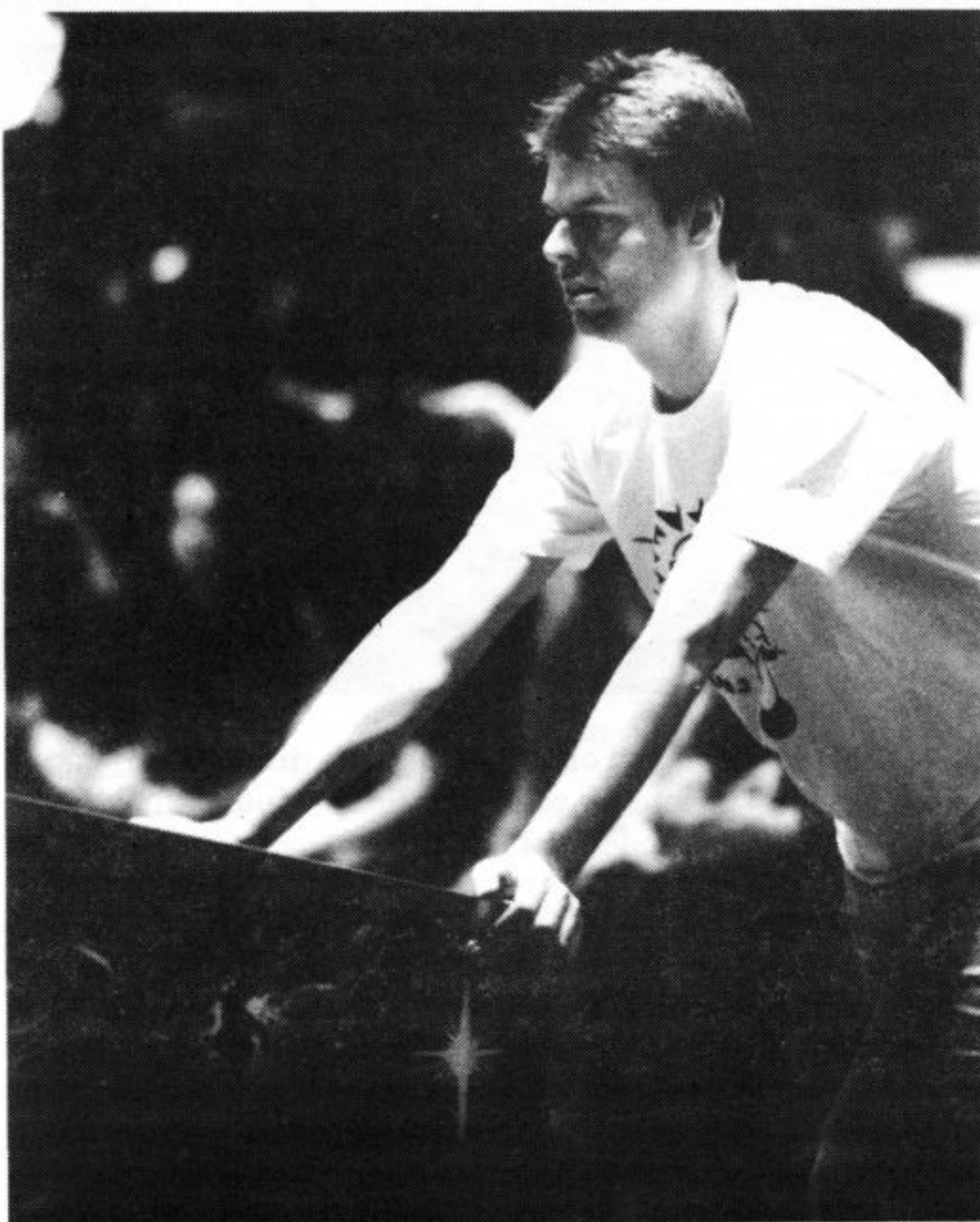
Photos above and on following page dramatically register the intense concentration maintained by top four contenders for A Division.

They are:

This page: Top: Dave Stewart, Bottom: Lyman Sheats.

Following page: Top: Bowen Kerins, Bottom: Hal Erickson.





TOMMY.

STAR TREK was the first game. Kerins started out the strongest, with 188,197,840 to Sheats' 130,948,610 on the first ball, with Stewart at 56,282,720 and Erickson at 22,174,600. That lead dwindled on the second ball, with Kerins still ahead of Sheats 318,686,820 to 290,116,810. Stewart was second with 171,440,720 and Erickson at 33,746,760.

Hal started a few modes on his last ball, but it wasn't enough, and he ended up with 207,427,710 and tilted the machine in frustration.

Lyman was using a confident and daring strategy which had worked on many occasions and which is definitely his style: all or nothing. He was shooting the different modes, only as long as he needed to pick up an artifact, then holding onto the ball to let the mode time out. If that strategy worked, he would enter the Final Frontier, which would guarantee a score of at least 3 billion.

He took this strategy with him to the last ball. However, with Final Frontier lit, he lost the ball and finished with 308,786,810.

The comeback kid was now up. Dave Stewart had been using a more conservative approach, starting a mode off of the skill shot, but, otherwise, attempting to enter Borg multiball. This strategy paid off. He started multiball on ball 3, and started out by hitting three straight jackpots from the lower left gun, then hitting the jackpot shot a few more times before finally draining with a score of 725,625,140.

Bowen stepped up and lit Borg multiball as well. He was already in the 400 millions, and starting multiball would almost guarantee him first. However, 4 failed shots later, his game was over at 444,003,670, and Stewart was now in first place.

Dave Stewart: 10 - Bowen Kerins: 5

Lyman Sheats: 1 - Hal Erickson: 0

The next game was JUDGE DREDD. Erickson finished his first ball with a respectable 78,093,810. Sheats went up next and put up 167,533,010, and Kerins came close to matching that with 154,210,650, with Stewart far behind at 11,292,580.

Once again, the guy who put up phenomenal scores in the qualifying round, Hal Erickson, simply could not handle the pressure and finished ball 2 with 95,507,670. Sheats opened the door for Kerins, making it only to 180,364,010, and Bowen took advantage by starting a few modes, and moved into first with 219,793,230. Dave had another bad ball and was at 36,369,020 with one ball to go.

Then the controversy struck. Hal had multiball lit on his final ball, but was



unable to take advantage, finishing with 103,979,600. Again, he tilted the machine, this time by shoving the machine about 6 inches to the right. Someone pointed out that he should fix it, and he did. However, in the meantime, the machine had reset and it was Lyman's turn, thus the machine tilted again.

Initially, the ruling was to simply have Lyman play his last ball again by playing one ball, under as similar conditions as possible, and then add that score to what his final score was. However, after referring to the rule that states that a player who tilts another player's ball is disqualified from that game, Steve Epstein forced Hal to take a fourth. Hal automatically took zero points and was now out of contention for first place.

Kerins went next, and added a 2-jackpot multiball to his game to finish in the lead with 318,530,790, Stewart followed him, but could again do nothing, and finished with a mere 37,799,090. However, thanks to Erickson's disqualification, that was good enough for 3rd place. Lyman played his last ball after the game was set up properly, but managed only a few million to take second. The standings were now:

Bowen Kerins: 15 - Dave Stewart: 11

Lyman Sheats: 6 - Hal Erickson: 0

In addition to Hal's tilt, the game had to be reset several times as the ramp habitrail on the right side kept dumping the ball into the outlane.

The top 3 all still had a shot at the title as they moved on to TOMMY, the final game.

The first ball was quick for everyone. Hal again went first, and couldn't quite get his shots down, finishing with only 41,910,940. Dave started only the "Christmas" mode, getting 27,397,690. Lyman started 4 modes, and was in first place with 69,005,500. Bowen's first ball netted him 33,605,000 as he started only the "Cousin Kevin" mode.

Erickson entered ball 2 with multiball lit, but could not cash in, and got only a few million to bring his score to 45,947,310. Stewart did the same, ending the ball with 31,499,000. Sheats started 2 more modes, but still couldn't get any higher than 84,412,100.

Then Kerins stepped up, and it was showtime. He started out by making some excellent saves, and then started multiball. He shot the side ramp for a Double Jackpot, shot the left ramp twice for two jackpots, and made a few minor shots before losing multiball. But he wasn't done yet. He started 6 modes, including Tommy Scoring, from which he squeezed 60.5 million. When the smoke cleared, he had a huge lead with a score of 612,361,310.

Hal finished quietly, missing multiball again, and finishing fourth again, his tournament now over. Dave stepped up, hoping to pull off the magic that he did in the quarterfinal round. He shot the mirror to start multiball. However, as he stepped back, the machine simply released the ball without fanfare, and Dave soon drained. The incident was pointed out, and Dave would get another chance after the other two had finished.

Lyman's hopes were fading. In order to take first, he would have to beat Dave and Bowen, and Dave would also have to beat Bowen. So, off he was in multiball, first hitting the side ramp for a Double Jackpot, then the left ramp for Jackpot. However, multiball soon ended. He started several more modes but it was no use. He finished with 251,691,730 and his third place finish was sealed. It was now between Stewart and Bowen.

And Bowen wasn't done yet. He added two more modes to his total, to finish his game with a fantastic 679,725,540.

The storybook ending was now before us. Dave stepped back up, the game set up correctly. The title was waiting for him, but he would have to get more than 600 million points on one ball to get it. Of course, he had done just that three hours before.

He launched the ball, flipped a few times, and stepped back with a smile, as the multiball that should have been his the first time started. With a Double Jackpot, and two Jackpots, he was closing in. He now had to hit the mirror five times to spell T-O-M-M-Y, then hit the side ramp for the Double Super Jackpot. However, after two mirror shots, he lost all but one ball.

Dave started shooting the mirror to try to start a second multiball, and though he was keeping the ball in play, he couldn't make the shot. He then changed strategies and went for modes instead, started one, and then the ball drained.

The awards ceremony followed. Hal took home the fourth place trophy and \$500. Lyman Sheats surrendered his singles title with a third place 11-point finish, netting him \$1,000. The guy who kept everything exciting, Dave Stewart, went from barely qualifying to barely surviving the quarterfinal round to taking home the second place trophy and a \$2,000 cash prize. Finally, the new champion was before us. Like Dave, he also barely survived the quarterfinals.

Bowen Kerins, an 18-year-old Rhode Island native now attending Stanford University, gave a brief acceptance speech, accepted the handshake of PAPA President Steve Epstein, and stood before the world with a \$4,000 prize, a first-place trophy and the title of WORLD'S

GREATEST PINBALL PLAYER.

As Steve Epstein stated after the awards were handed out, this was the best PAPA Tournament ever run, with more people and more excitement than had ever been assembled in one place.

In addition, this was the most covered pinball tournament ever held, as the news appeared in dozens of media publications, including ESPN, USA TODAY, the CHICAGO TRIBUNE, the LOS ANGELES TIMES, and 3 out of 4 of the major New York newspapers, just to name a few. It couldn't have been a better weekend for the world to pick up on the excitement of pinball, and the industry has a great spokesperson in Bowen Kerins, who throughout all the tournament entertained the crowd with dancing and playing, obviously having nothing but a great time on the way to his crown.

Since I have the floor, let me state that this is the third straight year that I have attended the world championships, and I can honestly say that if you truly love the sport of pinball, then you cannot ask for more than what the Professional and Amateur Association puts on each year.

Regardless of how good a player you are, it is fun unequaled. I speak for many people when I thank Steve Epstein, Joe Schick, and everyone who puts together the PAPA tournament for providing players with the best weekend they could hope for.

And now, the countdown to PAPA 5 begins...

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*FROM ALL OF US*

*TO ALL THE*

*PAPA 4 TOURNAMENT*

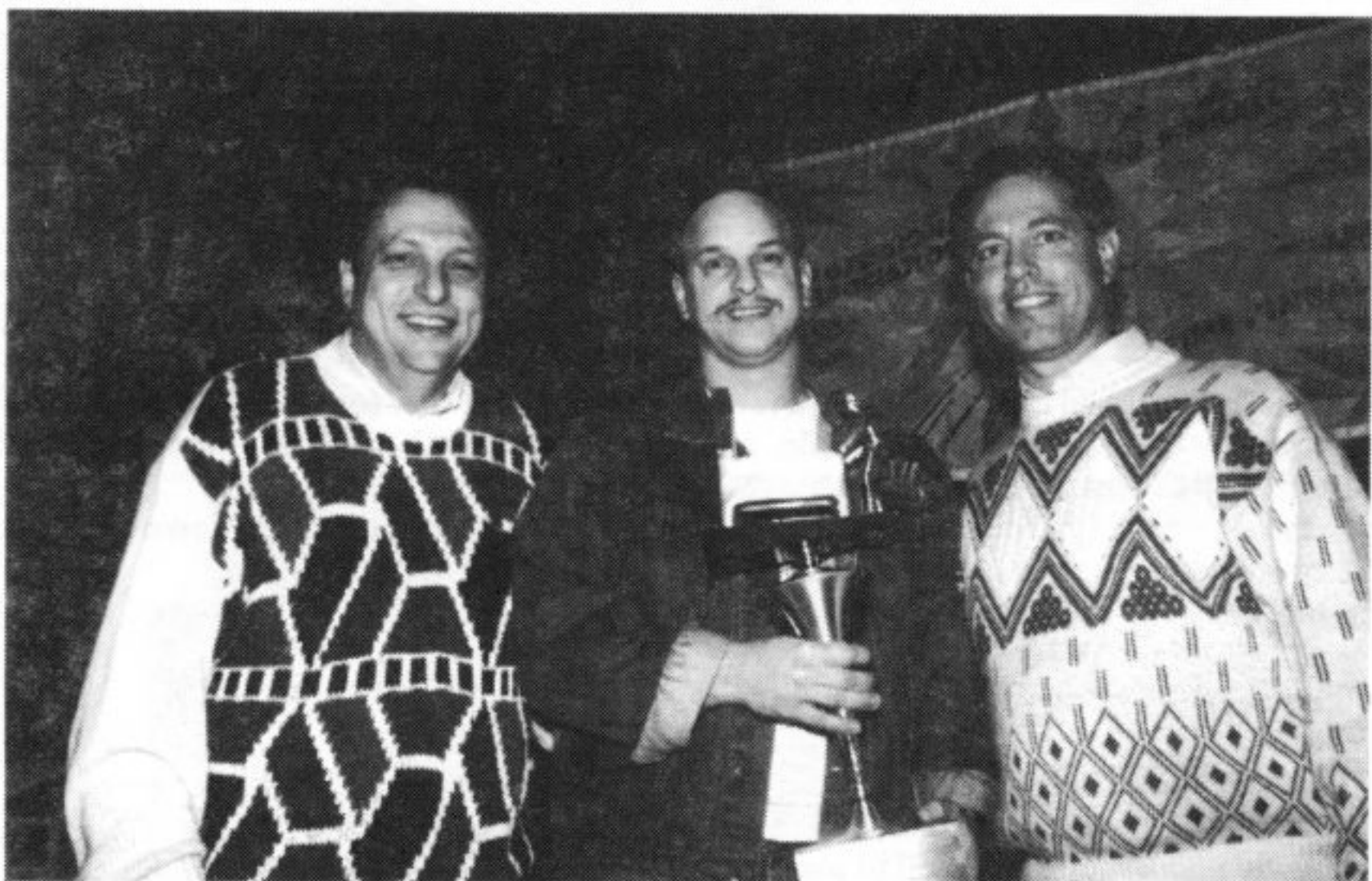
*WINNERS*

*CONGRATULATIONS*

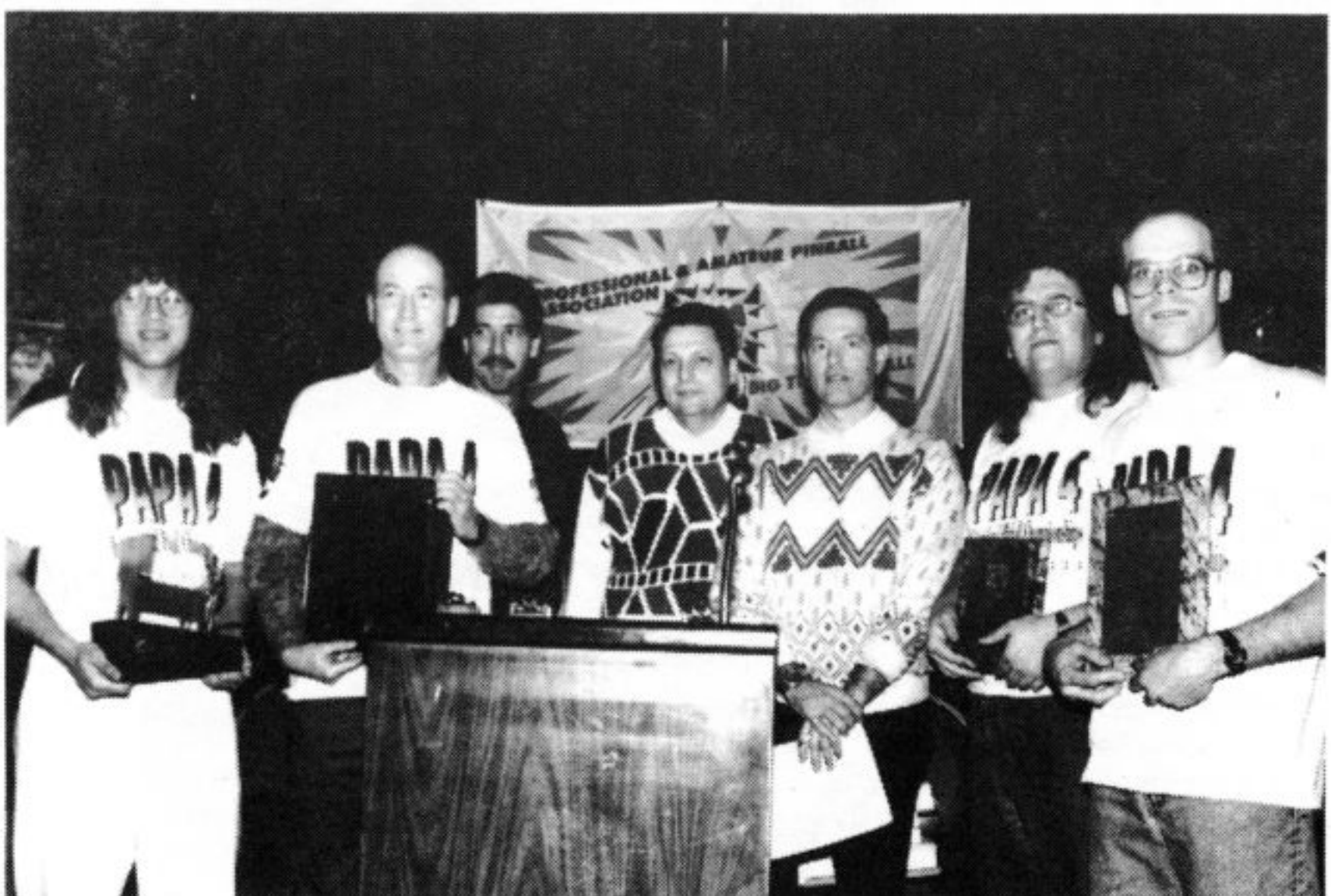




After all is said and done, Bowen Kerins wins the title of "GREATEST PINBALL PLAYER IN THE WORLD". Extending congratulations to Kerin are from left to right: Dave Stewart -2nd Place, Hal Erickson -4th Place, Lyman Sheats-3rd Place (Bowen) and Steve Epstein of the Broadway Arcade.



B Division 1st Place winner, Kevin Kulek, (Superior Amusements) flanked on left by Steve Epstein and on the right by Frank Seninsky of Alpha-Omega Amusements.



Proudly displaying their trophies, C Division winners are from left to right: Kim Hilfer-1st Place, Nick McKinney-2nd Place (Presenters Bob Boals of Betson Enterprises, Steve Epstein, and Frank Seninsky) Steve Zamonski-4th Place and John Revercomb-3rd Place.





PAPA 4 Doubles Division Champs shown here are Lyman Sheats (L) and Dave Hegge.



Women's Division winners proudly display their trophies presented by Steve Epstein. The winners are left to right: Ellen Frankel-1st Place, Joannie Perry-2nd Place and Faith Dambeck-3rd Place.



Sign held by Steve Epstein says it all. Pinball Warriors representing the Junior Division and pictured here with presenter Frank Seninsky are Vincent Chasmer-1st Place (center) and from left to right: Zachary Sharpe-2nd Place, Joshua Sharpe-3rd Place (Hard to see you, Joshua) and Richie Truxillo-4th Place.



# CONGRATULATIONS PAPA FALL FLIPOFF WINNERS

## ATLANTA

## CHICAGO

## SAN FRANCISCO

### **A DIVISION:**

WINNER  
SECOND  
THIRD  
FOURTH

GREG HOFF  
SCOTT BRATTON  
ERNIE NIPPER  
DUTCH WILLIAMS

JASON WERDRICK  
DAVE HEGGE  
KEN SHARE  
ERIK RENTMEESTER

HAL ERICKSON  
MARC CONANT  
BOWEN KERINS  
RICH HALL

### **B DIVISION:**

WINNER  
SECOND  
THIRD  
FOURTH

SCOTT PIEHLER  
RAY RANSOM  
CLARK DAVIS  
ROBERT "The Blues" JOHNSON

JEFF HUNDT  
BOB SCHMIDT  
LEE SCHIFF  
ERREN BILSHAUSHEN

CHRIS HAGGBERG  
JOHN BUSCAGRIA  
JOE LEE  
JOHN BOLLACK

### **C DIVISION:**

WINNER  
SECOND  
THIRD  
FOURTH

BRIAN "The Driller" TOOTHMAN  
JOEY GIBBONS  
"Me" TORZEN KUENZLEN  
TONY TOSON

JEFF MAKI  
BOB KLEINFALL  
ALBERT COMAS  
JONATHAN EDWARDS

SAM GALLEGOS, III  
PATRICK LYNCH  
RUSS RUFER  
HENRY NURUA\*\*/  
EDUARDO VILLARREAL\*\*

### **DOUBLES DIV:**

WINNER

GREG HOFF  
TORZEN KEUNZLEN

JASON WERDRICK  
KRIS KRAJECK

HAL ERICKSON  
MARC CONANT

SECOND

BRIAN DOMINY  
DAVID "Dashiel" HAMMET

DOUG OSBORN  
GREG PITNER

RICHARD HALL  
JAMES HOSKINS

THIRD

ERNIE NIPPER  
KANE "Sugar" NIPPER

GREG GIBSON  
DON COONS

MIKE LEWIS  
BOWEN KERINS

FOURTH

JOEL GILBERT  
REBECCA SEBERA

ROGER SHARPE  
LARRY DEMAR

JEFF WICHAEL  
KEVIN ARPIN

### **WOMEN'S DIV:**

WINNER  
SECOND  
THIRD  
FOURTH

MARY KAY DAVIS  
WENDY LLOYD  
REBECCA SEBERA  
ROBYN ELLIS

ANGIE STABLER  
RITA DAVIDSON\*  
JOANN MELE\*  
LARA LE PAGE

ALYSA PARKS  
VICTORIA SZABO  
MARIA KOHUT  
LARA ROSE

### **JUNIOR DIV:**

WINNER  
SECOND  
THIRD  
FOURTH

LEE SAMPLE  
GENE BREWER  
CLAYTON NIPPER  
DANIEL FOWLER

JOSHUA SHARPE  
ZACHARY SHARPE  
LARRY THOMAS  
BERT TONG

NATHAN ROSE  
STEPHEN SMOOT  
ROGER ALVERADO  
JASON MCGINNIS

\*Chicago: Tie for 2nd place

\*\*San Francisco: Tie for 4th Place



# CONGRATULATIONS

## PAPA 4 TOURNAMENT WINNERS

	<u>WINNER</u>	<u>SECOND PLACE</u>	<u>THIRD PLACE</u>	<u>FOURTH PLACE</u>
<b>A DIVISION</b>	BOWEN KERINS Stanford, CA	DAVE STEWART Pittsburgh, PA	LYMAN SHEATS, JR. Elk Grove Village, IL	HAL ERICKSON Berkeley, CA
<b>B DIVISION</b>	KEVIN KULEK Pinconning, MI	KEVIN RODRIGUEZ Bronx, NY	WILLIAM HOO Flushing, NY	MARION RICHARDS Topeka, KS
<b>C DIVISION:</b>	KIM HILKER Somerville, NJ	NICK MCKINNEY Alexander, AL	JOHN REVERCOMB Pataskala, OH	STEPHEN ZAMONSKI W. Trenton, NJ
<b>DOUBLES DIV:</b>	DAVID HEGGE Brookfield, IL	KEITH JOHNSON Blacksburg, VA	PAUL MADISON Minneapolis, MN	WILLIAM HOO Queens, NY
	LYMAN SHEATS Elk Grove Village, IL	KEVIN MARTIN Elk Grove Village, IL	FRED RICHARDSON Minneapolis, MN	PAULO HOO Queens, NY
<b>WOMEN'S DIV:</b>	ELLEN FRANKEL Pittsburgh, PA	JOANNIE PERRY Jamaica, NY	FAITH DAMBECK Trenton, NJ	JULIA SLAYTON Phoenix, AZ
<b>JUNIOR DIV:</b>	VINCENT CHASMER North Bergen, NJ	ZACHARY SHARPE Arlington Heights, IL	RICHIE TRUXILLO Wilmington, NC	JOSHUA SHARPE Arlington Heights, IL



# PLAYING THE FIELD

## FUNHOUSE

*By Steven Zamonski*

**M**uch has been said about the excellent "roll" that the Pat Lawlor-led design team has been on. Many game reviews that have appeared in this magazine have contained references to The Addams Family, perhaps the finest Lawlor-team game to date and, I might add, rightfully so. This feature is devoted to a Lawlor-team creation from a few years back - FUNHOUSE.

Released in December 1990, FUNHOUSE introduced us to, in the words of Steve Baumgarten, "the world's most outrageous playfield toy"-the wise-cracking, forever yapping, monstrously-annoying Rudy, the dummy. His voice is now legendary among pinball veterans, and, I might add again, rightfully so. But enough about Rudy--on with the game description.

The object of FUNHOUSE is to advance the clock, located in the center of the playfield, to Midnight. Doing this causes Rudy to fall asleep, with his mouth open. Sending a ball into his mouth starts multiball, during which the player can rack up many millions of points by hitting the secret Trapdoor.

### *"THE FUNHOUSE PLAYFIELD-- a Whirlwind (get it?) tour..."*

The game begins with Rudy's "Come On In" (heard when coins are inserted), and he basically does not shut up from this point until the game's end.

The skill shot is reminiscent of The Addams Family, as the player must

plunge the ball just hard enough to drop it into Rudy's Hideout, located behind his head in the upper right corner. Doing this once scores 250K, then 500K, and so forth.

The aforementioned clock begins at a given hour (adjustable from 3pm to 10pm, typically 8pm) and may be advanced in several ways. One way is to hit one of the four "S-T-E-P" targets, thus advancing the clock 5 minutes. The Jet Bumpers, located in the center-right of the field, advance the clock 5 minutes when they are dark, 10 minutes when lit, and 15 minutes when flashing. They can be lit by the rollover lane just below them (next to the gate atop the shooter lane), or "MAXed" (i.e. "made to flash") by the Mystery Mirror (discussed later). Shooting the ball into the Wind Tunnel (discussed later) advances the clock 15 minutes. Finally, the center ramp advances the clock incrementally, increasing the amount by 5 minutes with each successive shot.

When the clock reaches 11:30 pm, the lock, located in the Hidden Hallway at the top center of the playfield, lights. Locking one ball moves the clock to 11:45 pm; locking the second ball advances it to Midnight. At this point, a third ball is served and Rudy falls asleep. If you can hit him in the mouth while he's catching his nap, he will wake up and spit out your ball, thus beginning multiball.

### *MULTIBALL*

As multiball begins, the Trapdoor, located in the inner loop just below Rudy, opens and lights for Million-Plus. This

shot can be made with the upper left flipper, and doing so scores 2 Mil and closes the door. A shot to the center ramp (while at least 2 balls are still in play) re-opens the Trapdoor for 3 Mil, and so on. There is no penalty for losing one ball, but if 2 of the 3 balls are lost and Million Plus has been scored at least once, the game resets the clock to a given hour (adjustable), and the game goes back to "normal". However, if 2 balls are lost without at least one Million Plus being scored, Rudy challenges the player to "go ahead, try and hide" and the lock re-lights for a brief time. Hitting the lock resumes multiball with 2 balls. This re-lock procedure is very similar to the one on Whirlwind.

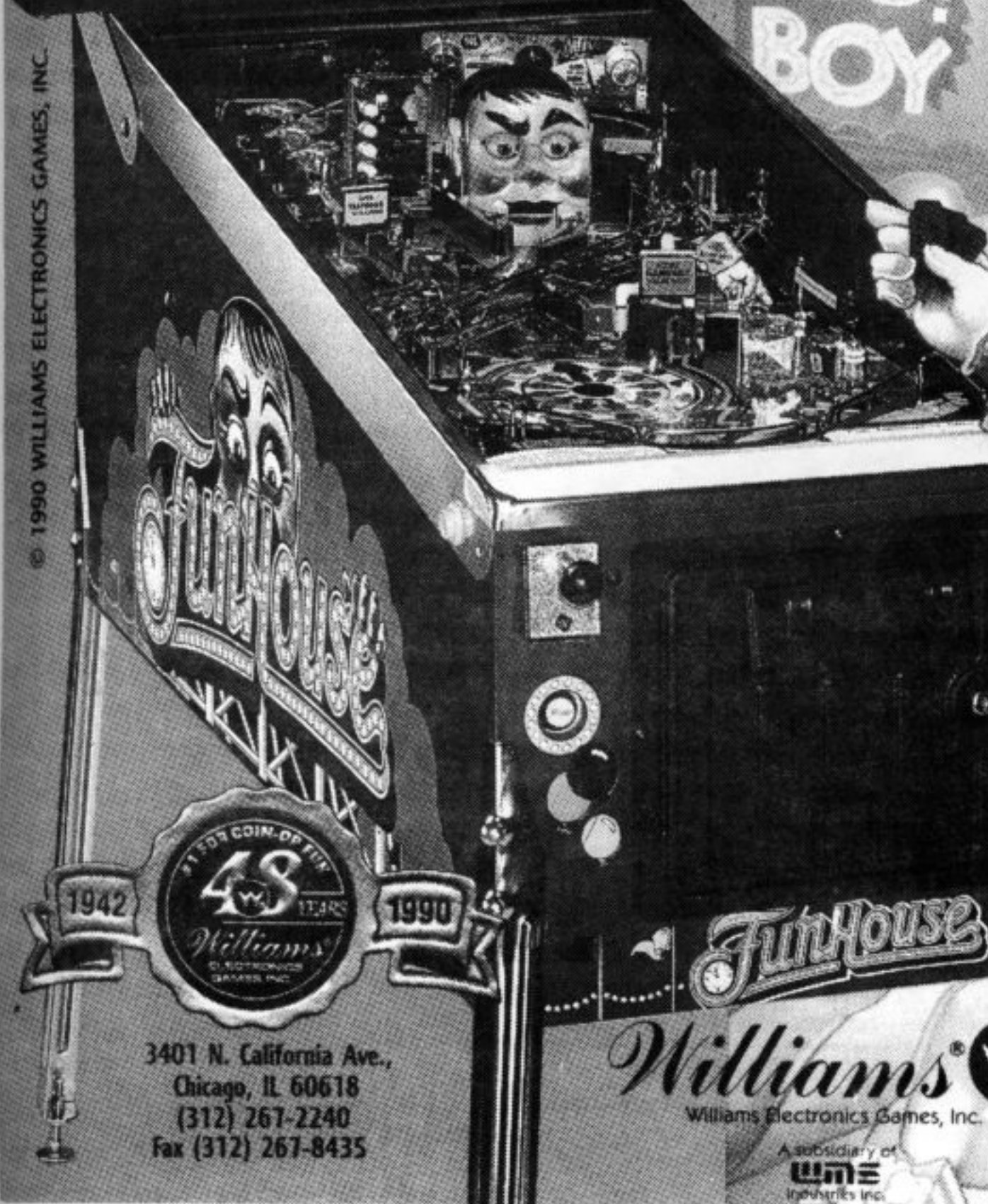
### *THE STEPS How to light them*

For those of you who dislike the sudden aversion that the pinball industry seems to have toward plungers (include myself here), your worries are over -- FUNHOUSE has two, one on each side of the playfield. The Crazy Steps, named for their stair-step top, are located along the left edge of the playfield. The Steps can be accessed in two ways. First, there is a Manhole (don't ask me why it's called that) directly beneath the jet bumpers--it's sort of a "back entrance" into the scoop next to it (a la the back entrance to Thorny Surprise on Cactus Jack). Hitting the manhole lights the steps ramp, and a center ramp shot will divert the ball to the steps plunger. The second way is by hitting the mystery mirror when "Open the Steps Gate" is lit. If this happens, EITHER a ramp shot or



# FunHouse™

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It's the beginning of a new era for pinball entertainment when **Rudy** awakens, talks, taunts, heckles, keeps a constant vigil on the game action by following the movement of the ball with his eyes, and beckons you to experience his fantastic amusement park world of *Mystery Mirrors*, *Wind Tunnels*, *Crazy Steps*, *Super Dogs*, *FunHouse Frenzy* and *Super Frenzy*, *Trap Doors*, *Gangways*, *Hidden Hallways* and **Rudy's** own *Hideout*.

An irresistible force, **Rudy's** no dummy as he reacts to each player, laughing at blunders and offering a non-stop commentary on the action taking place around him. And his **FUNHOUSE** is a traffic builder, attracting players and profits with no strings attached!

## **TIMING IS EVERYTHING!**

There's a bewitching hour at this **FUNHOUSE** as players advance the clock by hitting the various targets and features on the playfield. At the stroke of Midnight, **Rudy** closes his eyes and falls asleep, but it's not a restful sleep with his snoring, open mouth the starting point for 3-Ball *Multi-Ball™* play and the potential for *Million Plus™* scoring.

## **FIRST DUAL PLUNGERS!**

Players will be taking the "plunge" again and again with an industry first that delivers a double dose of excitement. Only **FUNHOUSE** features a right side plunger skill shot for increased scoring via **Rudy's Hideout**—and a left side plunger that shoots the ball onto the *Crazy Steps* for possible *Extra Ball*, 500,000 points or *Frenzied* scoring opportunities!

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**FUNHOUSE** offers a full house of non-stop action and excitement! Collecting all six *Mystery Mirror* values earns players 2 Million points and activates a sensational timed *Super Frenzy* scoring sequence where points can really add up. Another challenging attraction is the *Super Dog* target bank timer bonus where scoring begins at 200,000 points and continues to build in value. The *Gangway Bonus* provides fast-paced shots that can deliver up to 250,000 points and a possible *Extra Ball*!

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a left-side drain will place the ball on the left plunger.

### ***THE STEPS - What to shoot for***

The bottom three features on the steps ramp are lit by completing the "S-T-E-P" target in any order. The top feature, Superdog, which is started by shooting the ball all the way around the steps ramp, is always available. The Superdog target bank -- imagine the "Cousin It" bank, only facing the opposite direction -- awards 200K for the first hit, then 225K, and so on. It remains lit for 20 seconds.

The bottom steps hole, when lit, lights the Trapdoor for Frenzy, during which each switch scores 50K (similar to Mamushka from The Addams Family and Loose Moose from Rocky & Bullwinkle). The middle hole, when lit, lights the Hidden Hallway for Extra Ball, while the top hole, when lit, lights the Hidden Hallway for 500K. Once a steps feature is awarded (except for Superdog), it must be re-lit via the "S-T-E-P" targets.

### ***THE MYSTERY MIRROR***

Located below the Hidden Hallway, on top of the Wind Tunnel entrance, the Mystery Mirror, when lit, awards whichever feature is lit on its front. Available are: Light Extra Ball, Light Million Shot (scored by hitting Rudy's jaw), Start Quick Multiball (during which Rudy's jaw remains lit for as many millions as possible before the loss of one ball), Light Superdog, Jet Bumpers at Maximum, and Open Steps Gate. These features are rotated on the mirror's front panel by the Jet Bumpers, and the Mirror returns the ball to the flipper area via the right scoop (like the Swamp scoop on Addams). Completing all 6 Mirror values lights the mirror for one million points and SUPER Frenzy, which scores 100K per switch for 20 seconds.

### ***MISCELLANEOUS***

The "Orbit Shots" around the top loop of the playfield (a la the Freeways on High Speed) may be lit for Gangway

(Rudy yells it out for you when you hit it) as follows: The right -inner flipper return lane lights the left Gangway shot and vice-versa. The Gangway values are displayed (again, like the Freeways) directly above the flippers. The best award available is the last one the player can complete -- Light Extra Ball -- then the sequence resets.

In normal play, the Trapdoor may be lit (for a period of time) by making the inner loop below Rudy. One loop opens the door for 250K, then 2 loops opens it for 500K, and so on.

The Outhole Bonus consists of the number of Rudy Jaw Hits (a cumulative value for the entire game) times 50K. In addition, the Frenzy's are awarded after the ball in which they are earned. Interestingly enough, FUNHOUSE has no bonus multiplier (this is very rare for a pingame).

Additional scoring features include "Sausage Bonus" -- scored for 12 Rudy Jaw Hits -- and Rudy Gulp -- 250K for shooting the ball into his mouth while he is talking, which means that you'll have non-stop opportunities to try this ("Ptooi!").

Rudy--the Dummy with an attitude-- is very friendly towards the player before the clock reaches 11:30 (e.g. "Get yourself a hot dog...YUM YUM!"), but is a major pain during the 11:30 - 12:00 phase ("I'm not hungry!").

Overall, FUNHOUSE is a blast. My girlfriend and I play it quite often, even 3 years after its release. Rudy is funny and challenges the player continuously, and the shots are plentiful and varied. On the negative side, this game does tend to lock the player into playing it one specific way to earn big scores, but it's still lots of fun and includes plenty of features to keep it interesting. One problem I have seen on several machines is that, occasionally, the ramp will drop the ball at the top of the left flipper return lane but it will backspin out and down the left drain (a la the right side wireform on Dr. Who. Other than that, it's a great game - a classic, in my opinion.

Thanks to Steve Epstein for allowing

me to contribute to this great publication in two consecutive issues, and a big "Thank you" to Todd Tuckey of TNT Amusements in Southampton, PA for his assistance with this article. Until later....."Good Night, Buddy."

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## **BE A GAME REVIEWER**

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# IFPA CROWNS 1994 PINBALL CHAMPIONS

By Doug Young

Muskego, WI - The Fourth Annual AMOA - International Flipper Pinball Association World Pinball Championships rolled into the Clarion Hotel in Rosemont, Illinois April 22-24. Hundreds of players representing 28 States and 6 countries descended on "Pinball Mecca" for their shot at nearly \$25,000 worth of awards and prizes in IFPA's biggest tournament ever. Scores of first time players were on hand to witness the crowning of many new IFPA Champions in a tournament that spotlighted some of the most competitive pinball matches ever played. As one player aptly put it, "This must be what Pinball Heaven is like."

With 100 brand new pinball games as a backdrop, (machines graciously provided by IFPA manufacturer sponsors Bally/Midway, Data East Pinball, Premier Technology (Gottlieb) and Williams Electronics Games, under the watchful eyes of IFPA Tournament Co-Directors Mike Hawkins, (D & R Star, Rochester, MN) and Mike Jensen, (Stansfield Vending, LaCrosse, WI), veteran IFPA tournament player Dan Wilson battled his way through the competition to capture the Pinmaster Singles Crown, the tournament's highest award. Along the way such notable players as Dave Hegge, Rick Stetta, Fred Richardson, Rick Miller, Bowen Kerins, Dave Stewart and John Ross had themselves succumbed to the pressure of the intense competition. In the end it was Dan who was able to outlast perennial standout Jason Werdrick for the title. This makes three years in a row now that Jason has finished as runner-up in the division.

IFPA league players showed their mettle in the Pinmaster and Open Team Divisions, Dahlco Music (St. Paul, MN) fielded "Doug's Favorite Team" (Paul Madison and Fred Richardson) which won the Pinmaster (high skill) Team event. In Open Team, it was Southern Music's entry "Fraser & Fraser" (Jason and Michael Fraser) from Calgary, Alberta, Canada who captured Champion Honors.

Other Division Champs included Steve Zumoff

(Pittsburgh, PA) Open Singles, Wendy Hollibaugh (Auburn Hills, MI) Women's Singles, Demolition Duo (Julia Slayton and Jason Werdrick) Mixed Team, Slick Chicks (Teresa Dery and Julia Slayton) Women's Team, Willy McKinney (Alexander, AR) Juniors 13 thru 17, Zachary Sharpe (Arlington Heights, IL) Juniors 12 & Under, Kevin Martin and Lyman Sheats (Data East Pinball) Manufacturer Team and Lyman Sheats (Data East Pinball) Manufacturer Singles. Many players crowded around the Specialty and Second Chance tournaments as these contests continue to grow in popularity. By the time the contests concluded literally hundreds had participated in these low fee, fun events. The Charity Challenge was a big hit as well, raising nearly \$1,000 for the "Give Kids the World" foundation, a Kissimmee, Florida based charity which fulfills wishes for terminally ill children from around the world.

AMOA-IFPA member volunteers at this year's event included IFPA President Chris Warren (Capital Music, Helena, MT), IFPA VP Ed Tolisano (TBI Games Unlimited, Loves Park, IL), Andy Shaffer (Shaffer Services, Columbus, OH), Dan Telshaw (C&N Sales Co., Mankato, MN), and Scott Bright (All American Automatic, Flint, MI). Frank Gumma (American Vending Sales) and a great staff of technicians from the various manufacturers were instrumental in providing the equipment and support critical to staging such a large event. IFPA would like to thank ALL the volunteers and workers who helped make the tournament such an outstanding success.

The hi-light of this year's event, not entirely obvious to the players or spectators, was the tremendous increase in the number of league players who participated in this year's Championships. From a humble beginning when very few players came to the tournament with league experience, the tournament can now boast that nearly half its participants are either sanctioned IFPA players or compete in league programs. The remaining players would like to participate in pinball league programs but, unfortunately, find themselves residing in areas of the country where they as yet don't have IFPA member operators to manage their leagues.

IFPA Charter member Operators have garnered extensive experience in sponsoring pinball leagues and tournaments over the last few years. The success of the annual Championship reflects the large number of players anxious to participate in league programs, and the progress the Association is making, one step at a time, to satisfy those players.

THE AMOA-International Flipper Pinball Association is a non-profit trade association dedicated to establishing and supporting operator-run leagues and tournaments for pinball. Eligible members include AMOA member Operators, Distributors and Suppliers to the pinball industry.



Pinmaster Singles Champion Dan Wilson, Lansing, MI



Top Right: IFPA President, Chris Warren (Center) with 12 and under Junior's Champ Zach Sharpe (R) and runner-up Kevin Kulek, Jr.



Bottom Left: Pinmaster Team Runners-up "Dazed & Confused" Dave Hegge (L) and Jason Werdrick, both of Greater Chicagoland.

Bottom Right: Looks like Dave Hegge and Jeri Lock who finished as runners-up in Mixed Team Competition.







Women's Team Champs the "Slick Chicks" included perennial powerhouse players Julia Slayton (R) and Teresa Dery (Brooklyn Park, MN)



Open Team Champs "Fraser & Fraser" pose with their hardware. Mike (L) and Jason play in the Southern Music League in Calgary, Canada.



Mixed Team 3rd place was snatched by Michiganders Kevin Kulek and Ann Mull.

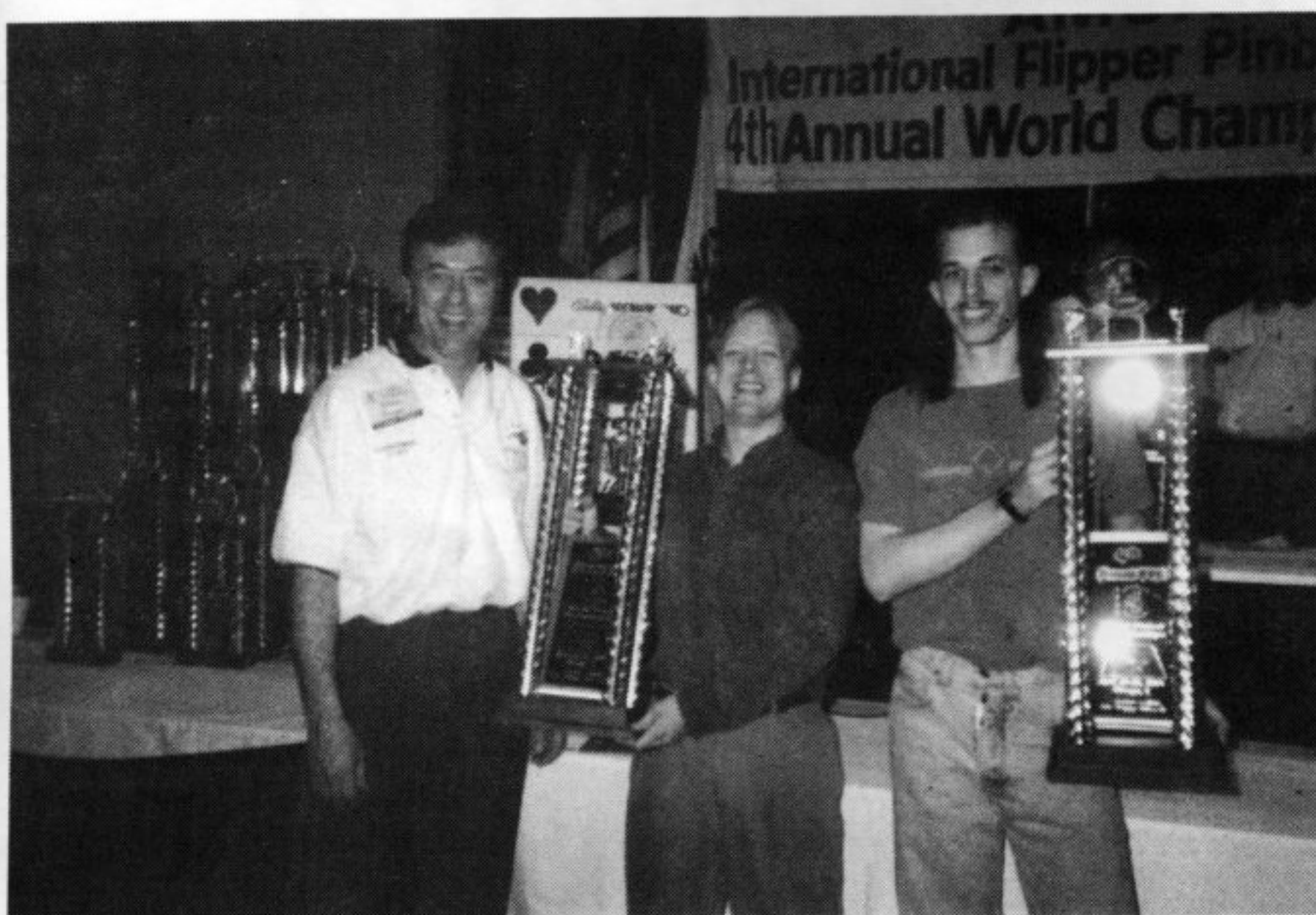




Lyman Sheats (L) is pictured here with his Manufacturer Division Team Champ Partner Kevin Martin (C) and IFPA President Christ Warren. Lyman also won the Manufacturer Singles



Women's Team Runners-up were (L-R) Ellen Faith Frankel and Lori Grosick of Pittsburgh, PA.



Pinmaster Team Champs "Doug's Favorite Team" with (who else?) Doug Young (L). Team members are Fred Richardson (C) and Paul Madison. Doug's Favorite Team plays in the Dahlco Music & Vending League, St. Paul, MN.





Mixed Team Champs "Demolition Duo" included a very excited Julia Slayton and the incredibly consistent Jason Werdrick. Look at all that hardware!



Swedish Pinball Ambassadors Charles Lakey (C) and Kalle Kratz (R) were "Team Sweden" and captured 3rd Place in the Pinmaster Team Championships. IFPA Executive Director, Doug Young, congratulates them with their trophies.

**CONGRATULATIONS TO ALL OF THE IFPA TOURNAMENT WINNERS!**



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