

THE TRIB2IDE THE FLIP8IDE

VOLUME 4 - ISSUE 2

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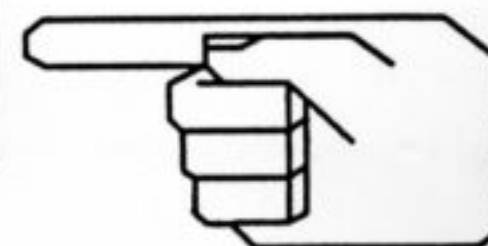
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SPECIAL WHEN LIT

PAPA 5 is now in the books. This year's pinball tournament survived the only real large snow storm of the winter here in the northeast.

I would now like to indulge myself with thoughts on the Professional and Amateur Pinball Association. First, I am the founder and creator of this organization. Second, it was created as a tool to be used by operators of pinball machines to deliver a fair and viable means of promoting competitive pinball play. Thirdly, the main by-product was to be a way the pinball playing public, myself included, could enjoy the games in an environment of camaraderie, excitement, and just plain fun. I have been trying to get this program going for over nine years. The one constant has been the players' very positive response to leagues and the tournament and the operators' total rejection of the program. This has led me to be more player focused in the last two years. What I mean by this is that the players themselves must be the ones to carry the program forward. To this point I want to acknowledge Dave Stewart, Steve Zumhoff and Bill Kurtz of The Steel City Pinball Association who have proven, by starting leagues and organizing the PAPA 5 fall flipoffs, that players can have a major impact. I would also like to acknowledge Bowen Kerins and Jonathan Deitch, who single-handedly kept the PAPA 5 flipoffs alive in San Francisco and Atlanta respectively.

This brings me to the connection of The Flipside and PAPA. Both were created for the pinball playing public, both need the interaction of the players to be successful, both depend on the input of the players. I will take this opportunity to say that this has been accomplished in a few small cases but for both to go on, the need for more involvement by players must take place NOW!!!! Please contact me for information on how to organize leagues in your local area. All it takes is a few friends to get together and play on a regular basis. This is a commitment of great importance but the rewards are well worth the effort. Please send your comments on the magazine and all questions concerning game designs or programming as well. We will get them answered as well as start up a dialogue between players and designers that will be beneficial to both groups as well. The address is: THE FLIPSIDE, 81 CARRAR DRIVE, WATCHUNG, NEW JERSEY 07060. The fax number is: 908-668-0404.

For now, please enjoy this latest issue with complete PAPA 5 coverage, PINBALL EXPO 94 highlights, pinball reviews of some of the latest games that have hit the streets and a few other surprises. We at The Flipside also hope to publish the magazine on a more regular basis and keep our commitment to quality intact. Thanks to all of you..

Steve Epstein

THE WRITE STUFF

Hellllooooo FLIPside!

I'm still basking in the gently glowing embers of success. PAPA 5 was my first pinball tournament (I'm also active in competitive chess and pool - that decade of "pressure practice" served me well at PAPA 5) and I was pleasantly surprised with the level of organization, professionalism (Joe Schick), and player camaraderie that I encountered. The existence of monickers adopted by name players was totally unanticipated but highly entertaining. And those name players!! You folks really showed me some things that I think will help my game immensely. Foremost, the Multiball Cradle is such an obvious idea - why didn't I ever think of trying to develop that technique? Probably because I've never really played pinball for the sole purpose of putting up huge numbers. But sheer numbers are all that counts in competition. I used to think pinball was all about reflexes and shot making. Not any more. Patience is the key to big numbers. If you routinely settle the ball before shooting, you'll find the game is much easier. PAPA 5 forever changed my approach to pinball. Thanks Everyone!!!!

Now, to Steve. I have several questions/considerations to offer:

Who do I contact for league or tournament information in the Philadelphia and St. Louis regions? And if there is no organized activity in those areas, how do I go about getting something started there?

I noticed that several of the top players also work for pinball companies. Did these players develop their skills before or after their pinball employment?

Thanks for the great memories. Now,

on to the future! There are techniques to master and champions to dethrone! Remember, as some great philosopher once said: You can't travel down the road of life while looking in the rear-view mirror.

Steve Walker
Conshohocken, PA

Dear Steve,

Thanks for so aptly pointing out some of the other fun benefits derived from attendance at a PAPA Tournament. While competition is, of course, the main attraction, players also enjoy an exciting atmosphere found nowhere else, along with an excellent opportunity to pick up some of the finer points of pinball playing and a chance to meet some of the pinball "greats" you've heard and read about. Tournaments are fun, exciting, and, for many, a very profitable source of entertainment. For those of you who have not yet attended a PAPA Tournament, plan to attend next year - you'll be glad you did.

By chance, this issue's editorial addressed the subject of the PAPA league program and, sadly, the lack of interest on the part of operators to offer this program to players. However, several players have taken the lead in organizing league play on their own and we'll be glad to send you the information you need to get started in your area.

Yes, several of the top players do work for pinball manufacturers and generally most of them developed their skills both before and after such employment. New games (and techniques) are constantly presenting new challenges so there's always something more to be learned - even for the wizards of pinball. Additionally, remember that the game reviews pre-

sented in THE FLIPside are also an excellent source of hints and tips which a player may use to improve their game overall, not necessarily just for the game being reviewed.

Dear Steve,

Good talking to you on the phone the other day. Once again, I thought PAPA 5 was great. You did a heck of a job!

I have enclosed a check for a new subscription as well as some back issues which I'm missing.

Thanks again,

Andy Broder
Philadelphia, PA

Dear Andy,

Glad you enjoyed PAPA 5 and your back issues are on their way. Looks like you're going to have some great reading ahead!

Dear Steve Epstein,

I enjoy the new FLIPside format very much. I appreciate the treatment that you gave to my article on FUNHOUSE. I would very much like to do another game review for you. I have access to the following games: ROAD SHOW, FREDDY, and "older games" including RIVERBOAT GAMBLER, BRIDE OF PINBOT and SURF N' SAFARI among others. Please let me know if I can do a feature for you on a game or any other thing you need covered.

PAPA 5 for Faith and I was a wash-out as we arrived late and never got into the flow of the event. Maybe

next year.

Enclosed is \$18 for another "year" of the magazine.

I will be road-tripping to The Broadway Arcade this summer. Thanks again...

Stephen E. Zamonski
West Trenton, NJ

Dear Steve,

Thanks for the renewal and your feedback on both THE FLIPSIDE and PAPA 5. Sorry you didn't manage to really join the competition but as I'm sure you know by now it's a lot of fun just being there and, as you pointed out, there's always next year.

As readers will see, we have accepted your offer of an "older" game review of RIVERBOAT GAMBLER, which appears elsewhere in this issue.

As we have often pointed out we are striving for a magazine "for the readers by the readers" so whether it be a game review, an article addressing any subject related to pinball in general, or a letter of opinion for The Write Stuff, we'll be happy to get it.

We're looking forward to seeing you at the Broadway Arcade -

Until then...

Hi Steve,

Here's my check to renew my FLIPSIDE subscription.

It was nice meeting you and your staff at PAPA 5. I really enjoyed my visit, even though qualifying was a bit stressful! Once the playoffs began, though, things went really well. I can already see that you've just about outgrown that facility. I hope you can find a location that accommodates more games! I'd guess that you could have four or five banks of

practice games raking in quarters like crazy!

You may also need to alter the qualifying format somewhat to allow more players and more qualification attempts. It also needs to handle equipment problems efficiently. Unfortunately, that stuff just cannot be expected to hold up well when played constantly by the toughest players in the world.

There have been some discussions on the net about it, and I think there are some good ideas floating around. I'm sure that PAPA 6 will be even bigger and better. Having some growing pains to take care of is a nice problem to have!

Keep sending the magazine. I know you've been asking for inputs, but we tend to be discussed out-just following the talk on the Internet. With magazine lead time, some of the stuff is pretty old. But that's OK, I keep every copy anyway just for reference.

Keep up the good work!

Dan Farris
Lake Zurich, IL

Dean Dan,

Thanks for your feedback on the PAPA 5 Tournament as well as your suggestions and ideas. We have learned more with each previous Tournament so that will probably hold true for the future too.

Glad you visited the BROADWAY ARCADE - Being able to visualize people and places which we have heard and read about always seems to make things a little more interesting.

Dear Sirs:

Just received (Volume 4, Number 11) my first issue of THE FLIPSIDE--I love it. Do you have any previous

copies? Please either mail and bill me--or bill me and I will wait--money no object!

Jack Pawlak
LaMesa, CA

Dear Jack,

Your request is being filled now and we truly appreciate your enthusiasm and kind words. As we've always stated from the very beginning, our hope has been to create a publication all pinball players and lovers of the silver ball would look forward to getting on a regular basis. And, although we might have had some stretches in the past where issues were delayed, we are committed to turning things around this year and into the future with topical, timeless, informative and, hopefully, entertaining coverage of the world of pinball.

Hi Steve,

Please send me the first six issues of THE FLIPSIDE. Also, I'd appreciate any info on PAPA 5, such as the top scores achieved on the games, etc.

Thanks a lot,

Bill Marker
Dahlgren, VA

Dear Bill,

Thank you for writing to us and your wish is our command this issue with some comprehensive coverage on PAPA 5. Hope you enjoy it and we'd love to hear from you again.

If you have any pinball subject you'd like to sound off about just drop us a note and we'll try to include it in the next issue of THE FLIPSIDE.

STEEL CITY PINBALL FLIP-OFFS

By Bill Kurtz, SCPA President



Steel City Pinball Association PAPA Flipoff Organizers (left to right) Steve Zumoff, Bill Kurtz and PAPA's own Steve Epstein.

The weekend of December 10 and 11, 1994 were history-making for Pittsburgh, Pennsylvania. This was the weekend that Pittsburgh's first ever Flip-Offs took place. It was the largest Flip-Off to occur so far - we had approximately 100 participants.

When Steve Zumoff, SCPA's Vice President, and I began planning the Flip-Offs, we agreed to keep it simple. It was originally supposed to be a small event primarily to publicize the Steel City Pinball Association (SCPA), and the Professional and Amateur Pinball Association (PAPA). But as time went on, the event became bigger and bigger. Before we knew it, we had a two day event with several qualifying locations, and sixteen of the newest pinball machines (WCS,

MAVERICK, FREDDY, CORVETTE, ROAD SHOW). But we were still worried about how many people, if any, would show up.

On December 10, the fun began. (Neither Steve Zumoff nor I had slept for a week!) Thanks to our sponsors and Steve Epstein we were well equipped to generously award prizes to all of the participants. Everyone who played was very impressed with the \$2.00 qualifying fee.

For each division, A, B, and Women, the top scorer on each machine made it to the finals. The A division had 12 finalists, which was narrowed down to 3. This division ended up in a tie - we had to add all the

scores to determine who won (not a fun job). Paul Harm turned out to be the overall champ, winning air fare to NYC, hotel and an entry fee to PAPA 5, and \$125. He barely beat Rich Pryor, who won hotel and an entry for PAPA 5 and \$100. Third place winner Paul Kimelman won the same except he received \$50.

The B division had 16 finalists. First place winner was Larry McDonald, who received hotel and an entry fee for PAPA 5 and \$100. Second place, Jeff Keats, won the same and \$50, and third place, Kazushigo Ehimizo, won \$25.

In the Women's division, Lori Grosick, first place, won hotel and entry fee for PAPA 5 and \$75. Second place, Joni Levine, won the same and \$40, and third place, Chris Mason, won \$10.

All participants received prizes determined by offer of placement. Prizes not previously listed were:

Maverick Backglass - Sega

Game Plastic Knock Outs - Williams/Bally

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Steve Zumoff and I were very pleased with the outcome of the Tournament. Because of this event, all of Pittsburgh knows about SCPA and PAPA, which was our goal. Thank you to the Beehive Coffeehouse, Dale Lazar of H. R. Lazar and Son, Steve Epstein and SCPA. Without these supporters, this Flip-Off would not have been possible.

How about it - any event coming up in your area? If so, we'd like to let the players in your part of the country know about it - just give us as much lead time as possible.



Steel City Pinball Association (SCPA) players and supporters.

**MINNESOTAN PAUL MADISON ICES THE COMPETITION
TO BECOME
1995'S "WORLD'S GREATEST PINBALL PLAYER"**

**NATALIE BAKER, CONNECTICUT PHYS ED STUDENT
EXERCISES TOTAL CONTROL OVER WOMEN'S DIVISION**

**OVER 800 FLIPPER ACES PLOW THROUGH
NORTHEASTERN BLIZZARD TO ATTEND
PAPA 5 WORLD PINBALL CHAMPIONSHIPS**

By Sharon Kahn and Susan Jacobs

February 6, (New York, NY) -- Despite a weekend blizzard which frosted the Big Apple, and a fire which threatened a tournament meltdown, over 800 players from 27 states and nine countries competed this weekend at the PAPA 5 WORLD PINBALL CHAMPIONSHIPS for almost \$40,000 in prizes.

A 25-year old Minneapolis man, Paul Madison, earned the title of "World's Greatest Pinball Player." Natalie Baker, a 24 year-old student from New Haven, Connecticut, came out of nowhere to the top spot in the Women's Division. And 15 year-old Chicagoan Joshua "Razor" Sharpe conquered the Junior's Division.



PAPA 5 Champion crowned as Steve Epstein presents trophy to Paul Madison. Looking on in Back Row (from left to right) Williams Bally/Midway's Michael Gottlieb, L. J. Greene from Premier and Sega Pinball's John Borg.



PAPA "A" Division Finalists (from left to right) 3rd Place Finisher Dave Hegge, Steve Epstein, Second Place Finisher Lyman Sheats, 4th Place Finisher Neil Shatz and Champion Paul Madison.

The fifth annual Championship took place at the Park Central Hotel in New York City, February 3-5, and attracted a higher-than-ever level of flipper skill, and tested player endurance deep into each of the nights of this three-day event. Every one of the ten competitive divisions (except Juniors) was a fierce fight to the finish in which the ultimate victor took control in the last game of the final round.

During a tense final round, winner Paul Madison tied with Lyman "Silk" Sheats for 21 PAPA Championship points. Sheats, the 1993 World Champion, is still considered by cognoscenti to be the finest pinball practitioner on the current scene. Four finalists competed on four games for the top trophy. In final rounds of PAPA competitions, the scoring system awards 10 points for first place, five points for second, 1 point for third, and none for fourth place on each game. It is only in the case of a tie that the actual scores accumulated on each machine are tallied. As the crowd of spectators broke into cheers, Madison quietly but decisively broke through to victory on the last ball of the last game (Williams Electronics' "Dirty Harry") to top Sheats' score by 361,902,370 points with a total score of 3,187,218,330 points. Madison won \$2,000, a new pinball machine, a trophy, and the title of "World's Greatest Pinball Player."

Paul Madison, an assistant manager at a movie theater in Minneapolis, was on his third trip to the PAPA contest. For several years, this tall, imperturbable Mid-Westerner has skated close to the upper echelons of players. He made his first breakthrough into the ranks of the elite when he won

a tournament in Chicago this past September, and has kept his hot streak going ever since. Madison pulled off his PAPA win following an all-night struggle for the Doubles Division title, which left him with an hour and a half of sleep before the start of the semi-finals for the ultimate match. When asked how he kept going, the weary Madison smiled, "I just wanted to finish what I started."

Placing third was Dave "Iceman" Hegge, a 34 year-old Chicago man who consistently places among the world's leading players. In fourth place was Neil Shatz, a 27 year-old statistician from Sunnyvale, California. This was an impressive showing for Shatz, who was making his first flip at a PAPA title.

With the Women's Division approaching 100 competitors, 1995 saw an increase in the number and quality of female players. Natalie Baker, a senior in physical education at Southern Connecticut State University, knocked PAPA 4 Women's champ Ellen "Nails" Frankel into second place. Frankel is a 27 year-old rock musician from Pittsburgh, and a member of that city's power-packing twenty-five member pinball team, the Steel City Pinball Association. In third place was Alyssa Parks, a Judaic studies student from Denver, Colorado, who has captured the spotlight in the past year with wins at regional tournaments in Chicago and San Francisco. Nancee Kumpfmiller of Pittsburgh took advantage of the competition to win fourth place in the women's finals as well as to announce her engagement to a Chicago-based pinball industry executive.



Michael Gottlieb, Roger Sharpe, L. J. Greene and John Borg flank the Women's Division Champions (from left to right) 4th Place Finisher Nancee Kaumpfmler, Champion Natalie Baker, Third Place Winner Alyssa Parks and 2nd Place winner Ellen Frankel.

The Doubles Division was a heated battle in more ways than one. The final rounds ran through Saturday night until six a.m. Sunday, with a small break at 4:00 a.m. caused by a fire that broke out on one of the upper floors of the hotel. But the players were reluctant to leave their games, and Lyman Sheats asked fire marshalls to "wait until I finish this ball." In the end, the bout was dominated by former PAPA World Champions. In the "A" Division Doubles, 1994 Champ Bowen Kerins of Newport, Rhode Island, won with partner, Keith Johnson of Warrenton, Virginia. The "B" Division doubles trophy was taken by the team of 1992 Champion, Rick "Hollywood" Stetta of Sunnyvale, California, and his partner Neil Shatz.

PAPA Champions Division trophies went to 21-year old Jason Werdrick of Park Ridge, Illinois, and to Sean Joseph Grant, a 21-year old engineering senior at Rutgers University. This division is open to former winners of the PAPA World Championships or of any regional PAPA leagues.

The "B" Division saw an international line-up of finalists. While the winner was New Yorker Dominic "Sleepy" Nardini, Sweden's #2 ranked player, Erik Bengtsson, took second place, the reigning Swedish champion, Mats Andersson, took third, and Frenchman Alexis Keldermans secured the fourth spot.

Indeed, PAPA 5 saw an unprecedented flexing of interna-

tional flipper muscle from nine countries, including champion teams from Austria, France, Denmark, and Sweden, and players from the United Kingdom, Australia, Japan, Canada, and Brazil. While strong international players have made individual appearances at past PAPA tourneys, in terms of overall placement, this was the first year in which teams from other countries caused the Americans to sweat. Six French players, including the 1993 and 1994 champions, racked up high scores in the "A", "B", "C," and Doubles Divisions. And Sweden's players nipped at the heels of America's top ranks in both the "A" and "B" Divisions.

The "C" Division was conquered by novice competitor Steve Walker, a research chemist in King-of-Prussia, Pennsylvania. Walker, who has never competed in any pinball tournament, attributes his stunning first-time success to years of competitive experience in chess, pool and bowling. "Competition brings out the best in me," said the 33-year old.

In the Junior's Division, which included 40 players up to the age of sixteen, Joshua "Razor" Sharpe won a decisive victory when he scored 40 out of a possible 40 PAPA points in the final rounds. A 15-year old from Chicago who competed alongside his brother Zachary and father Roger, Sharpe told reporters that he wanted to grow up to be "the best pinball player the world has ever seen."

Amtex Software, the leading manufacturer of computer simulation pinball games, brought a new dimension to the pinball battle with **CYBERCLASH '95**, a tournament-within-a-tournament. Playing on Amtex's hyper-realistic simulations of the classic games *EIGHT-BALL DELUXE* and *ROYAL FLUSH*, competitors fought it out for \$7,500 in prize money. The line-up in the Singles match was: 1st place, Theodore T. Harris, Jr. of Villas, New Jersey; 2nd place, Claus Svensson of Odense, Denmark; 3rd place, Frank Romero of West Havestraw, New York; 4th place, Paul Chan of Rosedale, New York. The following were the Doubles winners: 1st, Frank Mikkelsen and Claus Svensson, both of Odense, Denmark; 2nd, Bowen Kerins and Keith Johnson -- the team who took 1st place in the traditional Doubles Division; 3rd, Frank Romero and Gig Caprio of Danbury, Connecticut, 4th, Gennady Levitan and Kevin

Rodriguez, both of Bronx, New York.

The Professional and Amateur Pinball Association was created in 1986 by Steve Epstein, owner of New York's legendary Broadway Arcade, cited by the New York Times as "the epicenter of the pinball universe." Since 1991, PAPA has been hosting the World Pinball Championships in New York. The event has become the premiere international venue for the rapidly expanding field of competitive pinball, and pinball manufacturers now time the releases of their newest games to premiere at the Championships. This year, the following games were introduced at PAPA: *DIRTY HARRY* (Williams Electronics), *SHAQ ATTAQ* (Premier Electronics), *FRANKENSTEIN* (Sega Pinball), and *THE SHADOW* (Bally Pinball).



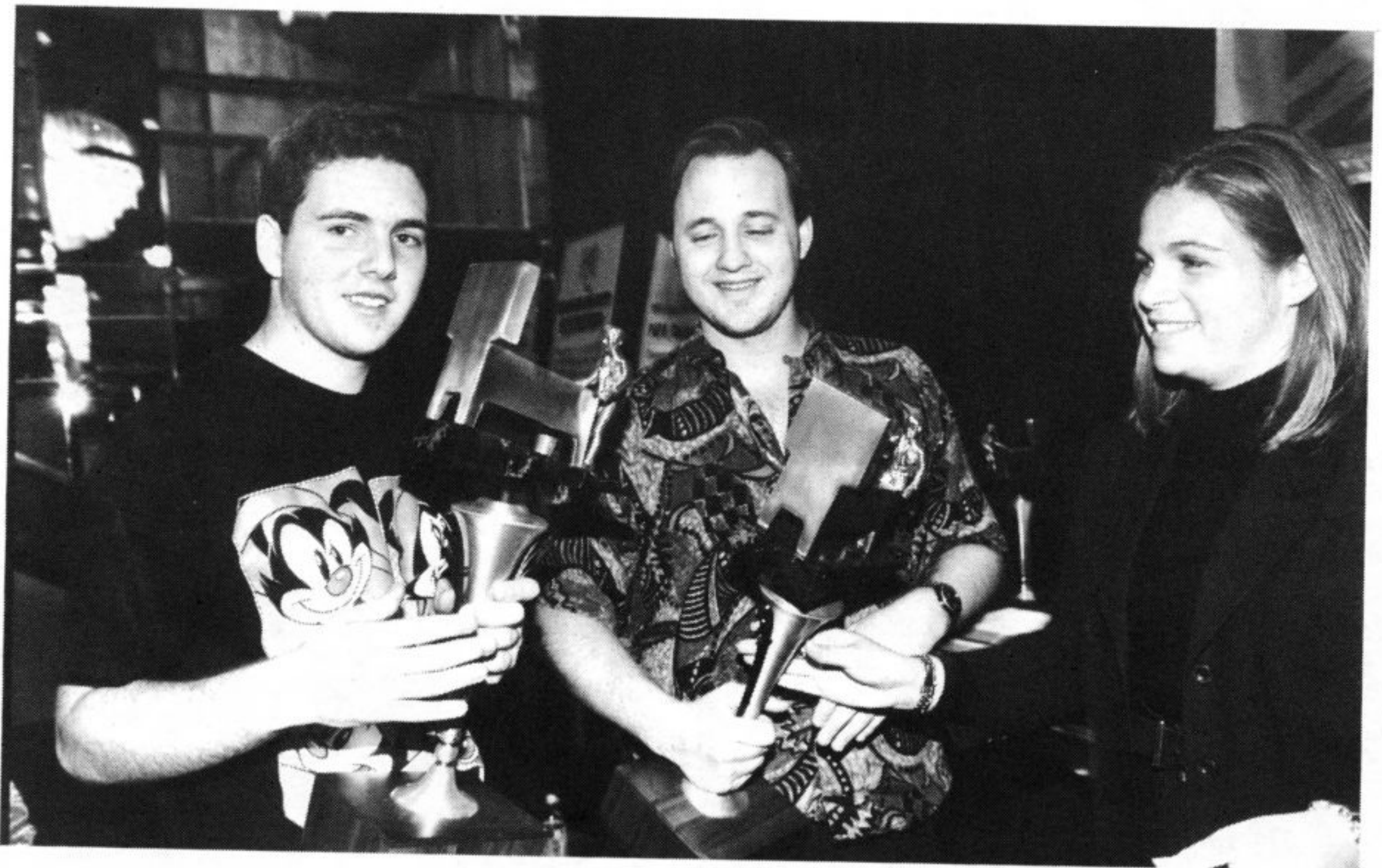
PAPA Champions Division Tournament Winners Jason Werdrick (at left) "A" Division Winner, Frank Seninsky, PAPA Tournament Director, and Sean Joseph Grant, "B" Division Champion.



"A" DIVISION



Alysa Getlan presents trophies to "A" Division Doubles Winners Bowen Kerins and Kevin Johnson.



2nd Place "A" Division Doubles Team Lyman Sheats and Dave Hegge.

DOUBLES CHAMPIONS

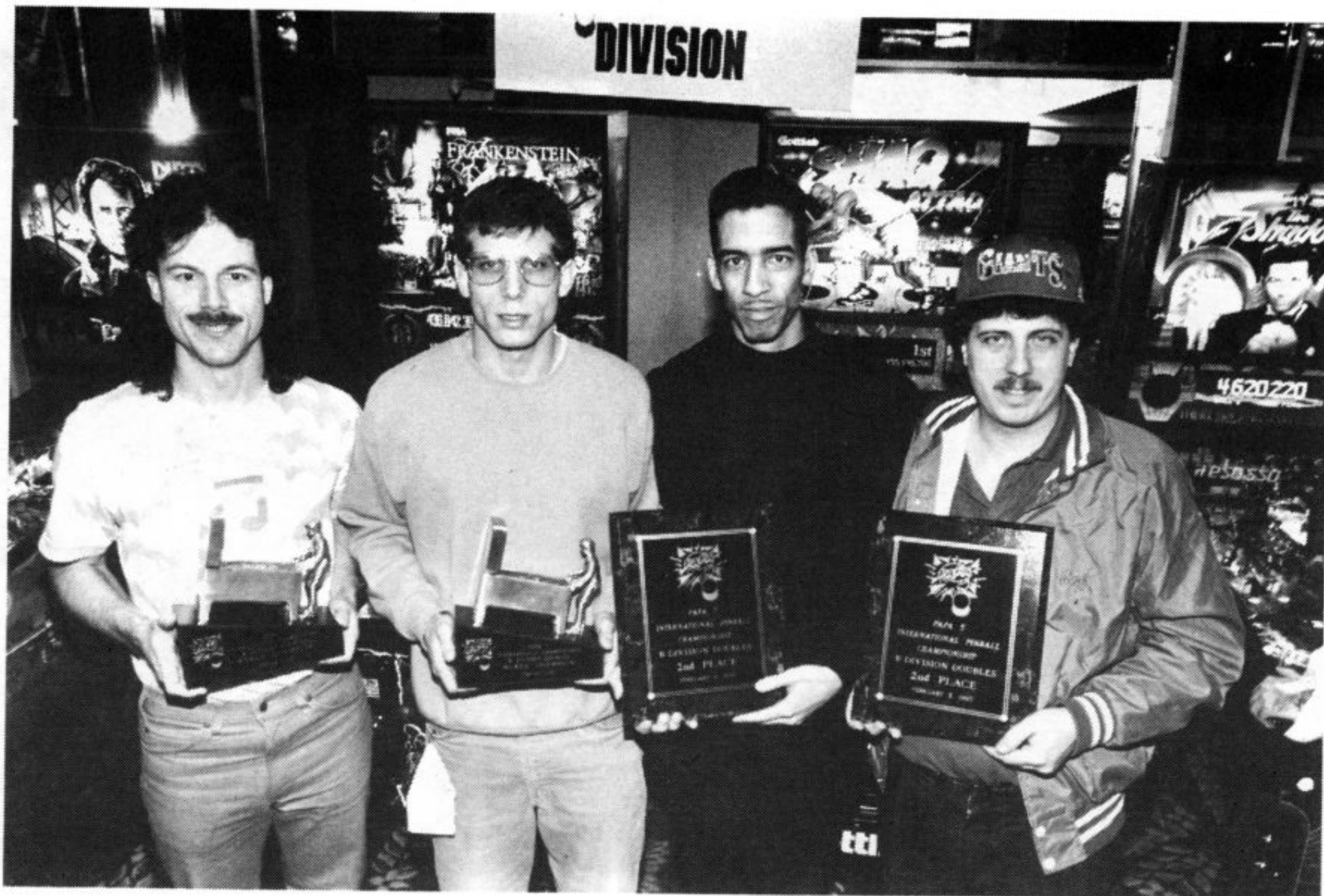


3rd Place "A" Division Doubles Team Dan Wilson and Dale Rice.



4th Place "A" Division Doubles Team Fred Richardson and Paul Madison.

"B" DIVISION



"B" Division Doubles Champions: 1st Place Champion Team (at left) Rick Stetta and Neil Shatz and 2nd Place Finishers Kai Bateman with partner Rob Rosenhouse.



3rd Place "B" Division Doubles Team A. J. Fried and Mark Beardsley.

DOUBLES CHAMPIONS



4th Place "B" Division Doubles Team Michael Dawn and Gordon Green.

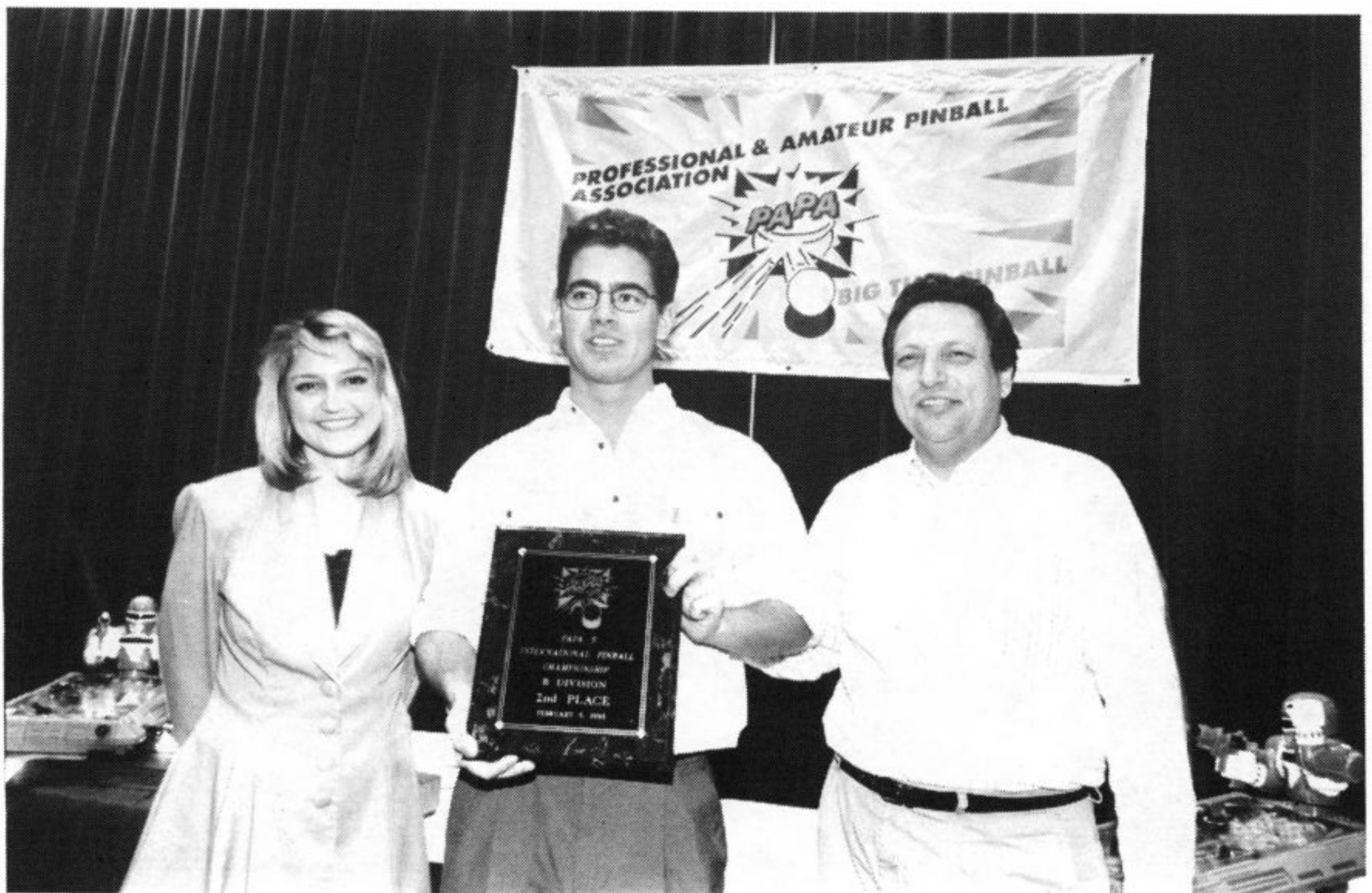


Although they didn't bring home the gold, the Swedish team proved that competition and skill levels are at the top of the game worldwide with Richard Smith (at left) and Gary Stern, President of Sega Pinball, standing with the international champions.

"B" DIVISION



L. J. Greene of Premier Technology and PAPA's Steve Epstein award the champion trophy to "B" Division winner Dominic Nardini.



"B" Division 2nd Place Champion Erik Bengtsson.

SINGLES CHAMPIONS



"B" Division 3rd Place Finisher Mats Andersson.

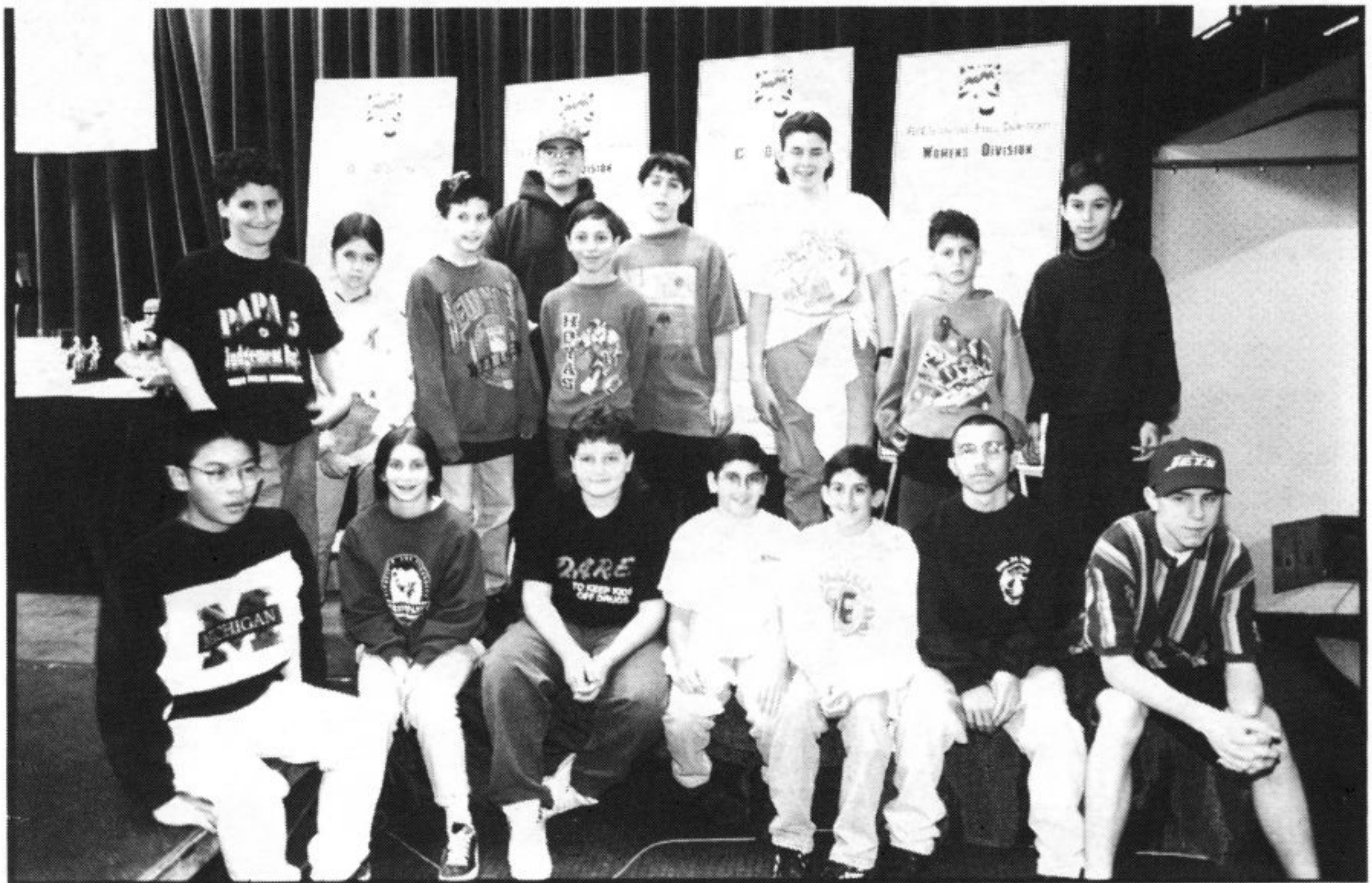


"B" Division 4th Place Winner Alexis Keldermans.

"C" DIVISION SINGLES CHAMPIONS



Top 4 "C" Division Singles Finishers (clockwise from front left) are: 1st Place Steve Walker, 2nd Place Darren Kamnitzer, 3rd Place Matt Schwartz and 4th Place Sebastian Parnet of France.



The next generation of pinball champions with the final sixteen qualifiers in the Juniors Division.

"JUNIORS" DIVISION SINGLES CHAMPIONS



Joshua Sharpe takes top honors with clean sweep in Juniors Division finals.



2nd Place Finisher in Juniors Division is Michael Ursic.

(At right)
3rd Place
Finisher in
Juniors Division,
Mitch Kulek.



4th Place Finisher in Juniors Division, David Vogel.

CONGRATULATIONS

PAPA 5 TOURNAMENT WINNERS

	<i>WINNER</i>	<i>SECOND PLACE</i>	<i>THIRD PLACE</i>	<i>FOURTH PLACE</i>
<i>A Division</i>	Sean Joseph Grant New York, NY	Lyman Sheats, Jr. Elk Grove Village, IL	David Hegge Brookfield, IL	Neil Shatz Sunnyvale, CA
<i>B Division</i>	Dominic Nardini New York, NY	Erik Bengtsson Sweden	Mats Andersson Sweden	Alexis Heldermans Camion, France
<i>C Division</i>	Steve Walker Conshohocken, PA	Darren Kamnitzer ---	Matt Schwartz New York, NY	Sebastuab Parnet Mery, France
<i>Doubles A Division</i>	Bowen Kerins Stanford, CA	Lyman Sheats, Jr. Elk Grove Village, IL	Dan Wilson E. Lansing, MI	Paul Madison Minneapolis, MN
	Keith Johnson Blacksburg, VA	David Hegge Brookfield, IL	Dale Rice Lansing, MI	Fred Richardson Minneapolis, MN
<i>Doubles B Division</i>	Rick Stetta Sunnyvale, CA	Kai Bateman Colonia, NJ	A. J. Fried N. Arlington, NJ	Michael Dawn Southgate, KY
	Neil Shatz Sunnyvale, CA	Rob Rosenhouse Orange, NJ	Mark Beardsley Paterson, NJ	Gordon Green ---
<i>Women's Division</i>	Natalie Baker New Haven, CT	Ellen Frankel Pittsburgh, PA	Alyssa Parks Denver, CO	Nancee Kumpfmiller Pittsburg, PA
<i>Junior Division</i>	Joshua Sharpe Arlington Heights, IL	Michael Ursic Trenton, NJ	Mitch Kulek Pinconning, MI	David Vogel Sommerville, NJ
<i>PAPA Champion A Division</i>	Jason Werdrick Park Ridge, IL			
<i>PAPA Champion B Division</i>	Sean Joseph Grant New York, NY			
<i>Recreational Games - Pinball Division</i>	Noel Steere ---	Bowen Kerins Stanford, CA	Dave Stewart Laurel, MD	Bill Kurtz Pittsburgh, PA
<i>M a y f a i r Amusements Vintage Pinball Division</i>	Steve Walker Conshohocken, PA	John Wong Flushing, NY	Gennady Levitan Bronx, NY	

A FLIP DOWN MEMORY LANE

By Michael Brent

For ten years Rob Berk and Mike Pacak, along with so many other capable and dedicated assistants, have put on a pinball lover's weekend celebration.

For those fortunate enough to have attended, the PINBALL EXPO is a treasure trove of memories. For others who have never had the opportunity to savor this tribute to pinballdom and pinballabilia, suffice it to say that PINBALL EXPO has become an annual event of notable stature.

And since a decade has passed, THE FLIPSIDE thought you might want to relive some of the special moments, captured on film, with this photo album report of the 10th PINBALL EXPO staged last fall in Chicago. Enjoy the memories and get ready for #11 this coming fall!

Also, our sincerest thanks to the tireless efforts of Jim Schelberg and his wonderful publication, PINGAME JOURNAL, as well as the use of his photographs for our feature.



Participants of autograph session

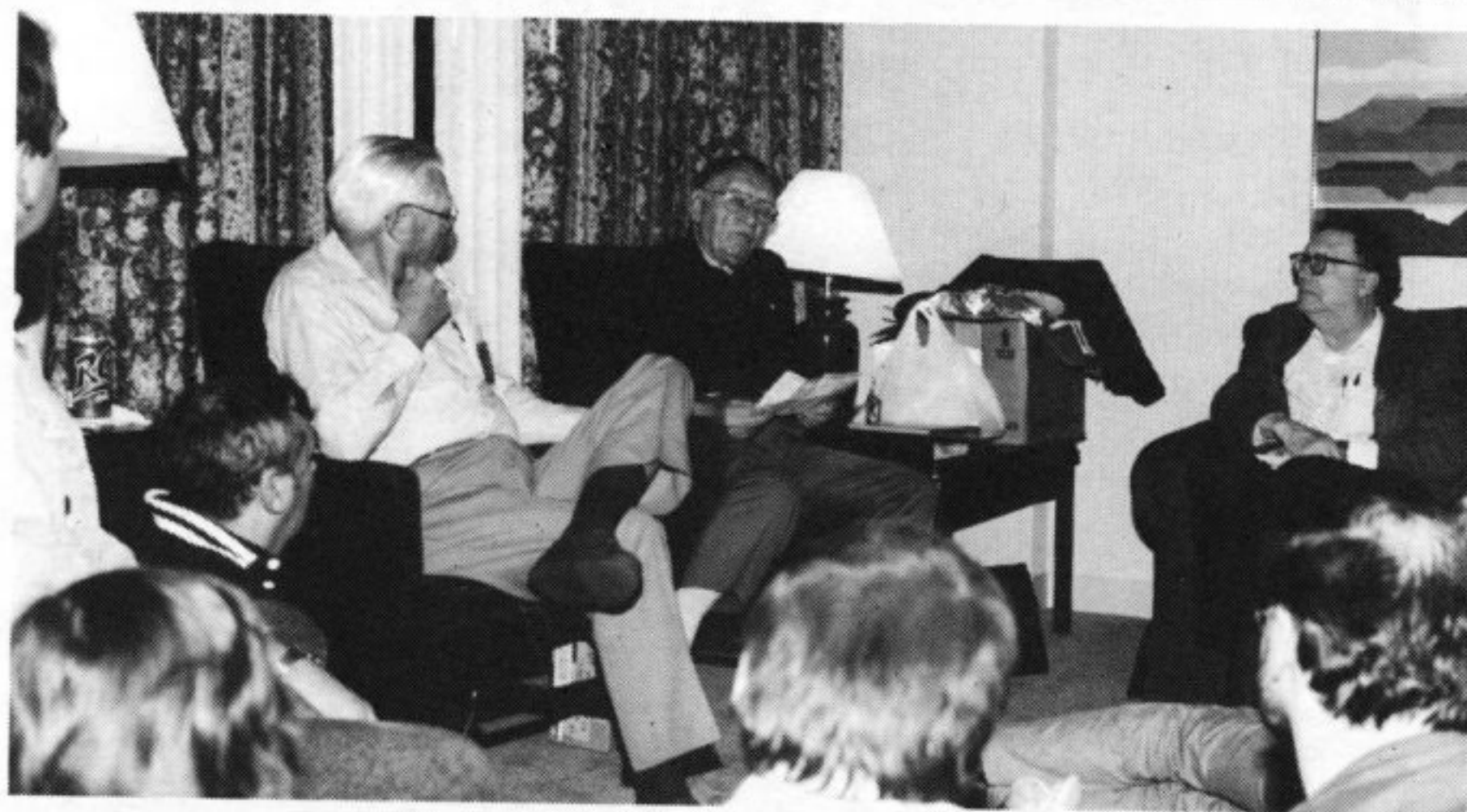
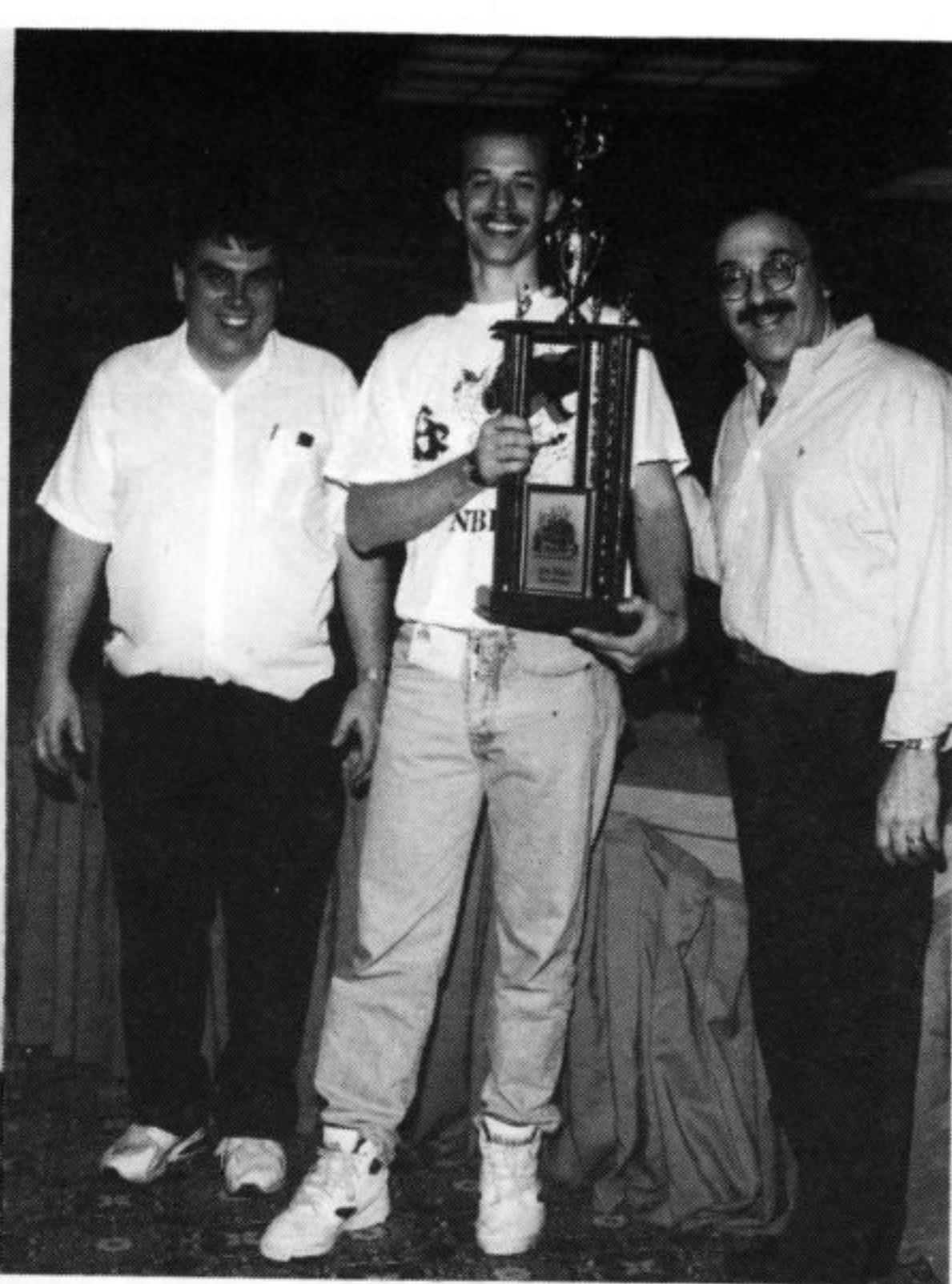


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Opposite page:
Top left: Herb Silvers showing off his "best restored game" 1963 Gottlieb Squarehead.

Top right: Winner of B Division.

Center: Steve Kordek (Williams) and Wayne Neyens (left-Gottlieb) speak of the good old days during fireside chat.

(Bottom) Looking for goodies at Mayfair Amusements Booth.

This page:

Top: All those Pinball Expo attendees who have made it to all 10 shows.

Bottom: See you in 1995!



PLAYER GAME RATING

These are the running totals and averages for our first two game rating ballots and many thanks to all of you who responded. For the next issue we'll keep this list and add in Shaq Attack, Stargate, Dirty Harry, No Fear, Frankenstein, Baywatch, The Shadow and Theatre of Magic.

Game	Playfield Layout	Rules	Artwork	Audio/ Visuals	Distribution*
Star Trek: The Next Generation	9	9	9	9	9
Tales From the Crypt	7	8	9	9	6
Tommy	7	9	8	9	6
Wipeout	5	5	5	5	6
Rescue 911	6	5	7	5	5
Guns 'N Roses	5	5	6	6	6
World Cup Soccer	6	5	6	5	6
Demolition Man	7	7	6	6	4
Freddy's Nightmare	8	7	8	6	6
Road Show	9	8	8	8	7
Corvette	6	6	7	6	3
Maverick	6	6	6	5	3

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

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GAME RATING BALLOT

RATING SYSTEM: Each game listed may be rated individually on a scale of 10 (High) to 0 (Low) for each of 5 categories. Send your completed ballot to: Steve Epstein, THE FLIPSIDE, 81 Carrar Drive, Watchung, NJ 07060. The results will be announced in the next issue of THE FLIPSIDE.

Game	Playfield Layout	Rules	Artwork	Audio/ Visuals	Distribution*
Star Trek: The Next Generation	_____	_____	_____	_____	_____
Tales From the Crypt	_____	_____	_____	_____	_____
Tommy	_____	_____	_____	_____	_____
Wipeout	_____	_____	_____	_____	_____
Rescue 911	_____	_____	_____	_____	_____
Guns 'N Roses	_____	_____	_____	_____	_____
World Cup Soccer	_____	_____	_____	_____	_____
Demolition Man	_____	_____	_____	_____	_____
Freddy's Nightmare	_____	_____	_____	_____	_____
Road Show	_____	_____	_____	_____	_____
Corvette	_____	_____	_____	_____	_____
Maverick	_____	_____	_____	_____	_____
Shaq Attack	_____	_____	_____	_____	_____
Stargate	_____	_____	_____	_____	_____
Dirty Harry	_____	_____	_____	_____	_____
No Fear	_____	_____	_____	_____	_____
Frankenstein	_____	_____	_____	_____	_____
Baywatch	_____	_____	_____	_____	_____
The Shadow	_____	_____	_____	_____	_____
Theatre of Magic	_____	_____	_____	_____	_____

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

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To rest your flipper fingers long enough to fill out this questionnaire. Tell us what you like and don't like about pinball. Then rip (or photocopy it) and send it to us pronto at this address: THE FLIPSIDE, 88 Carrar Way, Watchung, NJ 07090.

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

Occupation (if none, list parents'): _____

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

Favorite new game: _____

Biggest disappointment: _____

Do you play video games? Yes _____ No _____

What is your current favorite video game(s) _____

PLAYING THE FIELD

FREDDY: A NIGHTMARE ON ELM STREET

By Sean Joseph Grant

Spooky themes have always made for successful pinball machines, and Premier's latest release is no exception. **FREDDY: A NIGHTMARE ON ELM STREET** is easily the most playable and enjoyable pin that Premier has made in recent memory, and with its challenging yet makeable shots, should also make for a very good tournament machine. The latest movie series to be made into a pin, the *Nightmare on Elm Street* six part series has been very popular among horror movie fans, and makes for a perfect license with Freddy Krueger, a formidable and likeable rival for the player to contend with.

The game play is as complex as the playfield is simple. The sophisticated rule set allows for strategic diversity, something I always value in a machine; there are truly many ways in which this game can be played.

Nightmares: The Nightmares are a sequential series of modes which are initiated when the player "Falls Asleep". The player falls asleep by either entering the boiler room during normal play or by keeping the ball alive without shooting one of the Coffee targets. In order to enter the boiler room, the player must hit the boiling room entrance to open it up. Upon doing so the entrance gate opens and closes with the player aiming to shoot the boiling room a second time while the gate is open during a timed period.

The player's status is shown on a five light display just to the left of the boiler room. Shooting a coffee target raises the light once toward Awake, otherwise a certain number of hits around the rest of the playfield will drop the meter toward Asleep. This drop will be noted by Freddy, who will say, "Don't fall asleep on the job!", or

another similar quote when this happens. When the player is Fully Awake, the captive ball located on the upper right of the playfield will be flashing. When Fully Awake, the captive ball awards "Freddy's Bones" values (explained later).

There are three nightmare features which characterize the next nightmare. "More Power" indicates that each Freddy shot during the nightmare will raise the lower meter toward defeating Freddy by three instead of two. "Multiball" means that the next nightmare will begin with two balls and "Alarm Clock" indicates that extra time will be added to the length of the Nightmare. Nightmares 1, 3, 5 and the Final Nightmare (7), automatically begin with "Multiball" being lit. I like the concept of having some Nightmares being automatic Multiball, and others possible Multiball rounds. Features not lit for the next nightmare can be gained in one of three ways. They may be awarded from the 1...2... mystery shot, the Alarm Clock and More Power features can be gained by completing the bank of three drop targets, and all three can be gained when "Freddy's Bones" is lit. Freddy's Bones awards one of the unlit nightmare features; if all three features are lit, it awards five Kruegerands.

There are two goals in the Nightmare rounds, defeating Freddy and scoring Jackpots. The player defeats Freddy by raising the power meter to full, and then shooting the boiler room when the gate is down. The player cannot defeat Freddy by continuously shooting the same Freddy shot. For example, the upper loop is without question the easiest of the Freddy shots. When scored, the loop is disqualified until another shot is scored, preventing the player from only aiming for it.

This is a nice touch, and proves that the designers put a lot of thought and effort into making this machine one that could not be reduced to scoring a single shot.

Defeating Freddy awards 10M x the number of the nightmare, and during a Multiball Nightmare, lights the Multiball Jackpots. The Multiball Jackpots are scored by hitting the same five shots as are lit to raise the power meter. They are as follows:

1. the left orbit
2. the "Take That" stand-up target just below the Soul Standups
3. the Boiler Room
4. the upper loop
5. the captive ball

The first Multiball Jackpot awards 10 million and after scored becomes unlit. Each successive Jackpot is worth 10 million more than the previous, until all five have been scored. At this point the captive ball remains lit for 50 million for the duration of the Multiball. The selection of the captive ball for the last continuous Multiball Jackpot is a good one because it is not a shot that can be easily taken advantage of. If the player attempts to trap one of the balls with the right flipper, the upper flipper blocks shots at the captive ball. That is unless the player is very careful about the pressure applied to the flipper button, because it is possible to flip or hold out the bottom flipper without moving the top one. This usually demands enough concentration, however, that it is difficult to make the captive ball repeatedly, but it definitely does help. This trick is possible on all machines, by the way, not just on Freddy or Premier machines.

It is important to note that it is possible to add balls during Multiball nightmares by shooting the flashing

Multiball/Relight Kick Save shot below the 1...2...mystery saucer, shooting the "Take That" target, or by being awarded "Friend Joins Nightmare" from the mystery saucer. Balls can be added until either all four are on the playfield, a total of three have been added during the course of the Multiball, or only one ball remains.

Defeating Freddy is important not only because it lights the Jackpots and awards you 10M x the Nightmare number, but also because the value of the final nightmare is equal to 100M x the number of times that you have defeated Freddy + 1M for each soul and 1M for each Krueger and collected. Players are thus faced with the strategic question: am I going to let the non Multiball Nightmares drain, try to insure a shot at the Final Nightmare, or am I going to take the risk and go for defeating Freddy, thus pumping up the value of the Final Nightmare Freddy victory. I leave that choice to you.

Dream Warriors: Dream Warriors Multiball and the Final Nightmare are the two major scoring rounds in the game. Dream Warriors Multiball is scored if the player succeeds in scoring all three of the different types of Jackpots. The three Jackpots needed are:

1. Multiball Jackpot
2. Freddy Jackpot - A moving jackpot lit during Nightmares 4 and 6.
3. Combo Jackpot - The left inlane lights the captive ball for Combo Jackpot. The upper loop must be scored directly after the captive ball without another switch being scored in order to collect the 20M Combo Jackpot.

It is intelligent to avoid shooting the captive ball during Multiball when Combo is lit, because even if you score the loop directly after shooting the captive ball, one of the other balls will probably hit a switch, disqualifying the combo. The most difficult part of scoring the Combo Jackpot is lighting it in the first place, because the left inlane is not fed by any shot. The 1...2... mystery shot feeds the inlane too low down to score the switch, so the player must hope for a good bounce

during play. On some machines it is possible to have the ball roll all the way up the inlane by flipping the left flipper very quickly after trapping it to a dead stop. The flip would have to be even quicker than if the player was

attempting a slingshot flipper pass. If you can pull this off, it will greatly enhance your ability to score Combo Jackpots and eventually Dream Warriors Multiball. The jackpots that you have scored towards Dream Warriors



are lit on the middle right of the playfield by the skull with the hat.

Dream Warrior Multiball begins with one of the five jackpot shots being lit for 100M. If scored, the given shot will be worth 10M for each successive shot and another of the five shots will be lit for the 100M Super Jackpot. The last of the shots, if reached, will be worth 100M for the remainder of the Multiball.

The Claw Save: The Claw Save is an innovative toy that is very difficult to use effectively, but if you master the timing you can save balls that would otherwise be hopelessly lost. The Claw is lit either from a mystery award, a shot to the "Take That" standup, or by spelling out Claw by shooting the Soul targets. If the game ends and the Claw Save went unused, the player receives 10M. If you can't use the Claw Save effectively, don't bother trying, saving the 10M and keeping the Soul targets lit for the moving 5M (shooting the lit arrow). I have heard that it is possible to save a ball going down the outlane with the Claw, but I have honestly never been able to do it. Apparently, a well timed nudge positions the ball

over the Claw for a save. Good luck.
The Glove Finger: The captive ball lights the glove finger, located on the left side of the machine. The Glove Finger is fed by the 1...2... mystery shot. The goal is to use the Glove Finger to strike the ball off of the ramp hitting the captive ball. The only problem is that it is very difficult to keep the ramp calibrated such that it is possible to hit the captive ball. On most of the FREDDY's on which I have played, the lip of the ramp sent the ball directly into the glass, rendering the Glove shot useless. I prefer letting the ball roll past the Glove shot for a normal left inlane feed, the Glove Finger is just too random and the award is not worth the risk. It is, however, an imaginative toy like the Claw Save, and is also a strong use of the theme.

Kruegerands: Kruegerands are collected by shooting the loop around Freddy's head (3), or from the Mystery Saucer, Freddy's Bones when applicable or during the Hidden Mode, which I won't reveal how to start. Kruegerands are pinball currency just like Game Balls in Shaq. If the player shoots the left orbit after a right inlane

set-up, and has enough Kruegerands for the first award, the player may be awarded the option to trade Kruegerands for a given award. The more Kruegerands collected, the better the award, so it is good strategy to wait for a good award such as "Instant Dream Warriors", or just keep the 1M Bonus awarded for each one at the end of the game and if the Final Nightmare jackpot is scored. I like the use of pinball currency because it is another source of decision making for the player. Will I settle for this award or wait hoping for something better?

Nightmare 5: An important scoring feature to note is that during the fifth nightmare the drop targets are lit for 10 million plus, a high value for this rather low scoring game.

Final Comments: After many fluffy novice-friendly machines, Premier indicates a true desire to challenge players with FREDDY. The audio and video packages are exceptionally adept at immersing the player in the Nightmare on Elm Street theme. The quotes from the charismatic villain keep the action moving and the player interested. While some people feel that the digitized images on the dot matrix are too choppy and unfocused to be effective, I disagree. I think the darkness and lack of clarity actually add to the artistic effect, however unintended this may be.

Having Nightmare #1 be a Multiball nightmare and with the skill shot relatively simple, Premier presents the player with an important scoring round right at the start of the game. This gets the player involved immediately and also gives good players a chance to show their skill right away without having to worry about three unlucky quick drains and not being able to get Multiball. In this way, Freddy awards players that can handle Multiball; I always like it when the luck factor of a machine is decreased. I feel that it is important if a game is to be considered a good tournament machine.

Overall, I find FREDDY to be a fun and challenging machine which I always enjoy playing. I hope Premier keeps up the momentum it seems to be building.

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PLAYING THE FIELD

ROAD SHOW

By Steve Baumgarten



At first glance, ROAD SHOW looks a lot like a sequel to Funhouse, only done on a much bigger budget. The cabinet is wider, there are two talking dummy heads (Ted and Red) instead of just one (Rudy), and there are at least three times the number of modes -- surely enough to keep anyone from getting bored with the game for quite a long time.

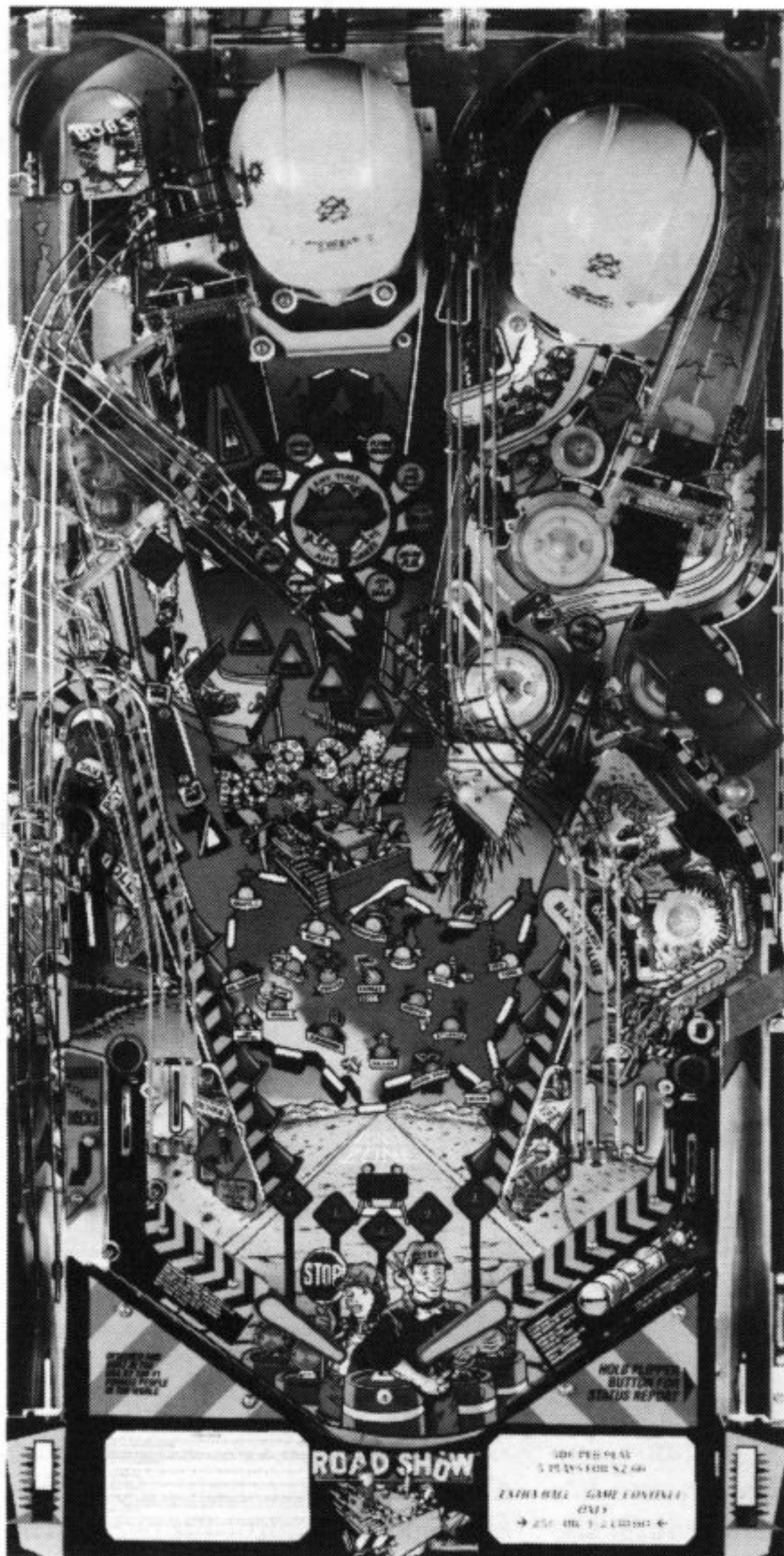
But although ROAD SHOW resembles Funhouse on the surface, it departs from Lawlor's successful strategy in at

least one significant way: its game play is much more strictly linear, and it's linear so that you can go through the game with Ted and Red as your guides, rather than by making your own way however you see fit. In my opinion, the linear quality of ROAD SHOW's game play -- while not always entirely satisfying -- gives the game a distinct and unique personality, and I think it may give us a glimpse of what pinball could be like a few years down the road.

The game itself features four flippers -- three on the left, and one on the right.

Aside from the two standard flippers above the center drain, ROAD SHOW also sports a mini-flipper in the left outlane to handle shots fed from a U-turn loop on the left side of the cabinet and a diverted shot from the right ramp. The fourth flipper is located at the top left, set up more or less like the upper flipper in Funhouse. You can use this flipper to shoot Red in the mouth, just as in Funhouse the upper flipper set up shots to Rudy's mouth.

There are also two ramps, two plungers (with the left plunger reserved for



Funhouse-style skill shots at various points in the game), and a traditional Pat Lawlor-style pop bumper cluster with a shot through to the right ramp. The center of the playfield is mostly open, allowing for clear shots up to the bulldozer blade that's normally guarding Ted's mouth; as a result, much of the "good stuff" is clustered on the sides of the playfield.

The game has a slightly old-fashioned feel to it -- there are no big ramp assemblies crisscrossing and obscuring the playfield; there's no autoplunger; the playfield is relatively open and uncluttered, providing the player with a clear view of everything that's going on; and of course the theme itself is original, a rarity these days. (In addition, putting aside the cartoon-like destruction caused by Ted and Red, the theme is basically non-violent and the game has a real sense of humor, which makes for a refreshing change when so many games today are based on R-rated action/adventure movies.)

In fact, the idea driving ROAD SHOW is just that -- driving. The player is invited to join Ted and Red and their renegade bulldozer on a trip across the United States, stopping only to party from time to time, rescue workers trapped in Port-A-Pottys, and torment taxicab drivers. In the process, they manage to destroy pretty much everything in their path, including toll roads, police cars and -- to this New Yorker's delight -- taxicabs along with their abusive drivers.

The trip starts out on the east coast, usually in New York, and proceeds west in an irregular fashion. Each city is a mode, and to the game's credit most of the modes are unique and appropriate to the city, and few last long enough to get tiresome. In addition to the city-based modes, the game features a dozen or so mini-modes that are nearly always available via the two ball scoops on the game (one of which functions as an all-purpose ball lock; the other does double duty as a mode start scoop and a "blast zone" scoop -- more about this later). The mini-modes range from a simple "lunch time" award of 15M points (along with a familiar-looking hot dog), to a very lucrative million-plus award for ramp shots, to one which lights the ball lock for an extra ball award. It is the mini-modes that keep game play varied and interesting, and I find that they do a nice job of breaking up the game's focus on the longer and more predictable city-based modes. (Shots to the Blast Zone also count toward lighting an extra ball award, as do repeated ramp shots; basically, the game's rules are designed to encourage you as much as possible to play the entire game, rather than just focus single-mindedly on one particular playfield area or game feature.)

There's also a multiball mode, but ROAD SHOW differs from other Lawlor games in that it really de-emphasizes multiball. It's available, and at least the first one isn't too hard to get, but unless you're a very skilled player, it's not going to be worth enough to go for. The basic idea is to get to "payday", which happens to be Friday for Ted and Red. To do that, you hit the bulldozer blade in front of Ted's mouth

a number of times -- initially once per day, but later on you need to hit it multiple times. Red announces the new day with each hit, and when you get to Friday the ball lock lights. Lock up two balls, and the bulldozer blade lifts and allows you to shoot a ball into Ted's mouth to start multiball. After that, alternate shots to Ted and Red score single and multiplied jackpots, each worth a maximum of 100M points.

But for all that, multiball is really just a sideshow in ROAD SHOW -- it's there because it's fun to play (and to give you a way to hear country and western star Charlene Carter sing her hit song, "Every Little Thing", a goal well worth going for in its own right), but it's not the best way to get a high score. To do that, you have to visit as many cities as possible, buying or winning souvenirs along the way, and work on raising your bonus multiplier to 6X. Since bonus accumulates throughout the game, by your last ball you can earn hundreds of millions of points in bonus, which far outweighs what all but the most skillful player can earn in multiball.

The souvenirs I mentioned are interesting: they're available from Bob's Bunker (the ball lock scoop) when Bob's Bunker is lit; a shot to the Bunker results in a random souvenir offered for sale at a random price (generally around 10M points). You pretty much always want to buy souvenirs, because if you stop at cities that match the souvenirs you have, you get extra, possibly multiplied bonus at the end of each ball. At a base value of 10M per matched souvenir, you can see how the points can really add up.

ROAD SHOW features alternating ramp shots, one of which can go all the way around the back of the playfield from right to left, setting up a shot from the middle-left mini-flipper across the game into the Blast Zone (much as Thing Flips would be set up by a shot to the middle ramp in The Addams Family; here, though you make the shot yourself, rather than leaving it to the number of miles you've driven (and correspondingly decreases the number of miles you need to drive to get to the next city). Assuming you have

your shots down, shooting the left and right ramps in ROAD SHOW and making the Blast Zone shot across the playfield can be a lot of fun, regardless of how the shots feature in the game's rules.

This does, however, lead me to mention one of ROAD SHOW's problems: if you don't have your shots down, the game can be incredibly frustrating to play, and for all the reasons now familiar to people who've been playing



Lawlor's last release, *The Twilight Zone*. The problem is that once you miss a shot in *ROAD SHOW*, the ball is very difficult to get back under control: the slingshots are quite active and tend to send the ball toward the outlanes; the city mode start scoop is positioned and acts just like the slot machine scoop in *TZ*, sending the ball rocketing toward the lower-right flipper numerous times throughout the game; and worst of all, too many shots send the ball into the left outlane, where your only defense against a quick drain is equally quick work with the mini-flipper -- but even then, it seems that the ball gets caught *under* the flipper far too often, leaving you little to do but raise the flipper and watch helplessly as the ball rolls down the outlane.

Of course, this is a problem with a lot of new games -- they look good to a novice player, but they require expert skill if you have any hope of having a good game on them. But early on *ROAD SHOW* acquired an unfortunate nickname -- *DRAIN SHOW* -- which is not entirely deserved, but which does serve to highlight a very likely player experience, one especially likely for a player who's never played *ROAD SHOW* before and so is completely unfamiliar with the game. After all, what novice player would expect a right ramp shot to travel all the way around the game, down the left side of the playfield, and straight into the outlane, all because the player didn't use the left mini-flipper in time?

But once you give the game a little time and become more familiar with it, *ROAD SHOW* becomes a very rewarding game to play. The decisions made by Lawlor and the rest of the design team are, as I noted above, somewhat unique today: they wanted someone playing *ROAD SHOW* to feel what it might be like to be with Ted and Red as they travel across the country. Most games today allow you to start and play any number of modes all at once, and the modes themselves have little in common with each other. This can make for very exciting play -- *The Shadow* is an especially well-designed example of this type of game -- but when you have so much going on at

once, it's impossible to pay attention to each detail of each mode. You can get to the point where almost no matter what you do, you're hitting a jackpot or scoring frenzy points, etc.; at that point, you barely have to pay attention to the game -- just keeping the ball in play and shooting for what's lit is enough.

In *ROAD SHOW*, though, you stick with Ted and Red each step of the way. When you start a mode, you get to hear what they say about it, and you generally can't abort the startup comments or animation. When playing a mode, you can't go for multiball; when playing multiball, you can't go for a mode. The game is as linear as any I've played recently, and this linear quality contributes to its old-fashioned feeling.

More to the point, *ROAD SHOW* attempts to tell a coherent, cohesive story, and I think it largely succeeds in doing so. The game design elements fit well together -- you buy souvenirs along the way and are rewarded if they're souvenirs for cities you've visited; the taxicab driving from New York plagues you in other cities, until you finally reach a Western-style showdown; even the very fact that you always progress east to west, stopping in a strict subset of the available cities each time, with your ultimate destination the west coast (where, just as in real life, all hell breaks loose) -- all of this keeps the game focused and keeps you very much with Ted and Red.

The result is a wonderful combination of fast action and relaxed progress toward an obvious and exciting goal -- the west coast. Coming out of Chicago, you might well head into Kansas City, or Dallas, or even Minnesota -- it all depends on which fork in the road Ted and Red decide to take (actually, you do have some control over which city you next visit, but it's not at all obvious how you do this, and I believe that was intentional; the accidental quality of *ROAD SHOW* seems to be something the designers strived for, rather than something they worked to avoid). If you're a good enough player, you'll be able to reach the west coast on one credit; less skilled players will be invited to continue play for a half-credit, something that makes a lot more sense

than the traditional full-credit buy-in.

Getting to the west coast is the incentive, and even for players who don't know what lies in store for them -- all sorts of disasters, actually, including monsters, earthquakes, and alien invasions, and all as a prelude to a high-scoring "Super Payday" mode -- continuing on with Ted and Red will be as much cause to continue as the more traditional goal of getting a high score. The west coast is what everything in the game is driving toward (so to speak), and I think players will be more intrigued by the theme-based goal in *ROAD SHOW* than they might be had it been more abstract (a "Final Battle" of some kind, as is featured in *The Shadow*). More specifically, the west coast is the place where Ted and Red's tale must logically end, and given how much time an average player will have spent in their company, it's only natural that people will want to see the tale through to its conclusion. (Fortunately, the tale does not end at the west coast, as it might were *ROAD SHOW* a video game; instead, Ted and Red just start all over again on the east coast.)

The linear, story-like quality of *ROAD SHOW* gives it a different "feel" than any other recent game, and it's one I like very much. While *ROAD SHOW* is a very successful game in its own right, its more linear style of play may also give us a glimpse at what pinball may become in the future: an even more involving, story-driven experience, and one that may finally prove just as attractive to novice players as it does to experts.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■

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PLAYING THE FIELD

MAVERICK

By Rob Rosenhouse

Times are changing. As you may or not be aware, there is no more Data East pinball! The company has been absorbed by Sega, Inc., best known for manufacturing games such as Virtua Fighter 2 and Virtua Racing. For the most part, things have stayed the same at Sega Pinball. I'm sure they will still be concentrating on licensed pinball games.

Their newest offering is no exception. Mel Gibson returns to the world of pinball in **MAVERICK**. This is a thin bodied game. I'm very happy that the "normal" sized games are back in fashion. Most of the games designed in the wide body format have not had the greatest feel to them.

The most striking thing about **MAVERICK** is visible from across the arcade. It is Sega's new double height dot matrix display. This new display is HUGE. It becomes much more obvious how big it is, when playing a **MAVERICK** that is next to another game that uses the standard sized display. Much more information can be shown to the player at once. The animations and movie clips are also more detailed. I've also heard that in an upcoming Sega release, **BAYWATCH**, there are options to play a six-player game, and that league play is also incorporated into the new display software. I'd wager that it is just a matter of time (and cost) before we see multicolor displays used in pinball.

The game begins with a skill shot, reprised from **HOOK**. Each of the three slots that the ball can land in begin the game illuminated. Each one activates a different feature, including an instant lock, a mode start, and other scoring features. Along the top of the game are four lanes representing the four suits of cards. Completing these lanes increases your bonus multiplier, and feeds the ball into the bumper area.



One major complaint that I, and many others have had, is that the bumpers on Data East games have been unexciting. This is not the case with **MAVERICK**. The ball can easily rebound in the bumper area for quite some time. This is also accompanied by nice animation of poker chips falling on the display, revealing the point values for each of the three bumpers. Sega has been using a system that increases the bumper values after each bumper has been hit a number of times. This can work out to a lot of points, and can make the bumper area worthwhile to shoot for.

One of my favorite features on a pinball game are drop targets. There is definitely no shortage of these on **MAVERICK**. There are no less than 17 drop targets just waiting to get whacked. A lot of the game play on **MAVERICK** is based on poker, and the drop targets, divided into two banks of five, a bank of four, and a bank of three, represent various hands of cards. There are also two stand-up targets depicting aces. This allows for

the creation of five different hands.

At the start of each ball, the game will pick a random hand that you have to beat. For example, you have to get the straight. You then have a certain number of shots with which to complete the straight, without losing the hand. Each time you hit a card that you don't need, one unit is subtracted off of your discard counter. Should the number of discards reach zero, you lose. However, if you beat the hand, and complete the lit bank of targets, you win! In addition to winning the hand, you earn a game chip, and increase your winning streak. The winning streak starts out at five million, and increases each time you win a hand. But if you lose, the winning streak will fall back to the initial value of five million.

There is also a way to raise the stakes. Shooting the ball popper on the upper left of the playfield will give you the chance to raise or fold. If you feel that you have enough discards left to not risk losing, then you should raise your bet. This doubles the winning streak value for that hand, and potentially awards two game chips, if you should succeed. Also, at this ball popper, is the opportunity to light your kickback through a game of blackjack. The display will show hands for you, and the dealer, with one of the dealer's cards covered up, and you play with normal blackjack rules. If you win, the kicker will relight. If you lose, then you will have to shoot the ball popper again for another opportunity to beat the dealer.

The game chips mentioned earlier are used to start rounds. This is also a departure from recent games, where you had to make a shot in order to start a round. It takes four chips to start a round, but through the use of raising, you can start a round by beating the opponent in as little as two hands. There are five rounds, which I will briefly

explain.

Coop's Cash

Four coin shots will be lit at the start of this round. Shooting each lit coin awards ten million points. Nailing all four will start a roving mode where the lit coin will move across the playfield. Hitting this will award you with fifty million, and will relight all four shots again. This round lasts until the counter reaches zero.

Lauren Bell

This mode encourages you to repeatedly shoot the ramp. Each shot increases in value, and lights the various features on the playfield, including unlimited kick-back, an extra ball and more. This is also a timed round.

Stagecoach

For this round, the right ramp scores 10 million, plus one million for each drop target hit. The ramp can be shot over and over, for the timed length of the round.

Angel's Revenge

This is a frenzy-type mode. Frenzy mode originated on William's FUNHOUSE, where all targets on the playfield score a certain amount of points. These rounds are usually very lucrative. On MAVERICK, this remain true. Each playfield switch scores 250 thousand, and increases 250 million after every tenth switch made. You can also score the cumulative points for this round by shooting the blackjack shot on the upper left side of the playfield. This mode ends when the timer reaches zero.

Bank Heist

During this round, you must try to hit the (well-hidden) captive ball located under the Lauren Bell paddle boat. The drop targets will fail to expose the captive ball. You can hit the captive ball up to three times during this timed round. The scoring is as follows: 100 million for the first hit, 200 million and light extra ball for the second, and 300 million for the third and final hit.

Once the five modes are completed, you need to win five more poker chips to begin the final round, the Poker Championship. This is a four-ball, multi-ball round. The ball saver is also enabled for thirty seconds. Since MAVERICK does not feature an auto-plunger, it is up to the player to manually feed balls into the game.

Each bank of drop targets will be flashing during this round. Complete all four banks of targets to light the blackjack shot to collect the Championship Pot. The Pot accumulates points in the following manner: drop targets add 1 million times the number of balls in play. The captive ball adds 100 million to the Championship Pot. This makes that blackjack shot worth tons of points.

Once you have collected the pot, the drop targets will all revert back to their flashing status, and you can continue adding to the current Pot. The jackpot does not reset, so you can expect mega scores, if you are able to do this a couple of times.

MAVERICK also features multi-ball play. Shoot the right ramp to enable the lock. You can hit the lock by shooting the left orbit. Each locked ball causes a new ball to be served to the plunger for another skill shot (unless there are too many balls already locked in the Lauren Bell.) After locking the first ball, the skill shots will be oriented around increasing the jackpot. The second locked ball skill shot offers a four-ball multi-ball opportunity, or a chance to double the multi-ball jackpot. If you miss the four-ball shot, you must manually lock the third ball to begin multi-ball.

Once multi-ball begins, jackpots are scored by shooting the ramp. The jackpot is increased 200 thousand for every switch hit. After scoring the three ramp jackpots, the captive ball will light up for the super jackpot. This also increases with every switch made.

MAVERICK is definitely a shooters game. There is a lot of strategy involved in making the poker hands. The winning streak can work up to a lot of points, and you don't want to lose it by not completing the poker hands. Therefore, it is important to keep an eye on the number of discards remaining and then deciding whether to raise or fold. Most players will choose to raise the majority of the time.

I love games with lots of drop



targets. Unfortunately, due to cost cutting, there have not been many games that have more than one bank of drop targets. There is something satisfying about them.

I enjoyed playing MAVERICK. It is an interesting departure from the current crop of games out there. I enjoy the strategies involved with the poker hands, and the fact that MAVERICK does not have 20 different modes to worry about. I guess you could say that MAVERICK brings back the basics to pinball, with clean, smooth shots, and simplified rules. That is not to say that MAVERICK is an easy game. Actually, it is quite a challenge.

I'm looking forward to playing more games from Sega Pinball, including BAYWATCH and BATMAN FOREVER.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■

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PLAYING THE FIELD

RIVERBOAT GAMBLER

By Stephen A. Zamonski



If you ask me (and I realize you haven't), 1990 was a fantastic year for Williams pinballs. In that year, the company released five games which are among my all-time favorites. Included in this group are: WHIRLWIND (January), ROLLER GAMES (June), DINER (September), RIVERBOAT GAMBLER (November) and FUNHOUSE (December). A few issues back, I discussed FUNHOUSE; today's topic is RIVERBOAT GAMBLER.

"WELCOME ABOARD..."

After this friendly greeting, the ball is served to the plunger (remember them?), and the game begins. The main objective of RIVERBOAT GAMBLER is somewhat reminiscent of CREATURE FROM

THE BLACK LAGOON in that the player must complete several small tasks to earn letters in a word. In the case of CREATURE, the word is *FILM*, in GAMBLER, it's *CASINO*. How does one earn *CASINO* letters, you ask? Well, I'll tell you...

C - is awarded for collecting the Royal Flush Value at 5-card poker. The cards (the 10, J, Q, K and A of Hearts) appear at the bottom center of the table. The machine can be set to spot anywhere from zero to three cards for the player at the outset; the rest may be earned in either of two ways: completing either four-bank of drop targets (F-I-V-E or C-A-R-D) spots a card, and making the right ramp spots a card when this feature is lit (via the left flipper return

lane). The cards earned do not carry over from ball to ball unless "hold card" is made on the right ramp when lit (one card is held for each shot). The right ramp returns the ball to the left flipper, so consecutive shots are possible. When all five cards are lit, the Royal Flush Value (100 or 200 Chips & 500K) can be collected on the right ramp.

A - is earned by scoring "21" at the blackjack table. The green "hit" standing target in the upper left corner spots a "7" each time it is hit; the third such hit scores "21" and awards a letter. But wait, there's a catch: after the first two "hits" (the player has 14), the "Queen" card target just to the right of the lane may light (adjustable). If it does and is scored before the third "hit," the player

"busts" and the sequence resets.

S - is earned by playing the slot machine (discussed later).

I - is awarded for making the skill shot from the plunger (discussed later).

N - is earned by winning at the roulette table (discussed later) one time.

O - is awarded for completing the five standing "C-H-I-P-S" targets on the center right of the playfield. These targets also award 10, 20 or 50 chips or one gold star.

Spelling *C-A-S-I-N-O* awards 2 million points, then the sequence resets.

MAJOR FEATURES

The skill shot is similar to the one on the old FIREBALL; the player must plunge the ball just hard enough to reach the top of the rear ramp and roll off to the left onto the narrow strip which leads to the roulette table diverter. Doing this will flash all 3 bumpers (which increases their per-hit value from one chip to three), spot the "I" in *CASINO* and give the player a chance to play roulette.

Roulette is played by sending the ball under the left ramp around to the diverter above the right side of the playfield. At this point, the roulette wheel located in the back-box (it's the old CYCLONE wheel revisited), spins and the voice prompts the player to "Pick a Color." Four large buttons are located on the lock-down bar (like the "fire" button from BLACK ROSE), labeled "Red", "Green", "Black" and "Pass," respectively. Picking the right color awards points and chips and advances the all-important "win meter" by one step. Also available on the wheel are four gold stars, which add to the player's star total and lead to a "second chance" (extra ball).

The slot machine is qualified either by making the right flipper return lane when lit (incidentally, "lane change" is available for the features on the return and outlanes), or by making a given number (adjustable) of "winning streak shots" under the left ramp. When lit, the left ramp drops and the ball is guided to the lock at the upper left. The sound of an authentic slot machine arm being pulled is heard, and the displays "spin" and award points ranging from 50K to 3 million (if "777" appears in all three "win-



dows"). If "Star-Star-Star" appears, an extra ball is awarded. Once the ball is locked, a second ball is served to the plunger and multiball begins.

During multiball, the object is to shoot winning streak shots repeatedly to advance the win meter to the top (7 increments). This lights jackpot at the roulette table, which is available after one of the 2 balls drains. Winning at roulette at this point awards the jackpot (starts at 3 million and builds with each loss at roulette during the game and with each winning streak loop), but failing to pick the right color results in the loss of *HALF* the player's chips (they are added to the jackpot). "Passing" simply returns the ball to play as if nothing had happened.

MISCELLANEOUS

Bonus is awarded for the total number of chips earned times 1000. Interestingly enough, bonus is not collected between balls if "second chance" is the next ball.

EDITORIAL COMMENTS

I enjoy RIVERBOAT GAMBLER very much. It is an attractive game, with brown, red and green as the featured colors. It boasts a good soundtrack -- not in the same league with TOMMY, but good for five years ago (although the Louis Armstrong-like vocalist can get a little repetitive at times). It features several different voices and makes creative use of its displays (as one of the last games before dot-matrix technology was introduced). It has several well-thought-out playfield "mini-games" (just like a real casino, only if you play blackjack like I do, much cheaper). Lastly, the attract/demo mode is excellent in showing the player the various objects of the game. I also appreciate the unique strategy elements. For example, the existence of a target that must be avoided (the bust card) at certain times is refreshing. Also, there is the "pass" option at the roulette table, which comes into play when, for instance, the player is on his or her last ball and has earned enough chips so that the outhole bonus will reach the replay score. Do you press your luck and risk losing half of your chips (and possibly a replay)?

If I were to look for negatives, I'm sure some would knock it for the "luck" factor being too high, but that's what a casino

is all about. Also, 3 million as a slot machine award surpasses the 2 million "CASINO" value, which requires far more effort. Lastly, for the reasons mentioned above, GAMBLER would be a difficult machine to use in a tournament.

Overall, though, a solid game which I still enjoy today.

Thanks to Todd Tuckey of TNT Amusements in Southampton, PA for his assistance with this article.



THE PROFESSIONAL AND AMATEUR PINBALL ASSOCIATION

ALL PRO LEAGUE - 4/26/95

STANDINGS AND LEAGUE STATISTICS AFTER 3 MATCHES

	Player	Points	Average		Record		PEPGA
1	NINT HOO	156.0	702,999,431	12.0	6.0	6.0	6.50
9	JOHN MARTEL	155.0	660,753,424	11.0	8.0	5.0	6.46
6	DWIGHT GREEN	150.0	724,175,384	10.0	9.0	5.0	6.25
8	DAVID HILL	148.0	731,432,811	8.0	13.0	3.0	6.17
3	HARRIS PANKIN	132.0	684,384,804	8.0	9.0	7.0	5.50
2	GARY LEVITAN	123.0	962,892,277	7.0	9.0	8.0	5.12
4	SAM FIELD	120.0	515,958,708	8.0	6.0	10.0	5.00
5	DAVE PELLER	97.0	626,953,741	5.0	7.0	12.0	4.04
7	JOANNIE PERRY	71.0	256,294,871	3.0	5.0	16.0	2.96

STATISTICS FROM LAST MATCH

	Player	Points	Average		Record		PEPGA
1	NINT HOO	75.0	968,232,783	7.0	1.0	0.0	9.38
6	DWIGHT GREEN	61.0	523,459,208	5.0	2.0	1.0	7.62
3	HARRIS PANKIN	52.0	1,000,115,781	4.0	2.0	2.0	6.50
4	SAM FIELD	39.0	562,073,475	3.0	1.0	4.0	4.88
2	GARY LEVITAN	38.0	511,141,756	2.0	3.0	3.0	4.75
9	JOHN MARTEL	37.0	818,430,370	1.0	5.0	2.0	4.62
8	DAVID HILL	37.0	814,749,563	1.0	5.0	2.0	4.62
7	JOANNIE PERRY	29.0	295,565,833	1.0	3.0	4.0	3.62
5	DAVE PELLER	16.0	756,292,920	0.0	2.0	6.0	2.00

BIG APPLE LEAGUE - 5/1/95

STANDINGS AND LEAGUE STATISTICS AFTER 4 MATCHES

	Player	Points	Average		Record		PEPGA
7	RALPH SCOTTO	232.0	773,743,428	20.0	5.0	7.0	7.25
4	KOI MORRIS	217.0	263,874,009	17.0	8.0	7.0	6.78
2	LAURIE MIESEL	206.0	396,527,700	14.0	12.0	6.0	6.44
5	ALESSANDRA FERRIERA	197.0	370,733,456	13.0	12.0	7.0	6.16
6	STEVE SCHWARTZ	188.0	265,289,349	12.0	12.0	8.0	5.88
8	RAYMOND COSTANZA	148.0	314,542,202	8.0	11.0	13.0	4.62
1	THE BOY	144.0	154,825,661	8.0	10.0	14.0	4.50
9	ANTHONY STABILE	111.0	231,628,821	3.0	13.0	16.0	3.47
3	JOHN SABALA, JR.	93.0	141,782,907	1.0	13.0	18.0	2.91

STATISTICS FROM LAST MATCH

	Player	Points	Average		Record		PEPGA
4	KOI MORRIS	61.0	277,725,282	5.0	2.0	1.0	7.62
6	STEVE SCHWARTZ	60.0	283,110,207	4.0	4.0	0.0	7.50
7	RALPH SCOTTO	53.0	282,000,783	5.0	0.0	3.0	6.62
5	ALESSANDRA FERREIRA	47.0	358,800,638	3.0	3.0	2.0	5.88
2	LAURIE MIESEL	47.0	230,304,697	3.0	3.0	2.0	5.88
1	THE BOY	39.0	138,506,961	3.0	1.0	4.0	4.88
9	ANTHONY STABILE	29.0	126,600,646	1.0	3.0	4.0	3.62
3	JOHN SABALA, JR.	28.0	122,767,984	0.0	5.0	3.0	3.50
8	RAYMOND COSTANZA	20.0	314,542,202	0.0	3.0	5.0	2.50

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

**THE PROFESSIONAL AND AMATEUR PINBALL ASSOCIATION
SILVER BALL LEAGUE - 4/25/95
STANDINGS AND LEAGUE STATISTICS AFTER 3 MATCHES**

	Player	Points	Average	Record			PEPGA
9	PAUL CHEN	169.0	348,961,025	13.0	7.0	4.0	7.04
8	JIMMY ZOTOS	136.0	323,458,518	8.0	10.0	6.0	5.67
7	KEVIN DOLIRICO	135.0	262,879,595	11.0	3.0	10.0	5.62
3	EMERY LAPINSKI	132.0	346,527,642	8.0	9.0	7.0	5.50
5	DAMON VIGIANO	129.0	324,420,127	9.0	6.0	9.0	5.38
6	FREDDY RUIZ	128.0	302,800,000	4.0	17.0	3.0	5.33
1	DAVE LEVINE	123.0	268,779,872	7.0	9.0	8.0	5.12
4	ROBERT BRILL	108.0	292,255,404	8.0	3.0	13.0	4.50
2	PETER HENNIG	92.0	167,325,854	4.0	8.0	12.0	3.83

STATISTICS FROM LAST MATCH

	Player	Points	Average	Record			PEPGA
7	KEVIN DOLIRICO	71.0	321,422,122	7.0	0.0	1.0	8.88
9	PAUL CHEN	56.0	393,297,165	4.0	3.0	1.0	7.00
3	EMERY LAPINSKI	55.0	409,330,955	3.0	5.0	0.0	6.88
1	DAVE LEVINE	52.0	348,193,357	4.0	2.0	2.0	6.50
5	DAMON VIGIANO	43.0	243,575,168	3.0	2.0	3.0	5.38
6	FREDDY RUIZ	36.0	285,379,445	0.0	7.0	1.0	4.50
8	JIMMY ZOTOS	33.0	237,082,362	1.0	4.0	3.0	4.12
2	PETER HENNIG	21.0	142,867,657	1.0	1.0	6.0	2.62
4	ROBERT BRILL	17.0	212,493,583	1.0	0.0	7.0	2.12

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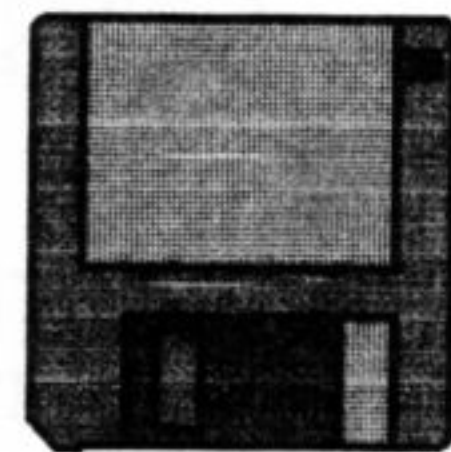
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